

# Sea Skirmish

## How to Play

The best way to learn is by watching the video at <https://seaskirmish.warburteezy.com/>

### First Setup

Before playing the first game, please place the stickers onto the dice as follows:



## Regular Setup

First, all players will choose which color boat they would like to use. Players on the same team may share the same color. In a standard game, every player will then choose one of the available boats in their team's color (all teams have the same boats available). Unused boats can be placed back in the box. Players may then place their selected boat card(s) on the table within 2 card lengths of the table edge closest to them.

All players are then given a movement template card and a yellow dice for each ship they are using. The youngest player may then place the first-player token (♣) in front of them.



*Movement template*



*First Player Token*

Afterwards, place the damage cubes (♠, ♣) within easy reach of all players.

## Gameplay

The game's objective is to have the only remaining fleet by defeating all opposing vessels. A boat is defeated once it acquires 4 damage tokens.

Gameplay is divided into 3 phases:

1. Planning
2. Movement
3. Attack

Between these phases, the first player token (♣) is passed clockwise between players.

### Planning Phase

During this phase, all players will secretly decide the direction they would like to move. They will do this by rotating a yellow dice for each boat to show the desired symbol face up (🔴 🔵 🔴 🟢 🔵 🟡). After choosing, a player is allowed to hide the desired choice with their hand or another object. After all players have chosen movement for all boats, all players simultaneously reveal their choices.

### Movement Phase

During the movement phase, movement will begin with the player who currently has the *first player*

token (♣) in front of them. From this player, movement will continue around the table clock-wise. If the active player has more than one boat in play, they may choose which of their boats to move first.

When a boat is moved, place a movement template card immediately in front of the boat. (*Line up the bottom edge of the movement template card with the top edge of the boat card.*) Then pick up the boat card and place it on top of the movement template card lining up the edge with the appropriate lines on the movement template.



For all directional arrows (👉 👈 👆 👇 👉), the back (bottom) edge of the boat card will line up with the template guide. For the purple circle movement option (●), the front (top) edge will be placed along the movement guide.

After movement, carefully remove the movement template from under the boat. It will be placed in front of the new position of the boat on the next turn.

### Special Movement Scenarios

If a boat were to collide with an object, the boat will receive one regular blue water damage token. If the object happens to be another boat, that other boat will also take on a blue water damage token.

When collisions occur (such as when cards would overlap), gently slide and turn the boat so that the cards no longer overlap but the edges still touch.

A collision between two boats cannot occur two turns or movement phases in a row. Turn or move the boat so that it will not collide twice into the same object.

If a boat moves off the edge of the table and can no longer balance on the edge due to gravity, the boat is defeated and removed from the game.

If a player moves using the purple short forward movement option, they may rearrange their crew by

flipping the boat card to show the reverse side's boat.

## Attack Phase

During the attack phase, beginning with the starting player, one opponent ship within three card lengths distance will be chosen as the target of each active ship. Ships will then attack by rolling the # of red dice shown for their cannons on that respective side of their ship. The owner of the target ship will be able to roll green dice for every full card length they are away from the attacking ship.



Additionally, the side of the attacking ship's card must be shaded red to show attacks are available at that angle.

Attack and defense die results are resolved as follows:

**Regular Hit**



**Critical Hit**



**Miss**



The opponent receiving damage may choose an attack die to cancel out with any Miss results. Typically, the player will choose to cancel a critical hit if there are any.

For every regular hit of damage, place one blue (water) damage token on the boat receiving damage. For every critical hit, place one orange (fire) token on the boat. If a boat receives 4 damage tokens, it is removed from the game.

### Critical Damage

If a boat is critically damaged, that player may not choose the direction of movement during the planning phase. That player must instead roll the yellow die and move the boat according to the result. At this point, all critical orange fire damage is replaced with regular blue water damage.

Blue (Regular) Water Damage



Orange (Critical) Fire Damage



### Repeat

The first-player token (♣) is passed clockwise and play continues from the planning phase until one player remains.

## Quick Reference

Gameplay is divided into **3 phases**:

1: Planning    2: Movement    3: Attack

**Range:**



**Regular Hit**



**Critical Hit**



**Miss**



*Target player may choose which die to cancel with Miss result*

**Health:** 4 damage

**Critically Hit:** Roll yellow dice for planning phase.

Blue (Regular) Water Damage



Orange (Critical) Fire Damage



**Collisions:** 1 regular (blue) damage to each boat

**Rearrange Crew:** May flip card to rearrange crew when moving soft forward 