



Global Warfare

Introduction

Modern Naval Battles – Global Warfare is a fast-paced card game depicting naval warfare in the missile era, and conduct battles with 2 to 6 players using the most powerful military vessels ever built.

Included are the ships from 9 different navies: USA, USSR, UK, China, Taiwan, Japan, Norway, Argentina, and France.

This game includes two types of cards: Action cards and Ship cards. You will use the Action cards to attack the ships of the other players, and to defend your own ships. Your Ship cards are used to launch attacks and must be protected from being hit. The Ship cards are placed faceup on the table, and the Action cards are held in each player's hands.

Your goal is to sink the ships of the other players while defending your own ships.

Components

Your copy of *Modern Naval Battles – Global Warfare* contains the following components:

- 110 Action Cards
- 110 Ship Cards
- 2 Dice (6-sided)
- Rulebook

Set-Up

Perform these steps to prepare for play:

Determine Player Order

Ask each player to roll a die. The player to roll the highest becomes the first player. Players will perform their actions in player order starting with the first player and proceeding clockwise around the table.

When rolling dice, higher is better. Throughout the game, a player always wants to roll high to succeed.

Select Fleets

In player order, ask each player to select one of the 9 navies to command. Each player takes the ship cards belonging to that navy.

You can tell which navy a ship belongs to by the flag in its top-left corner.

Form Fleets

Each player now secretly selects the ships that will form their starting fleet. In the default game, each player gets to select 25 VPs of ships. Each ship's VP value is located in its bottom-right corner.

Each player places the ships they did not select off to the side to form their Reserve Ship deck. These ships can be brought into the game using Reinforcement points from Action cards.

Some navies do not have enough ships to play in large battles. If those navies are use, reduce the VPs of the ships selected to 15 or 20.

Once all the players have selected their initial ships, arrange them into a fleet formation on the table in player order.

Fleet Formation

Each player's fleet can have one, two, or three rows of ships. A player's First Row is the one closest to the center of the table. The Second Row of ships is placed just behind the First Row. The Third Row is placed behind the Second Row, closest to the owning player.

To be a row, the row must contain at least one ship. If a row does not have at least one ship at any time, all the rows behind it move forward to fill the gap.

There is no limit to the number of ships in a row.

Submarines are not placed in a row, but rather off to the side of the fleet. Submarines begin the game in "Passive" mode. To indicate a submarine being passive, rotate its card 180 degrees.

Draw Action Cards

Shuffle the Action card deck and place it facedown in the middle of the table. Each player begins with a Hand Size of 7 cards. The ships selected for a player's fleet can adjust this. Ask each player to draw a number of cards from the deck equal to their Hand Size to form their initial hands.

How to Win

After each complete round of play when all players have had a turn, check to see if a player has won the game. If a player has sunk 25 Victory Points (VPs) of ships, he or she wins the game. If more than one player has sunk 25 VPs of ships, the player to have sunk the most VPs wins.

The number of VPs needed to win is the same as the VPs each player received to select their initial ships.

Sequence of Play

Players take their turns in player order. Each player performs the following steps, in this order, during their turn. Once a player completes their turn, the next player starts their turn. Once all players have had a turn, a round of play has been completed. Check for victory. If no one has won, conduct another round of play.

Reorganize Fleet

The acting player is free to reorganize the ships in their fleet in any way they like. Remember, if a row

is empty, the rows behind it move forward to fill the gap.

The acting player plays any Action cards for their Reinforcement value during this step. The ships purchased are added to the fleet before it is reorganized.

The acting player can also select the Active/Passive mode of their submarines.

Actions

This is the main step of the acting player's turn. The acting player performs all of their attacks and other actions during this step.

There are several types of actions to be performed: Action card attacks, Air Strikes, and non-Attack actions. Each of these actions is explained below.

Defenses

Once the acting player has declared all of their actions, any players under attack can play defense cards and perform defensive actions.

A player declares all their defensive actions at one time. Once declared, the player can resolve them in any order.

Resolve Attacks

Once all defenses are resolved, resolve any attacks that were not defeated.

Discard

The acting player discards any unwanted Action cards left in their hand.

Everyone Draws

Any player (not just the Acting Player) that holds a number of cards less than their maximum Hand Size now draws cards until they hold cards equal to their maximum Hand Size.

Description of Ships

Each ship card has a variety of text and symbols that denote its various capabilities.

Flag

Each ship's country is noted with a flag in its top-left corner.

Name / Class

Each ship's name and class are noted across the top of its card.

Hull Value

A ship's Hull value is noted in its upper-right corner. The higher the value, the harder the ship is to sink. Submarines do not have a hull value, they are either fully operational, or sunk.

Weapon Symbols

Ships can have a variety of weapon symbols. Each allows it to perform a different type of attack.

Defense Symbols

Ships can also have inherent defense symbols that give it a chance to stop the noted types of attacks.

Special Symbols

These symbols perform special game functions.

Victory Point Value

This value is in the ship's lower-right corner. It is used when bringing the ship into play as a reinforcement and for victory purposes.

How to Attack

There are several ways to attack opposing ships in the game. Each is covered in detail here.

Ship Actions

Each ship can only perform one action during this step.

Attack Symbols

To play a card you must have a ship that has the same symbol as the symbol on the top-left of the Action card.

Some Action cards have more than one symbol and a number. The number indicates the number of launchers required to play the card, and the symbols show which types of launchers can be used. If a ship has more than one of the noted attack symbols, it can use each matching symbol. Contributing launchers to such a card counts as the ship's action for your turn.

Air Defense Symbols

A Defense symbol is a combination of an Attack symbol and a red targeting symbol. Such a symbol means it will stop the indicated type of attack.

Some ships have a built-in air defense capability that can stop incoming Air Strikes or Cruise Missile attacks aimed at themselves or their fleets. These ships have the Air Strike and Cruise Missile defense symbols and one or more numbers next to them.

The numbers show the lowest die roll that will stop an incoming Air Strike or Cruise Missile attack. The ship can attempt to stop one attack for each die roll number.

Attack Range

The attacking ship must also be in range of the ship you want to attack. Range is calculated by counting the rows from the attacking ship to the target ship. Do not count the row the attacking ship is in.

The green boxes in its lower-right corner indicate a card's attack range. Some attack cards cannot be used against close or long-range targets. These ranges are noted with red boxes.

Torpedo Attack cards and Air Support cards that are played as an Air Strike, do not have a range limitation. A Torpedo Attack card can target any ship or submarine, and an Air Strike attack can target any ship.

Damage

An Action card will inflict a number of hits on the target equal to the large number in its lower-right corner.

A few Gun Combat cards have a special Large gun notation. If a ship with large guns fires one of these cards, the target ship will be sunk if the attack is not stopped.

Defense

Some Action cards and Ship cards have a defensive notation. When your fleet is under attack by the designated card, you can play one of these cards in an attempt to stop the attack. To stop the attack, you must roll the noted number or higher on a 6-sided die.

To use a card's defensive capability, you do not have to match the symbol in the top-left corner. You can always play a card for its defensive capability.

Gun Combat cards

These cards represent your fleet's gun combat capabilities. This includes both your ability to attack and defend against gun attacks.

There are 3 types of guns: Small, Medium, and Large.

Missile Combat cards

These cards represent your fleet's missile combat capabilities. This includes both your ability to attack and defend against missile attacks.

There are 2 types of missiles: Surface-to-Surface and Cruise.

Torpedo Combat cards

These cards represent your fleet's torpedo combat capabilities. This includes your ability to both attack and defend against torpedo attacks.

To play one of these cards as an attack, you must have an Active submarine with a Torpedo symbol.

Air Support cards

These cards can perform one of three functions: Air Strike, Air Defense, or Anti-Submarine Warfare (ASW).

Air Strike – Play the card during your Action step and declare which opposing ship you want to attack. You cannot target submarines with this type of attack. There is a number next to the Air Strike symbol. Roll that number or higher to sink the ship.

Air Defense – Play the card when you are under attack by one of the noted attack types during the Defenses step. Declare the single attack you want to stop. If you roll the indicated number or higher, you will stop the attack.

ASW - Play the card during your Action step and declare which opposing submarine you want to attack. You can only attack Submarines with this type of attack. There is a number next to the ASW symbol. Roll that number or higher to sink the submarine.

Carrier Air Power

Aircraft Carriers have an inherent capability to launch Air Strikes and perform ASW attacks. They do not need a card.

They can launch one attack for each Air Strike number. The Air Strike numbers show the lowest die roll needed for the Air strike to succeed. Launching

more than one Air Strike is counted as one action for the Carrier. Resolve these attacks just like an Air Strike from an Air Support card.

Aircraft Carriers can also perform ASW attacks. Resolve these attacks just like an ASW attack from an Air Support card.

Submarine ASW Attacks

Submarines have an inherent capability to perform ASW attacks. They do not need a card. Resolve these attacks just like an ASW attack from an Air Support card. This allows a submarine to conduct an attack against an opposing submarine during its turn as its action.

A submarine can also attack an enemy submarine by playing Torpedo an Attack card.

Damaging a Ship

If an Action card successfully attacks a ship but does not inflict enough hits to sink the ship, attach the card to the ship by placing the card under the ship so its damage value is visible. If the ship is later sunk, discard all attached cards.

Sinking a Ship

If a ship has sustained hits that equal or exceed its Hull value, it is sunk. Give the sunken ship to the player who sank the ship. They place the ship off to the side of their fleet to be counted toward victory.

Other Action Cards

The Action cards that perform attacks were detailed in the previous rule section. This section details the Action cards that perform useful functions other than attack.

Battle Plan cards

Play these cards during your Action step. They remain in effect until the start of your next turn. During that time, you get +1 on all your die rolls.

Retreat & Repair cards

Play these cards during your Action Step. When you play one of these cards, remove all the damage cards attached to your ships. During your Action step, you cannot perform any of the attacks that are crossed-out on the card. Your fleet can be attacked as normal during the other player's turns.

Intel cards

Play these cards when another player plays an Action card that you want to stop. You cannot play these cards to stop a card once other actions have occurred.

These cards cannot stop inherent abilities like aircraft carrier air strike or submarine ASW attacks against other submarines.

Intel cards can be played to stop other Intel cards.

Near Miss cards

Play these cards during your Defense step when your fleet is under attack by any of the noted attack types. Select any one attack you wish to stop and roll the die. If you roll the indicated number or higher, the attack is stopped.

Screening Ship cards

Play these cards during your Defense step when your fleet is under attack. You can select any one attack and retarget the attack to a different ship in your fleet that is in the same row, or a more forward row. These cards cannot be used to move attacks targeting submarines.

Reinforcements

All Action cards have a Reinforcement value. During your Reinforcement step, you can play any and all of your Action cards for their Reinforcement values.

Total the value of your cards played, then search your Reserve Ship deck to select the ships to be purchased. You can select any ships with a total value equal to or less than the total Reinforcement value.

Immediately adds these cards to your fleet, and then reorganize your fleet.

Example Player Turn

Here is a player turn in a 3-player game with Alan, Keith, and Mike. This turn takes place after several rounds have been played.

Alan is commanding the USA fleet and has arranged his fleet to have 2 rows. The O.H. Perry, Gary, and Virginia are in the first row, the Enterprise is in the second row, and the passive submarine Los Angeles is placed off to the side of his fleet.

His turn starts with the Reorganize Fleet step. He decides to add some ships to his fleet and plays a Missile Combat card (Reinforce value 1) and Gun Combat card (value 2). With his 3 points he searches his Reserve Ship deck, and finds the 3 VP George Phillip. He now reorganizes his fleet as follows: The Perry, Phillip and Gary in the first row, the Virginia in the second row, the Enterprise in the third row, and the passive Los Angeles off to the side. He rotates the Los Angeles from passive to active.

He then conducts the Action step of his turn. He starts by declaring Air Strikes from the Enterprise. The carrier has 2 Air Strike values of 4. He targets 2 ships in Keith's first row. Keith is commanding the USSR fleet. The ships targeted are the Krivak and Smerch. To show his chance of success, Alan places a die on each ship with their 4 sides up.

Alan also declares that his Los Angeles will make an ASW attack against Mike's passive Trafalgar. Mike is commanding the UK fleet. Alan places a die with its 4 side up on the Trafalgar since the Los Angeles has an ASW rating of 4.

Alan plays a Surface-to-Surface Missile Combat card from the Gary against the Glasgow, a ship in Mike's first row. The card has a range of 2, so it is in range, and will score 2 hits if not stopped (not enough to sink the Glasgow).

He then plays a Small Gun Combat card from the Phillip against the Glasgow, which will inflict 1, hit. The two ships are both in the first row, so the range 1 attack is okay. The Gary could not have played this card since it is already firing a Missile as its action.

Alan then plays an Air Support card and chooses to use its Air Strike mode. The card has an Air Strike value of 4, so Alan places a die with a 4 on Keith's third row Kiev.

Alan then plays a Missile Combat card that lists both Cruise and Surface-to-Surface missile symbols with the number 2. This means Alan must devote 2 launchers of either type to play the card. He chooses the Surface-to-Surface launcher from the Perry, and the Surface-to-Surface launcher from the Virginia. His card has a range of 3 and will inflict 3 hits. Since the Virginia is in the deeper row, range is counted from it. This means the attack can only target a first row ship. Alan chooses the Somerset in Mike's first row.

Alan chooses to not play his two remaining cards. This concludes his attack step, now the other players get to defend against his attacks.

Keith is next in player order so he defends first. Keith is suffering Air Strikes to the Krivak, Smerch, and Kiev. All will hit on a die roll of 4 or higher. The Kiev can stop an Air Strike or Cruise Missile on a die roll of 5 or higher. He declares that it will attempt to stop the attack against itself. His fleet also contains the Marshall Ustinov with an air defense rating of 6. It will also defend the Kiev. He then plays an Air Support card using its Air Defense value of a 4 to protect the Krivak.

He decides to roll for the Ustinov first and rolls a 6! The strike against the Kiev is stopped. The Kiev's own air defense roll is wasted since it cannot be retargeted. He then rolls for the Krivak's defense and rolls a 1, failure. The Smerch has an inherent defense against all attacks of a 5. He rolls a 5, success!

Alan now rolls for his one remaining Air Strike against the Krivak and rolls a 4, success!

The Krivak is sunk and given to Alan to place in his victory pile.

Mike now defends against the attacks targeting his fleet. He plays a Missile Combat card with a missile defense of 3 to stop the Missile card targeting his Glasgow. He plays a Near Miss against the Missile targeting the Somerset. Since the Missile card targeting the Somerset contained both Surface-to-Surface and Cruise missile symbols, he can use his Invincible's Air Defense to try to stop it (even though no Cruise launchers were devoted to the attack).

He rolls a 2 for his missile defense for the Glasgow and fails. He rolls a 4 for the Near Miss and succeeds. He rolls a 6 for the Invincible's air defense and stops the attack on the Somerset. The passive Trafalgar has an inherent defense of 3 against all attacks and rolls a 4 against the Los Angeles' ASW attack, success!

The Glasgow is hit with the gun attack for 1 hit, and the card is placed under the ship to record the damage.

This concludes the Action step. Alan now chooses to discard one of his two remaining cards.

All players now draw cards until they hold their maximum number. This is normally seven, but Keith's fleet contains the Titan, which increases his Hand Size by one, so he draws up to eight cards.

This concludes Alan's turn.

Optional Rules

These rules can be used to add variety to your games. All players must agree to use these rules at the start of the game.

Air Strike Row Defense

The deeper a ship is in the fleet, the more difficult it is for enemy Air Strikes to sink it. If a ship is in the second row, the attacker must roll one higher than normal. If the ship is in the third row, the attacker must roll 2 higher than normal.

Team Play

At the start of the game, players can form teams. Each team is given the same number of VPs to purchase their starting ships. This can be any number, but 20 to 50 works best. The number of VPs selected is also the number of VPs each team needs to win the game.

Players on the same team cannot perform attacks against each other. Also, at the start of a player's turn, he can exchange one card with one of his teammates.

Scenarios

Insert scenarios here.

Credits

Game Design	Dan Verssen
Game Development	Holly Verssen
Lead Playtester	Kevin Verssen
Art	Dan Verssen
Playtesting	Chris Richardson, Kira Verssen
Rule Proofing	Jim Silsby, Jr.
Special Thanks	Many thanks to everyone who has supported the Modern Naval Battles community since the original game was published by 3W back in 1989.