



# BATTLESHIPS



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Variant for  
SUPREMACY  
The Game of the Superpowers

## Rules of Play

### **Playing Equipment**

Battleships are color-matched to each superpower. There are 24 miniature Battleships, three per superpower. There should be eight decals for each number one through three.

### **Setting Up**

**Give each player** the battleships color-matched to his/her superpower

**Photocopy the Captain's Registry** and give one copy and a pencil to each player.

The players may not place any battleships on the board until later in the game.

Decals are provided to identify the battleships. Each player receives three decals, one of each number, one through three. Place one decal on the forward deck of each battleship

### **How to Build Battleships**

Players may build battleships during Stage 6.

### **First and Additional Battleships**

Each player may build his first battleship on the turn following the one on which he built his first nuke. The player must also have built at least one navy on a previous turn. He may build a maximum of three battleships on this or any sequent turn.

### **The Cost**

A player builds one battleship by removing one grain, one oil and three mineral units from his supply center He must also pay \$2.5 billion to the bank.

### **Where**

A player must build battleships in a light blue sea next to one of his home territories with a port. He places the miniature battleship in the sea.

### **Restrictions**

Battleships may not be built where an opponent's navy already exists or in a sea next to any territory occupied by an opponent. However, he may build in that sea if he has moved a navy there.

### **Name Battleship**

If you wish, you can name your battleship after your hometown, mother; wife or girlfriend, etc. Put the name next to the appropriate battleship on your Captain's Registry.

### **Choose Missile**

Each battleship carries one missile. Now you can choose between nuclear and neutron bombs by checking the appropriate box on your Captain's Registry. This choice is only available if you are using the neutron bombs and killer satellites expansion set. Otherwise, all missiles are considered to be nuclear.

### **Cargo ability**

All large battleships have a capacity of six. Each unit has a different amount of space that they use up.

<u>Unit</u>	<u>Space Used</u>
Army	1
Tank	2
Helicopter	3
Air Unit	3

## How to Move Battleships

It doesn't cost anything to move a battleship as they are nuclear-powered. The only restriction is that it can only move up to 5 sea territories. A player does not have to delete any oil. Battleships can be moved at the beginning of the attack and/or move stages. A battleship may share the same dark blue sea with opposing navies.

## How to Attack with Battleships

Battleships can be used for two different types of attack: conventional and strategic. If a player wants to attack an opponent's armies or navies, he follows the conventional battle drill. If he wants to fire nukes or neutron bombs, he follows the strategic battle drill.

## Using the Conventional Battle Drill

Battleships in a light blue sea can attack an opposing navy in the same or in an adjacent light blue sea. Battleships in a dark blue sea may attack navies in the same dark blue sea or in an adjacent light blue sea.

Battleships may also attack armies from an adjacent light blue sea. Armies may attack battleships in an adjacent light blue sea.

## Identify Primary Target

During Step A, both players must identify which unit they will attempt to destroy first.

## Fire Power Rating Points (FPR)

Fire Power Rating Points indicate the power of a particular type of, navy or army. Each "Basic Navy Unit" (the oblong which came with your game) has a Fire Power Rating of one. Each "Basic Army Unit" (the cubes) has an FPR of one. Battleships have a Fire Power Rating of six.

Military Unit	Fire Power Rating Points
Basic Army	1
Basic Navy	1
Boomer	6
Battleship	8

During Step C, the player with the most armies or navies does not get an extra die. Instead, the player with the highest Fire Power Rating gets the die.

For example, let's suppose a player attacks with one battleship and one basic navy unit against a defender with two basic navy units. The attacker has a Fire Power Rating of nine - eight for the battleship and one for the basic naval unit. The defender has an FPR of two - one point for each basic navy unit. The players always add the Fire Power Rating for each unit involved in the battle to their total. The player may if he/she so wishes to apply any air units that the battleship is carrying (air units/helicopters) to the attack defense of the ship. This is assumed that the air units are VTOL (Vertical Take-Off and Landing).

## Fire Power Edge Points

During Step D of the conventional battle drill, the player with the highest Fire Power Rating adds one Fire Power Edge Point to his die roll for every three points that his Fire Power Rating exceeds his opponent's FPR.

For example, if the attacker has a Fire Power Rating of nine and the defender has an FPR of two, the attacker may add two Fire Power Edge Points to his die roll.

## Kill Points

Kill Points indicate the number of points required to destroy a particular type of or navy ship. It takes three points to destroy the "Basic Navy Unit" (the oblong) which came with your game. ***Fourteen points will destroy a battleship!***

During Step D, a player may destroy one of his opponent's forces if he has enough kill points to destroy the army, navy or battleship.

Let's suppose in the above example that the defender rolled a seven and the attacker rolled a five. The attacker destroys one basic navy unit. If the defender had chosen the battleship as his primary target at Step A then he would not destroy it, or anything else. However if he had chosen the basic navy unit, then it would have been destroyed. The surplus points are not enough to destroy another target.

During Step E, the attacker may secretly move his battleship. He should record the new location in his Captain's Registry.

## Missile attacks

A battleship can elect to launch a cruise missile attack on a target two territories away. The drill is the same in

every regard for the attacker except the attacker cannot add his units in the cargo hold to his attack, just the battleship itself. The defender cannot damage the ship nor is there any FPR/Edge comparison by the defender unless he/she has assets on or next to the attacking vessel's location. The defender does have an option to either use his/her L-Stars to stop the attack or launch a strategic attack on the ship if they elect to. Also he can use all the unconventional options to his attack if he possess that card. This means that he is using warheads that contain that particular chemwar, biowar, or enviowar card. Using the L-Star screen for a conventional missile attack is the same as the nuclear table on the next page.

### Using the Strategic Battle Drill

A battleship may fire one nuke at territories and/or light blue seas.

The nukes can be fired at targets that are up to two light blue seas or two territories away or any combination thereof.

Battleships can be nuked in a light blue sea. However, they cannot be nuked in a dark blue sea.

### Launching Nukes

During Step C, the attacker deletes the nukes from the battleship in his Captain's Registry.

### Missile Range and L-star Screen Table

When a missile is fired the defender rolls one die once for each of his L-stars. He destroys a nuke depending on how far the battleship was from the target. Consult the table below.

Missile Range	Die Roll require to intercept missile
1 territory or light blue sea	1, 2 or 3
2 territories	1, 2, 3 or 4
2 light blue seas	1, 2, 3 or 4
1 territory and 1 light blue sea	1, 2, 3 or 4

### Shallow Water Strike

If a player finds a battleship in a light blue sea he may fire one or more nukes at it. The defender rolls one die once for each nuke that penetrates his L-star screen and strikes the

sea. A one, two, three or four destroys his battleship the defender repeats the roll for each battleship he has in the sea. Any other players who have battleships in the sea must also roll to see if their battleships were also destroyed. Any surface ships in the sea are considered destroyed.

### Tactics

Offensive

### Detect Roll

A battleship that is participating in a search adds +4 to the detect roll

### Blockade

A battleship may be used to blockade a port.

### Siege

A battleship may be used to put an opponent under siege.

### Combo Strategic Strike

A player may fire any combination of nukes from his supply center and battleship at the same time, at one or more targets.

### Space Blast

Players may fire their battleship nukes at L-stars in space. They follow the Space Blast rule which appears in the basic set of rules.

Defensive

### Coastal Battle Support

A player whose navies and/or battleships are being attacked by an enemy battleship may get support from some or all of his armies which are in territories adjacent to the sea where the battle is taking place.

Let's suppose that the defender has two basic navies in the Cape of Good Hope, four armies in South Africa and three in

Zaire. If his navies are conventionally attacked by a battleship, he may get coastal battle support from his armies in South Africa and/or Zaire.

The defender must delete a set of supplies for each territory offering support in the battle. If only South Africa gives support, neither player will have a superior Fire Power Rating. If both territories offer support, the defender will have a superior FPR.

The attacker can remove losses from the navies and/or from any armies offering coastal battle support.

Note: This tactic can also be used when attacking.

### **Surrender**

When a player surrenders a battleship that has been attacked, he must roll a die to see whether or not the captain scuttles the ship. A one, two or three means the is scuttled and sinks. A four, five or six means it is captured by the attacker.

### **First Strike**

Battleships may not use the First Strike rule found in the basic set of rules.

#### **Missile Range**

#### **Die Roll require to intercept missile**

### **L-star Champion**

The following table notes the die roll required by a champion to shoot down a nuke. He destroys a nuke depending upon how far the battleship was from the target. Consult the table at right.

1 territory or light blue sea

1 or 2

2 territories

1, 2, or 3

2 light blue seas

1, 2, or 3

1 territory and 1 light blue sea

1, 2, or 3

### **How to Refit Battleships**

When a battleship has fired its missile, the player must return the battleship to a port in one of his home territories if he wants to install more. In the meantime, he may still use the battleship for conventional attacks.

A player may refit his battleship with more missiles for the normal price for missiles.

A player may not transfer missiles from his supply center to his battleship or vice versa.

### **Other Rules of Play**

#### **Spoils of War**

When a player loses his last home territory, his battleships remain in play and under his command for one more turn. Then he follows the three steps listed below:

#### **Last Strike**

The player gets one more turn to use his battleship nukes. He may fire one more nuclear strike to destroy whatever targets he desires. He may fire them on his current or subsequent turn only.

#### **Scuttled or Captured**

On the turn following his Last Strike, the player places his battleships on the game board in their last recorded position. The battleships are assumed to be on the surface and defenseless. They remain there until another player moves a navy into the sea and captures it. When a player attempts to capture the battleship; the defender rolls one die once. A one, two or three means the is scuttled and sinks. A four, five or six means it is captured and may be used by that player

#### **Battleship Ports**

The player may use the ports of the superpower he captured to build more battleships.

#### **Buying and Selling Weapons**

Players may sell battleships to the other players for whatever terms agreed to, during Stage 6. The seller must immediately move the battleship to a light blue sea next to one of the buyer's home territories, which has a port.

The buyer exchanges the battleship for one in his own color and returns the seller's battleship, which is now out of play.

### **Winning the Game**

If the game ends in Détente, then battleships are valued at \$1.25 billion each.

## Rules Relating to Other Expansion Sets

### Deck Two

#### Squatters' Rights

When a player occupies a light blue sea with a battleship he may take any resource cards which other players have located there. However; he must disclose the location of his battleship and place it in the sea.

#### Warlords and Pirates

#### Coastal Battle Support

When a pirate is attacked by a battleship, he always gets coastal battle support from his Warlord allies.

#### Weapon Price List

Only pirates can buy battleships. They will pay \$5 billion for each one they are offered. Pirates will sell battleships to the players. The price they charge is \$10 billion.

The maximum number of battleships a pirate can own is three. Pirates cannot move their battleships to another sea.

#### Conventional Attack

Pirates get an extra die if they have the most fire power points.

#### Strategic Attack

When a pirate is attacked with nukes, he always retaliates with all his battleship nukes. He fires them at the attacker's most important home territory (the one producing the most resources), if it is within reach. Otherwise he fires them at the nearest territory or sea occupied by any superpower. Pirate battleships are automatically refitted with nukes by the next Attack Stage.

#### Neutron Bombs and Killer Satellites

Battleships cannot be neutron-bombed.

#### Dual Refit

A player may refit his battleship with one nuke or one neutron bomb.

#### High-Tech Edge for Strategic Forces

Battleship missiles may have multiple warheads according to the tech level achieved.

#### Battleship Missile Roll for L-stars

When a battleship missile is fired the defender rolls one die once for each of his L-stars. He destroys a nuke or neutron bomb depending on how far the battleship was from the target. Consult the table below.

	<b>Die Roll Required to Hit</b>
<b>Missile Range</b>	<b>1 Nuke or Neutron Bomb</b>
1 territory or light blue sea	1 or 2
2 territories	1, 2 or 3
2 light blue seas	1, 2 or 3
1 territory and 1 light blue sea	1, 2 or 3

#### Battleship Missile Roll for K-sats

When a missile is fired the defender rolls one die once for each of his k-sats. He destroys a nuke or neutron bomb depending on how far the battleship was from the target. Consult the table below.

	<b>Die Roll Required to Hit</b>
<b>Missile Range</b>	<b>1 Nuke or Neutron Bomb</b>
1 territory or light blue sea	1
2 territories	1
2 light blue seas	1 or 2
1 territory and 1 light blue sea	1 or 2

#### Warhead Roll for L-stars

Remove one battleship missile warhead for every four points.

### Warhead Roll for K-sats

Remove one battleship missile warhead for every six points.

### Technology Transfer to Industry (TTI)

When a player transfers naval high technology to industry, the cost to build and refit battleships declines according to the schedule below. Refit costs are shown on a per nuke or neutron bomb basis.

Tech Level Transferred	Cost (\$B) To Build 1 Battleship	Cost (\$M) To Refit 1 Battleship with:	
		1 Nuke	1 Neutron Bomb
Tech Level 1	2.25	450	700
Tech Level 2	2.	400	650
Tech Level 3	1.75	350	600
Tech Level 4	1.5	300	550
Tech Level 5	1.25	250	500

### Unconventional Forces

Officers may be based on a battleship. Only admirals have any command effect. However, admirals based on a battleship have no effect during an amphibious assault.

Assassins may assassinate officers who are based on a battleship.

Saboteurs can destroy a battleship. Battleships are not affected by Biowar, Chemwar but are affected Enviowar.

### Fortuna

Battleships are effected typhoons or hurricanes on a 6. Pirates can sink battleships on a 6.

# Captain's Registry of Battleships

**BB-01**



Name: \_\_\_\_\_

Missile:

Nuclear

Neutron

FPR: 8

KP: 14

Notes:

+4 to sub-detect roll.

Can attack up to two territories away and use the Unconventional Forces with it. Can apply any air units in its cargo hold to its normal attack (but not a missile attack.) Maximum movement is five sea territories.

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**BB-02**



Name: \_\_\_\_\_

Missile:

Nuclear

Neutron

FPR: 8

KP: 14

Notes:

+4 to sub-detect roll.

Can attack up to two territories away and use the Unconventional Forces with it. Can apply any air units in its cargo hold to its normal attack (but not a missile attack.) Maximum movement is five sea territories.

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**BB-03**



Name: \_\_\_\_\_

Missile:

Nuclear

Neutron

FPR: 8

KP: 14

Notes:

+4 to sub-detect roll.

Can attack up to two territories away and use the Unconventional Forces with it. Can apply any air units in its cargo hold to its normal attack (but not a missile attack.) Maximum movement is five sea territories.

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