

ENEMY IN SIGHT Quick reference, by *The Goblin 2003*

GAME SETUP

Players roll dice. Highest rolling player is also the first dealer. Each player is dealt **6 Ships and 6 Action Cards**. Remaining cards are placed on the table and used during the game as draw pile and reinforcement ships. Ships are placed face up so that next available ship is always visible. Players place their ships in a single Line from left to right. **The number of ships in the Line determines hand capacity** (minimum 1 card).

SEQUENCE OF PLAY

The game is played in rounds, first player is always the dealer and play proceeds in clockwise direction. Each round ends as soon as a player can't draw Action cards because of depletion of the deck. At the end of each round players score Victory Points, and game ends as soon as a player reaches 100 Victory Points. The dealer shifts to the following player each round. During his turn, a player performs these steps, in the following order:

- **APPLY FIRE DAMAGE AND REMOVE REFUSE BATTLE CARDS.** The player increase fire damage from any Fire cards currently on his ships by one. If he played a Refuse Battle card during previous turn, he also removes it.
- **DRAW ACTION CARDS.** The player draws Action cards to fill his hand to capacity. If unable, current round ends.
- **RED CARDS.** If the player has any Red Action cards, he must play one of them at his choice, and this is his only action for the current turn. If chosen card has no effect on the player himself, he must pass the card to the next player, ending his turn. Receiving player must play that card and apply any effects, and this counts as his sole card drawn and played for his turn; if the red card has no effect on receiving player, he must pass it to the next one and so on, until the card is played or is given back to the original player that discards it as his only action for his turn. Players receiving a red Action card must always apply fire damage and remove Refuse Battle cards in play before playing it.
- **ACTION(S).** If the player was not forced to play a red Action card, he can now play or discard one Action card. Multiple Action cards can only be played when using Rake or Boarding Party.

SCORING

Player scores are recorded on paper and everyone can always inspect them.

- **SINKING SHIPS.** The player sinking an enemy ship, takes the card and keeps it face down. At the end of current round he gets Victory Points equal to the total of Hull and Ridding factors of any such sunken ship. Ships sunken due to Running Aground or Explosion (Fire) aren't worth Victory Points.
- **PRIZE.** Captured ships declared as Prize and withdrawn to Port are instantly worth double the Victory Points normally awarded for their sinking. Captured ships declared as Prize still at sea at the end of any round are only worth the total of their remaining undamaged Hull and Rigging factors at that time.
- **LINE MAINTENANCE.** Players with no ships in Line at the end of any round are penalized 15 Victory Points.

RED ACTION CARDS

- **WEATHERGAUGE.** Discard all Break the Line, Blockade and Refuse Battle in play, then reshuffle the ships deck.
- **FIRE.** If the player has any damaged ship at sea (including Prizes and Struck ships), this card applies to one of them (randomly chosen if more than one). Roll a die to determine if fire applies to Hull or Rigging as indicated by the card. Starting fire damage is 1, but it increases by one at the start of each turn until the ship explodes or fire is extinguished by Bucket Brigade or returning the ship to Port. Each Fire card generate one additional damage per turn. Fire on dismasted ships spreads to Hull, and Hull consumed by fire causes explosion with no Victory Points award.
- **STRIKE.** If the player has any Hull damaged ship in Line with less than 6 Hull points remaining, he must roll a die every such target. Strike happens if the result is equal or greater than the number of remaining Hull points and a Strike marker is placed on the ship itself. Strike is removed only if the ship is captured or returned to Port. Struck ships can't attack nor be attacked by gunfire and automatically surrender to anyone playing a Boarding Party against them. Struck ships are not counted towards owner's hand capacity or Blockading force.
- **RUN AGROUND.** If the player has any ship at sea, this card applies to one of them (randomly determined if more than one), that sinks if a die roll is equal or greater than its Rate (with no Victory Points award for its sinking).
- **ADMIRALTY'S ORDERS.** If the player has any mobile ship in Line apart from Struck ships, this card applies to one of them (randomly chosen if more than one), that immediately returns to Port regardless of any other card in play.

The Goblin's Lair, <http://www.goblins.net>, <http://www.goblins.it>

ENEMY IN SIGHT Quick reference, by *The Goblin 2003*

BLACK ACTION CARDS

With the exception of Rake and Boarding Party, players can only use one card of this type during their turn.

- **BROADSIDES.** Can be fired by any mobile ship in Line having a Rate value equal or lesser than that indicated on the card. Cause indicated damage to Hull or Rigging of target ship. Can't be fired at Prizes behind Lines unless target player is under effect of a Break the Line card (see below).
- **RAKE.** Can be fired by any mobile ship in Line, singly or in addition to a Broadside, to the same or different ship/location. Only one Rake is usable per turn by each player. Can't be fired at Prizes behind Lines unless target player is under effect of a Break the Line card (see below).
- **BREAK THE LINE.** The card is placed in front of a target opponent and the player selects up to three (no more than half his Line) mobile ships he owns as Line Breakers, placing corresponding flag counters on them. Every ship in the broken Line and behind suffer 2 damages to both Hull and Rigging and target player can't play a Refuse Battle to take them in Port, he can only discard it to add more ships to the broken line, also suffering those damages. Line Breakers and every other ship (owned by any player) of the same nationality may now attack Prizes behind the Line of the target player as well as the Line itself. Line Breakers can only attack target player, while others can fire against any target. Line Breakers can't break other Lines, while target player's mobile ships can. Break the Line cards remain in play until removed by Weathergauge or sinking, capturing, striking or dismasting of all related Line Breakers. A dismasted Line Breaker does not regain this status if repaired. Break the Line is also removed if the breaking player plays (not discards) a Refuse Battle card.
- **REPAIR.** The player removes one Broadside card of his choice from one of his ships. Can't remove Fire or Break the Line damage. The only other way to repair damage is a successful Boarding Party (see), returning to Port via a Refuse Battle card or escaping a Break the Line card.
- **BUCKET BRIGADE.** The player removes a Fire card from one of his ships, stopping further fire damages. Can't remove fire damage already suffered, however; this can only be repaired returning to Port via a Refuse Battle card.
- **BOARDING PARTY.** Can be played alone against a dismasted ship or together with a valid broadside dismasting target ship. The player must choose a mobile ship in his Line that will perform this capture attempt. Both players secretly choose a card and reveal them simultaneously; only valid broadsides (and eventually Rake cards) are useful, other cards are bluffs, but hits aren't applied to ships.

The boarding player rolls one die and adds the difference between hits reported by his card and those of the target ship (if valid broadsides/rakes are fired); if the modified result is 5 or more the boarding attempt is successful, while if the result is 1 or less the attacking ship is captured by defending player. Other results produce no effects.

As soon as a ship is captured, the new owner can remove the smallest hit card from that ship's Rigging. The player capturing a ship must immediately declare if he's going to add it to his Line (no Victory Points) or if it's a Prize. Prizes are placed behind the Line and can't be fired at by opponents, unless the player suffers the effects of a Break the Line card (see above); Prizes are also worth Victory Points if taken into Port during the game.

- **ADDITIONAL SHIP.** The player takes the top card from the ships deck and adds it to his Line or Port, at his option.
- **REFUSE BATTLE.** Can always be discarded only to bring back ships from Port to Line. Can only be played if Lines not broken by opponents, in this case the card remains in play in front of the player until the start of his next turn. As soon as this card is played, the player has to remove any Break the Line and Blockade cards he has in play. If played, this card makes all player's mobile ships immune to any kind of attack and he can also move ships from Port to Line or withdraw ships from Line to Port. Dismasted ships can only be withdrawn to Port if accompanied by a mobile ship (any kind) also returning to Port. Ships withdrawn to Port are immediately repaired discarding any kind of damage suffered, and Prizes are immediately scored Victory Points (see Scoring).
- **FIRE SHIP.** Attacks one target ship at sea or all ships in the same Port. The player rolls a die for each target, adding +1 if target is in Port or dismasted. If the modified result is 6 or more, target sinks.
- **BLOCKADE.** Played against a Port, this card remains in front of target player until removed. For each ship the target player wishes to move from Port to Sea and viceversa, he must roll a die (for each Blockade if more than one) and movement is successful only if the result is greater than the number of mobile ships in the Line of blockading player. A player can block only one Port, but the same Port may be blocked by more players. Blockade cards are removed by Weathergauge or as soon as the blockading player has no mobile ships in Line or he plays a Refuse Battle.

The Goblin's Lair, <http://www.goblins.net>, <http://www.goblins.it>

ENEMY IN SIGHT Quick reference, by *The Goblin 2003*

GAME SETUP

Players roll dice. Highest rolling player is also the first dealer. Each player is dealt **6 Ships and 6 Action Cards**. Remaining cards are placed on the table and used during the game as draw pile and reinforcement ships. Ships are placed face up so that next available ship is always visible. Players place their ships in a single Line from left to right. **The number of ships in the Line determines hand capacity** (minimum 1 card).

SEQUENCE OF PLAY

The game is played in rounds, first player is always the dealer and play proceeds in clockwise direction. Each round ends as soon as a player can't draw Action cards because of depletion of the deck. At the end of each round players score Victory Points, and game ends as soon as a player reaches 100 Victory Points. The dealer shifts to the following player each round. During his turn, a player performs these steps, in the following order:

- **APPLY FIRE DAMAGE AND REMOVE REFUSE BATTLE CARDS.** The player increase fire damage from any Fire cards currently on his ships by one. If he played a Refuse Battle card during previous turn, he also removes it.
- **DRAW ACTION CARDS.** The player draws Action cards to fill his hand to capacity. If unable, current round ends.
- **RED CARDS.** If the player has any Red Action cards, he must play one of them at his choice, and this is his only action for the current turn. If chosen card has no effect on the player himself, he must pass the card to the next player, ending his turn. Receiving player must play that card and apply any effects, and this counts as his sole card drawn and played for his turn; if the red card has no effect on receiving player, he must pass it to the next one and so on, until the card is played or is given back to the original player that discards it as his only action for his turn. Players receiving a red Action card must always apply fire damage and remove Refuse Battle cards in play before playing it.
- **ACTION(S).** If the player was not forced to play a red Action card, he can now play or discard one Action card. Multiple Action cards can only be played when using Rake or Boarding Party.

SCORING

Player scores are recorded on paper and everyone can always inspect them.

- **SINKING SHIPS.** The player sinking an enemy ship, takes the card and keeps it face down. At the end of current round he gets Victory Points equal to the total of Hull and Ridding factors of any such sunken ship. Ships sunken due to Running Aground or Explosion (Fire) aren't worth Victory Points.
- **PRIZE.** Captured ships declared as Prize and withdrawn to Port are instantly worth double the Victory Points normally awarded for their sinking. Captured ships declared as Prize still at sea at the end of any round are only worth the total of their remaining undamaged Hull and Rigging factors at that time.
- **LINE MAINTENANCE.** Players with no ships in Line at the end of any round are penalized 15 Victory Points.

RED ACTION CARDS

- **WEATHERGAUGE.** Discard all Break the Line, Blockade and Refuse Battle in play, then reshuffle the ships deck.
- **FIRE.** If the player has any damaged ship at sea (including Prizes and Struck ships), this card applies to one of them (randomly chosen if more than one). Roll a die to determine if fire applies to Hull or Rigging as indicated by the card. Starting fire damage is 1, but it increases by one at the start of each turn until the ship explodes or fire is extinguished by Bucket Brigade or returning the ship to Port. Each Fire card generate one additional damage per turn. Fire on dismasted ships spreads to Hull, and Hull consumed by fire causes explosion with no Victory Points award.
- **STRIKE.** If the player has any Hull damaged ship in Line with less than 6 Hull points remaining, he must roll a die every such target. Strike happens if the result is equal or greater than the number of remaining Hull points and a Strike marker is placed on the ship itself. Strike is removed only if the ship is captured or returned to Port. Struck ships can't attack nor be attacked by gunfire and automatically surrender to anyone playing a Boarding Party against them. Struck ships are not counted towards owner's hand capacity or Blockading force.
- **RUN AGROUND.** If the player has any ship at sea, this card applies to one of them (randomly determined if more than one), that sinks if a die roll is equal or greater than its Rate (with no Victory Points award for its sinking).
- **ADMIRALTY'S ORDERS.** If the player has any mobile ship in Line apart from Struck ships, this card applies to one of them (randomly chosen if more than one), that immediately returns to Port regardless of any other card in play.

The Goblin's Lair, <http://www.goblins.net>, <http://www.goblins.it>

ENEMY IN SIGHT Quick reference, by *The Goblin 2003*

BLACK ACTION CARDS

With the exception of Rake and Boarding Party, players can only use one card of this type during their turn.

- **BROADSIDES.** Can be fired by any mobile ship in Line having a Rate value equal or lesser than that indicated on the card. Cause indicated damage to Hull or Rigging of target ship. Can't be fired at Prizes behind Lines unless target player is under effect of a Break the Line card (see below).
- **RAKE.** Can be fired by any mobile ship in Line, singly or in addition to a Broadside, to the same or different ship/location. Only one Rake is usable per turn by each player. Can't be fired at Prizes behind Lines unless target player is under effect of a Break the Line card (see below).
- **BREAK THE LINE.** The card is placed in front of a target opponent and the player selects up to three (no more than half his Line) mobile ships he owns as Line Breakers, placing corresponding flag counters on them. Every ship in the broken Line and behind suffer 2 damages to both Hull and Rigging and target player can't play a Refuse Battle to take them in Port, he can only discard it to add more ships to the broken line, also suffering those damages. Line Breakers and every other ship (owned by any player) of the same nationality may now attack Prizes behind the Line of the target player as well as the Line itself. Line Breakers can only attack target player, while others can fire against any target. Line Breakers can't break other Lines, while target player's mobile ships can. Break the Line cards remain in play until removed by Weathergauge or sinking, capturing, striking or dismasting of all related Line Breakers. A dismasted Line Breaker does not regain this status if repaired. Break the Line is also removed if the breaking player plays (not discards) a Refuse Battle card.
- **REPAIR.** The player removes one Broadside card of his choice from one of his ships. Can't remove Fire or Break the Line damage. The only other way to repair damage is a successful Boarding Party (see), returning to Port via a Refuse Battle card or escaping a Break the Line card.
- **BUCKET BRIGADE.** The player removes a Fire card from one of his ships, stopping further fire damages. Can't remove fire damage already suffered, however; this can only be repaired returning to Port via a Refuse Battle card.
- **BOARDING PARTY.** Can be played alone against a dismasted ship or together with a valid broadside dismasting target ship. The player must choose a mobile ship in his Line that will perform this capture attempt. Both players secretly choose a card and reveal them simultaneously; only valid broadsides (and eventually Rake cards) are useful, other cards are bluffs, but hits aren't applied to ships.

The boarding player rolls one die and adds the difference between hits reported by his card and those of the target ship (if valid broadsides/rakes are fired); if the modified result is 5 or more the boarding attempt is successful, while if the result is 1 or less the attacking ship is captured by defending player. Other results produce no effects.

As soon as a ship is captured, the new owner can remove the smallest hit card from that ship's Rigging. The player capturing a ship must immediately declare if he's going to add it to his Line (no Victory Points) or if it's a Prize. Prizes are placed behind the Line and can't be fired at by opponents, unless the player suffers the effects of a Break the Line card (see above); Prizes are also worth Victory Points if taken into Port during the game.

- **ADDITIONAL SHIP.** The player takes the top card from the ships deck and adds it to his Line or Port, at his option.
- **REFUSE BATTLE.** Can always be discarded only to bring back ships from Port to Line. Can only be played if Lines not broken by opponents, in this case the card remains in play in front of the player until the start of his next turn. As soon as this card is played, the player has to remove any Break the Line and Blockade cards he has in play. If played, this card makes all player's mobile ships immune to any kind of attack and he can also move ships from Port to Line or withdraw ships from Line to Port. Dismasted ships can only be withdrawn to Port if accompanied by a mobile ship (any kind) also returning to Port. Ships withdrawn to Port are immediately repaired discarding any kind of damage suffered, and Prizes are immediately scored Victory Points (see Scoring).
- **FIRE SHIP.** Attacks one target ship at sea or all ships in the same Port. The player rolls a die for each target, adding +1 if target is in Port or dismasted. If the modified result is 6 or more, target sinks.
- **BLOCKADE.** Played against a Port, this card remains in front of target player until removed. For each ship the target player wishes to move from Port to Sea and viceversa, he must roll a die (for each Blockade if more than one) and movement is successful only if the result is greater than the number of mobile ships in the Line of blockading player. A player can block only one Port, but the same Port may be blocked by more players. Blockade cards are removed by Weathergauge or as soon as the blockading player has no mobile ships in Line or he plays a Refuse Battle.

The Goblin's Lair, <http://www.goblins.net>, <http://www.goblins.it>