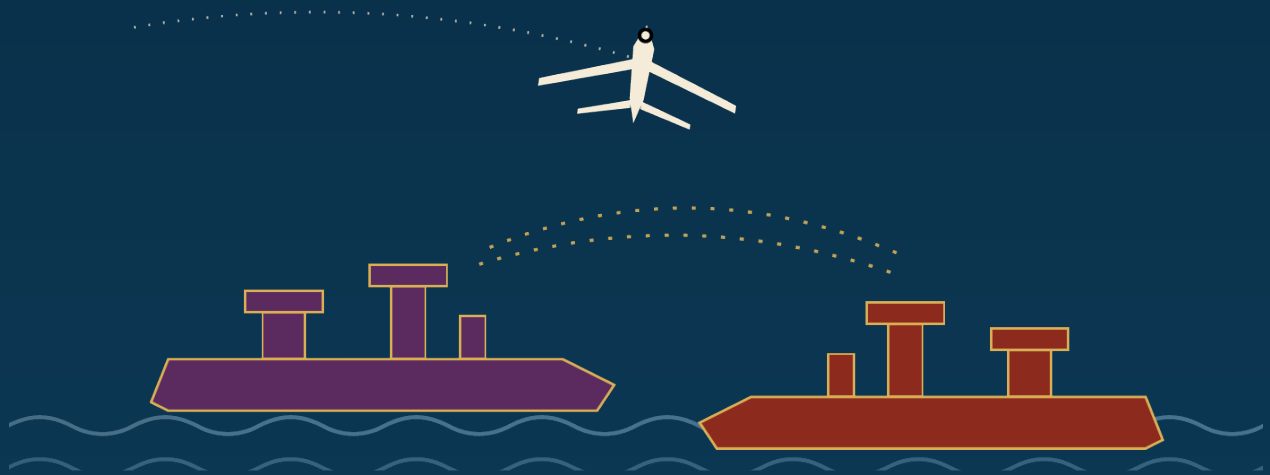




NAVAL SKIRMISH • FIELD MANUAL NO. 1

BATTLE BRIGADE

NAVY ♦ TIGERS



MADE IN OLDE TOWN ARVADA, COLORADO

For two admirals and the sea between them

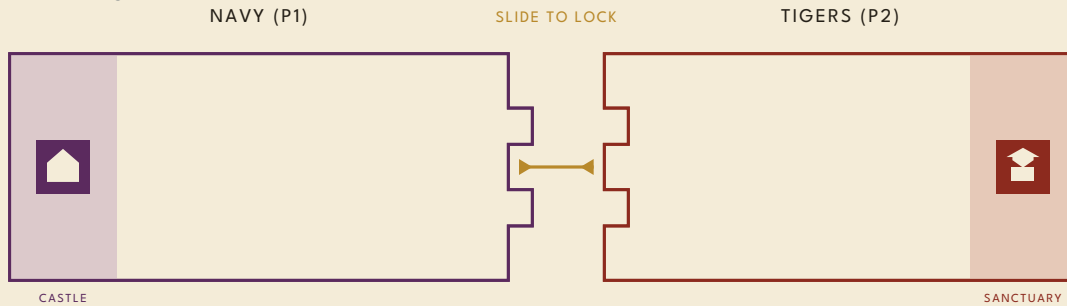


BATTLE BRIGADE

RULES OF ENGAGEMENT

FIELD MANUAL NO. 1
SETUP & PLAY

I ASSEMBLE THE BOARD



1. Set the two board halves side by side, Navy's tabbed edge against the Tigers' slotted edge.
2. Slide the halves together along the seam until the dovetail locks.

II SETUP

- Each player takes one cheat sheet, one instructions card set, and their full 20-ship fleet: 2 Battleships, 2 Cruisers, 2 Destroyers, 1 Carrier, 3 Escorts, 5 Scouts, and 5 Submarines (Navy) or Fireboats (Tigers).
 - One player takes the Purple fleet (Navy), the other takes the Red fleet (Tigers).
 - Every ship is marked with its class and a number, matching a labeled spot on your cheat sheet — that's where it goes if it's ever sunk, with a row of peg holes alongside to track its damage until then.
- Set up your 20-ship fleet in any arrangement you like, within the first 3 rows on your side of the board. The far edges of the board are the castle (Navy) and the sanctuary (Tigers).
 - Taking turns, each player places 4 ships at a time until their full fleet is down.
- Separate the damage pegs from your fleets and keep them within easy reach of both players. Each fleet uses the opposite color peg, so damage stands out clearly: Red pegs mark hits on the Purple/Navy board, Purple pegs mark hits on the Red/Tigers board.
- Whoever didn't go first last time takes the first turn now. First game? Whoever didn't go first in whatever else you do with your life.

III YOUR TURN

Every turn you get 2 actions, and you can use both on the same ship or different ships.



Move: move a ship up to its Move stat (see roster). All pieces can go forward, backward, sideways, or diagonal. No piece can occupy the same space as another, and no piece can move over an island or base. A piece moving more than one space can move through other pieces, but can't end its move on an occupied space.



Attack: strike an enemy ship in an adjacent square (including diagonal) and deal 1 damage, or specialty damage as noted in the Fleet Roster.

Move + Move, Move + Attack, or Attack + Attack. Your call.

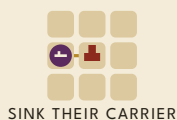
IV THE GOAL



Sink the enemy Carrier, their flagship, and the sea is yours.



...or have 2 ships adjacent to the enemy's base (including diagonally) at the start of your turn. Their base is the large castle or sanctuary at their far edge of the board; the islands in between are not bases.



SINK THEIR CARRIER



SURROUND THEIR BASE



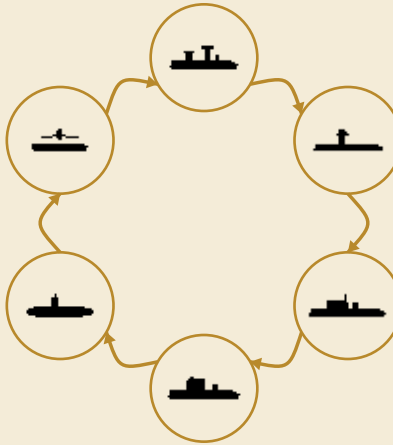
BATTLE BRIGADE

RULES OF ENGAGEMENT

FIELD MANUAL NO. 1
FLEET ROSTER

FLEET ROSTER

EVERY ATTACK DEALS ONE DAMAGE UNLESS OTHERWISE
SPECIFIED IN THE TABLE BELOW



HEAVY CLASS

SHIP	QTY	HP	MOVE	SPECIALTY DAMAGE
Battleship	2	6	1	3→Escort
Cruiser	2	5	1	3→Scout
Destroyer <i>Immune to Submarine/Fireboat attacks.</i>	2	8	1	3→Sub / Fireboat
Carrier FLAGSHIP <i>Sink it to win.</i>	1	10	1	—

LIGHT CLASS

SHIP	QTY	HP	MOVE	SPECIALTY DAMAGE
Escort	3	3	2	3→Cruiser
Scout	5	3	2	3→Destroyer
Submarine <i>Navy only — Submerged: only Heavy-class ships can target it. Light ships cannot attack it.</i>	5	3	1	3→Battleship
Fireboat <i>Tigers only — Self-Destruct: spend 1 action to scuttle it. All adjacent ships (including diagonal and friendly ships) take 4 damage. Doesn't trigger if the enemy sinks it first.</i>	5	3	1	3→Battleship



GOING BIGGER. Own another Battle Brigade version? Link a second pair of boards with the 4-Player Expansion Kit, or three versions with the 6-Player Expansion Kit. Each kit adds a connector board for a wider playing field and more teams.