

CANNON FODDER RULES

Cannon Fodder is a two player, naval, dueling game. Players take the role of the Captain, commanding their crews by giving orders, and navigating the treacherous seas. Load the cannons, hoist the sails, and prepare for battle. Will you sail your ship to victory or will you sink to the watery depths?

OVERVIEW

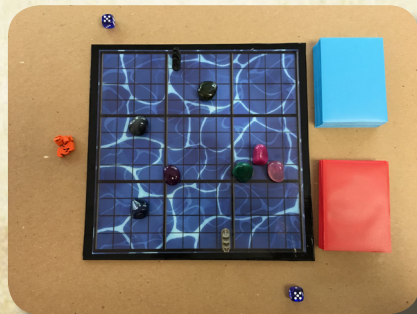
The goal of the game is to sink the enemy ship. Players take turns playing cards to control their ship, deciding when to move and when to attack.

COMPONENTS

- Game board
- 24x Blue ORDER Cards
- 18x Red FIRE Cards
- 4x Ships
- 4x Bomb Tokens
- 7x Rock Tokens
- 4x 6-sided dice Life Counters

SETUP

Shuffle both the blue ORDER deck and the red FIRE deck. Place the two decks face down, and have each player draw a hand of four blue ORDER cards and three red FIRE cards. Then scatter the rock obstacles around the board. Choose a player to go first. The first player places one ship in any grid square along the edge of the game board. The second player places one ship in any grid square along the opposite edge of the board.



TAKING TURNS

During your turn you may play up to two cards. You must play at least one card during your turn. You may play any combination of ORDER and FIRE cards together. You can not play two FIRE cards in a single turn, unless one is a LOAD card. You may also choose to forfeit your turn to discard your hand and draw a new one.



At the end of your turn, draw cards until you are back to your original hand size of four ORDER cards and three FIRE cards. If there are no more cards to draw, shuffle the discard pile into the deck.

MOVEMENT

Players move their ships by playing ORDER cards. Cards such as DRIFT, HALF MAST, and FULL SPEED AHEAD, move your ship forward. TACK cards let you turn your ship 90 degrees in the direction of your choosing. If a ship were to move to a space off the board, that ship stops, and immediately turns 180 degrees.

OBSTACLES

The open sea is a dangerous place, and it can be just as dangerous as your opponent. Rocks scattered around the board serve as obstacles. If a ship runs into a rock, it suffers one damage. Rocks aren't invincible however. Firing at a rock or detonating a barrel bomb will destroy it, clearing the way for your ship. However, a cannon loaded with grapeshot has no effect on rocks.

FIRE!

When a ship gets hit by cannons, bombs, or is rammed, it suffers damage and loses one hit-point. Once a ship loses five hit-points, it sinks. Normal FIRE PORT, FIRE STARBOARD, and FIRE BOW, cards have a base range of three spaces. The range and effects of normal FIRE cards can be changed by playing a LOAD card. When you play a LOAD card, place it in front of you face up. The next time you FIRE, the LOAD card takes effect. Discard the LOAD card once you FIRE. You can only have one LOAD card active at a time. You may replace a LOAD card by playing a new one.



BARREL BOMBS

When a BARREL BOMBS card is played, place a bomb token directly behind the player's ship. Players may move through and sit on this token. The player may choose to detonate the bomb token at any point during their turn instead of playing a card. The bomb explodes dealing 1 damage to anything in the token's 8 adjacent squares. Rocks within range are destroyed.

LOAD EFFECTS

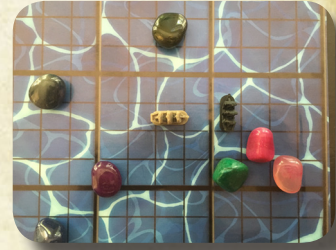
GRAPESHOT: Instead of firing straight three spaces from your ship, fire in a two by three rectangle. Deals 1 damage. Can be used with FIRE BOW CANNONS. Has no effect on rocks.

CHAINSHOT: Has a normal range of three spaces. Deals 1 damage. When a ship is hit by Chainshot that player discards three ORDER cards at random. At the end of that player's next turn draw back up to the normal hand size.

LONGSHOT: Has a range of four spaces. Deals 1 damage.

RAM!

Another way of attacking enemy ships is by ramming your ship into theirs. When you would move into the same space as another ship, immediately stop moving. Deal one damage to the enemy ship, or two if you used FULL SPEED AHEAD, and bump the enemy ship one space away from your ship. Your turn then ends.



If a ship is rammed against the edge of the board and the rammed ship would move off the game board it instead is moved into the next open space to the left or right. The direction is decided by the player who was rammed. If a ship is rammed into a rock, the ship takes one damage from the ram and one damage from the rock, for a total of 2 damage. The rock is destroyed, and is removed from the board. In the event of two ships hitting each other at the same time via the HIGH WINDS card, both ships take a point of damage and bounce one space away from the point of collision.

WINNING THE GAME

The game ends when a player's ship sinks after suffering five points of damage. The player left afloat is declared the winner and goes on to loot and pillage another day.

