JIGSAW ARMADA

INSTRUCTIONS
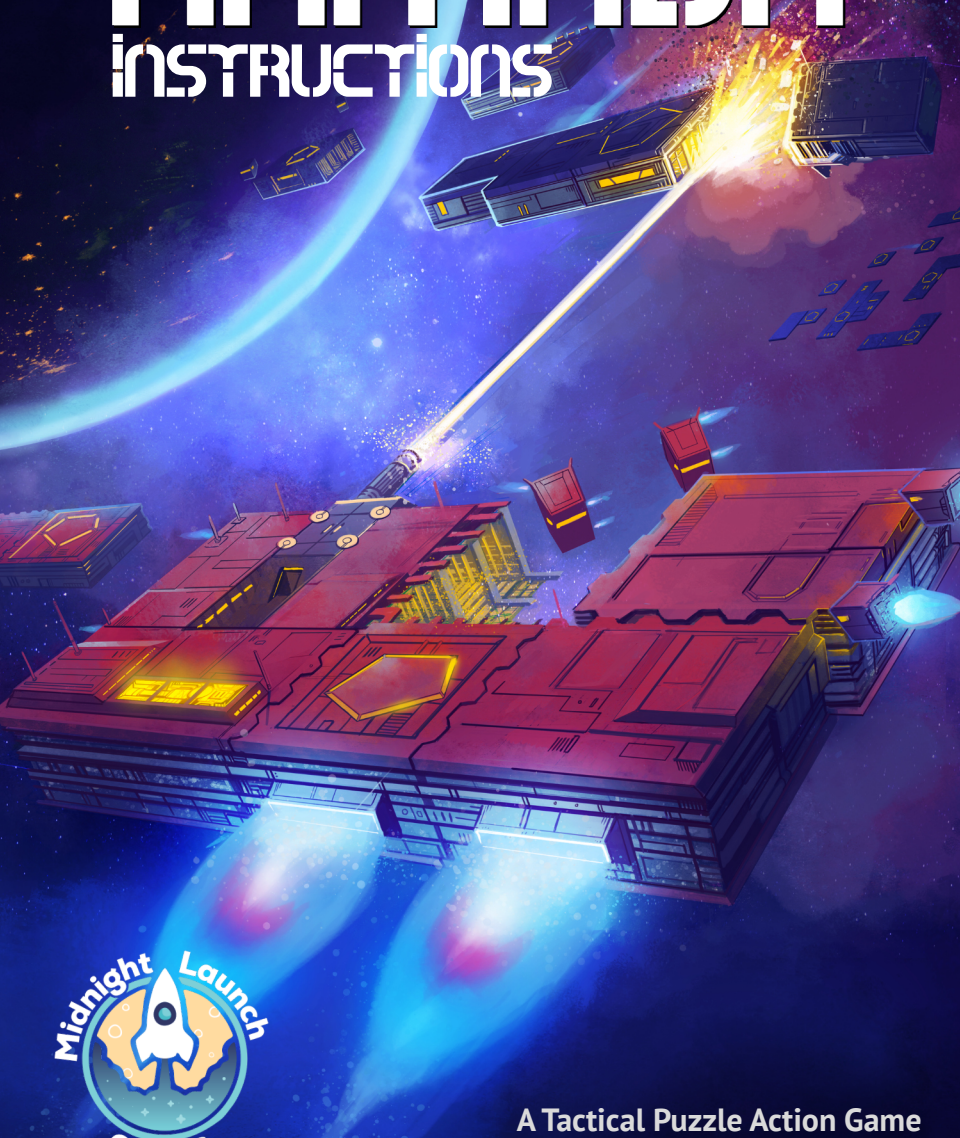
A Tactical Puzzle Action Game
By Wes Ehrlichman

2 Players Ages 10+ 20 min.

CONTENTS

15 Red Pieces

15 Blue Pieces

1 4-fold Board

48 Yellow Energy Cubes

8 Yellow Shield Tokens

1 Instruction Booklet

WELCOME TO THE JIGSAW ARMADA TACTICIAN

Time is of the essence. A war has begun and we need minds just like yours. We can't wait until our ships are built to go into battle, so we'll need to build them while we fight. We only have so much time, so choose how and where to build your ships and sneak into the enemy territory or just go all out for total annihilation. The choice is yours, but so are the consequences.

Jigsaw Armada is a two-player game in which each player takes on the role of tactician and leads their Armada against their opponent.

Each player's goal is simple: make their way across the board and into the opponent's base.

SETUP

Begin by laying out the board in between both players. The player who has the blue section in front of them will play as Blue and the other will play as Red. Each player places all of the jigsaw ship pieces of their respective color in front of them face down. This is known as the players "draw pile".

Two of the ship pieces have the logo on the back. Set these aside for a moment and mix the face-down ship pieces around until the player does not know which is which.

The set-aside piece with the U-shaped edge and three energy slots gets placed on the board in the center column of the second row of the grid with the open side facing toward the player as in the below image.
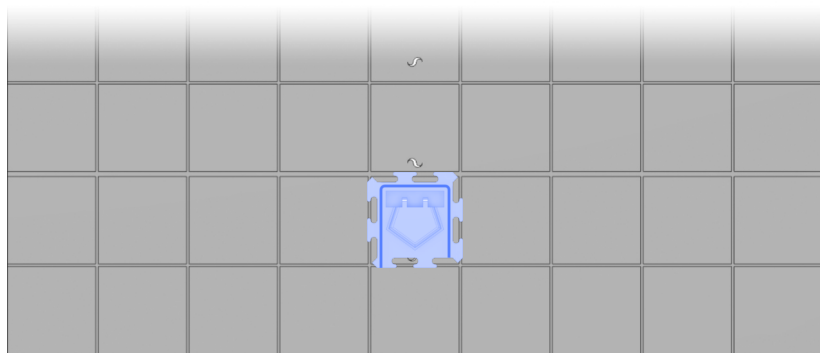
Starter Piece

The other piece stays face up in front of the player as part of the player's "play pile".

Set the yellow energy cubes and shield tokens to the side of the board between both players or split them up evenly between the players to make them easy to access.

HOW TO PLAY

To play a game of Jigsaw Armada, players alternate taking turns until one player moves, builds, or rotates any piece of a ship into their opponent's base area and wins. During a turn, the active player will randomly pick up one of the upside-down pieces in their "draw pile" and place it face up in their "play pile" then perform any two actions. After performing their second action it will become the next player's turn and play will continue back and forth until one of the players wins. If the draw pile is exhausted, the player will no longer draw new pieces and their turn will consist only of taking two actions.

TYPES OF PIECES

There are three types of pieces that can be built: Hub, Gun, and Shield.

HUB

Hub pieces have a large, pentagonal shape on them and hold the energy cubes that power a ship. If a ship takes so much damage that all of the energy cubes are exhausted, the entirety of the ship will be destroyed and placed back in the box for the remainder of the game. Taking damage anywhere on a ship will cause energy to be depleted even if the hub did not take direct damage.

Hub pieces can be built onto other ships or can be built anywhere within the current player's own base to form the base of a new ship. When starting a new ship the hub can be built facing in any direction.

Hub pieces are also unique because they are the only pieces of a ship that can be rotated around. See more in the **Rotate** action instructions.

GUN
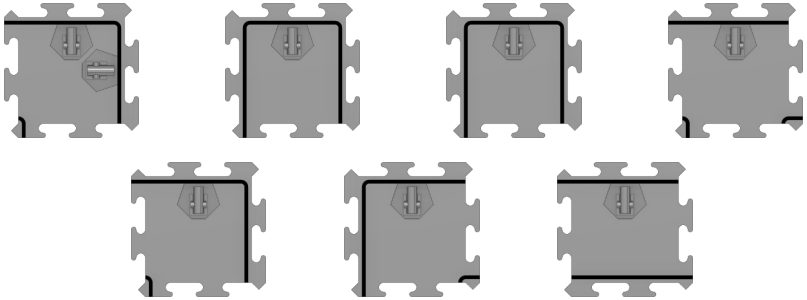
Gun pieces have one or two guns on the edges of the piece, and are the primary way of damaging an opponent's ship. A gun shoots from one turret at a time, straight ahead in the direction it is facing. There is no limit to range, and the shot damages the first thing in its path. Players can use both of their actions to fire the same gun during one of their turns.

SHIELD
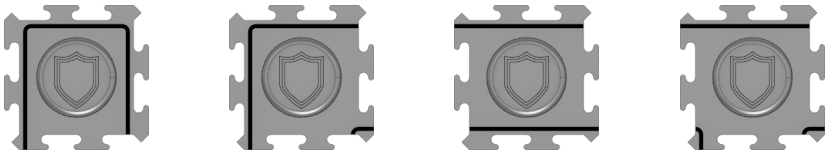
Shield pieces have a circular shield slot and block two instances of damage when hit head-on. Upon building a shield piece, place a shield token on top with the non-damaged side face up. When the shield piece takes its first damage flip the token over to display the cracked shield. When the shield piece takes its second instance of damage remove the shield token and return it to the token pile. Any damage taken to this part of the ship from here on will damage the ship as a whole.

ACTIONS

During each turn a player will take two actions out of six options. Build, Move, Rotate, Shoot, Bash, and Draw

BUILD

Players **build** onto existing pieces on the board by looking for "open" sides of the ships on the board and connecting an "open" side of a piece in their "play pile" to the "open" side of one of the pieces on the board. "Open" sides are sides where the center area of the piece extends to the edge and is not blocked off by a perimeter wall near the edge of the piece. Hub pieces can be built onto an existing ship or anywhere within the current player's base area.
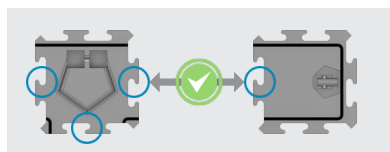

Valid build
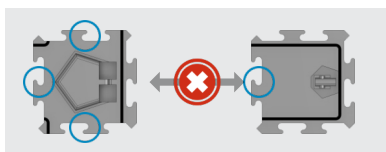
Not valid

Pieces cannot be built outside of the area of the game board or any board location that is already occupied and cannot be used to combine two different ships. Players cannot build if the resulting ship composition results in an open section against a closed section such that the player would not be able to close off the ship in the future.

Whenever a Hub piece is built, immediately place two energy cubes on it. Similarly, when a shield piece is built, place the shield token face-up in the shield slot.

If a build action closes off a ship entirely such that it can no longer be built on, count up the number of pieces in the ship, subtract 1, and add that many energy cubes to the ship.
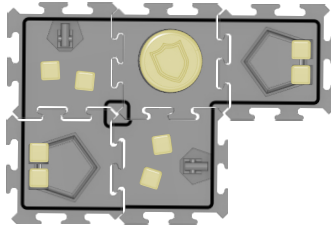
5 Pieces - 1 = 4 additional energy

MOVE

A **Move** action moves the entire ship, including any connected pieces. If the target location of any part of the ship is off of the board or is already occupied the player cannot move there.

ROTATE

A **Rotate** action rotates the entire ship by 90 degrees around any **Hub** piece in either direction along with any pieces connected to the hub. Ships rotate around the center of hubs so that the hub stays at the exact same board location after the rotate is completed. A rotate action is valid as long as all connected pieces of the ship after rotation are fully on the board and none of the target positions are already occupied.

SHOOT

A **Shoot** action is performed by any turret on a **Gun** piece and fires a single shot in a straight line that damages the first thing in its path. If a shot hits any part of a ship not protected by a shield take away an energy cube. If a shot hits a Shield piece with an active shield turn the shield over on the first hit and return the shield token to the token pile on the second.

BASH

A **Bash** action can be performed when two opposing ships are adjacent to each other. Bash actions cause both ships to take a single point of damage to either energy or shields.

If the attacking ship has an active shield piece adjacent to an enemy ship they can choose to bash with that section of their

ship and their shield token would take the damage instead of their energy. Similarly, if the opponent's ship is only touching the player's ship along an active shield piece their portion of the damage would be absorbed by the shield token rather than the ship as a whole.
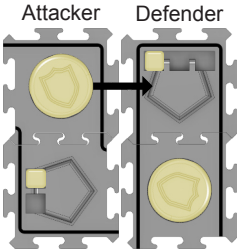
Attacker damages shield
Defender loses energy
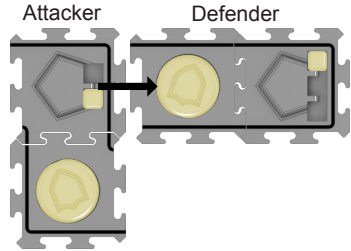
Attacker loses energy
Defender loses shield

DRAW

A player can use an action to take a piece from their draw pile and place it face-up in their play pile. A **Draw** action should usually be taken as a last resort since players draw a piece before each turn without using an action. This action cannot be performed if all of the pieces have already been drawn.

WINNING

When one player successfully gets any piece of any of their ships into the furthest two rows of the board and into the their opponent's base they can declare themselves the winner. This is but one battle though, the enemy is still out there. Why not turn the pieces back over and play again?!