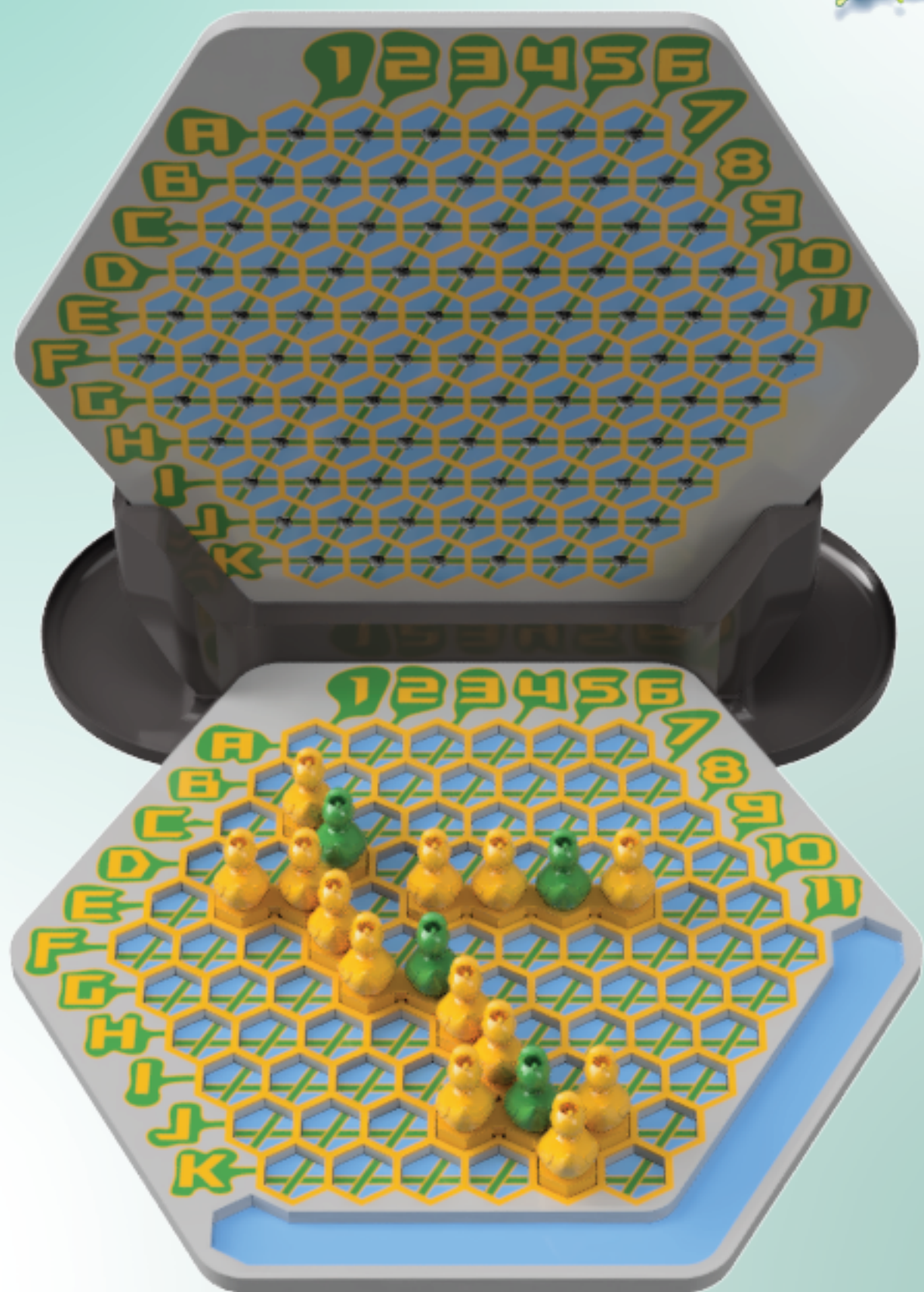


# Battle Ducks



**Battle Ducks is a tactical duel game based on deduction.**

**Drawing inspiration from the familiar mechanics of Battleship, the game increases the challenge through a unique board layout and the geometry of its formations.**

**To win, you must visualize all possible shapes, use your maneuvers wisely, and locate the enemy fleet before it finds you.**

# COMPONENTS

## Boards

- **4 Game grids (2 per player) :**
  - 2 Horizontal grids (The Pond) :  
Used to place your own fleet and ducks.
  - 2 Vertical grids (The Radar) :  
Used to track your shots and locate the opponent.

## Formations

- **Bases representing the different shapes.**
  - 5 (30\*) formations tiles (per player) divided by types:  
5 tiles/category (Classics, Longs\*, Circles\*, Centers\*, Others\*, Specials\*).

## Miniatures

- **30 (80\*) yellow ducks**
  - Represent standard crew.  
(the hit points of your formations).
- **5 blue ducks\* (Player 1)**
- **5 green ducks\* (Player 2)**
  - One per formation, this is the Commander.  
He is responsible for executing Maneuvers.

## Other stuff

- **5 viewfinders\* (per player)**
  - Indicators used to visualize the area of effect  
of your special abilities (maneuvers) on the grid.
- **Red markers**
  - Used to mark successful hits ("Spotted").
- **White markers**
  - Used to mark missed shots ("Splash").
- **5 recharge counters\* (per player)**
  - Used to track when your maneuvers become available again.

\*Expansion



# HOW TO PLAY

## Goal of the game

- Be the first to locate the entire opposing fleet.

## Setup

- **Face to face**

- Players place their grids and radars in front of them, ensuring they cannot see the opposing grid.

- **Fleet**

- Each player selects the 5 formation tiles that will make up their fleet and places them on their grid.

"Standard" mode: Only the 5 simple straight formations.

"Advanced" mode\*: 1 formation from each category (Longs, Circles etc..).  
Players can chose to use the same formations.

- **Placement rules**

- Two formations cannot overlap.

- You may orient the formations however you wish, provided they fit inside the grid.

- Formations must not touch, not even diagonally.

- There must be at least one water space between formations.

- (For hardcore players who love to suffer, you can decide to ignore this rule and allow contact.)

- **The Commanders\* (Advanced Mode)**

- Each player places 1 blue (or green) duck per formation.

- Choose its position carefully; the commander is responsible for the maneuver of that formation. If it is Spotted, you will no longer have access to this ability for the rest of the game

- Fill the remaining spaces with yellow ducks.



# HOW TO PLAY

## Turn Sequence

- The game is played in alternating turns.
- For Advanced mode\* : At the start of the game, all cooldowns are on the green dot (availables).
  - 1. Choose an action:
    - Option A: Observation: Announce a coordinate (e.g., B-6) to probe the pond. Your opponent announces the result:

- "Splash" ("Miss"), if there is nothing on this space.

Place a white peg on your radar at B-6.

- "Spotted" ("Hit"), if a duck is on the space.

Place a red peg on your radar at B-6.

Your opponent places a red peg on the affected duck on their grid.

- "Found" ("Sunk"), if a duck is hit and it was the last one of its formation.

If the space occupied by a formation's Commander is "Spotted", you can no longer use the maneuver associated with this formation, even if the counter is green.

**-Option B: -Advanced Mode only\*- The Maneuver:**  
**Announce the maneuver and**  
**apply its effect on your radar. You can announce the**  
**targeted spaces one by one to facilitate gameplay.**  
**Your opponent announces the result for each space.**

-You can only use a maneuver when these two conditions are met:

-The Commander of the formation linked to this power is still in play (not "Spotted").

-The recharge counter for this formation is on a dot.

-Once the action is resolved, immediately turn the concerned counter one notch (starting the cooldown time).

The direction of rotation does not matter, as long as you keep the same direction throughout the game.

# HOW TO PLAY

## Turn Sequence (continued)

- 2. End of turn:

- Once your action is complete, update your recharge counters in the following way\*:

- If you just used a maneuver, you should have normally already turned the associated counter one notch. It does not move again this turn. (If you forgot to do it before, now is the time to do it here.)

- For all other counters:

- Those on a number (recharging) advance one notch.

- Those on a dot do not move (they remain available).

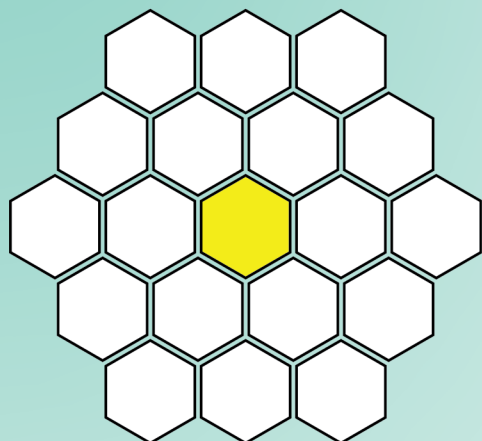
It is then your opponent's turn.

## END OF GAME

**The first player to locate their opponent's entire fleet wins the game.**

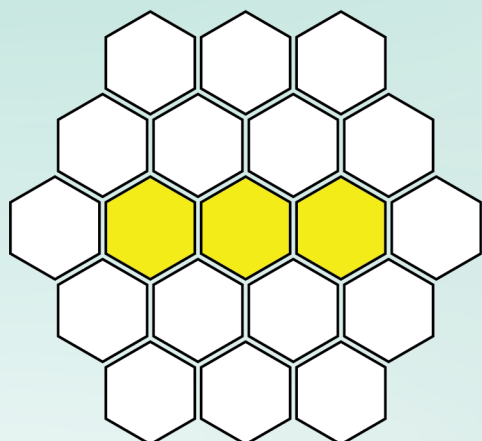
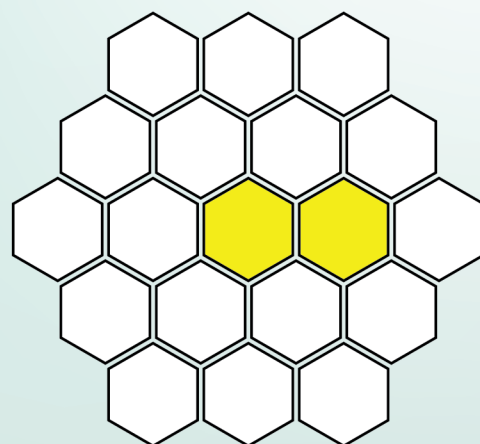
# Formations

## The Classics



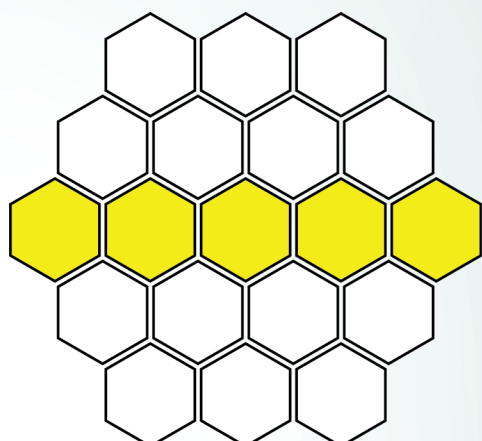
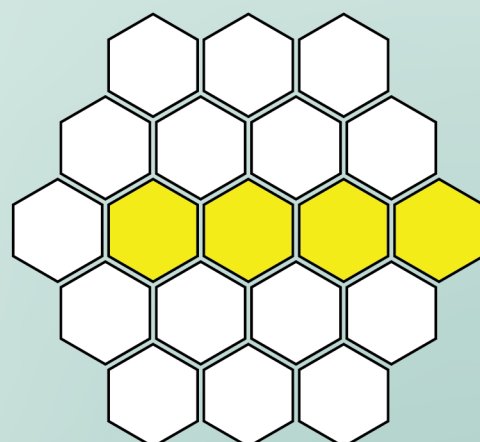
**Single**

**Double**



**Triple**

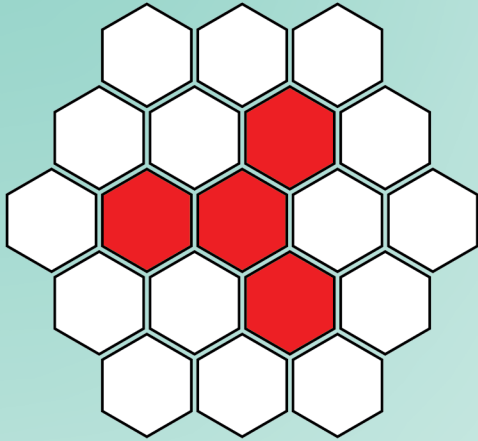
**Quadruple**



**Quintuple**



# The different Maneuvers and the Formations that can use them\*

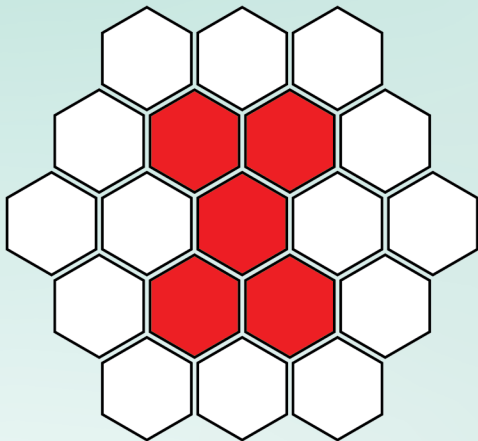
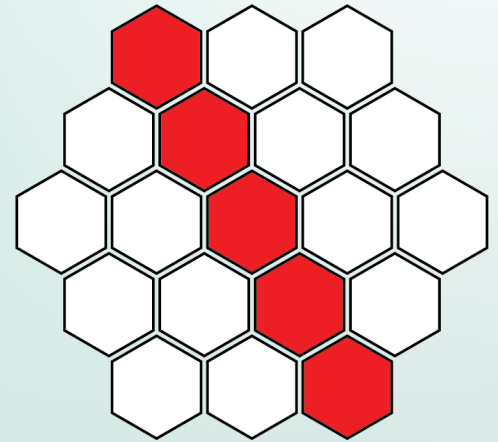


## The Centers

Cooldown:  
5 turns

## The Longs

Cooldown:  
6 turns

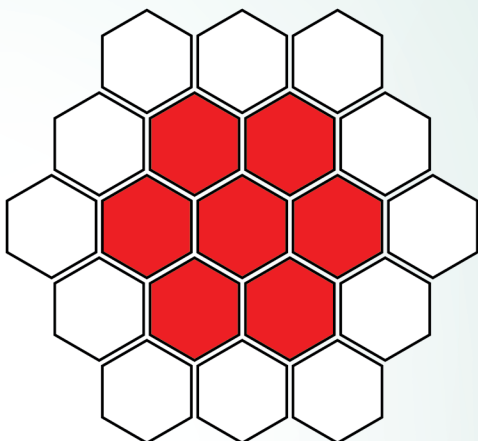
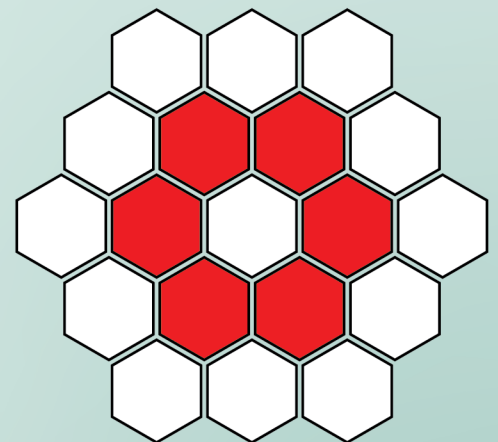


## The Others

Cooldown:  
7 turns

## The Circles

Cooldown:  
8 turns



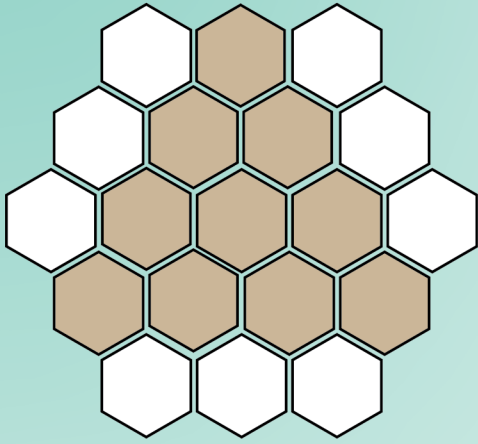
## The Specials

Cooldown:  
10 turns

\*Expansion

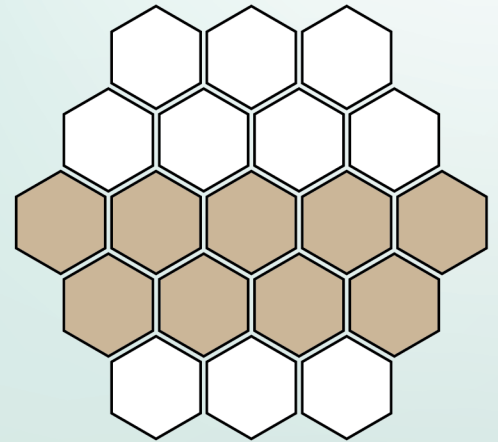
# Formations

The Specials\*

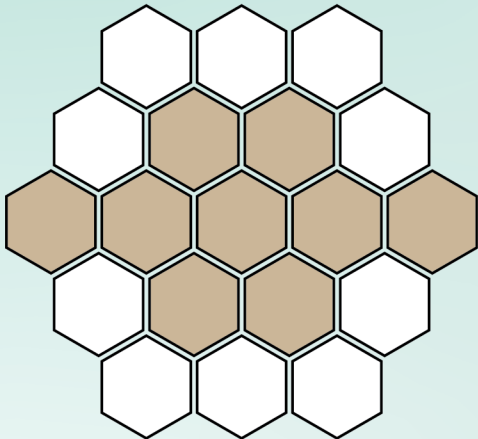


**The Pyramid**

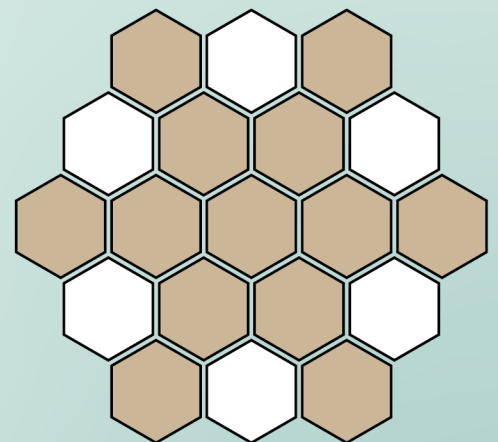
**The Bay**



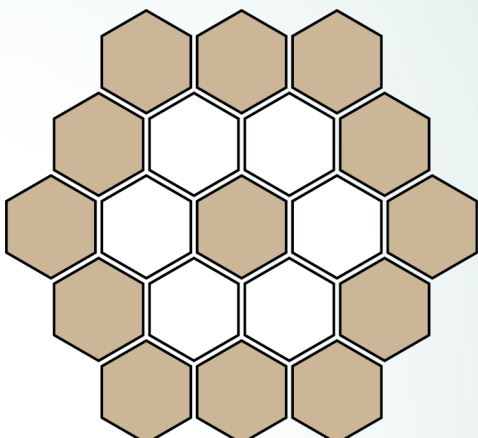
**The Compas**



**The Flake**



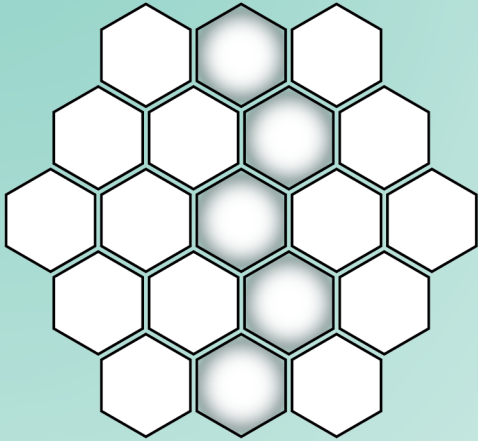
**The Buoy**



\*Expansion

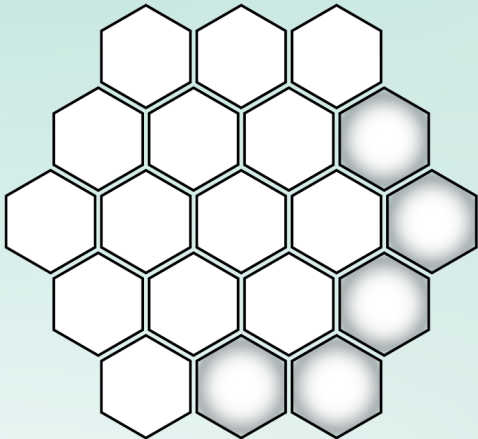
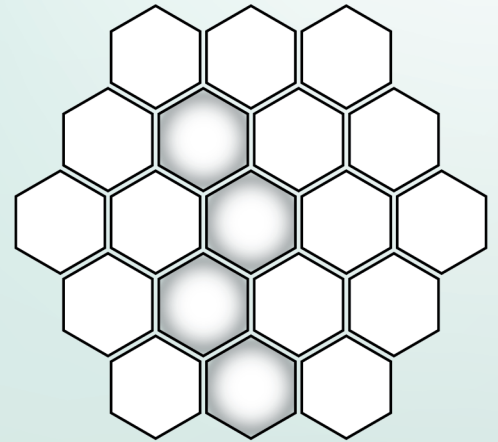
# Formations

The Longs\*



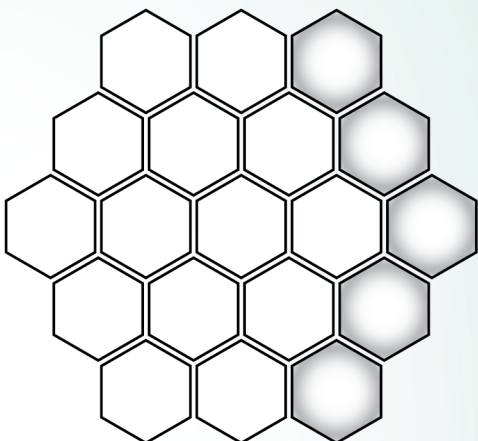
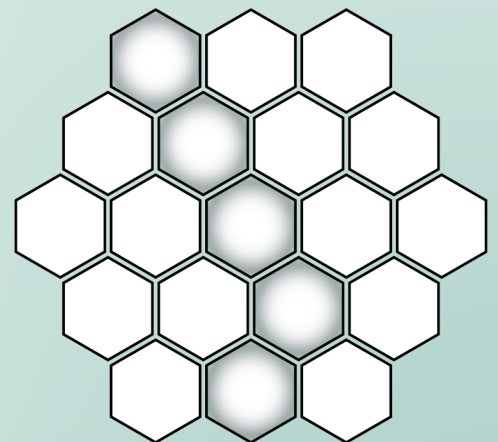
**The Reed**

**The Worm**



**The Shrimp**

**The Snake**



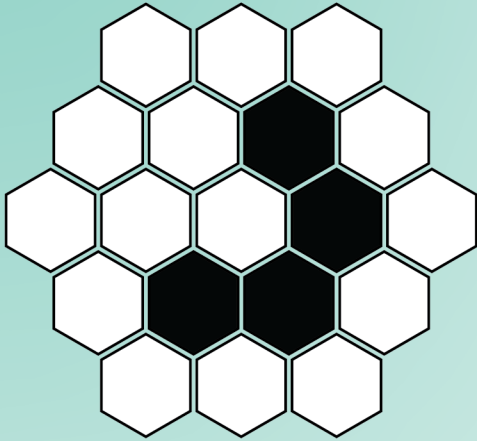
**The Bow**

\*Expansion



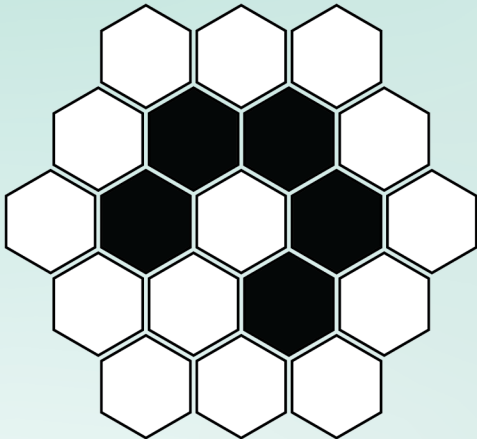
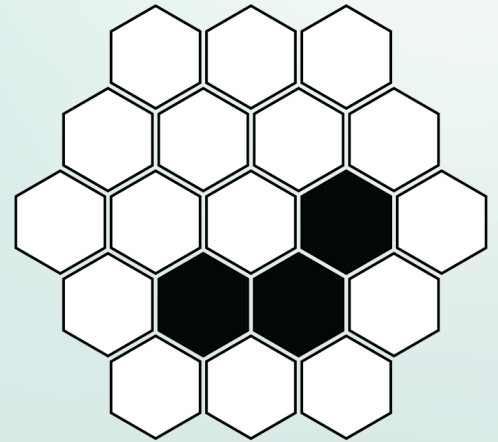
# Formations

The Circles\*



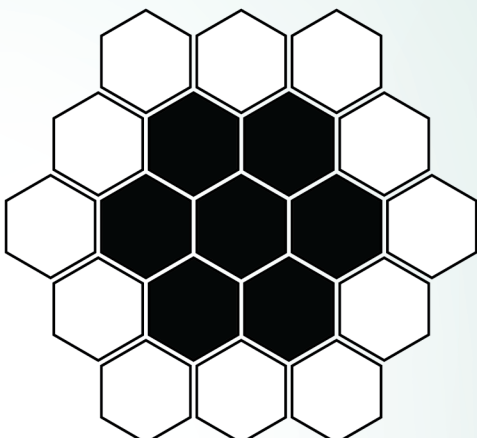
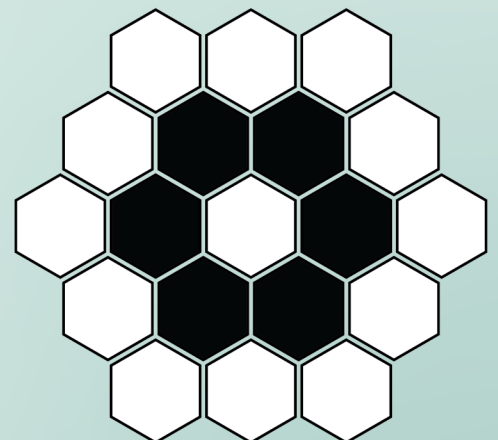
**The Hook**

**The Cap**



**The Horseshoe**

**The Donut**

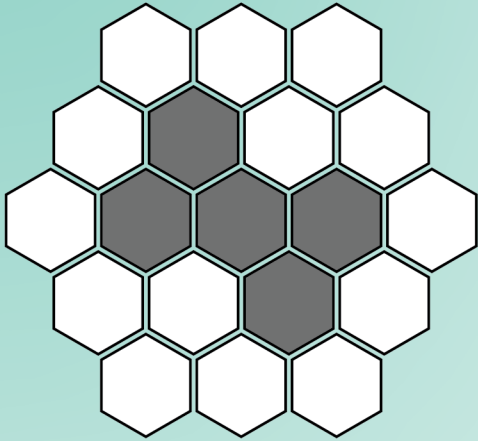


**The Nenuphar**

\*Expansion

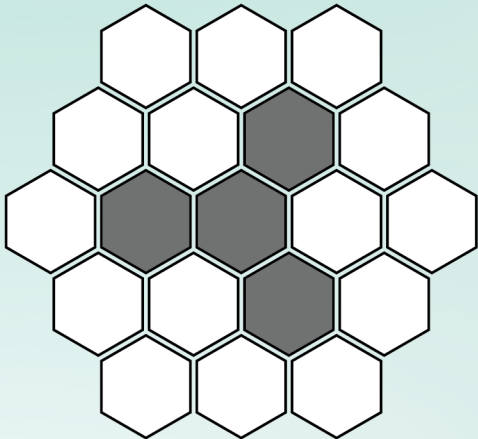
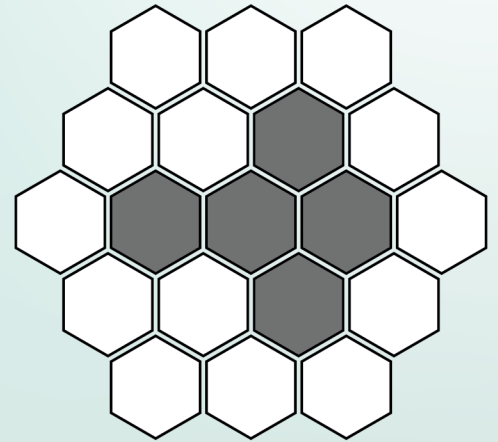
# Formations

The Centers\*



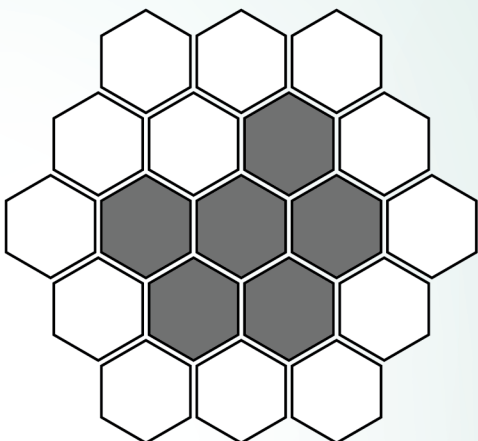
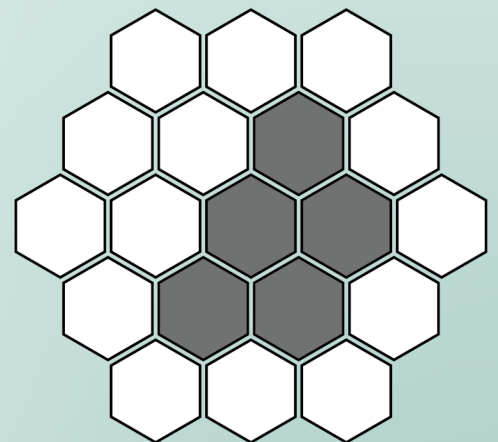
**The Coral**

**The Arrow**



**The Spinner**

**The Flat**

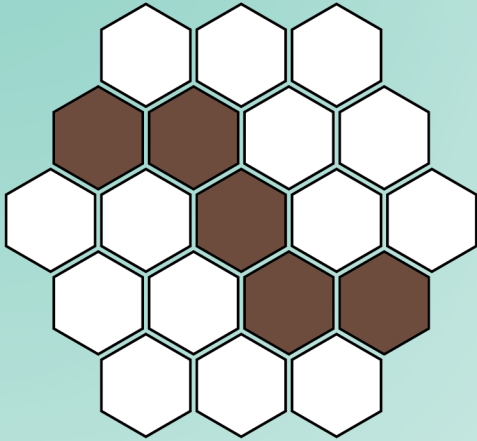


**The Russian**

\*Expansion

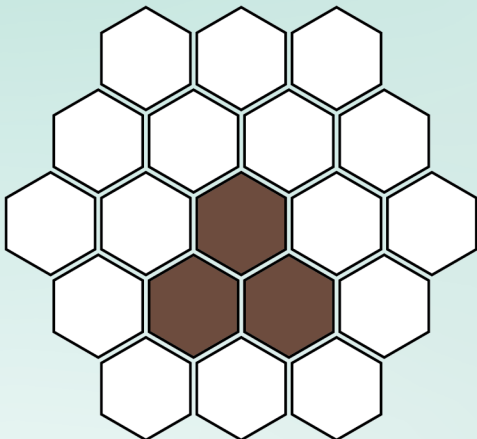
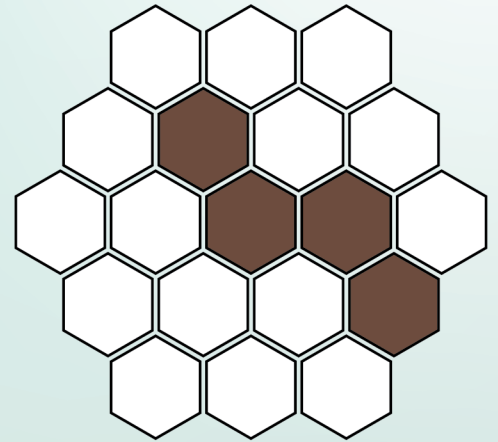
# Formations

The Others\*



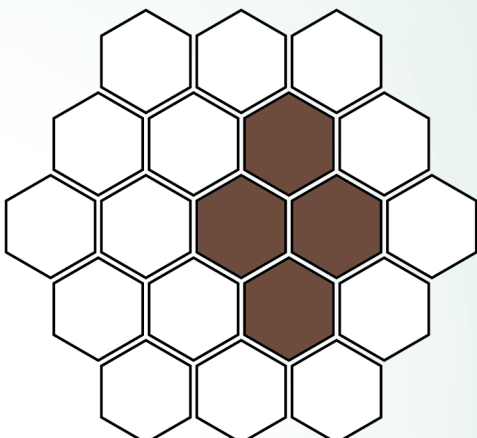
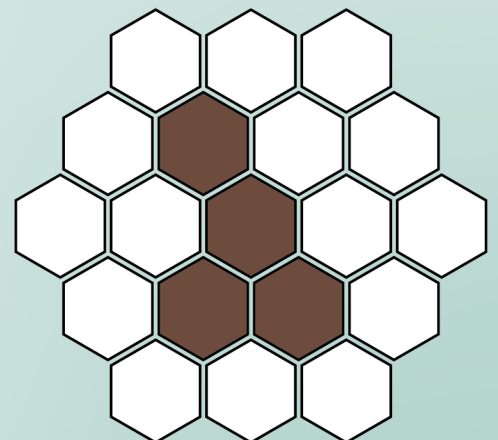
## The Lightning

## The Wave



## The Beacon

## The Dock

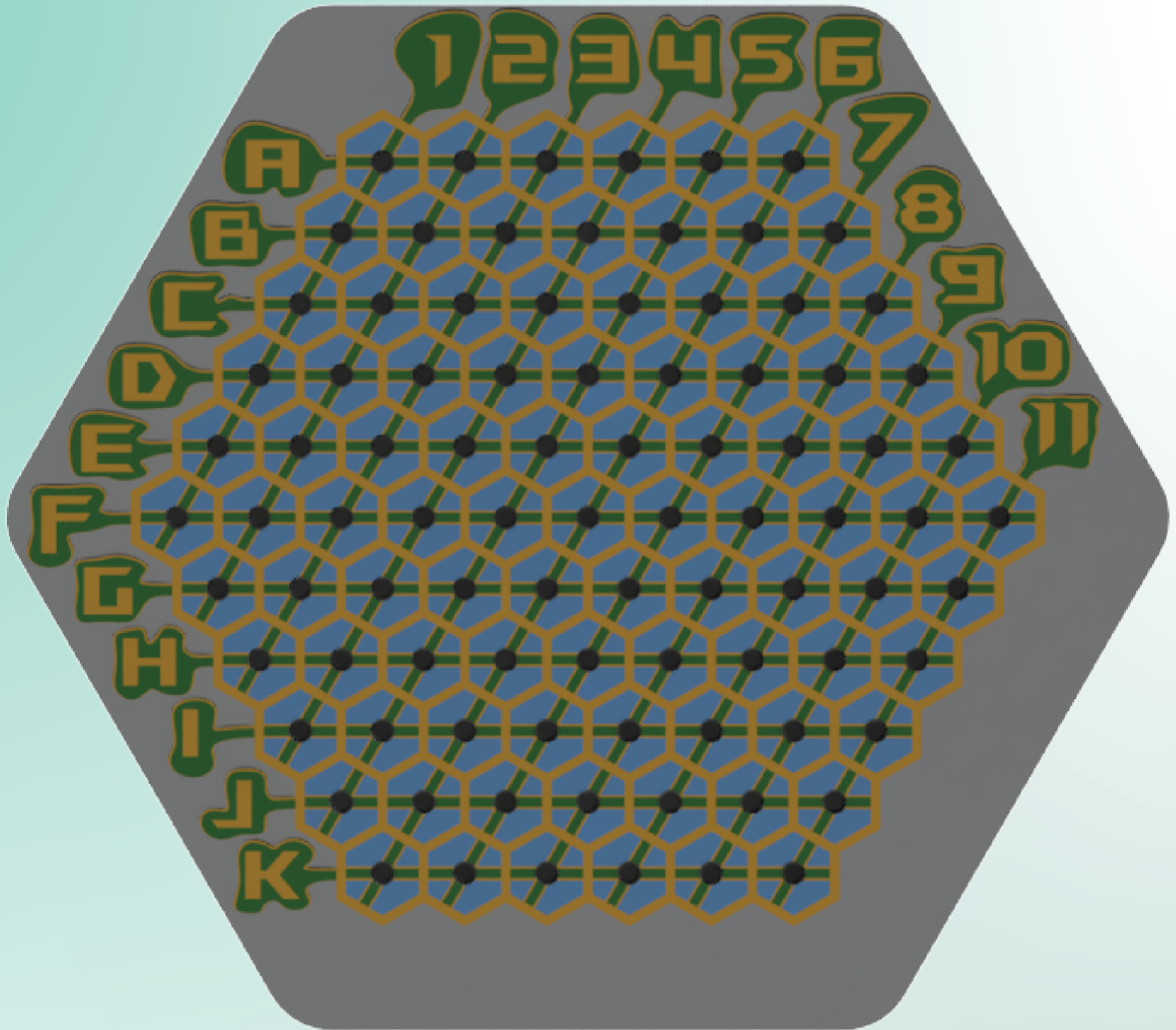


## The Kite

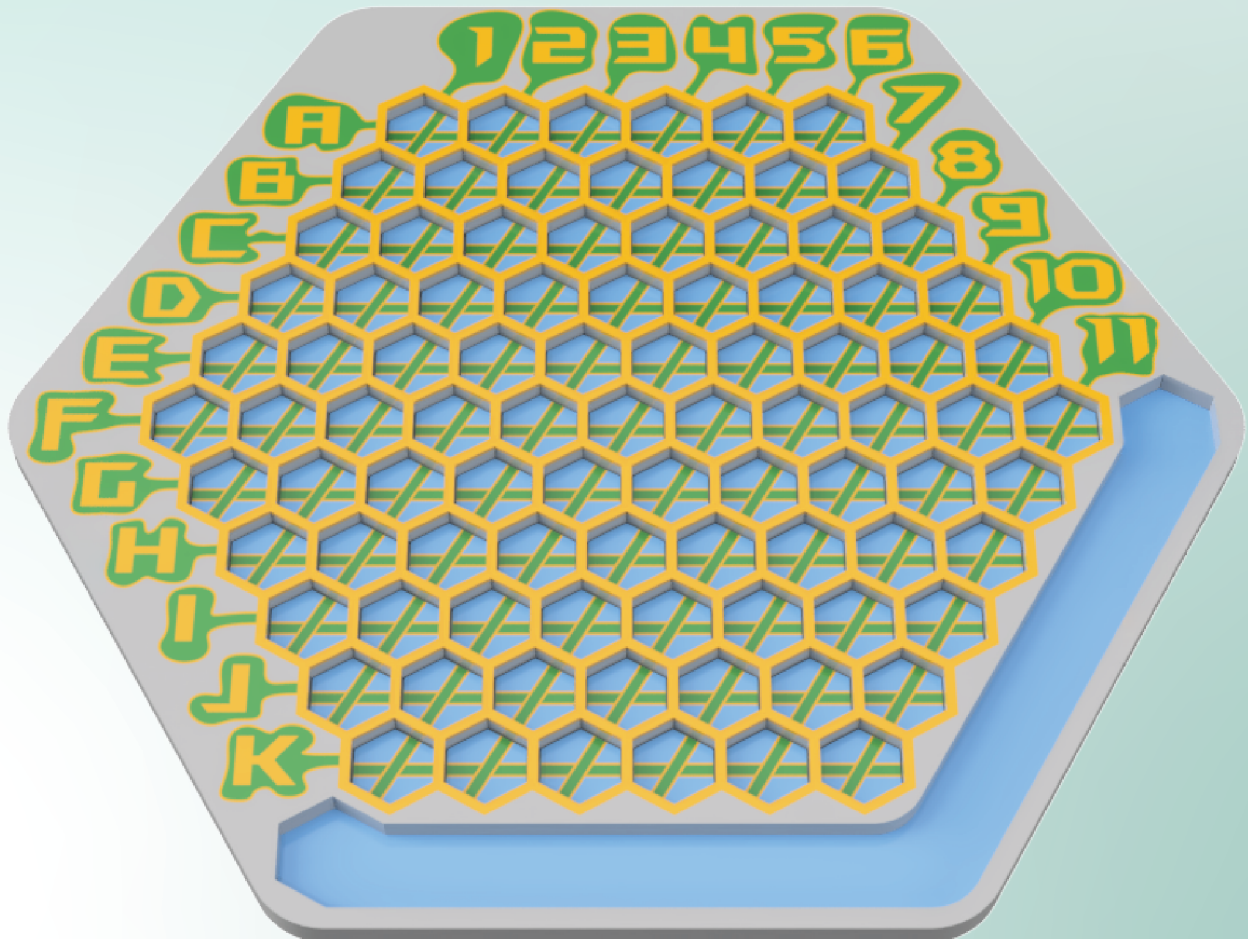
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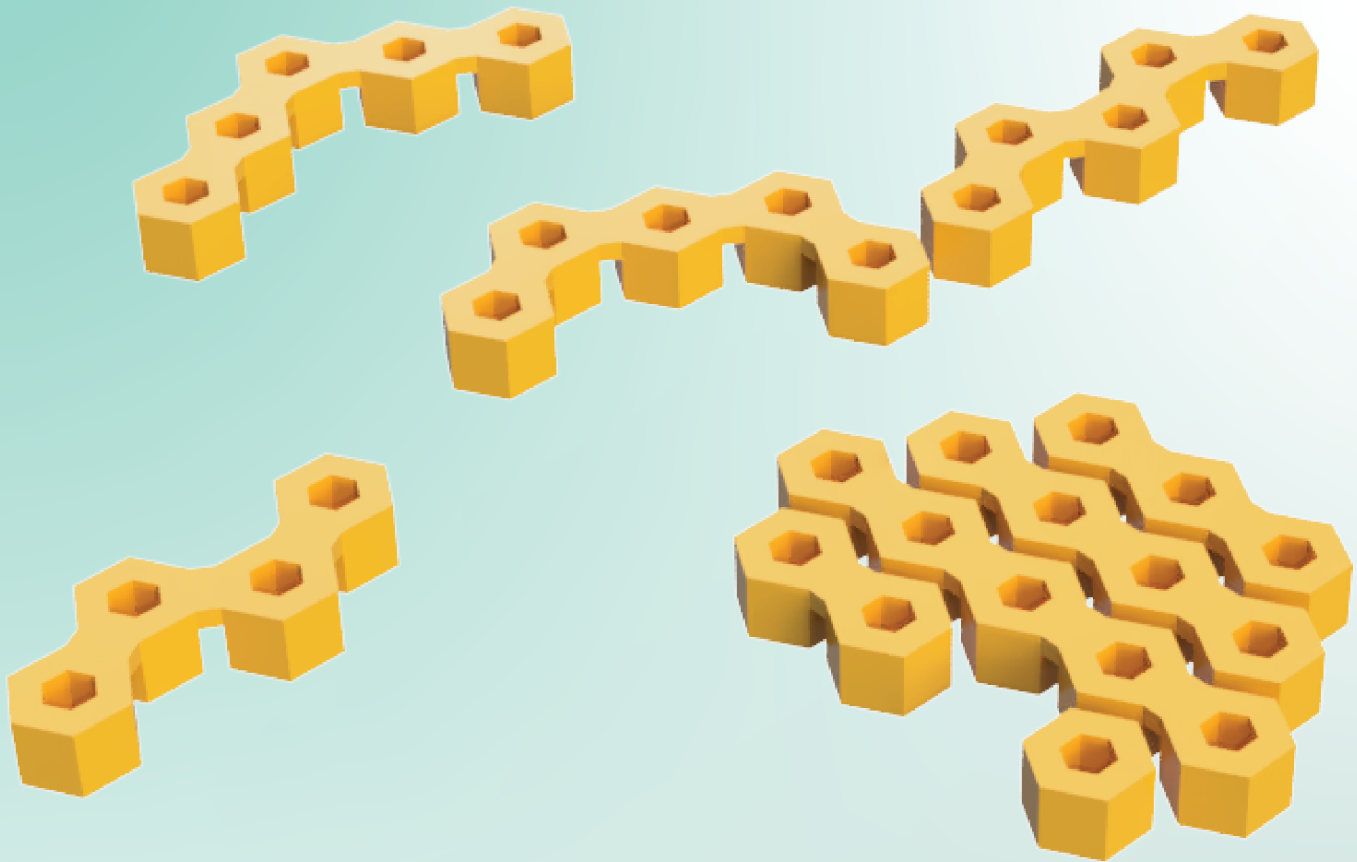
## The Radar



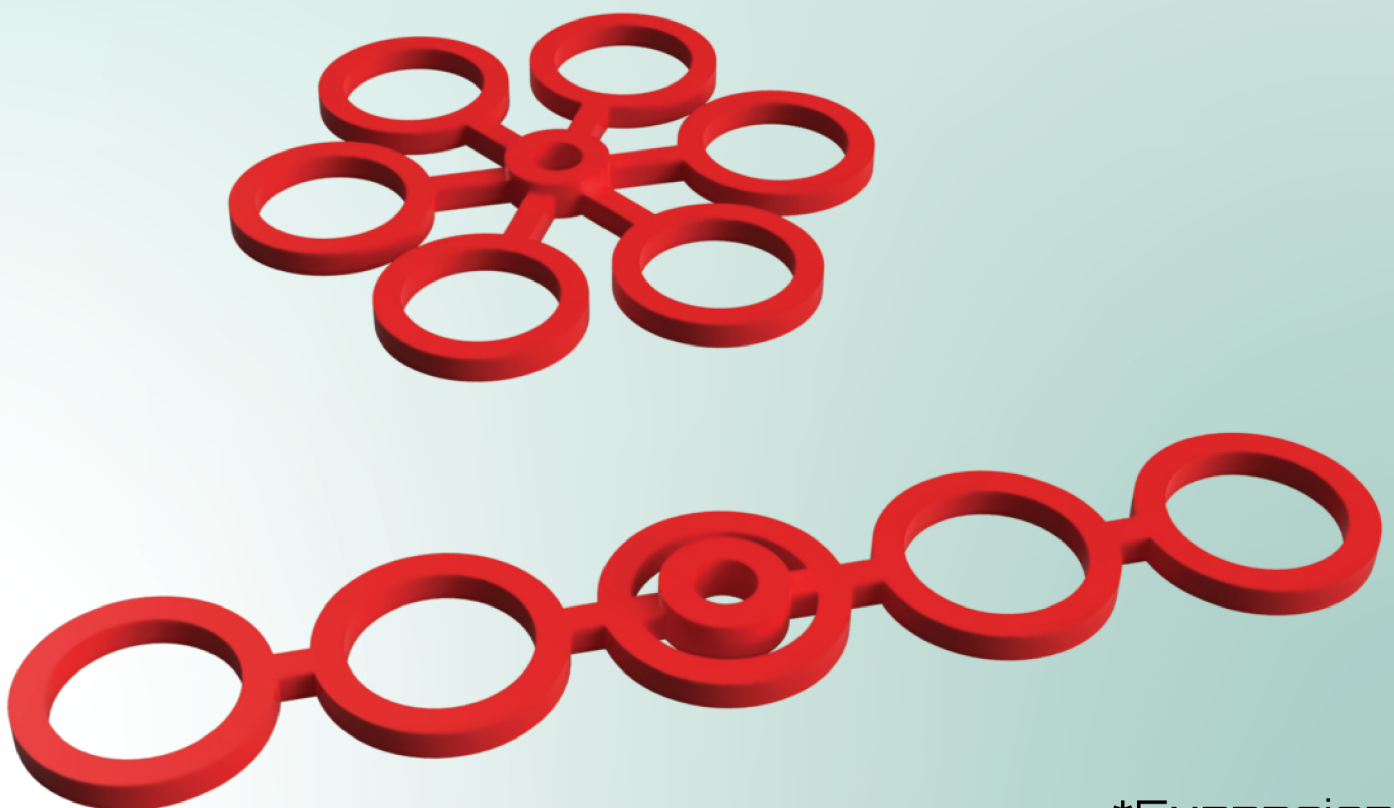
## The Pond



## Formation tiles



## Viewfinders\*

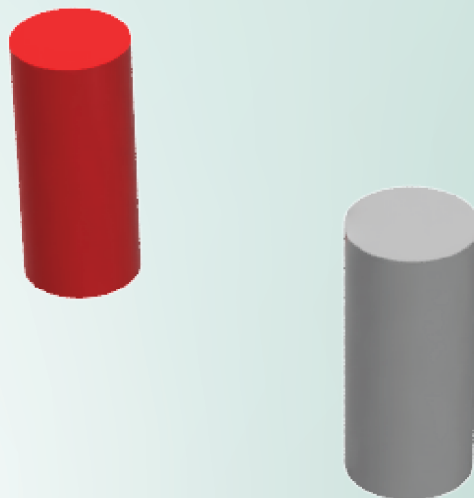


\*Expansion

## Ducks



## Markers





# Cooldown counter\*



\*Expansion