

# Officers' Battle

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*Saw this contest and came up with an idea, here is the final result. I hope it is not done before.*

## RULES

### Introduction

Officers' Battle is a 2-player card game. The game uses 2 identical decks of normal playing cards (52 cards, 4 suits), preferably of the same size but with different backs.

### Preparations

Each player takes 1 deck of cards and separates the royal cards (J, Q and K) from the rest of the cards.

Jacks, Queens and Kings are officers in the battle and are placed in the officer deck. They have their usual rank (*low-high*: J-Q-K).

The rest of the cards are placed in the card deck. They are ranked (*low-high*):

**2-3-4-5-6-7-8-9-10-A-2.**

Twos are both lowest **and** highest card. A is a special card.

### Setup

The game is set up like shown in the image to the right.

One player is **North** (red), the other **South** (blue). The card decks are placed to the East of the battlefield, the killed officers to the West.

The dark red and dark blue are the players' card and officer decks. These are kept face down.

Place the officers from East to West, then support. If more than

two of the four has the same rank, reshuffle and place again.

Finally, take **5 cards** from your card deck as the starting hand before beginning the game.

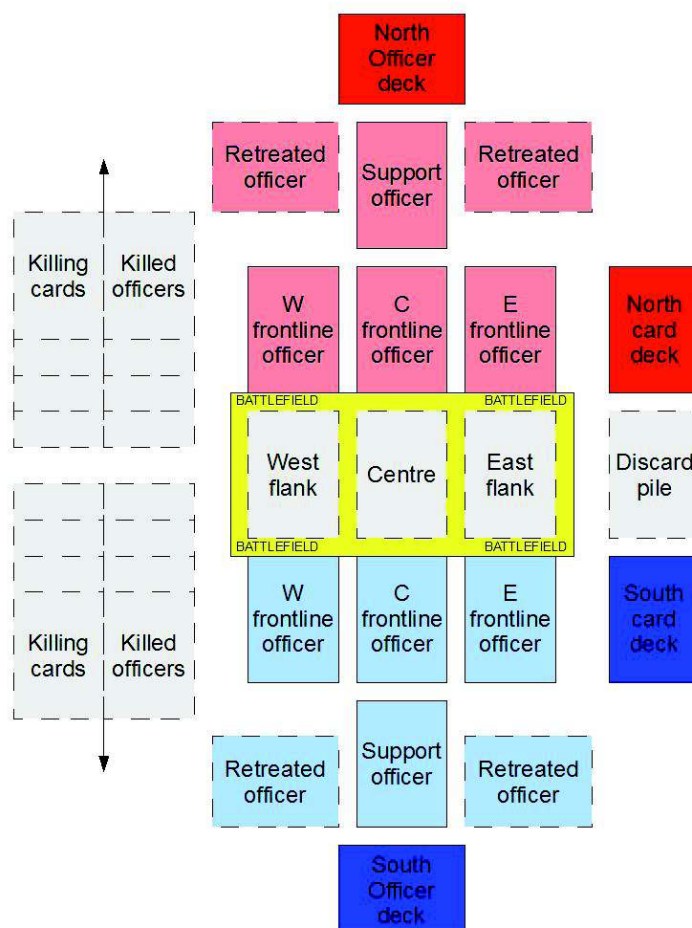
### Card playing rules

(in the action phase)

- Cards may be played on all 3 positions (west flank, centre and east flank) on the battleground as long as they follow the suit of the front line officers and the officers are not outranked by an opposing officer of the same suit. The rank of an opposing

officer of a different suit is ignored. Identical officers (*same suit and rank*) may both play against each other.

- The support officer may play on any position, but only 1 position each turn.
- Your support officer only participates in attacks (*only when it is your turn*) and cannot be killed.
- The cards are **played as singles or in series of 4 or more** (*Exception: 8-9-10 may be played as a series of 3*).



- Cards played must be equal to or higher than the card on top in that position. When playing series this applies to the starting card (*series that start with a 2 goes on top of anything*).
- When playing a series the opposing officer is killed. Place the series on top of that officer.
- An A follows suit as the other cards. It can kill an officer alone (*no series needed*), but it can not kill an officer of the same suit as itself.
- An A may also be used as a Joker in any series.
- You may only kill 1 officer each turn.
- Each position played with single cards earns you **1 bonus card** (*from your own deck or from the discard pile*). If you kill an officer you may choose to take the pile of played cards from that position (*all cards that was not from the series*) **or** draw a bonus card (*if so the cards in that position are put in the discard pile*).

#### Points

When the game is ended the players get **5 points** for each of their own officers still alive and **1 point** for each of the unused cards in the opponent's hand.

#### Turn overview

### 1. Reform the line

(*Only if one of your officers was killed by the opponent*)

- **Take away the killed officer** together with the top card of the series (*or the A*), place them side by side to the West. These cards are out of the game but are kept visible.

- Place the rest of the **series in the discard pile** (*remaining top card still on top*).
- **Move the supporting officer** to the empty front position.
- **Draw the top card** from the officer deck and place it in the support officer position. If your officer deck is empty then you have to play the turn without a support officer.

### 2. Draw a card

- From your own deck or from the discard pile.
- If your deck is empty you may pass from drawing a card from the discard pile. This also applies when you are entitled to draw a bonus card in Phase 3.

### 3. Action phase

In this phase you may **battle** (*play cards*) **or regroup** (*move officers*), you cannot do both. It is also allowed to **pass** (*do nothing*).

#### Battle

- Play cards on 1, 2 or all 3 positions. Only one of them may be a kill.
- Draw 1 bonus card for each played position (except a kill).
- Pick up the pile of played cards from the position of the kill to your hand, or draw a bonus card and put the pile into the discard pile.
- Phase ends.

#### Regroup:

- Retreat one of the frontline officers to one of the two retreated positions (*you may place the officer on top of an earlier retreated officer*). Only an officer with cards in front of him may retreat, you cannot retreat from nothing.

- Pick up the pile of played cards from the retreat position to your hand.
- Move the support officer to the empty frontline position. If you have no support officer you are not allowed to regroup.
- Place a new support officer from the officer deck or from the other retreated position (*the officer just retreated cannot become the new support officer at this point*).
- Phase ends.

#### Pass

- Phase ends (*and you have earned no cards*).

### 4. Special support officer move

(*Only if you at this point have no support officer in position*)

- Move a retreated officer (*from one of the retreated officer positions*) to the support position.

#### End of turn

##### End of game

When down to 4 officers you may still regroup. The support officer position will be empty, but will be occupied again by the newly retreated officer in Phase 4, the special support officer move.

When down to 3 officers you may no longer regroup.

When down to 2 or 1 officers neither you nor your opponent can play cards in the empty position(s).

#### The game ends when:

- one of the players have lost all his officers  
or
- both players have emptied their own deck, passed from drawing from the discard pile and passed in the action phase (*all in the same turn*).

**Example:**

The picture to the right shows a possible situation of officers.

- North may play Clubs on the West flank (K outranks J).
- North may play Diamonds in the centre (the opposing K is of a different suit).
- North may play Hearts on the East flank (Q outranks J).
- North may play Spades on the West or on the East flank with the support officer, but not in the centre (Q is outranked by the K).
- South may play Clubs on the West flank if using the support officer (2 officers of the same suit outranks the K, but only when they are attacking).
- South may play Spades in the centre (the opposing officer is of a different suit).
- South may **not** play Hearts on the East flank (J is outranked by the Q).
- South may play Clubs in the centre or on the East flank with the support officer if it was not used on the west flank.

**STRATEGY**

- By killing all 3 officers of a suit you prevent your opponent from playing cards of that suit, thus collecting a point for you whenever he draws a card of that suit.
- Do not get your own 3 officers of the same suit killed before you have played the cards of that suit. Remember: an A can still be used as a Joker in a series of another suit.
- If you use an A as a Joker in a series and the A ends up in the discard pile, your opponent may pick it up and use it against you later. Use the A as the top card of a series to prevent this (*the A will end up as the killing card*).

~ Jon Ivar Tonnesen

