



CANNONS & COASTLINES



A Tabletop Naval Conquest Game

RULES OF PLAY

v0.1

IN DEVELOPMENT · SUBJECT TO CHANGE

*Rules, factions, and fleet compositions
may shift as we playtest.*

Welcome Aboard

Cannons & Coastlines is a tabletop naval game for 2 to 20 players. Each player commands a small fleet of 3D-printed ships that roll across the table on built-in wheels. The ships fire real, spring-loaded miniature cannons using 3D-printed cannonballs. The game uses no dice, no board, and no grid — only the ships, the islands between them, and the coins earned from holding those islands.

AT THE TABLE

Players: 2–20 (2–6 Default · 6–20 Group) · **Ages:** 10+ · **Play time:** 30–90 min

HOW IT WORKS

On each turn, every one of your ships takes one action: it either moves, fires, or (if it's touching an island) performs an island action. To move, swivel the ship and push it forward along its wheels. To fire, plug one of your cannons into a slot on the ship and press the firing mechanism — the shot goes straight out from the slot, so you line up your aim with a Move action **before** the turn you fire.

Each cannon hit removes one peg (called a **fitting**) from the target ship. A ship with no fittings left is **dead in the water**: it can no longer move, but it can still fire. One more hit after that and it is sunk.

Islands sit between the fleets. Capture one by planting your flag on it and it will pay out **treasure coins**. Coins can be spent at the start of any turn for one-time effects listed in the Coin Actions section.

Setup

1. **Pick a faction.** Take its ships, flags, cannons, and cannonballs. Place your faction card in front of you for reference.
2. **Place the islands.** Going clockwise, each player sets one island on the table. Keep islands at least **6" apart** and **12" from any table edge**.
3. **Add terrain (optional).** Together, place 2–6 rocks or reefs anywhere on the table. Terrain blocks ships and breaks up firing lanes.
4. **Deploy your fleet.** Claim an edge of the table and line your ships up within **6"** of it, facing inward. (Islanders: use *Home Waters* now to place your starting island and ship.)
5. **Fill the bag.** Put all the coins into the draw bag and shake it to mix.
6. **Begin play.** The youngest player goes first. Play passes clockwise. Choose Default mode (2–6 players) or Group mode (6–20 players).

PLAYERS	ISLANDS
2	4
3–4	6
5–6	8
Group mode (6–20)	10–12

Your Turn

A turn has two steps, in this order:

1. **Spend coins** you want to use, before any ship moves or fires.
2. **Each of your ships takes one action.**

Play then passes to the next player.

ACTION A — MOVE

Rotate the ship up to 90° (port or starboard), then push it forward along its wheels. Each ship gets one rotation followed by straight-line rolls; you cannot rotate again between rolls.

The number of rolls equals your faction's **Move Count**:

MOVE COUNT	SEQUENCE
1	Turn → Roll
2	Turn → Roll → Roll
3	Turn → Roll → Roll → Roll

Ships cannot pass through other ships, islands, rocks, or reefs. If a ship contacts any of these during a roll, it stops there and forfeits any remaining rolls this turn.

Queen's Fleet — Disciplined Crew. Queen's Fleet ships can swing a full 180° instead of 90°, once per ship per turn.

ACTION B — FIRE

1. Take one of your cannons.
2. Plug it into any open slot on the ship.
3. Load a cannonball, press the firing mechanism, and release the shot.
4. Remove the cannon from the slot.

Cannons fire **straight out from the slot**. A ship that fires **does not move or rotate** this turn, so your aim is whatever direction the ship is already pointing —

line up the angle with a prior Move action, then commit to the shot. The same cannon can be used by more than one ship in a single turn; simply carry it from one ship to the next.

ACTION C — ISLAND

If your ship is **touching an island**, it may take one of the following actions instead of moving or firing:

- **Raise Flag.** Plant your flag on the island. The island must be empty (or have just been cleared of defenders), and your ship must have been touching the island **at the end of your previous turn**.
- **Collect.** The island must already fly **your flag**. Draw 1 coin from the bag at random.
- **Fire from Island.** The island must already fly your flag. Plug a cannon into one of the island's cannon slots and fire as normal.

Each ship takes at most one island action per turn, even if it is touching more than one island.

SPENDING COINS

Coins are not actions. They are spent **at the start of your turn**, before any ship moves or fires. You may spend any number of coins on a single turn. After a coin's effect resolves, return it to the bag.

There is **no hand limit**. You may hold as many coins as you collect.


Combat

When a cannonball hits an enemy ship, remove one **fitting** (a peg representing masts, cargo, or crew) from the ship and set it aside.



- **Ship has no fittings left.** It is **Dead in the Water**. It cannot move, but it can still fire. It has 1 HP remaining: the hull itself.
- **Hit on a dead-in-the-water ship.** The ship is **Scuttled** and removed from the game.
- **Hit on a friendly ship, island, rock, or reef.** No effect. There is no friendly fire.
- **Missed shots.** Retrieve missed cannonballs at the end of your turn. Any cannonball that rolls off the table is retrieved immediately.

HP = Fittings + 1. A ship with 3 fittings has 4 HP. After its third fitting is removed, it is at 1 HP and will sink on the next hit.

BOARDING

While your ship is **touching** an enemy ship, you may spend  **Boarding Party** to remove 1 fitting from that enemy ship. **This uses the boarding ship's action for the turn.** Boarding deals damage only; it does not capture the ship.


CAPTURING A DEAD ENEMY SHIP

While your ship is touching a dead-in-the-water enemy ship, spend **both**  **Boarding Party** and  **Repair Crew** on the same turn. Remove the enemy flag, place your own, and restore **1 fitting**. The captured ship becomes part of your fleet and may act starting next turn.

SCUTTILING

A dead-in-the-water ship sinks on the next hit it takes. You may scuttle one of your **own** dead ships to prevent an enemy from capturing it.








REPAIRING

Spend  **Repair Crew** to restore 1 fitting to one of your ships.

- If the ship **still has fittings**, the repair can be made from any distance.
- If the ship is **dead in the water**, another of your ships must be touching it to perform the repair.



Coin Actions

COIN	WHAT IT DOES
 Brace for Impact	Place the coin in one of the ship's coin slots. The next hit that ship takes is negated (no fitting lost) and the coin returns to the bag.
 Signal Flags	One of your ships, or one allied ship, immediately takes a free Move action.
 Full Sail	One of your ships takes two Move actions this turn. Each is a full rotation followed by rolls.
 Evasive Maneuvers	One of your ships slides exactly one ship-width sideways (port or starboard) without rotating. This does not use that ship's action.
 Skilled Gunner	One of your ships fires twice this turn. You may move the cannon between shots.
 Repair Crew	Restore 1 fitting to one of your ships. Also required to capture a dead-in-the-water enemy ship.
 Boarding Party	While touching an enemy ship, remove 1 fitting from it. Uses that ship's action. Also required to capture a dead-in-the-water enemy ship.

Each player contributes 20 coins to the bag at setup: 2 Brace · 2 Signal · 4 Full Sail
· 2 Evasive · 4 Gunner · 4 Repair · 2 Boarding.



Islands

Each island flies **one flag at a time**.

- **Empty island with ships from multiple players touching it.** No one may raise a flag until only one player's ships remain in contact with the island.
- **Enemy flag on the island.** Remove all enemy ships from the island first. Then touch the island at the end of one turn, touch it again at the start of the next, and spend that ship's action to replace the flag.
- **Your island, your ships (or a teammate's ships).** No conflict; the flag stays.
- **Dead-in-the-water ships do not defend an island.** A dead ship touching your island does not block an enemy capture. However, if the enemy captures the dead ship first and repairs it, that ship **does** count as a defender afterward.

Winning

The game ends in one of three ways:

- **Last fleet afloat.** Only one player still has ships on the table. That player wins.
- **Declared victory.** At the start of your turn, declare victory if you believe you have **25 or more points**. Tally all players' scores. If yours is still at least 25 and is higher than or tied with the next-highest, you win.
- **Stalemate.** Every island is under a flag and no island changed hands during the previous round. Proceed to scoring.

SCORING

WHAT YOU HAVE	POINTS
Each surviving ship	3
Each island you hold	2
Each unspent coin	1
<i>Bonus: most ships</i>	+2
<i>Bonus: most islands</i>	+2
<i>Bonus: most coins</i>	+2

Ties on bonuses: every tied player receives the full +2. Highest total wins. In team play, sum each team's combined scores.

Example. A player with 1 ship, 3 islands, and 12 coins (earning both the most-islands and most-coins bonuses) scores $3 + 6 + 12 + 2 + 2 = 25$. An opponent with 3 ships, 2 islands, and 4 coins (earning the most-ships bonus) scores $9 + 4 + 4 + 2 = 19$. The first player wins.

Group Mode (6-20 Players)

In Group mode, all players act simultaneously. Play alternates between two phases, each limited by a **60-90 second timer**:

- **Movement phase.** Players may spend movement coins (**Evasive, Full Sail, Signal Flags**), then each ship may take a Move action.
- **Action phase.** Players may spend action coins (**Brace, Gunner, Repair, Boarding**), then each ship may Fire or take an Island action.

Choose one player as the **moderator**. The moderator announces phases, runs the timer, and resolves disputes. Group mode is intentionally more chaotic than the standard game and is best suited for parties or large gatherings.

Teams & Alliances

- Teammates sit on **adjacent edges** of the table and fly the **same flag color**.
- Each player still controls their own faction.
- Teammates may discuss strategy freely.
- **Signal Flags** can target your own ships or a teammate's ships.
- Coins are **not** shared. Each player keeps their own coins.
- **The team with the highest combined score wins.**

In free-for-all games, players may form and dissolve alliances at any time by mutual agreement. When alliances change, players update their flag colors to match. Alliances are informal agreements between players, not binding game rules.

The Seven Factions

Queen's Fleet and **Corsairs** come in the base game. The other five are expansion packs. The **Faction Reference Cards** have the full stats; these are just quick sketches of how each one plays.

QUEEN'S FLEET

3 frigates · 3 fittings / 4 HP · 4 slots · move 1

Disciplined Crew — swings **180°** instead of 90°, so maneuvering mistakes are easy to walk back. A good pick for a first game.

CORSAIRS

4 sloops · 2 fittings / 3 HP · 3 slots · move 2

Faster and more numerous than the Queen's Fleet, with thinner hulls. **Plunder** — an **extra coin** on every successful board or capture, so their economy rewards picking fights.

TREASURE FLEET

2 junks · 2 fittings / 3 HP · 4 slots · move 1

Only two ships on the table, but **four cannon slots** apiece. **Bountiful Harvest** — **2 coins** per collect instead of 1, so even a small holding funds big plays.

SUN FLEET

3 barges · 4–5 HP · 4 slots · move 1

Stone Hulls — **ignores the first hit** each turn, which makes spreading fire on them useless. One big salvo works; pecking at them doesn't. Slow to cross the table.

SHADOW FLEET

3 galleons · 2 fittings / 3 HP · 3 slots · move 1

Return from the Deep — sunken ships come back on a coin spend, so trading hulls isn't as final as it looks. Every other stat is average.

THE INDUSTRY

3 warships · 3 fittings / 4 HP · 1 forward slot · move 2

One cannon each, **forward-facing only**. The speed is there to line shots up, not to run.

THE ISLANDERS

5 canoes · 1 fitting / 2 HP · 1 rear slot · move 3

Fast, numerous, and each one folds to a **single hit**. **Home Waters** — a free starting island and ship. Played well, the numbers make up for the paper hulls.

The Print List

Almost every piece in the game is 3D-printed. The two exceptions are the draw bag (any small cloth pouch does the job) and, in a pinch, the flags (paper and tape work if you run out). Here's what each player should print before the first game.

PER PLAYER

PIECE	QUANTITY	NOTES
Ships (your faction)	2–5	Count varies by faction — check your faction reference card.
Fittings (pegs)	varies	Masts, cargo, supplies. Enough for every ship at full HP, plus a few spares.
Cannons	3–4	Flag color or a neutral like black or grey. Shared across your ships and captured islands.
Cannonballs	15–20	Same color as the cannons. TPU prints bounce less than PLA if you want calmer shots.
Flag pieces	10–15	In your alliance or team color. Enough to cover your ships plus any islands you capture.

SHARED ACROSS THE GROUP

Everyone prints a share of these and pools them at the start of the game. Extra islands and coins from big groups aren't a problem; bigger games need more of both anyway.

PIECE	PER PLAYER	NOTES
Islands	2-3	Mix of small, medium, and large. Three sizes are included in the island file set.
Rocks / sea stacks	1	Optional terrain. Blocks ships and cannonballs.
Reefs / shoals	1	Optional terrain. Blocks ships only — cannonballs pass overhead.
Coins	20	One set of 20 has the full ratio: 2 Brace, 2 Signal, 4 Full Sail, 2 Evasive, 4 Gunner, 4 Repair, 2 Boarding.
Draw bag	—	One bag total for the whole game. Any cloth pouch works — don't print it.

ISLAND SIZES

SIZE	DIMENSIONS	CANNON SLOTS	FLAG HOLES
Small	3 × 3"	1	1
Medium	4 × 5"	2	1
Large	6 × 6"	3	1

Designer Notes

CANNON CALIBRATION

The cannons work by flexing printed plastic, so two copies of the same cannon will rarely shoot with exactly the same force. The mechanism also softens slightly with use. **Fire a few practice rounds at the start of each game** so everyone can calibrate their aim before the first real shot counts.

THE WHEEL

Every ship has a wheel built into the stern. Two details matter:

- Wrap a thin rubber band around the rim. It grips slick tables and stops the ship from drifting after it stops rolling.
- The wheel has a **flat spot** on one side. When the flat rests on the table, the ship stays parked. That's how a ship "sits still" between turns.

TABLE SIZE

A **4x4 ft** or **5x5 ft** table works well for 2 players. For Group mode, aim for **6x6 ft** or bigger. Everyone needs room to deploy along an edge without elbowing a neighbor.

PRINT TIPS

- Print everything in **PLA** unless noted. It's rigid enough for the cannon mechanism and cheap enough to replace when pieces wear out.
- Cannonballs can be printed in **TPU**. They weigh about the same but bounce far less, which keeps shots closer to where they land.
- The cannon's flex arm is the part to orient carefully. Lay it so the print layers run **across** the bending direction, not along it. Layer lines parallel to the flex will split under load.
- Print a few spare cannons per player. The snap mechanism loses tension after hundreds of shots. Swapping in a fresh cannon restores the original feel without reprinting the whole fleet.

Quick Reference

ACTIONS — ONE PER SHIP PER TURN

- **A — Move** — Turn $\leq 90^\circ$, then roll up to your Move Count.
- **B — Fire** — Plug cannon into a slot. Press to fire. Ship stays put.
- **C — Island** — *Pick one*: Raise flag · Collect 1 coin · Fire from island slot. Ship stays put.

Spend coins at the start of your turn, before ship actions.

CANNON FIRING

1. Pick a ship and a cannon slot.
2. Plug the cannon in.
3. Ship cannot move or rotate — aim was set by a prior Move.
4. Press the mechanism. Fire.
5. Pull the cannon out.

VICTORY POINTS

WHAT YOU HAVE	POINTS
Each surviving ship	3
Each island you hold	2
Each unspent coin	1
Most in any category	+2

Declare Victory at start of turn with ≥ 25 points.

HIT RESOLUTION

WHAT HAPPENED**RESULT**

Hits enemy ship

Pull 1 fitting

No fittings left

Dead in the water — no move, can fire, 1 HP

Dead ship hit again

Scuttled — gone for good

Hits friendly ship



Nothing

Hits terrain

Nothing

CAPTURING THINGS**TARGET****HOW**

Dead enemy ship

Touch it + spend  Boarding &  Repair (same turn). Joins fleet at 1 fitting.

Uncaptured island

Touch it, wait a turn, then Raise Flag.








Undefended enemy island

Touch, wait a turn, swap flag.

Defended enemy island

Clear defenders, then capture as above.

COIN CHEATSHEET

-  **Brace** — shield next hit.
-  **Signal** — free Move (ally ok).
-  **Full Sail** — double Move.
-  **Evasive** — slide one ship-width.
-  **Gunner** — fire twice.
-  **Repair** — restore 1 fitting.
-  **Boarding** — 1 hit at contact.



Fair winds and a following sea.