

## The *Unauthorized* Armed Forces Card Game

A 2-5 player trick-taking card game that celebrates the Armed Forces of the United States of America. You are a combatant commander, and your task is to appropriate forces most suitable to the needs of your area of responsibility.

The deck is comprised of five suits representing the five services. Each service contains kinetic cards (1-11) and intel cards (12-14). The intel cards determine the value of the kinetic cards at any point in time, and the kinetic cards score as points.

### Prepare the deck

1. Separate the intel cards and the kinetic cards into two decks.
2. Shuffle each deck separately.
3. Deal 2 intel cards face up to form a “board.” Place them to the side of the table.
4. Place 5 intel cards, face down, on top of the kinetic deck. *Do not shuffle further.*
5. Set the remaining 8 intel cards aside, face down, out of play.

### Deal

Choose a person to deal the kinetic deck. Beginning with the player to his left and proceeding clockwise around the table, he deals one card at a time, face down, until everyone has a hand of 12 cards. Set any remaining cards aside.

### Start a Trick

Each player plays a card from his hand and lays it face up on the table. Begin with the player to the left of the dealer and proceed clockwise around the table.

Players must follow the first *two* services *played*. (“Played” does not mean “dealt to the board.”) If a player cannot play either service, he plays any card.

#### *Example*

- Player 1 plays a Navy card.
- Player 2 plays a Navy card.

*...continued*

- Player 3 plays an Army card.
- Now that two services have been played, player 4 must play a Navy or an Army card.
- Player 5 has neither and chooses to play a Marine Corps card.

After everyone has played, identify, by card number, the high card *belonging to the first two services*. If cards are tied, resolve in favor of the older service. (The cards have a date on them.) This is the general rule for resolving ties.

### Improvise

Each player now has the option of playing, *face down*, a second card. Begin with the player *to the left of the initial high card* and proceed clockwise around the table.

A played card *must*:

- Be higher than the initial high card.
- Follow the first two services played. Or if only one service was played, follow that service.

#### *Example*

In the example above, the initial high card was 10 Navy. The player to the left of the high card chooses to play a card, and he plays, face down, 10 Army (the older of the two services).

### Take the Trick

If no second cards were played, the last player, the one who played the initial high card, “takes the trick.” He may not play a gratuitous second card.

Otherwise, allow the last player his option to play a second card. Then flip all played cards face up. The new high card takes the trick.

Resolve the trick by moving any intel cards played to the board. Award any kinetic cards to the player who took the trick. He sets them aside for later scoring.

## Another Trick

The player who took the trick now plays another card from his hand to start a new trick.

If a player runs out of cards before the others do, simply skip past him.

## Score Services

When all cards have been played, score the services.

Rank the services according to the seven intel cards on the board:

- From most to least number of intel cards.
- If services are tied, resolve by comparing the highest card number.
- If still tied, compare the second highest card number.
- If still tied, favor the older service.

### Example

The intel cards on the board are:

14, 13 Coast Guard  
14, 12 Marine Corps  
14 Navy  
12 Army (1775)  
12 Air Force (1947)

Therefore, the services are ranked in the order shown.

Apply the scores 3, 2, 1, 1, 0 to the services, according to their ranking.

### Example

In the example above, assign scores:

Coast Guard 3  
Marine Corps 2  
Navy 1  
Army 1  
Air Force 0

If a service has no intel cards on the board, assign it a score of 0.

## Player Scores

Now each player totals the scores for the kinetic cards he has taken.

- For each card with *one* dot along the top edge (4-11, except 8), he receives the score of its service.
- For each card with *two* dots along the top edge (1-3), he receives *double* the score of its service.
- For each weather (8) card, he *deducts* double the score of its service.

### Example

In the example above, a player has cards:

2, 11 Coast Guard (×3)  
5, 8 Marine Corps (×2)  
7 Army (×1)

Therefore, his score for the hand is:

6 + 3  
+ 2 - 4  
+ 1  
= 8

## Another Deal

Gather all 70 cards and prepare the deck as at the beginning. Deal another hand. Deal passes to the left.

## Winner

Keep a running score for each player. When any player reaches a score of 101, the player with the highest score wins. Resolve ties in favor of the player who took the highest kinetic card in the final hand.

## Special Situations

If a player is caught not following the two services when he is able, or is caught playing an ineligible second card, deduct 15 points from his score. If the infraction involves the latter, return the card to his hand.