

Ramming Cards for Mississippi Queen

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Mississippi Queen is a very fine game once you add *The Black Rose* supplement. However, I feel ramming is oversimplified. You can ram repeatedly in the game without ever worrying about damage to your boat. This doesn't feel right: a riverboat simply can't ram other riverboats over and over with impunity!

Also, there can be an endgame problem, with ships ramming each other left and right as they try to pull into the docks. This also feels awkward. So here is a proposed solution to these problems: Ramming Cards.

Using the Cards

The following four pages contain 32 cards. The rules for using the cards are as follows:

1. Shuffle the cards and place them face down near the playing area. Whenever someone rams another boat, they must draw a card at the moment of impact. **Exception:** never draw a card for the "Black Rose."
2. **Normal:** Simply follow the regular *MQ* rules if the card says "Normal" – carry out the rest of the player's turn without any unusual conditions. However, the player must leave the card face up in front of him for the rest of the game.
3. Most of the cards have other instructions. **Impact** cards take effect at the moment of impact – follow the directions before proceeding further with your move. Some Impact cards may leave you with 1 movement point but only spaces which require 2 movement points to enter – end your turn and lower your speed by 1 in these cases. **Turn End** cards don't take effect until your turn is over – carry out the rest of your move normally before applying the effects of these cards. In either case, the player leaves the card face up on the table in front of him for the rest of the game.
4. **Damage** cards affect the ramming boat only, and go into effect at the end of your turn and remain in effect the rest of the game. However, you may ignore the effects for the rest of your move in the current turn. Rammed boats never take damage unless playing with optional rule 7, below.
5. Once a player has collected any **four (4)** ramming cards (even **Normal** results), he may not ram again the rest of the game. (**Note:** you should vary this number up or down to your tastes, deciding before beginning play.) [*This rule alone, using coins to keep track, was my original house rule for ramming.*]
6. **Ramming on the Last River Tile:** when a riverboat on the last river tile is rammed, a ramming card is drawn as usual. However, if the card is a **Damage** card, the **ramming** boat immediately breaks apart and is removed from the game! Place a coin in the last space it moved *from* before hitting the target riverboat: the space is treated as a "Floating Log" space (from *The Black Rose*) for the rest of the game. (Optional: remove the "Black Rose" boat from the game if it moves onto the last river tile.)
7. **Really Nasty Optional Rule:** when a boat is rammed, give the controller of the rammed ship a token (a coin works). When a boat has been rammed five times, it breaks up and is out of the game. (As with rule 5, you should vary this number up or down to your tastes, deciding before beginning play.) Remove the boat piece from the board and place the fifth coin in that space. Treat the space as a "Floating Log" space (from *The Black Rose*) for the rest of the game.

Printing the Cards

The cards are meant to be printed on Avery 5395 White Name Badge Labels and attached to excess CCG cards. You should be able to get 32 *Magic the Gathering* commons for free, or very cheaply at least. Likewise, there have been many dozens of failed CCGs – many stores have them incredibly cheap. Avery 5395 Name Badges fit onto such cards perfectly and the resulting cards shuffle well. Make sure they all have the same back. I apologize to those of you using non-US standards – I am ignorant of labels for A4.

Misjudged angle! Rammed boat chooses space it is bumped to

Impact

Normal

Entangled! Your turn ends now, but **if** you have 2+ move left you push the rammed boat one space **forward** (owner of rammed boat chooses space) and move into its space. When it next moves, it pulls you along behind it. That is your entire next move – set your speed the same as his, but your choice of facing. After that, both boats move normally.

Impact

Normal

Misjudged angle! Rammed boat chooses space it is bumped to

Impact

Normal

Entangled! Your turn ends now, but **if** you have 2+ move left you push the rammed boat one space **forward** (owner of rammed boat chooses space) and move into its space. When it next moves, it pulls you along behind it. That is your entire next move – set your speed the same as his, but your choice of facing. After that, both boats move normally.

Impact

Normal

Damage: cannot turn more than one hexside in a single space after this turn

Turn End

Damage: cannot accelerate by more than 1 per turn after this turn

Turn End

Lose one speed NOW and one speed at the end of your move

Impact

Lose one speed NOW and one speed at the end of your move

Impact

Lose one speed at the end of your move

Turn End

Lose one speed at the end of your move

Turn End

Normal

Normal

**Lose one speed
at the end of your move**

Turn End

**Lose one speed
at the end of your move**

Turn End

**Lose one speed
at the end of your move**

Turn End

**Lose one speed
at the end of your move**

Turn End

**Lose one speed
at the end of your move**

Turn End

**Lose one speed
at the end of your move**

Turn End

Normal

Normal

Damage: max speed = 4 after this turn

(If currently at speed 5 or 6: reduce speed to 4 at the end of your turn for no coal cost)

Turn End

Damage: max speed = 4 after this turn

(If currently at speed 5 or 6: reduce speed to 4 at the end of your turn for no coal cost)

Turn End

Damage: cannot turn RIGHT at speeds greater than 3 after this turn

Turn End

Damage: cannot turn RIGHT at speeds greater than 3 after this turn

Turn End

Damage: cannot turn LEFT at speeds greater than 3 after this turn

Turn End

Damage: cannot turn LEFT at speeds greater than 3 after this turn

Turn End

Normal

Normal