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Phoenix Ross | Marisa Springer | Collin Strauch | Kyle Suttie

Honors for Valor



For service members who carry out the bravest and most selfless acts in combat,
the military bestows its most esteemed valor awards

4 Branches:



- Navy



- Army

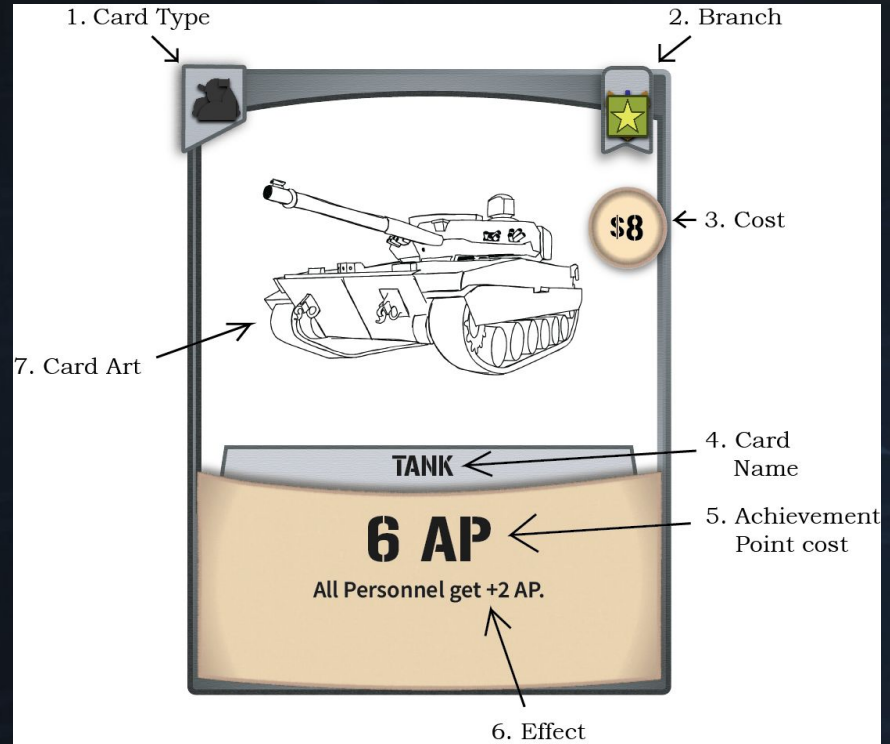


- Air Force



- Marines

Card Layout:



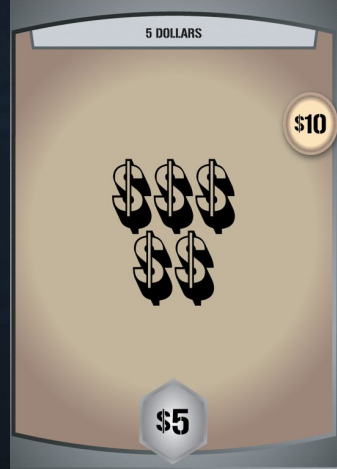
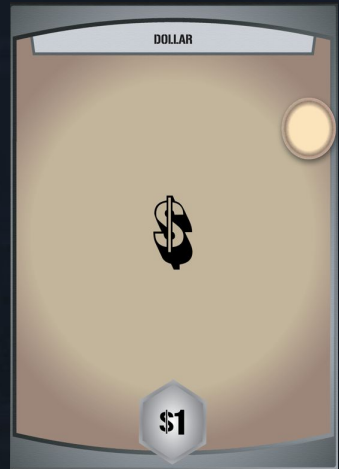
Card Type
Personnel

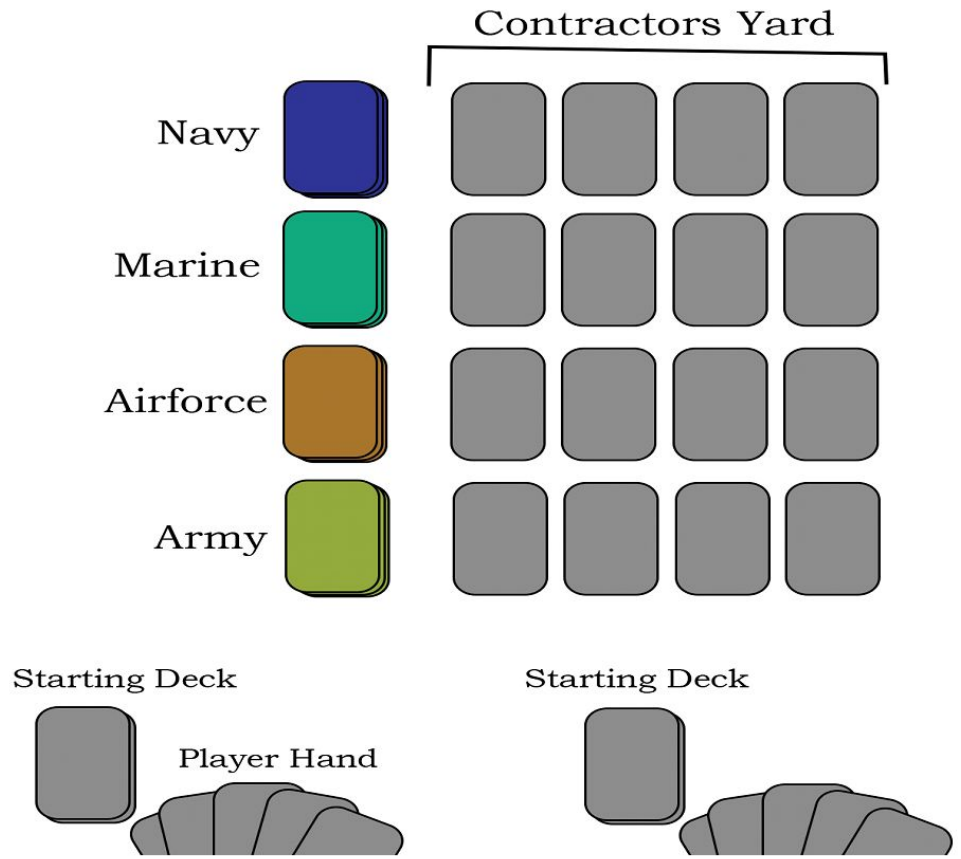


Vehicle

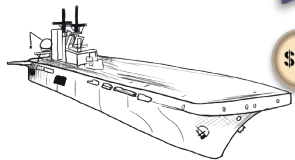


Location





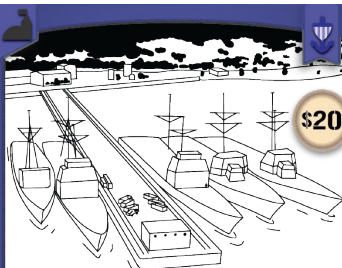
Setup



\$14

AIRCRAFT CARRIER

12 AP

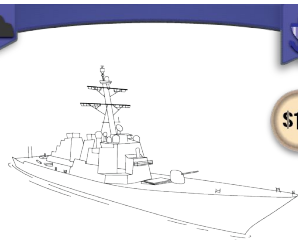


\$20

PORT

Navy Vehicles cost \$4 less for you.

You can pay 4 AP. If you do, choose 1 player to discard a Personnel card from their hand (their choice).



\$12

DESTROYER

8 AP

Locations cost \$2 less.



\$4

NAVAL PILOT

4 AP

Your Vehicles gain 2 AP.



\$6

CAPTAIN

4 AP

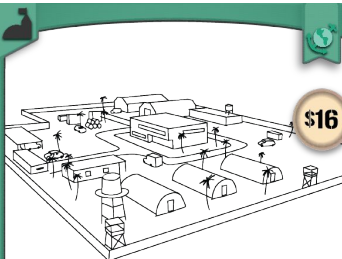
Vehicles cost \$4 less.



\$1

FOOTSOLDIER

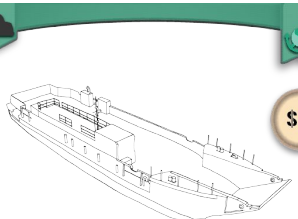
2 AP



\$16

OUTPOST

Each of your Personnel and Vehicle cards gain 1 AP.



\$6

LANDING CRAFT

6 AP

This card gains 2 AP if there are 2 or more Personnel cards.

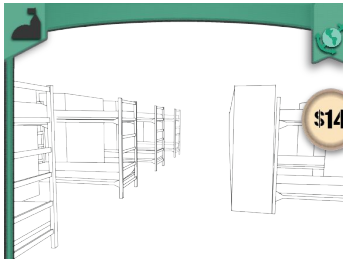


\$18

CAMP

Marine Locations cost \$2 less for you.

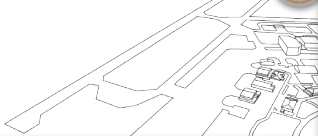
You can pay 6 AP. If you do, all cards in the shop cost \$2 more until it is your turn again.



\$14

BARRACKS

Each of your Personnel cards gain 1 AP.



\$20

AIRBASE

Air Force Vehicles cost \$4 less for you.

You can pay 4 AP. If you do, choose 1 player to discard a Vehicle card from their hand (their choice).



\$10

CARGO TANKER

10 AP



\$4

FIGHTER PILOT

4 AP

All Personnel gain 2 AP.



\$8

HELICOPTER

6 AP

This card gains 2 AP if you also have a Naval Pilot.



\$6

JET

4 AP

This card gains 2 AP if you also have a Fighter Pilot.




\$8

TANK

6 AP

Your Personnel gain 2 AP.



\$18

BASE

All Army Personnel cost \$2 less for you.


You can pay 2 AP. If you do, draw 1 card.



\$1

INFANTRY

2 AP



\$2

GUNNER

6 AP

Vehicles cost \$2 more.



\$4

DRIVER

6 AP

Rulebook pdf



Honors for Valor

How to Play

Includes:

- Navy Deck
- Army Deck
- Marine Deck
- Airforce Deck
- 4 Starter Decks

Setup

1. Shuffle each military branches deck.
2. Set each shuffled deck up on the table in easy reach for each player
3. Deal 4 cards from each deck next to the corresponding decks into the Contractors Yard (see the above diagram)
4. The Medal decks, \$2 deck, and \$5 deck are put to the side of the Contractor Yard
5. Each player takes their starting deck and shuffle it (it should include 5 recruit cards and 5 \$1 cards)
6. Players will randomly determine who goes first, play will then continue clockwise
7. The amount of cards drawn on the first turn is determined by how many players in the game there are. If there are 4 players, the first player draws 2 cards, the second player draws 3, the third player draws 4, and the fourth player draws 5. If there are 3 players the draw amounts are 3, 4, 5. If there are only 2 players the first player draws 4 and second player draws 5.

(See Reference Image) ->

How to Win

The goal of the game is to have the most Victory points gained from buying Medals with Achievement Points by the end of the game.

The End of the Game

The game ends after 2 decks, either from the Branch decks, the Money decks, or Medal decks, are out of cards. Once the last card from the deck has been purchased or put into the Contractors Yard every player gets one more turn and then the game ends. Players should go through their decks to count up their Victory points.



