# LackeyCCG Plugin Walkthrough

This walkthrough will show you how to install and use the LackeyCCG plugin for Naval Battles: CCG. It is assumed that you are familiar with LackeyCCG, the game table, the deck builder, plugin installer and game matching server. This document also assumes you are familiar with the Naval Battles: CCG rules and mechanics from the Admiral's Handbook. Players who are unfamiliar with either should download the Admiral's Handbook from our website and watch the 5 part tutorial on YouTube on installing and playing games in LackeyCCG, both linked from the Admiral's Den.

Once you are familiar with everything and you have the plugin URL you can download the plugin into LackeyCCG using the URL download function.

Once the plugin is installed and loaded, first you will notice on the game table 6 control buttons that players can use in the game. Each is explained below:
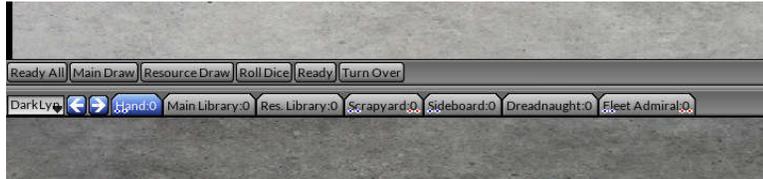
1. Ready All button can be used to ready all your units that were tapped from previous turn.
2. Main Draw will draw from your main library.
3. Resource Draw will draw from your resource library.
4. Roll Dice will roll a 6 sided die; this can be used for your critical roll.
5. Ready will ready a tapped unit that is selected.
6. Turn Over will turn the selected card over front to back or back to front.

Below these you see the **game zone** tabs:

1. Hand
2. Main Library
3. Resource Library
4. Scrapyard
5. Sideboard
6. Dreadnaught
7. Fleet Admiral

Switching to the **Deck Editor Tab** players will have access to over 570 cards. You will notice on the top pane where you create your deck list, there are 5 tabs for the deck zones available in the game for the supported formats.

#	Name	Set	Type	Subtype	Nation	Rar	RC	HP	AT	DE	Wi	Air	Text
3	Long range combat radar	core	Defense	Radar		U	4	3		2	2		Advanced Radar. Ships you control have +2ATK,+2DEF. Equipped weapons you control have +2ATK.
3	James Ellis Jr.	personn	Personn	Legenda	USA	R	4	3					Ships you control have +1,+1 and Haste.
3	Network Officer	personn	Personn	Senior O		R	5	2					Fleet ships you control have +1,+1 and Immune.
3	Commanding Officer	personn	Personn	Senior O		R	3	3					Equipped ship has +1,+1 and Banding.
3	First Officer	personn	Personn	Senior O		R	3	3					Equipped ship has +1,+1 and OverFire.
2	Damage Control Chief	personn	Personn	Spec Cre		U	3	2					Prevent the first 3 damage to equipped ship.
2	Emergency Chief	personn	Personn	Spec Cre		C	2	2					Prevent the first 2 damage to equipped ship.
3	Command Master CPO	personn	Personn	Spec Cre		R	3	2					Equipped ship has +1,+1 and Vigilant.
3	Halifax Class	core	Ship	Frigate	CAN	C	6	4	1	1	3	1	SONAR, Banding. Can't be equipped with cruise missiles or nuclear weapons.
3	La Fayette Class	nvb	Ship	Frigate	FRA	C	5	4	1	2	3	1	Stealth
3	Broodsward Class	nvb	Ship	Frigate	GBR	C	6	4	1	2	3	1	SONAR
3	Alvaro de Bazan Class	nvb	Ship	Frigate	SPN	C	6	5	1	2	3	1	Banding
3	HNoMS Bergen	personn	Ship	L-Frigate	NOR	U	7	5	2	2	3	1	OverFire
3	USS Porter	dreadna	Ship	L-Frigate	USA	U	8	5	1	2	3	1	Advanced SONAR; T: Fire 3ATK Harpoons at target surface ship.

1. Main Library is where your units go as per build rules.
2. Resource Library for your resources.
3. Sideboard for cards you want to keep handy between games.
4. Dreadnaught is for this format to keep dreadnaught cards for those decks.
5. Fleet Admiral goes with this format and will have the Legendary Admiral you choose for that deck.

You will also discover here that all the stats for every card have been input into the card database, and everything is sortable and filterable.

Name	Set	Type	Subtype	Nation	Rar	RC	HP	AT	DE	WP	Air	Text
Midway Class	core	Ship	Aircraft Carrier	USA	C	6	5		1	2	3	
Nimitz Class	core	Ship	Aircraft Carrier	USA	C	8	6		2	3	4	
Ford Class	core	Ship	Aircraft Carrier	USA	U	8	6		2	3	4	
Seawolf Class	core	Ship	Attack Sub	USA	C	6	5	2	3	2		SONAR
Sturgeon Class	core	Ship	Attack Sub	USA	C	7	5	2	3	3		SONAR
Los Angeles Class	core	Ship	Attack Sub	USA	U	7	6	2	3	3		SONAR
Virginia Class S	core	Ship	Attack Sub	USA	U	7	6	2	3	3		SONAR
Iowa Class	core	Ship	Battleship	USA	U	9	7	5	4	6		
Lafayette Class	core	Ship	BM Sub	USA	C	7	4	2	2	3		SONAR
Franklin Class	core	Ship	BM Sub	USA	U	7	6	2	3	4		SONAR
Madison Class	core	Ship	BM Sub	USA	U	6	6	2	3	3		SONAR
Ohio Class	core	Ship	BM Sub	USA	U	8	7	2	3	4		SONAR
Albany Class	core	Ship	Cruiser	USA	C	7	6	2	2	4	1	
Leahy Class	core	Ship	Cruiser	USA	C	8	6	2	3	5	1	Banding
Virginia Class C	core	Ship	Cruiser	USA	C	7	6	2	3	5	1	
Ticonderoga Class	core	Ship	Cruiser	USA	U	8	6	3	3	5	1	First Strike
Annapolis Class	core	Ship	Destroyer	CAN	C	5	4	1	1	2	1	SONAR. Can't be equipped with cruise missiles or nuclear weapons.
St. Laurent Class	core	Ship	Destroyer	CAN	C	6	4	1	1	3	1	SONAR. Can't be equipped with cruise missiles or nuclear weapons.
Adams Class	core	Ship	Destroyer	USA	C	6	5	1	2	3	1	SONAR
Burke Class	core	Ship	Destroyer	USA	C	5	4	1	1	3	1	SONAR
Kidd Class	core	Ship	Destroyer	USA	C	5	4	1	1	3	1	SONAR
Spruance Class	core	Ship	Destroyer	USA	C	5	5	1	1	3	1	SONAR
Zumwalt Class	core	Ship	Destroyer	USA	U	8	6	3	2	3	1	Stealth
Halifax Class	core	Ship	Frigate	CAN	C	6	4	1	1	3	1	SONAR, Banding. Can't be equipped with cruise missiles or nuclear weapons.
Knox Class	core	Ship	Frigate	USA	C	5	4	1	1	3	1	

Each of these options can be filtered at the same time if players choose to. The filters will come in handy with players who are looking for specific types of cards or abilities. See left for the filter options. Players will build their decks like they would in the paper version of the game, using the + and – buttons to add or remove cards.

In the game players will be able to drag and drop cards to the table and operate the game as intended in the paper version. Lackey provides the ability to create counters and tokens so this is all working in the game. The table has limited space so players in multi-player games are encouraged to keep their units as close together as possible. Play resources close to the bottom corner and put construction items above.
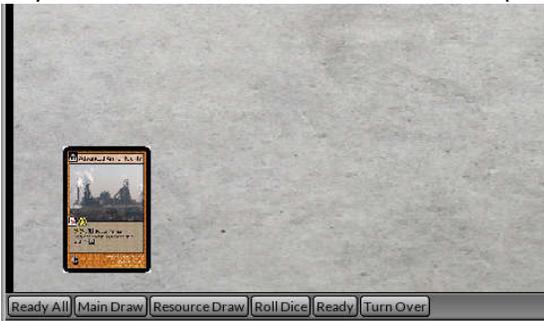

Play any construction items face down to the table above your resources, and then right click on the card. The context menu gives a number of options players can choose. Select **Add REQ** to add a requisition counter.

There is also a selection to remove a requisition counter if players attack and damage your construction items. All the options are the same regardless if the card is face up or face down. Damage counters will be applied the same way by clicking **Add Damage** and should be on anything damaged and not destroyed, other than construction items, until the controller's next upkeep. The bottom selections to set Add Damage/REQ to X will set either of these to a selected number from the fly-out list.

When you go to deploy your units you want them to be more out in front. This is where the action in the water is and this way your ships will be in the forefront of the action.
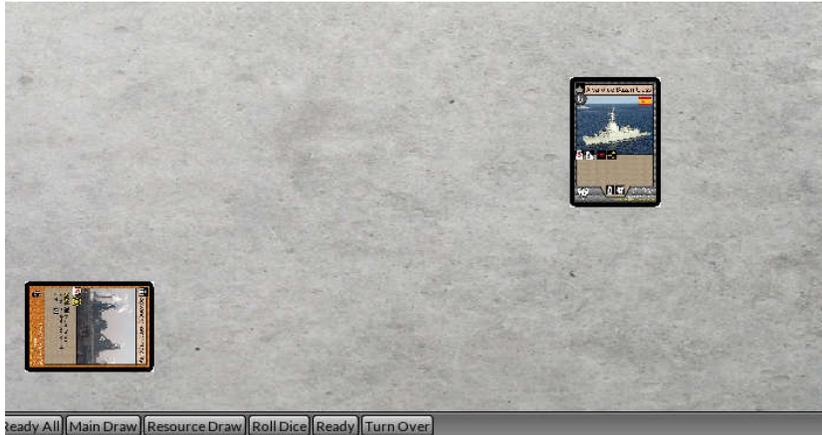

As the game goes on and players collect more stuff in the battlefield we want to keep everything close together. Equipment meant for your flagship should go at the bottom of your table to the right of your resources. Anything that gets equipped to your fleet ships we recommend tucking them under the card as you would with paper cards to show that item is equipped to that ship.
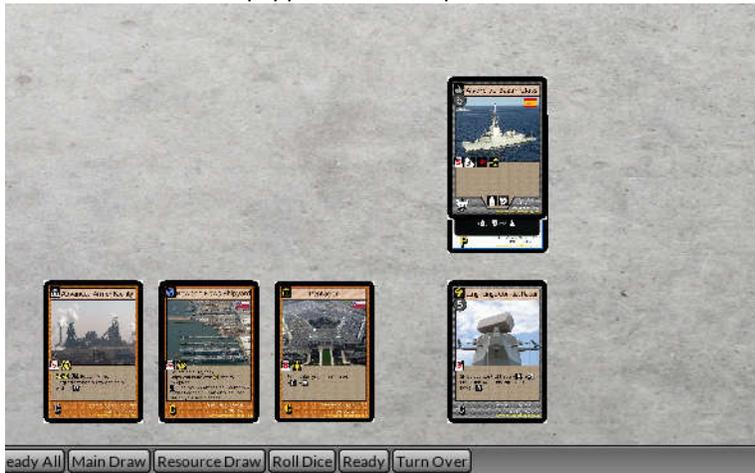
Game functions are available by right clicking the table, see right. When players go to do the Attack/Defense challenge rolls they will select Roll X Dice and pick 2. Take the total roll and add your attack or defense modifier, that's the total you present to your opponent.

Token cards have all been loaded up in LackeyCCG, everything from aircraft tokens, mine tokens, and even the upgrade tokens are available as digital cards. Marine tokens have been added as well with the Personnel set. To access tokens, drag the right side of the game table in to the left, and click the tokens tab at the top. To deploy a token card, click and drag the name of the token from the list to the table.
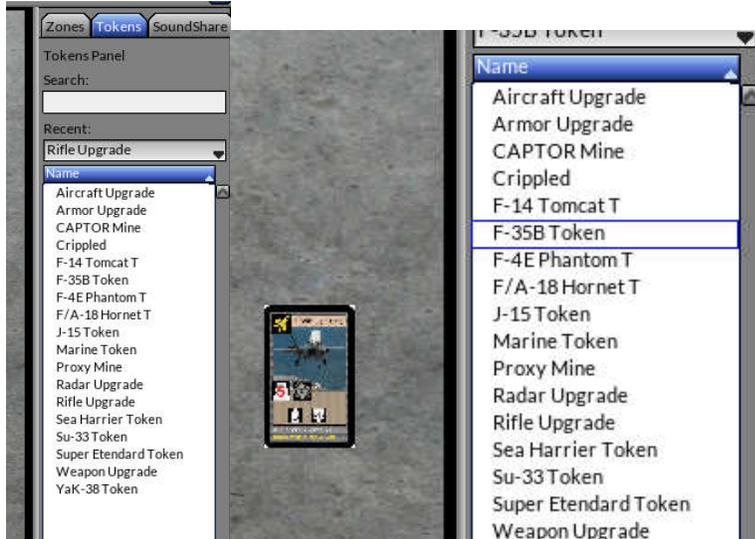
All this players can play the game as they would in the paper version, and all the rules translate normally. Players will have to make sure to enforce their own rules as Lackey doesn't do that for us. This is the way we have been testing cards internally and will continue to do it this way for some time.