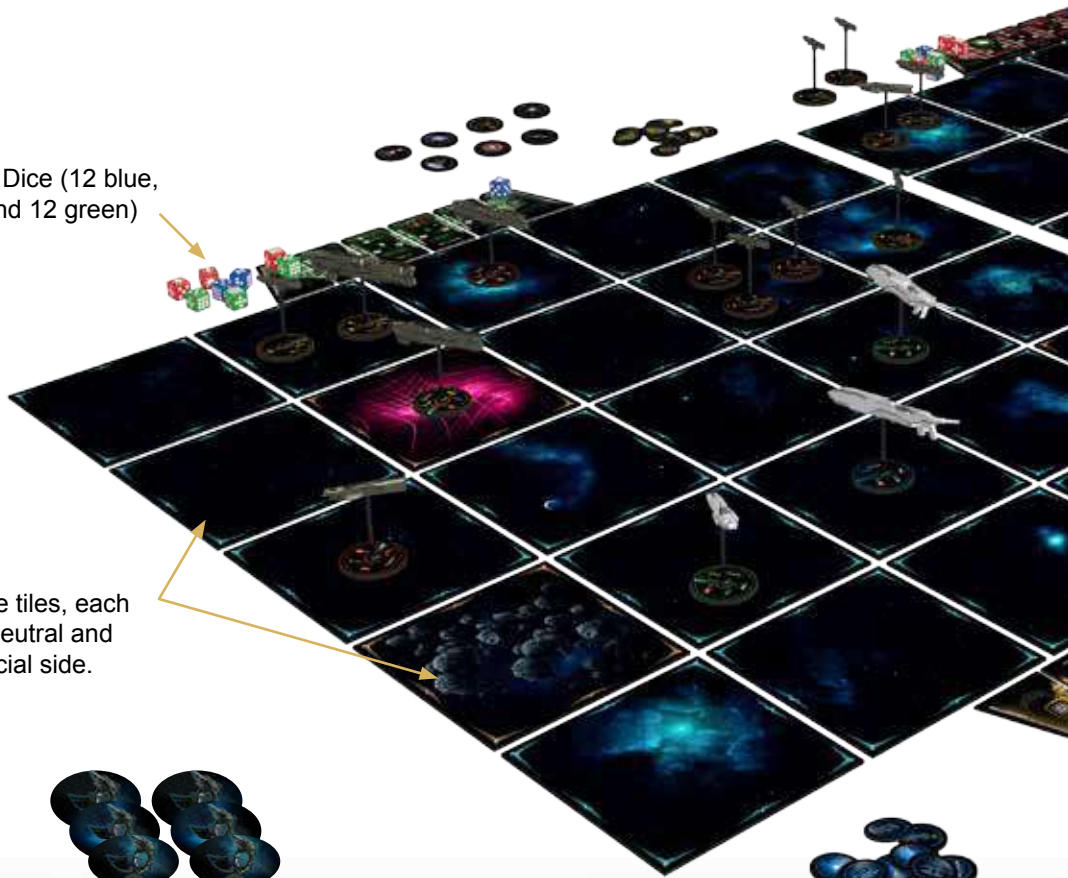
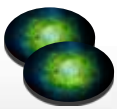
FLEET COMMANDER



Centuries have passed since humanity first harnessed gravitational waves. Riding on these waves, new empires have risen far from their worn-out cradle. Their power has become terrifying, their self-belief unshakeable and their ambitions seemingly limitless.

Their armed forces are fleets of space warships commanded by the elite of their officer class: Fleet Commanders. Become one of them and lead Destroyers, Cruisers and Battleships to battle in an epic struggle where the monstrous weapons of the ships of the line crawl through space amid the rapid dance of the Frigates. The choices you make in the heat of battle and tactical awareness will make the difference. Learn how to make best use of the various vessels and take advantage of obstacles in the combat zone, and victory will be yours.





2 Special Square tiles

6 Portal tokens

60 Signal tokens

WELCOME ABOARD

Fleet Commander is a space battle game in which each player takes command of a fleet of ships varying in size and power within a gridded Combat Zone. In turn, the players choose three dice from their Energy Dice and roll them. They may then use the dice rolls to perform corresponding actions, or keep them on their Command Board for subsequent turns. The dice represent the three main types of actions in the game: movement, attack and defense. Use them wisely or boldly to lead your fleet to victory!



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YOUR FIRST GAME: THE PITCHED BATTLE

The following section explains how to get started on Fleet Commander with a classic two-player engagement: the Pitched Battle. Later, you will be able to vary the size of your fleets and game duration, play with more than two players, or try out the various scenarios (on pages 24 to 29) and experiment with a multitude of new strategies.

GOAL OF THE GAME

To get started, the two-player Pitched Bbattle will provide an opportunity to explore the game mechanisms. The goal is simple: each player begins the game with a fleet of 12 class points distributed between the various ships; once a player's fleet has only 4 remaining class points or less, his oppenent wins the game. If at the end of the same action, the 2 players are in a defeat situation, the game is a draw. But if at the end of this action, one of the players have more fleet points than his opponent, he wins the battle.



SET UP

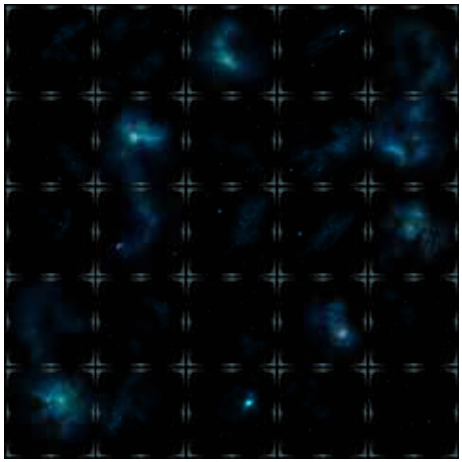
To begin, each player takes 9 Energy Dice (3 red for attack, 3 blue for movement, and 3 green for shields) and places the dice in front of them to form their Pool.



The player who last observed gravitational waves begins. Otherwise, both players roll their dice and the player with the most special dice rolls ⚄ will play first.

LAYING OUT THE COMBAT ZONE

The Combat Zone is made up of squares diagonally or orthogonally linked to neighboring squares. Use square tiles to form a 5-by-5 grid with their neutral side (with the blue frame) facing up.



→ For subsequent Pitched Battles, you may form a 5x6 or 6x6 Combat Zone, or even two 4x4 Combat Zones linked by Portals. Consult the Knowledge Database on page 21 for more details about Portals.

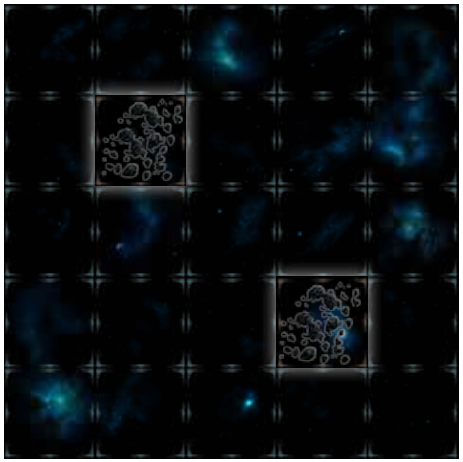
→ In the Scenarios section, on pages 24 to 29, you can discover other Combat Zone shapes and sizes or, even better, come up with your own. We advise that you use between 12 and 15 fields per player.

PLACING SPECIAL SQUARES

There are a number of anomalies and obstacles that ships may encounter in galactic space such as Gas Clouds and Asteroid Fields. These are known as Special Squares.

→ Consult the Knowledge Database on page 20 for more details about Special Squares.

For this first Pitched Battle, we advise that you place two Asteroid Fields, as illustrated below.

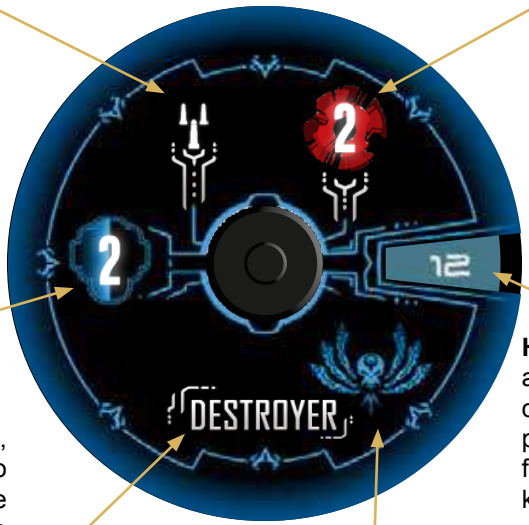


→ For other Pitched Battles, before laying out the Combat Zone, each player (starting by the first player) sets aside two Special Square tiles. Once the Combat Zone has been laid, each player (starting by the first player) replaces a neutral square, outside of the Deployment Zones, with one of the two Special Squares kept to one side, or passes. Therefore, there will be 0 to 4 Special Squares in the Combat Zone.

The ships of your fleet vary in size, strength and Firepower. Each type of ships (Frigate, Destroyer, Cruiser, or Battleship) possesses its own Special Ability. All of these informations are shown on the ships' base stands.

The Special Ability is specific to each type of ships. Consult the Knowledge Database on pages 18 and 19 for more details.

Firepower indicates how much damage a ship inflicts when in combat. See the pages 10 and 11 for more details about combats.



Hull Points represent the damage a ship can withstand before being destroyed. When a ship has no hull points left, it is destroyed and removed from the game. Turn the upper disc to keep track of remaining hull points.

The Class of a ship represents its size, power, and value. Class is used to form well-balanced fleets, determine the maximum occupation of a square and often to decide victory.

The type of ship

The Faction of the ship is represented by a emblem.

for the League of Phoebe

for the Hegemony of Amycles.

FORMING YOUR FLEET

The size of a fleet is calculated by adding up the class points of ships that it contains. For your first game, we advise the following fleet formation: 4 Frigates (class 1), 2 Destroyers (class 2) and 1 Battleship (classe 4).

> → *For your other Pitched Battles, you will be free to form your fleet as you wish, as long as you do not exceed 12 class points per player.*
>
> → *Other scenarios will suggest a variety of fleet formations or free formations, with between 9 and 15 class points per player.*

Once you have selected your ships, turn the disc on their base stand to show the maximum amount of hull points.

Each Battleship is fitted with a Special Weapon. For your first game, fit with Vortex Missiles the Battleship of the League of Phoebe, and with Proton Beam the Battleship of the Hegemony of Amycles. These weapons may neither be changed nor transferred to other ships during the game. A Special Weapon is lost if the ship that carries it is destroyed.

> → *See page 12 to know how to activate the Special Weapons.*
>
> → *Later, you will be able to choose your Special Weapon. See the Knowledge Database on pages 22-23 to discover them all.*
>
> → *If you would like to use the Special Ability belonging to each of your ships, see the Knowledge Database on page 19.*

PREPARING YOUR COMMAND BOARD

Take a Command Board tile for each type of ships in your fleet and one for each of your Battleships. Place them in between the two outermost tiles to form your Command Board. Place the Special Weapon tiles on the corresponding Battleship tiles (each Battleship tile and base stand can be identified by the Greek letter linking them). See page 9 for an example of Command Board.

OCCUPYING SQUARES

Before deploying your fleet, two points should be noted:

- The sum of ship class points occupying a square may never exceed five.
- It is impossible to move a ship miniature onto a square occupied by an enemy ship miniature.

DEPLOYING YOUR FLEET

Starting by the first player, each player places one ship from their fleet onto a square tile in their respective Deployment Zones.



When all of the players' ships have been deployed, you are ready for combat: the game may begin!



THE LEAGUE OF PHOEBE

It was not long before the power of the first corporations to use gravitational waves began to outgrow that of states in their home system. United within a thriving federation, following long periods of tension, they form the all-powerful and opulent League of Phoebe.

The League's economic influence stretches to the very edges of the galaxy. Those who refuse to buy its products or do threaten its markets will sooner or later be visited by a "peace fleet": an expeditionary force filled with civil and military experts intent on swallowing up the target system once and for all. Only a generation or two is required for the League's cultural products, as well as the real economic development it brings, to bring new client systems into line.

The war fleets are led by a Commander, a descendant of one of the League's powerful merchant families. Phoebian genetic research has made them outstanding beings, calibrated like a technological product. They consider themselves to be a form of meta-humanity, bearing a message of prosperity for the "Non-Evolved" – those who have not been artificially altered.

GAME TURN OVERVIEW

A player turn is made up of four phases. In turn, the players complete all four phases.

PHASE 1 - START OF TURN

Effects should be resolved in the following order:

- Scenario effects.
- Special Square effects.
- Special Weapon effects.

To find out about the various effects in details, see the Knowledge Database on pages 20, and 22 to 29.

PHASE 2 - ENERGY ALLOCATION

The player chooses three dice from their Pool. They may form any color combination. The player then rolls the dice and the roll is either used during the next Dice Actions phase or stored on the player's Command Board during the Command Board phase.

Each Command Board is made up of:

1. A right wing containing two spaces to store special dice rolls only: .
2. A left wing containing two spaces to store all other dice rolls: , , .
3. A reminder tile for each Battleship making up your fleet, each with its own Special Weapon tile.
4. A reminder tile for each other type of ships in your fleet.

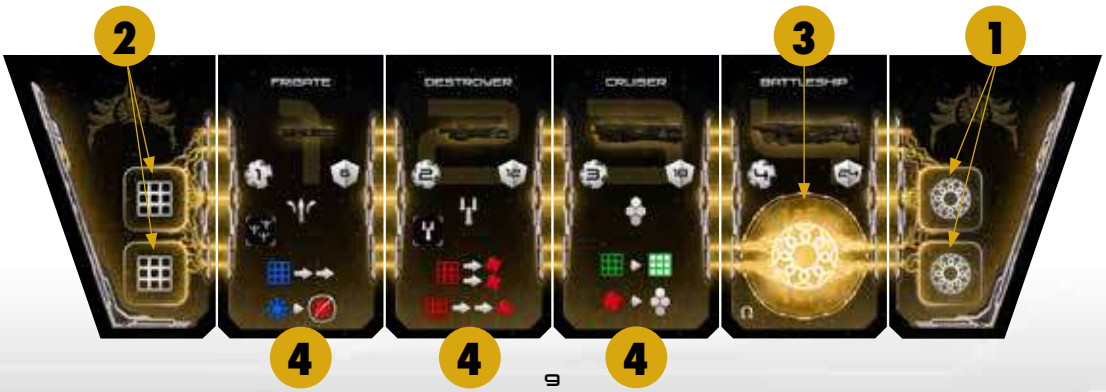
PHASE 3 - DICE ACTIONS

The player may use the dice rolls from Energy Allocation phase, as well as dice rolls stored on the Command Board. The player uses each die result on a square occupied by his ships to make all or part of them perform actions in the manner described later. There is no limit as to the order or number of actions that ships may perform during a turn. Used dice are discarded into the player's Pool and will be available upon his next turn.

PHASE 4 - COMMAND BOARD

During this phase, the player may:

- Remove as many dice from his Command Board as he wishes to place them back in his Pool.
- Place dice not used during the Dice Actions phase on valid spaces on his Command Board. In order to be valid, a space must be empty and show the symbol corresponding to the type of dieroll (special , or directionnal , ,) that the player wishes to store. All stored dice rolls may be played during his subsequent Dice Actions phases, or in response to an opponent's attack (see page 11 and 12 for more details).



ACTIONS IN DETAIL

Whatever their color, the dice have the same faces that indicate either directions or a special symbol.


Indicates orthogonal directions.


Indicates diagonal directions.

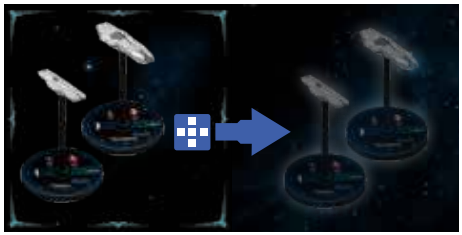

Indicates orthogonal or diagonal directions (the player is free to choose).


Special symbol: does not indicate any direction.

Each dieroll is to be applied from **one** square where one or more of your ships are located, to **one** other square.

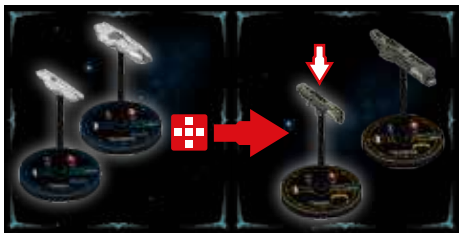
MOVEMENTS

Movement dice rolls , , or are played during the player's Dice Actions phase in order to move his ships, or kept on his Command Board during Command Board phase. **One** movement dieroll may be used to move all or part of the ships located in **one** square to **one** adjacent square in one of the directions indicated.



ATTACKS

Attack dice rolls , , or are played during the player's Dice Actions phase in order to launch attacks, or kept on his Command Board during Command Board phase. **One** attack dieroll can be used to launch an attack on **one** ship located in **one** adjacent square, in the direction indicated.



The following sequence should be followed to launch an attack:

- Name the ship that you would like to target.
- Declare which ships will participate in the attack, and which ships will be supporting it.



SUPPORT

When an attack is launched, each ship of the player that is located in a square adjacent to the target may participate in the attack without spending additional die, whatever its position in relation to the target. There is no limit to the number of attacks that each ship may support.

SHIELDS AND REACTIONS

In response to an attack, the targeted player may choose one (and only one) of these three reactions, using a dieroll stored on his Command Board:

- **Use one or several shield dice rolls** , , or , each totally blocking damage coming from a single square indicated by its directions.
- **Use a blue special result to perform a Withdrawal** maneuver (see the section Withdrawal on page 12).
- **Use a red special result to launch a Counter-Attack** (see the section Counter-Attack on page 12).



DAMAGE

The total Firepower of all ships participating in the attack (including supports) is deducted from the targeted ship's hull points. Turn the top disc on its base stand to show the remaining hull points. When a ship's hull points reach zero, it is destroyed and removed from the game. All damage exceeding the remaining value of the target's hull points is lost.



LONG-RANGE ATTACKS

It is possible to attack a target without being adjacent to its square. In order to do so, use as many dice rolls as the distance between the attacking ships and their target, while respecting the directions shown on the dice. A long-range attack does not necessarily need to be in a straight line, but must pass only through empty squares (containing no ships, Special Squares or Signals).

A long-range attack never benefits from support.

A shield dieroll stored on the Command Board can block damage caused by a long-range attack, if the directions indicated are the same as that of the last square through which the attack came before hitting the target.



USING SPECIAL DICE ROLLS

Special dice rolls do not indicate directions. They may be used in these six different ways:

1 - ACTIVATION OF THE SPECIAL WEAPON

By using two special dice rolls of any color, whether stored on his Command Board and/or obtained directly during Energy Allocation phase, a player may choose to trigger the effect of his Special Weapon, as described on page 22.

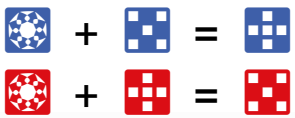


2 - REROLL OF SPECIAL RESULTS

If he has no Battleship in his fleet or they have all been destroyed, a player with two special dice rolls may, anytime during his Energy Allocation phase or Dice Actions phase, roll them again and use the new results in the normal way.

3 - CHANGE OF DIRECTION

A player may use a special dieroll to change the direction of another of his dice rolls of the same color. In this case, both dice are discarded into the player's Pool. It should be noted that this serves to change direction (orthogonal to diagonal or vice versa) and does not produce a multi-directional or special result .



4 - REACTION - WITHDRAWAL



During the opponent's turn, a special movement dieroll can be used to perform a Withdrawal. As these Withdrawal maneuvers are slow for the huge ships involved, damage from the attack are done, then all the ships in the targeted square are moved to any adjacent square that is able to accommodate them.

5 - REACTION - COUNTER-ATTACK



During the opponent's turn, a special attack dieroll can be used to perform a Counter-Attack. Damage from the attack are done, but the attacked player can retaliate against one of the attacker's ships. Counter-Attack damage are equal to the total Firepower of all the ships located in the attacked square. Counter-Attacks may not be countered with shields or a reaction. Counter-Attacks may not be used against long-range attacks. Finally, as a Counter-Attack is simultaneous to the attack, if a ship is to be destroyed by an attack, it may even Counter-Attacks before its destruction.

6 - DRAIN



During their respective turns, players may play a special shield dieroll . The opponent then discards a die of his choice from his Command Board. A Drain may not be countered.



THE HEGEMONY OF AMYCLES

The Hegemony has dominated the Laconia Arm since the beginning of the Great Expansion. Strict social and military discipline has enabled it to build a powerful empire by creating a sphere of peoples living under its rule around its mother system. While Amycles, the mother planet, assembles its most powerful Battleships and is home to the outstanding Lysander space academy, its vassal systems supply numerous squadrons of Frigates. Its subjects, known as Peregrine by the Hegemony, cannot hope to revolt using such lightweight ships. There are many, however, who hope to win citizenship through a military exploit.

Many Amyclean Fleet Commanders have cut their teeth on a Peregrine Frigate. In this martial society, their prestige gives them a voice in decisions that can affect the fates of entire civilizations. The victory of a Commander can completely reshape the Hegemony's internal hierarchy. Stories of rising through the ranks on the back of military exploits are widely disseminated within populations of subjects, in order to encourage military zeal and loyalty.

MAJOR BATTLE – THE GAME FOR FOUR OR MORE PLAYERS

Several Fleet Commanders can fight against each other on two different sides. Each player controls one fleet, one Command Board and nine Energy Dice.

Fleets: Each player forms a fleet with 9 (short game), 12 or 15 (long game) ship class points.

Combat Zone: Create one or more Combat Zones with a total of 10 to 15 square tiles per player.

Special Squares: Each player places up to two Special Squares in the same way as for a Pitched Battle.

Deployment: Determine 4 deployment squares for each player along an edge of the Combat Zone. If there is more than one Combat Zone, see the section Battles Covering Several Zones on page 15.

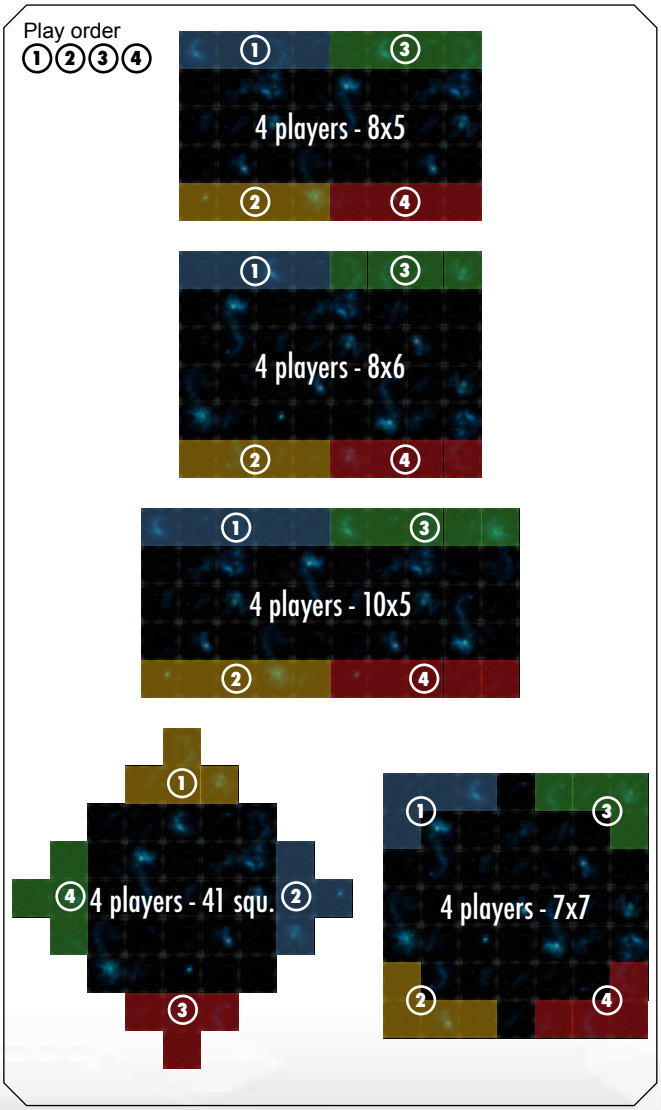
Play order: Decide the order of play in such a way that each side alternates play and each player plays once. When players have no ships left, they simply miss their turn, but may still contribute to the strategic and tactical considerations of their team.

Interactions:

- Each player controls only the ships in his fleet. Players may not apply their dice rolls to ships of their allies, nor may they give dice to their allies.
- Players may not move ships to a square that is already occupied by ships of their allies.
- When an attack is launched, allied ships in adjacent squares may add their Firepower to the attack, in accordance with the support rule.

Victory: Once a side has 1/3 of his starting fleet remaining or less (in terms of class points), the other side wins immediately the battle.

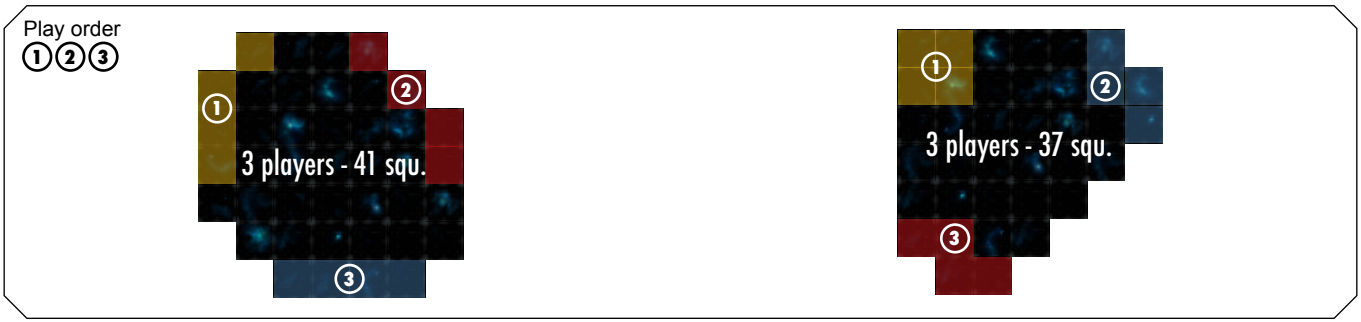
Example: in a 4-player game with 12 class points each (i.e. 24 points for each side), a side loses if it losts 16 class points.



FREE-FOR-ALL BATTLE FOR THREE PLAYERS OR MORE

It is also possible to play in free-for-all mode. Alternate player's turns clockwise. In this case, the rules are the same as for the team game, but in the event of an attack, other players' ships adjacent to the target may choose whether or not to support the attack. This choice has to be made for each attack die, and may differ within a single turn.

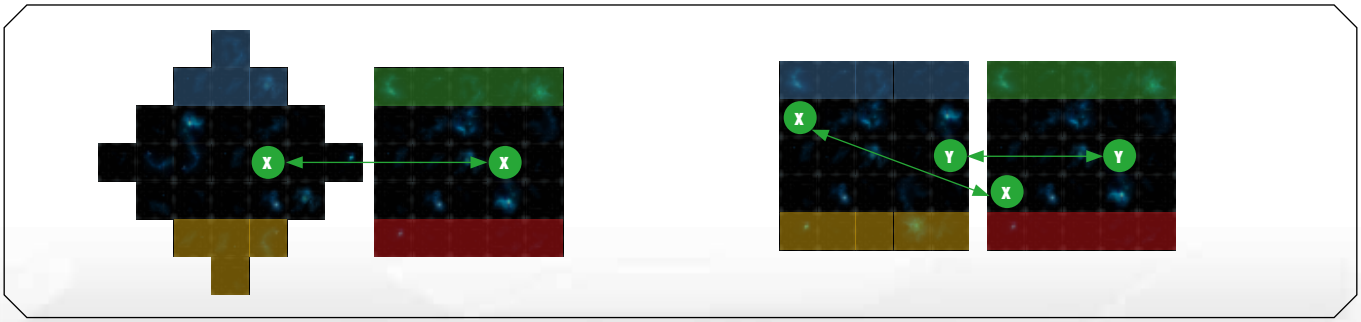
A player who loses ⅔ of their starting fleet class points loses the game and remove any remaining ships, as well as any tokens, from the Combat Zone(s). When there is only one player left in the game, he wins the battle!



BATTLES COVERING SEVERAL ZONES

It is possible for a battle to take place on several Combat zones. In this case, players may move from one zone to another via Portals placed in some squares. See the Knowledge Database on page 21 for more details about Portals.

Caution: You may only maintain a Special Weapon in the Combat Zone where the Battleship carrying it is located. For example, if a ship attacked by Drones uses a Portal to leave the Combat Zone, the Drones return to the Battleship. Similarly, if a Battleship that has launched an Interdictor leaves the Combat Zone, the Interdictor is automatically deactivated. See the Knowledge Database on page 22 for more details about Special Weapons.



OPTIONAL RULES

These optional rules encourage secrecy and trickery: two assets that any Fleet Commander should be able to use to his advantage. You may use them as you wish, either together or separately, and for each scenario (unless stated otherwise in the scenario).

SECRET SPECIAL WEAPONS

You may choose to keep your Special Weapons secret before using them for the first time. In order to do so, shuffle the Special Weapon tiles face down. For each Battleship in his fleet, each player takes 4 at random and keep 1 of his choice. Each Special Weapon is placed face down on the player's Command Board. It will be revealed when it is used for the first time.

It is up to you to create the conditions required to surprise your opponent and capitalize on it in a decisive manner!



HIDDEN DEPLOYMENT

At the beginning of the game, ships forming the fleets are unknown to the opponents.

- While deploying, during setup, ships are replaced by Signal tokens. The hidden side of the token indicates the ship class, which is known only to the player controlling the fleet.
- Two Decoy tokens, which do not correspond to a ship, are added to each fleet.
- Only the left and right wings of the Command Boards are placed in front of each player at the start of the game. All other Command Board tiles are placed only when a ship of the relevant type is revealed. If it is a Battleship, the Special Weapon is revealed at the same time, unless the optional Secret Special Weapons rule is used.
- Signals occupy squares and are moved in the same way as the ships that they represent.
- It is impossible to inflict damage on a ship that has not been revealed. It is impossible to move onto a square occupied by an enemy Signal, or for a long-range attack to pass through it.
- In order to reveal enemy Signals, you must scan the square. This action is performed with an attack dieroll , , or and may be done at long range with several dice rolls, in the same way as a long-range attack. No damage is inflicted by this action, but all Signals in the square are revealed. It is possible to use 1 shield in order to block this detection attempt.
- If an attack dieroll , , or is used to a square containing both Signals and revealed ships, the attacker chooses either to reveal the Signals (by scanning the square), or to inflict damage on a revealed ship (by attacking the square).
- A Signal token is also revealed when:
  - It suffers any kind of damage (for instance by the effects of a Special Square or a Special Weapon).
  - It launches or supports an attack.
  - It uses a Special Ability. See the Knowledge Database on page 19 for more details.



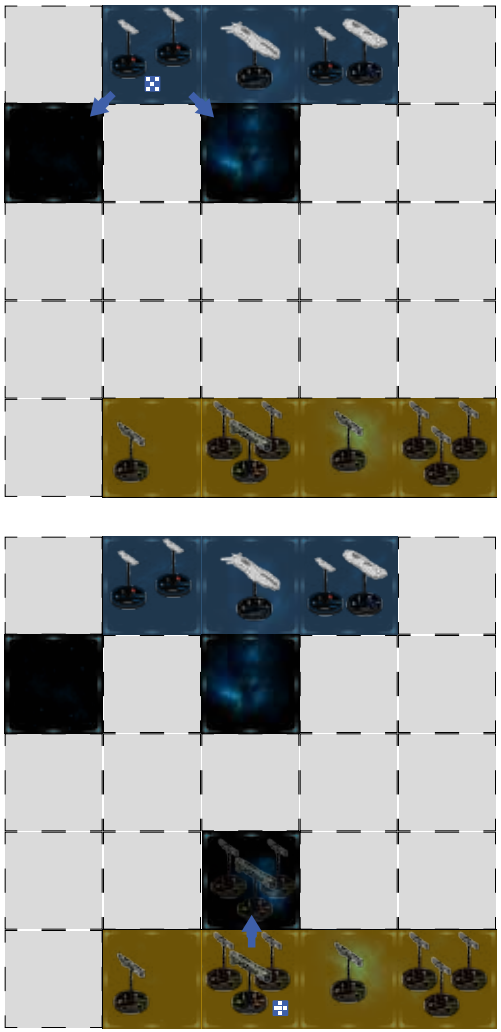
OPTIONAL RULES

FOG OF WAR

"Due to space disturbances, fleet scanners are sometimes unable to identify the Combat Zone prior to engagement."

1. Do not lay out Combat Zone squares during setup.
2. First agree on the size and shape of the Combat Zone.
3. Form a deck with the required number of squares for the Combat Zone, by shuffling and placing them with the neutral side facing up.
4. Lay out neutral squares in order to deploy your ships.
5. By using up a movement dieroll, you may scan all adjacent squares in the directions indicated instead of moving.
6. For each scanned square, roll a die. If the dieroll is a special ⚄, then the square is a Special Square: take the first tile from the deck and place it with the special side facing up. Any other result ⚀, ⚁, ⚂ means the square is empty: take the first tile from the deck and place it with the neutral side facing up.
7. Your ships may enter a non-scanned square. Follow the procedure described at point 6 above for this square. If this is a Special Square, apply its effects.

Neither long-range attacks, nor Special Weapons may pass through non-discovered squares.



END OF RULES >
YOU ARE NOW READY TO ACCESS THE KNOWLEDGE DATABASE.

KNOWLEDGE DATABASE: SHIPS

FRIGATE





Class:	1
Firepower:	1
Hull Points:	6
Special Ability:	Ion Propulsion

DESTROYER





Class:	2
Firepower:	2
Hull Points:	12
Special Ability:	Multipoint Weapons

CRUISER





Class:	3
Firepower:	3
Hull Points:	18
Special Ability:	Depolarized Shields

BATTLESHIP





Class:	4
Firepower:	4
Hull Points:	24
Special Ability:	Special Weapon

KNOWLEDGE DATABASE: SPECIAL ABILITIES

ION PROPULSION

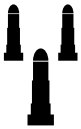


"In order to make the most of their small size, Frigates are fitted with a system that increases acceleration and maneuverability. Therefore, they make excellent scouts, able to get out of tricky situations and launch attacks wherever they wish."

A movement dieroll , , or used on a square containing only ships fitted with Ion Propulsion can be used twice consecutively in order to move two squares away.

Furthermore, if a Withdrawal maneuver is performed on a square containing only ships fitted with Ion Propulsion, they suffer no damage.

MULTIPOINT WEAPONS



"Thanks to their advanced weapons system, Destroyers may bombard enemy fleets using much less energy than other ships, making them dreadful enemies, at close range as well as at long."

An attack dieroll , , or used by a ship fitted with Multipoint Weapons that is alone on its square may be played twice consecutively to either:

- fire up to 2 squares away, following the directions indicated by the dieroll for each square crossed.
- perform 2 successive attacks without support on the same adjacent square, as long as it aims 2 different targets.

DEPOLARIZED SHIELDS



"Initially developed to perform an escort role, Cruisers are fitted with Depolarized Shields that use the energy allocated to them much more efficiently."

A shield dieroll used on a square containing a ship fitted with Depolarized Shields can block damage coming from any direction, whatever the directions indicated on the shield dieroll.

=

Furthermore, a ship fitted with Depolarized Shields can force the opponent to select it as a target from among all of the ships located in the square under attack.

SPECIAL WEAPONS



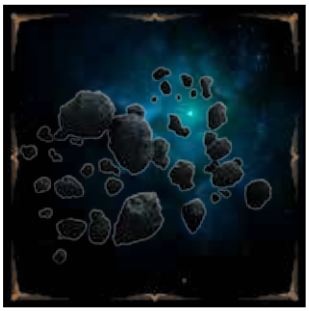
"Only the largest ships, such as Battleships, have the capacity to carry the most advanced weapon systems possessed by combat fleets. The weapon carried on a Battleship will often determine the tactics adopted by a Fleet Commander in the face of the enemy."

A ship with the Special Weapon ability is fitted with a Special Weapon that can be activated with two special dice rolls , as described on page 12. Consult the Knowledge Database on page 22 for more details on Special Weapons.

KNOWLEDGE DATABASE: SPECIAL SQUARES

Ships can always enter a special Square. Whatever the Special Square, no long-range attack may pass through it. The following rules should be applied according to the situation. If a situation is not described, that means it has no effects.

ASTEROID FIELDS



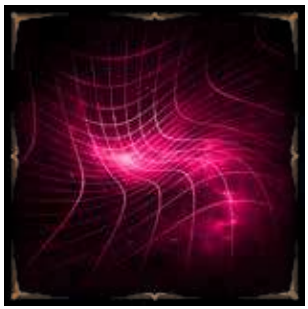
"Clusters of rocks or shipwrecks drifting through space are often encountered. In these shelters where no targeting system can function, the pilots have no choice but trying to survive, looking for better moments."

Entering the square: Roll a die. If it is a special result ✵, each ship in the square suffers as many damage points as its class.

In the square: The ships may not attack, provide support for an attack, be targeted, or use Special Weapon.

Start of Turn: Roll a die for each Asteroid Field occupied by one or more of your ships. For each special result ✵ rolled, each ship located in the relevant Asteroid Field suffers as many damage points as its class.

GRAVITATIONAL FIELD

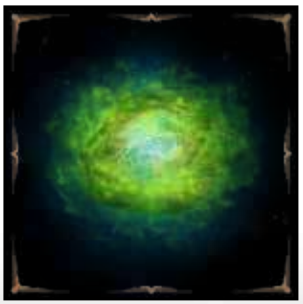


"Gravitational waves can sometimes generate singular points known as Gravitational Fields. Pilots learned to use the extreme gravity found at these points to move faster during combat."

Entering the square: Roll a die to determine the direction of exit. If it is a special result ✵, each ship in the Gravitational Field suffers one damage point and returns to the square where it started. Any other outcome enables the ships to make one free move towards one of the indicated squares, in accordance with the normal rules for movement. This move is mandatory. If no exit is possible, ships return to the square where they started.

In the square: Ships may not remain in it.

GAS CLOUD



"A square can sometimes be entirely occupied by a gas cloud that can interfere with transmissions and, therefore, with supported attacks."

In the square: If ships in a gas cloud are attacked, the player who controls them can immediately roll a shield die from his Pool. If the result can not be played to counter the occuring attack, it is immediately discarded to the player's Pool. If the player has no shield die in his Pool, he can not benefit from this bonus. The Depolarized Shields have no effect on this bonus. From here, the ships may attack without support, but may not provide support for an attack, nor use a Special Weapon or being targeted by anything else than a standard attack.

KNOWLEDGE DATABASE: PORTALS

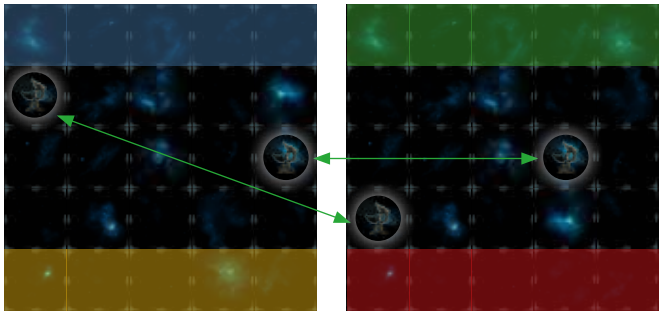
Portals may be used to move from one Combat Zone to another. They operate in pairs marked by the same letter (X, Y, Z), as each Portal in the pair communicates with the other. A Portal serves as both an entry and exit. In other words, Portals are two-way.

PLACING PORTALS

Unless their positions are specified by the scenario, players must place portals for a battle on several Combat Zones in accordance with the following steps:

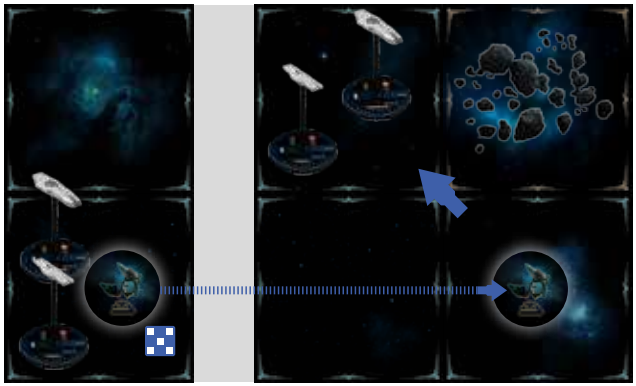
1. After having placed the Special Square tiles, each side takes one Portal from each pair.
2. In turn, starting with the first player's side, each side places a Portal on an neutral square of its choice.
3. The other side places a Portal, on another Combat Zone, and so on.

Once these steps have been completed, each Combat Zone must be linked to at least one other Combat Zone by a Portal. If this is not the case, take a pair of Portals that have been removed from the game and follow the above steps.



USING PORTALS

1. In order to use a Portal, ships must be located in a square that contains one.
2. The player controlling the ships uses a movement dieroll, that indicates the chosen direction of exit from the linked Portal.
3. The player places all or part of the ships on a square adjacent to the exit Portal in the chosen direction.
4. In the event of a special dieroll, the player places all or part of the ships on the exit Portal square.
5. If the exit is located on a Special Square, the player immediately applies its effects.
6. Ships that have just travelled through a Portal may attack and move during the same turn.



Note: If you set up a single Combat Zone for 4 or 6 players (for example 5x10 squares), you may also place one or two pairs of Portals in the zone to create shortcuts. Simply follow the above steps, with no limits as to the number or location of Portals.

KNOWLEDGE DATABASE: SPECIAL WEAPONS

Except when specified, no shield or other form of reaction is possible against the amazing potential of a Special Weapon. Please note that ships, Special Squares, Portals, and Signals are considered as obstacles.



PROTON BEAM

The player targets a ship up to 2 squares away from his Battleship. There must be no obstacle between the Battleship and its target. This ship suffers twice as many damage points as its class.



ELECTRO-MAGNETIC PULSE (EMP)

The chosen opponent immediately discards all dice from his Command Board to his Pool.



INTERDICTOR

The player targets an empty square up to 2 squares away from his Battleship and places there the Interdictor token. There may be obstacles between the Battleship and this square. The square then becomes impassable for all ships and attacks from both fleets. The effect disappears as soon as the player uses the Interdictor again on another square, deactivates it during his Dice Actions phase, or when the ship that launched it is destroyed or leaves the Combat Zone.



VORTEX GATE

The player targets a square adjacent to the Battleship, or the one of the Battleship. He then teleports all or part of the ships located in this square to any other empty square on any Combat Zone, except for squares adjacent to the ships teleported.



VORTEX MISSILES

The Battleship inflicts 4 damage points on a single targeted ship located in any square of the Combat Zone, except in those adjacent to the Battleship.



NANO-REPAIRER

A targeted ship in the Battleship square or in a square adjacent to it takes back 4 hull points, without exceeding its maximum. The targeted ship may be the Battleship itself.



DRONES

The players targets a ship up to 2 squares away from his Battleship. There may be obstacles between the Battleship and its target. Place the Drones token next to the ship targeted. At each Start of Turn of the player controlling the targeted ship, it suffers 2 damage points until he uses a multi-directional attack roll to stop the attacking Drones, which then return to the Command Board of the player controlling them.

- The Drones follow the target ship as it moves.
- They disappear when it is destroyed, or when their launching ship is destroyed or leaves the Combat Zone.
- By activating his Special Weapon once again, the player controlling the Drones may decide to send them to another target within range.



EXO-BOMB

The player targets a square up to 2 squares away from his Battleship and places there the Exo-Bomb token. There may be obstacles between the Battleship and this square. All ships located in this square and in all adjacent squares, allied and enemies, suffer immediately 1 damage point, including those located in Special Squares.



TRACTOR BEAM

The player targets a ship (allied or enemy) up to 2 squares away from his Battleship. There must be no obstacle between the Battleship and its target. The player moves this ship on any applicable adjacent square. If it is moved on a Special Square, immediately apply its effect.



END OF KNOWLEDGE DATABASE >
IT IS TIME TO ACCESS THE MISSION BRIEFINGS AND ASSUME YOUR COMMAND.

PITCHED BATTLE
(2 PLAYERS)

"Hostile signals fill the radars. There is no doubt about it: the enemy fleet is arriving in the area. The battle you've been waiting for so eagerly is about to begin. You give the sign and alarms sound on all of your fleet's command bridges."

This scenario can be adapted to many different situations, from skirmishing between advance guards to a large-scale engagement between war fleets.

Fleets: 12 ship class points per player.

Variants: between 9 and 15 class points.

Combat Zone: 5x5 squares. Variants: 5x6, 6x6, two 4x4 zones.

Special Squares: Between 0 and 2 per player.

Victory: Once a player's fleet has only 4 remaining class points or less (or 1/3 of his beginning class points, rounded down), his oppenent wins the battle.

If at the end of the same action, the 2 players are in a defeat situation, the game is a draw. But if at the end of this action, one of the players have more fleet points than his opponent, he wins the battle.



PITCHED BATTLE
(4 PLAYERS)

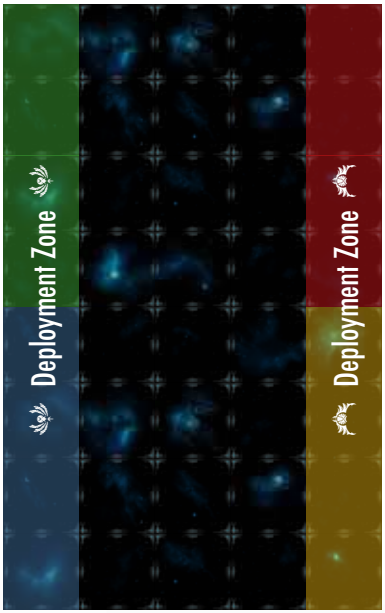
Fleets: 12 ship class points per player. Variations: between 9 and 15 class points

Combat Zone: 5x8 squares. Variations: 5x10, 7x7, two 5x5 zones.

Special Squares: Between 0 and 2 per player.

Victory: Once a side's fleet has only 8 remaining class points or less (or 1/3 of its beginning class points, rounded down), the opposite side wins the battle.

If at the end of the same action, the 2 sides are in a defeat situation, the game is a draw. But if at the end of this action, one of the sides have more fleet points than his opponent, this side wins the battle.



SCENARIOS

IN THE ASTEROID BELT
(2 TO 4 PLAYERS)

"This area of space is filled with highly unstable debris. It is madness to engage in combat here. Unless of course it can be turned to your advantage. An ideal scenario to add an element of chaos to the battle."

This scenario plays out in the same way as a Pitched Battle with the following modifications:

- Players must place 2 Asteroid Fields each.
- At the beginning of his Start of Turn phase, the player designates an Asteroid Field and then rolls a die. The player must then move the Asteroid Field onto one of the squares indicated by the die. The Asteroid Field does not move if a special outcome is rolled.
- If an Asteroid Field moves into a square occupied by ships, they must perform the damage test in the same way as they would if they had entered the Asteroid Field.



THE TRAP
(2 PLAYERS)

"A war fleet falls into a trap where its enemies wait with intent. Will it be able to escape? The ships here are in very close proximity from the beginning and rapid reactions are a must."

This scenario is played out in the same way as a Pitched Battle with the following modifications:

- Before the beginning of the game, the Amycles player rolls 6 dice and may keep dice rolls of his choice on his Command Board. Dice that are not kept are discarded to his Pool.
- The Amycles player must deploy his fleet on both sides of the board.
- The Phoebe player must deploy along the central line.
- The Amycles player begins the game.



THE SALVAGE
(2/4 PLAYERS)

"Numerous containers filled with precious materials are scattered over the zone. You must gather as many as possible before your opponent does likewise. Your opponent must be prevented from gathering more than you at all costs, so don't hesitate to destroy his ships when the opportunity arises."

Fleets: 12 ship class points per player.

Variants: between 9 and 15 class points.

Combat zone: 5x5 squares.

Special Squares: Before placing the Special Squares, place 11 Signal tokens, each representing a container, along the central squares, with 2 tokens per square and 3 tokens on the centermost square. The players places then up to 2 Special Squares outside of the Deployment Zones and the central line occupied by the containers.

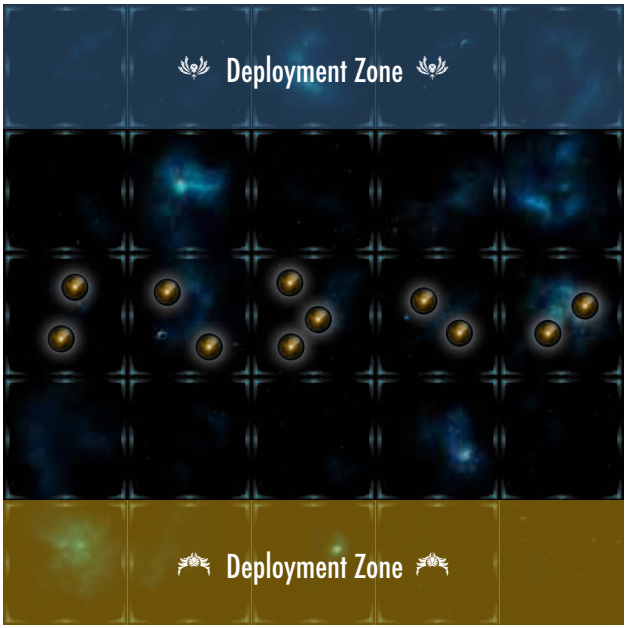
Victory: Once there are no ships remaining on the Combat Zone, the player who removed the more containers wins the game. Furthermore, as soon as a player succeeds to remove 6 containers from the Combat Zone, the game is over and he is declared the winner.

The containers: They are considered as undestructible obstacles. Using Multipoint Weapons and Ion Propulsion from a square where are located one or more containers is impossible.

Moving a container: A ship must begin its turn in the same square of a container in order to move it. So, it may not arrive in the square and leave it with the container during a single turn. Each ship may only move one container at a time.

Removing a container: The ship with the container must be located in the Deployment Zone and the player must use one directional movement dieroll (, or). The ship and its container are definitely removed from the Combat Zone.

4-player variant: 8x5 squares. 21 Signal tokens along the central squares (4 on each square, and 5 on the centermost square). Once a side removes 11 containers, it wins the game immediatly.



THE PASSAGE
(2 PLAYERS)

"Providing safe passage for a damaged Cruiser between two portals is a routine mission, except when the enemy is nearby and you don't know exactly when the Cruiser will turn up! A tense and suspense-filled scenario that requires a cool head."

Fleets:

- 12 ship class points per player.
- The Phoebe player adds a damaged Cruiser (6 hull points, 0 Firepower and no Depolarized Shields).

Combat Zone: 5x5 squares.

Special Squares: Place 2 Portals, ✕ and ⊎, at each end of the central line. Then each player places up to 2 Special Squares on any other square.

Deployment: Do not deploy the damaged Cruiser during the setup. At each Start of Turn of the Phoebe player, he rolls a die. If the outcome is a special ⚄ roll, the damaged Cruiser appears on the Portal ✕ square. You can not use a movement dieroll on the Cruiser during the turn in which it appears. The Phoebe player begins the game.

Victory:

- As soon as he succeeds to make his damaged Cruiser run away, the Phoebe player wins the game. To make the damaged Cruiser run away from the Combat Zone, simply play a directional movement dieroll (⚁, ⚂ or ⚃) while in the Portal ⊎ square.
- The Amycles player wins immediately when the damaged Cruiser is destroyed.



CAPTURE
(2 PLAYERS)

"A light fleet escorting a diplomatic mission has just fallen into a trap. Will it manage to escape? A subtle scenario that favors brain over brawn."

Phoebe Fleet: 8 ship class points, excluding Cruisers and Battleships, plus a diplomatic ship represented by a Signal token. *The diplomatic ship should be treated like a class 1 ship with 2 hull points. For this, use a Signal token with the number 2 to begin with and then replace it with a Signal token with the number 1 if the ship suffers a damage point, by example in the Asteroid Fields.*

Amycles Fleet: 12 ship class points.

Combat Zone: 5x5 squares.

Deployment: see the diagram. The diplomatic ship must begin the game in the central square.

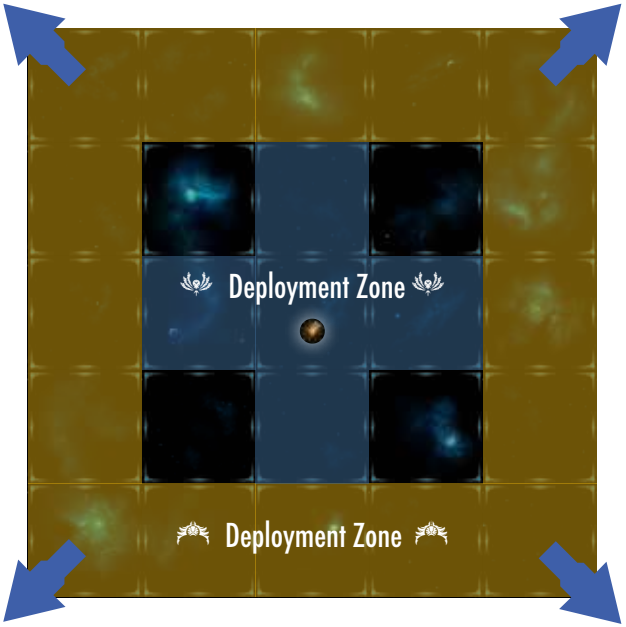
Before the beginning of the game, the Amycles player rolls 6 dice and may keep dice rolls of his choice on his Command Board. Dice that are not kept are discarded to his Pool. The Amycles player begins.

Victory:

- As soon as he succeeds to make his diplomatic ship run away, the Phoebe player wins the game. To make the diplomatic ship run away from the Combat Zone, simply play a directional movement dieroll (, or) while in one of the 4 corner squares.
- The Amycles player wins if he captures the diplomatic ship and makes it leave the Combat Zone via one of the 4 corner squares.
- If the diplomatic ship is destroyed, no side wins the game.

Capturing the diplomatic ship: to capture the diplomatic ship, it simply requires that it is alone on a square, and to move a ship on this square.

Restriction: It is impossible to target the diplomatic ship.



CONTROL
(2 PLAYERS)

"Control of portals in a square is essential to ensure fleet mobility in large-scale confrontations. Your mission here is to control both portals in this square before the enemy fleet does. Choices will have to be made, without wasting any time and keeping your rear covered."

Fleets: 12 ship class points per player.

Variants: between 9 and 15 class points.

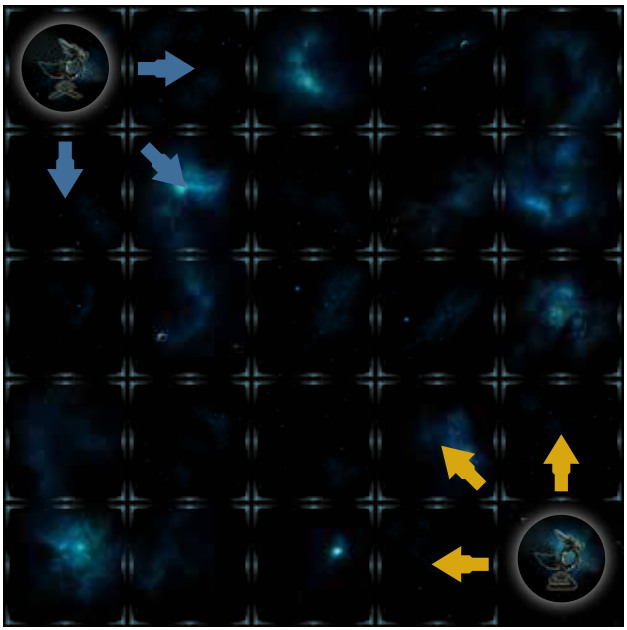
Combat Zone: 5x5 squares. Variants: 5x6, 6x6.

Special Squares: place 2 Portals at each end of a diagonal line, as illustrated on the diagram. Then each player places up to 2 Special Squares on any other square.

Deployment: The game begins with no ships on the Combat Zone, as they are waiting to be teleported by the Portal placed next to the player. You must use a movement dieroll to bring ships in the Combat Zone (up to 5 class points per dieroll) via the Portal, in accordance with the rules on page 21.

Victory: The first player who has at least one of his ships on both Portals at his Start of Turn wins the game.





GAME TURN EXAMPLES

TURN 1 - AMYCLES PLAYER

It is the Amycles player's (top) turn to play.

Phase 1 - Start of Turn: Before choosing the dice, the player must perform a test for the Frigate located in the Asteroid Field on the right side of the board. The player rolls a and therefore suffers no damage.

Phase 2 - Energy Allocation: Now he decides to roll 1 movement die, 1 attack die and 1 shield die. The player rolls: .

Phase 3 - Dice Actions: The player decides to use the to move his Battleship.

Phase 4 - Command Board: He keeps the other two dice rolls on the Command Board.

His turn is over.



TURN 1 - PHOEBE PLAYER

It is the Phoebe player's (bottom) turn.

Start of Turn: Clear.

Energy Allocation: He decides to roll 2 movement dice and 1 attack die. The player rolls: .

Dice Actions: Using the , the player moves the 4 Frigates, and then uses the to launch an attack on the Amyclean Battleship with his Destroyer. His Frigates, which are now adjacent to the target, support the attack for free, which may inflict a total of 6 damage points on the enemy Battleship: 2 caused by the Destroyer and 1 by each Frigate.

Reaction: The Amycles player decides to use the shield stored on the Command Board and cancels out the damage caused by the Destroyer. However, the ship receives 4 damage points from the Frigates and turns the disc to change the number of hull points displayed. Note that the player was unable to cancel out the damage cause by the Frigates as the directions of the shield would not allow it.

Command Board: The Phoebe player decides to store the last die on the Command Board and ends the turn.



GAME TURN EXAMPLES

TURN 2 - AMYCLES PLAYER

The Amycles player begins by testing the Asteroid Field and rolls a ! The Frigate receives 1 damage point. The player then decides to roll 1 attack die and 2 movement dice. The player rolls: .

Using the and the other stored on the Command Board, the player launches two attacks on the Phoebian Frigates which have no shield. The player concentrates Firepower on one Frigate which is destroyed as it suffers 8 damage points (2 times 4), exceeding its 6 hull points. Obviously, the two damage points left over are not inflicted on the other Frigates and are lost. The Battleship could also have made 2 successive attacks on 2 different Frigates in order to inflict 4 damage points on each. Note that, even though it is adjacent to the target, the Amyclean Frigate was not able to support the attack as it is in an Asteroid Field.

Lastly, the Amycles player uses the 2 movement dice rolls to move his Battleship out of the opponent's line of fire. Indeed, without any shield die stored on his Command Board, the Battleship would have been an ideal target.



TURN 2- PHOEBE PLAYER

It is the Phoebe player's turn. He rolls 2 attack dice and 1 movement die, obtaining the following: .

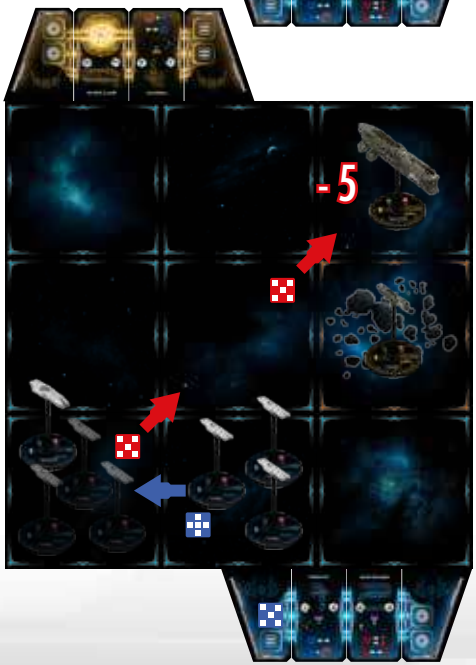
The player first groups his Frigates together with his Destroyer by making a move with .

The player then launches an attack from this square on the enemy Battleship which is at a distance of two squares. The path towards the target of the attack with and is free of any obstacles that would prevent it.

As the Battleship has no shield to play, it suffers 5 damage points.

The Phoebe player stores again the on the Command Board and ends the turn.

(The Amyclean Frigate in the Asteroid Field may not be attacked, which is lucky for her, as with these dice rolls, the Phoebe player could have destroyed her in a single turn.)



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