

RULES AT A GLANCE

HOW TO AVOID USING THE RULEBOOK

TURN SEQUENCE

- 1) **Play Turn (T)** Cards: lay them face down and reveal them simultaneously. Resolve in order of initiative from the previous turn.
- 2) **Determine Initiative:** the Fleet Tactics is **+3** for Dindrenzi, **+2** for Aquans, Terrans and Relthoza, and **+1** for Sorylians and Directorate.
- 3) **Movement & Combat:** for Squadrons and Wings with players taking alternate goes, you can now play **(S)**, **(A)** and **(R)** cards.
- 4) **End Phase:** replace cards, sort out tokens, determine Victory Points and so on.

COMMAND DISTANCE

The Command Distance (**CD**) is **8"** for the Relthoza, **7"** for Sorylians, and **6"** for Terrans, Aquans, Dindrenzi and Directorate. If a Ship is outside of **CD** you **CANNOT** play Game Cards on it, and it **CANNOT** Link Fire. Flights and Wings **IGNORE** the Command Distance rules.

MOVEMENT

When you Activate a Ship, you **MUST** move it at least **HALF** of its maximum **MV** rating. The exceptions are if a Ship suffers a Critical Hit that affects its movement, or if a Ship uses the *Cut Engines* rule.

FIRING PROCEDURE

Measure the range from the firing Ship to its target, you **CAN** pre-measure the range and choose a target that is at a more favourable range. All distances are measured from the center of the flight stand of the firing Ship to the center of the flight stand of the target Ship.

If the center of a flight stand is partly in the firing arc, the firing Ship uses **HALF** its **AD**. If the center of the flight stand is fully in the firing arc, the firing Ship uses its **FULL AD**. If the line of sight from one flight stand to another is obscured by up to **8"** of Asteroid Belt or Distortion Field, you reduce the **AD** by **HALF**. You **CANNOT** fire through more than **8"** of such Obstacles. You **CANNOT** fire through a Planet or Meteoroid.

If you score a 1, 2 or 3 it is a Miss with No Effect, if you score a 4 or 5 you cause 1 hit. If you score a 6 you cause 2 hits and Roll Again with an extra **1D6**. These numbers apply to Fore, Aft, Port, Starboard, Turret and Torpedo weapons.

DAMAGE MODIFIERS

For every 1 hull damage or 1 crew damage token that a Ship has, its **AD** is reduced by 1. This modifier reduces the **AD** ratings of any Fore, Aft, Starboard, Port or Turret battery and Point Defence that the Ship has. It **DOES NOT** affect Torpedoes, Shields or Mines.

You **DO NOT** use both tokens to reduce the **AD** rating, just the higher of the two. So if a Ship has 3 hull damage tokens and 2 crew killed tokens it will lose 3 **AD**, not 5. The same is true if it was 3 crew tokens and 2 hull damage tokens. The **AP** rating **DOES NOT** affect the **AD** dice. A **PW** system that is reduced to 0 still fires with 1 **AD**.

SMALL TARGETS

If a Capital class Ship fires at a Small target like a Frigate, Escort, Transport, Gun Platform then it can only hit it on a 5 or a 6. If a Capital class Ship fires at a Small target like a Corvette, Shuttle or Gun Drone then it can only hit it on a 6.

LINKED FIRE

Choose one Ship as the *focus* of the attack, which uses its full **AD** from a **SINGLE** weapon against the target. Only Ships from the same squadron can Link Fire with it, and can add **HALF** of their **AD**. Round the total down, but always add a minimum of 1 **AD** with Linked Fire, unless it is damaged by a Critical Hit.

- Ships in a Squadron **CAN** Link Fire their *Broadsides* with the *Broadsides* of other Ships in the same Squadron
- Ships in a Squadron **CAN** Link Fire Torpedoes with the Torpedoes of other Ships in the same Squadron
- Ships in a Squadron **CAN** Link Fire Turrets with the Turrets of other Ships in the same Squadron
- A single Ship **CAN** Link Fire a Turret and one of its own *Broadsides* batteries (and then Link Fire with other Ships in the same Squadron doing the same)
- A single Ship or Squadron **CANNOT** Link Fire and *split fire* at the same time
- A single Ship **CANNOT** Link Fire its *Broadsides* with one of its own *Broadsides*, such as Fore, Port, Starboard and Aft

SPLIT FIRE

One Ship can *split* its **AD** against multiple targets. There is no limit to how many times you *split* your **AD**, so you could reduce an attack of 9 **AD** to 9 attacks of 1 **AD** for example.

- A Ship **CAN** *split* its fire from a Turret into different arcs
- A Ship **CAN** *split* its fire from Torpedoes
- A Ship **MUST** *split* its fire from Point Defence Systems

BOARDING ASSAULTS

- A Ship that is doing a **Ram** **CANNOT** do a Boarding Assault in the same turn
- A Ship **CANNOT** fire at the target Ship it is about to board
- A Ship from a different Squadron **CANNOT** fire at a Ship that is being boarded
- A Ship **CAN** move away in the following turn and leave its assault troops behind
- A Ship that does a Boarding Assault **CANNOT** recover its **AP** from the target Ship

- A Ship can only ever board a Ship that is within 4" of it
- A boarding party **CANNOT** traverse one Ship to get to another
- A Ship **CANNOT** *split* its **AP** to attack more than one Ship
- A Ship **MUST** use all or none of its **AP** when it makes an assault
- A Ship that is boarded **CAN** move away when it is next Activated

POINT DEFENCE AGAINST WINGS

- If a Ship uses **PD** it has a 4" range from the center of the flight stand with a 360 degree arc of fire
- If a Ship uses **PD** it **MUST** *split* fire against its targets
- If a Ship uses **PD** it **CANNOT** fire at a Wing that has been *driven off*
- If a Ship uses **PD** fire against a Wing, it only hits on a roll of 5 or 6
- If a single die roll from **PD** fire causes 2 hits against a Wing it is destroyed
- If a single die roll from **PD** fire causes 1 hit against a Wing, that Wing is *driven off*
- If a Wing is *driven off* it **MUST** move 5" outside of the 4" **PD** range of the Ship that fired at it
- If a Wing is *driven off* it **CANNOT** move into **base contact** with an enemy Ship or Wing in the same Turn

END PHASE

Reduce the number of cards you can hold by -1 for each Squadron you have lost, but only if your Fleet has been reduced to less than 5 Squadrons.

- Discard any cards you do not want and draw new ones
- You **CANNOT** discard any new cards that you draw until the next End Phase
- If you have used cards during the Turn draw new ones so that you have 1 card per Squadron