Solar Flare

Draft Rules

draft rules

Part 1: Introduction

Solar Flare is a game of tactical and strategic space ship combat for 2 to 4 players aged 14 and up. It is not meant to be a realistic simulation of what Starship combat would be like, but it is supposed to offer a more cinematic or space opera like experience with strategic and tactical game play.

Each player commands a massive Capital Warship. The players have to manage various ship system including power, weapons, engines, shields and assign crew to them. They also have to move their ship to target their opponents ships in their weapons' fields of fire, while minimizing their own exposure to their opponents' fields of fire using the various anomalies to gain cover or reduce the damage taken. Players can use one of the pre-made ships, or even build their own ship design from scratch, to get the best advantages for their own strategies and tactics.

Components
7 Sector Tiles
12 Moon Tiles
8 Planet Tiles
12 Small Nebulae Tiles
12 Small Asteroid Field Tiles
6 Large Nebulae Tiles
6 Large Asteroid Field Tiles
80 Torpedo Counters
20 Ship Counters

Game Objective
The objective in Solar Flare is to destroy your opponents' ships by doing enough damage to their ships' core section. Once the core section is destroyed, the enemy ship is destroyed and removed from play, however, to reach the core section the player will have to blast their way through one or more of the outer sections.

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Part 2: Setup

If this is your first time playing Solar Flare, or you are playing with people who have never played Solar Flare before, then it is recommended that you begin with the Quick Setup as this will get you into playing the core game as quickly as possible. It avoids the more complex ship customisation rules and uses the pre-made ship designs at the back of this manual.

All the pre-made ships have been built using the construction method described in the Advanced Setup rules. This means that it is possible for players to use different set-up methods.

Board Setup

To set up the board for Solar Flare:
1. Place 1 of the seven Hexagonal "Sector" tiles onto the table. This is the central sector.
2. Place the remaining 6 Sector tiles around the outside of this central sector so they are touching the centre Sector tile along the flat edges.

Quick Setup

This is the best place to start if you are just learning the game or want to get into the action as soon as possible.

If you want to spend a bit more time preparing for a game, then the Standard game set-up is the preferred option. It includes basic customization rules for the ship, but doesn't go into the detailed customization that can be done.

If you are an experienced player and wish to design your own ships, then the Advanced set-up option is the best. This takes you through the detailed rules of designing a ship from scratch.

1. Setup the board as described in the Board Setup section above.
2. Each player chooses one of the ship designs from the back of this manual. Players can choose the same design if they want.
3. Each player copies their selected design onto their Ship Record Sheet marking all systems as fully charged.
4. Players roll a die (or use some other fair system) to see who goes first, with the highest roller (or the team with the highest roller) going first. Play will start with the highest roller (or team) and proceed in a clockwise direction around the board.
5. The first player rolls a die to indicate how many anomalies are to be placed onto the board.
6. Each player selects the number of anomalies indicated by the die and places them, one by one in turn, onto the game board (see "Placing Anomalies" for more detail).
7. Each player (or team) in turn, starting with the highest roller and proceeding in the play order, places one of their ships onto the game board, facing in any of the six direction that they like. The only restrictions are that you can't place a ship onto an anomaly and you can't place a ship into a sector that already contains an enemy ship (but you can place them in a sector that has a allied ship in it).
8. Play now starts with the highest rolling player (or team) and proceeds in the play order until all enemy ships are destroyed.

Standard Setup

This set-up option allows players to make small changes to their ship designs while keeping the set-up fairly quick. You don't need to have played a game using the quick set-up option, but having a few games and being familiar with the way the game is played will give you a better idea on how changing the ship systems will effect your strategies and tactics.

1. Setup the board as described in the Board Setup section above.
2. Each player chooses one of the ship designs from the back of this manual. Players can choose the same design if they want.

3. Players can add or remove levels from any ship systems as they like, except they can't reduce a system below level 1. They gain 1 point for removing a level from most systems (generators give 2 points) and they spend 1 point for adding a level from most systems (again generators cost 2 points). If the player can't afford to buy a level (that is they don't have enough points), then they can not purchase that level, or they will have to remove levels from another system so that they can afford it.

4. Each player copies their modified design onto their Ship Record Sheet marking all systems as fully charged.
5. Players roll a die (or use some other fair system) to see who goes first, with the highest roller (or the team with the highest roller) going first. Play will start with the highest roller (or team) and proceed in a clockwise direction around the board.
6. The first player rolls a die to indicate how many anomalies are to be placed onto the board.
7. Each player selects the number of anomalies indicated by the die and places them, one by one in turn, onto the game board (see "Placing Anomalies" for more detail).
8. Each player (or team) in turn, starting with the highest roller and proceeding in the play order, places one of their ships onto the game board, facing in any of the six direction that they like. The only restrictions are that you can't place a ship onto an anomaly and you can't place a ship into a sector that already contains an enemy ship (but you can place them in a sector that has a allied ship in it).
9. Play now starts with the highest rolling player (or team) and proceeds in the play order until all enemy ships are destroyed.

Advanced set-up

The advanced set-up rules cover how to design a ship from scratch. Using this method requires some familiarity with the game rules as well as experience playing the game and how the different ship systems effect your strategies and tactics. Using this method a player with good experience should be able to make a ship that fits their play style better. Also, if you are playing a team game, this method will allow you to create ships to fill a specific role in the team's fleet.

Instead of selecting a pre-made design from the back of this manual, each player starts off with just their blank Ship Record sheet and 80 points.

Like in the Standard set-up, the players use these points to purchase levels for various ship systems and crew. But, instead of the systems coming already in place, the player can choose what systems to install and where they are located in their ship. This gives many different ship designs, each one can therefore be configured for a specific purpose or play style.

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To purchase a Ship Component or Crew team it costs points. The higher the level the more points it costs, but the better it is (see the point cost summery chart or the component descriptions for cost details).

Systems can be placed anywhere on a ship with only 5 restrictions:
1. Main engines must be placed in either sections 3,4 or 5.
2. Thrusters can not be placed in the Core section.
3. Weapons can not be placed in the Core section.
4. A maximum of 1 Shield can be placed in any one Section.
5. Shields can not be placed into the Core Section

Other than these 5 restrictions, you can place any system component in any of the ship sections. However, as crew don't take up any space, they don't get placed in a section, so allowing you to have as many or as few as you can afford.

1. Setup the board as described in the Board Setup section above.

2. Using the Ship design rules (below) and a blank Ship record sheet, each player designs their own ship by spending points to buy systems and crew.

3. Each player copies their new design onto their Ship Record Sheet marking all systems as fully charged.
4. Players roll a die (or use some other fair system) to see who goes first, with the highest roller (or the team with the highest roller) going first. Play will start with the highest roller (or team) and proceed in a clockwise direction around the board.
5. The first player rolls a die to indicate how many anomalies are to be placed onto the board.
6. Each player selects the number of anomalies indicated by the die and places them, one by one in turn, onto the game board (see "Placing Anomalies" for more detail).
7. Each player (or team) in turn, starting with the highest roller and proceeding in the play order, places one of their ships onto the game board, facing in any of the six direction that they like. The only restrictions are that you can't place a ship onto an anomaly and you can't place a ship into a sector that already contains an enemy ship (but you can place them in a sector that has a allied ship in it).
8. Play now starts with the highest rolling player (or team) and proceeds in the play order until all enemy ships are destroyed.

Ship Design

If you have played a few games of Solar Flare, then you will have an idea of what the various systems on the ships do and how they effect the game. This is important as you will need to know what the systems do to make the necessary choices in designing your ship.

Designing a ship might seem fairly straightforward, all you need to do is choose what systems you need and at what level, then place them in the desired location on the ship. Even though this is, on the surface what you do, knowing which system you need and how it effects the performance of your ship are the most complex parts. This is why it is important for you to have some experience with the game and how different ship systems work and effect the game.

The best place to start when designing a ship is to have a purpose for the ship. If you are designing this ship for a Skirmish game (one ship each per player and no alliances between players), then you will most likely want a general purpose design. However, if you are playing a Fleet Action game (multiple ships on teams with one or more players controlling them), then your ships will tend to have a more specialized purpose to their design. Even with a Skirmish game and a general purpose design, there are many different designs that can fill that role.

First of all you will need a Pencil, an Eraser, a Ship Record Sheet and a piece of Scrap paper (not necessary, but it helps to have something to jot down your design before writing it onto the record sheet). Once you have these, you are ready to start to build your ship.

You start with 80 points in which to spend. In the chart below it lists the cost to purchase a system at a given level. So, if you wanted to purchase a Beam Weapon at level 4 it would cost 5 points, but if you wanted to purchase it at level 5 it would cost 6 points.

You have to watch your spending though. It is quite easy to start buying up the most powerful components only to run out of funds before you get to purchasing Crew Teams. It is better to be a bit conservative with your funds and then later use the remaining points to upgrade what you have already purchased. You have 14 slots available for components (7 sections and 2 slots per section) and an unlimited space for crew. So you can run out of funds very quickly.

System	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Beam Weapon	2	3	4	5	6	7
Torpedo Weapon	2	3	4	5	6	7
Shields	2	3	4	5	6	7
Batteries	2	3	4	5	6	7
Generators	2	4	6	8	10	12
Thrusters	2	3	4	5	6	7
Main Engines	2	3	4	5	6	7
Crew	2	3	4	5	6	7

Once you have purchased your components and crew, you can place them into the available slots in your ship. It doesn't matter what slot within a section you place a component. The slots are just to indicate the limit of how many components can be placed in that section.

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Each ship has 7 sections: A Core section surrounded by 6 Outer sections. Each Section has 2 Slots in which components can be placed. Some components have restrictions and can only be placed in certain locations and others can't be placed in specific locations. These restrictions are:

1.   Main engines must be placed in section 3,4 or 5.
2.   Thrusters can not be placed in the Core section.
3.   Weapons can not be placed in the Core section.
4.   A maximum of 1 Shield can be placed in any one Section.
5.   Shields can not be placed into the Core Section

Crew don't take up any space so don't get placed in the slots, instead they are placed in the Crew Roster list on the Ship record sheet.

Crew are one of the most important, but often overlooked systems on a ship. The crew are used to move power from the Batteries and Generators to the various components on the ship. Having too few crew will make it hard for you to keep up with the charge drain caused by combat. Having crew that aren't skilled enough (that don't have enough levels) will mean that you can't recharge a component quick enough to keep up with the demands of battle. Getting a lot of highly skilled crew is very expensive, so you will want to have a variety of crew teams with varying levels.

Another advantage of this is that some times you will only need to put a small amount of power into a component, but a crew with a large number of skill levels would be a waste of resources. A good player will use their resources wisely. It can be the difference between victory and defeat.

Also, you must think about your weapons. Torpedoes sound good as they can do a large area of damage and can hit enemies behind obstructions, however, they are slow, short ranged, and can be destroyed by enemy fire. Beam Weapons on the other hand are long ranged, accurate and instantly hit the enemy. However, they can easily be blocked by obstructions and can only hit one target.

Neither weapon is superior to the other, but both can be used together for good effect. Torpedoes can be used to drive an enemy towards your Beam weapon arcs, or can be targeted at multiple enemies. Beam weapons can be used to snipe enemies from across the battlefield and are good at destroying enemy shields (because torpedoes tend to be detonated at a distance from the enemy ships and thereby don't deliver their full potential to the enemy).

Power management is also a key decision. You have to choose between having a powerful Generator at a high cost, or including some Batteries which cost less, but take up an extra slot and only have a limited amount of power in them (but can be recharged). This decision is not only important at design time, but also in the middle of battle. If you are using Batteries, it will take a crew team to keep them topped up with power. This takes a crew team away from other tasks that they might be needed for, and also uses some power from the Generators that round.

Shields might seem like a simple system to decide upon, and that you should just get as powerful shields as you can afford. However, it is not as simple as it seems. You have six sections that shields can be placed in. This can be expensive and takes up a lot of slots. If you choose to shield all locations, then this will take up half the slots in the ship. Also, your ship has armor, so not all sections might need shields, or have shields in as great a strength. For instance the rear sections are not usually subject to attacks so they could have less shielding.

Finally your engines need consideration. Having fast engines requires a lot of power and highly skilled crew, and this can be an advantage as it will allow you to out manoeuvre you opponent, avoiding their traps and positioning your own ship better. Thrusters and Main engines need to work together to get the best out of a ship. It is no good being able to move fast in a straight line if you can't steer around obstacles or turn fast enough to target your enemies. However, you might choose to only have a slow ship, not having any main engines at all, but spend points in other systems and having an extra free slot. This strategy can be good, but it does leave your ship a sitting duck and enemy ships can just manoeuvre around you. This "Starbase" strategy can be put to good use in Fleet Action games, as you can provide a powerful weapons or defensive platform and the other ships in your fleet can engage the enemy or cover you as needed.

So not only is there a choice between specific systems, but because you have only limited resource (crew, power, component charges and creation points) each system and the level that you buy it at has knock-on effects that influence your entire strategy and the efficiency of your other systems. This means that careful management of these resource is essential, but also, what might be a good design or strategy against certain players, ship designs and strategies, might not work against others.

Part 3: Turn Sequence

A Turn consists of 3 phases. In each phase a player can only perform certain actions.

On their turn, each player or team completes all 3 phases, with whatever ships they control, and then the turn moves onto the next player or team in the play order. This continues until only one player or team is left with ships.

Phase 1 – Weapons

The first action that a player does in their turn is to fire weapons and direct torpedoes. If a weapon system has enough charges to operate, then it can be used during this turn. If it doesn't have enough charge to operate, then it is inoperative and can not be used. Firing weapons does not use crew, however recharging the weapons in the Power phase after they have been fired, will require crew.

Torpedoes fired in this player or team's last turn must be removed or detonated by the end of this phase. This is because Torpedoes can only last a maximum of 2 rounds, and if they were fired last round, then this would be their second round.

When determining the Line of Attack of a weapon, always use the centre of the source hexagon and the centre of the target hexagon. If a line drawn between these two locations passes through any hexagon that contains an obstacle (anomaly, missile or ship) then it is effected by whatever is in that location, even if it does not directly intersect with the image (see Line of Attack rules for more information).

After declaring an attack and determining the Line of Attack, if you find that the attack is not to your liking, then you can still cancel the attack. However, once a player declares an attack as Confirmed they can not change it. Think of it like a tactical computer running simulations as to the result of the actions (see the Combat section for more details).

Phase 2 – Movement

In this phase the player can move their Ships by expending charges from their Main Engine and Thruster systems. Expending charges this way does not require the use of crew, but recharging the systems in the Power phase does.

You can spend Main Engine or Thruster charges in any order you like during your movement phase, even using one then the other and back again. As long as you have charges in an Engine, you can spend points from it to perform movement actions.

For each point of charge spent from the Main Engines it will allow the ship to move 1 hexagon forward.

As an extra ability the Main Engines can be used as emergency thrusters. By spending 3 Main Engine charge points, which don't have to come from the same Main Engine component (so if you have multiple Main Engines you might take 2 points from one and 1 point from another), you can buy 1 Manoeuvre Point. This allows you to manoeuvre your ship even if you have not bought any thrusters, or have had your thrusters destroyed. There is no limit as to how many Manoeuvre Points can be bought like this in a turn except by the amount of Main Engine charges you currently have.

For each charge point spent from the Thrusters it allows the ship to turn 1 face of a hexagon in either direction. Usually this is used to turn the ship to face the direction you wish to travel, or to turn your weapons to face an enemy ship for use in the next round.

As an extra ability, Thrusters can be used for tight manoeuvres. By spending 3 points from the Thrusters, you can move your ship 1 hexagon in any direction without turning the ship. This is useful to pop into or out of cover, or to move the ship just a little bit further. Also, if you have designed a ship with no main engines, or have had your main engines destroyed, this will allow you to still move around the battle field. There is no limit as to how many Thruster charge points can be bought like this in a turn except by the amount of Thruster charges you currently have.

Moving through an asteroid field can be very dangerous. Any time a Ship or Torpedo moves through a hexagon with an Asteroid Field anomaly in it it runs the risk of taking damage. A Ship that moves through an Asteroid Field takes a number of attacks equal to the total of it's maximum Main Engine charges (in the case of a torpedo this is 6). If the ship has multiple engines, then you add their charges together. You can reduce the number of attacks by spending Manoeuvre Point. Each Manoeuvre Point spent reduces the number of attacks by 1. You can also use the exchange of Main Engine charges to cancel attacks (as you can exchange 3 Main Engine charges for 1 Manoeuvre Point).

Usually it is far better to just go around an asteroid field, however, sometimes it is necessary to take the risk, or spend the charges to make it through. If the field extends in a long line either side, then you can save time and resources by moving through it.

Phase 3 – Power

In the previous two phases you will most likely have spent charges from your various systems. In this phase you get to put power back into them, ready for your next turn. Because this phase occurs at the end of your turn, you have to plan ahead and work out how best to allocate your resources. Bad planning will mean that you won't have the ability to react to your enemies or that you leave yourself open to a counter attack form them. As you only have a limited amount of power, and can't transfer more power in a turn than the amount your ship generates and that is stored in your Batteries, careful management of power is necessary.

It is only in this phase that you will need to use your Crew Teams. To recharge a system, you assign a Crew Team to it and they can then move power, in an amount equal to their level, from the power systems (Batteries and Generators) to the system they are assigned to. However, a single Crew Team can not transfer power to multiple systems and only one Crew Team can access a specific system.

Because a single Crew Team can not transfer power to multiple systems in a turn, you have to allocate your crew efficiently. If you assign a crew team with a level 4 skill to a system that only needs 2 power, then that crew can not use it's remaining skill levels to transfer further power to another system that round. This action would therefore waste that crew team's skill, but is some times it is necessary.

Also, because you can not assign multiple Crew Teams to the same system, you have to chose carefully what Crew Team best fits the job at hand. If a system needed 4 power and you only had two crews of skill level 2, then only one Crew Team could transfer power and the other would not be able to

work on it. This would mean that a maximum of only 2 power could be transferred to that system, even though you have a total of 4 power between the two different Crew Teams.

These two restrictions mean that careful choice and allocation of Crew Teams is essential to get the best performance out of your ship. Frequently you will be in a position where you don't have enough Crew Teams to perform all the necessary tasks or that the skill levels of your Crew Teams are not good enough to complete the job in a single round. These situations can open up holes in a ships defensive or offensive capabilities. Exploiting these holes will help you to defeat your opponent, or if they are on your own ship, helping your opponent to defeat you.

The second aspect of the Power phase is the Power systems themselves. Each ship generates 4 power each round without any Generators installed. This is enough to operate the basic systems of a ship, but during combat, power usage can quickly rise much higher than this. This is where your Generators come in. Each level of the Generator supplies an extra point of power each round. As you can only spend power equal to the amount produced by your Generators or stored in Batteries each round, this becomes critical.

Batteries are extremely useful. With Batteries, you can store power when it is not in demand and then use it in situations where you need that little bit extra power. But be careful of draining your Batteries, this could mean that you don't have the power when you desperately need it. Although you can buy bigger Generators to offset this risk, it is more expensive to do so.

When a Crew Team is transferring power to a system, you need to declare how much of that transferred power is to come from the Batteries. Then you erase that many charges form the Batteries. This can be none, or up to the current amount of charge in your Batteries. Taking power from Batteries does not require the use of a Crew Team other than the Crew Team that is moving the power to the target system. It is exactly like transferring power from a Generator. Recharging the Batteries is just like transferring charge to any other system and requires the use of a Crew Team and follows all the limitations of doing so.

Power management is extremely important. In the middle of a battle, having enough power and having it in the right place at the right time can be the difference between victory and defeat. And, because the Crew Teams are central to this power management, having a good Crew is what makes a good ship.

If you attempt to transfer more power into a system than it can handle, then the excess power is lost. The only exception is the Beam Weapons. Beam Weapons can be Overcharged. Overcharging a Beam weapon take a lot of power and does permanent damage to the Beam weapon system (see Beam Weapons for more details on this).

Combat

Combat can seem like a stately dance. As two massive capital ships dance around each other, waiting for an opening, cycling through their weapon arcs and using area denial tactics to direct the movements of their opponent.

Line of Attack

When attacking an enemy ship, you must first work out the line of attack. This line extends from the centre of the hexagon the attack originates from (usually your ship or the centre of a Torpedo explosion) to the centre of the target hexagon (usually an enemy ship or enemy Torpedo). If this line crosses any hexagon that contains an obstacle then the attack is subject to the restrictions that object places on it, even if it doesn't cross the actual image.

Line of Attack is important as it determines whether or not you can attack an enemy or how it is effected by intervening objects.

If it intersects a Ship or Torpedo, then this will usually block the attack, without the blocking object being subject to the attack, except in the case of a Torpedo explosion in which Ships and Torpedoes don't block line of attack as these objects aren't big enough to block a Torpedo explosion (but other objects still can as they are big enough). This restriction also applies to friendly Ships and Torpedoes, so the positioning of your Ships and Torpedoes can be used to restrict fire or give cover.

When using a Beam weapon, the source for the Line of Attack is the ship that is firing the Beam weapon and the destination is always the target Ship or Torpedo. Beam Weapons are blocked by Planets and Moons and are attenuated by Nebulae.

When the source of attack is a Torpedo explosion, then the source of the Line of Attack is the hexagon the Torpedo was in when it exploded and the destination is any hexagon within it's explosion's radius (see Torpedoes for more detail on the explosion radius). Torpedo explosions are blocked only by Planets and Moons.

Once the Attacks and Lines of Attack are confirmed by the player, the Attacks can no longer be changed, but no damage is yet determined. You must first determine the Hit Location and only then is Damage determined.

Determining Hit Location

The location on the target Ship that is hit (Torpedoes only have a single location so all attacks are applied to it) is determined by the side of the hexagon that the line of attack passes through. If the line of attack passes between two sides (through the vertex between the two sides), then the attacking player choose which side to apply the attack to. Only one side can be chosen, the attack is not applied to both sides.

Damage

When you make an attack, you roll a number of dice equal to the strength of an attack. This is not done until an attack is confirmed by the Player (and once an attack is confirmed it can not be changed). If the strength of an attack is reduced to 0 by any means, then it can no longer do any damage.

For Beam weapons the strength of the attack is determined by the number of charges spent in the attack and subtracting 1 strength level for each Nebula anomaly hexagon that the Line of Attack passes through. Planets, Moons and intervening Ships and Torpedoes completely block the Line of Attack of Beam weapons. Distance has no effect on the strength of Beam weapons, but the further the distance, the more objects are likely to be in the way.

For Torpedo explosions, the strength of the attack is based on the warhead yield level of the Torpedo and the distance from the centre of the explosion

the target is. Each hexagon along the Line of Attack from the centre of the explosion reduces it by 1 strength level.

Once you have determined the final strength of an attack, the strength level determined indicates the number of dice that the player has to roll. For each level of strength of an attack, the player rolls a die. So if the strength of an attack was 4 then the player would roll 4 dice. If the strength was 2 then the player would roll 2 dice.

Once the dice are rolled, you then have to calculate how much damage gets through the defences (shields and armor). Discard each die that is less than the defence value of the target. Any remaining dice do 1 point of damage to the target in the order that the attacking player wishes. The defence value is not changed until after the damage has been applied from a single attack. Further attacks that round, however, will use the reduced defence values.

If the target is reduced to 0 capacity (charges for shields or structural integrity for armor), then any remaining dice may continue to do damage to other systems. But any dice already discarded or used to damage the system can no longer be used.

For example: A ship that has only 2 charges left in it's Section 6 shield is hit in that section by an attack of 6 strength with rolls of 5, 4, 3, 3, 2 and 1. As the "1" is less than the current defence rating of the shield it is immediately discarded. This leaves 5 dice that can do damage. The attacking player choose to apply the lowest dice first and uses the "2" and a "3" to reduce the shields to "0". There are still 3 dice that haven't been used to do damage (the 5, 4 and a 3). These can then be applied to the armor of the section which only has a defence value of 2, but it has 4 structural integrity. As all the remaining dice exceed the defence rating of the armor they will all be able to do damage. However, as the section has a structural integrity of 4 and only 3 damage is done. The section is heavily damaged, but it is still intact.

The defender will need to raise their shields next round or they will likely loose that entire section. Another hit like that on the same section might reduce it to 0 structural integrity and then go on to damage the Core section of the ship.

Notice that the shields started out at level 2, and even though they were reduced to level 1 the die that rolled a 1 never did any damage, despite that shield were eventually reduce to level 0. Damage is only applied based on the defence value that the system originally was at, at the beginning of the attack calculation.

Fleet Action (or Team) games

In Fleet Action games (also known as Team games), Players are separated into 2 or more Teams. Each team can have a different number of players, but each team gets the same number of ships. One player in each Team is called the "Fleet Admiral" and is in charge of the team.

Instead of each player rolling to see who goes first, it is the Fleet Admiral rolls once for the entire team. Play proceeds from one Team to the next as if each team was a single player in a Skirmish game.

Each round, all ships that belong to a team must complete each phase together. So all ships on a team must complete their Weapons phase, then they all go on to complete their Movement phase and then all complete their Power phase together. No ship on a Team can proceed to the next phase until all the ships in that team have finished the previous phase.

Other than these two changes, a Fleet Action game is identical to a Skirmish game.

Fleet Action games can be very destructive. You can get several ships firing at one target. This can take out entire ships in a single round. This makes Fleet action games have a very different strategic and tactical structure than a standard Skirmish game. Blocking Lines of Attack becomes very important as does battlefield control using Torpedoes.

Combat in Fleet Action games is more about concentration of fire than careful manoeuvring. Brute force rather than delicate positioning is more typical. If you can get two or more ships concentrating their fire on a single target, you should be able to bring them down quickly. However, don't underestimate a well timed manoeuvre. It can be used to block the fields of fire from enemies, or give a ship enough time to maintain or recharge essential systems. Even if out numbered a Ship can still fight back, but you will need to be careful and any mistake can be very deadly.

Part 4: Ship Systems

Sections

Initial Cost	0
Upgrade Cost	0
Defence Rating	2
Integrity	4

Each section of a ship has 2 component slots and armor giving it a defence rating of 2 and a structural integrity field giving it an integrity of 4.

A ship has 7 of these sections number 1 through 6 and the Core section. If the Core section is reduced to 0 integrity the ship is destroyed.

Any ship components that you purchase must be placed in one of the component slots in one of the sections. This gives a total of 14 slots to place components in.

Shields

Initial Cost	2
Upgrade Cost	1
Defence Rating	Equal to current charge
Integrity	Equal to the current charge
Power Rating	Special Rules. See description
Special	Shields can be Partially Charged

The ship's Shields are the primary means of defence. Without shields you have almost no protection against weapons fire. The advantage of Shields over normal armor is that Shields can offer greater protection and if they do take damage, they can be recharged. Shields are only limited to protecting the section they are installed in. If one section has a Shield, then it can't protect a different section, no matter what the strength the Shield.

Installation
Shields can be installed in any section of the ship except the Core section. However, no more than 1 Shield can be installed in a given section.

Powering Shields
Shields can hold a number of charges equal to the level bought.

Shield do have one drawback, they use a lot of power. Unlike other systems on a ship, the shields require ever increasing amounts of power to charge them. To increase a Shield to the next charge level requires an equivalent amount of power equal to the next level of charge. So taking a Shield from level 0 to level 1 only requires 1 power, but taking a Shield from level 1 to level 2 requires 2 power. To take a Shield straight from level 0 to level 2 would require 3 power (1 power to get to level 1 then 2 power to get to level 2). So to take a Shield from level 0 to level 6 it would take 21 power and as no crew can do this in a single round it will take many rounds to charge the most powerful of shields. It means that powerful Shields can be a drain on both the crew and your power reserves. This is why Shields can use Partial Charges.

Partial Charges
Shields can have a partial charge. This allows even a low level crew to eventually recharge even the most powerful of Shields given enough time. If a crew can not transfer enough power to a Shield to allow it to reach the next charge level, then any power placed on it is considered a partial charge. Each round, during the power phase, the crew can add to this partial charge by transferring power normally to the Shields. Once the partial charge is large enough to allow the Shield to reach the next charge level, the Shield will remove all partial charges and level up the Shield's charge level.

A Shield with partial charges does not advance it's charge level (and therefore it's defence rating and integrity) until it has enough partial charge to advance it to the next charge level. So a shield at level 3 with a partial charge of 2 is still treated as a shield with 3 charges. Only when the shield has received 4 partial charges in total will it advance to a level 4 charge.

A Partial charge is a highly unstable state for a Shield to be in. If a shield has partial charges and a weapon damages it, then all partial charges are completely lost form that Shield.

Damaging Shields
When a Shield is hit with an attack, the enemy player rolls a number of dice equal to the strength of their attack. If the number on a die is equal to or greater than the current charge level on a Shield, then the Shield will take a point damage to be applied after the total amount of damage is determined. When damage is applied, it will reduce the charge level of the Shield.

This means that a high powered Shield is very difficult to damage, and even when it is damaged it can take a lot of punishment before it finally succumbs, but because of the high power requirements of shields, it is difficult to bring them back up to full charge if they are damaged.

Beam Weapons

Initial Cost	2
Upgrade Cost	1

Strength	Equal to the amount of Charge used in a shot
Power Rating	1 Power = 1 Charge except for Overcharge
Special	This weapon can be Overcharged

There are two weapon types that can be found in ships: Beam Weapons and Torpedoes. Beam Weapons are an important type of weapons to include as they can be fired over a long range and hit instantly. They are also very accurate, always getting a direct hit on any target you choose, unlike Torpedoes. The downside of Beam Weapons are that they only hit one target with each shot and Nebulae can reduce the effectiveness of them.

Because Beam weapons can deliver their full attack strength directly onto a target, this makes them ideal for punching through the Shields and Armor of an enemy ship and will be your primary means of damaging the enemy. However, because not all the dice rolled in an attack will cause damage, it is unlikely that a single attack will completely wipe out the section of the enemy that was hit. They will have an opportunity to recharge their shields, or rotate their ship so that you can't directly attack that section again. So, by themselves Beam Weapons are not able to easily destroy an enemy ship.

Installation
Beam Weapons can be placed in any section of the ship except the Core section. No weapon can be placed into the Core section of a ship.

Targeting
Beam weapons have a 60 degree arc of fire across the hexagon face relating to the section it is installed in. So if it is installed in the Front section of a ship, then the arc of fire is the 60 degree arc indicated by the side of the Hexagon that represents the front of the ship. A Beam weapon does not have to spend all it's charges in a single attack, but it can still only attack once each round regardless of the amount of charge left.

Beam Weapons use a Line of Attack that originates in the centre of the Hexagon that the Attacking ship is in and ends in the centre of the Hexagon that the target is in.

The Line of Attack from a Beam weapon can be completely blocked by any Hexagon that contains a Planet or Moon object. If the Line of Attack passes through a Hexagon that is occupied by either another Ship or a Torpedo, then this too will completely block the Line of Attack, but it doesn't cause the blocking object to be subject to the Beam weapon's attack.

Powering Beam Weapons
Beam Weapons can hold a number of charges equal to the level bought. However, Overcharging can temporarily increase this above this maximum, and damage done due to Overcharging can reduce this level.

Recharging Beam weapons does not take a lot of power. For each point of power transferred to a Beam Weapon component, the Beam Weapon will gain 1 charge point up to it's maximum charge.

When firing a Beam Weapon each point of charge spent give 1 point of strength to the attack. For each point of strength the player can roll 1 die for the attack damage.

Overcharging
Beam Weapons can be Overcharged. This action requires a lot of power and does permanent damage to the Beam Weapon. This is a risky move, but doing so at the right time can change the course of a battle.

If a Beam Weapon is at full charge, then it is possible to charge the Beam Weapon further. Each point of charge over the maximum charge, called the Overcharge levels, requires an equal amount of power to the Overcharge level. This is similar to how Shields handle power. However, unlike Shields, with Overcharging there are no Partial Charges. So to Overcharge a Beam Weapon by 1 level will require only 1 extra power, to Overcharge to 2 levels will require 3 power (1 power for level 1 + 2 power for level 2) and to Overcharge to level 3 will require 6 power (1 power for level 1 + 2 power for level 2 + 3 power for level 3). As no crew can have a skill level greater than 6, it is impossible to Overcharge a Beam Weapon to level 4 as to do so would require 10 power.

Overcharging is an unstable state for Beam Weapons and if the Overcharge is not used by the end of the player's next Weapon phase, then the all the Overcharge is lost from that Beam Weapon. Furthermore, Overcharging a Beam Weapon causes damage to the component, permanently reducing it's maximum charge by 1 point. If this damage reduces a Beam Weapon to 0 charges then the weapon is permanently destroyed and can no longer be used in that game.

Torpedoes

Initial Cost	2
Upgrade Cost	1
Strength	Equal to the level bought
Power Rating	1 Power = 1 Charge. Only needs 3 power to fire
Defence Rating	2
Integrity	1
Flight time	Maximum 2 rounds

There are two weapon types that can be found in ships: Beam Weapons and Torpedoes. Torpedoes are slow and have a limited range, however, they can be guided around obstacles and so can target ships hiding behind cover or strike an enemy in sections they are trying to protect. They also have a blast area dependant on their power rating, so this means that they don't need to directly hit an enemy to do damage and can be use to threaten an area to make it less likely that an enemy will risk entering it.

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Because Torpedoes usually hit an enemy ship indirectly with it's blast radius, they do not usually deliver their full attack strength to the target. However, they are useful in weakening an enemies shields so that the Beam Weapons can punch through easier. Used in concert like this, the two weapon types can produce a devastating combo.

One of the biggest downsides to Torpedoes is that they can be damaged by weapons fire. If targeted by a Beam Weapon, they can be destroyed before they get close enough to an enemy to do damage, or worse, they might be too close to the ship that fired them and it might take damage. Also, it is possible for a Torpedo to be caught by another Torpedo's explosion and detonate, causing chain reactions of Torpedo explosions across the battle field.

Torpedoes are therefore a dangerous weapon to use, but used correctly they can allow you to control a battle field, forcing your opponent to move where you want or be weakened by damage from explosions. Used in concert with Beam Weapons, Torpedoes can very efficiently destroy enemy ships.

Installation
Torpedoes can be installed into any section of a ship except the Core section. No weapon can be placed into the Core section of a ship.

Powering Torpedoes
All Torpedo weapons need to have 3 charges before they can fire regardless of the level the Torpedo was bought at. Torpedoes can not be Overcharged, and can not be fired unless they have the needed 3 charges. Each point of Power transferred from the Power system to a Torpedo component gives that component 1 Charge.

Targeting
Unlike Beam Weapons, Torpedoes must move across the battle field to reach their target. When launched, a Torpedo emerges from the Ship in the Hexagon adjacent to the section it was fired from and facing away from the Ship.

If a Torpedo is moved through a Hexagon containing Asteroids, then the Torpedo is subject to attacks with a strength of 6 (so 6 dice are rolled), although this can be reduced by spending movement points to reduce the number of attacks. However, the Asteroids do not block the Line of Attack from a Torpedo explosion.

At any time during the player who is controlling the Torpedo's Weapon phase, they can choose to either detonate it and cause it to explode, or they can choose to disarm it and remove it from the battle field without detonating it.

Each Torpedo has 6 movement points each round. These can be spent to move the Torpedo forwards or allow it to turn. Each hexagon that the Torpedo move forwards use up 1 movement point. Each step turned (Hexagon face) also uses up 1 movement point, however, a torpedo can only turn up to maximum total of 2 faces of a hexagon each round.

Torpedoes can only last for 2 rounds (the round it was fired and the next round) before they must be disarmed or detonated.

Torpedoes can also be attacked by other weapons. If a Torpedo is reduced to 0 Integrity for any reason, then it will automatically detonate.

Detonation
When a Torpedo, for any reason, is detonated, it will explode and potentially damage any Ships or other Torpedoes in it's area of effect. The size of this area of effect is dependant on the Strength level of the Torpedo.

In the Hexagon that the Torpedo was in when it detonated will receive the full strength of the blast. If this is a Ship, then it will apply the damage to the section of the ship the Torpedo entered from.

The amount of damage then drops off by 1 strength point for each Hexagon between the centre Hexagon and the Target. However, there is a Line of Attack between the centre Hexagon of the explosion and the Target hexagon in an explosion. Planets and Moons block this Line of Attack, so these can be used to protect a target from taking damage. Ships and other Torpedoes do not block the Line of Attack from a Torpedo explosion and so they do not provide any cover or protection even if the Line of Attack passes directly through them.

Main Engines

Initial Cost	2
Upgrade Cost	1
Movement	1 Hexagon for each Charge spent
Power Rating	1 Power = 1 Charge

There are two types of Engines found of Ships: Main Engines and Thrusters. Main Engines are used to propel a ship forwards, however, at a greater expense it is possible to use them for limited manoeuvres of the Ship.

Installation
Main Engines can only be placed in Section 3,4 or 5. Regardless of their position they will always move the Ship in a forward direction.

Powering Main Engines
The Main Engines can hold a number of charges equal to the level bought. Each point of Power transferred from the Power systems to a Main Engine component gives that component 1 Charge.

When moving a Ship using the Main Engines, each charge spent from the Main Engines will give you 1 Movement point. Movement Points allow

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you to move the Ship 1 Hexagon in the direction the ship is facing.

You can also spend 3 charges to gain 1 Manoeuvre, as if you spent 1 point from Thrusters. This manoeuvre point is exactly the same as a Manoeuvre point bought from spending Thruster Charges and can be used as if it came from the Thrusters, including for use as part of a special Thruster action. This allows you to still have some capacity to manoeuvre your ship even if your Thrusters are damaged.

Thrusters

Initial Cost	2
Upgrade Cost	1
Movement	1 Hexagon face for each Charge spent
Power Rating	1 Power = 1 Charge

Thrusters allow you to manoeuvre your ship around the battlefield. They are mainly used to turn your ship in the direction you wish to move or to point your Ship's weapon arcs at the enemy. They can also be used to reduce the risk of travelling through Asteroids. Finally, by spending 3 Charges, they can be used to move the Ship in any direction without having to turn.

Installation
Thrusters can be installed into any section except the Core section. The section the Thrusters are installed into has no effect on the operation of the Thrusters.

Powering Thrusters
The Thrusters can hold a number of charges equal to the level bought. Each point of Power transferred from the Power systems to a Thruster component gives that component 1 Charge.

Each charge spent from the Thrusters give you 1 Manoeuvre point. Each manoeuvre point allows you to turn the ship 1 face of a Hexagon (60 Degrees). So to turn the Ship 180 degrees so that it is pointing in the opposite direction would require 3 Manoeuvre points.

You can spend 3 Manoeuvre points to allow you to move the Ship 1 Hexagon in any direction without having to turn the Ship. This can be used in conjunction with the Main Engines to get a little bit more distance out of the Ship's movement turn, or it could be used to move out from behind an obstacle so as to get a clear shot at an enemy, or even move in behind the obstacle to avoid enemy fire. Spending 3 Manoeuvre points like this can also be used to buy a Movement point, as if it came from your Main Engines, and can be used for any purposes that movement points from Main Engines can be used for. So, if your Main Engines are damaged, this technique will allow you to still move around, although very slowly.

Generators

Initial Cost	2
Upgrade Cost	2
Output	1 Power for each level bought

Each Ship generates 4 power every turn regardless of the number and power of any Generators installed, even if no Generators are installed. However, in the middle of a battle, this is nowhere near enough power that will be needed. Recharging Shields, Weapons and Engines will very quickly exhaust this small amount of power that is generated by the Ship. This is why Ships need Generators. With one or more Generators you will have much more power available.

Installation
Generators can be installed into any section of a Ship.

Using Generators
Generators don't store the power they produce. Any power not used during a turn is lost. This is why batteries are useful as they would allow you to store excess power for later use. Batteries and Generators work in concert to help you maintain the Ship's systems and meet the power requirements of battle.

Batteries

Initial Cost	2
Upgrade Cost	1
Storage Capacity	Level bought
Power Rating	1 Power = 1 Charge

During battle, your power usage can spike well above what your ship can supply. Using Generators will give you more power, but they are expensive to buy. Batteries are cheaper, but they don't produce power and must have stored charge. Storing power in a Battery requires a crew team to divert power from the Ship's Power supplies, and the amount they can divert each turn is dependant on the crew team's skill level. However, once you have that power stored, you can access it as if that power came directly from a Generator.

Installation
Batteries can be installed into any Ship section.

Using Batteries

Like most other components, Batteries store a Charge. This charge comes from the Ship's Power supplies, provided from the Ship itself, Generators and Batteries. A Crew team is needed to move power from these supplies and into the Battery as Charge. This is done on a 1 to 1 ratio with each point of power diverted into the Battery giving the Battery an extra charge. If more power is diverted into the Battery than its maximum number of charges, then the excess is lost.

Once the Battery has Charges, they become part of the Ship's Power supply and can be accessed just like from any other Power source. Using Power from Batteries drains the charges from it. Once there are no charges in a Battery, you can not use any power from it until it gets recharged.

Crew

Initial Cost	2
Upgrade Cost	1
Power diversion capacity	Level bought

Crew Teams are an essential aspect of any Ship. Without Crew, you can not recharge the components of your Ship, and without power to the components like shields and weapons, you will not be able to defend yourself or attack the enemy. The Crew Teams are used to divert power from the Ship's power supply pool and covert it into Charges in the various components in the Ship. The higher the level of the Crew Team, the more power they can divert.

It is always good to have more than one Crew Team as you will usually need to perform more than one diversion of power each round. However, having too many Crew Teams are a waste of resources which would be better spent on other aspects of your ship. Getting the right balance between the number of Crew Teams, their skill levels and your available resource is a difficult balance. Different strategies, tactics, ship designs and opponents will require a different balance between these factors, and as there can be many valid combinations, there is no best Crew make up.

Installation

Crew Teams don't take up any slots in your Ship. They instead are listed on the Crew Roster. You pay for your crew with the same creation points that you buy the rest of your ship's components and systems from. There is no limit to the number of Crew Teams that can be included in a ship design, except for your available starting funds.

Using Crew

All Crew Teams can divert power from the Ship's power systems. This includes the Power generated by the ship, extra Generators that have been installed and any Batteries installed.

Each round, a single Crew Team can divert an amount of power equal to their skill level.

Only 1 Crew Team can work on any one specific component each round, and a Crew Team can only be assigned to one component each round. This means that you can not have two Crew Teams divert power to the same component in a round, and that once a Crew Team is used, it can't be used again until the next round. This makes your allocation of tasks to your Crew Teams a critical decision.

Part 5: Anomalies

There are 3 classes of anomalies: Planets and Moons, Nebula, and Asteroids.

Planets and Moons are completely solid and block all Lines of Attack and Movement.

Nebula offer no hindrance to movement, but any Beam Weapon fired through it is reduced by 1 strength point for each nebula hexagon the Line of Attack from the Beam Weapon passes through.

Asteroids don't effect Lines of Attack, but any ship or Torpedo moving through them will take attacks on them. Ships will take a number of attacks equal to the total rating of all their Main Engine systems, but this can be reduced by spending Manoeuvre points. Torpedoes moving through Asteroids will be subject to 6 attacks (as they have an engine strength of 6), but again this can be reduced by spending their Movement Points to reduce the amount of attacks.

Placing Anomalies
When placing anomalies on the board, you must leave at least 1 hexagon gap between Planets or Moons and any other anomaly. Nebula and Asteroids don't need this restriction, but they still can't be placed within 1 hexagon of a Planet or Moon.

It is allowed for anomalies to span the gaps between sectors, but they can not be placed so that they over an edge of the game board.

Part 6: Glossary

Anomaly	An anomaly is one of several obstacles that can be placed onto the game boards. They can be used to hinder movement or provide cover and protection from weapons.
Armor	Each section of the ship has some defences. This is called Armor. Unlike Shields, the level of Armor does not get reduced as the section takes damage, but it does provide resistance to damage that would normally be done to the Integrity of the section.
Charge Points (also called Charge)	The Charge Points represents the amount of resources that that particular component currently has. Charge can mean a different thing for different components and so can not be recovered from them or moved to a different component.
Component Level	The Component Level is how effective that particular component is. The higher the level the more the component will cost and the better it is.
Component: Crew Teams	Crew Teams are used to move power form your Ship's power systems (Generators and Batteries) and convert them into Charges in the various Components of the Ship.
Component: Main Engines	Main Engines move your Ship directly forwards. Each Charge you spend from the Main Engines gives you 1 Movement Point.
Component: Thrusters	Thrusters are used to turn your ship. Each Charge Point you spend from the Thrusters give you 1 Manoeuvre Point.
Component: Weapon (Beam)	Beam Weapons are a long ranged weapons that can hit with a lot of power, and they can be Overcharged to deliver massive amounts of damage. However, they can only be fired in a straight line using the Line of Attack rules. They are blocked by Planet and Moon Anomalies and Nebulae reduce their effective power. This makes them a very effective weapon, but difficult to use well.
Component: Weapon (Torpedo)	Torpedoes don't usually deliver as much damage as Beam Weapons and only have a limited range. However, they are able to be guided to their targets, thereby getting around most forms of cover, and they have a large blast radius. This makes them good at controlling the field of battle, driving enemies where you want them and for weakening enemy Shields. A direct hit with a Torpedo can be devastating, but due to their limited range, this is difficult to achieve.
Fleet Action Game	Fleet action games are an advanced form of play. Each player can become part of a team of players, and each team can have several ships which can be controlled by one or more players. All ships in a team must finish each phase before the team can proceed to the next phase.
Integrity	The Integrity of a Section or Shield is a rating of how much damage that it can take before being disabled or destroyed.
Line of Attack	The Line of Attack is a way of determining if an attack can hit a Target. It is measured from the centre of the attacking hexagon to the centre of the target hexagon. Any hexagon that this line passes through that has an object or Anomaly can effect the line, even if it doesn't actually pass through the graphic of the object or Anomaly.
Manoeuvre Points	Manoeuvre Points are a resource crested from the Charge Points stored in the Thrusters or by converting 3 Movement Points into 1 Manoeuvre Point. They are used to change the facing of the Ship. You can also convert 3 Manoeuvre points into 1 Movement Points, or allow you to move the ship in any direction without turning.
Movement Points	Movement Points are a resource created from Charge Points stored in the Main Engines or converted from 3 Manoeuvre Points into 1 Movement Point. They are used to move the Ship directly forward. You can also convert 3 Movement Points into 1 Manoeuvre Point.
Overcharge	Beam Weapons can be forced over their maximum charge level by Over Charging. This takes a lot of power and does permanent damage to the Beam Weapon, reducing it's Component Level (and therefore it maximum charge) by 1 each time it is over charged. This state is unstable and only lasts for 1 Round, after which the Overcharge is lost and the Beam Weapon looses 1 Component Level permanently.
Phase	Each Turn is broken up into 3 phases. A player can only perform certain actions in particular phases. After finishing a phase the player moves onto the next phase, and can not go back to a previous phase. After a player finishes all 3 phases of their Turn, then the play moves onto the next player.
Power Points (also called Power)	Power is a resource generated by a Ship and Generators or Drained from Batteries. Crew Members can use Power to give the various Ship's Components Charge Points.
Round	A Round is where each Team or Player gets to have 1 Turn. Once all Teams or Players have finished their Turns, a new Round begins.
Section	Each Ship has 7 Sections. Each Section can hold 2 Components. The Core Section is the most important Section of the Ship as if it is destroyed, then the Ship is destroyed.
Sector	A sector is one of the 7 Hexagonal game boards on which the game is played.
Ship Components	A Component is one of the many different devices the player can buy and install into one of the 14 slots of a ship.
Ship Systems	A System is one of the Components or Crew Teams that make up a Ship. Unlike the term "Component", this

	also includes the Crew Teams and Ship Sections.
Skill Level	The Skill Level is a measure of how efficient a Crew Team is. The higher a Crew Team's Skill Level, the more they cost and the more Power they can Divert each round.
Skirmish Game	The standard game. Each player has only 1 Ship and players don't form teams.
Turn	A Round is broken into turns. Each Team or Player gets 1 turn each Round consisting of 3 phases.

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