

LEAD YOUR FLEET IN BATTLE.

FLEET COMMANDER

GAME RULES





Many centuries have passed since mankind discovered gravitic currents. Sustained by their power, new empires have risen far away from their worn cradles. Their power has become terrifying, their resolve and strength unwavering and their imperialistic ambitions limitless. The armed wing of these new empires is a fast, deadly and accurate tool, manned by elite armies: fleets of space war battleships. Become a fleet commander and bring destroyers and battleships into battle, an epic conflict where monstrous weapons of spaceships furrow space in the middle of a ballet of fast frigates. The supremacy over the known universe is at stake.



PLAYING PIECES

18 «signal» tokens to play the optional rule of «Hidden Deployment.»

14 miniature ships with their base stands.

1 game board with 4 double-sided field boards.



18 command dice.

2 command bridges.

6 tokens depicting special weapons.

WELCOME ON BOARD, COMMANDER

Follow instructions below before taking your first command.

Fleet Commander is a space battle game for two players. Each player controls a fleet of ships on a checkered board, which may integrate terrain features such as asteroid fields. In turn, players choose three dice among their command dice, throw them and play the actions corresponding to the outcomes or keep the dice on their command bridge for subsequent rounds.

There are dice to move, attack or to energize the shields.

The first part of the game rules booklet describes a confrontation using basic rules. You can extend your game experience using advanced rules, optional rules and scenarios that can be applied at all levels of rules.

BOARD SETUP

1 - Each player takes one command bridge, 9 dice (3 of each color), 7 miniatures of one fleet and also chooses a special weapon among the 6 available (see page 8: descriptions of special weapons) and places the token of the weapon on his bridge. An optional rule allows to select the special weapons secretly (see page 11).

2 - The starting player is drawn. Twice in turn, players place - or not - a field of their choice anywhere on the board except in the deployment areas (see page 5: effects of the fields).

3 - The starting player deploys the first ship on one of the squares in his deployment area. The opponent does the same and so on until the two fleets are fully deployed.

4 - The battle can begin. The first player selects 3 command dice and throws them.

VICTORY

Destroy 8 classes of ships or more of the opponent's fleet.
Some scenarios may propose different victory conditions (see page 12).

Deployment Zone Player 1



Deployment Zone Player 2

THE HEGEMONY OF AMYCLES

The Hegemony dominates the region of Laconia since the beginning of the great expansion. Its strict social and military discipline allowed it to build a powerful empire, by creating a network of peoples under its law, centered on its parent system. The whole society is based on this partition.

While Amycles, the Mother-Planet, assembles its most powerful battleships and welcomes the brilliant space academy of Lysander, his vassal systems provide many armadas of frigates. Subjected peoples, called Peregrine by the Hegemony, cannot hope to revolt, armed only with these lightweight ships. But there are many among them hoping to get citizenship through a daring deed of arms.

Several commanders of the Amyclean fleet made their debut in a Peregrine frigate. In this martial society, prestige allows to have a voice when it comes to decide an entire people's fate. The victory of a commander can completely reshape internal hierarchy of the Hegemony. The stories of ascents by the military merit are also widely told to subjected populations, to arouse their bloodthirsty enthusiasm for war and enhance their blind loyalty.

However, sometimes these examples were not enough and revolts broke out. In this case, the council of elders can use its last card, the Titan-Vessels. These huge inter-galactic ships go up to Class 6 in the nomenclature of Helios and are capable of ending the insurgency with a terrifying carnage. Their number is kept secret because they are both the last line of defense and the best of Amyclean weaponry spearheading a large-scale war. If such a conflict is not yet on the agenda, the recent hostile declarations of the League of Phoebe can only rejoice the Amyclean Commanders.

Claiming self-defense, they will be capable to demonstrate once more their courage and talent in the face of this formidable enemy.



SPACESHIPS

Spaceships vary in size, strength and firepower. This information is shown on the stand.

The class of a ship represents its size but also its overall strength or «value.» The class is used for setting square occupation limits and to determine the end of the game.

Hull points represent the damage a ship can take before its destruction. A ship that has no more hull points is destroyed and removed from the board. Rotate the upper disk to keep track of remaining hull points on each ship.

Special ability is used for advanced rules (see page 10).

Firepower determines the damage that the ship is capable of inflicting.

BATTLESHIP

Class: 4
 Fire power: 4
 Hull points: 24
 Advanced rules : ❄️
 Specialization

DESTROYER

Class: 2
 Fire power: 2
 Hull points: 12
 Advanced rules : III
 Long-range weapon

FRIGATE

Class: 1
 Fire power: 1
 Hull points: 6
 Advanced rules : ✨
 Advanced propulsion

ADVANCED
 RULES!
 > PAGE 10

Add special abilities to your ships and extend your tactical options as soon as you master the basic game rules and the stakes of a battle.

GAME BOARD

The game board is a 5 by 5 checkerboard. It represents the area in space where the battle is taking place. A square can contain a field and ships. Ships move from square to square in orthogonal or diagonal directions. Placement of ships in a square is free and has no influence on the game.

However, there are two important limitations:

- > The sum of the classes of ships placed on the same square can never exceed 5, not even during a move.
- > It is not possible to move to a square occupied by an enemy ship.

ASTEROID FIELDS AND GRAVITIC FIELDS

Setting up the fields at the start of the game.

Before deploying fleets, the starting player may place, or not, an asteroid field or a gravitic field wherever he wants on the board, with the exception of the deployment areas. Then, the opponent does the same. The starting player can choose to place, or not, another field followed by his opponent. In that way, there can be between 0 and 4 fields placed on the board before the game begins.



Ships located inside an asteroid field cannot launch an attack or be targeted. Attacks launched from a distance cannot get through asteroid fields. It is also not possible to use a special weapon to or from an asteroid field.

Roll a die at the time ships enter an asteroid field or for each asteroid field occupied by ships of the player at the start of his turn. On a «Special» result, each ship suffers as much damage as its class rank. Other outcomes of dice roll do not inflict damage. Moving out of an asteroid field does not cause damage to ships.



When one or more ships enter a gravitic field, they accelerate and pass onto a square next to it. Roll a die to determine the next move the player who controls the ships immediately makes. Movement rules apply as usual. If no legal outcome is possible, ships return to their original squares.

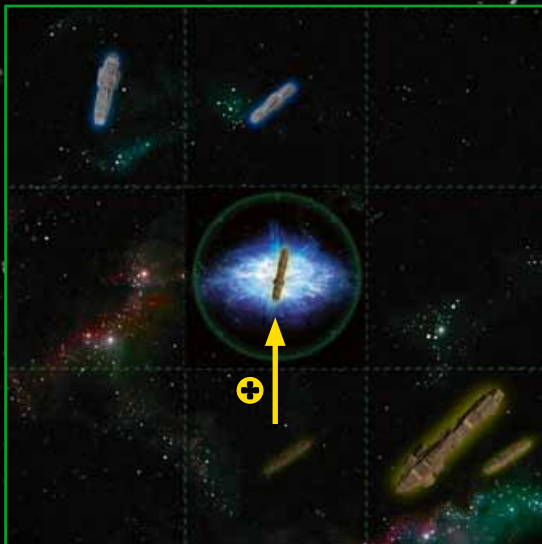
On a «Special» result, the gravitic field is disturbed and 'refuses' ships. Ships remain in their original squares and suffer one point of damage each. There can never be any ships stationed on a gravitic field at the end of a round.

Distant attacks cannot go through it.

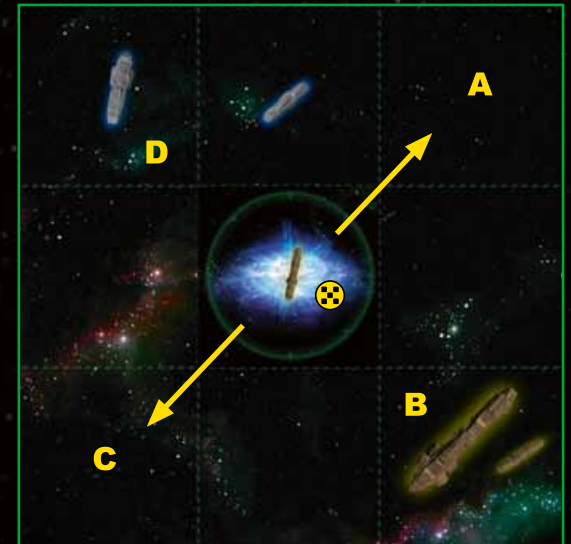
How to play going through a gravitic field.

(see page 7 for movement rules).

The yellow frigate enters the gravitic field normally according to the die roll result.



The player is then allowed to throw the die once more to determine the direction of the exit. In this case, only A and C are possible. B is saturated with 5 classes of vessels and D belongs to the opponent.



SEQUENCE OF PLAY

Players take turns starting with the player that was drawn to commence the game.
A player's turn is divided into 4 phases:

PHASE 1

Permanent effects. the effects of asteroid fields, special weapons and scenarios are resolved at first.

PHASE 2

Allocation of energy. The player chooses 3 dice from the available lot of command dice (dice not stored on the command bridge). They can be of any color combination. The player throws the dice and gets results that will be used in Phase 3 to perform actions or will be stored on the command bridge for the next round during phase 4.

PHASE 3

Action. The player can use the results obtained in phase 2 and also the results of dice that are placed on his command bridge. Player executes the result of each die on a square occupied by his ships to make all or part act as described later. There is no limit as to the number or nature of actions that ships can make in a given sequence. Used dice are discarded.

The results of the shield dice throw cannot be used during this phase, only during the opponent's turn, providing they are stored on the command bridge.

PHASE 4

Command Bridge.

Regarding the results of dice roll that have not been used in Phase 3:

- Up to 2 dice can be stored on the Reserve for use in the next rounds or during the opponent's turn, if it is a shield. Special results cannot be set aside there.
- Up to 2 dice can be stored on the special weapon's gauge for the «special» results only. These dice can be used in the player's next turns or during the turns of the opponent.

Dice that are not stored on the command bridge are discarded. It is possible at this time only to withdraw any die from the command bridge in order to make it available for the next turn.




COMMAND BRIDGE

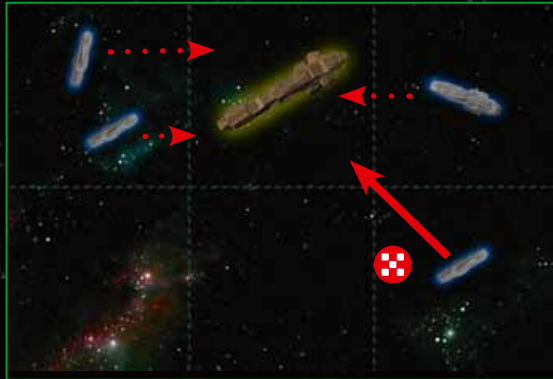
The Command Bridge is your command post, you are the fleet commander. It includes all permanent items used by a player.



MOVES

The results of the engine dice throw (yellow) are played during a player's turn to move ships. They can also be stored in the reserve of the command bridge.

-  Moves all or part of the ships from one square to an adjacent diagonal square.
-  Moves all or part of the ships from one square to an adjacent orthogonal square.
-  Moves all or part of the ships from one square to an adjacent orthogonal or diagonal square, at player's choice.



COMBINED ATTACKS

When an attack takes place, all the ships of the attacking fleet that are located on an adjacent square to the target also participate in the attack without using an extra die.



RANGED ATTACKS

It is possible to attack enemy ships that are beyond the adjacent square by using more than one weapon dice. The results of the weapon dice roll may form a path to the target square (one die per square). This path must pass through empty squares only, with no ship or field or signal present.




In case of a ranged attack, it is not possible to combine firepower of ships adjacent to the target.

DAMAGES

If the player controlling the targeted ship does not use a shield, total firepower of the attacking ships (including adjacent ship in the case of a combined attack) is deducted from the hull of one ship of the targeted square, chosen by the attacker. When the hull of a ship is reduced to zero, it is destroyed and removed from the game. Damage inflicted which is greater than the destruction of a ship cannot be carried over to another ship of the targeted square.

SHIELDS

The results of the shield dice (green) throw are stored on the command bridge to be played during the opponent's turn.

-  Blocks attacks coming from one adjacent diagonal square.
-  Blocks attacks from one adjacent orthogonal square.
-  Blocks attacks from one adjacent square orthogonal or diagonal, at player's choice.

Attention, a result of a shield die throw is used to block attacks coming from only one square in the indicated direction. It is possible to play several results of shield dice throw to block attacks from several squares during a combined attack.

Shield and ranged attack: One shield die throw result can block a distant attack, if its direction is the one of the last die of the line that reaches the target.

ACTIVATING THE SPECIAL WEAPON

A class 4 battleship embarks a special weapon that is chosen at the start of the game. It is a unique weapon that cannot be modified or transferred to another ship during the game.

The special weapon is destroyed when the battleship carrying it is destroyed.

Playing two special results of any color triggers the effect of the special weapon as described below. 🟡🔴🟢

If the battleship and its special weapon are destroyed, the player who has two special results can throw them again and play the results normally. Players can store up to two special results on the special gauge of the Command Bridge and throw them when they want in the next rounds.



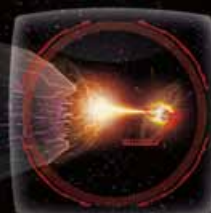
VORTEX MISSILES

The battleship inflicts 4 damage points, without any reaction possible, to a single ship of player's choice anywhere on the board, except on the adjacent squares or on asteroid fields.



NANO REPAIRER

Restores 4 hull points immediately to the ship using the weapon, or a ship on its square or on an adjacent square.



PROTON RAY

A ship up to 2 squares away takes damage equal to 2 times its class. There must be no obstacle (ship, field or signal) between the battleship that fires the proton ray and the target.



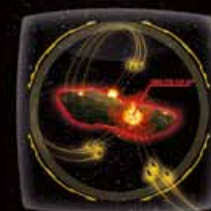
MAGNETIC BOMB

The opponent discards immediately all dice placed on his command bridge, without playing them.



TRACTOR BEAM

Moves any ship one square in any direction (only one) up to a maximum range of 2 squares. This ship can be friend or foe. There must be no obstacle (ship, field or signal) between the battleship and its target. It is possible to move a ship to an asteroid field, which can inflict damage (test it for an entry in an asteroid field). It is not possible to use the beam on a ship that is already in an asteroid field.



DRONES

The battleship sends a swarm of combat drones on an enemy ship located up to 2 squares away. There may be obstacles between the battleship and the target. Place the token of the weapon close to the attacked ship. It will take 2 damage points at the beginning of each of its turns, until the player controlling the targeted ship uses a result of multi directional weapon (🟦) to stop the drone attacks, which then return to the ship of the player controlling them.

It is not possible to react to a drone attack and they follow the targeted ship in its movements. Drones disappear with the destruction of the ship controlling them. The player controlling the drones may decide to assign drones to another distant target or to disable them by using two special results.

ADVANCED
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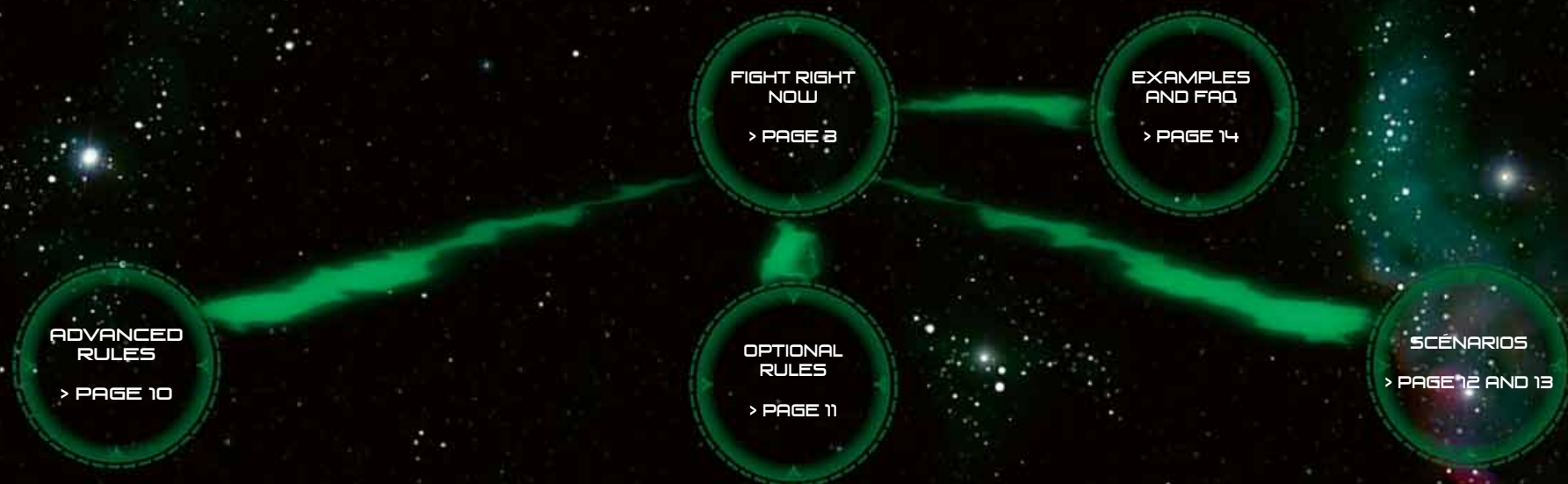
> PAGE 10

Special results can be used in many other ways for more responsiveness and surprise.

Play them as soon as you master basic game rules and the stakes of a battle.

YOUR TRAINING IS COMPLETED, COMMANDER.

Regroup your fleet. You can now enter the battle zone.



Add special capabilities to your ships and use the special results for more than activating the special weapon.
Play them as soon as you master the basic rules to increase your tactical options.

Here are two rules that cultivate secrecy and deception, two weapons that any admiral has to master to his advantage. You can use these rules to your liking, for all scenarios, with the basic or advanced rules.

Four scenarios will radically change the conditions of the battle and challenge your fleet commander capabilities.

You can play scenarios with any set of rules.

LEAGUE OF PHOEBE

The first commercial companies that have exploited the gravitic currents did not take long before overtaking the power of their original system. Combined into a prosperous federation after long periods of stress, they became the powerful and rich League of Phoebe.

Its economic influence reaches the ends of the galaxy. Those who do not want to buy its products or threaten its markets will sooner or later have to deal with a «fleet of peace»: an expeditionary corps staffed by civilians and military experts, conceived to definitely digest the target system. It only took one or two generations for the cultural products of the League and the real economic development to rein in new client systems.

The leadership of war fleets is provided by Commanders, heirs of a powerful merchant family of the League. The Phoebean genetic researches have changed them into extraordinary beings, calibrated as technology products. They consider themselves as meta-humanity carrying a message of prosperity to the «non-evol», those who have not been artificially conceived.

If the board of the League of Phoebe is worried about a non-human race at the confines of its sphere of influence, its attention is focused on the Hegemony of Amycles. This great rival power has long since closed its foreign markets while increasing its influence in nearby League systems, often in a brutal manner. Several Phoebean vessels did not survive encounters with Amyclean patrols. Obviously, the League formally denies having equipped them with spyware systems found on board and unilaterally declared its legitimate right to response, without the consent of the High Council of Helios.



ADVANCED RULES

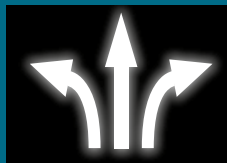
After playing a few games with the basic rules, you now have mastered the course of a battle, its challenges and risks. You may now go for advanced rules described below that will give their full dimension to the game.

SPECIAL ABILITIES OF SHIPS.

Each type of ship has a special ability that can be used under certain conditions.

FRIGATE

ADVANCED PROPULSION.



“To take advantage of their small size, frigates are equipped with a system increasing their speed and maneuver ability. They become formidable scouts able to easily get out of trouble and strike where they like.”

An engine die played on a square containing only frigates counts double. Frigates can move twice with a single die. Furthermore, if a dodge reaction is played on a square containing only frigates, they suffer no damage.

DESTROYER

LONG-RANGE WEAPON.

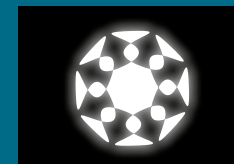


“With their advanced weapons systems, destroyers can bombard enemy fleets from a distance with much less energy than other ships. These are the champions of ranged combat.”

A weapon die played on a square containing a single destroyer counts double during ranged attacks. It is not possible to use this bonus to attack an adjacent square.

BATTLESHIP

SPECIALIZATION.



“Battleships have exceptional size and power and are the only ships capable of containing the most advanced weapons systems of the fleet. Their presence in a fleet and the weapons they contain often determine the strategy of their commander.”

Battleships carry a special weapon that can be activated with two special results, as explained on page 8.

SPECIALS RESULTS

There are three ways to use special results.

One is to activate the special weapon as described in the basic rules. Here are two others:

1 - Change of direction

A special result can be used to change the direction of a result of a die of the same color. Both dice are then discarded. This is valid for moves and attacks but also as shield during the opponent's turn with a shield die result in the reserve and a special die result of shield die (green) in the gauge of the special weapon.

2 - Reactions and Drain

During the opponent's turn, a special result of engine or weapon die stored on the command bridge can be used to respond to an attack. Against a weapon die, you can play either a reaction (dodge or counterstrike) or one or more shields, but never both.



Dodge: Damages from the attack are not avoided, but the attacked ships can move to any adjacent square that allows the move.



Counterstrike: Damages from the attack are not avoided, but the attacked ships may carry out an attack on the ship that attacked them. The counterstrike is not possible on distant attacks. Only the firepower of the attacked square is taken into account. The counterstrike cannot be countered with shields or any other reaction.

During his turn, a player may play a special result of shield.



Drain: The opponent discards one die of his choice from his command bridge. It is not possible to counter a drain.

OPTIONAL RULES

Here are two rules that cultivate secrecy and deception, two weapons that any admiral must master to his advantage. You can use these rules to your liking, for all scenarios, with the basic or advanced rules.



SECRET SPECIAL WEAPONS

Players can choose to keep secret their special weapon before its first use. To do this, mix the special weapons' tokens with hidden faces. Each player takes half of them randomly and secretly selects one. The chosen weapon is put face down on player's command bridge. It will be revealed on its first use. Your turn to create the necessary conditions to surprise your opponent and take a decisive advantage!



HIDDEN DEPLOYMENT

When the game starts, the classes of ships are unknown to the opponent. The ships are replaced by «Signal» tokens. The hidden face of the token indicates the class, and is known only to the player controlling the fleet.

Two markers «decoys», matching no ship, are always added to the fleet.

Signals are normally moved like the ships they represent.

A player must complete an attack to reveal all the «signals» of a square. No damage is inflicted on this occasion. It is possible to use shields to thwart a detection attempt. Once revealed, a ship stays revealed until the end of the game. A special weapon cannot be used to reveal signals.



face «signal» visible to the opponent.



decoy



class 4



class 2

face «signal» hidden to the opponent



It is impossible to inflict damage to a ship that is not revealed. It is impossible to go on a square occupied by an enemy signal or for a distant attack to pass by.

Taking damage due to an asteroid or a gravitic field, or the use of a special ability (double move or special weapon for example) automatically reveals the ship.

SCENARIOS

With the following scenarios, you can completely change the playing and victory conditions. You can play each scenario with or without advanced or optional rules.



IN THE ASTEROID BELT

«In this scenario, the terrain is constantly changing and it is dangerous for ships. It will challenge your plans at almost every turn! An ideal scenario to add a bit of chaos to battle.»

This scenario takes place as a normal game with the following modifications:

- It is mandatory for players to place two asteroid fields each at the beginning of the game.
- At the beginning of his turn, each player designates an asteroid field and rolls a die. He should move the asteroid field depending on the result. A special result causes no displacement.
- If an asteroid field moves to a square occupied by ships, they should get tested for damage as if they were entered in the field themselves.

The victory conditions are the same as in a normal game

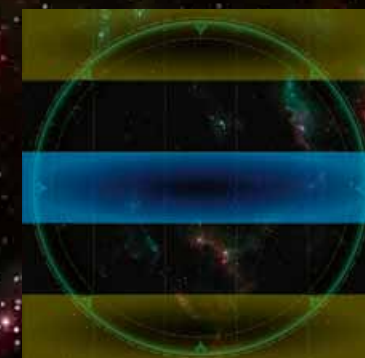
THE TRAP

«A war fleet is ambushed and its enemies are waiting for it resolutely. Will it cope? Here the war ships are very close to each other from the beginning and you must act quickly.»

This scenario takes place as a normal game with the following modifications:

- The yellow player starts the game. The fields are laid as in a normal game. The yellow player must deploy his fleet on both sides of the board. The blue player deploys on the midline.
- Before the battle starts, the yellow player rolls 6 dice and may retain results on his command bridge.

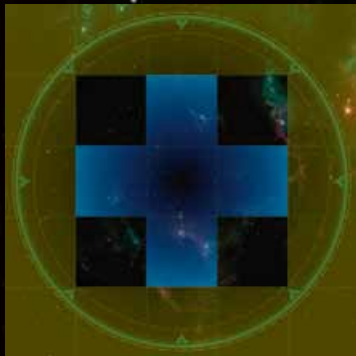
The victory conditions are the same as in a normal game.



Deployment Zones



SCÉNARIOS



Deployment Zones

THE CAPTURE

«Inspired by an old Scandinavian game called «Hnefatafl», this scenario will be a challenge for every admiral, resulting in a “clever” game that can go very fast and promotes reflection over muscle.»

The blue fleet consists of 4 frigates, 2 destroyers and 1 diplomatic shuttle represented by a ‘Signal’ token.

Consider the diplomatic shuttle as a class 1 vessel with 2 Hull points. In order to keep track of its hull points, use a token with the number ‘2’ at the beginning of the game, and change it for a token with the number ‘1’, if it has been damaged in an asteroid field for example.

The yellow fleet is a complete one, normally integrating a battleship, but is not entitled to a special weapon.

The setting is similar to that of a normal game with the difference of the zone of deployment. The diplomatic shuttle has to be deployed on the central square.

The yellow player starts.

Before the battle starts, the yellow player rolls 6 dice and may retain results on his command bridge.

The blue player wins, if the shuttle moves out of the board from a corner square. The yellow player wins if he captures the shuttle and moves it out of the board from a corner square. The yellow player also wins if the shuttle is destroyed in an asteroid field.

It is forbidden to shoot at the diplomatic shuttle.



Only civilian ships (ships without firepower) can be captured. To do this you must enter at least one warship onto their square without it being occupied by an enemy warship. The player takes control of the civilian ship and can move with his dice.

THE RESCUE

«Containers filled with precious materials are scattered in the area. You must recover as many as possible before the opponent does the same. It is unthinkable that the opponent brings back more containers than you, so do not hesitate to destroy his ships if the opportunity arises.»

Fleets and deployment are the same as in a normal game.

Before placing the fields, set 11 signals tokens, each representing a container on the midline of the board, 2 tokens per square and 3 tokens on the central square.

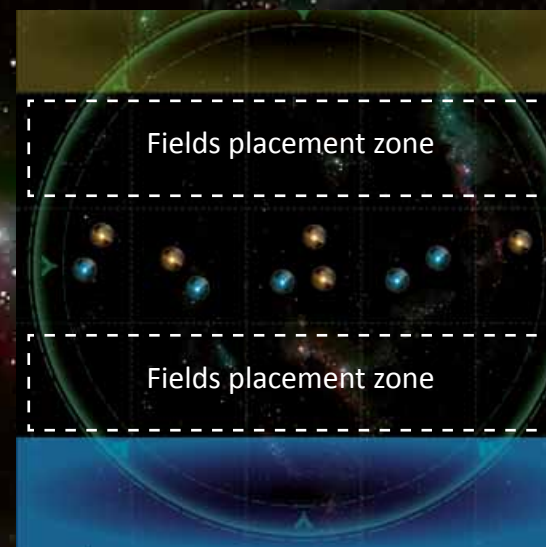
The fields are then placed outside the areas of deployment and the midline occupied by containers.

A vessel can dock and move only one container at a time.

To move a vessel out of a zone with its container, it must be placed in its deployment area. The player must discard a result of an engine die like a normal move (the special result doesn't allow to leave the board).

A ship that has moved out of the area cannot return.

The goal is to leave the area with more containers than the opponent. One more container is enough.



Deployment Zones



To move an inert object with it, a vessel must start to turn on the same square as the object. It cannot get onto the square and leave it with the object during the same turn. This represents the time required for docking maneuvers.

EXAMPLE OF GAME TURNS

TURN 1 Player A:

The yellow player (on top) plays first. Before choosing his dice, he must make a test for his frigate in the asteroid field to the right of the board. He makes a ☉ (whatever the color of the dice) and therefore the frigate doesn't get damaged.

He chooses now to roll 1 engine die, 1 weapon die and 1 shield die and gets: ☉ ☉ ☉

He decides to use ☉ to advance his battleship, and keeps the other two dice on his command bridge.

The turn is completed.



TURN 1 Player B :

Blue player (below) takes his turn and decides to roll 2 engine dice and 1 weapon die. He gets: ☉ ☉ ☉

With ☉, he moves his two frigates. Then, with ☉, he launches an attack from his destroyer to the yellow battleship. The frigates, which are now adjacent to the target, join the attack for free. This attack can inflict 4 damages to the battleship: 2 from the destroyer plus 1 per frigate.

The yellow player decides to use his shield ☉ that is on his command bridge and cancels the damage inflicted by the destroyer. However, he takes the two hits from the frigates and turns the upper disk of the stand accordingly. Note that he could not cancel the damage inflicted by the frigates, the direction of the shield die he's using does not allow it.

The blue player declares that he's keeping his last die ☉ on his command bridge, thus ends his turn.



TURN 2 Player A :

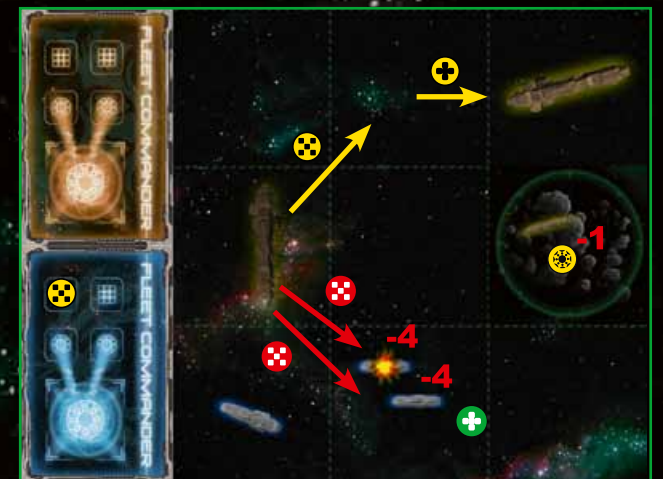
The yellow player begins by testing the asteroid field and gets a ☉! His frigate gets 1 hit.

Then he decided to roll 1 weapon die and 2 engine dice. He gets: ☉ ☉ ☉

With ☉ and the other ☉ that was on his command bridge, he launches two attacks to the blue frigates that have no shield. He focuses his shot on one frigate that is destroyed, because it takes 8 hits (2 times 4), which is more than its hull points. The 2 extra damage points cannot be put on the second frigate and are simply lost.

The battleship could also start an attack on each frigate inflicting 4 hits on each. Note that the yellow frigate in the asteroid field, although adjacent to the target, did not participate in the attack. Indeed, it cannot attack from an asteroid field.

Finally, the yellow player plays his 2 engine dice to bring its battleship away from the opponent's line of fire. He has no shield and if the blue player rolls 3 weapon dice during the next turn, it could really hurt.



TURN 2 Player B :

He rolls 2 weapon dice and 1 engine die and gets: ☉ ☉ ☉

He moves first his frigate together with his destroyer by using ☉.

Then, he launches a distant attack two squares towards the enemy battleship. He can indeed draw a line through free squares to the target with ☉ and ☉.

As the battleship has no shield die stored on his command bridge, it takes 3 hits amounting to the total firepower of the attacking ships.

The yellow player keeps ☉ on his command bridge and ends his turn.

(The yellow frigate in the asteroid field cannot be attacked, fortunately, because with these dice, the blue player could have destroyed it in one turn.)



F.A.Q.

- Can I attack the same square more than once but different ships with several red dice?

Yes. Each die is played independently, one after the other. So the first attack die can target a ship, then a second attack die may target a second ship on the same square.

- With a diagonal yellow die, can I move several ships from the same square to different diagonal cells?

No. The rules allow moving all or part of the ships on a square to another square, but not to different squares.

- Leaving a gravitic field, my ship enters a new gravitic field that refuses them (special result). What's happening?

You return to the gravitic field where you came from and test the entry normally. If it refuses again, you go to the gravitic field where you wanted to go. If it refuses again ... you are really unlucky.

- At the beginning of my turn, can I roll dice that are on my bridge once more?

No. You can choose the dice to roll only among those who are not on the command bridge. To roll the dice, you can discard them from the command bridge at the end of your turn but not at the beginning.

- I launched drones that are still active. I get two special results again. Can I roll them once again as if I had no special weapon?

No. You can roll your two special results once again only if you lost your special weapon (if your battleship was destroyed).

- Do I have to play my dice stored on the command bridge after the dice I just rolled?

No. Once your three dice rolled, you can play, store or discard all your dice, including the ones on the command bridge, in any order you want.

- Can I play my dice on the command bridge at the beginning of my turn, before choosing the 3 dice to roll?

No. The first phase of a player is to select and roll its three command dice. Then he can play these 3 dice and the dice placed on the command bridge.

ADVANCED RULES

- Can I move frigates one square, attack with them, and then move them to a new square using a single yellow dice to move?

No. Frigates use one movement die to move one or two squares, then one attack die. If they want to move after the attack, they must use a new movement die, allowing them to move one or two boxes.

- Can I launch a distant attack 4 squares from a Destroyer with two red dice?

Yes. Play the dice twice, one after another, to make the attack «path». Do not mix and match the directions.

- Can I use a shield to block a counterstrike?

No. Your target executes a counterstrike at the same time as you attack. You

already played an attack die.

- Can I play a counterstrike or dodge in response to a counterstrike?

No, for same reasons as above.

- My frigates go into an asteroid field with the first move and take hits. Can they make their second movement?

Yes.

- Same with a gravitic field that refuses my frigates in the first movement?

Yes.

- I just played a dodge to go to an asteroid field. Will I have to test for damage?

Yes. Whatever the reason for one or more vessels entered an asteroid field, you should always test for damage.

- My attack can destroy the ship attacked. Can it play a counterstrike and do damage?

Yes. The counterstrike and the attack take place at the same time. Damages are inflicted even if the ships are destroyed at the end of combat.

OPTIONAL RULES

- Can I bring signals to an asteroid field or gravitic field?

Yes. The tests are done normally. If vessels suffer damage, they are also automatically revealed.

- My signals on a square represent hidden frigates. Does the movement dice count double on this square?

Yes, but if you decide to use this special ability of the frigates, you must reveal your vessels. If you move only one square your signals representing frigates, your ships are not revealed.

- Can 5 or 6 signals be placed on a square?

Yes. But it is obvious that some of them are decoys and the others are frigates.

- My opponent has only one signal token and it is obvious that this is a decoy. Does the signal disappear?

No. You must shoot at the signal to reveal it and show that it is a decoy. As it is not revealed, it can be moved and prevents your shots and movements.

- Can vessels and signals be mixed on the same square? If yes, how an attack from or to this square is resolved?

Yes, vessels and signals of the same fleet can coexist on the same square. If this square launches or participates in an attack, only revealed vessels can add their attack power. The player who controls the vessels can decide to reveal signals to allow them to be involved in the attack. If the square is attacked, the attacker must assign damage to a revealed ship, or announce that the attack intends to reveal signals (in this case no damage is inflicted and all signals of the box are revealed if no shield is played).

FLEET COMMANDER - 1 IGNITION

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