

Starship Attack

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Captain your own starship and destroy your enemies in Arena Style combat!

1.0: Pregame Set Up:

- Give each player the Ace tile, and the pawn, die, and coins of one color. The players are now captains of that color starship. Captains may create a name, backstory, and motivation for themselves and their starships, if they like.
- Arrange the remaining tiles in a 4x5 formation, grid side up:

- Captains place their Ace tile in front of them, grid side up. This represents the *status tile* of their starship.
- Captains place their blank coin blank side up next to their die. Captains place their die adjacent to their *status tile*. This represents their starship's *speed*. *Speed* has a minimum value of 0 (the blank die face) and a maximum value of 10 (the 5 die face with a modifier power token underneath). To represent values >5, place the power token set aside earlier underneath the die which confers a +5 modifier to the die's value. To begin, the die should display the blank (ships start at rest).

- Now Captains must power their ship. This is done by taking any 4 of the 5 remaining coins (power tokens) and secretly assigning them to each corner of the *status tile*:
 - The upper left corner is the *Engines*
 - The upper right corner is the *Armaments*
 - The lower right corner is the *Equipment*
 - The lower left corner is the *Shields*
- Higher power is generally better.
- When assigning power tokens, captains must keep them secret from other captains (by placing them suit side up) until the rules dictate revealing them. (When attacking, moving, defending, or using a special equipment)
- Any power tokens not assigned are placed suit side up in front of the captain. These represent the captain's *power reserve*.
- Finally, captains decide who goes first, using whatever method they choose, and place their *starship* (pawn of their color) on any space on the board, in captain order.
- The game begins with the first captain becoming the active captain.

2.0: Turn Phases:

Each turn consists of 4 Phases. The active captain follows the steps in each phase, in order. When the captain is done with the final phase or the rules within the phase dictate play proceeds clockwise, with the player to the left of the active captain becoming the active captain.

Phase 1: Power Adjustment Phase: Each ship has a limited amount of power dedicated to running each portion of the ship. Captains periodically adjust their ship's power distribution. During this phase, the active captain:

1. Takes all power tokens from her *power reserve* and her ship's *status tile* into hand.
2. Secretly assigns each power token to a space on the *status tile*.
3. Places any leftover power tokens into her *power reserve*, suit side up.

Traits are kept secret until the rules dictate revealing them. Any trait that does not have a power token defaults to a value of “1”

Phase 2: Engine Phase: Now the active captain chooses how to engage her *Engines*. The amount of power the captain provided to the *Engines* in Phase 1 determines how strong the *Engines* are. The captain chooses whether to use her *Engines* to *Thrust, Brake, or Hold*:

- If the captain *Thrusts*, the ship’s speed is increased by the value of the *Engines* power token. Reveal the power token in the *Engines* portion of the *status tile* to all captains, and increase the ship’s speed by that amount, to a maximum of 10. Proceed to the next Phase.
- If the captain *Brakes*, the ship’s speed is decreased by the value of the *Engines* power token. Reveal the power token in the *Engines* portion of the *status tile* to all captains, and decrease the ship’s speed by that amount, to a minimum of 0. Proceed to the next Phase.
- If the captain *Holds*, this phase is over, and the ship’s speed remains the same. Proceed to the next phase.

If the active captain chose to *Thrust* or *Brake*, the *Engines* trait is kept number side up until it is re-assigned on the captain’s next turn.

Phase 3: Movement Phase: Now the active captain **MUST** move a number of spaces equal to her ship’s *speed*, in any direction. Movement must occur orthogonally, in a straight line. The ship may NOT change direction in the middle of the movement phase. The board represents 3 dimensional space and as such, wraps around in all directions. The top connects to the bottom and the left connects to the right. Ships may not move past each other or occupy the same space. If a ship attempts to move past another ship, a *Collision* occurs:

Collision: Each captain involved in the *Collision* reveals her *Shields* power token. The captain with the higher (*Shields* + *Speed*) value wins the *Collision*. If the values are equal, the *Collision* is a tie.

- If the active captain won, the active captain completes her move, pushing the losing captain as needed. The losing captain takes *Damage*, as detailed in Phase 4, and Phase 3 ends. If the

continued movement causes another *Collision* (with a 3rd captain) movement immediately halts and the phase ends. Note that the losing captain **DOES** take *Damage* in this case, but the 3rd captain and the active captain do **NOT** take *Damage* from this second *Collision*. The 3rd captain does **NOT** need to reveal her *Shields* power token.

- If the non-active captain won, the active captain immediately halts her movement and takes *Damage* as detailed in Phase 4, and Phase 3 ends.
- If the result is a tie, movement halts and the phase immediately ends. No captain takes damage.

Phase 4: Attack Phase: Now the active captain checks if she is in range of any other ship(s). A captain is in range of another ship if she is located in the same row or column of that ship and no other ship is between the two. If she is, she may decide to *Attack* or *Hold*:

- *Attack:* The active captain chooses one (and only one) ship in range and fires her weapons at that ship. The ship she fires upon becomes the defending captain. The active captain reveals her *Armaments* power token, and the defending captain reveals her *Shields* power token. If the active captain’s *Armaments* value meets or exceeds the defending captain’s *Shields* value, the defending captain takes *Damage*. If the defending captain’s *Shields* value exceeds the active captain’s *Armaments* value, nothing happens. After *Damage* is assigned, if any, the phase immediately ends.

Damage: When a ship takes *Damage*, it loses some of its available power. The captain that took *Damage* must remove ONE power token from her ship’s *status tile*. This can be from any trait of the captain’s choice. The power token that is removed from the *status tile* is placed number side up in front of the captain. These power tokens are **NO LONGER** in the captain’s *power reserve*.

Destruction: If at any time, a captain must assign *Damage* and her ship’s *status tile* contains **NO** power tokens, that captain’s ship is *Destroyed*. The captain removes her pawn from the board and no longer takes turns. If all but one captain’s ship is *Destroyed*, the last remaining captain wins immediately.

Note that any power tokens revealed during this Phase remain that way until their captain’s next Phase 1.

- **Hold:** The active captain chooses not to fire, and the phase immediately ends.

After the Attack Phase is over, the turn ends and the next clockwise captain becomes the active captain.

3.0: Special Equipment: Each captain has a number of pieces of special equipment on board her ship. Each piece of special equipment requires a precise amount of power to activate. A captain may use a piece of special equipment at any time she meets the *power requirement*, the *timing requirement*, and the *special requirement* (if any).

- The *power requirement* is met by having the proper power token in the *Equipment* trait.
- The *timing requirement* is met if the captain chooses to use her equipment in the proper phase.
- The *special requirement* is a set of miscellaneous conditions that must be met.

A captain uses special equipment by revealing the token in the *Equipment* trait and checking if she meets the 3 requirements. If and only if she meets all requirements, she performs the Effect immediately. Remember that no token in a trait slot provides 1 power.

3.1: Equipment List:

- **Communications Array**
 - **Power Requirement:** 1
 - **Timing Requirement:** Before the active captain's Phase 1
 - **Special Requirement:** You are the active captain.
 - **Effect:** You desperately signal your allies outside the arena that you need help! They attempt to repair your ship. Roll your die (ensuring that you note what *Speed* value to return it to after you are done).
 - If you roll a value that is the same as one of the power tokens you have lost due to *Damage*, your allies successfully repair your ship! Return that token to your *power reserve*. You may roll again. If you do not roll again, continue your turn as normal, starting with Phase 1.
 - If you roll a value that has not been lost due to *Damage*, shuffle all power tokens in your *power reserve* and on your *status tile* and assign them to your *status tile* at random. Your turn immediately ends.

When you stop rolling, return the die to its position as your *Speed* tracker.

• Extra Batteries

- **Power Requirement:** 1
- **Timing Requirement:** Before the active captain's Phase 1
- **Special Requirements:** You are the active captain. Your ship's speed is 0. You have a power token on the *Equipment* trait.
- **Effect:** You spend a turn boosting your ship's generator. Now your power tokens are stronger than before. Immediately swap the "1" power token with the "blank" power token that is used as the *Speed* die modifier. The "1" token is now the *Speed* modifier and the "blank" token is part of your available power pool. The "1" token can never be returned to your power pool by any method. The "blank" token has a value of "6". You may now take Phase 1 as normal, except that after it your turn immediately ends instead of proceeding to Phase 2. You may not use any special equipment until your next turn.

• Portable Force Field

- **Power Requirement:** 2
- **Timing Requirement:** Phase 3
- **Special Requirement:** None
- **Effect:** As an immediate reaction to the active captain changing speed, you expend some power to deploy a stationary force field. Remove the power token from your *Equipment* trait. Place it suit side up in a square orthogonally adjacent to your ship. It is now an indestructible force field. It has a *Shields* trait of 42 and a *Speed* of 0. It blocks movement and attack range as if it were a ship. If it causes a *Collision*, resolve it as normal. You may move and shoot through your own force field as if it were empty space. The power token used for this ability remains in place for the rest of the game and can never be moved, removed, or regained in any way.

• Nanobots

- **Power Requirement:** 3
- **Timing Requirement:** After Phase 1, before Phase 2.
- **Special Requirements:** You are the active captain. Your ship's speed is 0. You have at least one empty trait on your ship's *status tile*.
- **Effect:** You spend a turn repairing your ship. Take a power token that is number side up (lost due to *Damage*) and place it suit side up on an empty trait on your ship's *status tile*. Your turn ends and play proceeds to the left.

• EMP Generator

- **Power Requirement:** 4
- **Timing Requirement:** During Phase 4, before the active captain has decided to *Attack* or *Hold*
- **Special Requirement:** You are the active captain
- **Effect:** You fire an EMP burst instead of a normal laser attack. Perform an *Attack* on all ships in the

5x5 grid centered on your ship (that is, within 2 squares of your ship in all directions, including diagonally). Instead of taking *Damage*, any ships *Damaged* by the burst are partially disabled. On their next turn, they must deploy all power tokens number side up and they cannot place their highest power token, unless they have fewer than 4 tokens remaining in reserve (that is, 3 or less tokens). If they have fewer than 4 tokens, they still must deploy their tokens number side up. Your turn immediately ends.

- **Capacitor Bank**

- Power Requirement: 5
- Timing Requirement: Any
- Special Requirement: None
- Effect: Remove the power token from the *Equipment* trait. Place it number side up on top of one of your other traits. It confers a +5 bonus to that trait, until the next time you reassign power. At that point, it returns to your power pool as normal.

- **Extra Laser**

- Power Requirement: 6 (blank token)
- Timing Requirement: Phase 4, before the active captain has chosen to *Attack* or *Hold*.
- Special Requirement: You are the active captain.
- Effect: You use your boosted generators to fire an extra laser. Choose a ship within range of your ship. Resolve an *Attack* as normal against them, with an *Armaments* value of 4. Then continue the rest of Phase 4 normally.

4.0: Optional Rules:

After several plays, the above rules may seem a bit stale. Here are a few optional rules that you can play with (you can also mix and match as makes sense):

4.1: Special Powers

In this variant, each captain has access to a unique special power:

Red: You have an alien artifact that lets you quickly manipulate electricity. Unfortunately, once used, it takes 7 weeks to recharge. Once per game, during any phase, you may reassign power tokens for any ship as if it were Phase 1 and it was your ship. You can do this to an enemy ship or your own.

Blue: You have a special inertial manipulation cannon. Too bad you only had time to make one bullet! Once per game, during any phase, you may choose a ship and dictate a valid speed (between 0 and 10). That ship's speed becomes what you dictated.

Green: You managed to build a wormhole generator! It can link any two places together instantly. It doesn't matter that

it only has a range of 10 miles... or that using it causes it to destroy itself...it works fine! Once per game, during any phase, you may move any ship to any space on the board. If this interrupts a ship's movement, the target captain chooses the facing of her ship upon leaving the wormhole, and continues her movement as normal.

Yellow: You are fighting a bunch of idiots. They have obscure alien artifacts, or genius inventions, but they don't think to super charge their generators BEFORE the death match? Wow... You have no special power. You simply start the game with the blank power token in your power reserve. The "1" token is your die modifier token from the start.

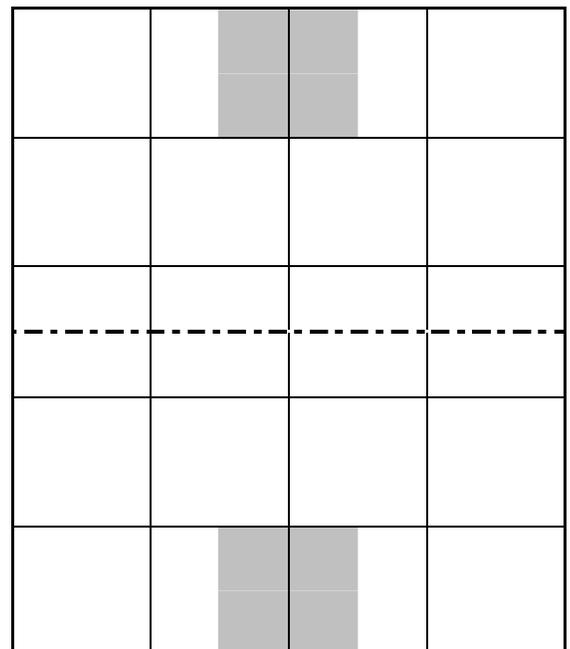
4.2: Team Match

In this variant, each captain chooses a teammate. Captains alternate play order (Team 1 captain, Team 2 captain, Team 1 captain, Team 2 captain). The team that completely destroys the other team wins!

4.3: Capture the Flag

As Team Match (above), except for the following:

- During set up, each team chooses a token to be a flag. This token can be a coin, a die, any small item that isn't part of the piecepack.
- Each team places their flag in between the two middle tiles along the short side on either end of the map (center of the grey highlighted square). Note that the flag doesn't occupy a space, it occupies an intersection.



- Captains must place their ship in one of their team's grey highlighted spaces to begin the game.
- Only the left and right sides of this map wrap around. The top and bottom do not. If a captain is forced to move off the top or bottom, she is placed off the map, her speed is reduced to zero and, if she is the active captain, her turn ends. On her next turn, the captain places her ship on the square she left from and takes her turn as normal. This is true even if the ship was forced off due to a collision. If she was carrying a flag, the flag is placed on an intersection adjacent to the square she left from.
- If a captain ends her move adjacent to a flag, she can spend her Attack Phase picking up the flag instead of attacking.
- If a captain is carrying the flag and takes *Damage*, she drops the flag on an adjacent INTERSECTION. It remains there until a captain picks it up.
- If a captain is destroyed due to *Damage*, she removes her ship and any force fields she may have placed from the board. She skips her next turn. On the turn after that, she places her ship in her side's grey highlighted area and begins the game as if it were the first turn, except she loses one power token of her choice. If you are playing with Special Powers, she gets any special power she may have already used back.
- A team wins when one of their captains returns the opponent's flag to the grey highlighted area AND their own flag is in the grey highlighted area.
- Special Note: The Green captain's special ability can not be used to teleport a ship into or out of the grey highlighted regions.

5.0: Acknowledgements:

Special Thanks go to:

- Matt Worden's "Galaxy Express" inspired the speed and engine related mechanics.
- The following playtesters:
<insert when playtesting occurs>

6.0: Copyright Notice:

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Status Tile Overview:

<i>Engines</i> Increase or decrease your speed by this amount	<i>Armaments</i> Compare to enemy shields to inflict damage
<i>Shields</i> Defend against shots and ramming	<i>Equipment</i> Consult equip chart to use specials

Turn Overview:

Phase 1: Secretly arrange your power distribution as desired. Power tokens lost are unavailable.

Phase 2: Speed Change. Increase or decrease your speed by revealing *Engines*. If you hold, do nothing.

Phase 3: Movement. Move exactly your speed in a straight line of your choice, with no direction change. If another ship is in the way, resolve the *Collision*.

Phase 4: Attack. Any ship in any direction that lies on an orthogonally straight line from you is in range. You choose to *Attack* or not. If you succeed, they take *Damage*.

Equipment Overview:

Syntax:

Power Requirement: Phase (Special Requirements) *Effect*

1: Before Phase 1 (Active Captain) *Roll a die and heal that power token. Choose to roll again or not. Failing ends your turn.*

1: Before Phase 1 (Active Captain, Speed 0, Power Token) *Swap the "1" power token with the "blank" power token. Take Phase 1, and end your turn.*

2: Phase 3 (None) *Remove power token, and place it orthogonally adjacent to your ship. It is treated as a ship with speed 0, shields 42, and never moves or takes a turn.*

3: Before Phase 2 (Active Captain, Speed 0, one empty trait) *Choose a lost power token and place it on any empty trait slot in your ship.*

4: Phase 4, before attacking (Active captain) *Attack every ship within 2 spaces in all directions (including diagonally). If you hit, instead of taking damage, they must place power distribution face up and cannot place their highest token, unless they have 3 or fewer power tokens.*

5: Any (None) *Remove the token from the equipment slot and place it on another trait. That trait has +5 until your next Phase 1, upon which the token returns to your pool.*

6: Phase 4, before attacking (Active Captain) *Choose a ship within range and attack it with Armaments 4, then continue Phase 4 as normal.*

Special Powers (optional):

Red: Once, reassign power for any ship.

Blue: Once, choose the speed of any ship. (0-10)

Green: Once, move a ship to any space.

Yellow: Start the game with the blank token.

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