

# ADMIRALS: STAR STRIKE! Quick Play Reference Sheet

## Objective

Score more Objective Points than your opponent (*scored by having a Ship in a System hex at the end of the game*), or eliminate your opponent's fleet.

## Setup

Each player gathers their Fleet and their Order Library, and the Map is set up between the players.

Each player rolls a die. The player that rolls highest is the First Player.

Starting with the first player, players alternate placing their Ship Tokens in the yellow shaded hexes on their side of the map, until all ships have been placed.

## Turn Sequence

Players play up to 6 Turns. Each Turn contains 3 Phases in the following order:

1. Orders Phase
2. Ship Phase [See right]
3. Refresh Phase

## Orders Phase

Players secretly choose orders for their ships, placing them face-down. Each ship with the Light or Heavy role may be assigned an order, and each ship with the Super Heavy role may be assigned 2. (*Refits and other special rules allow additional orders, see the Core Rulebook for more information*)

Once all players have assigned orders to their ships, the Orders are flipped face-up, and play proceeds to the next phase.

## Refresh Phase

All players remove all Orders from their Ships and return them to their respective Order Libraries.

## Ship Phase & Activation

### Activating Ships

During the Ship Phase, Starting with the First Player, players take turns Activating their Ships until each Ship has activated Once and only once. When a Ship is Activated, it first Attacks, and then Moves. While moving, a ship may initiate a Skirmish combat with an enemy.

### Armaments and Attacks

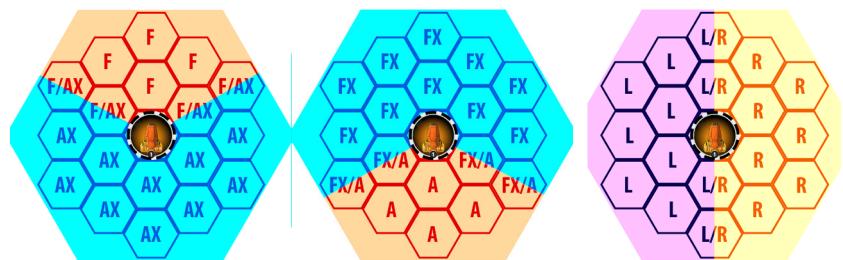
Each ship has up to 3 Armaments to make attacks with, each with a code saying which Weapon Card to use for that armament. Each Armament also has one or more Numbers saying how many Dice it uses, sometimes followed by one or two letters denoting an Arc.

To declare an Attack, your target must be within the Arc of the Armament you wish to use, and the number of spaces (Distance) between you and the target cannot exceed the Range value on the associated Weapon Card.

Once a valid Target is selected, roll the Dice listed for the Armament and apply any modifiers. Modifiers may not exceed -1 or +2. Modifiers may come from Keyword rules, Orders, Terrain, or the Modifiers listed on the Weapons Card, and any applicable modifiers must be applied.

Reference the Weapon Card for the Effect Icons scored for each die, and resolve them as described on the opposite side of this sheet.

### ARCS



### Movement

Ships Move one space at a time, and ships with the Heavy and Super Heavy role can only move forward (*Other ships do not need to track their direction*). Each space is considered "One Move".

**Role: Escort or Light:** May Move 0-3 Times.

**Role: Heavy:** May rotate up to 2 Hex Facings (60 degree turns) before each Move. Must Move 2-3 Times.

**Role: Super Heavy:** May rotate up to 1 Hex Facing (60 degree turn) before each Move. Must Move 1-2 Times.

Ships may not end their activation in the same space as a friendly ship. Moving into an Enemy space initiates a Skirmish, as described on the opposite side of this sheet.

# ADMIRALS: STAR STRIKE! Intro Fleets, Attacks and Skirmishes

## Intro Fleets

For your first game in the Star Strike Setting, we recommend using one of the Fleet/Order Library combinations listed below. These Fleets are designed for Constructed play at the Clash size.

Each of the Order Libraries also includes the following 10 Basic Orders:

- B-001 Evasive Maneuvers
- B-002 Precision Strike
- B-003 Reinforce Shields
- B-004 Full Speed Ahead
- B-005 Combat Stations
- B-007 Coordinate
- B-008 Defensive Formation
- B-013 Exploit Resources
- B-015 Heavy Ordnance
- B-016 Emergency Forcefields

## Planetary Accords

**Ships:**      **Orders:**

- PA-CA    • S-002 Silent Running
- PA-CVL   • S-004 Squadron Comm.
- PA-FF    • S-010 Energize Plating
- S-012 Psionic Nav.
- S-019 Defensive Scopes

## Nataran Empire

**Ships:**      **Orders:**

- NE-C15   • S-003 Slipstream Shock
- NE-T9    • S-005 Boarding Teams
- NE-AC    • S-008 Chitin Defense
- S-009 Hygrax Missiles
- S-014 Brawl

## Dathian Coalition

**Ships:**      **Orders:**

- DC-CA    • S-006 High Energy Man.
- DC-FT    • S-013 Heavy Repair Tm.
- DC-CM    • S-015 Giant's Bane
- S-021 Containment Fld.
- S-023 Combat Miners

## Selourian Warlords

**Ships:**      **Orders:**

- SW-HS    • S-001 EMP Burst
- SW-G5    • S-028 Draw Their Fire
- SW-      • S-030 Suicidal Aggress.
- AWS     • S-034 Blood in the Water
- S-035 Disrupt Comms.

## Resolving Attacks

After Rolling Attack Dice, resolve each Icon type in Order:

1.  **Target Locks**
2.  **Hits**
3.  **Critical Hits**

### Target Locks

Each Target Lock may be used in one of three ways. You may spend a Target Lock to reroll the die that rolled it (This does not generate any more Target Lock results). You may also spend Target Locks to activate Target lock abilities listed on the Weapon card or Order Cards attached to the attacking ship.

### Hits

Hits cause 1 point of damage to the target's Hull.

### Critical Hits

Critical Hits are resolved based on the defender's Role:

**Super Heavy:** If the ship has any Orders, return them to the Order Library. If not, it is Crippled, and the Attacker chooses a Keyword to remove. If it is already Crippled and had no orders, it is Destroyed.

**Heavy:** The ship is Crippled, and the Defender chooses a Keyword to remove. If it was already Crippled, it is Destroyed.

**Light:** If the ship has any undamaged Shield boxes, one of its Hull boxes is damaged. Otherwise, it is Destroyed.

**Escort:** The ship is Destroyed.

### Shields

Shields may be used to block Hits, and on ships of the Heavy or Super Heavy roles, may also block Critical Hits. In either case, mark 1 shield box as damaged to cancel the desired effect icon.

On Heavy or Super Heavy ships, this must be taken from the Defending Facing (see Core Rulebook p8-9)

## Skirmishes and Evade

### Initiating Skirmishes

When an Active Ship moves into a space occupied by an enemy ship, unless an Evade is performed, this initiates a Skirmish.

### Evade

Once per turn, Escorts may Move 1 space to avoid a Skirmish.

### Resolving Skirmishes

Both ships determine their Skirmish dice, and roll, dealing a Direct Hit for each roll of 1. Each Direct Hit damages 1 Hull damage. If the Defender is Destroyed, the Active ship finishes its move. Otherwise, the Activation is over.

### Skirmish Dice

The Active Ship generates dice based on how many prior Skirmishes it Initiated this Turn. For none, use its total Armaments. For one, use Half its total Armaments (Rounded up). For more than one, use one die. The Defender always uses their total Armament dice. All bonuses from Keywords and other rules are added after.