Admirals Star Strike Rules Reference

Admirals Engine Version 2.0

Utilizing Tactical Game System Framework (TGSF 1000)

1) **Core Concepts**: This Section describes the basic systems upon which the game functions.
   A) **Dice**: This game uses 6-sided Dice, also known as D6. The number rolled on the die is referred to as the <u>Unmodified Result</u>. *Note: Most dice rolls in this game are better if you roll a lower number instead of a higher number.*
      01) **Dice Modifiers**: Some rules may change the number rolled on a die. These are collectively referred to as Dice Modifiers. The changed result is known as the <u>Modified Result</u>.
         (I) **Dice Modification Limits**: No Die result may be increased by more than 2 or decreased by more than one.
         (II) **Resolving Multiple Modifiers**: When multiple Dice Modifiers are in effect, combine all the modifiers together first, then apply the **Dice Modification Limits**. *Example: A die roll has 2 modifiers of +1, a modifier of +2, and a modifier of -1. First, The modifiers are all combined (+1+1+2-1=3). As this +3 modifier then exceeds the **Dice Modification Limits**, the actual modifier for that die is +2.*
   B) **Printed Components**: This game uses several printed components. Each of these components is assigned a unique identifier code, and each type of component has a different code structure.
2) **Field of Play**: This Section describes the area of "In-Play", where **Pieces** (3) are placed, moved, and interact with each other. It also describes the area of "Out of Play", where components used to track effects and damage are used.
   A) **Battlefield**: In this game, the Field of Play is more commonly referred to as the Battlefield. The Battlefield is a playmat with hexagon spaces, also known as Hexes. Each space may contain one **Piece** (3).
      01) **Measuring Distance**: To determine the distance between two **Pieces** (3), count the number of Hexes on the shortest path between the two Pieces. Pieces that are in adjacent Hexes are at Distance 0, as there are no hexes between them.
      02) **Determining Facing**: Some **Pieces** (3) must move around the board in a particular way. These pieces are notable as having Hexagon markings on their piece's artwork. The hex on the piece's artwork must align with the hexes on the **Battlefield**.
         (I) **Fore and Aft**: **Pieces** that have hexes on their piece artwork also have a <u>Fore</u> and <u>Aft</u>. The label displaying that piece's **Role** (3A) is always placed along the <u>Aft</u> edge of the hex. The <u>Fore</u> of the piece is the edge that is opposite the <u>Aft</u>.
      03) **Stellar Phenomena**: Also referred to as <u>Terrain</u>, certain hexes confer various properties upon the piece that is in that hex. These Hexes are always marked by a colored outline, and certain important types of <u>Terrain</u> have additional markings inside the hex. Details on the effects and corresponding visuals of various terrain types can be found in **Field Effects** (8)
   B) **Command Area**: The Command Area is where components that are not used on the **Battlefield** are used. These components are used to track the status of **Pieces** (3), and to apply various effects to Pieces.
3) **Pieces**: Also known as <u>Ships</u>, Pieces are represented on the **Battlefield** (2A) by a circular token with artwork representing that <u>Ship</u>. Each Piece also has a <u>Ship Card</u> associated with it. This card contains

information on how the Piece functions, and is used to track damage and other effects applied to the piece.

A) **Piece Attributes**: All pieces have a variety of game information associated with them. These are called Attributes. Some Attributes are derived from other information about a Piece (such as Order Capacity), and do not appear on older or compact Ship Card layouts; these are called Derived Attributes. Each Attribute type and how to read them is listed in this section.

01) **Core Attributes**: This section lists Attributes that are not Derived.

(I) **Ship Code**: This Attribute is a unique identifier for the Ship Card itself, and differentiates it from other Ship Cards with the same Name. The first 2 letters correlate with the Piece's Faction Allegiance.

(II) **Name**: This Attribute is the Name of the Piece. Pieces may share the same Name. Some rules reference requiring a Piece's Name to include or consist entirely of a specific word or phrase (example: "Cruiser").

(III) **Class**: This attribute is rarely used in gameplay. It is the specific name given to that variant of vessel by the owning faction.

(IV) **Faction Allegiance**: This Attribute denotes the galactic power the Piece owes allegiance to. Unless otherwise stated, a Player's fleet may only consist of Standard and Refit ships belonging to a single Allegiance, and Ally ships belonging to a single Allegiance of the same Color. Colors are referenced by the first word in the Allegiance. [Blue = Explore, Yellow = Expand, Green = Exploit, Red = Exterminate]

(V) **Type:** There are three Types of Piece. Most Pieces are of the Standard type. There are also Ally Pieces and Refit Pieces. Ally Pieces represent friendly allied forces from a minor galactic power. Refit pieces represent rare specialist designs.

(VI) **Subtype**: This field is used in two cases: If the Piece has the Refit type, This Attribute lists what type of Refit it is. Otherwise, if the piece has the Massive keyword, it also gains the Massive subtype.

(VII) **Piece Art**: The art window shows what the corresponding Piece on the Battlefield looks like. This is a top-down view, with the Front of the Piece facing towards the top of the Ship Card.

(VIII) **Bonus Orders**: Some Pieces (Specifically, Refits and Pieces with the Massive Subtype/keyword) can be assigned an additional order from a specific selection. When assigning Orders, if a Piece has any Bonus Orders listed, at least one Order assigned to that piece must have a matching Card ID to the Order Card IDs listed here.

(IX) **Role**: This Attribute correlates to several Derived Attributes. It can be one of five options: Escort, Light, heavy, Super Heavy, and Stationary. These represent both how large a vessel is, and how/if it moves.

(X) **Hull Points**: This Attribute is the number of times a Piece can suffer a Hit or Direct Hit result before it is Defeated. Each time a Piece suffers a Hit or Direct Hit, that Piece's Current Hull Points are reduced by 1 (you can track Current Hull Points via a Die placed on the card, Dry erase marker, or damage tokens). When a Piece is reduced to 0 Current Hull Points, it is considered Defeated and immediately removed from play.

(XI) **Armor**: A Piece's Armor Attribute defines how effective it is at resisting Hits and Critical Hits from Armaments that do not have the Heavy type. See **Strikes** (**5**) for more details.

(Note: on older cards, Armor was reflected as a Keyword. If an older card has no Armor Keyword, it is considered to have an Armor value of 1.)

(XII) **Flak**: A Piece's Flak Attribute defines how effective it is at resisting Hits and Critical Hits from Armaments that have the Ordnance type. See **Strikes** (**5**) for more details. (Note: on older cards, Flak was reflected as a Keyword. If an older card has no Flak keyword, it is considered to have a Flak value of 0.)

(XIII) **Shields:** Shields are a Piece's primary defenses, and can cancel any Hits or Critical Hits. Depending on the Piece, the Ship Card will either show a single Die or area showing the Piece's starting number of Shields, or will show a hexagon with 6 Shield Values (one for each facing of the hex the piece is in). See **Strikes** (**5**) for more details.

(XIV) **Armaments**: These Attributes represent the Piece's offensive weaponry. A Piece can have Primary, Secondary, and Tertiary Armaments. A Piece may have 2 Primary Armaments, representing multiple groups of the same weapon. See **Armaments and Weapons (3B)**, **Strikes (5)** and, **Skirmishes (7)** for more information on how to read and use Armaments.

(XV) **Keywords**: Many Pieces have Keywords that grant them additional abilities, representing systems or capabilities the Ship has. See **Keyword Rules (9)** for more information.

02) **Derived Attributes**: This Section lists Attributes that may not be listed on older or compact Cards, as they are solely derived from Core Attributes.

(I) **Order Limit**: A Piece's Order Limit is derived from that Piece's Role, and if it is a Refit or has the Massive keyword. The Order Limit is also reduced by the number of Critical Damage markers assigned to the Piece. If a Unit gains a Critical Damage marker that would put its Order Limit below 0 (IE, has more Critical Damage markers than its original Order Limit value), it is Crippled, Defeated and immediately removed from play. Ships with the Escort or Stationary Role have an Order Value of 0. Ships with the Light or Heavy Role have an Order Value of 1. Ships with the Super Heavy Role have an order Value of 2. If a Ship has the Refit type or the Massive keyword, they increase their Order Value by an additional 1.

(II) **Moves per Turn**: The number of Moves a Piece must/may make each Battle Round are determined by a Piece's Role. Pieces with the Escort or Light Role may make 0 to 3 moves each round. Pieces with the Heavy Role must make at least 2 moves per round, and may make up to 3 moves per round. Pieces with the Super Heavy Role must make at least 1 Move per round, and may make up to 2 Moves per round. Pieces with the Stationary role may not move.

(III) **Rotations per Move**: The number of 60° Rotations a Piece may make prior to each Maneuver. Pieces with the Escort or Light role may make any number of Rotations (and effectively may move in any direction). Pieces with the Heavy Role may make up to 2 Rotations per Maneuver (turning 2 hex facings). Pieces with the Super Heavy Role may make up to 1 Rotation per Maneuver (turning 1 hex facing). Pieces with the Stationary role do not Rotate.

(IV) **Skirmish Dice**: This is the number of Skirmish Dice a Piece rolls when it Skirmishes. It is the Sum of all the Armament Dice a Piece Has (**3B**), plus an additional die if the Piece has the Shuttle Hangar Keyword. In addition, a Piece's Skirmish Dice value can be

degraded from damage or use in the same turn. If a Piece has one or more Critical Damage effects, and/or one <u>Exhausted</u> effect, its Skirmish Dice value is divided by 2 (rounding up). If a Piece has two or more <u>Exhausted</u> effects, its Skirmish Die value is divided by 4 (rounding up). Finally, various game effects (Such as the Target lock ability of the Malus Blaster) may temporarily reduce a ship's Skirmish Die value. These effects take place after any division as a result of Critical Damage and/or Exhausted effects. (Newer Ship Cards list the full Skirmish Die value, as well as both Degraded amounts, for easy reference).

03) **Armaments and Weapons**: A Piece's Armaments allow it to **Strike** enemies at long range, and help determine its <u>Skirmish Dice</u> (3A.02IV). There are many different armament types, known as Weapons, each with a corresponding Weapon Card detailing its limitations and statistics. Each Armament lists the Weapon Code for the card it is associated with (as well as a matching Icon), the Arc of that Armament (where it can strike in relation to the Piece), and the number of Dice rolled for that Armament when performing a **Strike**.

4) **Flow of Play**: This section describes the basic process of setting up the game, how players proceed through each turn, and how the game ends. *Note: many of the rules regarding setup may be overruled by specific scenario instructions.*

A) **Setup**: Before starting a game of Admirals: Star Strike, players must take the following steps to set up:

01) **Determine Teams**: The players must be divided into even teams. After Teams have been determined, a player from each Team rolls a die. The team that has the lower die roll is Team A, and the team with the higher die roll is Team B. If the die rolls are tied, roll again.

02) **Set up the Battlefield**: Players agree on a Battlefield and place it between both teams.

03) **Set up the Command Area**: Players set up the <u>Ship Cards</u> for their **Pieces** (3) in the space in front of them, and each player takes their Order Library and sets it nearby their Ship Cards. *Note: we recommend keeping your Order Library face-down during play, when not selecting orders.*

04) **Set up Pieces**: Starting with a player on Team A, Teams take turns placing one piece at a time in the <u>Setup Hexes</u> closest to their Team (identified by the yellow shading in the hexes). Only one piece may be placed in each <u>Setup Hex</u>.

(I) **Multiplayer Piece Setup**: If there are more than 2 Players on a Team, the same player cannot set up a Piece two turns in a row, unless all other players on their team have already set up all of their pieces.

05) **Prepare for Battle**: Team B gains the <u>Initiative</u>. Then, players may begin the first **Battle Round** (4B).

B) **The Battle Round**: The game is played over the course of 6 Battle Rounds. Each battle round consists of 3 phases, in order: **Command Phase**, **Action Phase**, and **Refresh Phase**.

01) **Command Phase**: During the Command Phase, all players select <u>Orders</u> from their <u>Order Library</u> and assign them to their **Pieces** (3) by placing those Orders face-down next to the <u>Ship Card</u> associated with that Piece. Once all players have assigned their Orders, all players simultaneously flip their assigned Orders face-up (those orders are <u>Revealed</u>). The rules on those cards take effect immediately and will apply to their assigned Pieces until the **End Phase** (4B.03) or when the <u>Order</u> is returned to the <u>Order Library</u>. This completes the Command Phase.

(I) Piece Limits: A Piece may never be assigned more Orders than that Piece's **Order Limit** (3x.xx). *Note: Orders that are reassigned after they are revealed do not apply this rule to the Piece they are reassigned to.*

(II) Psionic Orders: Only one Order with the Psionic Order Type may be assigned to Pieces, for each player. *Note: this rule excludes Pieces with the Starcaster keyword and pieces whose Required Order has the Psionic Order Type.*

(III) Required Orders: Some Pieces have rules that require them to be assigned a specific Order (such as the Massive **Keyword Rule**). These orders are assigned face-up instead of face-down. Any effects of these orders that would apply when the order is Revealed take effect when all other Orders are Revealed.

02) Action Phase: Starting with the Team that has Initiative, Teams alternate selecting one of their **Pieces** that has not yet Activated (That Piece is treated as Active until it has Activated), and then perform Actions with that Piece in the following Order: 0-4 **Strikes** (5), followed by **Movement** (6). In addition, during **Movement**, a Piece that could Move into a space occupied by a Piece belonging to the opposing team instead initiates a **Skirmish** (7). Once a Piece has completed any Strikes it wishes to make, performed its Movement and resolved any Skirmishes, that piece has Activated. Once all Pieces have Activated, the Action Phase is complete. *Note: You can mark Activated pieces in a number of ways, but we recommend using some kind of token placed on that Piece's Ship Card.*

(I) Multiplayer Activation: If there are more than 2 Players on a Team, the same player cannot select one of their Pieces two turns in a row, unless all other players on their team have already Activated all of their pieces.

(II) Strategic Activations: If all of one Team's Pieces have Activated, and the other team has Initiative, and has Pieces that have not Activated, then Pieces may only perform 0-2 **Strikes** for the remainder of the Battle Round.

(III) Overrun Activations: If all of one Team's Pieces have Activated, and the other team does not have Initiative, and has Pieces that have not Activated, then Pieces owned by the Team that does not have Initiative gain the Deadly [2] and Skilled **Keyword Rules** (9) for the remainder of the Battle Round.

03) Refresh Phase: All Pieces are no longer Activated, and all Orders are returned to their owning player's Order Library. If players are using Tokens to track "Once per Battle Round" effects, these are turned to the "Ready" state (this includes tracking Evade on Escorts). Each Piece may then remove one Exhausted Effect. Then, unless it is the 6th Battle Round, determine which Team has Initiative for the following Battle Round.

(I) Determining Initiative: Each Battlefield has a number of Strategic System **Stellar Phenomena** (8A). To determine which Team will have Initiative for the following Battle Round, count the number of Strategic System hexes occupied by pieces from each Team. The Team that occupies the most Strategic System hexes has Initiative for the following Battle Round. If both Teams have the same number of Strategic Systems, then the Initiative for the following Battle Round goes to the team that did not have the Initiative for this Battle Round.

C) Ending the Game: The game ends either when one Team has been Wiped Out, or when the 6th Battle Round is completed.

(I) Piece Limits: A Piece may never be assigned more Orders than that Piece's **Order Limit** (3x.xx). *Note: Orders that are reassigned after they are revealed do not apply this rule to the Piece they are reassigned to.*

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C) Ending the Game: The game ends either when one Team has been Wiped Out, or when the 6th Battle Round is completed.

01) Wiped Out: If a Team no longer has any Pieces left on the Battlefield, that Team is Wiped Out. The other Team Wins the Game.

02) Scoring and Tiebreakers: After the end of the 6th Battle Round, both teams tally their Objective Points scored. The Team that scored more Objective Points wins. If there is a tie (or if neither Team scored Objective Points), use the Tiebreaker rules below, in order.

(I) First Tiebreaker (Control): Count the number of <u>Strategic System</u> hexes occupied by pieces from each Team. The Team that occupies the most <u>Strategic System</u> hexes Wins the Game.

(II) Second Tiebreaker (Resilience): Tally the Power Rating of all the Defeated ships on each team. The Team with a lower total of all their defeated ships Wins the Game.

(III) Stalemate: If no Tiebreaker rule is able to determine a winner, then the game is a Draw.

5) Strikes: This section describes the process of performing ranged <u>Attacks</u>, also referred to as Strikes or Strike Actions.

A) Declaring a Strike: To declare a Strike Action, select an Armament on the <u>Active</u> Piece that has not been used this battle round. Then, select a piece belonging to the opposing team (This is known at the <u>Target</u>) whose Distance (**2A.01**) from the <u>Active</u> Piece is less than or equal to the Maximum Distance listed on the Weapon Card associated with that Armament and, is <u>Within</u> that Armament's <u>Arc</u> (5A.01)

01) Determining if a Target is in Arc: There are 7 <u>Arc</u> Types in this game. Each has an Icon and Code associated with them. <u>Arcs</u> are relative to the Piece performing the strike, and each Arc diagram has an arrow in the Active Piece's hex showing which direction is the Front of the Piece. In these diagrams, the <u>Active</u> Piece's hex is black, hexes that are <u>Within</u> that <u>Arc</u> are shaded, and hexes that are <u>Not Within</u> that <u>Arc</u> are empty.

(I) 360°: Omnidirectional Arc.
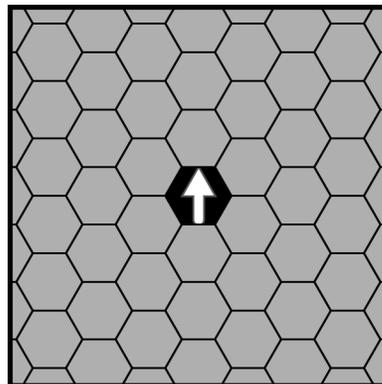
(II) F: Forward Arc.
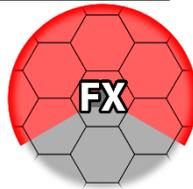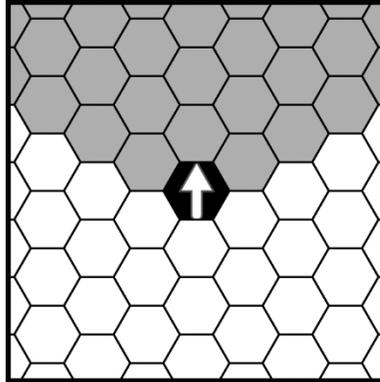
(III) FX: Forward Extended Arc.
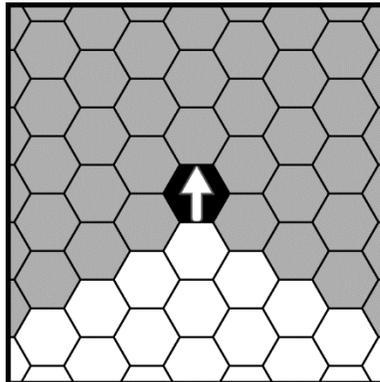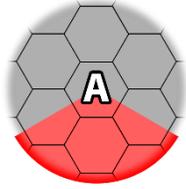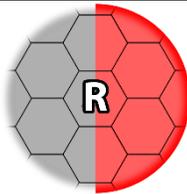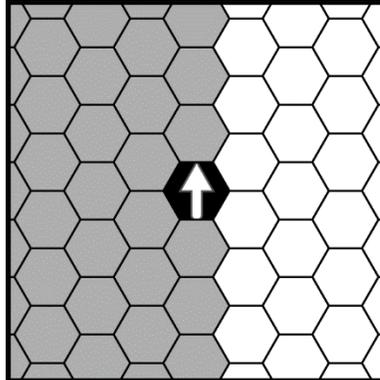
(IV) A: Aft Arc.
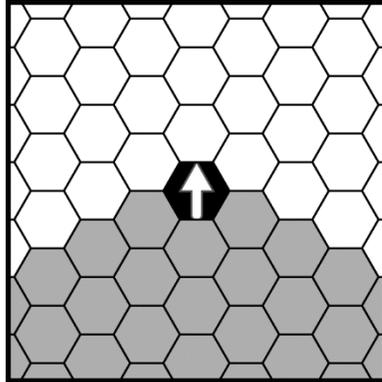
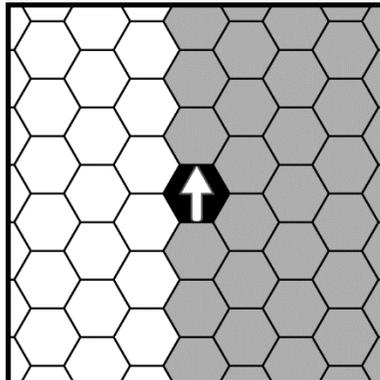**(V) AX:** Aft Extended Arc.
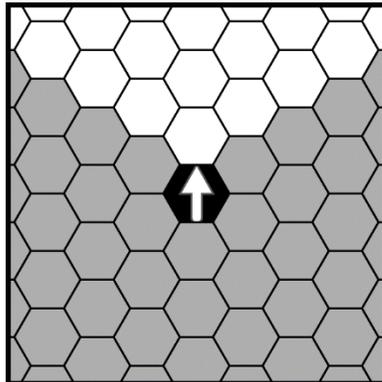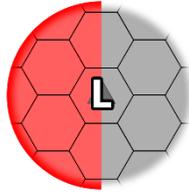
(VI) L: Left Arc.

(VII) R: Right Arc.

02) **Declaring Strikes with Heavy Weapons**: Before declaring any Strikes, if the <u>Active</u> Piece has a <u>Reloading</u> token, remove it. If a token is removed in this way, the <u>Active</u> Piece may not declare **Strikes** with Armaments whose Weapon has the Heavy type this Battle Round.

B) **Determining Die Modifiers**: Once a <u>Target</u> is selected and the **Strike** is declared, determine any an all Dice Modifiers that apply to this **Strike**. Any modifiers that apply to "Attacks" or "Attack Dice" apply specifically to Armament Dice used during **Strikes**. The Following are common sources of Modifiers for **Strikes**.

01) **Weapon Cards**: Each Armament's Weapon Card contains a number of Modifiers, followed with the conditions under which those Modifiers apply. Conditions may include, but are not limited to, the <u>Attributes</u> of the Target, the <u>Distance</u> to the target, the status of the Target's defenses.

02) **Order Cards**: Some Order cards either apply Modifiers when the Piece they are assigned to is the <u>Target</u>, or when the Piece they are assigned to is performing a **Strike**. Some Order

Cards even apply Modifiers to pieces within a certain <u>Distance</u> of their Piece. Be aware of all Orders on the field when accounting for Modifiers.

    03) Terrain: Some Terrain will apply Modifiers to Pieces that are <u>Targets</u> or pieces that are performing a **Strike**. Be aware of the Terrain of hexes that both the <u>Target</u> and the Piece performing the **Strike** are in.

    04) Keywords: Certain **Keyword Rules (9)** on the Target, the Active Piece, or other nearby Pieces may apply modifiers. The most common of these is the <u>Stealth</u> Keyword.

    05) Additional Rules: Various rules, such as from Scenario play or future card releases, may also apply Modifiers.

C) Roll Dice and Determine Results: The Player with the Active Piece gathers Dice equal to the selected Armament's Die Value and rolls them. Each die applies the Modifier to get the <u>Modified Result</u> (A roll of 5 with a Modifier of +2 is a Modified Result of 7). Check the <u>Modified Results</u> against the Weapon Card's Effect Chart to determine the number of <u>Effect Icons</u> you Generate. The Effect Icons are Summarized below.

    01)   **Target Lock**: These Icons represent accuracy of an armament, allowing it to potentially do more Damage or impart some kind of special effect.

    02)   **Hit**: This Icon represents incremental strain on a ship's subspace field, which allows it to operate in combat. They directly correlate to Damage, with each Hit potentially removing a Hull Point. Once a ship's Hull Points are depleted, it can no longer maintain it's Subspace Field and is immediately removed from play.

    03)   **Critical Hit:** This icon represents damage to the Ship's infrastructure. They Directly correlate to Critical Damage, with each Critical Hit potentially causing an enemy ship to lose Orders and Order value, and ultimately Cripple it and remove it from play.

    04)   **Direct Hit:** This icon represents damage that bypasses a ship's Subspace Field. As such, Subspace Shields are useless against it. They directly correlate to Damage, with each Hit potentially removing a Hull Point. Once a ship's Hull Points are depleted, it can no longer maintain it's Subspace Field and is immediately removed from play.

D) Tracking Effect Icons: You may use Tokens or other tools to keep track of Generated Effect Icons while <u>Resolving Effect Icons</u>**(5E).** We recommend using them as dice are rolled. Star Strike 1.0 items may reference Re-Rolling a specific Die or multiple specific dice. Instead, Roll that amount of additional dice. This is called a <u>Lock On.</u> **(5F.01I)**.

E) Target Blocks with Shields: The Player of the <u>Target</u> may spend <u>Shield Points</u> from that Piece to cancel Hit or Critical Hit results. Each Shield Point Spent cancels one ✦ <u>Hit Effect Icon</u> or one ✳ <u>Critical Hit Effect Icon</u>, those Icons do not Resolve in Step **(5F).**
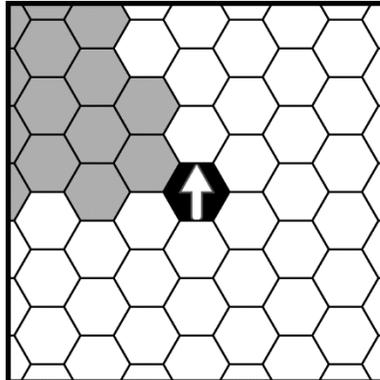
    01) Pieces with multiple Shield Facings: If a Piece has multiple Shield Facings (IE, Has the Heavy, Super Heavy, or Stationary roles), it may only spend Shield points from a Facing that the

Active piece is currently in. The areas covered by each facing are shown below. In each example, the Target is shown facing the top of the diagram.
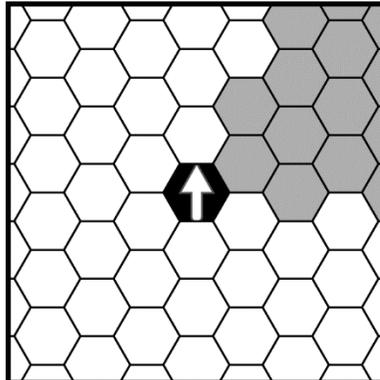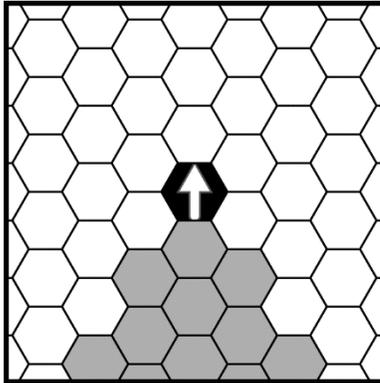
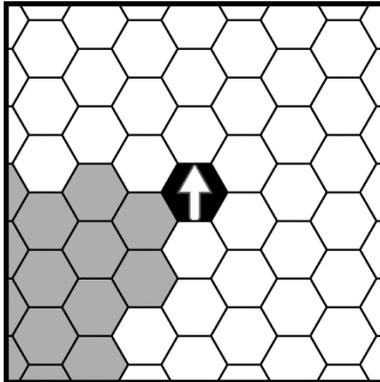**(I) Direct Fore Shield:**
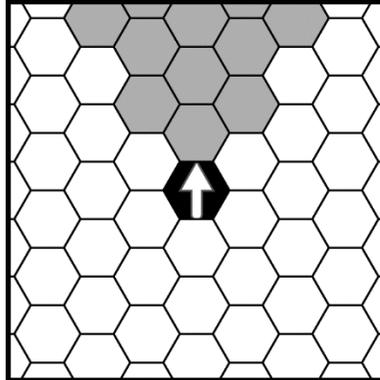
(II) Left Fore Shield:

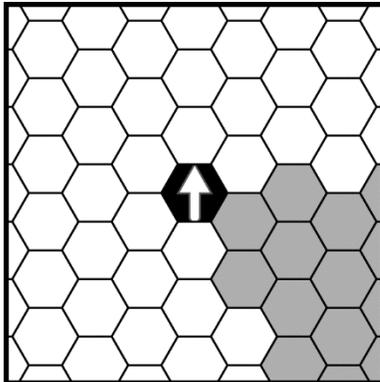**(III) Right Fore Shield:**

(IV) Direct Aft Shield:

(V) Left Aft Shield:

(VI) Right Aft Shield:

F) **Resolving Effect Icons**: Once Effect Icons have been Generated, They must be resolved as follows, in order:

01) **Target Lock**: For Each Target Lock Effect Icon, You may trigger a Target Lock ability on the Weapon Card for the current Armament, or you may Lock On.

(I) **Lock On**: Roll a Die, then Generate Effect Icons with the same modifier as the dice rolled during Step (5C). Any Target Lock results that would be generated are not generated.

(II) **Card Effects That Add Dice**: Treat Target Lock abilities, Order Card rules or other Card rules that "Add Dice" as "Lock On" effects. The timing for activating these effects is the same as Spending Target Lock effects.

02) ◆ **Hit**: For each Hit Effect Icon, the Target Piece's Player rolls one or more Save Rolls. If none of the Save Rolls are Effective, The Target takes Damage and loses 1 Hull Point. If the Target's Current Hull Points Attribute is reduced to 0, it is Defeated and Removed from Play. *Flavor Note: Ships that are Defeated in this way have had their Subspace Field knocked offline, whether through electronic interference, or direct damage to the vessel's superstructure causing it to fall out of sync with the Field. The results can vary from the ship simply being rendered adrift (and undetectable) for a significant amount of time, to the ship's subspace field suddenly and violently shearing the vessel to shreds. In Career Play, you can determine these effects, however for most games you need not track the fate of Defeated ships.*

  (I) Armor Save Roll: an Armor Save may be rolled if the Weapon in this Armament does not have the Heavy Type. To make an Armor Save, roll a die. If the result is equal to or less than the Target's Armor Attribute, the Save is successful.

  (II) Flak Save Roll: a Flak Save may be rolled if the Weapon in this Armament has the Ordnance Type. To make a Flak Save, roll a die. If the result is equal to or less than the Target's Flak Attribute, the Save is successful.

03) ✷ **Critical Hit:** For each Critical Hit Effect Icon, the Target Piece's Player rolls one or more Save Rolls. If none of the Save Rolls are Effective, The Target receives one Critical Damage and must return an Order to its owning player's Order Library. If the Target has more Critical Damage than its initial Order Limit Attribute, it is Crippled, Defeated and Removed from Play. *Flavor note: Ships that are Defeated in this way are unable to function due to their crew being incapacitated or the ship itself suffering catastrophic damage. In Career Play, you can determine these effects, however for most games you need not track the fate of Defeated ships.*

  (I) Massive Save Roll: a Massive Save may be rolled for any and all Critical Hits, if the Target has the Massive Keyword Rule. To make a Massive Save, roll a die. If the result is equal to or less than 3, the Save is successful.

  (II) Armor Save Roll: an Armor Save may be rolled if the Weapon in this Armament does not have the Heavy Type. To make an Armor Save, roll a die. If the result is equal to or less than the Target's Armor Attribute, the Save is successful.

  (III) Flak Save Roll: a Flak Save may be rolled if the Weapon in this Armament has the Ordnance Type. To make a Flak Save, roll a die. If the result is equal to or less than the Target's Flak Attribute, the Save is successful.

04) ✳ **Direct Hit:** For each Direct Hit Effect Icon, the Target Piece's Player rolls one or more Save Rolls. If none of the Save Rolls are Effective, The Target takes Damage and loses 1 Hull Point. If the Target's Current Hull Points Attribute is reduced to 0, it is Defeated and Removed from Play.

(I) Ore Hull Save Roll: an <u>Ore Hull</u> Save may be rolled for any and all DirectHits, if the <u>Target</u> has the <u>Ore Hull</u> Keyword Rule. To make an Ore Hull Save, roll a die. If the result is equal to or less than 2, the Save is successful.

(II) Fast Saves: a <u>Fast</u> Save may be rolled for any and all Direct Hits, if the <u>Target</u> has the <u>Fast</u> Keyword Rule. To make a Fast Save, roll a die. If the result is 1, the Save is successful.

G) Trigger After-Attack Effects: Certain effects happen "After Attack" or "After Strike". These effects trigger after all Effect Icons have been resolved.

01) Reload Heavy Weapons: After a Piece has performed a **Strike** with an Weapon of the Heavy type, it must be assigned a <u>Reloading</u> token. If the Piece has multiple Armaments that are Weapons with the Heavy Type, it then ignores rule (5A.03) for the remainder of the Battle Round.

6) Movement: This section describes the process of performing <u>Maneuvers</u> with your **Pieces**. A <u>Maneuver</u> is a sequence of changing the position of a piece on the board that requires one or more <u>Moves</u>. A Piece may not perform a Maneuver if that maneuver requires more moves than the Piece has remaining that Battle Round (The exception to this rule is the <u>Evade Maneuver</u>). Pieces cannot perform a Rotation if they have used all their Moves for the Battle Round.

A) Rotation: Prior to each Maneuver, a Piece may change its current <u>Facing</u> by Rotating. The number of Rotations a Piece may make per Maneuver is determined by its <u>Role,</u> as follows:

01) Stationary Rotation: Stationary Pieces do not rotate.

02) Super Heavy Rotation: Super Heavy Pieces may rotate to an adjacent facing (one 60° turn) once before executing a <u>Maneuver</u>.

03) Heavy Rotation: Heavy Pieces may rotate to an adjacent facing (one 60° turn) up to twice before executing a <u>Maneuver.</u>

04) Light and Escort Rotation: Pieces with either the Light or Escort roles may rotate to *Any* Facing before executing a Maneuver.

B) Maneuvers: After performing Rotation, a Piece executes a Maneuver. Each Maneuver requires a number of <u>Moves</u>. Pieces must use a number of Moves based on their Role (See (**3A-02II**) for specifics). Once a Maneuver has been selected, the piece Executes that maneuver and is moved to its new location. If a piece has no valid Maneuvers it can execute (for example, if it is facing the edge of the battlefield) and has Moves it must use, it may Rotate as normal, and then it ends its <u>Activation</u>.

01) Ahead Maneuver: This Maneuver requires one Move. This Maneuver requires that the hex directly ahead of the Piece is empty. To Execute, move the Piece into the Hex directly ahead of it.

02) Ahead Pass Maneuver: This Maneuver requires two Moves. This Maneuver requires that the hex directly ahead of the piece contains a Piece belonging to the same team, and that the next hex in the same direction is empty. To execute, move the Piece into the second Hex.

03) Bypass Sling Maneuver: This Maneuver requires three Moves. This Maneuver requires that the hex directly ahead of the piece contains a Piece belonging to the opposite team, and that the next hex in the same direction is empty. To execute, move the Piece into the second Hex.

04) Assault Maneuver: This Maneuver requires one Move. This Maneuver requires that the hex directly ahead of the Piece contains a Piece belonging to the opposite Team. To Execute, the Maneuvering Piece and the Opposing Piece engage in a Skirmish **(7)**. If the Opposing Piece is Defeated as a result of the Skirmish, if the Maneuvering Piece was not defeated, move that Piece into the Hex directly ahead of it.

C) Evade Maneuver: Escorts have access to a reactive ability called Evade. If the space an Escort is in is selected for an Assault Maneuver, if the Escort's Evade is Ready (has not been used this Battle Round), it may immediately rotate and execute an Ahead Maneuver. The Assault Maneuver is then cancelled (it does not use any Moves), and the Active piece must instead perform an Ahead Maneuver (using a Move as normal) into the designated Hex.

7) **Skirmish**: This section describes the process for resolving a close-quarters Combat, also known as a Skirmish. Skirmishes are commonly initiated by a Piece Executing an Assault Maneuver (**6B-04**). To Skirmish, each Ship first Arms Battlestations by gathering Skirmish Dice, then both ships exchange blows in Combat, dealing Direct Hits to each other.

A) Arm Battlestations: To Arm Battlestations, the owners of each piece tally that Piece's Skirmish Dice (**3A-02IV**) and gather dice equal to that value (referred to as the Combat Pool). Each player (starting with the Active player) then announces what (if any) Skirmish-related rules their Piece has, and adds or removes dice from their Combat Pool required by any effects.

B) Combat: Both players roll their Combat Pool. Each Die result of 1 Generates a Direct Hit on the opposing player's Piece. In addition, Rules that happen "During a Skirmish" or "During Combat" are resolved during this time. The Target of each Direct Hit Generated is the Piece opposing that Piece in this Skirmish (Pieces deal Direct Hits to each other in Combat)

C) Mount Defenses: After Combat has taken place, before resolving Direct Hits, any rules that grant Combat Saves, or otherwise "Cancel Direct hits" during a Skirmish, are resolved at this time. Each Direct Hit may have a Save of each available type made against it. If the Save is successful, Cancel that Direct Hit (it does not resolve in the next step).

01) Evasion Save: an Evasion Save may be rolled for any and all Direct Hits, if the Target has the Escort Role, and its Evade is Ready (Has not used an Evade Maneuver this Battle Round). To make an Evasion Save, roll a die. If the result is equal to or less than 3, the Save is successful.

02) Ore Hull Saves: an Ore Hull Save may be rolled for any and all Direct Hits, if the Target has the Ore Hull Keyword Rule. To make an Ore Hull Save, roll a die. If the result is equal to or less than 2, the Save is successful.

03) Fast Saves: a Fast Save may be rolled for any and all Direct Hits, if the Target has the Fast Keyword Rule. To make a Fast Save, roll a die. If the result is 1, the Save is successful.

04) Bunker Down Save: a Bunker Down Save may be rolled for any Direct Hits generated in Combat, if the Target is in a Strategic System Hex. To make a Bunker Down Save, roll a die. If the result is equal to or less than 2, the Save is successful.

05) Ram-Prow Saves: a Ram-Prow Save may be rolled for any Direct Hits generated in Combat, if the Target has the Ram-Prow Keyword Rule. To make a Ram-Prow Save, roll a die. If the result is 1, the Save is successful.

D) Damage Report: Both players resolve the Direct Hits generated against their Pieces. For each Direct Hit that was not Cancelled, The Target takes Damage and loses 1 Hull Point. If either or both Piece's Current Hull Points Attribute is reduced to 0, they are Defeated and Removed from

Play. Once all Direct Hits have been resolved, any Pieces that were not Defeated receive an Exhausted effect, unless that Piece already has 2 Exhausted effects.

8) **Field Effects**: Various types of **Stellar Phenomena** (2A.03), also known as Terrain, grant different effects to the **Pieces** (3) in their hexes. This section describes how to identify each phenomena on the **Battlefield** (2A), and their effects.

   A) **Strategic System**: Marked by a Lattice effect over their Hexes and a White Border, these spaces represent specific Star Systems that are strategically important for one reason or another. In addition to being important for determining the Initiative during the Refresh Phase, these Hexes grant the following effects to Pieces in them:

      01) **Bunker Down**: This Piece gains access to Bunker Down Saves in Skirmish as long as it is within this Hex.

      02) **Secure Area**: If a Piece is in this Hex at the start of the Refresh Phase, that Piece's Team scores 1 Objective Point.

   B) **Black Hole**: Black Holes are made up of a Core Hex (Marked by a Red Border), and the 6 adjacent Hexes, the Horizon Hexes (Marked by Purple Borders). They are visually represented by the black hole itself on Art-style maps, or by a swirling star vortex icon covering all 7 hexes on Arena-style maps. Black Holes are potentially very deadly obstacles that are often best avoided, but grant rewards to the brave**:

      01) **Drawn In**: When a Piece enters a Horizon Hex, roll a die, adding 1 to the roll if the Piece has the Super Heavy Role and adding 2 if the Piece has the Massive Keyword Rule. If the result is higher than 4, the Piece is immediately relocated into that Black Hole's Core Hex. This relocation does not use a Move, and the Piece retains its current Facing. If another Piece is already in the Core Hex, Both Pieces are immediately Defeated and removed from play.

      02) **Guidance Malfunction**: Pieces in any Black Hole Hex increase their Flak Attribute by 2 (to a maximum of 4) while they are within a Black Hole Hex. In Addition, Pieces in any Black Hole Hex cannot perform Strikes with Ordnance Weapons.

      03) **Subspace Fields to Maximum!**: Pieces that are in the Core Hex of a Black Hole may not perform Strikes. Strikes Made against Pieces that are in the Core Hex of a Black Hole have a [Die+2] Modifier.

      04) **Crushing Gravity**: If a Piece begins its Activation in the Core Hex of a Black Hole, if it ends its activation in the same Core Hex, it is immediately Defeated and removed from play.

      05) **Escape Velocity**: Pieces in the Core Hex of a Black Hole cannot execute Assault Maneuvers. When a Piece in a Core Hex of a Black Hole would perform a Maneuver, Roll a Die, adding 1 to the roll if the Piece's Role is not Light or Escort. On a result of 5 or higher, the Piece is Defeated and immediately Removed from Play. On any other result, Execute the Maneuver (ignoring the Drawn In rule). That Piece gains 2 additional Moves for this Battle Round.

   C) **Dust Clouds**: Dust Cloud hexes are identified by Yellow borders, and generally are arranged in clusters. The clusters are marked with a speckled cloud effect on Arena-style maps. These hexes represent dense clouds of matter that may include volatile substances, hidden asteroids or even small Planetoids:

      01) **Dense interference**: Strikes that Target a Piece in a Dust Cloud Hex have a [Die+1] Modifer.

      02) **Tracking Disruption**: Pieces in a Dust Cloud Hex increase their Flak Attribute by 1 (to a maximum of 4), for as long as that Piece remains in a Dust Cloud hex.

- **03) Treacherous Navigation**: When a Piece enters a Dust Cloud Hex, it must roll a die. On a result of 6, the Piece suffers 2 Direct Hits. On a result of 4 or 5, the Piece must spend a Shield Point or suffer one Direct Hit. No Saves can be made against these Direct Hits.

- **D) Nebula**: Nebula Hexes are identified by blue-green hex borders, and are generally arranged in clusters. The clusters are marked with a swirling cloud effect on Arena-Style maps. These hexes represent large clouds of volatile gases that render a ship's Subspace Shielding inoperative.
  - **01) Shield Projectors Offline**: Pieces in a Nebula Hex may not spend Shield Points, and are considered to have no Shield Points remaining for effects that trigger based on a Piece having no remaining Shield Points.
  - **02) Subspace Interference**: Strikes that select a Piece in a Nebula Hex as a Target have a [Die+1] Modifier.
  - **03) Energy Dissipation**: Pieces in a Nebula Hex increase their Armor Attribute by 1 (to a maximum of 4), for as long as that Piece remains in a Nebula hex.

9) **Keyword Rules**: Various common rules apply to Pieces, and can also be applied to a Piece through various in-game effects. These rules are shown on Card components in bold (and often referenced In the rules via Underline Keyword Rule), and are known as **Keyword Rules**. These rules are presented in full in this section.

- **A) Armor [x]**: Add X to the Piece's Armor Attribute (to a maximum of 4) (Note: Older Ship Cards express their Armor Attribute via this rule.)

- **B) Cover [x]**: Pieces on the same Team as this Piece that have x or fewer hexes between them and this Piece add 1 to their Flak Attribute (to a maximum of 4).

- **C) Deadly [x]**: During Combat, Die results of x or lower (instead of Results of 1) cause Direct Hits. If a Piece has multiple instances of this rule, only the instance with the highest x value is in effect.

- **D) Fast**: This Piece has one additional Move. This Move is not required. This Piece gains access to Fast Saves (**7C-03**).

- **E) Flak [x]**: Add X to the Piece's Flak Attribute (to a maximum of 4). (Note: Older Ship Cards express their Flak Attribute via this rule.)

- **F) Lethal [x]**: When this Piece is Defeated during a Skirmish, deal [x] Direct Hits to the opposing Piece. Those Direct Hits cannot be Canceled or Saved.

- **G) Massive [B-xxx]**: When assigning orders, you may assign a Basic Order with card ID [B-xxx] to this piece in addition to any other orders. If this Keyword does not have a bracketed value (IE, is expressed as Massive instead of Massive [B-xxx]), the Piece does not gain any additional order from this rule. This Piece gains access to Massive Saves (**5F-03I**).

- **H) Shuttle Hangar**: Increase this Piece's base Skirmish Die Attribute by 1. (Note: This keyword is a requirement for several Order Cards)

- **I) Skilled**: Once per Battle Round, when Determining Die Modifiers (**5B**), this Piece may apply a [Die-1] Modifier to that Strike.

- **J) Stealth**: Strikes from non-ORDNANCE weapons that Target this Piece have a +1 Modifier.

- **K) Support [x]**: When a Piece with the Escort Role that is Adjacent to this Piece Skirmishes, During the Arm Battlestations step (**7A**), it may add [x] Dice to its Combat Pool. If an Escort Piece would be affected by more than one instance of this rule, it gains the effects of all instances (Multiple Supports stack).

L) **Augur**: Once per Battle Round, when another Piece on the same Team as this Piece that is 2 or fewer hexes distant declares a <u>Strike</u>, you may <u>Augment</u> that attack. An <u>Augmented</u> attack gains a **[Die-1]** Modifier, and Die results of an unmodified 5 or 6 grant one <u>Lock-On</u> (**5F-01I**) effect.

M) **Boarding Array**: When this Piece Skirmishes, unmodified die results of 6 generate Direct Hits.

N) **Ore Hull**: This piece gains access to <u>Ore Hull Saves</u> against all Direct Hits.

O) **Ram-Prow**: This Piece gains access to <u>Ram-Prow</u> saves. In addition, when this Piece <u>Arms Battlestations</u> (**7a**), it may add dice to the <u>Combat Pool</u> based on the opposing Piece's Role, as outlined below:

    01) **Escort:** This Piece adds no Dice

    02) **Light:** This Piece adds 1 Die

    03) **Heavy:** This Piece adds 2 Dice

    04) **Super Heavy:** This Piece adds 3 Dice

    05) **Stationary:** This Piece adds 6 Dice.

P) **Delectable:** When a Piece from the opposing Team that is 2 or fewer Hexes distant selects a Piece that does not have the <u>Delectable</u> keyword as the <u>Target</u> of a <u>Strike</u>, that Strike has a **[Die+1]** Modifier.

Q) **Grudge**: When a Direct Hit is resolved against this Piece in a <u>Skirmish</u>, generate a <u>Grudge Counter</u> on this Piece. After all Direct Hits have been resolved for that <u>Skirmish</u>, roll a Die. If the Die result is equal to or less than the number of <u>Grudge Counters</u> on this piece, the opposing Piece is immediately Defeated. After rolling the die, regardless of the result, all <u>Grudge Counters</u> are removed from this piece.

R) **Threader**: When an Opposing Piece starts its <u>Activation</u> 2 or fewer hexes distant from one or more Pieces with this keyword, it may not use more than 2 <u>Moves</u> during its <u>Activation</u>.

S) **Starmaw**: During <u>Combat</u>, Unmodified Die results of 1 generate an additional 3 Direct hits.

10) **Constructed Play**: This Section describes the process for playing standard "pickup" games of Admirals: Star Strike. In order to play a Constructed Play game, each player must have their own <u>Constructed Play Fleet</u> and <u>Constructed Order Library</u> appropriate for the <u>Escalation Level</u> being played.

A) **Escalation Level**: Escalation Level determines the relative Power Level of each player's Fleet, and represents different stages of engagement. The Escalation level of a game is agreed upon by all players prior to the game, so all players understand what Fleets they must create. There are currently three Escalation levels:

    01) **Escalation Level Alpha**: Each Player may spend up to 10 Power Points (PP) on their Fleet. We recommend playing on a Small map if there are 1-2 players per team, or a Medium map of there are 3 or more players per team.

    02) **Escalation Level Beta**: Each Player may spend up to 15 Power Points (PP) on their Fleet. We recommend playing on a Small or Medium map of there is one player per team, and a Medium map if there are 2 or more players per team.

    03) **Escalation Level Delta**: Each Player may send up to 20 Power Points (PP) on their Fleet. We recommend using a Medium map and limiting teams to no more than 3 players. Future releases will add Large maps, allowing larger team sizes.

    04) **Escalation Level Gamma:** Each Player may send up to 30 Power Points (PP) on their Fleet. We recommend using a Medium map and limiting teams to no more than 2 players. Future releases will add Large maps, allowing larger team sizes.

05) Escalation Level Omega: Each Player may send up to 50 Power Points (PP) on their Fleet. We recommend using a Medium or Large map and limiting teams one player each. Warning, Omega-Level games may take a long time to play.

    (I) Omega Orders: When assigning Orders in an Omega-Level game, each player may select one Basic Order and set it to the side as an <u>Omega Order</u>. When players reveal Orders, the <u>Omega Order</u> applies to all Pieces that could have been assigned an Order, but were not.

B) Constructed Play Fleet: Prior to setting up the game, each player must create their Fleet using a Fleet Construction List. Fleet Construction Lists can be found at https://cagefreegames.com/admirals-star-strike/. Each of the major Factions in the game has at least one Fleet Construction list. Fleet Construction Lists contain the Power Points values for each Piece that Fleet has access to, shows the limitations on the number of copies of each Piece you can purchase for your Fleet, and assigns each piece to a Formation Category. Formation Categories determine how many of what kinds of ships your fleet can contain:

01) Core Ships: Pieces in the Core Ships category represent the core elements of what a Fleet does. A minimum of 40% of your Power Points (PP) must be spent on Core Ships, and a maximum of 60% of your Power Points (PP) may be spent on Core Ships.

02) Specialist Ships: Pieces in the Specialist Ships category represent the rarer elements that a Fleet may contain. A maximum of 30% of your Power Points (PP) may be spent on Specialist Ships.

03) Support Ships: Pieces in the Support Ships category represent a variety of common vessels used in support of a Fleet's primary vessels. Any amount of Power Points (PP) may be spent on Support Ships.

04) Additional Restrictions: Each Fleet Construction List may also include a number of additional rules for that Fleet. These must be followed in addition to the rules presented here. If a rule in a Fleet Construction list gives different requirements for Core, Specialist, or Support ships, the rules in that List supersede the rules presented here.

C) Constructed Play Order Library: Each Player must assemble an Order Library following the rules below:

01) Basic Orders: Each Order Library must contain no more and no less than 10 Basic Orders. An Order Library may contain up to 2 total copies of each Basic Order (these copies count towards your total 10).

02) Special Orders: Each order Library must contain no more than 5 Special Orders. An Order Library may not have any duplicate Special Orders.

03) Commander Cards: In Constructed Play, players may assign up to one Commander Card to one of their Pieces. That Piece must be assigned one fewer Order during the Planning Phase, but is affected by that Commander's Command Trait. The information for assigning Commanders can be found in the Constructed Command Chart, and the rules for using this chart can be found below:

    (I) Piece Assignment: Each Commander can only be assigned to Pieces with a specific Ship Code. Each Line in the Constructed Command Chart represents a specific combination of Commander and Ship Code.

04) Flight Group Cards: In Constructed Play, players may assign up to one Flight Group Card to each of their Pieces with "Carrier" in its name. That Piece must be assigned one fewer Order during the Planning Phase, but gains that Flight Group Card's rule. The Information for assigning Flight Groups can be found in the Constructed Flight Group Chart.

(I) Command Cost: Each Flight group reduces the number of Basic Orders you can take in your Order Library. This is listed as that Flight Group's Command Cost (CC)

D) Additional Setup Rules of Constructed Play: In larger games, it is possible that players will be unable to place all Pieces on the Board during setup. The Reserve rule below handles these situations:

01) Reserve: If, when a Player would take a turn to place their Piece in Setup Step (**4A-04**), there are no remaining empty Setup Hexes, the remainder of their Pieces that have not been placed on the Battlefield are considered to be In Reserve. Pieces In Reserve can be brought on to the Battlefield during the course of the game.

E) Additional In-Game Rules of Constructed Play: Constructed Play adds standardized ways to score Objective Points, and adds rules for bringing pieces in from Reserve.

01) Reinforcements: At the end of the Refresh Phase, Starting with the Team that has the Initiative, Teams take turns placing Pieces that were In Reserve on the board. This process follows the same rules as Setup Step (**4A-04**). If all Setup Hexes on a Team's side are filled, Pieces that are still In Reserve on that Team cannot be placed. This Step occurs during every Refresh Phase, as long as there are still Pieces that are In Reserve.

02) Shut Out: If, at the end of Turn 6, a Team still has Pieces that are In Reserve, the opposing Team scores 1 Objective Point for each Piece that is still In Reserve.

03) Hold Territory: At the start of the Refresh Phase, each Team scores 1 Objective Point for each Piece they have in a hex adjacent to a Strategic System hex, so long as that Team also has a Piece in that Strategic System hex.

04) Bring it Down: Each time a Piece with the Super Heavy or Stationary Role is Defeated, that Piece's Opposing Team scores 1 Objective Point.

05) Stake a Claim: At the end of Turn 6, each team scores 3 Objective Points for each Strategic System hex that Team has a Piece in.

06) Fly the Flag: At the end of Turn 6, each Team scores 1 Objective Point for each of their Pieces with the Super Heavy or Stationary Role that was not Defeated during the game.

11) Scenario Play: This Section describes the process for playing Scenarios, pre-written game setups with unique challenges and/or historical significance to the Star Strike setting.

A) Scenario play Basics: In Scenario Play, setup is dictated by the Scenario itself. The Scenario will inform you how many players are on each team, and which Pieces and Orders each player has. The scenario will often specify a Battlefield and will often show where each Piece starts on that battlefield. Finally, Scenarios will often include bespoke rules for scoring Objective Points.

02) Advanced Difficulty: In Advanced Difficulty, players use the standard rules of play, and may select an Order Library prior to starting the game. Each Scenario will give its own limitations on what that Order Library may consist of.

03) Challenge Modes: Challenge Modes are a form od Advanced Difficulty that give each Player a specific preset Order Library, and may add more rules for players to earn Objective Points. These modes are often mildly unbalanced and may require advanced knowledge of the game to play effectively.

12) Career Play: This Section describes the process for playing a personal Admirals: Star Strike campaign, starting with a small fleet and limited Orders, and expanding over the course of several games. Career Play rules will be updated for 2nd Edition soon, but are not currently available.

13) Open Play: This Section describes the process for playing a casual, simplified pickup game of Admirals: Star Strike. Open Play consists of the Open Play Simplicity Rules, and the Open Play Construction rules. Before an Open Play game, players must agree on an Escalation Level, and then select a Fleet using the Open Play Construction Rules.

A) Open Play Simplicity Rules: The following rules apply to any Open Play games of Admirals: Star Strike:

01) Unified Command: All Pieces with the Light, Heavy, or Super Heavy Roles are affected by the Command Trait rule on their player's Commander Card. The exceptions to this rule are any Pieces with "Carrier" in their name, but only if their player selected or was assigned a Flight Group card.

02) Wing Command: If a player selected or was assigned a Flight Group card, then any Pieces that player controls that have "Carrier" in their name gain the rule on that Flight Group card.

03) Mobile Bastions: Strikes that target Pieces with the Super Heavy Role have a [Die+1] Modifier.

04) All Out War: Skip the Planning Phase of each Battle Round. Ignore the **Secure Area** (8A-02) rule for Strategic System hexes. At the end of the game, each player gains Objective Points equal to the PP value of their undefeated pieces, and each Team separately scores Objective Points equal to the number of Points scored by all of its players. The team with the most Objective Points wins, and the player with the most Objective Points wins the Resilient Award.

05) Specialists: Refit Pieces are assigned their Special Order for the duration of the game. If that order has an immediate effect, that ship may use that effect at the start of the Refresh Phase. If that Order would be returned to the order Library, it is instead "Spent" (flip it facedown to reflect this, its rule is no longer in effect). "Spent" orders may be flipped faceup at the start of the Refresh phase, they are then no longer "Spent".

06) Command Vessels: Pieces with the Massive Keyword that have a Bonus Order granted by that keyword are assigned their bonus Order for the duration of the game. If that order has an immediate effect, that ship may use that effect at the start of the Refresh Phase. If that Order would be returned to the order Library, it is instead "Spent" (flip it facedown to reflect this, its rule is no longer in effect). "Spent" orders may be flipped faceup at the start of the Refresh phase, they are then no longer "Spent".

B) Escalation Levels: These are the same as in Constructed play. Note that the rules for Reserves (**10D & 10E-01**) also apply.

C) **Open Play Fleets:** Prior to setting up the game, each player must create their Fleet using a Fleet Construction List. Fleet Construction Lists can be found at https://cagefreegames.com/admirals-star-strike/. Each of the major Factions in the game has at least one Fleet Construction list. Fleet Construction Lists contain the Power Points values for each Piece that Fleet has access to, shows the limitations on the number of copies of each Piece you can purchase for your Fleet, and assigns each piece to a Formation Category. Formation Categories determine how many of what kinds of ships your fleet can contain:

01) **Core Ships**: Pieces in the Core Ships category represent the core elements of what a Fleet does. A minimum of 30% of your Power Points (PP) must be spent on Core Ships, and a maximum of 70% of your Power Points (PP) may be spent on Core Ships.

02) **Specialist Ships:** Pieces in the Specialist Ships category represent the rarer elements that a Fleet may contain. A maximum of 30% of your Power Points (PP) may be spent on Specialist Ships.

03) **Support Ships**: Pieces in the Support Ships category represent a variety of common vessels used in support of a Fleet's primary vessels. Any amount of Power Points (PP) may be spent on Support Ships.

04) **Additional Restrictions:** Each Fleet Construction List may also include a number of additional rules for that Fleet. Unless otherwise noted, these do not apply for Open Play.

05) **Commander and Flight Group:** Each Player must select a Commander Card, and may select up to one Flight Group Card.

14) **Card Rule Definitions/Shortnames**

A) **Repair**: If a Card Rule references "Repair", it is removing a negative condition or expended resource from a ship.

01) **Repair X Hull Points/Repair X HP/Repair X Hits/Repair X:** The Target of the rule adds X Hull Points to that Piece, up to that Piece's original Hull Points Attribute.

02) **Repair X Shields/Regain X Shield Points/Regenerate X/**: The Target of the rule adds X Shield Points to that Piece, up to it's original value.

(I) **Regenerating Shields on Heavy and Super Heavy Pieces:** This effect may only add Shield Points up to the value of that Facing's original Attribute. X is total per Piece, not Total per Facing.

03) **Repair X Critical Hits/Repair X Critical Damage/Heal X**: The Target of the rule removes one Critical Damage, and by extension regains access to another Order (and its Order Limit is improved by 1). This effect has no additional benefit once all Critical Damage is removed.

B) **Target has Undamaged Shield Boxes/Target is Shielded**: If a Card Rule references Undamaged Shield Boxes or if the target is "Shielded", it is referencing the available Shield Points on the Target. A Target meets this condition if it has any Shield Points (on a facing the Active Piece is within if the Target has multiple Shield Facings), and is not in a Nebula hex.

C) **Shield Boxes:** Card rules that reference Shield Boxes are referring to how Shield Points were previously tracked. Damaging a Shield Box removes one Shield Point.