

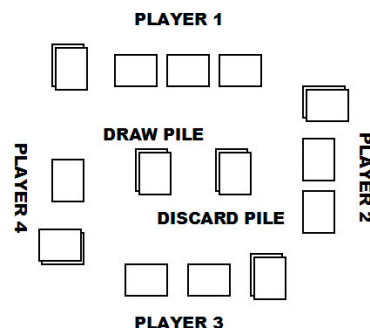
IMPERIAL STARS

A cardgame of starship combat

Expansion rules are set in *italics*.

Before you play - 2-4 Player Standard Game

Each player picks one of the four races. Sort the ships of each race into a separate stack and shuffle the individual stacks. Draw two ships and place them face up, side by side in front of you -- this is the beginning of your battle-line and the rest of your ships are the Reserves. Shuffle the action cards and deal 7 cards to each player. The remainder of the action cards form the Draw Pile. Each player rolls 2d6, the highest player goes first and play continues clockwise around the table.



Battle-Line

Ships are placed in a battle-line in front of the player. *Adjacent ships assist when defending against fighter/bomber attacks*. The maximum number of ships on a battle-line is three.

Ship Cards

Each ship card represents an individual capital ship. The card contains all the ratings describing the capabilities of that ship.

Turn Order

1. Repair
2. Activation or Deployment
3. Attack Phase
4. Defend
5. Resolve Damage/Boarding Actions
6. Discard (up to 2 cards)
7. Draw (back up to 7 cards)



At the end of your turn, play passes to the player on your left. Play continues until only one player (or team) has ships left on the play field.

Repair

At the beginning of your turn you may play repair cards on your own ships, allied ships or captured ships that you control. **Damage Control** will remove any one damage card on one ship of your choice. This is usually the highest value damage card. **Exceptional Damage Control** can remove up to two damage cards from any one ship.

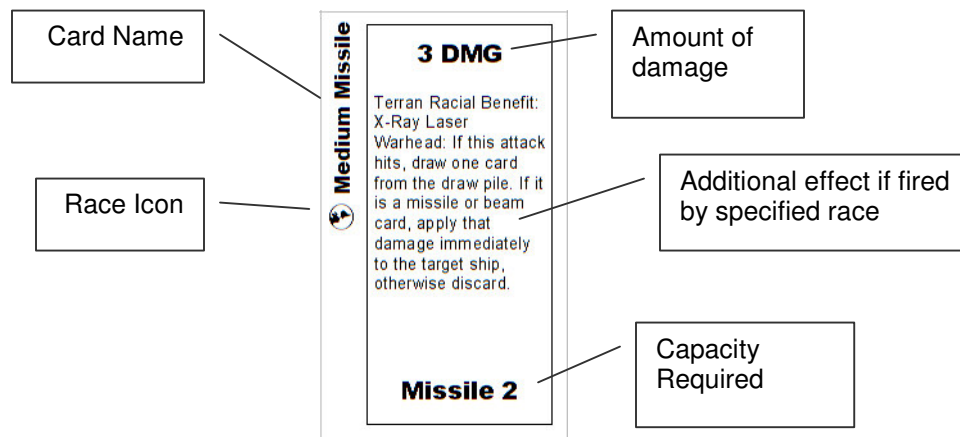
Activation or Deployment

You can choose to attempt to activate your ships on the battle-line or deploy a new ship. If you have no ships on the battle-line, you must deploy a ship from your reserves. If you have no ships in reserve and no ships on the battle-line, you lose. To deploy a ship, draw the top card of your Reserves and place it on your battle-line wherever you want. A newly deployed ship is automatically activated.

If you do not deploy a new ship, roll two dice to activate ships on your battle-line. Each die can activate one ship, if the roll is equal to or less than the Speed of that ship. Instead of activating two different ships, you can activate any one ship by using both dice, regardless of its Speed. An activated ship can swap places with any ship on your battle-line.

Attack Phase

You can attack with your activated ships during the attack phase. Each ship can only attack one target, but you can target different ships. Declare all attacks before resolving them. Most attacks are non-Special missile or beam attacks. This is an example card:



Attack cards have a required capacity (Missile 2, in the example card). Ships are rated in both Missiles and Beams. Each attack phase, a ship can use a total number of attacks equal to ratings. Example: A ship with Beams 3 can use one **Heavy Beam** (Beam 3), one **Medium Beam** (Beam 2) and one **Light Beam** (Beam 1) or up to three **Light Beams**. A ship does not have to use all of it's capacity in a single attack phase.



Each attack card, unless successful countered by a defense card, will do the amount of damage listed. All attack cards list a race. If fired from the specified race, the attack also has an additional effect, listed on the card. You do not have to use the racial benefit. Ships from the non-specified race can still use the attack card, but will only do the listed damage.

Carriers

Simultaneously with missile and beam attack declarations, carriers launch fighters and bombers and declare their targets. Carriers also have a rating that determines how many fighter and bomber cards you can use per turn. Fighters are Carrier 1, Bombers are Carrier 2. Example: A Carrier 4 could launch two bombers or four fighters or two fighters and a bomber.

Defend

Cards listed as Defensive can be used to block attacks. Once all attacks and targets have been announced, the targeted player selects attacks to block and plays the appropriate defensive card. **Shields** can block any one attack. **Max Shields** can block two attacks. **Countermeasures** can block any one missile attack. Shields and Max Shields cards can only be played by ships with active shields (see below).

Missile and Beam cards that are blocked are discarded.

Turrets & Fighter/Bombers Attacks

Most ships have a built-in defense against small craft called Turrets. These can only defend against the slower moving fighters and bombers. Turrets can assist nearby ships, but at a lower efficiency. Ships have two turret numbers (primary/secondary). The first is used when that ship is being attacked, the second number is added to the turret defense of an adjacent ship when it is attacked by small craft. Example: Three ships are in a battle-line. If the center ship is attacked by fighters, the ships on the left and right can both assist by adding their secondary Turret ratings to the target ships primary Turret rating.

The defender rolls a total number of dice equal to the base Turret rating of the targeted ship plus the secondary Turret ratings of adjacent ships. Each six destroys one fighter. Each five or six destroys a bomber. The defender decides which small craft are destroyed.

Fighters and bombers that are not destroyed return to their carrier after doing damage (i.e., the cards are returned to the attacker's hand.) Place an appropriate damage token on the target ship. Damage tokens are repaired as if they were damage cards. There is no limit to the number of damage tokens; if you run out, use temporary counters.

Resolve Damage/Boarding Actions

Attacks not defended will damage the target ship. Place the attack card underneath the damaged ship, with the amount of damage visible. If the total amount of damage is greater than the Shields rating of the damaged ship, then the shields have been lowered. If the ship is repaired so that the total amount of damage is less than the Shields score, then



the ships Shields are up again. If the total amount of damage is greater than the combination of Shields and Hull then the ship is destroyed. The player that scored the finishing blow takes the ship card, discards the damage cards and places the ship upside down in his/her play area (to be counted later for victory points).

Ships with down shields may be boarded by boarding parties. You must play a *Space Marine* card to initiate a boarding action. You may board multiple ships per turn (one for each *Space Marine* card played) or can use additional Space Marine cards to improve your chances of capturing the ship. The attacker rolls 1d6 and adds the number of *Space Marine* cards. The target rolls 1d6 plus the Guards rating and any defensive *Space Marine* cards. The highest total wins control of ship and all ties go to the attacker. Target may decide to self-destruct before rolling and add +2 to the roll, but the ship is destroyed if the target player wins the roll. Captured ships may not attack but may be attacked or captured again. If the original player recaptures one of their ships, that ship may attack again. Captured ships may be repaired.

Discard

You may choose up to two cards to discard. Each player attacked this turn may also discard.

Draw

You then draw up to 7 cards. Each player attacked this turn also draws up to 7 cards. Shuffle the discard pile if you run out of cards to draw.

Special Cards

A few cards are marked Special. You may only use one of these powerful cards per turn.

Victory

The game ends when all ships remaining on the battlefield belong to one side. Total the points of all ships you destroyed. Add double the points of any ships you captured. The player or team with the highest total is the winner.

Variations

Mercenaries: Shuffle all ship cards and deal 10 random ships to each player to form their Reserves. Captured ships can be used to attack.

Hired Mercenaries: Players have 300 points to buy ships from any race. Increase or decrease the number of points to adjust the length of game. Draft ships one at a time and then shuffle them into a Reserves.

Teams: Players divide into two or three teams. Allied players can play beneficial cards on allied ships.

Campaigns: See Expansion #1 Carrier Fleets for campaign rules.

