

SPACE FIGHTERS - GAME RULES

2 to 4 players or teams

Object of the Game

Take control of your opponents' space stations and destroy their ships. The last team standing wins the game.

Game Contents

1 game board with a space station in each corner (1 per team color) and a space station in the center

28 fighter ships (7 per team color)

20 control ships (5 of each color)

4 cards (one of each color) that say "Reserves"

Many Resource Cards

2 six-sided dice and 2 eight-sided dice

Setup

Every team must pick a color. Place the corresponding "Reserves" Card in front of the team with two Fighter ships in them.

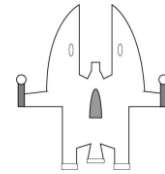
Every team starts with 20 resources, four Fighter ships (two of which are in reserve), and two Control Ships.

The 2x2 colored square is the team's starting space station. Decide who goes first. Turns continue clockwise.

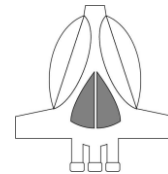
Space Stations

Colored Space Stations

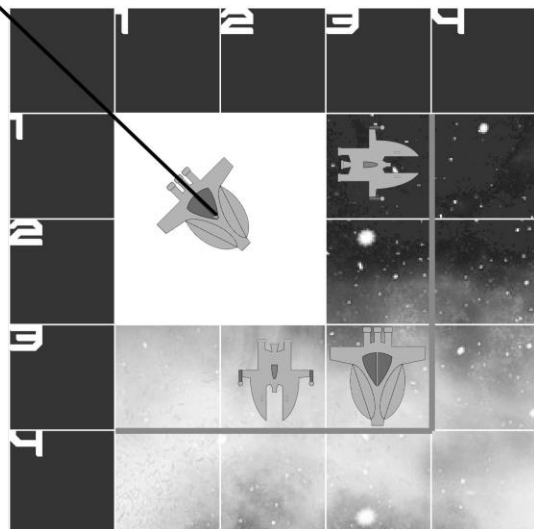
Fighter Ship ->



Control Ship ->



Place One Control Ship in the Space Station, and arrange the two fighters and other Control Ship in the five tiles adjacent to the space station how you wish.



The space stations in the four corners indicate starting positions for each team. In order for the space station to be “owned” by a team, they must have one CONTROL SHIP inside the space station.

If a space station has no ships inside of it, it is considered “neutral”.

Capturing Space Stations

If a space station is not occupied, a team can move a control ship into a space station to control it. **Fighters cannot occupy a space station.**

If a space station is occupied by an enemy control ship, a fighter can attack the control ship from an adjacent tile to attempt to destroy the control ship.

Once the control ship in the space station is destroyed, the space station is neutral until another control ship enters the space station.

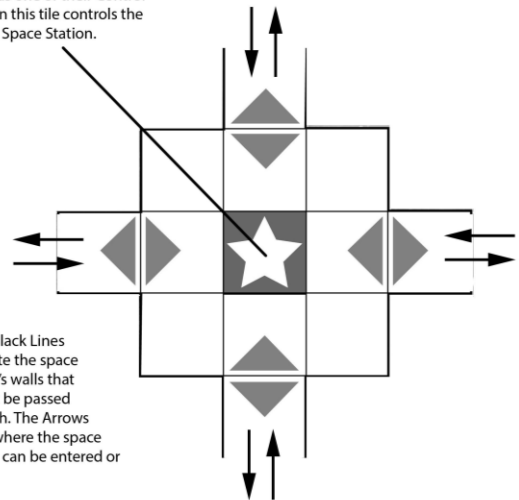
Central Space Station

The space station in the center begins as a neutral space station.

Any ship can occupy the white tiles of the space station, but only Control Ships can occupy the orange star tile in the center.

Same adjacent tile attacking rules apply if the space station is occupied.

Only Control Ships can occupy this tile. Whichever team has one of their Control Ships on this tile controls the Central Space Station.



Thick Black Lines indicate the space station's walls that cannot be passed through. The Arrows show where the space station can be entered or exited.

On Your Turn

Reserves Card

If the team has ships on their “Reserves” Card, they can choose to bring as many as they want onto the board at the start of their turn.

If the team wants to bring in a fighter from their reserves, it must be placed on a space tile **adjacent** to one of three places:

- 1) A friendly Control Ship
- 2) A friendly controlled space station (Station color does not matter)
- 3) The space station of the team’s color (only if the space station is not controlled by an enemy team. If the friendly team owns it, or it is neutral, they can place the fighter outside the space station.)

If none are possible, then the team cannot bring in any fighters this turn.

If the team wants to bring a Control Ship from their reserves, it can only be placed in an adjacent tile to a friendly controlled space station. If the team’s colored space station is neutral, they can place a Control Ship from their reserves into the space station to control it.). If neither are possible, then the team cannot bring in any Control Ships this turn.

Fighter Movement

Roll a six-sided die. Every fighter your team controls can move up to the specified amount of spaces but may move less or not at all. All ships may move horizontally and vertically (or a combination of the two), but not diagonally. Two friendly ships cannot occupy the same space after movement, and fighters cannot occupy a space station.

If a fighter moves onto a space occupied by an enemy ship (fighter or control), the ship must stop moving and a battle is initiated.

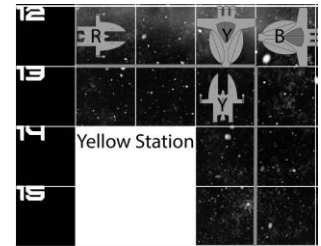
A fighter can initiate a battle against a Control Ship in a space station if they occupy a space adjacent to the space station.

Control Ship Movement

After all fighter movement and battles are over, it is time to move control ships. Use an eight-sided die to move control ships, but they can only move up to four spaces.

Control ships cannot initiate battles, therefore cannot move onto spaces occupied by friendly nor enemy ships.

Control Ships can move into unoccupied space stations to control them.



Yellow Station is currently Neutral. While Yellow's Control ship cannot engage the other ships, Yellow can move its fighter to attack the red fighter or Blue Control ship.

Spending Resources on Reserves

The team can choose to spend resources on ships any time during their turn, but can only buy up to one ship per turn.

Fighter Ships cost 25 resources.

Control Ships cost 100 resources.

If the team purchases a ship, they set it on their “Reserves” Card.

End of Turn/Earning Resources

After all movement and ongoing battles are over, the team checks their space stations.

If the team owns their colored space station, they gain 10 resources.

For every colored space station they own that is not their color, they gain 5 resources.

If the team owns the Central Space Station, they gain 20 resources.

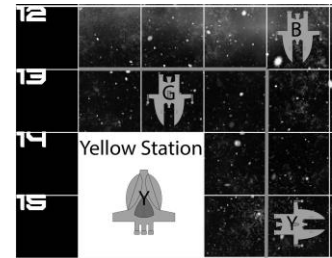
If the team owns no space stations, they gain no resources this turn.

Battles

In a battle, fighters use a six-sided die, and Control Ships use an eight-sided die.

The team that moves their fighter to initiate the battle is the attacker, and the other team who has their ship in that tile is the defender.

Both teams roll the appropriate dice. If the attacker rolls a higher number than the defender, the defending ship is destroyed. If the defender rolls a higher number than the attacker, the attacker's ship is moved to their "Reserve" card.



Yellow owns the station, but Green is in position to attack it. If Blue gets a 3 or more, he can move to attack the green fighter, yellow fighter, or attack the Yellow Station.

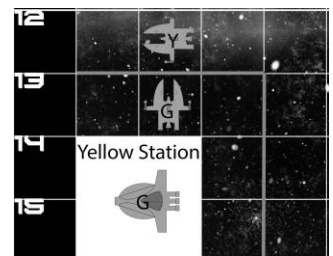
IN THE EVENT OF A TIE, THE ATTACKER WINS.

How to Win

A Team is **out of the game** if **all 3** of the following conditions are met:

- 1) The team has no more ships left in space. (Ships in reserve do not matter for this condition)
- 2) The team owns none of the space stations
- 3) The team's colored space station is occupied by an enemy team's Control Ship (if the team's colored space station is neutral, they are still in the game as they can still send in ships from their reserves to the neutral space station)

Once the other teams are out of the game, the last team remaining wins the game!



Green Currently Owns Yellow Station, but Yellow has to get at least a 2 to engage the station to attempt neutralization.