STAR CLASH

A CARD GAME OF STARSHIP COMBAT

New Frontier Games™

For 1 to 9 players - ages 8+
Game Design by Tom Stephens
Artwork by Scott Mulder

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INTRODUCTION

Star Clash™ is a fast paced starship combat game for 1-9 players. Each player controls a small fleet of starships and battles to be the last surviving fleet or team. The winner is the first person to reach 100 points (or whatever other victory conditions are agreed upon before play begins). See *Winning the Game* below.

PLAYING MATERIALS

- 50 ship cards
- 110 action cards
- Instructions
- One 6-sided die
- Pencil and paper to keep score

RULES OF PLAY

GAME PLAY

Star Clash is played using two decks of cards. The first is the Ship Deck which contains the details on the ships that compose the players' fleets. The second deck is the Action Deck. This deck is composed of a variety of cards including the ammunition cards for the various ship weapons and other special events or actions that may occur during the game.

Typical play consists of 3-9 players taking turns firing on enemy ships using ammo cards appropriate for their ships' weapons. Other cards from the action deck may be played as appropriate. When a ship receives damage equal to its hull points, it is considered destroyed, is removed from play, and awarded to the player causing its destruction. Players are awarded points based on the ships they have destroyed. Play continues until only one player or team has ships left in space or there are no more Actions Cards to play. See the *Special Rules* section for solo and two player rules.

SETUP

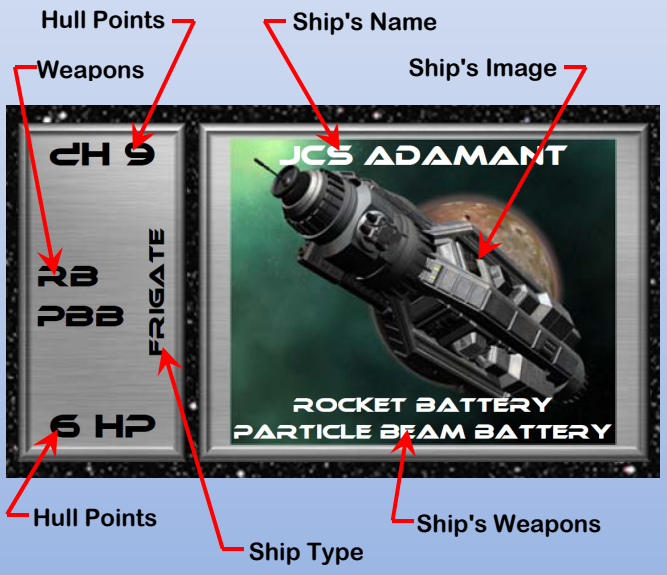
Select a dealer for the first round. This can be by any means agreed on by the players (rolling dice, drawing straws, arm wrestling, etc.). In subsequent rounds, the dealer is the player with the highest point total.

Each round, both decks are shuffled thoroughly by the dealer. Then each player is dealt five cards (four if 9 players playing) from each deck starting with the ship deck. Remaining ship cards are placed face down on the table and form the Starship Construction Center from whence reinforcements can be drawn. The remaining Action Cards are placed face down next to the unused ship cards and become the draw pile. As Action Cards are used or discarded they are placed face up in a discard pile next to the draw pile.

Each player arranges his ship cards face up in front of him/her as desired. Carriers are placed behind the other ships and may not be fired upon until there are no more than one screening ship remaining. At this point, the defenses become weak enough that attacks can penetrate to the carrier(s).

SHIP CARDS

All ship cards have the same layout as illustrated below. The left panel gives the ship's type (Scout, Frigate, Battleship, etc.), its Hull Points, and an abbreviation for each of the ship's weapons. The right panel shows the ship's picture, its name and lists the ship's weapons.



PLAYING YOUR TURN

Play begins with the player on the dealer's left. A player may either elect to play cards from their hand or conduct fighter strikes from their carriers if they have any (see the *Fighter Strikes by Carriers* section below). Once a player has made his moves for the round, play passes to the next person on the player's left.

If the player chooses to play cards, they may play one normal card (silver background) and one special play card (gold background) each turn if they are available in their hand. Special play cards are always played first. If a player has no playable cards, then they may discard one or more cards instead of playing. Once all cards have been played, the player takes enough cards from the draw pile to bring the number of cards in his/her hand back up to five (four if nine players playing). Each of the various cards are described in the sections below along with how they are played.

If the player chooses to conduct fighter strikes, one strike is conducted for each carrier the player controls and then play passes to the person on the player's left.

SPECIAL PLAY CARDS

Special Play cards are denoted by having a gold background. There are six types of special play cards:

- **Minefield cards** – These cards are placed in front of an enemy fleet. The minefield inflicts one or two hits as indicated by the card. These hits are dealt to every ship in the enemy fleet as long as the minefield is in play (i.e. until removed by a mine sweeper) including ships added to the fleet after the minefield is played. Any ships destroyed by the act of playing of the minefield are awarded to the person playing the minefield card. Ships destroyed later by playing cards that add to damage caused by the minefield are awarded to the player playing the later card.
- **Fighter Raid** – This card is placed on top of an enemy ship. Roll the die – if a "6" is rolled the ship is destroyed by the swarm of fighters penetrating its defenses. The ship is awarded to the person playing the Fighter Raid card.
- **Heavy Fighter Raid** – Similar to the Fighter Raid card, this represents an attack by more heavily armed and armored fighters. The target ship is destroyed on a roll of "5" or "6".
- **Electrical Fire** – This card represents additional damage caused by an earlier hit. It may only be played on an ammo card already in play and causes an additional 1 hit of damage to the ship. If this causes the ship to be destroyed it is awarded to the player that placed the Electrical Fire card. *Note*: If a ship is damaged by a minefield, but does not have any ammo cards on it, the Electrical Fire (and Secondary Explosion card below) may ***NOT*** be played on that ship.
- **Secondary Explosion** – This represents an even more severe secondary effect from an earlier attack. Played just like an Electrical Fire card, this card causes 2 additional hits of damage to the ship it is placed on.
- **Reinforcements** – Help has arrived! Using this card allows the player to draw the top card from the Starship Construction Center pile and add it to his/her fleet immediately.

NORMAL PLAY CARDS

Normal Play cards are denoted by having a silver background. There are five types of normal play cards:

- **Ammo cards** – These cards form the bulk of the action deck and represent the shots fired by the various ship weapons. An ammo card can only be fired if the player has a ship with that weapon type. If no ship in the player's fleet has the appropriate weapon, the ammo card cannot be used. A weapon is "fired" by placing the ammo card under the target ship so that the damage value can be seen. Weapons cannot be fired at carriers that are screened or at ships obscured by a Radar Window (see below). The number of hits shown on the ammo card represents the number of hull points of damage done to the target ship. Additional ammo cards played on the target ship are also placed under it so that all the damage values are visible. If the ammo card played does enough damage to bring the total damage above the hull points of the ship, the ship is destroyed and awarded to the player that placed the last ammo card. All Ammo, Electrical Fire, and Secondary Explosion cards on the ship are placed in the discard pile.
- **Minesweeper** – When played, this card removes all minefields in front of the player using the card. The minesweeper and minefields are placed in the discard pile
- **Repair** – Playing this card immediately removes one ammo card, plus any Electrical Fire or Secondary Explosion cards that were played on that Ammo card, from one of the player's ships. The Repair card and the removed cards are all placed in the discard pile.
- **Assault Squadron** – This card is played by placing it face up in the center of the table in front of the player who played it. It remains here until the placing player's next turn or until destroyed. Each of the other players may, if they choose, fire an ammo card at the Assault Squadron. Only normal ammo cards may be used. No special play cards may be used against the squadron. Four hull points of damage are required to destroy the Assault Squadron. If destroyed, the squadron card and any ammo cards used against it are placed in the discard pile. If the Assault Squadron has not been destroyed by the owning player's next turn, and that player still has ships left, it may make its attack. If the player that played the Assault Squadron has his/her last ship destroyed before their next turn, the Assault Squadron is removed from play and does not attack. To perform the attack, the owning player simply declares which opposing fleet the squadron is attacking and rolls the die. The number shown is the number of ships destroyed from the fleet. The ships destroyed are selected by the owner of the Assault Squadron. After use, the Assault Squadron card is placed in the discard pile. No other normal play card may be played by the player on the turn the Assault Squadron makes its attack.

- **Radar Window** – This card is placed in front of the owner's task force. It represents technology used to mask a large area of space from radar, effectively hiding the owner's ships. It lasts until the owner's next turn. While in play, the owner's ships can only be affected by the Electrical Fire, Secondary Explosions, and Heavy Fighter Raid cards.

FIGHTER STRIKES BY CARRIERS

Unlike other ships, the carriers don't have a weapon that requires an ammo card. Instead they have the option of performing a Fighter Strike attack every turn. If this attack is used, no other attacks (special play or normal play cards) may be performed by the player that turn. The player may make one Fighter Strike attack for each carrier in his fleet. Each carrier may attack a single ship although multiple carriers can target the same ship if desired. To make the attack, announce which ship is being targeted by each carrier. Once all the attacks are declared, roll the die for each attack. A roll of "6" indicates that the target ship is destroyed. Any other roll has no effect.

DESTROYING SHIPS

Ships can be destroyed in one of three ways:

- A successful Fighter Strike, Fighter Raid, or Heavy Fighter Raid.
- A successful Assault Squadron attack.
- Accumulating a total number of damage points (ammo, electrical fire, secondary explosion, and minefield cards) that exceed its Hull Points.

When a ship is destroyed it is awarded to the player that played the final damage effect that resulted in its destruction (fighter attack, ammo cart, etc.). All ammo cards or other cards attached to the ship are placed in the discard pile. If all of a player's ships are destroyed, the player is eliminated from the round. Eliminated players discard all remaining action cards in their hand (although they don't have to reveal what they were).

END PLAY

A round ends when one of three conditions is met:

- All but one player has been eliminated.
- If playing in teams, only players from a single team remain.
- The last Action Card is drawn from the draw pile. When the last card is drawn, the player whose turn would be next gets to take a final turn after which the round has ended.

SCORING

At the end of each round, all players tally up the Hull Points of the ships they destroyed. This total is added to their score. In addition, if only one player is not eliminated, that player receives ten bonus points. Each player eliminated in a round is penalized ten points which are deducted from their score. It is possible to have negative scores.

SAMPLE PLAY

Tom's frigate, the JCS Adamant, has already suffered two hits for a total of 3 points of hull damage. The current state of the ship is shown below.

On Eric's turn, he doesn't have any Ammo cards he can play but elects to play an Electrical Fire card on the Adamant. He plays the Electrical Fire card on the 1 point Ammo card. This brings the total damage on the ship to 4 Hull points.

Jim is next and he doesn't have any playable cards. He elects to discard three Ammo Cards for which he has no weapons and draws three new cards, ending his turn.

It is now Scott's turn and the only Ammo card he has that he can play is a 2 point Rocket Battery card. Luckily for him, Eric played the Electrical Fire card and that is enough to destroy the Adamant. If the Electrical Fire hadn't been played, it would have been one point short. Scott plays the card, destroying the Adamant. The three Ammo cards and the Electrical Fire card are placed in the discard pile and the Adamant card is given to Scott to place in his trophy pile.

WINNING THE GAME

Play continues until one or more players earn 100 or more points. If a single player earns 100 or more points, they are the winner. If more than one player's score exceeds 100 points at the end of the round, the player with the most points wins. If the score is tied, play another round.

SPECIAL RULES

These optional rules can add some variation to your game and provide options for games with only one or two players.

GAME VARIATIONS

- For a longer game, raise the point total needed to win. For shorter games, lower it. For really quick games only play a single round.
- If you want rounds to be shorter, remove all Reinforcement Cards.
- If you want individual rounds to have higher scores, increase the number of ships and, optionally, Action cards dealt to each player.
- For increased destruction, treat all mine fields as doing one extra point of damage (i.e. 2 and 3 points instead of 1 and 2).
- For a pure gunnery game, remove all the special play cards, Assault Squadrons, Mine Sweepers, and carriers.
- "Last Man Standing" – Instead of stopping a round when the draw pile is exhausted, play continues until only one player or team is left on the field. If the draw pile is exhausted, simply reshuffle the discard pile as a new draw pile.
- Play a Faction – Instead of playing random ships from the entire ship deck, sort the deck into the four factions and randomly pick ships from only one of them. The factions are not all created equal. Some have more ships than the other and some have stronger ships. For example, the Jord Confederation (JCS) ships tend to be smaller with fewer Hull points and smaller guns, thus making playing only with these ships more of a challenge.

TEAM PLAY

For large number of players, you may want to play as teams according to the arrangements in the following table. Fleets belonging to the same Task Force never fire on one another. When playing as teams, players should sit so that players from opposing teams are next to each other, or in the case of multiple two player teams, opposite each other in the turn rotation.

# Players	Task Force Arrangement
3	Free for all
4	Free for all, or two Task Forces of two fleets each
5	Free for all
6	Free for all, two Task Forces of three fleets, or three Task Forces of two fleets
7	Free for all
8	Free for all, two Task Forces of four fleets, or four Task Forces of four fleets
9	Free for all or three Task Forces of three fleets (only for cards dealt)

A Task Force member may, on his turn, instead of firing, exchange one ammo card with another member of his Task Force. Remember that a round ends when only players from single Task Force are still remaining.

TWO PLAYER RULES

When playing with only two players, make the following adjustments to the rules:

- Remove the Assault Squadron and Radar Window cards.
- Only one minefield may be played on a player at any given time.
- Do not apply the 10 point penalty to the eliminated player at the end of a round.

Beyond that, game play is the same as for three or more players.

SOLO PLAY

Star Clash can be played by a single player. This version of the game is a variation on the two player rules and all the modifications for the two player game apply.

SETUP

Deal five ship cards to yourself and to the opposing fleet. Arrange the opposing fleet's ships so that you can easily see them. Only deal Action Cards to yourself. The draw deck will serve as the "hand" for the enemy fleet.

Determine the opponent's targeting strategy for the game. Roll the die and consult the following table

Die Roll	Targeting Strategy
1-2	**Random** – roll the die to randomly pick one of your ships. The enemy fleet will fire at this ship until it is destroyed. Once it is destroyed roll to pick the next target
3-4	**Easy pickings** – The enemy fleet will target your weakest ship first. Once that ship is destroyed, it will go after the weakest remaining ship.
5-6	**Go for the Big Guns** – The enemy fleet will target your strongest ship first. Once that ship is destroyed, it will go after the strongest remaining ship.

GAME PLAY

You play your turn just like in the normal game. When it is the enemy fleet's turn, draw the top Action Card from the draw pile. This is the enemy fleet's attack.

- If it is an ammo card for which the enemy fleet has a gun or any other Special or Normal Play card, play it against your fleet according the enemy's targeting strategy.
- If the card drawn was a Normal Play card, the enemy fleet's turn is over.

- If it was a Special Play card, draw a second card. If the second card is another Special Play card, discard it and the turn ends. If it is a Normal Play card and is playable by the enemy fleet, play it against your fleet according to the enemy's targeting strategy and the enemy's turn is over.

ENEMY CARRIERS

If the enemy fleet contains carriers, roll the die at the beginning of each enemy turn before drawing an Action Card. If the value on the die is less than or equal to the number of enemy carriers, the enemy will perform a Fighter Strike this turn instead of drawing an Action Card. Each enemy carrier will target a single ship according to the enemy's Targeting Strategy. However, they will only go after undamaged ships if any are available.

Thus if the enemy has a single carrier, it will not go after the current target ship (unless it is undamaged) but will rather go after the ship that would be the next target if the main target is destroyed. If the enemy fleet has two carriers, they will go after the next two ships in the targeting progressing, one strike against each ship. And so forth for three or four carriers (although those conditions will be very rare). When the enemy is using a Random Targeting Strategy, simply roll the die to randomly pick the target(s) for the Fighter Strike(s).

Once the targets are determined for the strike(s), resolve them normally. A die roll of "6" destroys your ship and it is removed from play.

WINNING THE SOLO GAME

In its basic form, winning the solo game simply means destroying the enemy ships before they destroy yours. You might also consider tracking the number of rounds it took you to win, the ratio of enemy Hull Points destroyed to your Hull Points lost, or some other metric that is meaningful to you as a measure of how "great" of a victory you achieved.

RUNNING THE GAUNTLET VARIATION

In this version of the solo game you play until either your fleet is destroyed or you exhaust the Action Card draw pile. The goal is to rack up as many Hull Points of destroyed enemy ships as possible. Game play is the same as the normal solo game except that whenever the enemy is reduced to two or fewer ships at the end of your turn, they automatically receive reinforcements and add the next ship from the Starship Construction Center pile to their fleet. Thus there is a never ending supply of enemy ships for you to take on. The quality of your victory is determined by the number of enemy Hull Points destroyed.

PLAYING TIPS

- Attack the player with the highest score (the dealer) first. The negative ten point penalty can quickly equalize the score.
- Try to eliminate all ships with a given weapon type from enemy fleets. This makes any Ammo cards they hold or may draw of that weapon type useless, limiting their play options.
- A single carrier launching a Fighter Strike has only a 1-in-6 chance to destroy a ship outright, which isn't a great move except against ships with a lot of Hull Points. However, if you have two carriers it is more likely to be worth it. While your carriers are screened, don't worry too much about them. They're not worth a lot of points and so are not really targets for fighter attacks. When the screen is reduced, you might want to use them before they are destroyed since a single high value ammo card can take them out. You might also consider using carriers to prolong a round since every Fighter Strike is a card or two not drawn from the draw pile.
- If you can't sink a ship on your turn, and you don't want to make it easier for someone else to do so, consider firing a low value ammo card at a high Hull Point value target. That way no single shot can take it out but it is softened up for later. Discarding on your turn is better than giving someone else an easy kill, unless of course they are on your team.
- Assault Squadron cards are a danger to everyone. It doesn't hurt to take a shot at them if you think other players will finish the job. Or to finish it off it you think it will be used against you. If you don't think someone else will finish the job, or just want to make the others sweat, play a Radar Window card. You'll be immune to the Assault Squadron and it will be the other players' problem. Of course, if you make a habit of this, you may find you have few friends in the game.
- Most of the low value ammo cards are also associated with the low Hull Point ships. Consider using them early or you run the risk of having ammo but no weapons to fire them with.
- Whatever you do, have fun.

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A storm is coming.

Rumors tell of vast fleets of ships being amassed in the far reaches of the galaxy. Fleets that will vie with one another for control of the space ways. No quarter is expected and none will be given in a battle to eliminate all opposition as these fleets clash among the stars.

Star Clash is a quick play card game of spaceship combat where you control a fleet of ships and attempt to eliminate your opponents while keeping your ships intact. Action cards provide ammo for your ship's weapons, minefields, and other cards you can play to inflict damage on enemy ships as well as repair, reinforcements, and other cards that can help to preserve your fleet and keep it in the battle.

Star Clash is a "beer and pretzels" game with simple rules and mechanics that are quickly learned. Designed for 3-9 players, Star Clash also has rules for 2 players as well as solo play. Star Clash is considered an "easy" game with a difficulty rating of 1 on a 10 point scale (1=easy 10=hard).

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