

FLEET COMMANDER

EXPANSION



FORGE

CAPSIUM
GAMES

At the end of the Perseus Arm, there is a system recorded on the map of the Council of Helios under the name PA-FF-104. Curiously, while it lies on the border between the spheres of domination of the great powers of Amycles and Phoebe, no claim on the sovereignty of PA-FF-104 has been made. Experts are inclined to say that it is probably a system of little interest. But the experts have never actually been there...

Military procurement officers and strategists know this system very well. They know that it is the secret cradle of a technologically advanced industrial civilization. Their mother planet, completely covered by factories and laboratories, is called the Forge of Fendrix, named after its legendary founder, rumored to be a meta-human who lives deep beneath the surface of his world.

The Forge of Fendrix managed to win its independence over the centuries through sophisticated diplomacy, intelligent use of secrecy and, above all, by selling cutting-edge weaponry and advanced warships to its powerful neighbors. They have never taken the risk of invading it, for fear of losing their perceived technological advantage over their enemies. What they do not know is that the Forge also deals with the other side.

COMPONENTS



16 ship base stand discs



4 Command Board tiles



16 signal tokens



2 Special Weapon tokens

INTRODUCTION

With the Forge expansion, you will be able to add more powerful and sophisticated warships to your fleet. Using standard warship hulls, the Forge has succeeded in developing a new range of abilities to meet the needs of its clients.

As a Commander of the Hegemony of Amycles, you can add the Phalanx, an agile assault Destroyer, and the Sagittarius, a dangerous attack Cruiser, to your fleet. As a Commander of the League of Phoebe, you can count on the Testudo, a robust escort Frigate, and the Centaurus, a fast strategic Cruiser to master the Combat Zone.

The secret services have intercepted communications mentioning 'specific Special Weapons' moving from and to the system PA-FF-104. Has the Forge of Fendrix already equipped Battleships with such weapons or are they still in the planning stage? The answer will be given in the coming battle.

At last, you can now play as a third faction by assembling a fleet of the Forge of Fendrix. Will you defy the empires in their own backyards?

INCLUDING FORGE OF FENDRIX SHIPS IN YOUR FLEET

You may include as many Forge of Fendrix ships in your fleet as you wish. Their class points are taken into account in the maximum fleet size allowed, in the same way as other ships.

- Change the top disc (and potentially the bottom disc if the hull points are different) on the base stand to indicate which ship is represented by the miniature. A League of Phoebe player may so, by example, choose to represent either a Cruiser or a Centaurus with the same miniature ship.
- The Special Abilities of Forge ships are the same as those described in the base game.
- Place the Command Board tiles corresponding to your ships in front of you as a reminder of these abilities rules.
- The Forge's new Special Weapons are specific to each faction. You may only choose them if you are playing the relevant faction. If you are playing the optional rule Secret Special Weapons, simply add these weapons to the pile and only choose them if you are playing the relevant faction.

END OF RULES >
YOU ARE NOW READY TO ACCESS THE KNOWLEDGE DATABASE.



LEAGUE OF PHOEBE

ESCORT FRIGATE - TESTUDO



Class: 1
Firepower: 0
Hull Points: 12
Special Ability: Depolarized Shields

Available only for Phoebe

STRATEGIC CRUISER - CENTAURUS



Class: 3
Firepower: 3
Hull Points: 18
Special Ability: Ion Propulsion


Available only for Phoebe




HEGEMONY OF AMYCLES

ASSAULT DESTROYER - PHALANX





Class: 2
Firepower: 3
Hull Points: 6
Special Ability: Ion Propulsion 

 Available only for Amycles.

ATTACK CRUISER - SAGITTARIUS



Class: 3
Firepower: 3
Hull Points: 18
Special Ability: Multipoint Weapons 

 Available only for Amycles.

KNOWLEDGE DATABASE: SPECIAL WEAPONS

Reminder: Special weapons can be used by expending two special dice rolls of any color 🎲 🎲.



LEAGUE OF PHOEBE



HEGEMONY OF AMYCLES



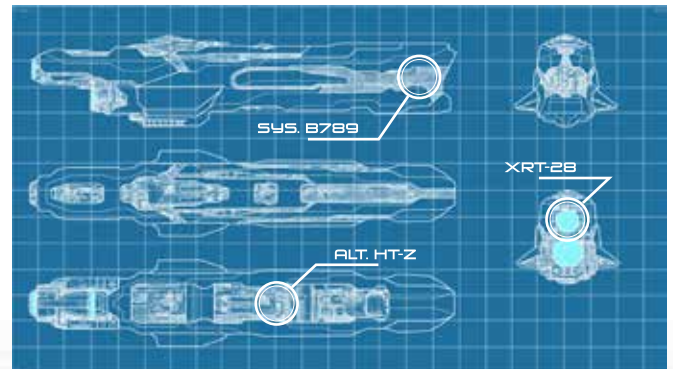
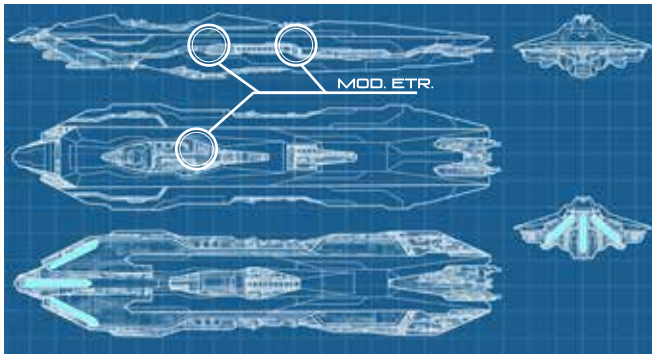
COEOS REMPART

Until the next Start of Turn phase of the player who launched it, hull points of all his ships and those of his allies may not fall below 1.



PROMETHEUS BEAM

This beam moves in a straight line, orthogonally or diagonally, from the Battleship. It strikes a ship of the player's choice in the first square crossed by its line that contains ships. It inflicts 0 damage point if the target is in a square adjacent to the Battleship, 3 at a 2-square away target, then 6, 9, 12, and potentially staggering levels of damage if the target is very far away. The Prometheus Beam may neither move through squares with obstacles of any kind.



FORGE OF FENDRIX

Instead of playing an Hegemony of Amycles or League of Phoebe fleet, you may play a fleet belonging to the faction Forge of Fendrix by using the following rules:

- You have access to all ship profiles, all Special Weapons and all Support Devices of both major factions.
- At least 2/3 of your fleet (in class points) must be made up of ships of class 3 or above.
- The Forge of Fendrix may not recruit a Commander. If your opponent chooses one, you are given 2 additional class points to use when forming your fleet.

Do not hesitate to mix up the miniature ship models and paint them to make your Forge of Fendrix fleet unique.



A fleet of the Forge of Fendrix, built only with ships with Ion Propulsion, for fast and strong stikes.



An other fleet of the Forge of Fendrix specialized in long-range attacks, with ships of the Salvation and Avatar expansions.

CREDITS

An extension created by
Didier Dincher and Pierre Steenebruggen

Illustrations
Antoine Schindler

3D design
Antoine Bergerat

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