FLEET COMMANDER
EXPANSION

SALVATION

CAPSICVM
GAMES

Following decades of battles, warring factions realized that it was essential to support warships in combat. Therefore, specialized ships began to appear during battle: the Technical Ships.

The first vessel of this type to be deployed was called Mule by the Fleet Commanders of both factions. The vessel was designed to carry a powerful electronic warfare system. For a minimal cost, Fleet Commanders were thus able to provide effective support for their fleets, which affected their choices, tactics and styles during battle.

Very rapidly, the Hegemony of Amycles and the League of Phoebe developed their own technologies, fitted on their respective technical ships. These new ships turned out to be very different indeed. With the Salvation, Phoebe focused on the flexibility of use of these systems, giving them wider scope. Amycles, on the other hand, focused on speed of action by fitting an Ion Propulsion system on its ship, the Advantage. Whatever type of strategy you employ, it is time to put together your fleet with wisdom or audacity, while remembering not to underestimate these formidable assets in your arsenal.
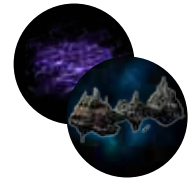
COMPONENTS

6 Technical Ship miniatures with 2 base stand discs each
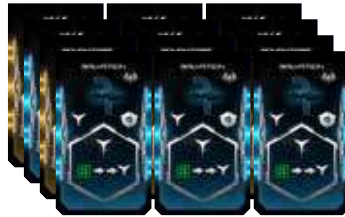
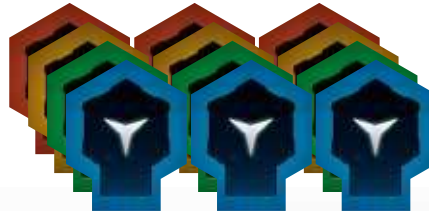12 Command Board tiles

4 double-sided Special Square tiles

2 Special Square tiles

18 Signal tokens

16 Technical Ability tokens and 12 color markers to identify them on the Combat Zone

1 Special Weapon token

INTRODUCTION

With Salvation, you will be able to add one of the three Technical Ships – Mule, Salvation or Advantage – to your fleet. Whichever ships you use to support your fleet, each of them is fitted with specific systems that can upset the balance of any battle in a spectacular and decisive way.

Salvation introduces:

- 3 Technical Ship profiles, each of which can be fitted with its own array of unique systems.
- Two new types of Special Squares: the formidable Gamma Storms and the Colonies which you can use to perform minor repairs during battles and as objectives for your scenarios.
- Two new scenarios: Blockade and Illegal to take-up new challenges.
- Lastly, a campaign generator for 2 or 4 players will enable you to play four or five scenario-based games in succession in 3 to 4 hours.

INCLUDING TECHNICAL SHIPS IN YOUR FLEET

You may include as many technical ships as you wish in your fleet, taking into account their class points in your fleet's maximum size.

- Any player may choose the Mule, while the Salvation is specific to the League of Phoebe, and the Advantage is specific to the Hegemony of Amycles.
- Move the base stand discs in order to indicate which ship is represented by the miniature.
- Place the Command Board tile corresponding to the selected ship in front of you.
- Choose the technical ability among those available for your ship and place the relevant token on its Command Board tile. You may keep this token secret until it is used for the first time by placing a color marker on top of it.

USING TECHNICAL ABILITIES

ACTIVATING A TECHNICAL ABILITY

A Technical Ability can be activated using a green die ▣ ▦ ▦, on a square shown by the directions of the die, in the same way as for an attack or move.

When you use a Technical Ability, place a color marker on the targeted square and the Technical Ability token on it, with the used side facing up.

Place the dieroll used next to it.

The die used in this way is known as the Activation Die.

The square on which you place the Technical Ability token and its Activation Die is known as the Activation Square.

The Technical Ability remains active as long as the Activation Die is on the Activation Square.

A Technical Ability may only be activated if the corresponding token is available on the Command Board.

A Technical Ability may be remotely activated if several dice rolls are used, in exactly the same way as a long-range attack. In this case, the Activation Die will be the last die used to reach the Activation Square.

Technical Ability — Activation Die — Activation Square

ABILITY TOKENS ON THE FIELD

- Technical Ability tokens don't prevent enemies to be on the same square.
- Technical Ability tokens don't block the lines of sight (for long-range attacks or special weapons).

DISABLING A TECHNICAL ABILITY

An opponent may disable your Technical Abilities:

- by discarding a red dieroll with the same directions as your Activation Die, if your opponent has at least one ship on the Activation Square or an adjacent square.
- by using a Drain, and if you choose to discard an Activation Die.

You may also deactivate all or part of your own Technical Abilities, but only during the Command Board Phase.

When a Technical Ability is deactivated, simply put the corresponding token back on your Command Board, and the Activation Die and the color marker in your Reserve.

REPROGRAMMING AN ABILITY

At the end of the Start of Turn phase, you may roll an Activation Die again to try to get different directions (which may be more advantageous). However, in the event of a special dieroll ▣, the ability is deactivated, the Activation Die and the color marker are placed back in the player's Pool, and the token back on his Command Board.

END OF RULES >
YOU MAY ACCESS THE
KNOWLEDGE DATABASE.

MULE

Class: 1
Hull Points: 12
Special Ability:
May carry 1 neutral Technical Ability device.
Available for all factions.

ADVANTAGE

Class: 1
Hull Points: 6
Special Ability:
May carry 1 Amyclean Technical Ability device.

Ion Propulsion. *Reminder : One movement die played on a square containing only ships fitted with Ion Propulsion may be played twice in succession in order to move two squares away. Furthermore, if a Withdrawal is performed on a square containing only ships fitted with Ion Propulsion, they suffer no damage.*

Available only for Amycles

SALVATION

Class: 1
Hull Points: 6
Special Ability:
May carry 1 Phoebian Technical Ability device.

Support Radius : Each green dieroll used to activate one of a Salvation's Technical Abilities may cover 2 squares, thereby facilitating remote activation.

Available only for Phoebe

KNOWLEDGE DATABASE: TECHNICAL ABILITIES

All Start of Turn effects of the Technical Devices are to be played at the end of this phase, after the Special Weapons effets. The term 'allied ships' refers to the player's ships and his allies'.

NEUTRAL ABILITIES

SENTINEL

An enemy ship in one of the squares indicated by the Activation Die is targeted by the owner of the Sentinel and suffers 1 damage point :

- upon activation,
- during the Start of Turn of the owner of the Sentinel,
- each time one or more enemy ships arrive in a square indicated by the Activation Die. In this case, the target ship must be one of those that has just arrived on the square.

No reaction may be performed against the Sentinel's shots.

TANKER

The player can store any dieroll on the Tanker token. It does not need to be activated. If the Technical Ship is destroyed, the stored die comes back to the player's Pool.

RADAR JAMMER

The owner of the Radar Jammer replaces all of the ships in the Activation Square by corresponding Signals plus one Decoy Signal:

- upon activation,
- during the Start of Turn of the owner of the Radar Jammer,
- each time one or more allied ships arrives in the Activation Square.

See page 16 of the Genesis rulebooks for more details about Signals.

REPAIR DRONE

An allied ship in the Activation Square is targeted by the owner of the Repair Drone and regains 1 hull point (whitout exceeding its maximum limit):

- upon activation,
- during the Start of Turn of the owner of the Repair Drone,
- each time one or more allied ships arrive in the Activation Square. In this case, the repaired ship must be one of those that has just arrived on the Activation Square.

KNOWLEDGE DATABASE: TECHNICAL ABILITIES

PHOEBEAN TECHNICAL ABILITY DEVICES

AMYCLEAN TECHNICAL ABILITY DEVICES

⚜ MOVE DEVICE

RECALL BEACON
Upon activation and at the Start of Turn of the Recall Beacon's owner, an allied ship in a non-adjacent square to the Activation Square can be teleported to the Activation Square.

PROPULSION DISRUPTOR
Enemy ships in the Activation Square may no longer be moved by themselves. Other effects, by example the Tractor Beam, may still move them.

⚜ SHIELD DEVICE

DEFLECTOR SHIELD
The owner of the Deflector Shield chooses the target for each attack on the Activation Square.

SHIELD BLOCKER
Enemy ships in the Activation Square may no longer use shields.

⚝ ATTACK DEVICE

COM JAMMER
Enemy ships in the Activation Square may no longer launch or support attacks.

TARGETING MATCHER
Allied ships in the Activation Square may consider diagonal red dice rolls 🟥 as orthogonal 🟥 and vice-versa when using them from the Activation Square.

⚝ ENERGY DEVICE

DISTORTION FIELD
Enemy ships in all squares indicated by the Activation Die may not use special dice rolls 🎲.
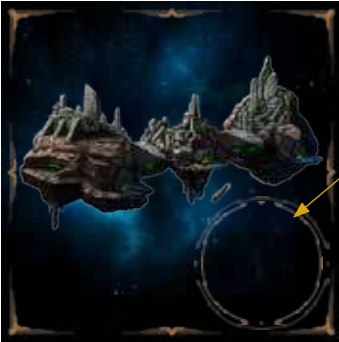
ENERGY ENHANCER
All special dice rolls 🎲 played by allies from the Activation Square may be changed into multi-directional ⊞.

KNOWLEDGE DATABASE: SPECIAL SQUARES

Reminder: ships can always enter a Special Square. Whatever the Special Square, no long-range attack may pass through it. The following rules should be applied according to the situation.

COLONY

"There are places in the vast emptiness of space where humans find refuge. They are traders, miners or industrialists working nearby. These space colonies always have docking bays where ships can go for makeshift repairs during battles."

Start of turn: You may place a ship on the docking bay. If a ship is already docked there, you can remove it, leave it there, or change its place with another ship in the Colony square. Then, if a ship is docked, it regains 2 hull points (without exceeding its maximum limit).

In the square: While a ship is docked at a Colony, it may no longer launch or support attacks, nor use shields or Special Abilities. It may, however, be targeted. The other ships are not affected by their presence at a Colony.

GAMMA STORM
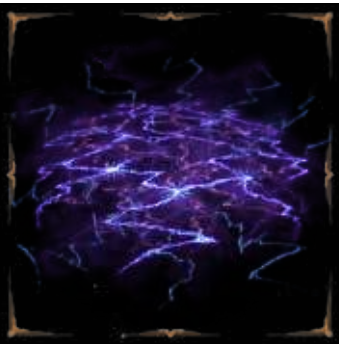
"Certain astrophysical phenomena produce terrible releases of Gamma rays that then spread through space. Warships have learned to use such phenomena, despite the considerable danger involved."

Entering the square: Roll a die. In the event of a special roll ⊠, each ship present in the square suffers damage equal to twice its class points.

Start of Turn: Roll a die for each Gamma Storm in which one or more of your ships are located. In the event of a special dieroll ⊠, each ship located in the relevant Gamma Storm suffers damage equal to twice its class points.

In the square: Ships located in a Gamma Storm may not be targeted, but they are free to launch or support an attack. It is impossible to use a Special Weapon while located in, or targeting a Gamma Storm.

SCENARIOS

BLOCKADE
(2 PLAYERS)

"The aim here is not to exterminate the opponent. Your fleets are fighting over the destruction or survival of civilian ships, whatever the losses. Even though they are fragile, they will escape given the slightest chance."

Fleets: 12 class points per player. One of the players adds to his fleet 3 civilian ships represented by 3 Technical Ships, with no Technical Abilities and with 6 hull points.

Combat Zone: 5x5 squares. Variants: 5x6 or 6x6.

Victory: the player controlling the civilian ships wins if he manages to make at least 2 civilian ships escape the Combat Zone. The other player wins if he destroys 2 civilian ships.

Escape: a civilian ship needs to use a a directional movement dieroll ⊞, ⊞, or ⊞ while in the opponent's Deployment Zone in order to escape.

ILLEGAL
(2 PLAYERS)

"The presence of colonies in this zone is illegal. A special force has come to destroy them. They need to be protected, whatever the cost, because no reinforcements are expected."

**Phoebe Fleet :** 12 class points, with only class-1, class-2, and class-3 ships.

Amycles Fleet : 12 class points, including 1 Battleship equipped with Gamma Warheads.

Combat Zone: 5x5 squares. Variants: 5x6 or 6x6.

Special Squares: the Phoebe player places 2 Colonies in his half of the Combat Zone, outside of his Deployment Zone. The Amycles player may then place 0 to 2 Special Squares.

Victory:

- The Amycles player wins if he manages to destroy both Colonies.
- The Phoebe player wins if he manages to destroy the Battleship equipped with Gamma Warheads.
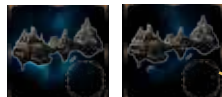
Gamma Warheads: this Special Weapon uses the red directional attack dice so that it does not need any special dieroll. It may only be used in the scenario Illegal and against Colonies. This weapon needs to hit its target Colony 3 times in order to destroy it. Place a Signal token for each hit in the corresponding square to keep a track of the damages. Such damage may not be repaired. A ship located in the same square as the Colony under attack may use a shield to counter Gamma Warheads. It is not possible to fire at the Colony while in the square where it is located. When a Colony is destroyed, replace it with an Asteroid Field and immediately apply its effects. Because this Special Weapon does not require any special dice rolls, if you have no other Special Weapons in your fleet, you may roll 2 special dice rolls again.

CAMPAIGN GENERATOR

This system enables you to generate a campaign for 2 or 4 players that takes 3 to 4 hours to play. Play a succession of encounters until the Final Battle, which will determine the winner, whatever the result of previous battles. In each of them you can win a decisive advantage for this final clash. Imagine the epic tales you will have to tell with the various possible scenarios. This campaign can be played with all Fleet Commander expansions.

Each battle may be played with the optional rules Secret Special Weapons, Fog of War or Hidden Deployment (except for the Final Battle in wich the rules depend on the advantages previously won).

TWO PLAYERS

FIRST BATTLE

Play a Pitched Battle with the following modifications:

Fleets: 7 ship class points per player.

Victory: once a player's fleet has only 2 remaining class points or less, his opponent wins the battle.

Advantage for the winner: before the Final Battle, roll all of your dice and keep the results that you wish on your Command Board.

SECOND BATTLE

The loser of the previous battle chooses a scenario among all those available.

Fleets : 8 ship class points per player.

Victory: chosen scenario's conditions of victory, or, where applicable, once a player's fleet has only 2 remaining class points or less, his opponent wins the battle.

Advantage for the winner: deploy using the Hidden Deployment rule during the Final Battle.

THIRD BATTLE

The loser of the previous battle chooses a scenario among all those available.

Fleets : 9 ship class points per player.

Victory: chosen scenario's conditions of victory, or, where applicable, once a player's fleet has only 3 remaining class points or less, his opponent wins the battle.

Advantage for the winner: add 2 ship class points to your fleet for the Final Battle.

FOURTH BATTLE

The loser of the previous battle chooses a scenario among all those available.

Fleets : 10 ship class points per player.

Victory: chosen scenario's conditions of victory, or, where applicable, once a player's fleet has only 3 remaining class points or less, his opponent wins the battle.

Advantage for the winner: for the Final Battle, choose and position all squares as you wish, and deploy your fleet last.

FINAL BATTLE

Play a Pitched Battle with the advantages won during previous battles and the following modifications:

Fleets : 12 ship class points per player.

If one of the players has won no advantages during previous battles, he may place 1 Colony in his Deployment Zone.

Victory: once a player's fleet has only 4 remaining class points or less, his opponent wins the battle, and the campaign!

> **List of scenarios available for the campaign generator:**
> *The letter indicates the book initial.* Pitched battle (G/I), In the Asteroid Belt (G/I), Capture (G/I), The Trap (G/I), The Salvage (G/I), The Passage (G/B), Control (G/B), Blockade (S), Illegal (S), Planet Attack (A), Duel (A).

CAMPAIGN GENERATOR

FOUR PLAYERS

FIRST BATTLE : 2 VS 2

Play a 2vs2 Pitched Battle with the following modifications:

Fleets: 14 ship class points per side.

Combat Zone : 7x5.

Victory: once a side's fleet has only 4 remaining class points or less, the opposite side wins the battle.

Advantage for the winners: before the final battle, roll all of your dice and keep those that you wish on your command board.

For the second and third battles, follow these rules: once he scenario finished on a board, the winnder chooses his advantage among the 2 available. The loser places a Portal on each Combat Zone and removes all his ships from the game.The winner removes half of his fleet (rounded up) and can now help his ally, by playing each turn after him.

SECOND BATTLES : 2X 1 VS 1

Play 2 separate battles that confront the players one-on-one. The losers of the first battle choose the scenarios among all those available.

Fleets : 8 ship class points per player.

Victory: chosen scenario's conditions of victory, or, where applicable, once a player's fleet has only 2 remaining class points or less, his opponent wins the battle.

Advantage number 1: hidden deployment for your fleet.

Advantage number 2: + 2 ship class points.

THIRD BATTLES : 2X 1 VS 1

Switch opponents and replay 2 one-on-one battles. The side that has the most defeats chooses the scenarios among all those available.

Fleets : 10 ship class points per side.

Victory: chosen scenario's conditions of victory, or, where applicable, once a player's fleet has only 3 remaining class points or less, his opponent wins the battle.

Advantage number 3: position all Special Squares as you wish.

Advantage number 4: your side deploys last.

FINAL BATTLE

Play a Pitched Battle with all players and the advantages won during previous battles and these modifications:

Fleets : 24 ship class points per side.

Combat Zone : 9x5. The player who won advantage 3 can choose to play the battle on two 5x5 Combat Zones linked up by 2 Portals.

If one of the sides has won no advantages during previous battles, it may place 2 colonies in its Deployment Zones.

Victory: once a side's fleet has only 8 remaining class points or less, the opposite side wins the battle, and the campaign!
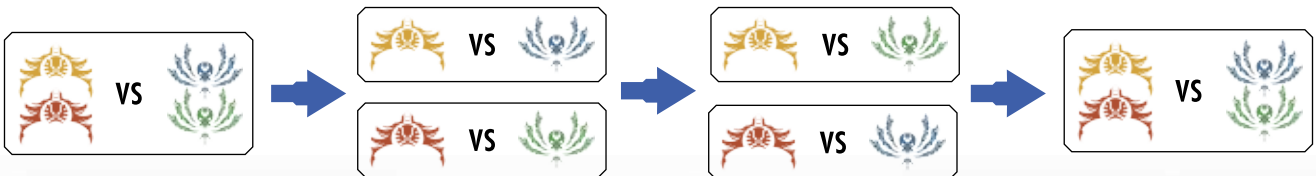
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