

# FLEET COMMANDER

EXPANSION



AVATAR



*Heavy Battleships are superb military vessels, the most fearsome ever seen in battle with devastating firepower, a foolproof hull and the capacity to be fitted with Special Weapons. They present formidable opponents that can destroy all around them without concern for enemy maneuvers.*

*While the League of Phoebe has developed the Carrier on the same basis, loaded with Interceptor Squadrons able to harass their enemies, engineers of the Hegemony of Amycles have successfully developed a ship that is the stuff of nightmares: the Dreadnought. Fitted with enough long-range batteries, it can destroy a Frigate with a single long-range attack.*

*As the conflict between the League of Phoebe and the Hegemony of Amycles has grown fiercer, great Fleet Commanders have emerged to impose their ideas about war. Whether they are from Phoebian augmented human casts, or have won their place through displays of devotion, determination and ingenuity in Amyclean fleets, each of them offers a distinct advantage that can bring victory for the fleet.*

## COMPONENTS



2 Heavy Battleships miniatures,  
each with 2 Base Stand Discs



4 Command Board  
tiles for the ships



6 Command Board tiles  
for the Commanders



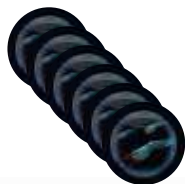
4 Special Square tiles



3 Energy Dice



6 Signal tokens



6 Squadron tokens



4 Minefield tokens



6 Special Weapon tokens



2 Special Square  
tokens

# INTRODUCTION

With Avatar, you can add fearsome class-5 ships to your fleet. Whether you choose a Heavy Battleship, Carrier or Dreadnought, these huge ships will be the linchpins of your battle arrays, and the main targets of your opponents.

But that's not all. Avatar also introduces a new concept: you can now choose a famous Commander to head up your fleet. She or he will bring a permanent bonus to your fleet and shape your battle tactics.

Lastly, you will also find the following in Avatar:

- Two new types of Special Squares: the unpredictable Black Hole, which can swallow up careless fleets, and the powerful Battle Station which offers Special Weapon to those that control it.
- Two new scenarios that include all these new additions.



## INCLUDING CLASS-5 SHIPS IN YOUR FLEET

You may include as many class-5 ships as you wish in your fleet, as long as the maximum fleet size is not exceeded.

- Any player can choose the Heavy Battleship, while the Carrier is specific to the League of Phoebe, and the Dreadnought 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 chosen ship in front of you, and place on it the Special Weapon token or the Squadron tokens that belong to it.



## RECRUITING A COMMANDER



Avatar has 6 different Commanders – 3 for each faction. Before forming your fleet, you may choose to recruit one of the Commanders belonging to your faction.


- Read the Commander descriptions to choose one and find out about her/his abilities.
- Place the corresponding tile on your Command Board and make the necessary adjustments, in particular regarding the dice.
- If some of the players decide to recruit a Commander, and others not, those who don't take one gain 2 more class points to compose their fleets.

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

# KNOWLEDGE DATABASE: SHIPS


## HEAVY BATTLESHIP



**Class:** 5  
**Firepower:** 5  
**Hull Points:** 30  
**Special Ability:** Special Weapon 


## DREADNOUGHT



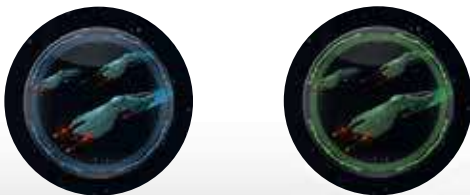
**Class:** 5  
**Firepower:** 6  
**Hull Points:** 24  
**Special Ability:** Long-Range Missiles  
 Available only for Amycles.

## CARRIER



**Class:** 5  
**Firepower:** 0  
**Hull Points:** 30  
**Special Ability:** Interceptor Bays  
Despite its Firepower of 0, the Carrier may attack and take support from other ships.  
 Available only for Phoebe.

## INTERCEPTOR SQUADRON






**Class:** 0  
**Firepower:** 1  
**Hull Points:** 1  
**Special Ability:** Drift

# KNOWLEDGE DATABASE: SPECIAL ABILITIES

## INTERCEPTOR BAYS



A ship with this ability can deploy up to 6 Interceptor Squadrons. Squadrons can be deployed directly in a square occupied by ships. If Squadrons are destroyed, they may be deployed again. If a Carrier is destroyed or leaves the Combat Zone without its Interceptor Squadrons, they are removed from the Combat Zone.

### Deploying Interceptor Squadrons:

Squadrons are deployed using red dice results   .

1 die = 1 Squadron on 1 square indicated by the die.

## OFFENSIVE

By using two special dice rolls  , the Carrier gives the order to all of its Squadrons to attack, each inflicting 2 damage points on a ship in an adjacent square. These attacks may not be blocked, counter-attacked, or followed by a withdrawal maneuver by the opponent. Once all the attacks have been performed, all Squadrons return to the square in which the Carrier is located.

## INTERCEPTOR SQUADRON

Interceptor Squadrons are represented by tokens.

**Drift:** at the beginning of your Start of Turn, each Interceptor Squadron can move to an adjacent square without using any movement die roll.

**Squadrons have 0 class points**, which means that:

- You may deploy as many as you wish in a square.
- They do not count for victory conditions.
- While they are affected by Special Squares, those squares which effects depend on class points (such as Asteroid Fields or Gamma Storms) have no effect on them.

**Squadrons may not use dice results**, which means that:



- Except for their Drift move at the Start of Turn, they only move if other ships in their square move.
- They do not attack on their own but can support any attack.
- They may not use shields themselves, but may enjoy the benefit of shields used by other ships in the same square.

## SQUADRON TOKENS ON THE FIELD

- Squadron tokens prevent enemies to be on the same square.
- Squadron tokens block the lines of sight (for long-range attacks or Special Weapons).



## LONG-RANGE MISSILES

The Dreadnought possesses the most powerful weapons system in the galaxy capable to cause 6 damage points in one attack. Furthermore, as long as there are 2 special dice rolls   of any color on the Command Board, an attack die roll may be used twice consecutively to fire up to 2 squares away. Remind that a long-range attack is never supported. This ability is deactivated when there are no longer 2 special dice rolls on its Command Board, and reactivated when 2 special dice rolls are stored there again.



## MINEFIELDS

The player targets 1 or 2 empty squares up to 2 squares away from his Battleship and may spread 2 Minefields tokens between them. There may be obstacles between the Battleship and this/these square(s). When ships enter a square that contains one or more enemy Minefields, each ship suffers 2 damage points per Minefield. The Minefields are then removed and can be deployed again. You may have up to 4 Minefields at the same time on the Combat Zone. You may remove Minefields at no cost during your Command Board phase. If your Battleship leaves the Combat Zone or is destroyed, the Minefields are removed.

*Reminder: Special Weapons can be triggered by using two special dice rolls 🎲 🎲 of any color. No reaction is possible when taking effects from them.*



## GAMMA BOMB

The player targets a square up to 2 squares away from his Battleship and puts the Gamma Bomb token on it. There may be obstacles between the Battleship and this square. The Gamma Bomb explodes during his next Start of Turn. Roll a die. All ships in the square where is located the Gamma Bomb suffer 2 damage points. All ships in adjacent squares in the directions indicated by the die suffer 2 damage points. In the event of a special die roll 🎲, only the ships located in the Gamma Bomb square suffer 4 damage points.



## SANCTUARY

The player places the Sanctuary token on the square in which his Battleship is located. This square and all adjacent squares, may not be targeted until his next Start of Turn.



## HEGEMONY OF AMYCLES

### ANATA SHUNX'N

"Warriors should master their weapon down to the smallest details. Anata excels in engineering and knows how to best optimize energy resources available to her on the battle field."

**Storage:** can store an additional special die, whatever its color.



**Dice Pool :** 3 Red, 3 Blue, 3 Green.

**Skill:** each time she uses a Special Weapon, Anata rolls the 2 special dice used again and can play them normally.

### FEYN GANDRIS

"A master of the counter-attack, Feyn likes nothing more than leaving the initiative to the enemy in order to better use his strength in return."

**Storage:** can store an additional red die, whatever its side.



**Dice Pool :** 4 Red, 2 Blue, 3 Green.

**Skill:** can Counter-Attack using any side of a red die. The die roll used indicates valid directions in which he can Counter-Attack. A multi-directional die roll – just like a special – lets him free to choose direction.

### SAO KAÏ SUHN

"Gifted in all areas, Sao Kaï wanted to prove to everybody that he could shine without hiding behind his privileged background. By joining the Hegemony of Amycles, his mastery and versatility will be major assets for bringing his fleet to victory."

**Storage:** can store an additional directional die, whatever its color.



**Dice Pool :** 3 Red, 3 Blue, 3 Green.

**Skill:** increases of 1 the range of ships' Special Abilities when using a multi-directional die roll:

Ion Propulsion, may move up to 3 squares.

Multipoint Weapons, may fire up to 3 squares away.

Depolarized Shields, may block damage from 2 different squares.



### BOROM HIMNITAL

"Tempting the enemy, making him believe you are weak and within striking distance, and then disappearing for an instant only to reappear where nobody is expecting you – there is no better way to wear down your opponents' nerves."

**Storage:** can store an additional blue die roll, whatever its side.



**Dice Pool :** 3 Red, 4 Blue, 2 Green.

**Skill:** can perform a Withdrawal maneuver using any side of a blue die. The result of the die used indicates valid directions in which he can Withdraw. A multi-directional die roll – just like a special – lets him free to choose direction.

### AROP TAN

"Brute force is no use. Draining your enemy's resources is far more effective, as his spirit will eventually be drained too. Arop Tan, a sly and patient leader, is then left with the simple task of finishing the enemy off."

**Storage:** can store an additional green die roll, whatever its side.



**Dice Pool :** 3 Red, 2 Blue, 4 Green.

**Skill:** can launch a Drain using any side of a green die. If the result of the die used indicates directions, the opponent chooses the die to remove from his Command Board (as usual). However, if a special die roll or a multi-directional is used, Arop Tan chooses the die to be removed to his opponent's Pool.

### ILYA KAÏ SUHN

"Since her brother betrayed their family, Ilya has had to take up the torch. She was always in his shadow, and likes to remain in the shadows, waiting for her moment, camouflaging her forces at the first opportunity in order to disperse her enemies and effortlessly finish them off."

**Storage:** can store an additional die roll, whatever its side or color.



**Dice Pool :** 3 Red, 3 Blue, 3 Green.

**Skill:** when she uses a special die roll in reaction to an attack, she may then replace all of her ships in the square attacked with corresponding Signals + 1 decoy. If she launches a Drain, she may camouflage 1 square of her choice. If she uses no die roll during the turn, she may also camouflage the square of her choice.

## KNOWLEDGE DATABASE: SPECIAL SQUARES

*Reminder: Ships can enter Special Squares freely. Whatever the Special Square, no long-range attack may go through it. The following rules explain what to do in the various situations that may be encountered in these squares.*

### BATTLE STATION




*"Battle Stations are huge experimental structures fitted with a special weapon. Take control of a station to attempt to gain a major advantage during the battle."*

**Setting up:** at random, place a Special Weapon token face down on the appropriate location.

**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 Battle Station square.


**Entering the square :** you may secretly consult the Special Weapon token.

**In the square :** As long as you have a ship docked at the Battle Station, you may use its Special Weapon by using just one special die roll . A ship docked at a Battle Station may no longer launch or support attacks, nor use shields or Special Abilities. It may, however, be targeted. No other ships are affected by its presence in this square.

### BLACK HOLE



*"Among all the space phenomena encountered by war fleets, Black Holes are the most frightening. With their immense gravitational force, they can suck in any warship and plunge it into oblivion. Thankfully, their slow activation makes them easy to predict for a Commander who knows what he's doing."*

**Start of Turn of each player:** roll a die for each Black Hole in the Combat Zone. In the event of a special die roll , place a marker on the square (use Signal tokens as markers). Once you have placed the fourth marker, the Black Hole is activated.

**Activation of the Black Hole:** all ships located along a straight diagonal or orthogonal line in relation to the Black Hole move one square towards it. Ships located on the Black Hole square after this move are immediately destroyed, all markers are removed and the Black Hole starts a new cycle of activation.

**Entering the square :** any ship that is moved into the Black Hole square, because of its activation or any other effect of the game, is immediately destroyed.

# SCENARIOS

## PLANET ATTACK

(2 PLAYERS)

*"It is essential to control the Battle Stations orbiting a planet before invading it. But beware, a nearby protection fleet may well have got there before you."*

**Fleets:** 12 ship class points per player. Variants: between 9 and 15 class points.

**Combat Zone:** 5x5 squares. Variants: 5x6, 6x6.

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

**Battle Stations:** they are controlled by Phoebe player, do not have a Special Weapon, but each contains 3 Interceptor Squadrons and has the Interceptor Bays Ability. Amycles may deactivate them by placing one ship on their Docking Bay, the Station then definitely loses its Interceptor Bays Ability.

### Victory:

- Once Amycles player's fleet has only 1/3 of his starting class points remaining or less (rounded down), Phoebe player wins the battle.
- Once Amycles player has deactivated the 2 Battle Stations, he wins the game.



## DUEL

(2 PLAYERS)

*"Rivalries between Commanders can be fierce. Some of them will even trawl through space in their best ship in search of their sworn enemy and, when they meet, they settle scores with ruthless confrontations."*

**Fleets:** 1 Class-5 ship of his choice for each player, and 5 class points for his reinforcement fleet. Variants: between 6 and 9 reinforcement points.

**Combat Zone:** 5x5 squares.

Variants: 5x6, 6x6, 2 4x4 Zones.

**Deployment:** only the Class-5 ships are deployed during the setup. As soon as a Class-5 ship loses half his hull points, the player who controls the ship may bring reinforcements into his Deployment Zone.

**Special Squares:** Between 0 and 2 per player.

**Victory:** victory goes to the first player who manages to destroy his opponent's class-5 ship.

If at the end of the same action, the 2 Class-5 ships are destroyed, the game is a draw.



# CREDITS

An expansion by  
Didier Dincher and Pierre Steenebruggen

Illustrations  
Antoine Schindler

3D design  
Antoine Bergerat

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