

FLEET SCRAP

This is a game that simulates space combat using cards and dice to maintain a fleet while 'Scrapping' opponent fleets. Collect the opponent Ship cards you 'Scrap' to form your Scrap pile. The measure of the Scrap pile determines the winner.

SETUP

Separate and shuffle both decks, deal 3 cards from each deck to each player, then place the decks next to each other in the middle where everyone can reach them.

Each player also gets 3 dice. Two dice are used for activating Ship Tactics while the third is used for Deployment and for breaking ties. It would be best if each player used 2 matching dice for Tactics and a notably different die for Deployment.



PLAYER'S HAND

Players normally may not have more than 6 cards in hand. When drawing cards, players must maintain a maximum of 3 cards each of Ships and Operations. When drawing cards with a full hand, due to Logistics, rolling doubles, or the end of the Conclusion phase, you may discard 1 in order to draw the same type. This may be done for both Ships and Operations.

There are a couple of exceptions to this rule.

When the Bastion or Flagship (Mercenary or Cyborg Capital Ships, respectively) is in fleet, that player may have an extra Ship or Operation card in hand, as noted on the Ship card. They do not allow the player to draw extra cards when the Ships are put into fleet.

The Black Market Operation allows the player to draw an extra Ship and an extra Operation which stay in hand until used. While the extra cards are in hand, the player may not draw additional cards but may discard in order to draw the same type of card, as explained later.

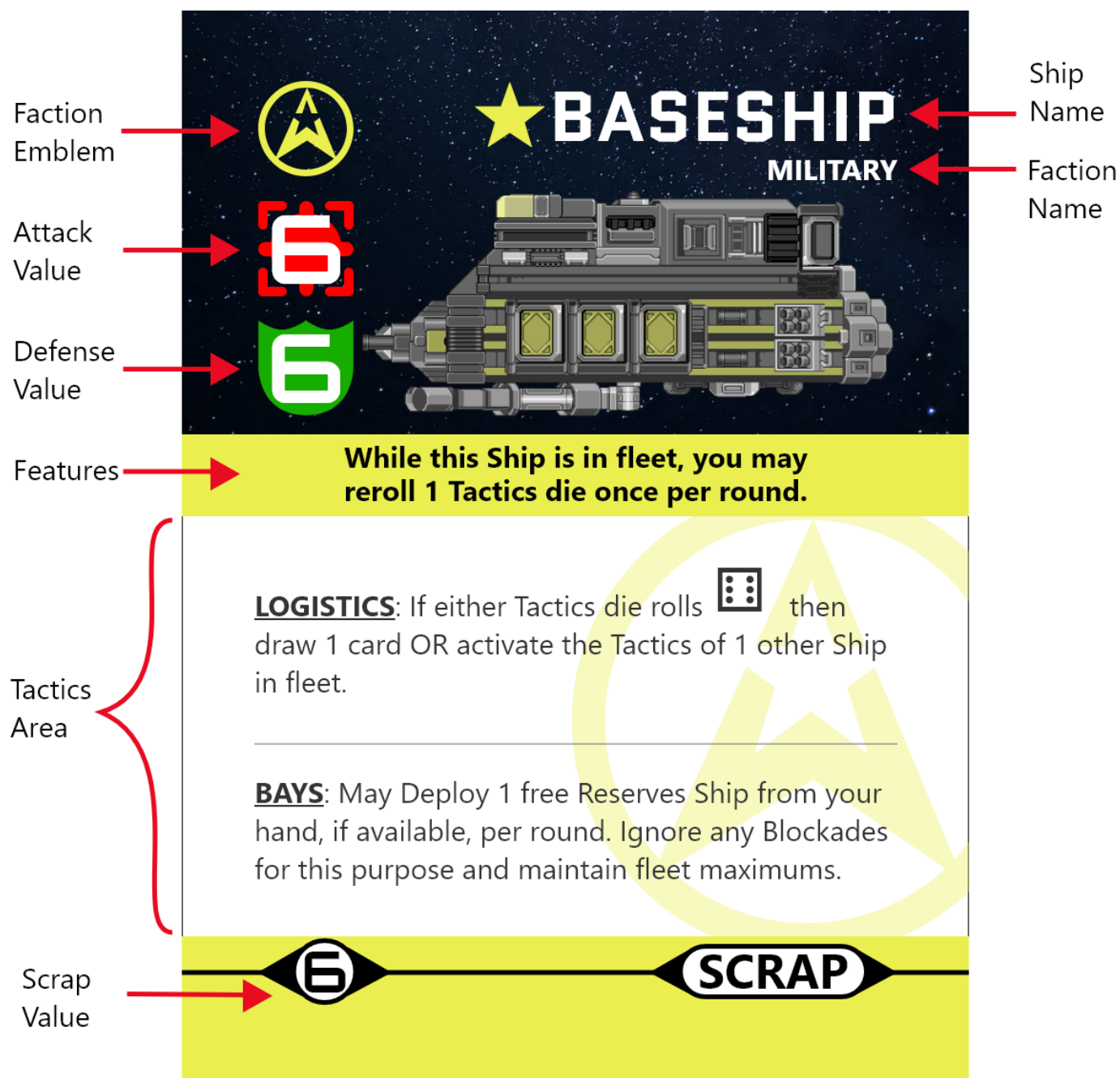
PHASES PER ROUND

DEPLOYMENT - Build and manage your fleet

SALVO - Activate Tactics, calculate your Attack, and apply Salvo or Raid damage

CONCLUSION - Exchange Scrapped Ships, discard played Operations, then draw new cards

SHIP CARD BREAKDOWN



FACTIONS

Ships are divided into 4 Factions:

Military

Mercenary

Cyborg

Ranger



The Military Faction has the most standard Ships in the game in respect to available Tactics and is the main Faction to have Ships that use the Squadron Tactic. All Tactics will be explained later.

The Mercenary Faction is able to ignore the Blockade Tactic during Deployment and has access to the Ambush tactic.

The Cyborg Faction has access to the Subterfuge Tactic.

The Ranger Faction has a Deployment discount and has access to the Rally Tactic.

The most powerful Ship of each faction has a unique Feature listed just below the Ship image and a star next to the Ship name. These Features will remain in effect as long as the Ships are in fleet.

SHIP STATISTICS

Every Ship has 2 main attributes: **Attack** and **Defense**.

Attack values are added during the Salvo phase with any modifiers from Tactics and Operations.

Defense values are used to determine what Ships are able to join the fleet each round. They also determine how much damage a Ship takes before being Scrapped. Lastly, they are the measure of the players' Scrap piles which are used to determine who wins the game.

The Faction Emblem, the Attack value, and the Defense value are located in the top left of each Ship card.



TACTICS

All Ships have at least 1 Tactic listed on the card. Most go into effect when either die rolls the indicated number (shown as a die in the description) during the Salvo phase but are not activated twice if both dice roll the same number. The indicated number is also the value of a Tactic unless otherwise specified. If a tactic has no die on it, then it does not rely on any die and is always active.

By example, if a fleet has multiple Gunboats (which have the Assault Tactic and base Attack of 3) and the player rolls double 3s, then each Gunboat will have an Attack of 6 toward the Salvo. Only one roll of 3 is enough to activate all Tactics in fleet showing a die value of 3. If the other die is also a 3, then the player gets to draw a card or activate the Tactics of 1 Ship in fleet, as explained later, but does not activate matching Tactics twice.

The Squadron, Subterfuge, and Ambush Tactics operate differently. For each of these Tactics, only the highest value in fleet is applied when any matching Tactic in fleet is activated.

By example, a fleet with a Frigate (Squadron 3), a Cruiser (Squadron 4), and a Battleship (Squadron 5) will add 5 to the Salvo if either die rolls a 3, 4, or 5. If the fleet only has the Frigate and Cruiser, it would add 4 to the Salvo if either die rolls a 3 or 4.

Conversely, the highest Subterfuge value in fleet is subtracted only once from 1 opponent's Salvo when any Subterfuge Tactic in fleet is activated. This may be applied before Salvo is initiated in order to influence which player has Advantage. If applied after Salvo or Raid is initiated, the attacking player cannot change target. This value cannot be split and must apply in whole to only one player. Once applied, it stays in effect for the round should any other opponent target the same fleet afterward.

By example, a fleet with a Scrambler (Subterfuge 2), an Enforcer (Subterfuge 3), and a Leviathan (Subterfuge 5) may subtract 5 from 1 opponent's Salvo total if either die rolls a 2, 3, or 5. This may be done immediately so as to change who gets Advantage or it may be withheld until the player's fleet is targeted by an opponent's Salvo. The player may then apply Subterfuge to the attacking opponent's Salvo or choose not to use it.

The Ambush Tactic works the same as the Squadron Tactic but it gets added to the fleet's Raid value, instead.

Therefore, a fleet with a Raider (Ambush 2) and a Marauder (Ambush 4) may add 4 to the fleet's Raid value if either Tactics die rolls a 2 or 4.

Logistics - If either die rolls the indicated number, activate all of the Tactics of 1 other Ship in fleet OR draw 1 card per Logistics Tactic activated. If multiple Logistics are activated in fleet, the player may choose to split the options between drawing cards and activating another Ship's Tactics. If your hand is full, you may play a Salvo card or discard then draw normally. You may draw a card or activate 1 Ship's Tactics at any time in the phase or choose not to at all.

Assault - If either die rolls the indicated number, then the Ship's Attack value is added twice to Salvo for that round.

Flak - If either die rolls the indicated number, the player may Scrap Reserves Ships that are protected by Bays. The quantity is half the die value and is listed on the card for convenience. These quantities add up so if 2 Flak Ships are activated and they can affect 2 and 1 Reserves Ships (by example), then the player may Scrap up to 3 Reserves Ships in 1 target fleet that are protected by Bays. If there are no Bays in the target fleet, then the Flak Tactic is irrelevant.

The rest of these Tactics are passive and do not rely on any die roll.

Rally - This Ranger only Tactic adds its value to your fleet's total Defense maximum but has no effect on the Deployment value. By default, the maximum is 20 but Ships with Rally can increase that value. Note that fleets still can only have 6 Ships. Rally values are added to each other and apply as soon as the Ship is added to your fleet.

By example, a fleet with a Sentry (Rally 1), a Guardian (Rally 2), and a Warden (Rally 3) may have up to 26 total points of defense worth of Ships in fleet.

Reserves - These Ships are (theoretically) instantly replaced if a Ship with the Bays Tactic is in fleet. Therefore, the Ship is normally immune to Salvo and Raid damage when there is a Ship with Bays in fleet. However, they can be Scrapped by Operations and made vulnerable to Salvo and Raid damage by an opponent's Flak Tactic.

Bays - These Ships can deploy another Ship that has the Reserves Tactic, if available in hand, during the Deployment phase. This does not count toward Deployment value, is not affected by any Blockade Tactics, and only 1 Reserves Ship may be Deployed per round per Bays Ship. This may be done as soon as the Bays Ship is added to the fleet. The Scrapheap and Bastion can Deploy a Reserves Ship from the player's Scrap pile instead, if desired. Maintain fleet maximums.

Blockade - These Ships can limit opponent Deployment and incoming Raid values by the amount listed on the Ship cards. The Ships must already be in fleet from the previous round to affect opponent Deployment. Players who have these Ships in fleet may call which opponent's Deployment value is getting blocked by the total Blockade values in the player's fleet. Deployment Blockades from multiple players add together to further limit if they target the same player.

Modulation - These Ships increase your Deployment value by the total Modulation value in fleet. These Ships must also be in fleet from the previous round for the Modulation to affect Deployment. Maintain fleet maximums. Modulation also allows the player to alter a single Tactics die once during the Salvo phase. The maximum adjustment allowed is equal to the total Modulation value in fleet.

OPERATIONS

Operations are fleet activities that affect the game in various ways. Players may each play 1 Operation per phase and each card indicates which phase it may be played in. The exception to this rule are Any phase cards which have no limit to how many of them can be played per phase and they are able to be played in any phase when applicable alongside a phase card.

Most Operations are discarded as soon as they are played and their effects implemented. Operations that affect a player for the full round should be placed in front or next to that player's fleet, or on the specific Ship (Ion Beam by example), until the end of the Conclusion phase.

Operations may be played in support of an opposing player in order to prevent another opponent from scoring too much Scrap. When doing so, supporting players must reference their own dice.

DEPLOYMENT

At the beginning of every round of the game, all players roll 1 die to determine everyone's Deployment value. The highest roll determines the Deployment value for the round. If multiple players roll the same high number, then increase it by 1 per extra player.

By example, if 3 players all roll a 2, the Deployment value will be 4 since 1 player rolled a 2 but so did 2 other players. If a 4th player rolls a 3 by chance, the value will still be 4 since it is higher.

For the first round of the game, all players Deploy with a value of 6 unless the dice rolls indicate a higher value. This allows every player to begin with a modest fleet. Even though everyone Deploys with a value of 6 in the first round, players still roll the Deployment die in case a Deployment Operation card needs to reference the die roll.

Each player should then lay down in front of them any Ship cards, face up, from their hand with Defense totaling the Deployment value or less. Ships already in play do not count against the Deployment value. These are the players' fleets for the round. Players may decide not to Deploy for strategic purposes but there must be at least 1 Ship in fleet.

If you already have a fleet from the previous round, you may freely pull any number of Ships back to your hand from your fleet in order to Deploy more effective Ships. This has no effect on the Deployment value and the total Defense of the Ships you play must still be equal to or less than the Deployment value. If your hand has more Ships than it can hold after trading, you must discard any Ship in hand to maintain maximums before the phase ends.

When a player starts a round (except the first) with no fleet, that player uses a Deployment value equal to the highest Defense fleet in play before Deploying. If the Deployment dice value is higher, reference that instead.

By example, a player with no fleet checks the total Defense value of 3 opposing fleets - 8, 11, and 14. Though every player still rolls the Deployment die normally, the player with no fleet will actually Deploy Ships with a value of 14 or less. Operations played will reference the player's die, when applicable, not the modified Deployment value. This ignores the Blockade Tactic.

If a player is left with a single Ship in fleet at the end of the Conclusion phase, that player may choose to discard that Ship in order to Deploy according to the highest Defense fleet next round. If all players end the round without a fleet, all Deploy with a value of 6 the next round, just like the first round.

A fleet is limited to no more than 6 Ships or 20 Defense, whichever is reached first. The defense threshold can be increased by the Rally Tactic.

SALVO

Salvo is the general combat between fleets which adds the Attack values of all Ships in fleet plus any applicable bonuses and penalties. The Attack values simulate a fleet's performance in battle so the higher Salvo total is able to damage a fleet with a lower Salvo total. There are ways to reduce incoming Salvo damage so fighting dirty by Raiding instead is an option for all players. While Raids are designed to do less damage than Salvo, Raids are often the better choice and are the only choice for players with a low Salvo score.

Once all players have finished building their fleets for the round, each player then rolls 2 dice for Tactics. Note that the 2 dice are NOT added to the Salvo total. They are only used to activate Ship Tactics. If a Ship's Tactic displays a die roll, then that means at least 1 of the dice has to match to activate it. Tactics with no dice roll are passive and are active automatically when applicable. All Tactics matching the dice rolls are activated and if you roll the same number on both dice, a Ship's Tactics will not be activated twice.

Operations that affect the Tactics dice (**Hacked** and **Versatility**) may be played before any Tactics are resolved. They may also be played after Salvo damage has been initiated in order to influence the totals.

Players then add the Attack value of all Ships in fleet and add bonuses from Tactics and any played Operations. This is the players' Salvo total. The player with the highest Salvo has **Advantage** and will be the first to choose a fleet to apply Salvo or Raid damage. When multiple players tie for the highest Salvo, the player who rolled the highest with the combined Tactics dice has the **Advantage**. If a further tie breaker is needed, reroll the Deployment die until 1 player has the **Advantage**. After that player has applied any possible damage, the other players, going clockwise to the left, take their turn. Note that when attacks start, the player with **Advantage** does not change even if Operations are played that modify Salvo.

The attacking player subtracts the defending player's Salvo to get the damage done to the defending fleet. The damage determines the limit that Ships are Scrapped from the fleet according to Defense value. The attacking player determines which Ships will be Scrapped and the defending player slides them forward slightly.

By example, if the highest Salvo came out to be 15 and that player targets someone whose Salvo was 10, then 5 damage is done to the defending player's fleet. The attacker then designates which Ships are to be Scrapped that have a combined Defense of 5 or less.

Raids may be performed instead of applying Salvo damage. The player does 1 point of Raid damage per Ship in fleet, even those set to be Scrapped. This is an absolute value that does not reference an opponent's Salvo or Raid value. Raid damage is reduced by any Blockade values in the target fleet. Certain Operation cards also enhance or mitigate Raid damage.

Scrapping a Ship is an all-or-nothing standard. Partial damage is never applied to a Ship.

Remember that Reserves Ships are immune to Salvo and Raid damage if a Ship with Bays is in fleet, even if the Bays Ship is set to be Scrapped. This can be countered with the Flak Tactic, when activated, or by certain Operations.

If all of a fleet's Ships each have a Defense value higher than the total damage, then no Ships are Scrapped. All Ships set to be Scrapped still maintain active Tactics for the round unless suppressed by opponent Operations.

Once a player has chosen a target fleet to apply damage, the target may not be changed to another player.

Usually it doesn't matter who plays an Operation first but, when it does matter, the player with Advantage plays the first Operation card then go clockwise to the left, if necessary.

Note that even though the dice are rolled during Salvo, they are also referenced by Operations during the Conclusion phase so place them where they remain seen.

DOUBLES AND LOGISTICS

When a player rolls doubles for Tactics or activates a Ship's Logistics Tactic, that player may either activate all of the Tactics of 1 other Ship in fleet OR draw 1 card per Logistics Ship activated. If multiple Ships are activated, the player may choose either option per Ship activated.

The single die value will still activate any matching Tactics values in fleet. For example, if a player rolls double 5s, then all Tactics in fleet with a value of 5 get activated AND the player may either draw a card or activate all Tactics of another Ship in fleet. Ships' tactics cannot be activated twice with doubles or logistics.

CONCLUSION

Once the Salvo phase is settled for all players, Conclusion Operations may be played to their effect. The player with Advantage may play first then go clockwise.

Once those are resolved, all Ships still designated to be Scrapped from Salvo, Raids, and Operations are given to the players who caused the damage and placed in their Scrap Piles. Discard all remaining Operations played during this round.

All Ship cards list their Scrap value at the bottom edge of the card which, when stacked as shown below, makes it easy to add up at a glance. It is recommended to keep stacks of 10 Scrap for easier counting.



All players then draw cards until their hand is full, starting with the player with Advantage. Keep in mind the hand can't normally have more than 6 cards - 3 Ships and 3 Operations.

As a reminder, the Bastion and Flagship allow the player to hold extra when cards are normally drawn. They do not allow the player to draw extra cards when the Ships are put into fleet. The Black Market Operation allows the player to draw an extra card of each type during that round.

Once players start drawing cards, Conclusion Operations can no longer be played that round so be sure everyone has played one if they want.

After drawing cards at the end of the round, players may discard 1 card of each type to draw a new one of the same type.

Players may choose to discard the last Ship of their fleet in order to draw an extra Ship. This may be done strategically in order to Deploy according to the highest Defense fleet next round.

Once all cards have been drawn for the round, begin a new round with the Deployment phase.

WIN OR LOSE

The primary method of winning is when a player's Scrap pile accumulates 30 Scrap worth of Ships at the end of the round. Adjust higher or lower as desired for longer or shorter games.

If a game lasts until the entire Ship deck runs out, the next round will be the final round. Whoever has the most Scrap in their pile at the end of that round is the winner.

If multiple players have piles with over 30 Scrap, the player with the highest total wins.

If a tie breaker is required, the largest fleet in play with the most Defense points wins. A further tie breaker, if necessary, is the highest base Attack value.

If the Operations deck runs out of cards, reshuffle its discard pile.

FINAL NOTES

Normally, all players Deploy Ships simultaneously. However, if desired, the player with the highest die roll will Deploy last while the player to the left will Deploy first. Each player will Deploy 1 Ship at a time in rotation until all are Deployed. This allows players to strategically adapt to Ships Deployed by other players.

The order for drawing cards during the Conclusion phase may be ignored if all players agree, relying on the randomization of the shuffle, but the order for playing Operation cards should be maintained.

DEVELOPMENT TEAM

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PLAYTESTERS

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WEB SITE

<https://cygnusxgames.com/fleet-scrap/>