

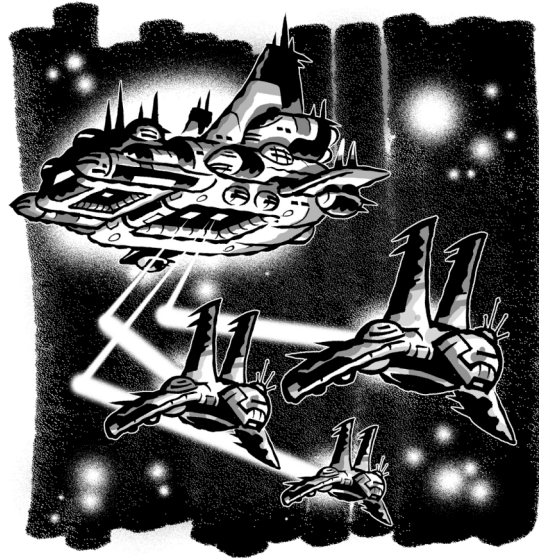
Launch Fighters!

A space battle board game designed for 2 players age 10 and up.
Playing time 15 minutes.

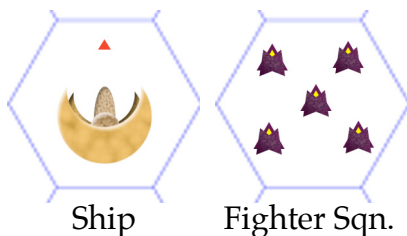
Quick Start

A game of **Launch Fighters!** puts you in command of a fleet of futuristic spaceships and fighters. It is easy to learn but detailed enough to entice you to make new fleets and battle again and again.

This quick start guide will give you the basics – fast. Print out all four pages. Then get a few dice, some scissors, and a couple of pencils and that's all you need to play.



The Pieces



Each ship has some cannons, defense, and movement - with a stat on its paper for each. As ships get damaged their stats are reduced – perhaps all the way to zero. If all a ship's stats are zero, it is destroyed. Fighters are fast but frail – lacking stats but formidable at close range.

Setup

Cut out the counters for each ship and fighter squadron. Place your ships on the map exactly 10 spaces apart in the opposite corner. Place your fighter adjacent to your ship. Note the stats for each ship: 2 cannons, 4 defense, 3 move.

The Battle

Launch Fighters! is played in “turns”. Each turn has four phases: Initiative, Move, Attack, and Recovery. Repeat turns until one player has decided to quit or has lost both his ship and fighter squadron.

A) Initiative

Each player rolls two dice. The higher number wins. If it's a tie, roll again.

B) Movement

Your Ships

The slower ship must move first. If the move stat is the same, the loser of the initiative must move first. You may move your ship spaces equal to or less than your move stat. A ship may move through any space but may not end movement in an occupied space. A ship with move stat of zero may not move.

Your Fighters

Fighters move in the same way as ships. All fighters can move up to 5 spaces.

C) Attack - Fighters Go First, then Ships

The player who won the initiative attacks with his fighter first. Choose either:

Dogfight! One fighter can attack an adjacent fighter – each player rolls 1 die. The higher roll wins. The losing fighter is flipped upside down and may not start a dogfight or strafe a ship this turn, but it may still defend if attacked. If one roll beats the other by more than double (5 vs. 2 or 3 vs. 1 for instance) the loser is destroyed immediately. On a tie roll nothing happens - don't roll again.

Strafing Ships: A fighter can attack an adjacent ship. Roll 1 die. If it beats the ship's defense, reduce one of the ship's stats by 1 immediately. The owner of the ship decides which stat. A roll of 1 always misses – no matter what.

The ship with the higher move now fires. If the ships have the same move, the initiative winner fires first. Each ship may make one of these attacks (not both):

Flak! Ships may fire their cannons at an adjacent fighter. You get 1 die for each cannon and can roll those dice together or separately. Each time the ship rolls, the fighter also must roll just 1 die. If the ship wins, flip over the fighter. If either the ship more than doubles the fighter or the fighter was already flipped over and lost the roll, it is destroyed. If the ship loses nothing happens.

Ship vs. Ship: Cannons can fire at another ship 5 spaces away or less. There is no line of sight and no range penalty. You may fire both cannons together (rolling 2 dice) or separately. If your ship is damaged and has only 1 cannon left you only get 1 die to roll! Regardless of how many dice you roll, if you beat the defense of your opponent he must reduce a stat by 1 immediately. If you beat his defense by more than double it's a 'direct hit' and **you** can decide which stat to reduce on his ship. If you roll 1 die and get a 1 or roll both dice together and get a double 1 (snake eyes) you miss – even if your target has a zero defense.

D) Recovery

At the end of each turn, flip any fighters back over if they are upside down. Those fighters can now move and attack normally. Any ship or fighter now at the edge of the map must retreat and leave the game. If a player retreats while he still has a fair chance of winning you may now make chicken sounds at him.

The Full Game

Now that you have played the **Launch Fighters!** Quick Start you can explore the complete rules in greater detail, just go to the website and download them. This offers increased complexity, multiple ship combat, and a variety of new game mechanics. Learn about:

1. New weapon: missiles!
2. Facing and 'flanking bonus'
3. Launching and recovering fighters
4. Build your own ships!
5. Asteroids, nebulae, and moons, oh my!
6. Scenarios
7. More!

If there's ever any confusion, always refer to the complete rules, not this PDF.

Launch Fighters! is designed to be a abstract, flexible space combat system. You can use it to simulate any scenario, game or your favorite sci-fi franchise. Counters can be used or spaceship miniatures, it's up to you! Games of up to 10 ships on each side can be played in under an hour, so it's fast and fun, and you won't get bogged down with a ton of rules. Thanks for playing, until next time!

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www.launchfightersgame.com

Lead Design: Stuart Gaston

Design and Playtesting: Aaron Albert, Andy Hundt and Eli Loerke

Construction Spreadsheet: Andy Hundt

Illustrations: Guy Burwell

Counters and Terrain: Stuart Gaston and Aaron Albert

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Ship: Ataliu Star Frigate (Purple)

Cannons	2	<input type="checkbox"/>	<input type="checkbox"/>		
Defense	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Move	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Ship: Nubani-class Patrol Cruiser (Yellow)

Cannons	2	<input type="checkbox"/>	<input type="checkbox"/>		
Defense	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Move	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



