

SPACE SWARM – RULES REFERENCE

Type	Size	Point Value	Range
Battleship	Large	3	Short and Extended
Cruiser	Medium	2	Short and Extended
Frigate	Small	1	Short

Select a fleet. In a 2-foot by 2-foot play area, deploy the fleets on opposite sides, no more than Short range from the edge.

Roll 1 die and select that many scenery objects, such as:

- Asteroids (*representing asteroid fields*)
- Objective bases (*representing space stations*)
- Neutral ships (that do not take any actions)

Roll 1 die, rerolling ties. The player with the higher result places the first scenery object anywhere outside the fleet deployment areas. The other player goes first in the first round.

Round Order

On every round after the first, roll 1 die, rerolling ties. The player with the higher result takes a turn with **one ship**. A turn consists of the following four phases, in order.

1. **Primary Movement** up to the ship's primary move value, or a shunt move [optional]
2. **Turn** 45° or 90° [optional]
3. **Action** – attack or take a special action [optional]
4. **Secondary Movement** of the ship's full secondary move value [required]

After the ship's secondary movement phase is complete, mark the ship with an activation marker. Then the other player takes a turn with one ship. When all ships have activation markers, clear them from the ships and roll to see who takes the first turn in the next round.

Collision (overlapping a scenery object or another ship's base) *represents an actual crash, or a near-miss requiring evasive action*. If the ship's base moves through or ends any movement on a scenery object, immediately roll a 1-die **attack** on the ship, which does not count as an action. A ship's base can move through another ship's base but cannot end its primary or secondary movement on another ship's base. It must end its movement touching the other ship.

Attack: The attacker rolls a number of dice equal to the attacking ship's **Attack** [red] if the target ship is within range and line of sight. **Scenery objects block line of sight, ships do not.**

6	Automatic hit
2, 3, 4, 5	Hit
1	Automatic miss

Defend: The defender rolls a number of dice equal to the defending ship's **Defense** [blue]. This does not count as an action. Each die result **greater than** one of the attacker's hit results cancels out that hit. An automatic hit cannot be canceled.

Each hit that was not canceled is 1 damage taken from the defending ship's **Hull** points [orange]. Ships with no Hull points remaining are destroyed and removed from the game.