Space Fleet Commander is a solitaire game of fleet management, exploration, and combat.

Components Required
15 six-sided dice (5 white, 5 red, and 5 black)
1 Small Cube or thematic Pawn
1 Pencil
This PDF

Object of the Game
Fill in all 70 Score Stars before the game ends, earning the title of Emperor!
The game ends in one of two ways:
1- All twelve Turn Boxes are filled.
2- It's impossible to complete any adjacent Hex Missions.

Know the Parts of the Player Sheet

Turn Sequence Flowchart

Ship Reference Table

Hex Map

Fleet Roster

Sabotage, Points, and Turn Trackers

Setup
1) Roll any 7 dice.

2) By matching dice numbers to the Ship Reference Table, assign all 7 dice to ship type and write that ship in the formation on an available slot in the table at the bottom of the Player Sheet.

For instance, if you rolled two 6's you can choose two of the following: Ace Fighter, Drone Boat, or Dreadnaught. You can choose two of the same ship or one of two different ships here. Write in the name of the ship in the correct slot (ships are limited to few slots). Then fill in any extra bubbles in the Hull until they have the correct hull to start. Finally, write any Dice/Nots in the last cell of the Fleet Roster.

Placement of your ships are important since some of the ships have "slot-adjacent" rules. For instance, you can only choose a Dreadnaught if you also have a Supply Barge in an adjacent slot. If you have a Supply Barge in slot 6, you can place a Dreadnaught in slot 8.

You only have 5 of each color of dice. You will have to balance your fleet to have an arrangement of White, Black, and Red dice where none of those exceed 5.
- *Black Dice do not normally get rerolls but the smaller ships can manipulate these dice.*
- *Red Dice are the most common dice and can be rerolled once during gameplay.*
- *White Dice can be rerolled twice and are only supplied by the most powerful ships!*

3) Assemble your dice pool using the Dice/Notes column of your Player Sheet. Extra dice are removed from the table and not used.

4) Place your Cube in the blank Hex on the lower right of your Player Sheet.

You're ready to begin.

Gameplay

You will spend each turn rolling dice to try to accomplish adjacent Hex Missions, pushing your luck to explore as many hexes as possible in one turn. If you complete one you gain the benefits and deal with the consequences of the hex. For instance, if you rolled a 2,3,4,5,6 you completed a Straight! Mark out the stars on that hex and move your cube into it showing that it's explored. Once you've explored a hex you may not re-enter or pass through it. Your game ends of you back yourself into a corner and leave yourself with no new adjacent hexes to enter.

Use the Turn Sequence Flowchart to walk you through the turns.

Turn Order
Phase 1 - Roll all of your dice.

Phase 2 – You may reroll any/all Red and White dice once if you want to.

Phase 3 - You may reroll any/all White dice one more time if you want to.

Phase 4 - From left to right, top to bottom, fill in a bubble or circle a Hazard icon ⊠,💥 in the Sabotage Table for each 1 rolled. Any dice with 1s cannot be used to help you during Phase 5.

Whenever you Circle a Hazard, pause and resolve the Hazard immediately. A 💥 Hazard means that your Fleet took damage from some mishap. Roll 2d6 and use the sum to assign one bubble of damage to the ship at the Plot by filling in one of the Ship's Hull bubbles. If you are lucky enough to roll a 7 (there is no ship in Plot 7) you take no Sabotage damage. Marking out a ⊠ forces you to lose 1 Turn immediately.

A ship is considered destroyed once all bubbles from a Ship are filled in. Put a line through the ship and Dice/Notes section. Remove any dice it was contributing from the game and ignore any notes and benefits it may have added. If you take Sabotage damage to a ship that has already been destroyed, you take no Sabotage damage instead.

Phase 5a - If your dice shows results allowing you to explore an adjacent Hex, success! Mark the Stars on your Score Tracker equal to the Stars shown in the Hex. Then mark the hex's stars out and move into that hex. If the hex has a Hazard Icon then resolve the Hazard before continuing your turn.

When you mark the tenth Star on a line, circle the Title afterwards to show you've achieved that rank. For instance, after you fill in your 40th star, you attain the rank of Baron! Circle it.

Since you were successful you can choose to keep exploring, set aside one die of your choice and return to Phase 1 with your remaining dice. It's possible to explore many hexes on the same turn but the more Hexes you explore during a turn the fewer dice you will have on hand to use that turn.

If you decide to end your turn return all of the dice you set aside and proceed to Phase 6.

Phase 5b - If your dice shows no results that would allow you to explore an adjacent Hex you suffer two damage. Roll twice for damage 💥 and then proceed to Phase 6.

Phase 6 - Mark off one Time Box under the Turn Tracker by putting an X through it. The game ends when all twelve Boxes are marked off at the end of this phase. It's possible that there might not be any boxes left when you start this phase – through Sabotage, damage, or Chronorift Hazards ⊠).

If you have at least one unmarked Time Box left then return all of your dice to your pool and start a new turn at Phase 1.

If at any time in the game that it's impossible for you to move to an adjacent Hex, all of your ships are destroyed, or you run out of Time Boxes then your game ends. You lose with a score of up to 70 and a Rank. For instance, 43 stars would be a Rank 3 Baron.

As a reminder, you win the game if at any time you fill in the last (70th) Star on your Score Tracker.

EXAMPLE
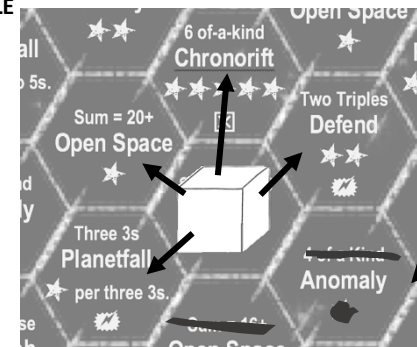
Mark out Hexes before moving into them. This Anomaly Hex gave the Player 1 Star, which he/she will fill in on the Score Chart in the middle of the Player Sheet.

The player has four options to advance (shown by arrows) since four adjacent Hexes have yet to be explored. The Planetfall requires that only 3s are rolled. The Hex also has a Hazard 💥. This requires a roll for random damage to your Fleet. The Open Space Hex is only worth 1 Star and requires a total of 20 or more on the dice. The Chronorift Hexes are worth the most Stars at 5 each but require a six-of-a-kind and the ⊠ forces you to mark out a Time Box immediately. The Defend hex requires two triples to be rolled, awarding two Stars and dealing one Hazard damage.

Space Fleet Commander

Play Sequence (flowchart)

P1. Roll All Dice.

P2. Reroll any Red and White Dice.

P3. Reroll any White Dice.

P4. Mark Sabotage Bubbles for each die result of 1. Resolve Consequence if needed.

Do your dice allow movement into an adjacent unmarked hex?

YES → **P5a. Mark out and apply the adjacent Hex's Stars and Hazard. Move your cube to that hex.**

NO → **P5b. Roll for Two Hits.**

Do you wish to continue or end your turn?

CONTINUE / END TURN →

P6. Mark off one Time Box. Return all exhausted dice. Go to Phase 1 if unmarked Time Boxes remain.

(left margin: Exhaust any 1 Die / CONTINUE)

Ship Reference

Die	Slot	Ship	Hull/Notes
⚀	2, 4, 6, 10	Destroyer	3 Hull, 1 Black Die, +/-1 during Battles.
	4, 8	Repair Tender	2 Hull, Add 1 Hull bubble to a slot-adjacent ship when you gain Rank.
	2, 5, 8, 11	AEGIS Warship	4 Hull, 1 White Die.
⚁	6, 8, 10, 11	Hospital Barge	3 Hull, May reroll Consequence dice once during Phase 5.
	6, 10	Supply Barge*	3 Hull
	2, 5, 8, 11	Medium Cruiser	5 Hull, 1 Red Die.
⚂	2, 6, 8, 11	Colony Ship	2 Hull, Gain an extra two ✦ ✦ per Planetfall.
	6, 8	Temporal Buoy	2 Hull, Ignore all ☒ consequences.
	2, 5, 8, 11	Legendary Raider	3 Hull, 2 White Dice, +1 Sabotage during each Phase 4.
⚃	2, 4, 6, 10	Prison Barge	3 Hull, Remove a 1-result at the end of Phase 3.*
	4, 10	Cloaked Raider	3 Hull, 1 Red Die, +1 Sabotage at end of Phase 6.
	2, 5, 8, 11	Drone Cruiser	4 Hull, 2 Black Dice
⚄	6, 8, 10, 11	Fire Support Ship	3 Hull, +/-1 to one Black Die at end of Phase 3.
	8, 10	Bulwark Ship	4 Hull, May take damage for a slot-adjacent ship.
	2, 5, 8, 11	Escort Cruiser*	4 Hull, 2 Red Dice, Requires a slot-adjacent Supply Barge.
⚅	2, 6, 8, 11	Ace Fighter	1 Hull, 1 Red Die
	4, 10	Drone Boat	3 Hull, Upgrade one slot-adjacent ship's Black Die to a Red Die.
	2, 5, 8, 11	Dreadnaught*	5 Hull, 1 White Die and 1 Black Die, requires a slot-adjacent Supply Barge.

SABOTAGE

```
▨ ○ ○ ▨ ○ ○ ○ ▨ ○ ○
○ ▨ ○ ○ ○ ▨ ○ ○ ○ ▨
○ ○ ○ ☒ ○ ○ ○ ▨ ○ ○
○ ○ ○ ☒ ○ ○ ○ ☒ ☒ ☒
```

TIME

☐☐☐
☐☐☐
☐☐☐
☐☐☐

SCORE

☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Commander
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Admiral
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Marshall
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Baron
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Viscount
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Duke
☆☆☆☆☆☆ ☆☆☆☆☆☆☆ Emperor

Fleet Roster

Slot	Ship	Hull	Dice/Notes
2-3*		○○○○○	
4		○○○○○	
5		○○○○○	
6		○○○○○	
8		○○○○○	
9	Flag Command Cruiser	○○○○○○	2 White
10		○○○○○	
11-12*		○○○○○	

Game Board (Hex Map)

6 of-a-kind Chronorift ✦✦✦✦✦✦ ☒

6 of-a-kind Chronorift ✦✦✦✦✦✦ ☒

6 of-a-kind Chronorift ✦✦✦✦✦✦ ☒

3s Planetfall per two 3s.

6 of-a-kind Chronorift ✦✦✦✦✦✦ ☒

6 Red Zone 💥

Sum = 12-14 Battle ✦✦✦✦✦

Sum = 15-17 Battle ✦✦✦✦✦

Sum = 20+ Open Space ✦

Sum = 21+ Open Space ✦

Sum = 23+ Open Space ✦

Full House Survey ✦✦

4 of a Kind Anomaly 💥

Sum = 14-18 Battle ✦✦✦

Full House Survey ✦✦

Two Triples Defend ✦✦✦

Sum = 11-15 Battle ✦✦✦

Two 4s Planetfall per two 4s.

Sum = 17-21 Battle ✦✦✦

Two 2s Planetfall ✦ per two 2s. 💥

4 of a Kind Anomaly 💥

6 Red Zone 💥

Sum = 11-16 Battle ✦✦✦

Red Zone 💥

Straight Skirmish ✦

Sum = 15+ Open Space ✦

Full House Survey ✦✦

6 of-a-kind Chronorift ✦✦✦✦✦✦ ☒

Sum = 15+ Open Space ✦

Two 6s Planetfall per two 6s. 💥

Two 5s Planetfall ✦ per two 5s. 💥

5 of a Kind Sneak Attack ✦✦

Sum = 20+ Open Space ✦

Two Triples Defend ✦✦✦

Full House Survey ✦✦

4 of a Kind Anomaly 💥

Three 3s Planetfall per three 3s.

Sum = 11-15 Battle ✦✦✦

4 of a Kind Anomaly 💥

Sum = 14+ Open Space ✦

Full House Ambush ✦✦

Sum = 16+ Open Space ✦

5 of a Kind Hunted ✦✦

Straight Skirmish ✦

Two Triples Defend ✦✦✦

Sum = 16+ Open Space ✦

Three 4s Planetfall ✦

Straight Skirmish ✦

5 of a Kind Sneak Attack ✦✦

Two Triples Defend ✦✦✦

Full House Survey 💥

Sum = 16+ Open Space ✦

Three 5s Planetfall per three 5s.

Straight Skirmish ✦

Three 2s Planetfall 💥

Sum = 15+ Open Space ✦

4 of a Kind Anomaly 💥

START