
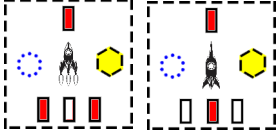
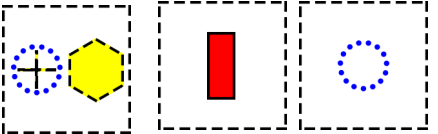


Space Fights

Each player has 3 ships (left, middle, right)

Each ships has energy, shield level. (middle has higher level of shield)

Components

 <p>Shield markers & Energy markers (3 each per player, you will have extra tokens of these)</p>	 <p>Ship action Tokens (3 Per player: 1 of the first shown and 2 of the second)</p>	 <p>Extra action tokens (3 Per player)</p>
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Game setup

In the first game cut all the components in the components card.

Mark all ships at max level of shield and level 3 energy.

Take player ships action tokens and extra actions tokens.

Player turn

On each turn player secretly select each ship action by rotating the ship action to the selected action. The action pointing upward is the selected action.

Player also select for 2 out of 3 ships an extra action out of the 3 extra actions by placing the action under the ship. If the player has only one ship left he can select only one extra action.

Only 2 out of the 3 ships can fire at the same turn including the extra action marker.

Once all actions are selected reveal the actions



Resolve the attack outcome:

For each attack the ship must be able to expend 1 energy. If it can't the attack is not used.

For each ship check the number attack actions against it - all shield actions it has = num of shields to reduce. If the sum is negative the shields are NOT increased.

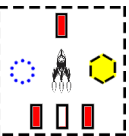
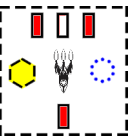

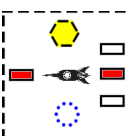
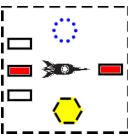
If ship shield reaches below 0 it is out of the game but only its attack action for this turn is executed.

Resolve all other actions:

	<p>Fix: increase shield level by one up to the maximum. This is the only way to increase a ship shield.</p>
	<p>Energize: give extra energy up to the maximum.</p>

First player to lose all 3 ships lose the game

Ship actions explained:

 <p>Attack the ship in front of the attacking ship</p>	 <p>Middle ship attack left/right ships but have the ability to select after it sees the action selected by the second player.</p>	 <p>Left/Right ship attack the middle ship</p>	 <p>Energize</p>	 <p>Shield</p>
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