SILENT FURY

Tactical Space Combat Rules
Version 3.0

www.silent-fury.com

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Silent Fury Rules

The Vision

Silent Fury was born when my brother and I realized that it only takes one truly great individual to design a full game system. Since neither of us are all that great, it's a good thing we're both working on it.

We couldn't find a space combat system out there that did everything we wanted it to do with the ease and simplicity of play that we were looking for, so we set out to create that game ourselves. A year later, from the responses we've received from new people playing it for the first time, we realized that we had something really unique on our hands. Though this is not the final game and we continue to change things as we play, it is definitely ready to be enjoyed, so enjoy.

-Benjamin and Nathan Bentley

Pulp Space Combat
Silent Fury strives to be that scene in the movie where the Captain takes their shattered ship on a death ride into the teeth of the enemy, and might just pull it off. Simple, elegant ship sheets give each vessel their own distinct personality. The detailed damage system feels like the Chief Engineer reporting serious hits to critical systems. This is pulp space combat, with some nods to reality where we can make them, such as having Newtonian movement where objects in motion stay in motion. On the pulp side, there are boarding actions where your crew figures literally get placed on your opponent's ship and fight it out for control of the vessel. This is very much the game we wanted to make, but if you want tactical space combat with an epic feel and simple rules so you can get through a serious space battle in one sitting, these rules may be what you're looking for as well.

Ambition, Simplicity and Speed
Newtonian ship movement, detailed damage, individual figures for ship crew, a wealth of tactical options and boarding actions that you play out as a game of their own right on the ship sheets? It all sounds great to have, but with all that going on you'd think it'd take an hour to get through a turn.

We went into this well aware that having all the things we wanted to include was going to be difficult to achieve while also keeping the game fast and fun. Having players continually engaged and keeping the game moving are paramount concerns for us. Turns play quickly, and within turns you are never very far from doing the next thing with your ship.

We're glad to have You!
If you're reading this, we are honored to have your interest and participation in this endeavor. We believe this game can only benefit from your feedback, so we want to hear how your sessions go, and we welcome any and all suggestions for the game - but most of all we want you guys to have a blast with it.

These Are Prototype Rules

We are not finished with the game, though many of the core systems have now been stable for years, so we are close to the end. Nonetheless, we will still be changing these rules as we continue to design the game, and nothing is 'safe' – every system and mechanic is on the table as far as changing things goes if we can find something better than we currently have. We post updated rules on the website as we release further versions of the game.

Game Components

You will need the following items to play Silent Fury. Several components can be downloaded from www.silent-fury.com**, and you can also view photos of the components we have created as an example of what we currently use.**

A note on component numbers

Because the rules do change as we continue development, we've historically had fluctuations in the number of components needed for the game (particularly damage tokens, crew, and missiles / strike craft). The numbers we list here are our best estimate of what you are likely to need, but ultimately the number required is very much dependent on the scenario being played. It would not hurt to have extras on-hand, just in case.

A Space-themed hex map

Granted, any hex map will suffice, but space games ought to be in space. *Hotzmats* (http://hotzmats.com/) is a good supplier of custom space mats - we bought our first one from them. We currently design our ships and scenarios to fit on a 20x20 hex grid. The hexes may be of any size, and the size of the playing area required and the ship miniatures you are able to use will depend on the hex size you choose.

A Large Playing Area

Silent Fury takes up a lot of space. You'll want room for both your hex map and for ship sheets on the sides. Most war gaming tables should be fine - many dining room tables either won't make the cut or may restrict your available space.

Dice

Silent Fury uses d20s (twenty-sided dice), d12s (twelve-sided dice) and d6s (six-sided dice) for die rolls. Ideally, each player should have access to the following set of dice:

3 d20s (Accuracy dice, used for attacking ships at long range)
3 d12s (Accuracy dice, used for attacking ships at short range)
3 black d6s (Impact dice, used for many rolls)
3 red d6s (Effect dice, used for damage rolls)

The black and red d6s don't actually have to be black and red of course, but the rules will refer to them by those colors. The Impact dice need to be distinguishable from the Effect dice.

Ship miniatures

Most scenarios in Silent Fury probably won't involve more than 12 ships, total. Each ship miniature represents a single ship.

The system works with any ship minis you want, though if you need a quick fleet on the cheap, the box sets of Noble Armada (http://www.frpgames.com/cart.php?m=search&s=noble+armada+box+set) will give you a wide range of ship sizes while still being very easy on your wallet.

Your ship miniature bases should fit within one of your space map hexes.

Strike Craft miniatures (or tokens)

Strike Craft are groups of smaller ships – fighters and bombers - that launch from carriers. You should differentiate fighters and bombers. Each strike craft miniature represents a group of multiple strike craft in the game. Depending on the scenario you may need up to 20 fighters and 10 bombers.

Missile / Torpedo miniatures (or tokens)

Missiles and Torpedoes are self-directed warheads that launch from a variety of ships. Each warhead miniature represents a group of multiple strike craft in the game. Depending on the scenario you may need up to 30 missiles and 12 Torpedoes.

Vector Tokens

Each ship in a scenario will require its own set of two vector tokens, so you should make about 12 sets to play the largest scenarios. Each vector token is a flat disc with a diameter larger than your ship bases, as your ships will be resting on top of at least one vector token at all times and it should be visible. Poker chips can work well for this. Each vector token set should be unique and distinguishable for every other set – we use different colors, but employing patterns or other methods may also be used.

Additionally, you should mark one vector token out of each set to make it stand out from the other one while still recognizably being part of the set. Drawing a '+' sign on one token would be a good example. This assists during drift in determining which ships have drifted and which have not.

Vector Tokens are used on space map to record the velocity of each ship. You should also have a method of associating a particular token to the corresponding ship sheet so players can look at the map and see which ship sheet belongs to which ship miniature. We currently match our tokens to the color of the Action card backs. In the past we created a third token of the same color and placed it on the ship sheet.

Shields

Shields are small cubic markers or beads that are used to record where a ship's shields are set to. We recommend having at least 30.

Crew

Silent Fury uses large numbers of 15mm crew figures (15mm is not required, but it fits well on the printed ship components). The game is usually played with two hostile sides, and each will need five distinct types of crew: Spacers (Regular crew), Captains, Marines, Engineers, and Battlesuits. You'll want to be able to distinguish between these types, and be able to tell which side each crew unit is on. Each crew figure represents several actual crewmen.

In terms of numbers, crew varies wildly between scenarios, but Spacers are by far the most common.

We estimate that a solid number to have (total) is:
50 Spacers (Regular crew)
12 Captains
16 Marines
16 Engineers
6 Battlesuits
4 Unique Heros

The Initiative Chip

A unique and easily handled marker which can be anything, from a spare vector token to something you make yourself. This will change hands frequently, so an item you're not afraid to toss across the table is a good idea.

Damage markers

We've found that mini plastic poker chips work well for these. *FRP Games* has them, although they aren't always in stock they do re-order frequently. They come in tubes of 50 each.
http://www.frpgames.com/cart.php?m=search&s=mini+poker+chips

20 Light Damage tokens (green)
20 Power Down tokens (blue)

20 Heavy Damage tokens (yellow)
20 Fire tokens (orange)
20 Destroyed tokens (red)
20 Hull Breach tokens (black)

So if you need a full set of just plastic tokens, we recommend 1 tube of each of the aforementioned colors.

Ship Sheets, Boarding Strips, Scenarios, and Game Rules
The ship sheets, boarding sheets, scenarios and Game Rules are available to download and print on standard paper at www.silent-fury.com .

Silent Fury Cards (Action Cards, Jump, Critical Hit, Hero, and Forged in Battle Decks)

There are four types of cards used in Silent Fury, and there are two ways for you to obtain them – you can either print them yourself from our website for free, or purchase the high-quality cards that we use ourselves from the GameCrafter website.

Since this game is still being designed, these cards may not be the final version of the cards used in the game, so we don't want to make anyone have to pay for a component that may in the future become obsolete. That said, the cards we use are high quality and can be a huge "cool factor" for players, so we want to give you the option to obtain the same cards that we ourselves use for your own games. We do not make any money from selling these prototype cards – should you choose to purchase them, the price you pay to the Game Crafter is exactly the same one we pay.

You can download the free cards or find the link to purchase the Game Crafter cards from the cards page on our website at http://silent-fury.com/?page_id=321

These are the backs of the card decks:

 Critical Hit

 Forged In Battle

 Field Disruption

 Action Card (Colors vary)

Game Setup

Choose scenario
Silent Fury is scenario based, so before you play you will need to select a scenario. Scenarios are posted online at www.silent-fury.com and you can always design your own. Scenarios contain specific setup instructions and victory conditions for each side.

Place hex map.
Place the hex map on your playing area. Try to leave room at the edges of the table for ship sheets.

Place ship sheets and assign ships to players.
The scenario will specify which ships are involved in the scenario. Place sheets for each ship around the table. Decide who will control which ships in the game and place those sheets nearest to the controlling player for ease of access. All of the ships a player controls must belong to the same side. Players on the same side may exchange who controls which ship as the scenario progresses (if someone loses all their ships and their teammate has extra, it's more fun to hand a ship over so they can keep playing).

Place crew on ships.
The scenario will specify how many and what types of crew should be assigned to each ship. Players should set up the crew on the ships. All crew must be placed inside of ship components. There is no limit to how many crew may occupy a single component.

Place shields on ships.
For each ship, count the number of shield generators on the ship and give the ship that many shields. By default, these shields are down at the start of the game, so place them in the center of the armor hex on the ship sheet.

Place Ordinance (Missiles, Torpedoes and Strike Craft) on ships.
If any of the ships are capable of launching missiles, torpedoes or strike craft, the scenario will specify how many and what types of Ordinance should be assigned to each ship (the 'Ordinance Supply'). Place the correct amount of Ordinance miniatures or tokens on these ships as specified. If a ship has Torpedoes, place one on each torpedo tube and any extras near the Torpedo tubes.

Assemble action card hands for ships.
Each ship needs its own hand of action cards. Deal one of each type of action card to every ship to form its action hand, and set an additional set of action cards or two aside for boarding parties to use.
Note that these card sets are for *ships*, not *players.* Manage each ship's action hand separately. If you are using the custom Silent Fury cards from the Gamecrafter, the backs are color coded – give each ship a set of cards with the same back image.

Give players dice
Give each player access to the following set of dice: 3d20, 3d12, 3 black d6, 3 red d6. Players may share dice if necessary but it's good to at least have one set per side.

Set up ships and vector tokens on the board
Set up the ship miniatures on the hex map according to the scenario setup instructions. Some scenarios may have ships enter the game later.
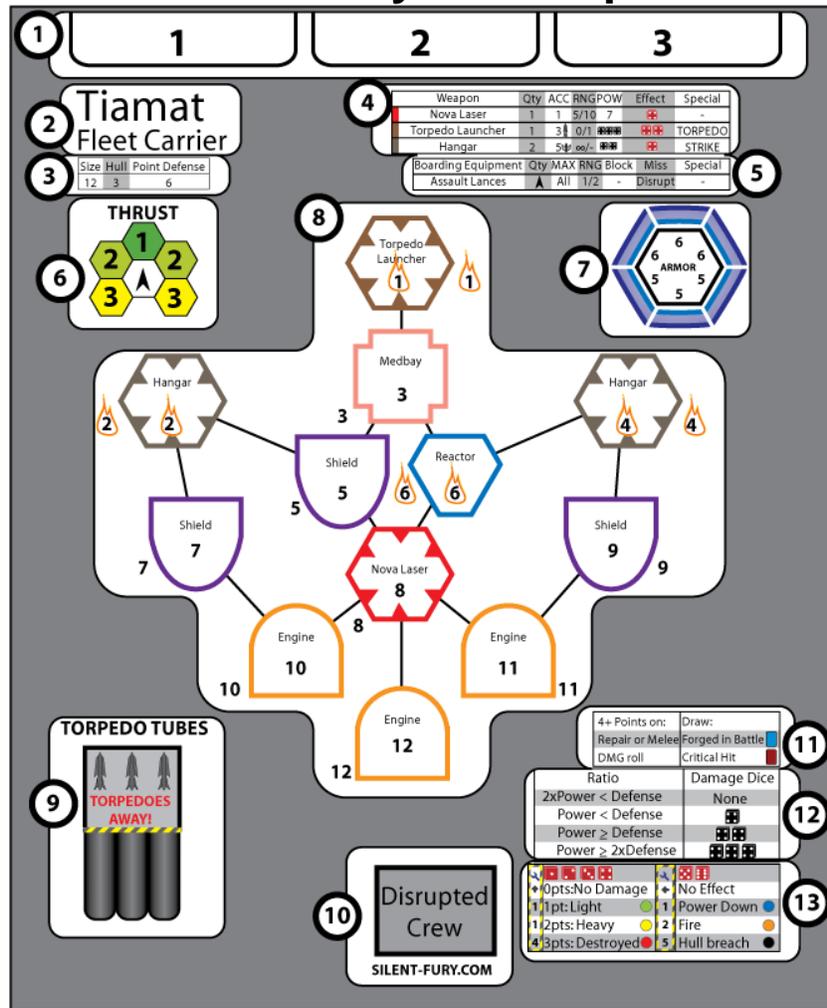
Place a ship's marked vector token and the ship itself in the hex where it is going to start, and choose a facing for the ship (ships must face a hex side). Place the second (trailing) vector token for each ship on the map to indicate their initial velocity (ships that are 'stopped' have both tokens placed under them, see the 'drift' rules below for further details).

Assign the initiative chip

Assign the initiative chip to one of the sides involved in the scenario. The scenario should state which side it begins with. If the scenario does not specify, determine who gets the chip randomly.

Begin the first Orders Phase, and have fun!

Anatomy of a Ship

Tiamat
Fleet Carrier

Size	Hull	Point Defense
12	3	6

Weapon	Qty	ACC	RNG	POW	Effect	Special
Nova Laser	1	1	5/10	7		-
Torpedo Launcher	1	3	0/1			TORPEDO
Hangar	2	5	∞/-			STRIKE

Boarding Equipment	Qty	MAX	RNG	Block	Miss	Special
Assault Lances		All	1/2	-	Disrupt	-

THRUST

ARMOR

Ship Layout components: Torpedo Launcher 1, Hangar 2, Hangar 4, Medbay 3, Shield 5, Reactor 6, Shield 7, Shield 9, Nova Laser 8, Engine 10, Engine 11, Engine 12

TORPEDO TUBES
TORPEDOES AWAY!

Disrupted Crew

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4+ Points on:	Draw:
Repair or Melee	Forged in Battle
DMG roll	Critical Hit

Ratio	Damage Dice
2xPower < Defense	None
Power < Defense	
Power ≥ Defense	
Power ≥ 2xDefense	

0pts:No Damage	No Effect
1pt: Light	Power Down
2pts: Heavy	Fire
3pts: Destroyed	Hull breach

1. Action Card slots. When you play your three action cards each action round, you'll place them here.

2. Ship Info. The ship's class and type. These are informational and not relevant during gameplay.

3. Size, Hull Integrity and Point Defense. Size is the number of components on the ship. Hull Integrity (listed as Hull) is a measure of how difficult the ship is to destroy (higher Hull Integrity means a tougher ship). Point Defense represents anti-missile and bomber capabilities and is used to defend against attacks in the Strike Phase (higher is better).

4. Weapon chart: Contains essential information about the ship's weapons.

5. Boarding equipment: Contains essential information about the ship's boarding equipment.

6. Thrust Diagram: Indicates the number of engines you must operate to move to a particular hex.

7. Armor Hex: Armor and shields combine here to give the ship defense values on each hex-side.

8. Ship Layout: A series of components (the shapes) connected by corridors (the black lines) - this is the main area of the ship sheet. Crew are placed on the components as well as damage tokens when components are damaged. If this ship is boarded, this area becomes a miniature game board with hostile crew fighting component by component for control of the ship. Components are only considered adjacent when they are connected by corridors.

9. Torpedo Tubes: Ships with Torpedoes use this area to indicate loaded and launched torpedoes.

10. Disrupted Crew Box: Disrupted crew are placed here.

11. Critical Chart to remind players when to draw Critical Hit and Forged in battle cards

12. Attack Chart for the power / defense ratio to determine the number of Impact dice for attacks.

13. Damage Chart for damage types resulting from attacks and repair numbers for fixing that damage.

Ship Components

Engine

Engines are used to move and maneuver the ship. They are very important, because if you lose all your engines you are likely to just drift away from a battle. They are used by the Thrust action card and also by the Evasive Maneuvers option on the Defenses card.

Weapons

Who cares about all those other components? You're here to hurt people, and that's what weapons are for. Weapons have an important piece of information printed directly on the component - their weapon arcs. In addition, weapons are colored differently to help visually connect them to their weapon statistics in the weapon chart. They are used by the Attack action card.

Reactor
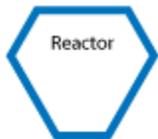
Reactors enable ships to jump to new locations. Operating them is done though the Jump action card which lets you rapidly move the ship. Moving the ship this way can be very dangerous in combat, and is a calculated risk on the part of the captain.

Shield Generator

Shield Generators produce Shields which help protect the ship from harm, adding to the ship's Armor for specific sides of the ship. The Defenses action card is used to operate Shield generators.

Medical Bay

Medical bays are operated just before making a Rally check (triggered by a Crew action card). Each medical bay operated allows you to re-roll a Rally check.

Bridge

Normally components require crew in them to be operated. If you operate a Bridge, you may also operate any and all components that have no crew in them (friendly or enemy). Bridges must be used to only operate components that would be operated by the Action card played (so a Bridge operated with a Thrust action can operate all empty Engines, but not an empty Weapon - that would still require an Attack action).

Cargo

Cargo bays have no default function, but may be given one by the scenario being played.

Central Mechanics

Silent Fury uses just three types of rolls for every game mechanic: Impact rolls, Accuracy rolls, and Damage Effect (FX) rolls. The Impact roll uses black d6s and is used for nearly every roll you will make in the game. The Accuracy (ACC) roll uses d20s OR d12s and is mainly used to determine which components are hit on ships. The Damage Effect roll is an Impact roll along with Effect dice (Red d6s) that determines what types of damage to place on ship components.

Operating Components

Components must be operated when you want them to do something. For example, when you execute a Thrust action card, you operate Engine components to accelerate the ship. To operate a component, you must have at least one friendly crew in that component (or operate it with a Bridge if it is empty).

The Impact Roll

In an effort to make the game as easy to understand as possible, we've tried to use one dice system for most rolls that you make in the game - and this is it. When the rules say 'Make an Impact roll using some dice - for each point scored, do something', do the following:

Roll as many black d6's as the roll calls for. Each die scores 0, 1 or 2 points according to what it rolled, and you add up all these points to obtain a result, depending on what you rolled for.

Each Impact die that rolls 3 or less scores 0 points.
Each Impact die that rolls a 4 or 5 scores 1 point.
Each Impact die that rolls a 6 scores 2 points.

Ship damage, rallying, jumping, ramming, and melee combat all make use of the Impact roll to determine outcomes in the game.

Try it! *When teaching someone the game, give them a few Impact dice and have them make a few of these rolls, and let them tell you how many points each roll scores. It makes teaching the rest of the game easier if you're sure everyone has this down.*

Examples:
Kate makes an Impact roll to Rally with two dice. She rolls a 5 and a 1. She scores 1 point.
Denny makes an Impact roll to Repair with three dice. He rolls a 6, 6, and a 4. He scores 5 points.
Ralph makes an Impact roll for a Melee with three dice. He rolls a 2, 2, and 3. He scores 0 points.

Accuracy rolls

Accuracy rolls are used to select random components on ships, usually when they are hit for damage. Dice used for accuracy rolls are either d12s for close range or d20s for long range. Every ship sheet has numbered components. To make an Accuracy roll, roll the number of dice the Accuracy roll calls for and compare each one to the size of the target ship (the size of the ship is also the number of numbered components in the ship) . Any die result equal to or less than the size of the target ship hit the ship in the component matching the number they rolled. Any die result greater than the size of the target ship (and thus not matching any numbered components) miss and have no effect.

Examples:
Terry makes an Accuracy roll against a size 10 ship at long range with three d20s. He rolls a '1', '6', and a '15'. Component 1 and 6 on the target ship are hit, the 15 is a miss.
Yvonne makes an Accuracy roll against a size 6 ship at close range with two d12s. She rolls a '2' and a '2'. Component 2 on the target ship is hit twice.

Crew

Crew in Silent Fury exist in one of three states – Active, Disrupted or Killed.

Active Crew
An active crew figure represents organized teams of men that are in good condition and capable of following orders. Crew that occupy components on a ship are Active.

Disrupted Crew
Disrupted crew represent men that have become disorganized, wounded, or are otherwise temporarily ineffective due to the chaos of battle and need to be rallied and reorganized. Whenever a crew becomes disrupted, remove it from the component it occupies and place it in the Disrupted Crew box of the ship on which the crew was disrupted (so if your crew have boarded an enemy ship and become disrupted on the enemy ship, place them in the disrupted crew box of the enemy ship). Disrupted Crew that successfully rally immediately return to Active status (see Crew action for details).

Killed Crew
Killed means that enough men in a team have been killed or incapacitated to render it ineffective for the rest of the scenario. If a crew is Killed, remove it from the game.

Crew Types
Crew are each one of six types in Silent Fury – Spacers, Captains, Engineers, Marines, and Battlesuits.

Spacers: Nothing special – these are the standard ship crew.
Captains: Captains are special cybernetically enhanced personnel that can control the entire ship alone. As long as you have at least one Active captain on a ship, and there are no Active enemy captains also on the ship, you may operate components with no crew in them. Other than this ability, Captains are identical to Spacers.
Engineers: +1 point on repair rolls.
Marines: +1 point on melee rolls.
Battlesuits: +1 point on melee and shooting rolls.

Crew bonus: Engineers, Marines and Battlesuits grant bonuses to certain rolls. If one or more of the relevant crew type is involved in making the roll the, end result is increased by 1. The result is only increased by 1 regardless of how many of that crew type are present.

Note that having a Marine and a Battlesuit together in a melee will grant +2 points since they are different crew types.

Example: Two Engineers and a Spacer are attempting to repair a powered down component. Despite rolling three dice the result is 0 points, but since at least one Engineer is present the end result becomes 1 point, which repairs the power down to light damage.

Heroes: These crew are acquired via Hero cards, granted either by the scenario or by certain 'Forged in Battle' cards. They have a base type (an 'Engineer Hero' gets +1 Impact die on repair rolls) as well as another bonus or ability that may either apply to them or to the entire ship that they are on – see the cards for details. When a Hero is drawn during the course of a scenario, add a unique crew miniature to represent that hero and whoever controls the Hero may place it in any component on the ship it was drawn for.

Ship Damage

Ships can receive several damage types. All damage is applied to specific components, usually determined by an Accuracy roll. There are six levels of damage (in order of increasing severity): Light Damage, Heavy Damage, Power Down, Fire, Destroyed, Hull Breach. A component can only ever have a single type of damage placed on it – if the component that was just hit was already damaged, replace the damage marker only if the new damage is of a more severe type. When a component receives a damage token, place the token directly on the component that was damaged.

The Damage Effect Roll (FX)

The Damage Effect roll is an Impact roll combined with one or more Effect dice (Red d6s). It is used to place damage on ship components. It is abbreviated as "FX" throughout the rules. "FX" will be preceded by two numbers separated by a slash, such as 3 / 2 FX. The first number is the number of black Impact dice to roll, and the second is the number of red Effect dice to roll.

Example: A 3 / 1 FX uses three Impact dice and a single Effect die. A 2 / 2 FX uses two Impact dice and two Effect dice.

The Damage Roll

Make an Impact roll with a number of dice called for by the damage effect roll, along with the number of red Effect dice called for by the roll. Roll these dice at the same time.

First, consult the red dice. If ANY of the dice rolled a '5' or a '6', this makes the damage a special damage effect. If none of the red dice are a '5' or a '6', place a regular damage marker.

Regular Damage – None of the red effect dice scored a '5' or '6'.
The number of points scored on the Impact roll determines the type of damage placed on the component

0 Points: No damage.
1 Point: Light Damage (Green token). Disrupt 1 crew.
2 Points: Heavy Damage (Yellow token). Disrupt all crew.
3+ Points: Destroyed (Red token). Disrupt all crew.

Special Damage – At least one of the red effect dice scored a '5' or '6'.
The number of points scored on the Impact roll determines the type of damage placed on the component

0 Points: No damage.
1 Point: Power down (Blue token). Disrupt 1 crew.
2 Points: Fire (Orange token). Disrupt all crew.
3+ Points: Hull Breach (Black token). Kill all crew. Make a Ship Destruction roll.

Note: On every ship we make there is a damage chart on the lower right to assist you in remembering the damage system.

Critical Hits and Forged in Battle cards:
If the Impact dice for a Damage roll show 4 or more points (before ANY bonuses are applied – the 4+ must be a natural roll), the target ship draws a Critical Hit card.

If the Impact dice for a Repair or Melee roll show 4 or more points (before ANY bonuses are applied – the 4+ must be a natural roll), the player who made the roll draws a Forged in Battle card.

These are the damage types and what you should do when you receive them, in order of increasing severity.

Light Damage. Place a green Light Damage token on the component. Disrupt one crew member (owner's choice) in that component. Lightly damaged components can still be operated, but have a chance of inflicting further damage on the component if you do so (roll a 2 / 1 FX on the component).

Power Down: Place a blue Power Down token on the component. Disrupt one crew member (owner's choice) in that component. Components with Power Down tokens cannot be operated

Heavy Damage. Place a yellow Heavy Damage damage token on the component. Disrupt all crew in that component. Heavily damaged components can still be operated, but have a significant chance of inflicting further damage on the component if you do so (roll a 3 / 2 FX on the component).

Fires: Place an orange Fire token in the component. Disrupt all crew in the component. Fire tokens represent hazardous blazes that can consume the ship. Components with fires cannot be operated. Rallied crew may not be placed in a Fire. During the Drift phase, fires may cause more damage to the ship.

Destroyed. Place a red Destroyed token on the component, and disrupt all crew in that component. A destroyed component cannot be operated.

Hull Breaches: Place a black Hull Breach token on the component, and kill all crew in that component. Hull Breached components cannot be operated. Any crew disrupted while in a Hull Breach are killed instead. Rallied crew may not be placed in a Hull Breach.

Ship Destruction Roll: Hull Breaches represent catastrophic damage that has a chance of destroying the entire ship. A single ship destruction roll is made after either (or both) of these events on a ship:

1. An FX roll results in one or more Hull Breached components.
2. An FX roll results in any kind of damage to one or more components that are already Hull Breached.

For the roll itself, use a number of Impact dice equal to the number of Hull Breaches currently on the ship (even if that requires rolling more than three Impact dice, roll as many as needed). If the number of points exceeds the Hull Integrity of the ship, the ship is destroyed. Remove the ship from the game. All crew on board are killed.

Example:
Lucy hits a ship in two separate components with the same attack, and for damage she rolls a 3 / 2 FX and gets a '6', '5' and a '1' on the Impact dice for 3 points, and a '6', '3' on the Red effect dice (3 Points + Special Damage = Hull Breach). All crew inside both components are killed. There were already three other Hull Breaches on the ship from earlier damage. Now Lucy makes a Ship destruction roll, and since

the ship has five hull breaches she rolls five impact dice. The ship's hull integrity is 2, and she rolls '1', '2', '3', '4', '6', scoring 3 points. This is just enough to exceed the Hull Integrity of the target ship, so it is destroyed.

Damage Does Not Stack

Damage does not get worse if you hit an already damaged component with the same damage type or a less severe damage type – when this occurs, leave the original damage token in place. Do apply any other effects of the damage, such as disrupting crew. If a more severe damage type hits the component, replace the current damage marker with the more severe one.

Examples:
Gene rolls a 2 / 1 FX on a lightly damaged component with 5 crew inside. He rolls a '6' and a '3' on the Impact dice for 2 points and a 5 on the red die (2 points + Special Damage = Fire). He removes the 'Light Damage' marker and instead places a Fire on the component and all 5 crew inside are disrupted.
Ivan rolls a 1 / 1 FX on a destroyed component with 3 crew inside. He rolls a '4' on the Impact die for 1 point and a 1 on the red die (1 point + Regular Damage = Light Damage). Since the component is already destroyed he leaves the Destroyed marker in place, and one of the crew disrupts (chosen by their owner).
Brian rolls a 3 / 2 FX on a Lightly Damaged component with 4 crew inside. He rolls a '5', '2', '1' on the component for 1 point and a '1' on the effect die (1 point + Regular Damage = Light Damage). One crew is disrupted and the component remains at light damage.

Damage and Crew Movement / Rallying

Crew may still enter any component regardless of the current damage level. Fires and Hull Breaches present additional risks for these crew per their descriptions, but may still be entered normally. Crew that successfully Rally may not be placed in Fires or Hull Breaches.

Operating damaged components

Components which are Powered Down, on Fire, Destroyed or Hull Breached may not be operated.

You may still operate components that are lightly damaged or heavily damaged. Such components always successfully perform their intended function (they operate normally), but after they are used there is a risk of further damage to the ship – make an FX roll against any damaged components that were operated for an action immediately after finishing the action.

If you operate a lightly damaged component, roll a 2 / 1 FX against the operated component.

If you operate a heavily damaged component, roll a 3 / 2 FX against the operated component.

Example: Ken has a thrust action and wants to operate all his engines, but one of them is lightly damaged, and one is heavily damaged. Despite the risk he decides to operate all of them, and his thrust action works with all three engines. Once the action is concluded, he rolls a 2 / 1 FX on the lightly damaged engine and a 3 / 2 FX on the heavily damaged engine.

Game Phases

Each turn in Silent Fury has four phases – The Orders Phase, the Action Phase, the Strike phase, and the Drift Phase. Once all phases are complete, the next turn begins and these phases are repeated until the conclusion of the scenario.

Orders Phase

During the orders phase, everyone simultaneously plays three action cards from their action hands onto the card slots on their ships.

Action Phase

All cards played in the Orders phase resolve in three action rounds.

Strike Phase

Missiles and strike craft launched during the Action Phase resolve their attacks.

Drift Phase

Ships move according to their vector tokens, and ongoing effects from Fires and critical hits are resolved. Torpedoes resolve their attacks.

Orders Phase

In the Orders Phase, each ship simultaneously selects up to three cards from its action card hand and places them in sequence in their ship's card slots face-down. Once all ships have their action cards placed, cards are flipped from left to right one at a time and resolved in three action rounds.

1. Assign Orders Cards to Ships: Each ship is simultaneously given three action cards, one for each of its action card slots. All three action card slots must be filled. If you have crew boarding an enemy ship, assemble an action hand for that crew and play action cards on them like any other ship.

2. End Phase: Proceed to the Action Phase.

Repeatable and Focused actions

Each action card slot on your ship sheet can hold one card. During the orders phase, choose three cards from your hand and place them face-down into these slots. When you select your cards, you must place a card in every action card slot.

Each action card has several actions listed on it. When the card resolves during an Action Round, you may choose to execute any one of the listed actions on the card at that time.

Focused Actions

Focused actions (symbolized by) may only be conducted once per Action Phase. When you use a focused action, tilt the action card to the side to indicate that the focused action has been used and may not be used again this action phase. Note that this limit is for only that specific focused action – you can perform a focused Thrust and a focused Attack action in the same Action Phase, but you cannot perform the focused Thrust action twice in the same Action Phase. Repeatable actions may be used every action round if desired.

Repeat Action cards

You have two 'repeat' action cards – the 'Repeat slot 1' card must be placed in the second or third slot if it is used, and the 'Repeat slot 2' card must be placed in the second slot if it is used. These cards let you effectively play the same card more than once during a turn – for instance, if you play 'Attack', 'Thrust', 'Repeat slot 1', then that is effectively the same as playing 'Attack', 'Thrust', 'Attack'. You may play both repeat cards in order to effectively play the same card three times. When activated, the repeat cards are treated as exact copies of the card they are repeating.

Actions are Optional
Actions are always optional – when a card resolves you may elect to take no action instead of a focused or repeatable action.

Examples:

The Ticonderoga plays an 'Attack' action card in her first slot and both 'Repeat' cards in the next two slots. During the first action round she takes the Focused Attack action and operates all her weapons. During each of the next two action rounds she takes the repeatable Attack action and operates one weapon each time.

The Pisces plays a 'Defenses' card in her first slot, the 'Repeat slot 1' card in her second slot, and plays a 'Thrust' action card in her third slot. For the first action round, she elects to take the repeatable 'Harden

Shields' Defenses action and harden her shields for the round. For the second action round, she again takes the repeatable Defenses action and hardens her shields. For the third action round, the 'Thrust' action card comes up and she elects to take the focused Thrust action, tilting the card to indicate that she has done so.

Action Phase
Anatomy of an Action Card

1. Action Name: This is the name of the action card.

2. Initiative Number: This number determines when this action resolves in the current action round. Lower numbers act first.

3. Focused Action: The Focused Action may be taken only once per action phase.

4. Operated components (Any): Reminder of what components you may operate to use this action. Operating 'Any' components means you may operate as many of that component as you wish for this action. Check the detailed action descriptions below for details.

5. Repeatable Action: Repeatable actions may be taken multiple times in an action phase if you use the Repeat cards.

6. Operated components (#): Reminder of what components you must operate to use this action. Operating a specific number of components means you must operate exactly that number of components to execute the action – no more and no less. Check the detailed action descriptions below for details.

Action phase process:

1. First action round: Every ship turns over its first action card. These cards are resolved in order of initiative (see below).
2. Second action round: Every ship turns over its second action card. These cards are resolved in order of initiative.
3. Third action round: Every ship turns over its third action card. These cards are resolved in order of initiative.
4. End Phase: Leave the face-up action cards on the ships and begin the Strike Phase.

After everyone has played their cards, have everyone reveal each ship's card in slot one. Each action has an initiative number in the upper right corner, and these actions should be resolved in order of initiative from lowest to highest (so all Defenses actions happen before Jump actions, all Jump actions happen before Attack actions, and so on).

Once you have resolved all of the actions in each round, resolve a Strike round where missiles and strike craft move and make attacks.

Then proceed to the next action round by flipping the next card. At the conclusion of resolving everyone's third card, the Drift phase takes place.

The action cards, in order of their initiative numbers:

1. Defenses. Raise, reconfigure or harden shields to defend the ship, or take evasive maneuvers.
2. Attack. Use the ship's weapons to attack other ships.
3. Crew. Crew rallies, moves, shoots, and conducts repairs – or boards another ship!
4. Jump. Jump the ship and draw a Field Disruption card, or remove a Field Disruption card.
5. Thrust. Move and maneuver the ship.

Example: It is the first action round, and the Vincennes and the Astoria are dueling. The Vincennes flips a Defenses action card (initiative 1) and the Astoria flips an Attack action card (initiative 2). The Vincennes resolves its Defenses action card first, and the Astoria resolves its Attack action card second.
Proceeding to the second action round, the ships flip their second action card. The Vincennes flips a Thrust action card (initiative 5) and the Astoria flips a Jump action card (initiative 4). The Astoria will take a Jump action first, and the Vincennes will Thrust after that.

Timing Conflicts

There will be times when ships have chosen the same action in the same action round. If all the ships involved are on the same side, then that side may simply determine the order in which to resolve each ship's actions. Each ship must complete the full action before resolving the next ship.

No Simultaneous Actions

There are no simultaneous actions in Silent Fury. Every action taken treats the entire game as it appears in its current state, even between individual weapon shots.

The Initiative Chip

If you have ships from more than one side involved in a timing conflict, the Initiative Chip is used to determine who goes first.

Whichever side has the initiative chip goes first. All of their ships resolve all of their actions on that initiative number before the other side does. The players controlling the ships decide what order to resolve their individual ships' actions, but each ship must complete the full action before resolving the next ship.

Seizing the Initiative

You may *seize the initiative* if you do not have it - this means you can simply take the initiative chip from the side that has it. If you do this, you keep the initiative chip for at least the full resolution of the Action card that you took it for. After that it may be taken from you, even later in the same action round.

Example: The Hugo and the Oscar are fighting against the Whiskey and the Bailey. The Whiskey and the Bailey have the initiative chip. All four ships flip their first action card and it's an 'Attack' action. The Hugo and Oscar players decide to seize the initiative and take the chip. The Hugo and Oscar now resolve their Attack actions before the Bailey and the Whiskey.

Designer's Note: *While these are the formal rules for resolving actions and timing, informally many actions can be performed simultaneously (and doing so will speed play). For example, in the majority of cases for Defense actions it doesn't matter what the enemy is doing with their shields, so everyone who has played a Defense action can take care of assigning their defenses at the same time. The same goes for Crew actions when there are no boarding parties. You should only need to use the formal rule for situations whenever it matters which player acts first (and if any player thinks it matters, then it matters).*

Thrust actions

The Thrust Focused action moves your ship into a new hex and changes how far you'll drift in the next Drift phase. If you move into an enemy ship's hex, you may attempt to ram an enemy vessel. The Thrust repeatable action allows you to change, by just 1 hex, how far you'll drift in the Drift Phase.

Vector Tokens

Silent Fury uses Vector tokens to track a ship's velocity so that ships in the game have a semblance of Newtonian movement, detailed in the Drift Phase. Every ship has two vector tokens on the space map – one of these tokens is always underneath the ship itself, the other is referred to as the 'trailing' vector token and can be anywhere on the map. The farther it is away from your ship the faster your ship is traveling through space, and you are traveling in a direction from the trailing vector token towards the ship. If both vector tokens are underneath the ship then the ship is effectively stopped.

Focused Action: Thrust

The ship may thrust according to its thrust diagram.

To do this, operate any number of engines. The thrust diagram lists the number of engines you need to operate to move the ship to a given hex relative to its original position. Move your ship and the vector token under it to any hex that you are able to given the number of engines you used. If both vector tokens are under the ship when you start moving it, leave one behind. Do not move the trailing vector token.

Example: The ship in the image below operates 2 engines. It's thrust diagram (left) shows that it could move to any of the '2' hexes. On the space map (right) it does so, taking the vector token underneath the ship with it. It leaves its trailing vector token in place.

Move Ship
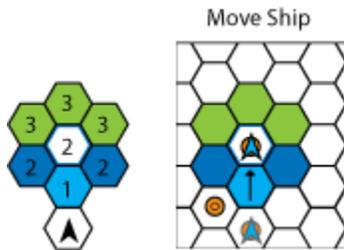
Ramming:

If you end a thrust action in the same hex as another ship, you may attempt to ram that ship (and only that ship). Roll a single d20 Accuracy die against the target ship. If you miss, no ram takes place. If you hit, you have rammed the enemy ship (note which component you hit - this is the Point of Impact for the rammed ship). The Point of Impact for the ramming ship is its '1' component. This is going to hurt.

Collision Damage:

Make an Impact roll with a number of dice equal to the distance in hexes between the two ship's trailing vector tokens.

For each point you score, grab a hull breach token. (I did say this would hurt.) Repeat the following steps until all of these hull breach tokens are placed on ships, or until one or both ships are destroyed.

1. Both ships simultaneously roll a d20 accuracy die against the other ship.

2. If you *miss* the opposing ship, place a hull breach token from the gathered supply on it (if the supply only has one token left and both ships need one, take an additional token from the main supply).

3. If you place a hull breach token, make a ship destruction roll on that ship.

Each player chooses the placement of the token on their own ship, with the following restriction: damage spreads out from the Point of Impact. The first component hull breached must be the Point of Impact (if it wasn't already hull breached), then all components adjacent to the Point of Impact must be hull breached before moving on to components that are two components away from the Point of Impact, and so on.

Design Note: *While needing to 'miss' the enemy ship to cause damage in a ram may seem counterintuitive, the rule exists to give larger ships an advantage for their greater mass when ramming or being rammed.*

Repeatable Action: Maneuver

Operate 2 engines to move your trailing vector token to any hex adjacent to that token's current hex.

Repeatable Action: Rotate

Operate 1 engine to set the ship's facing to any hex side.

Attack actions

Focused Action: Full Volley: Operate All Weapons
Repeatable Action: Fire at Will: Operate One Weapon

Here you are - ship to ship combat!

Designers Note: *Streamlining combat is very important to us. You're going to be doing it a lot, and why not? You came here to have a space battle, after all. In Silent Fury, attacks are resolved by a combination of an Accuracy roll (which tells you both IF you hit and WHERE you hit) and a Damage Effect rolls (to determine how much damage is done to hit components), so you can roll an entire attack by throwing one set of dice. While doing that, we needed to maintain the essence of how pulp space combat should feel; Ships that are farther away are harder to hit. Attacking a target on its weak sides inflicts more damage. Point blank range is a brutal affair. This is the most complex part of the game, but as with everything else we've tried our utmost to streamline the process and give you tactical space combat, done right.*

Operating Weapons

When you operate weapons, you operate them in the order you choose. If multiple ships on your side are taking Attack actions, finish one ship's entire Attack action before moving to the next. Firing is NOT simultaneous - whenever you operate a weapon, you are attacking another ship in its current state. If your heavy cannon was destroyed by the enemy because they attacked first, you won't be firing back with it. Don't forget that you can *seize the initiative* to be the side that goes first.

There are no rules requiring target declaration in advance, nor are there line of sight rules.

Design Note: *While the game treats ships as being in a two dimensional environment, true space environments are both huge and three-dimensional. Thus, we assume that every ship can see and shoot at every other ship at all times.*

Weapon Statistics

Weapons have the following statistics, referenced in your weapon chart on each ship sheet. Ship sheets will only list weapons the ship is equipped with for ease of reference.

Weapon Arcs: These are represented directly on the weapon component itself on the ship sheet.
Range (RNG): The weapon's short and long range, in hexes. The first number is the short range (where d12 accuracy dice are rolled) and the second number is long range (where d20 accuracy dice are rolled).
Accuracy (ACC): The number of Accuracy dice this weapon rolls to hit a target.
Power (POW): This represents how damaging and destructive the weapon is. This will be compared to the target ship's Defense.
Effect: This is the effect that the weapon has on the target. Most weapons cause an FX (Damage Effect Roll) on the enemy ship.
Special: Any special attributes the weapon has as part of its attack. They are all described at the end of this section.

Standard Attack Procedure

1. Choose firing mode.
Some weapons have more than one statistic line on the ship's weapon chart, indicating multiple firing modes. Choose only one of these statistic lines to make the attack with. Check your ship's weapon chart for statistics for each weapon.

Note: Ordinance weapons - Missiles, Torpedoes and Strike Craft.

Missiles, Torpedoes, and Hangars place additional units on the hex map – see the Strike Round section (below) for details on these weapons. They do not use the normal attack procedure, but they are operated as weapons with the Attack action.

2. Choose a target.
Check range to target and determine accuracy dice: Count the number of hexes from the firing ship to the target. If the target is within the weapon's short range, use d12s as the accuracy dice for the attack. If the target is not at short range but is within long range, use d20s as the accuracy dice for the attack. If the target is beyond the weapon's long range then the attack may not be made.

The number of accuracy dice to roll for the attack is equal to the weapon's Accuracy value (ACC) in the weapon chart.

Some weapons have a '-' instead of a number for one of its range values. This means that the weapon does not possess either a short or long range and never rolls the corresponding type of accuracy dice. *Example: An Example Cannon is RNG 5 / 10, Accuracy 1. It has a short range of 5 hexes and a long range of 10 hexes. If it shoots at a target 6 hexes away, it rolls 1d20 for accuracy dice.*

Check weapon arcs: Targets must be within one or more of the firing arcs of the weapon. Weapon arcs are printed directly on the weapon component of the ship. There are two styles of weapon arcs - Standard and Narrow, as shown in the diagrams. Weapon arcs can be combined on a given weapon (there is no benefit to having a target in multiple arcs of a weapon, it is merely an indication of where the ship can fire).
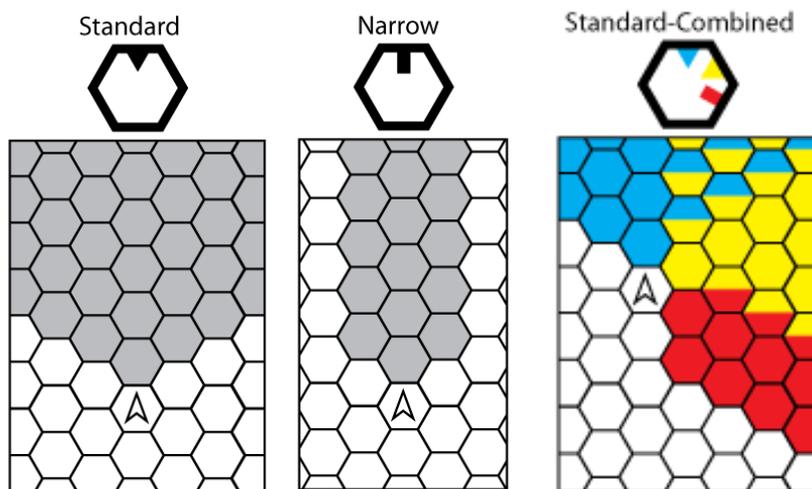

Same hex firing: All arcs include the hex your ship is in, so a target in the same hex as the firing ship is within all of its weapon arcs.

3. Determine Defense
A ship's defense is its armor value plus one for every shield protecting the side that was hit.

Determine target side hit: Trace a line from the center of the firing ship's hex to the center of the target ship's hex. Whichever hex-side that line crosses when it enters the target ship's hex is the side the target ship is hit on. If the line is along a hex spine, your opponent chooses which of the two sides is hit.
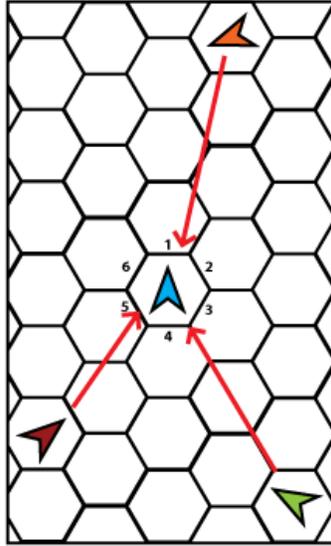
The Orange, Brown, and Green ships are all firing at the Blue ship. The Orange ship's weapons will hit the Blue ship's front side (1). The Brown ship's weapons will hit the rear-left side (5). The Green ship's weapons will hit either the rear (4) or the rear-right side (3) – the Blue ship's controlling player will choose.

Same hex firing: At point-blank range, ships are close enough to target weaker areas of enemy ships. When firing at a target in the same hex as the attacker, the attacker chooses which side he hits. Also, every weapon arc includes the hex the ship is in, so every weapon is in arc.

Armor: Each hex side has its own Armor value (listed in the armor hex) and may additionally have shields protecting that side. Add the number of shields on that side to the armor on that side to determine the defense value for that side.

Example: The Lazarus is being attacked from the front. It has armor 3 on the front, and 3 shields assigned to the front side of the ship. Its defense is 6. If it had hardened shields this action round (from a 'Harden Shields' action) the shields would count as 2 defense each, for a total of 9 defense on the front.

4. Determine Weapon's Effect
If this is an FX weapon (Effect column), determine what FX dice should be rolled (below).
If this is not an FX weapon, check the Effect and Special attributes of the weapon to see what it does.

Determining FX Dice:
Number of Impact Dice
Use the ratio of weapon power to target's defense to determine how many Impact dice to use for an FX roll on the enemy ship. Use the most damaging power to defense ratio that you qualify for.

If your power is less than half of the defense, you cannot harm the ship. Do not roll an attack at all.
If your power is less than the defense, roll one Impact die.
If your power is greater than or equal to the defense, roll two Impact dice.
If your power is greater than or equal to double the defense, roll three Impact dice.

Power 0 vs. Defense 0: In this special case, defense is considered equivalent - roll two Impact dice.

Designer's note: *On the lower right of the ship sheets is a player aid chart to assist in remembering the number of impact dice to roll.*

Number of Effect Dice:
The 'Effect' column of the ship weapon chart lists the number of red Effect dice to use for the weapon.
Roll that number of Effect dice.

5. Attack!
Now you will determine the full outcome of the attack with a single roll. Make an Accuracy roll with dice equal to your Accuracy value from step 2, together with the dice for the FX roll determined in step 5. If you miss with every Accuracy die, the attack has no effect - ignore the FX roll. If you hit, apply the FX results to every component hit from the Accuracy roll.

Full attack Example: The Bremen fires a Pulse Laser (Accuracy 3, RNG 2 / 4, Power 2, 1 Effect die) at a range of 1 hex against the Marvin, a size 6 ship. The Marvin is within the Pulse Laser's short range of 2 so the accuracy dice are d12s, and the Accuracy of the pulse laser is 3 so it will roll 3 of them. The Marvin is within the weapon arc of the Pulse Laser so the attack can be made. On the side being hit, the Marvin has 1 armor and 1 shield for a total defense of 2. The power of the Pulse Laser is 3, which exceeds but does not double the defense of 2 so the attack will roll two impact dice. The Pulse Laser always rolls 1 Effect die. The Bremen now rolls the following dice for the attack: 3d12 accuracy, 2 Impact, 1 Effect dice. The accuracy dice come up 1, 4, and 8 – the 8 will miss since the Bremen is size 6. The Impact dice come up a '3' and a '6' – scoring two points (none from the '3' and two from the '6'). The effect die comes up a 5 (gets a special damage effect). Two points with a special damage effect is a Fire, so Fires are placed in both component 1 and 4 of the Marvin and all crew in those components are disrupted.

Other Weapon Effects:

In addition to (or instead of) FX rolls, weapons can have the following effects. Effects can be combined together (Example: FX+Disrupt calls for a Damage Effect on the component hit, and disrupt an additional crew as well).

FX: The standard damage effect for most weapons.

⚁⚁: This weapon always rolls a damage effect with a specific number of Impact dice – use the pictured amount of Impact dice for the attack roll instead of a power / defense calculation.

Fire: Add a Fire token to the component hit.

Hull Breach (HB): Add a Hull Breach token to the component hit.

Power Down (PD): Add a Power Down token to the component hit.

Disrupt: Disrupt 1 crew (owner's choice) in the component hit.

Shield Drain: If you hit the ship, all shields on the shield bank that was hit go down immediately (even hardened shields).

Launch: This weapon launches Ordinance! See the Strike Round section (below) for details.

Weapon Special Attributes:

Weapons can have additional attributes, listed in the 'Special' column.

AREA:#: Instead of a target ship, choose a target hex to attack. The area includes every hex within the area number of hexes away from the target hex (so an AREA 0 weapon attacks everything in the target hex only, an AREA 3 weapon attacks everything within 3 hexes of the target hex). Roll a separate attack using the normal procedure against every ship within this area, even friendly ships (Exception: The firing ship never attacks itself.) NOTE: Each target must still be within range and weapon arcs to be attacked.

ALL: ALL weapons work like AREA weapons, but the area consists of every hex the weapon can hit. Attack every valid target in every weapon arc when you fire this weapon.

Blast: This weapon causes massive damage to ships. When it strikes a component, apply the damage effect to the component hit, and to every adjacent component.

Unsafe: This weapon is not safe to fire. After Operating this weapon, roll a 1 / 1 FX on the weapon.

Shield (Noted in the 'Power' column): This weapon ignores armor, and only shields defend against their effects. If there is a shield defending the side of the ship the weapon is hitting, it has no effect. If not, the weapon has its full effect.

Strike: This is a Strike weapon (a missile, torpedo or strike craft hangar) that launches ordinance. These weapons place Ordinance on the space map – see the Strike Phase below for details.

Torpedo: This is a Torpedo launcher which places Torpedoes into the launched torpedoes box of the ship. See the Drift Phase below for details.

Ship Destruction

There are three ways to destroy a ship. Ships are destroyed if any of the following occur:
1. The ship is destroyed by a Ship Destruction roll caused by Hull Breaches (see Hull Breaches).
2. All of the ship's components are destroyed or hull breached.
3. A Card effect destroys the ship.

When a ship is destroyed, kill all crew on board and remove the ship from the game.

Designers Note: Complete ship destruction is less common in Silent Fury than in many space combat games. This perspective on space combat can present unique challenges to scenario designers who may

be accustomed to one side wiping out the other, but Silent Fury games will rarely produce those results. More often you may expect to see severely hurt and crippled ships drifting through space as a result of the damage they have sustained (such ships are usually fairly vulnerable to capture via boarding action). We don't have a 'ship hit points' mechanic you may have seen before like 'hull boxes' - ships that are beat up and severely damaged will rarely ever break apart totally, and further weapon attacks against these vessels are as likely to hit components that are already blasted to bits as they are to hit whatever systems are still in working order - in other words, it becomes more and more difficult to effectively harm a nearly destroyed vessel. Unlike naval vessels, you cannot sink a spaceship by putting enough holes in it - you'll just end up with a ship with a bunch of holes in it. Total ship death involves explosions of phenomenal magnitude or the complete failure of critical systems sustaining the lives of the crew or power throughout the vessel. We reflect these outcomes through the use of the Ship Destruction roll and Critical Hits.

Critical Hits and Forged in Battle

The Attack and Repair rules (above) cover when you should draw these cards, but as a reminder you draw a Critical Hit when you roll 4+ points on the Impact roll for an FX roll, and Forged in Battle for 4+ on a Repair or Melee roll. When you draw one of these cards, you will usually apply the effect to a ship.

Prerequisites

It wouldn't be much fun to screw up your opponent's shields if they had no shields, so critical hits sometimes have prerequisites. When a Critical Hit, Forged in Battle or Field Disruption card shows a component type symbol, the ship the card is applied to must have at least one operable component of that type - any component that could be operated if you had crew in it would qualify (so all your components of that type must have inoperable damage on them before you don't have operable components).

If a ship does not have the prerequisite components or the prerequisite components that it does have are all inoperable, discard the card drawn and draw another to replace it.

Timing and Durations

Play Anytime: You may hold onto this card (keep it secret) until the time comes when you'd like to play it for its effects. Some cards may have conditions that restrict when they are played, such as "Play Any Time after making an FX roll". These are still considered to have a timing of "Play Any Time."
Play Immediately: When drawn, read this card aloud and resolve its effects immediately. Discard after resolving the effect. This card affects the ship it was drawn for.
Crisis: This card's effects last until the Crisis is averted. This card affects the ship it was drawn for. All Crises have an 'Avert' condition – if you are able to meet this condition (usually a repair roll with a certain score in a specific component), the Crisis is averted and you may discard the card. Whether or not you succeed on a repair roll to avert a Crisis you may still apply the result to repair damage as well.
Battle Scar: This card's effects are permanent and stay with the ship indefinitely.
Battle Honor: This card's effects are permanent and stay with the ship indefinitely.
Hero: This card generates a new, special crew on board the ship it was drawn for (see Crew section). When you draw a Hero card, immediately add a unique crew miniature to represent that hero and whoever controls the Hero may place it in any component on the ship it was drawn for. Keep the Hero card so that you can reference that Hero's ability – discard the card if the Hero is killed.

Applying Critical Hits and Forged in Battle

Most Critical Hits and Forged in Battle cards apply to the ship they were drawn for - apply the effect to the ship that drew the card, and keep it on the ship for the duration of the card. The main exception is cards with a timing of "Play Anytime", which may be played on any eligible ship in the scenario.

Drawing a Hero: Sometimes a Forged in Battle card states that you should draw a Hero card. In this case, draw Forged in Battle cards until you draw a Hero card and discard the rest.

Defense actions

The Defenses card is used to raise, reconfigure, or harden your shields, or to evade incoming fire. All Defenses actions are mainly used to mitigate damage in some manner. All defense actions are Repeatable and may be performed every round.

Note that Defense actions only apply to the ROUND in which they are played (not the entire Action Phase), but you may repeat the action in order to gain the defensive benefit in future rounds.

Repeatable Action: Raise Shields
Operate any number of shield generators.

Do the following in order:

1. All shields go down. Place all your shields in the center of the ship's armor hex.

2. Assign shields. For each shield generator you operate, place one shield on one of the sides of the ship's armor hex. Shields assigned to an armor hex side increase the ship's defense against incoming attacks and thus reduce damage from attacks against those sides of the ship.

Repeatable Action: Harden Shields
Operate 1 shield generator to harden your shields.

1. Hardened shields. This action round, each shield each adds 2 to your defense instead of 1.

Repeatable Action: Evasive Maneuvers
Operate 2 engines to evade incoming fire.

1. Evasive maneuvers. This action round, any hits from accuracy dice against this ship must be re-rolled. If the re-roll is a hit, the result stands.

Crew Actions

Crew actions allow the disrupted crew members to rally, crew to move around the ship, attack enemy crew, and repair components. You can also put everything on the line and send your crew in for a boarding action against an enemy ship!

Repeatable Action: Crew
Do the following in order.

1. Rally crew: Make an Impact roll with 2 dice. If you operate any medical bays now, you may roll 3 dice instead. For every point scored, you may rally one crew of your choice. Rallied crew become Active and are placed back on ship components, with the following restrictions:

Friends: Rallied crew must be placed in components with friendly crew.
Fires and Hull Breaches: Rallied crew may not be placed in components with a Fire or a Hull Breach.

If there are no legal components for crew to rally to, you can skip the Rally roll and perform Attrition (below).

Attrition: If any of your crew are left in the disrupted crew box after rallying, one of them is Killed. Remove one of your disrupted crew (your choice) from the game.
Example: Trish has 2 spacers and 1 engineer in the Disrupted crew box. She rolls 2 dice and gets a '1', and a '5', scoring 1 point. She chooses to rally the engineer and places it in a component with friendly crew. Since she still has crew left in the box, one of her remaining spacers in the box is Killed and removed from the game. She ends the Rally with one Spacer left in the Disrupted crew box.

2. Move 3 crew: Choose any 3 of your crew on the ship. Move each one to any adjacent component.

3. Resolve Melees: If crew from more than one side occupy the same component, a melee results. Resolve each melee in the order you choose. Both sides make an Impact roll with dice equal to the number of crew they have in the component. Marines and Battlesuits each add one additional die to this roll. Whoever scores more points on this roll wins the melee; disrupt everyone on the losing side. If there is a tie, disrupt one crew from each side (owner's choice). If there are still crew from more than one side left, conduct another melee.

No sharing! Hostile crew should never, ever share the same component. If this ever happens for any reason, resolve a melee immediately.

4. Repairs and shooting:
Choose any 3 crew to act. Each crew acting can either conduct repairs or shoot into an adjacent component. Resolve shooting first.

Shooting:

To shoot a component, make a Damage Effect (FX) roll on it, with a number of Impact dice equal to the number of crew firing into it and one Effect die. If any Battlesuits are firing, add one to the resulting number of points on the Impact dice.

You may only shoot into adjacent components. Each corridor is only wide enough to support one crew unit shooting, but crew attacking from multiple different components into a single target component roll a single FX roll for their combined attack. (So if you have three crew shooting into the same component, you roll one 3 / 1 FX on the component rather than three 1 / 1 FX rolls. Note that all three of these crew must be in different components to make this attack).

Shooting example Diagrams - note the component with 2 crew never contributes more than 1 Impact die.
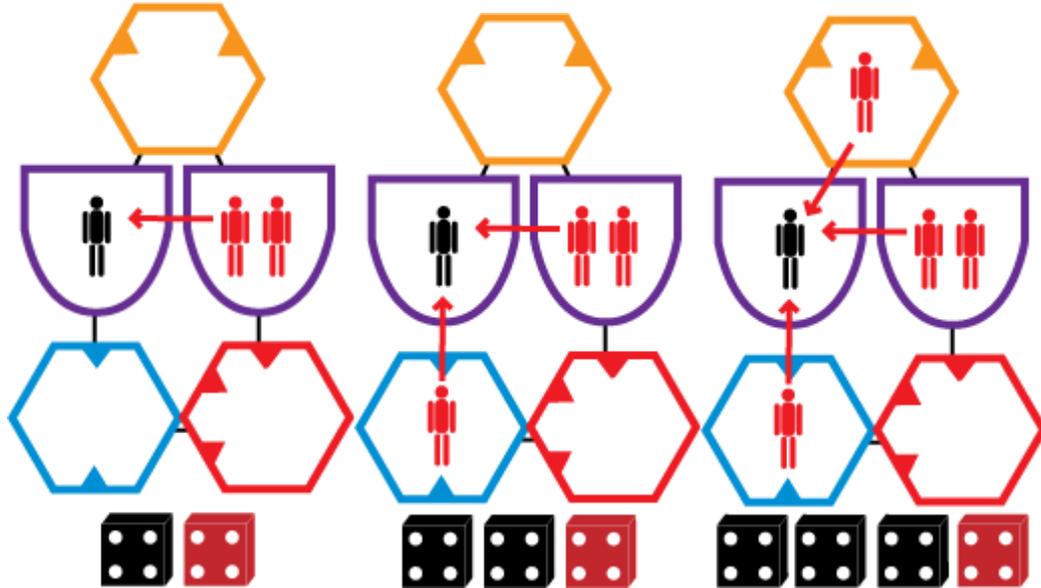
Repairs:

For each component in which you are conducting repairs, make an Impact roll equal to the number of crew attempting repairs in that component. Engineers each add one die to this roll. Do not roll more than three Impact dice on a single repair attempt.

For the number of points you score, you may remove or repair damage in that component. You may use these points to repair damage in the component until the component is undamaged or you do not have enough points left to repair the current damage type.

Light Damage: 1 point to remove.
Heavy Damage: 1 point to repair to Light Damage.
Power Down: 1 point to repair to Light Damage.
Fire: 2 points to repair to Heavy Damage
Destroyed: 4 points to repair to Heavy Damage.
Hull Breach: 5 points to repair to Destroyed.

Example Repairs:
Terry chooses to make repairs with a Spacer and an Engineer in an Engine component with a Fire. Terry rolls 3 dice and gets a '4', '4', and a '5' for 3 points. He uses two of these points to put out the Fire and the component becomes Heavily Damaged. He uses his one remaining point to repair the heavy damage to Light Damage. After that he's out of points, so the component is Lightly Damaged after the repair action.
Terry is attempting repairs with an engineer in a Shield component with a Power Down. Terry rolls 2 dice and gets a '1' and a '4' for 1 point. He uses his one point to repair the Power Down to Light Damage.

Designer's note: *The damage chart on the ship sheet has these repair numbers as a reminder.*

Repeatable Action: Assault

Assault is used to have your crew board other ships. The assault action lets you use all boarding equipment on the ship.

Rally crew: Crew making an assault action begin with a Rally action, as described above.

Boarding Equipment

Boarding equipment is considered a weapon and operates like weapons do (see Attacks, above), with a few changes.

Overview:
Boarding equipment typically uses an Accuracy roll (one die per crew being transported) to determine which crew reach the target ship, and where they board. Depending on the boarding equipment used, crew who miss may be lost for the rest of the scenario, disrupted, or remain aboard their own ship. Crew successfully delivered to the target ship will immediately fight a melee with any hostile crew they encounter. On subsequent action rounds, the boarders will be assumed to be given the Crew action card. In the next Action phase, a boarding party is given their own unique set of action cards.

Boarding Equipment	Qty	MAX	RNG	Block	Miss	Special
Assault Transporter	1	All	0/4	Shld	Return	-
Assault Lances	⋀	All	1/2	-	Disrupt	-

Equipment Stats:

Quantity (Qty): The number of components this ship has of a particular piece of boarding equipment.

No Component? Most boarding equipment is considered integrated throughout the ship and does not have a specific component associated with it (noted by a ⋀ in the Qty column). Boarding equipment without an associated component may always be used and no components need to be operated to use it. They have a 360 degree weapon arc.

Maximum Capacity (MAX): The maximum number of crew that can attempt to board another ship during a single boarding action using this equipment. 'All' means that you can use as many crew as you wish in the boarding attempts.

Range (RNG): The short and long range (in hexes) at which another ship may be boarded using this equipment. Like normal weapons the accuracy dice used for the boarding attempt are d12s at short range and d20s at long range.

Block: Some boarding equipment is blocked by Shields (noted in this column with 'Shld'.) If this attack would hit the side of a ship covered by shields, you may not make a boarding attempt. If there is nothing in this column, the assault cannot be blocked.

Miss: For crew that miss the target ship, this is what happens to them.

Special: Any special attributes of the weapon.

Accuracy of the boarding attack: Boarding equipment has an Accuracy value equal to the number of crew you are sending over (each die is a crew attempting to board), with a limit equal to the MAX value of the boarding equipment. Assemble all crew making the boarding action into a group, taking them from anywhere on the ship, and use that as the base Accuracy value of the weapon.

The Accuracy roll: You will need to roll separately for each type of crew you are sending over. To send a given type over, grab a number of Accuracy dice equal to the crew of that type, and roll those. For each hit, place a crew of that type in the hit component on the enemy ship. For every crew that misses, set them aside in a 'crew missed' group. The boarding equipment will have a code to identify the fate of crew who miss in a boarding attempt.

Crew that miss:

The Miss column lists one of the following effects to be applied to those unfortunate souls that missed the target ship during a boarding attempt.

KIA - Killed in Action: Any crew that miss their target are removed from the game (Thematically they may have life support, but they have no way to get back onto a warship within the scenario timeframe).
Disrupt: Any crew that miss their target are placed in the in the disrupted crew box of the boarding ship (there is a method of getting back to the ship after a miss, but it takes time and doesn't always work. You probably want to leave some crew on the ship for the survivors to rally to.)
Return: For any crew that miss their target, place them in the component that was operated for the boarding action (Crew that 'miss' either safely return or never left the ship. Transporters work this way).

Resolve melees: If there are any components now occupied by crew hostile to each other, resolve the melees using the melee rules (see Crew actions).

Example boarding actions:
The Regulus attempts to board the Bombay (Size 12) at a distance of 2 hexes with its Assault Lances (Board(dis)). The Assault Lances have the Penetrate attribute, so defenses are ignored, and its range is 1 / 2 so since the boarding attempt is at long range, d20s are rolled for accuracy dice. The Regulus chooses 5 spacers, 2 marines and a battlesuit to make the attempt. The Regulus rolls 5d20 for the Accuracy rolls for the spacers first, getting a '1', '1', '10', '14', '20'. Two spacers are placed in component '1', one spacer in component '10', and two spacers are placed in the Disrupted Crew box on the Regulus. The marines are next - they roll a '5' and a '7' and are placed in those components. The battlesuit rolls a '20' and misses, so it's disrupted. Component '1' and '5' have enemy crew in them, so melees are resolved in both those components.

The Orion attempts to board the Pancake (Size 8) using a Transporter (Board(safe)) at a range of 2 hexes (short range for the transporter, so d12s are the accuracy dice). The Transporter has the SHLD attribute, and the Pancake has no shields on the side being attacked (otherwise the attempt would be blocked). The Orion chooses 4 spacers and a marine to make the attempt. The Orion rolls '3', '7', '10' and '11' for the spacers and a '5' for the marine. Two spacers make it and are placed in components 3 and 7 on the Pancake. The marine gets through and is placed in component 5. The remaining two spacers that missed are placed in the Orion's Transporter.

Boarding Crew Actions

At the beginning of each action round, if cards have not been played for crew on a ship (which will be the case with most boarding parties since they were not on the ship when cards were played), they are assumed to have played a Crew card in their first action slot and Repeat cards for slots 2 and 3 (thus repeating the Crew action).

If you have boarding crew on a vessel at the start of an Action Phase, you will play cards for them as normal (boarding parties to function identically to native crew on a ship - including operation of components - so for example if you play an Attack card you can operate weapons on that ship - normal operation restrictions apply). Grab a Boarding Party card slot strip, a new action hand for them (assemble their action hand according to the setup instructions for that ship), and play cards into the slots as normal.

Crew that board ships that already have action cards for their side played on the ship use those same cards as their action set - in other words, all crew belonging to the same side are treated as the same crew on a given ship, even if they originally came from different ships.

Jump actions

Silent Fury ships can Jump short distances. Jumping is a very effective way to avoid incoming fire, close distances, or gain a tactical advantage over an enemy ship. However, jumping is not without its risks. Each jump builds up a field of dangerous, unpredictable hyperspace energy, which can have catastrophic consequences if it's struck by enemy fire before it can be safely dissipated.

Repeatable Jump Action: Jump
1. Jump: Operate 1 reactor to move the ship up to 3 hexes in any direction. Place both this ship's vector tokens underneath it, so the ship is now stationary. The ship may be placed facing any direction.

2. Field Expansion: Draw a face-down Field Disruption card, and place it on this ship's sheet.

Repeatable Jump Action: Field Diffusion
1. Diffuse: Discard 1 face-down Field Disruption card to the bottom of the Field Disruption deck per reactor operated.

Field Disruption: If any reactors on a ship suffer a damaging hit (That is any hit that scores 1 or more points on the impact dice) while there are Field Disruption cards on the ship, turn over the top Field Disruption card and resolve its effects immediately. Discard the Field Disruption card face down to the bottom of the Field Disruption deck (unless the card says otherwise).

Damaged Reactors: Keep in mind that the damage check for operating a damaged component occurs after the action has been resolved. Jumping with a damaged reactor may cause a Field Disruption event with the card that was just drawn. Diffusing with damaged reactors will remove Field Disruption cards before the check occurs, so if the final card is removed, all you have to worry about is the reactor exploding.

Designer's note: *This Jump system has undergone a major overhaul since the last edition of these rules. As it stands, we feel it's accomplishing all our design goals of a fast, simple system for an alternative movement style which gives greater tactical flexibility, at the expense of increased risk. It also allows people to quickly modify their velocity, helping to keep ships in the thick of the action, rather than spending several actions getting turned around and vectored back into the fight.*

Strike Phase

The Strike Phase is when all strike craft, missiles and torpedoes that are currently on the board are given targets and resolve their attacks. These pieces are all represented by individual tokens or miniatures that are placed on the hex map and are collectively referred to as 'Ordinance'.

Missile and Torpedo miniatures represent volleys of each weapon type. Strike Craft miniatures represent groups of fighters and bombers. There is no need to track which ship ordinance was launched from.

Ordinance Types
The Type column notes which type of Ordinance a particular weapon launches. Different Ordinance uses slightly different rules for movement and attacks.

 - Missiles   - Torpedoes   - Strike Craft

Ordinance Supply
The ship sheet will note how many and what types of Ordinance a ship carriers. During setup place the appropriate tokens or miniatures on the ship sheet. A ship may only launch as many figures as it carries – if the ship has placed all its ordinance, it may not fire more until replenished.

Ordinance Limits
A ship's Ordinance Limit is the amount of Ordinance it begins a scenario with. When Ordinance resolves its attacks, you must place the ordinance back on any ship you want in the scenario (this includes destroyed or captured ships), up to the ship's ordinance limit. Missiles and Torpedoes are thus effectively infinitely replenished, though Torpedoes in the 'Torpedoes away!' area of the ship still count against the ordinance limit of the ship.

Ordinance Placement

Ordinance is placed on the hex map by operating weapons that launch ordinance with the Attack action. When missiles and strike craft are launched via the attack card, place them anywhere on the board – its position is not relevant to gameplay at this point, so make it look good with missile volleys streaking towards the enemy fleet and fighters and strike craft defending your vessels or off on attack missions! Missiles and strike craft do never occupy specific hexes. Only ordinance that has been placed on the board during the Action phase is available for use in the Strike phase.

For Strike Craft and Missiles, place an amount of that type of Ordinance on the map equal to the Accuracy value of the Ordinance weapon when you operate it with the Attack action. If you are placing Strike Craft you may place any mix of Fighters and Bombers that you wish.

Torpedoes are handled differently – launched torpedoes should be placed in the 'Torpedoes Away' area above the Torpedo Tubes of the ship that launched them. These are slower weapons which will resolve their attacks in the next turn's Drift phase, so they should not yet be placed on the hex map when they are first launched to prevent confusion (see the Drift Phase for details). You may only Launch Torpedoes that are already loaded into Torpedo Tubes – move the Torpedo token from a torpedo tube to the 'Torpedoes away' area for each Torpedo you launch. If there are currently no Torpedoes on the ship's torpedo tubes, no additional torpedoes may be launched.

Control of Ordinance
Ordinance on the space map belongs to whichever side operated the weapon that launched the ordinance. If Ordinance on a ship belonging to one side is launched by a different side (for example, from

a boarded ship), swap out the ordinance tokens when the launch takes place to use the appropriate miniature or color for the launching side.

Point Defense
The Point Defense value for a ship reflects its capability to defend itself against attacks from missiles and strike craft, collectively representing numerous systems such as flak batteries, counter-missiles, electronic warfare capabilities and maneuverability.

When a ship is attacked, its total effective point defense is modified by the following things:

Every one of your fighters assigned to protect the ship is worth +1 point defense.
Every enemy fighter in a squadron attacking the ship reduces the ship's point defense by 1 to a minimum of 0.

Mutual Support
After these modifiers are applied, you may add the point defense of ONE other ship containing your active crew (also modified by fighters as above) that is within 2 hexes of the ship under attack.

Boarded Ships
Boarded ships (ships with active crew from a hostile side) have a base Point Defense value of 0 when providing mutual support – their only effective contribution can come from your Point Defense fighters assigned to them.

Assigning Fighters
Fighters can be used for point defense, attacks runs and intercepts. When you commit a fighter to any of these roles its assignment is permanent and may not change later in the strike phase – fighters assigned to point defense in step 2 may not be assigned to separate ships in step 5.

Strike Phase Procedure

Each Strike phase consists of the following:

1. **Missile Launch!** Both sides launch groups of missiles at enemy ships.
2. **Assign Point Defense Fighters.** Both sides assign point defense fighters to ships.
3. **Missile Attacks!** Resolve all missile attacks.
4. **Attack Run!** Both sides take turns launching and intercepting groups of fighters and bombers.
5. **Assign Point Defense Fighters.** Both sides assign point defense fighters to ships.
6. **Resolve Bomber Attacks.** Resolve all bomber attacks.

Missile Launch!
Starting with the side that has the initiative, both sides divide their missiles into one or more missile groups. Each missile group must then be assigned to attack a separate ship – place the missiles on the board to designate which ship is their target. Ships may be attacked anywhere on the map.

Assign Point Defense Fighters
Both sides assign point defense fighters to ships – simply place each fighter next to the ship it is defending. Each fighter placed will increase the ship's point defense during both Missile and Bomber attacks, but the fighter is committed for this turn.

Missile Attacks!

For each missile group, make the following attack against the target ship: Missiles always roll d20s for accuracy dice and a 2 / 1 FX roll for damage, but the number of accuracy dice in the attack varies (determined similarly to how impact dice are calculated for normal attacks), as follows.

1. Determine the ship's effective point defense.
   a. Start with the ship's base PD value listed on the ship sheet.
   b. Add 1 for every Point Defense fighter assigned to this ship.
   c. Add in the point defense of one friendly ship of your choice within 2 hexes (also modified by its point defense fighters).
2. Compare the number of missiles in the group to the effective point defense of the ship to determine the number of accuracy dice rolled.

If the number of missiles is less than half the point defense value, the missile volley is destroyed. Do not roll an attack at all.
If the number of missiles is less than point defense value, roll one Accuracy die.
If the number of missiles is greater than or equal to the point defense value, roll two Accuracy dice.
If the number of missiles is greater than or equal to double the point defense value, roll three Accuracy dice.

After resolving all missile attacks, place the missiles back on ships.

Attack Run!

Starting with the side that has initiative, repeat the following until both sides have passed once.

1. Either pass (do nothing), or assemble a squadron with any number of available fighters and / or bombers and send it to attack an enemy ship. As with missiles, you may never attack an enemy ship with more than one squadron.
2. The defending side sends as many fighters as they wish to intercept the attacking squadron. If they do, resolve a dogfight.

Dogfights
If the attacking squadron was intercepted, each side with two or more fighters rolls two impact dice (if there is only one fighter on a side, roll one impact die for that side). If one side rolls more points, they win and the losing side may choose to either break off the attack (the strike craft are immediately placed on friendly ships), or destroy (remove from the game) a number of strike craft in the dogfight equal to the number of points the winning side rolled and repeat the dogfight.

In the event of a tie, both sides are treated as having lost the dogfight. The attacking squadron must first choose whether to break off or take losses and continue, then the intercept fighters make the same choice.

3. If the squadron does not break off, it then reaches the target ship and will attack it when bomber attacks are resolved.

Assign Point Defense Fighters.
Both sides may now assign any remaining fighters as additional point defense to ships (fighters previously assigned as point defense remain with their ship) –place each fighter next to the ship it is defending. Each fighter placed will increase the ship's point defense during Bomber attacks.

Resolve Bomber Attacks.

Bomber attacks are resolved similarly to missile attacks. Bombers always roll d12s for accuracy dice and have a 2 / 1 FX roll for damage. The number of accuracy dice is determined the same way as missile attacks with the addition of suppressing fighters from attacking squadrons.

1. Determine the ship's effective point defense.
    a. Start with the ship's base PD value listed on the ship sheet.
    b. Add 1 for every Point Defense fighter assigned to this ship.
    c. Subtract 1 for every Fighter in the squadron attacking this ship (minimum 0).
    d. Add in the point defense of one friendly ship of your choice within 2 hexes (also modified by both its point defense fighters and fighters attacking that ship).
2. Compare the number of bombers in the attacking squadron to the effective point defense of the ship to determine the number of accuracy dice rolled.

If the number of bombers is less than half the point defense value, the attack breaks off under heavy fire. Do not roll an attack at all.
If the number of bombers is less than point defense value, roll one Accuracy die.
If the number of bombers is greater than or equal to the point defense value, roll two Accuracy dice.
If the number of bombers is greater than or equal to double the point defense value, roll three Accuracy dice.

Once all bomber attacks from both sides have resolved, remove all strike craft from the board and place them back on ships.

What about my Torpedoes?
Torpedoes are handled in the Drift phase, below.

Drift Phase

The Drift phase is where some maintenance tasks are carried out for ongoing effects and taking care of ship drift. All players can conduct all of these steps simultaneously for their ships.

Resolve Ongoing Critical Effects: Some critical hits have ongoing effects. If you have any, do whatever the card says now.

Fire spreads checks: Fires can result in further damage to the ship. During the drift phase, roll 2 accuracy dice (d20s) on every ship with any fires on it.

Fire spreads: If any component hit is adjacent to a fire, and the component is not Destroyed or Hull Breached, the fire spreads to that component – place a new fire token on that component and disrupt all crew there.

Explosions: For every fire that is hit by the roll, there is an explosion – make a 2 / 1 FX roll on the component that was hit and apply the result to that component and every adjacent component.

No effect: Hits that are neither adjacent to or in a fire have no effect, but resolve these dice AFTER resolving fires that spread and explosions. Dice that would have had no effect may cause additional fire spreads or explosion results after other dice cause these effects.

Example:
During the Drift phase, Roger has a fire in component 2. The ship he is on is a straight connected line, with component 1 adjacent to component 2, component 2 adjacent to component 1 and 3, and so on. He rolls 2d20 for fire spreads results. He rolls '2' and '4' on the accuracy dice. The '4' would cause no effect, but the explosion caused by '2' is resolved first and the damage roll results in a fire, so another fire is placed in component 1 and 3 (and 2, but it doesn't cause the token to change since there is already a fire there). Since component 4 is now adjacent to a fire, the '4' result now causes the fire to spread and another fire is placed in component 4.

Volatile Components: Some components store flammable materials or other contents that make fires in them especially bad. Volatile components are marked with a flame symbol around the component number (such as the bay below). If one or more volatile components are already on fire when you make the accuracy roll for fires spreading, roll d12s for accuracy dice instead of d20s for the Fire Check roll for that ship. In addition, when these components suffer an explosion, roll a 3 / 2 FX for the explosion.


Disruptions from fire: After making fire checks, disrupt one crew (owner's choice) in any component currently on fire.

Maintain Shields:

All shields will now go down (place them in the center of the armor hex) unless maintained by operating Shield Generators (one shield may be maintained per generator operated). Whoever operates the shield

generator determines which shields the generators are maintaining. Do not realign shields – maintained shields remain in their current position.

Ships Drift: All ships now drift in space according to their vector tokens. To do this, trace any path you like from the ship's trailing vector token to the ship's location. Then, using the ship's location as a starting point, trace that path again and place the trailing vector token in the hex that path leads to. Finally, move the ship to the vector token you just placed, leaving the token that was under the ship in the ship's original location. That vector token has become the new trailing vector token. Ships with both vector tokens in the same hex do not move at this time.

Update Vector Token — Update Ship — Final Positions
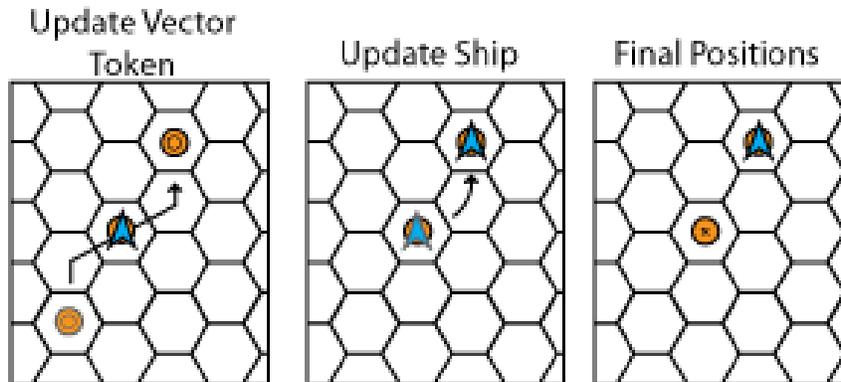
Torpedo Detonation!
All torpedoes currently on the board now detonate. If a torpedo has a valid target it must attack (even if it's a 'friendly' ship), and whoever launched the torpedo chooses the target ship. Each Torpedo makes an Accuracy 1, 3 / 2 FX attack against one ship within 1 hex. Against ships in adjacent hexes it rolls a d20 for Accuracy. If it is in the same hex as the target it rolls a d12 for Accuracy. Torpedoes without valid targets detonate harmlessly.

Torpedo attacks ignore all defenses – maneuvering to avoid them is your best option.

After detonating, place the Torpedo markers back on ships.

Torpedoes Away!
Torpedoes currently in the Torpedoes Away box on their ships may now be placed on the board in any hex.

Load Torpedoes
Fill every ship's torpedo tubes with torpedoes that are on the ship, one torpedo per tube. Any excess torpedoes are left on the ship.

Check for Surrender: If any ship's crew are ALL disrupted (every crew figure is in the disrupted crew box), remove those crew from the game now (consider them killed for victory purposes). They have surrendered the ship. If there are enemy crew on board, transfer control of the ship to the side with the boarding crew. If not, leave the ship empty and play no actions on it until someone boards it and takes control (alternatively, the ship can be removed from the scenario by mutual agreement).

End Phase: Proceed to the next turn's Orders phase.

Optional Rules

These rules involve some additional complexity, bookkeeping or player choices that we as designers don't feel merit inclusion in the main system, but they are things that players may find themselves wanting to include in the game.

Rolling the Ship

For the repeatable Rotate action, you may roll the ship in addition to spinning it. Rolling the ship swaps the ship's left and right side armor / shields and weapon arcs. Place a marker of some sort near your armor hex to remind you that this reversal is in effect. The ship remains rolled until you roll it again.

Venting the Ship

A ship may be vented after the Fire checks during the drift phase. A player may operate the Bridge of a ship to vent it or have the only active Captains on the ship. This extinguishes all fires now as well as all fires placed on the ship later – replace every current and future Fire with a Destroyed marker instead. There is no air left in the ship and this makes things more difficult for the crew in terms of survival: For the rest of the scenario, kill ALL crew left in the disrupted crew box during Attrition.

Legal Stuff

Sharing these rules

You may share these rules with anyone freely so long as you do not claim them to have been created by yourself or anyone other than the original designers, Benjamin Bentley and Nathan Bentley. You may not use this document or any Silent Fury prototype materials for commercial purposes. You may post them online yourself, but we recommend that you instead post a link back to the rules posted on our website (http://www.silent-fury.com) so that players will be able to obtain the most current version of the rules.

Images used on the cards

The original images used on the backs of the Critical Hit and Forged in Battle decks were created by a flickr user with the handle *Sweetie187*, and the Warp Malfunction deck back image was created by a flickr user with the handle *tableatny*. All three of these images are used in Silent Fury under the Creative Commons attribution license.

We would like to thank both of these artists for making the incredible images used on the backs of our cards available and express our appreciation of their work. *Sweetie187* and *tableatny* are not otherwise affiliated with Silent Fury and do not endorse the contents of the game or its creators.

The images on the cards have been modified from the original, mainly to to fit correctly on the card templates used for The Game Crafter.

Here are links to the original images hosted on Flickr:

Critical Hit back image:
http://www.flickr.com/photos/58782395@N03/5518990239/sizes/l/in/photostream/

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