Fleet Admiral

 Prepare to take command of a vessel from the space fleet of one of the major powers of Portable Galactic Empire. Adventure abounds as you navigate the worm holes of deep space, transmat to exotic locations and engage hostile aliens in ship to ship combat. Load the cannons! Charge the shields! More coffee on the bridge!

The goal of the game is two fold - other than having fun that is. Firstly, your goal as an officer is to get pro-moted to Fleet Admiral. Your rank is represented by the ship you command and it's size. Everyone starts as a lowly lieutenant, captaining a frigate of the fleet. You will have a chance each turn to earn a promotion, based on both mission performance and luck.
The second goal is to help solve a Galactic Crisis. You know those Galactic Crisis - invasion by powerful aliens from another dimension, the node attempting to exterminate all life in the galaxy, a quantum particle causing a chain of super novae, run-ning out of coffee on the bridge...
The player who both reaches the highest rank and contributes the most to the crisis wins.

Set Up

Galactic Adventures is played using a player board, several decks of custom 2.5" x 2.5" cards, the crisis tokens and an 8 sided die. The cards should be sorted by their backings into individual decks, including the starship crew deck and the starship component deck.
Each deck should have space for it's own discard pile. If at anytime you run out of cards in a particular deck, simply reshuffle the discard for that deck to create a new deck.
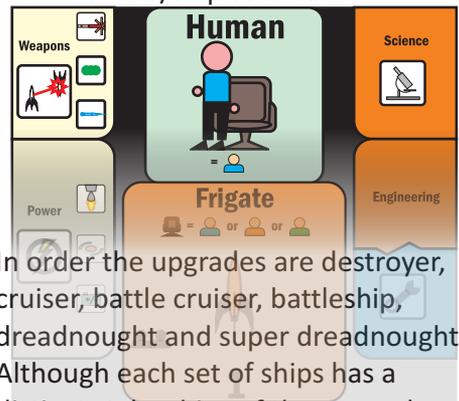

Crew Deck

Componant Deck

Each player should select a ship board, from one of the four races included, and take the upgrade cards associated with the race/ship selected.

In order the upgrades are destroyer, cruiser, battle cruiser, battleship, dreadnought and super dreadnought. Although each set of ships has a distinct style, ships of the same class

from different races will have the same capabilities.

Getting Started

Before play begins each player is given some starting cards for his or her ship. Start by dealing one card at a time from the crew deck to each player. When you deal a player a level 1 crew card, that player may play that card to their ship. Stop dealing to a player when they have 1 crew card played. Continue dealing until all players have 1 crew card in play.

Now repeat the process with the component deck. Continue dealing to each player until they have 2 components they can play (level 1 components only). Duplicate level 1 cards may be played to cargo space, level 2 or greater cards may not. This is the only time during the game that a player may not put a higher level component into cargo space.

Once this setup is complete, reshuffle the crew and component decks. Each player now cuts the component deck. The player cutting the highest value card goes first. Play continues clockwise from this player. Each player will attempt to perform a mission each turn.

Resolving the Mission

The first step in a mission is to roll the mission die. This die has 8 sides, but they are not all unique. Sides with the same picture mean the same thing.

Success - regardless of all other factors you win this stage of a mission. A success roll may not be blocked by another player. You may choose from which deck to draw a card.

Failure - regardless of all other factors you lose this mission. A failure roll may not be saved through the aid of another player.

Crew Card - Draw the top card from the crew deck (green) and place it face up in front of you. You must resolve this card before taking another action. More on resolving mission cards later.

Component Card - Draw the top card of the component deck and place it face up in front of you. You must resolve this card before taking another action. More on resolving mission cards later.

Comparing Criteria

Each card selected for a mission will have one or two icons displayed in it's top left (crew cards) or right (component cards) corner. These icons indicate what you need to do as a captain in order to resolve this stage of the mission. Each icon represents one point of requirement for your vessel. That requirement may be for a

type of crew, a specific officer assignment, a class of component or a specific component type.

When comparing criteria...
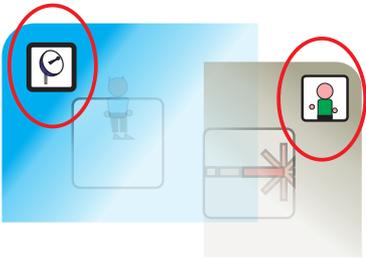

look at the top corner.

On your first card of a turn you must meet the criteria on your own. If you are unable to do this, you fail the mission and must discard the card. Pass the mission die to the next player.

On the second card of your turn you may opt to ask another captain to bring her ship to your aid. If you do this you may combine the power of your ships to meet any required mission criteria. The captain who joins you will be with you until you decide to end the mission. That captain will get first selection of the mission rewards, but only selects one card.

If you elect to pursue a third roll and add an additional card to the mission, the captain assisting you continues to do so. You may not ask for additional assistance this turn. You may not ask for assistance on stage three. If you declined assistance on stage 2, you must either end the mission at two stages or risk a third stage on your own.

Mission Criteria Are Additive

Occasionally the cards selected for the mission will have the same criteria. In this case they are added together.
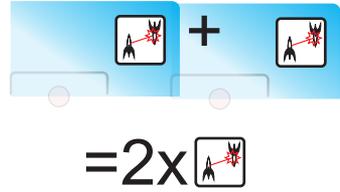
For example if both the first and second card require a weapon you will need to have a total value of 2 points of weapons. This may be achieved by having a grade 2 (or greater) beam, cannon or missile, by having more than one class 1 weapon (a class 1 beam and a class 1 cannon), or by combining forces with another captain who adds a weapon(or weapons) to what you already have.

In some cases the requirement for a level 2 officer or component may be unclear. If the first criteria requires an engineer and the second requires an operations (orange shirt) crewman, your engineer would have to be both an operations crewman and grade 2.
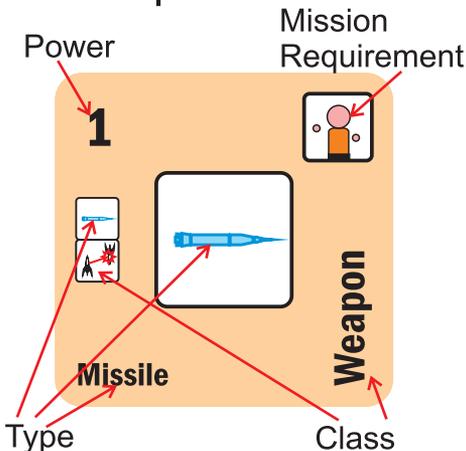

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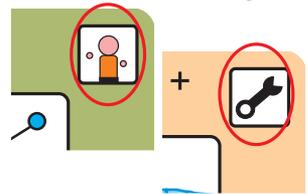
He will be providing one point of "orange shirt" and one point of "engineer". If he was only a level 1

3

officer, he could provide the point of "orange shirt" or the point of engineer, but not both.

Component Class Vs. Component Type

Component cards have two classifications (three really if you count rating which may be 1 to 4). The first is it's class - one of weapon, power, sensor or defence. The second is the type of component. Weapons for example come in three types: beam, cannon and missile.

A Component Card

Power

Mission Requirement

1

Missile

Weapon

Type

Class

Some missions require only a component type - weapon, power, sensor or defence. In this case any card of the type will do. For example, if the mission requires a weapon than any card of beam, cannon or missile meets the mission requirement.

or   or

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A Crew Card

Mission Requirement

2 ← Power

Hragsh Marine

Race and Class or "shirt"
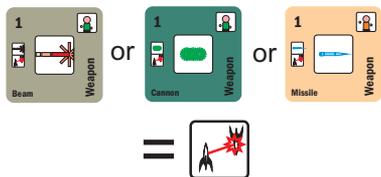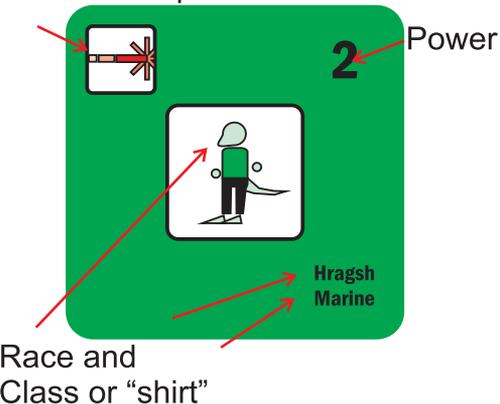
Officers and Crew

There are three classes of crew available to you - command (blue shirts), marines (green shirts) and operations (orange shirts). You may only ever have one crew card in play in each officer slot. Officers have a power rating from 1 to 3 points and come from one of the races of the captains in the game.

You receive a 1 point bonus to the power of any officer who is the same race as your captain. For example if the level 1 hrgashi operations officer pictured earlier is in play on the hrgash ship, he acts as a level 2 officer in which ever role he is placed. In the case of this example, that officer would have to be an engineer.

There are 5 officer assignments on each ship, though most ships may only have less than 5 crew cards in play. The captain is you, and therefore always a part of the ship. You may not replace the captain on your ship.

Bonus Points

When resolving missions you may have more points than are apparent by your card. Your captain may fill in as any required class (shirt colour) of officer while the value of your ship is still 1 (the frigate or destroyer), so you always have at least 1 point of officer. As mentioned earlier, any crewman who is of the same race as your captain functions as 1 point higher than their listed value. This is the only way to have an officer of level 4 rating.

Card Placement Restrictions

You do not carry a "hand" of cards while playing Fleet Admiral , so cards must be played to your ship or discarded. You may not play a card to your ship that has a higher value than your current ship (the number displayed on the ship card). The value of both crew and components is shown in the lower right corner of the crew or component card. There are two exceptions to this rule.

The one point "race" bonus officers receive does not count towards this value. For the purposes of placement, the officer is still the value listed on her card. So a level 2 marine, which will count as a 3 for you if your captain's race matches, is still only a 2 when played.

You may place a number of component cards or crew cards of any individual value into your cargo/passenger space, so long as the number of cards is no more than the value of your ship. A battle cruiser may have no more than 2 items in it's cargo hold. Cards held in cargo/passenger space may not be used to meet the criteria of a mission, but may be spent to upgrade your ship.

You may not place more than one crew card in each officer slot. Each ship size also has a number of people icons in it's lower left corner. You may only have a number of officers equal to or less than this in play on your ship. The battle cruiser for example, may have up to 4 officers. The frigate you begin the game with, on the other hand, is only allowed 2 officers at a time.

A dreadnought may have five officers.

The color of a crew card must match the color shown in the crew slot. The navigator slot, shown here, may be occupied by either command(blue) or marine(green) crew members.
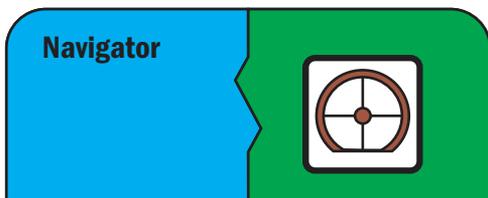
You may play one additional command crew member (blue shirt) onto either the science(orange only) or security(green only) officer positions if you have command crew in play in the navigator and engineering slots.

You may only play 1 of each type of component within a component class, but you may have one of each type in a class. So under the weapons class you may have one cannon, one beam and one missile. The value limit applies to each individual card, not the class. So your battle cruiser may have a class 2 reactor and a class 2 battery.

Replacing Cards "In Play"

You may, while playing cards received from successful resolution of a mission, discard any card you have in play and replace it with a new card. This discard may not be used to upgrade your ship, and does not count as a donation of points towards a crisis. You may swap out any card on your ship, including cargo/passengers so long as the new card may be legally played on your ship.

Upgrading

After you have completed the rest of your action for the turn by playing or discarding the cards for resolving your mission, you may spend one card from your ship to upgrade to the next level of ship. The card you spend must be of equal or greater value than the value shown on the ship you are **moving to**. To upgrade from the cruiser to the battle cruiser you must be able to discard a card of value 2 or more from your ship. It may be a crew member or a component. The component may be from an installed position or your cargo. You may not upgrade more than once in a single turn.

Upgrade cost is the power of the card spent for the upgrade.

The next ship to upgrade to is shown on the upgrade list on the back of your ship cards. You can also follow the sequence letters on the front of the card. Your first upgrade is "A" or the destroyer of your race.

The Galactic Crisis

The Galactic Crisis begins building after the first player upgrades to a level 3 warship - the battleship. At this point the players begin tracking the evolution of the crisis. At the start of a player's turn, if that player has a level 3 or higher ship place a crisis token from the box into the crisis pile - look for the crisis token on the ship as you upgrade to it.. Ships which require you to do this have a (+ Crisis) mark on them. The crisis grows like this until it reaches

more than 2 tokens per player. For example, in a 3 player game this would be 7 tokens in play. Players may not affect the crisis until it reaches this number.

After this point the players may start to solve the crisis. If the total number of tokens in play is more than 4 times the number of players, the crisis ends the game and everybody loses. We ran out of coffee.

Resolving the Crisis

After any player's reward (if any) has been determined as part of a regular turn, the player may donate any card he would otherwise have played on his ship to reduce the crisis threat once the crisis is in play (more than 2 tokens per player). He takes one token per card donated from the crisis pile and places them on his ship card.
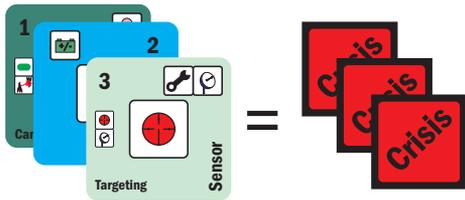
Donated cards are discarded normally. A player may donate cards which she would not have been able to validly play. So, a player with a battle cruiser (size 2) may donate a level 3 crew card. A player may not donate cards if she does not have at least a level 3 ship.

The crisis is resolved once any player collects 10 crisis tokens. The game now ends. No player may collect more than 10 crisis tokens.

Winning

After the galactic crisis is solved the game ends. If only one player has 10 crisis tokens, she wins. If more than one player has 10 tokens those players compare their ships to determine a winner. The player with the higher class (larger power number) of ship wins. If this is also a tie, count the value of the crew and component cards not including cargo or passengers. The player with the higher value wins. If you've still managed to generate a tie then congratulations - there are now two fleet admirals.

An Example of Scoring a Ship

All cards with red circles count, all cards with red slashes do not. The cannon, drive, reactor, navigation sensor, E.C.M. and armor cards score for a total of 10 points. The officers in play - engineer, medical, security and navigation all score for a total of 8 points.

The ship itself does not count towards the total. Neither does the navigation card in cargo. Any passengers in the cargo area also would not count.

The Jaal Riin Marine, placed as security only counts as 1 point, his actual value. The race bonus does not apply for final scoring.

Final score = 18 points.