

# STEEL FLEET WARFARE

By Alexander Shen / Shen Games  
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## What's Needed to Play

3x Vehicle Cards per player (any mix of Light, Average, or Heavy)  
3x Vehicle Tokens per player  
2x 1d6 per player  
2x 1d8 per player  
1x battlefield per pair of players

## Game Setup

Each player is given 3 Vehicle Cards of their choice. Each player must mark down on each Vehicle Card the following based on each Vehicle Type. The order is up to the player.

Vehicle Type	What to Mark Down
Light Vehicle	4x Life Symbols, 2x Gun Symbols
Average Vehicle	2x Life Symbols, 2x Gun Symbols, 2x Rocket Symbols
Heavy Vehicle	2x Life Symbols, 2x Gun Symbols, 2x Rocket Symbols, 2x Gun/Rocket Hybrid Symbols

Each player rolls 1d6. The player with the highest result deploys their vehicles first on the battlefield. Vehicles are deployed on the first row closest to the player.

## Winning Condition

Players can play until the opponent's fleet is completely destroyed.

## HOW TO PLAY

### Turn Order

1. Roll for Initiative
2. Activation
  - a. Move Active Vehicle
  - b. Attack with Active Vehicle
  - c. Next Available Vehicle Activates
3. Round End

### ROLL FOR INITIATIVE

Each player rolls 1d6. The player with the highest result starts first.

### MOVE

A player does not have to perform a Move action. If the player forfeits their Move action, move to the Attack action.

The active player chooses one of their available vehicles to move. Roll 1d6 for each Life Symbol remaining on that Vehicle Card.

Steel Fleet Warfare

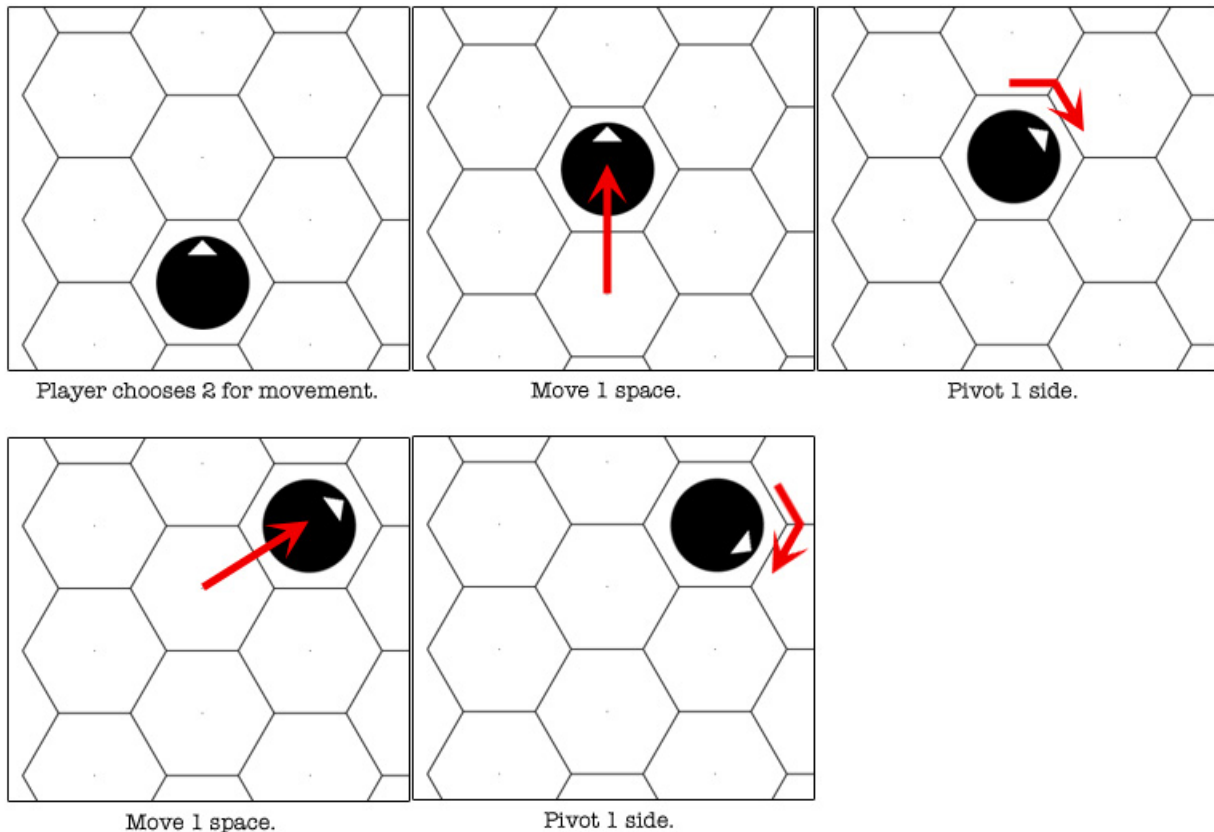
By Alexander Shen (alexandershen.com) / Shen Games (shengames.com)

The player chooses one of the die results. The result chosen is how many spaces the player moves. The player must move the full amount shown on the die result.

*Example: The active player rolls 2d6 and rolls a 3 and a 5. The active player chooses the 3. Now the player must move their vehicle 3 spaces.*

### MOVEMENT SPECIFICS

1. The vehicle moves a space directly forward or backwards.
2. The vehicle may then pivot once, changing the facing direction of the Vehicle Token. This pivot corresponds to an adjacent octagonal side. The vehicle does not have to pivot.
3. Repeat until the full movement is reached.



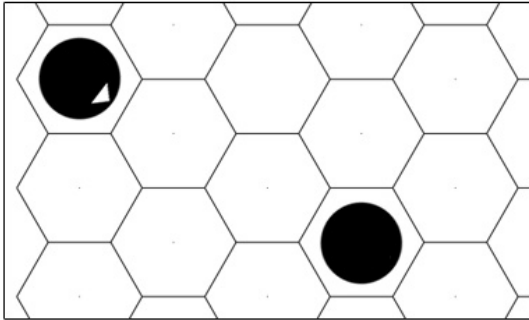
Vehicles may move through other vehicles, but may not end their movement on the same spot of another Vehicle Token. If the Vehicle Token must end its movement on the same spot of another Vehicle Token, the active player's vehicle has performed a Ram Attack.

### RAM ATTACK

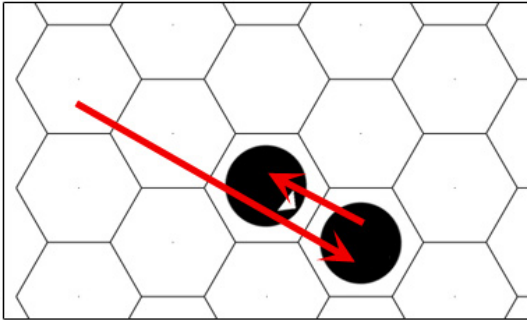
When a vehicle performs a Ram Attack, that vehicle forfeits its standard Attack action.

Place the ramming Vehicle Token on the space prior to the target Vehicle Token. The players of the ramming Vehicle Token and the target Vehicle Token each roll 1d6. The lower die result takes 1d8 of damage. If both dice rolls are tied, both vehicles take 1d8 of damage.

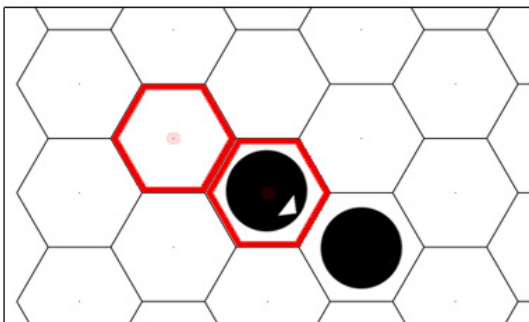
If the ramming Vehicle Token has moved in a straight line before reaching the target Vehicle Token, it gets a bonus to its 1d6 roll for each space between the origin and the target space.



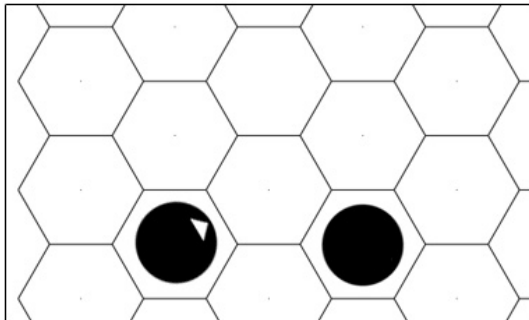
Player chooses 3 for movement.



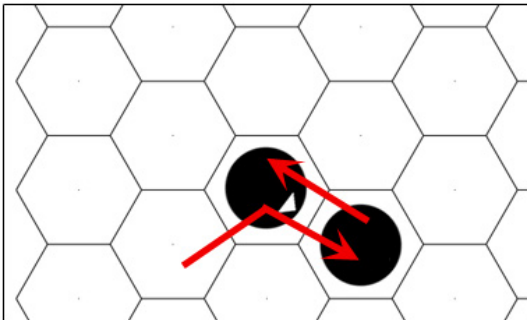
Player moves 3. Since the final target space is occupied, the player places their Vehicle Token on the space prior to the target Vehicle Token.



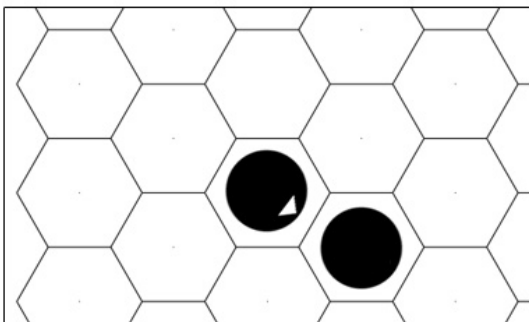
Player receives a +2 bonus for traveling across 2 spaces in a straight line.



Player chooses 2 for movement.



Player moves 2. Since the final target space is occupied, the player places their Vehicle Token on the space prior to the target Vehicle Token.



Player receives no bonus since it did not travel across spaces in a straight line.

## **ATTACK ACTION**

As long as the vehicle has a Gun Symbol or Rocket Symbol it can use that attack type, otherwise it can only use Ram Attacks.

### **GUN ATTACK**

The active player chooses a space within 2 spaces directly ahead of the active vehicle (RNG 2).

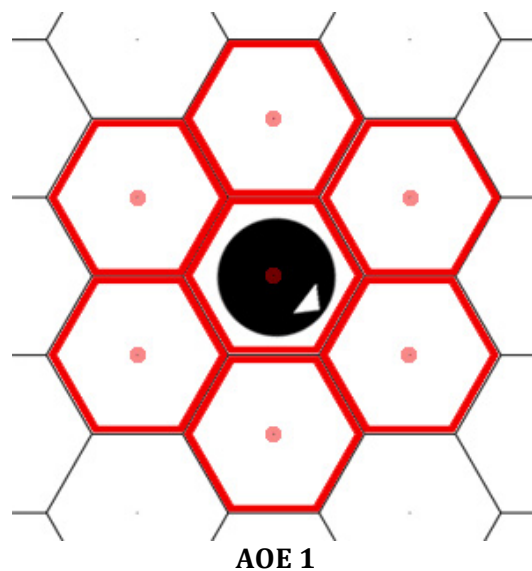
Roll 1d8 for each available Gun Symbol on the active player's Vehicle Card. The player chooses which result to damage its opponent.

### **ROCKET ATTACK**

The active player chooses a space within 5 spaces of the active vehicle (RNG 5). This is where the rocket lands. It has an area of effect of 1 (AOE 1). This means that everything on that space and directly adjacent to that space are hit with the rocket.

Roll 1d8 for each available Rocket Symbol on the active player's Vehicle Card for each target hit by the rocket. The player chooses which result to damage its opponent.

Once the rocket has been launched, cross it off the Vehicle Card.



## **DAMAGE**

When damage is dealt to a vehicle, the number shown on the die roll corresponds to the space on the Vehicle Card in which damage is done. Cross off that space on the Vehicle Card.

If the space on the Vehicle Card is already crossed off, move to the next available space in sequential order.

If both Life Symbols are crossed off, even if there are other spaces remaining, that vehicle is immediately destroyed.

## **TURN END**

After the active player has activated their vehicle, that vehicle's turn ends. The next player then activates one of their vehicles. Players continue to switch off activating vehicles until all vehicles have been activated once.

Once all vehicles have been activated once, the round is over and players Roll for Initiative again.

## **FAQ**

**Q: The target vehicle has boxes 3 and 4 crossed off on the Vehicle Card. The active player rolls 2d8 and gets a 3 and a 4. What is the box to cross off next?**

**A:** The rules state that the next box in sequential order is to be crossed off. In this example, the next available box is 5. Even though 2d8 were rolled, the next sequential box is 5 for both dice rolled.

**Q: What is a Gun/Rocket Hybrid Symbol?**

**A:** This Symbol means it can be used as either a Gun Attack or a Rocket Attack. If it is used as a Rocket Attack, the player must cross it off after using it as if it were a standalone Rocket Symbol. It can no longer be used as an additional Gun Symbol.

**Q: Any words of advice?**

**A:** Don't crowd your vehicles around an enemy vehicle. If a rocket gets launched your way, that's damage against all of your vehicles.