

Flick Fleet

Frequently Asked Questions

This is a list of questions about the rules that we have received from fans of the game, if your question isn't answered here please email jack@eurydicegames.co.uk and we'll answer it and add it to the list!

Combat

What happens if a die jumps over a ship without hitting it?

That counts as a hit. If the ship is the first item the die hits (and the die doesn't leave the play area) the ship will take damage.

What happens if a die hits a mine and then leaves the play area?

The mine is returned to its original place and does not explode.

What happens if a die hits a cloaked ship and knocks it out of play?

As long as the die doesn't leave the play area, if a cloaked ship is knocked off the table it has fled. If it was hiding around the edge of the battle while cloaked the commanding officer must have been particularly cowardly, hence having to make evasive manoeuvres while cloaked pushed them over the edge and they fled.

Movement and Ramming

What happens if I accidentally flick my ship out of the play area?

They have run away and it is removed from the game.

What happens if I accidentally knock another ship out of the play area during movement?

If you knock a ship out of play during your movement without declaring a ramming attempt it is returned to the play area at least 5cm from the edge of the play area and as close as possible to where it was before it was knocked out.

If I ram with a wing, how much damage does it take?

A wing that rams (performs a kamikaze action) is totally destroyed, regardless of the number of pieces it had.

Does ramming count as a Movement action? Can I ram and move as my two different actions?

Ramming is a special type of movement, but is movement, so you cannot ram and move in the same turn with a ship.

Can a cloaked ship ram?

Yes.

Mines

What happens if a mine is knocked out of play by a die or ship?

If hit by a die that remains in the play area or a ship, the mine explodes at the point where it was hit.

What happens if a mine hits another mine during its launch action?

The launching mine is destroyed without exploding, but the hit mine explodes.

If a mine is hit and moved, where does it explode?

Providing the hit wasn't from a die that left the table (nothing happens), then the mine explodes where it stops, unless it was knocked out of play, when it explodes where it started.

If a mine is lies inside the blast radius of an exploding mine, does it explode?

Yes, chain reactions are possible.