

# ***FlickFleet*** ***Box of Xeno Flicks 1***



## **Rulebook**

Extra ships for the alien fleets from FlickFleet: Xeno Wars

By Jackson Pope, Paul Willcox,

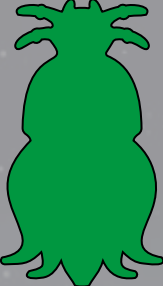
Richard Gaisser, and Nicholas Wachewski

A 10-20 minute game for 2-4 players aged 8+.

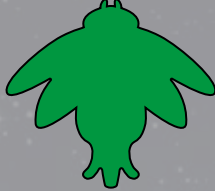
This Box of Xeno Flicks 1 expansion extends both of the alien factions from FlickFleet: Xeno Wars with lots of new ships (requires the FlickFleet or FlickFleet: Xeno Wars game to play).

# Components


Two fleets of acrylic ships: Hive (green) and Storm (purple):




Queenling




Swarm



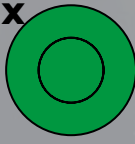
Shedder




Formiculs




Mites



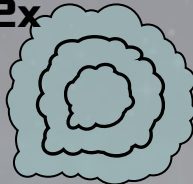
Drones




Rifter



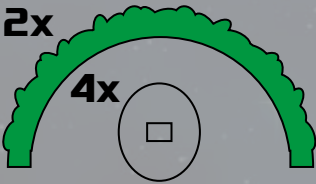
Cocoon




Acid clouds



Bursters



Rings and supports



Cordyceps

2x


4x

2x


2x

4x


24 ship dashboards.



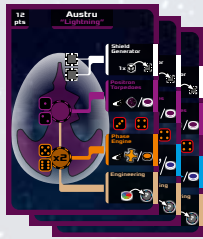
Queenling  
18 pts




Cordyceps  
17 pts



Bursting  
2 pts



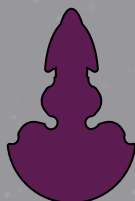
Austru  
12 pts



Turret  
4 pts

2

## Storm



Bora



Kaver



Austru



Levanter

**3x**



Turrets



Stealthed  
Kaver

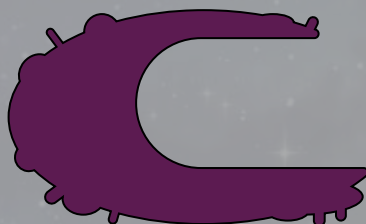


Phase Beacon  
token

**2x**



Smart  
Torpedo  
token



Dock

**4x**



Squalls



Harmattan

## Neutral



Burster / Turret blast template

In addition there are:

- Wooden discs representing ship locations - 27 blue, 15 purple, 14 orange, 12 green, 5 yellow, and 4 red.
- Wooden cubes representing ship status - 36 green, 31 purple, 26 grey, and 21 white.
- This rulebook

## New Rules

**FlickFleet:** Box of Xeno Flicks 1 adds seven new ship classes to each of the two alien factions from FlickFleet: Xeno Wars. Many of the new ships add new rules, or subtly different versions of existing rules from Expansion 1, Box of Flicks 1, and Box of Flicks 2. These are all explained below, with differences from the human equivalents highlighted in italics.

### Detonate (Hive Burster) / Self-Destruct (Storm Turret)

**Note:** You may not use the blast template to check whether any piece is in range of it during the game, only at the point the ship detonates / self-destructs.

When you activate the Detonate / Self-Destruct location, place the blast template on top of the active ship so the active ship is in the middle of the etched central circle. Any temporary obstacles that overlap with the blast area template are destroyed and removed from play. Any ships that overlap with the template suffer a hit from Nukes: roll a D6 for each ship and do two damage (shields first, if any) to the location shown by the die result. Then remove the active ship and the blast template from play.

### Control (Hive Cordyceps)

When you activate the Control location, choose an opponent's ship that has at least one green boarding cube on its dashboard. Choose one weapons location (one that requires a die flick to attack another ship) on that ship's dashboard that has at least one disc remaining, and activate that location as if you were the ship's owner. You get to use the weapon location to attack any targets of your choice, and you get to fire as many times as there are discs remaining on the location.

### Spit (Hive Formicul)

When you activate the Spit location, take the small acid cloud piece from the ship's supply and place it touching the active ship. Then flick the acid cloud away from the ship. If during the initial flick it collides with anything, roll a D6 and do three damage (shields first, if any) to the ship or scenery it collided with. Then remove the acid cloud from the table and return it to the ship's supply - it can be re-used next turn. If it doesn't collide with anything during the initial flick, leave it in play.

#### Acid clouds

At the end of each round, check for acid clouds in play. If there are any large acid cloud pieces in play, remove them. Then, if there are any medium acid clouds in play, remove them and replace them with large acid clouds. Finally, if there are any small acid clouds in play, remove them and replace them with medium acid clouds. All acid clouds removed in this way are returned to the ship's supply.

If anything collides with an acid cloud during the game, it will take damage as follows:

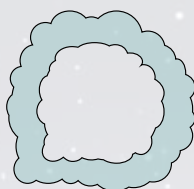
- Small acid cloud: roll a D6 and deal three damage to the resulting location,
- Medium acid cloud: roll a D6 and deal two damage to the resulting location,
- Large acid cloud: roll a D6 and deal one damage to the resulting location.



Small acid cloud  
3 damage



Medium acid cloud  
2 damage



Large acid cloud  
1 damage

After an acid cloud deals damage, remove it from play and return it to the ship's supply. Formiculs can launch an acid cloud every round - they do not need to wait for previously launched ones to dissipate.

## Mind (Hive Queenling)

When you activate the Mind location, choose another ship under your control and take one action from the ones available on its dashboard. It cannot take the action if it has no remaining discs on a location that usually has discs. If the location allows multiple uses for multiple discs, you may use it as many times as there are remaining discs as usual.

## Spin (Hive Rifter)

When you activate the Spin location, take a ring base piece from the ship's supply and place it touching the active ship. Then flick the ring base away from the ship. If during the initial flick it collides with anything, return it to the ship's supply - it can be re-used in a subsequent turn. If it doesn't collide with anything during the initial flick, place the ring piece so that one end of it slots into the flicked base, with another base supporting the other end.

## Rings

The ring is a static, permanent obstacle, with a special rule:

- if it gets moved by anything, return it to its original place;
- it cannot be damaged by anything;
- any die that hits it first deals no damage to anything else it hits; and
- any **non-Hive** ships that touch the ring or its base are destroyed (Hive ships suffer no effect from a collision).



The Rifter has two ring pieces, and once it has deployed both, it can no longer use the Spin location. Once both rings are in place a Rift space wormhole is created that allows Hive ships to pass between the gates:

- if a Hive ship passes through one of the ring pieces, place it in the middle of the other ring piece and then perform a second move action as a free action;
- if a non-Hive ship passes through one of the ring pieces without touching it, nothing happens.

## Cocoon (Hive Shedder)

When you activate the Cocoon location, either:

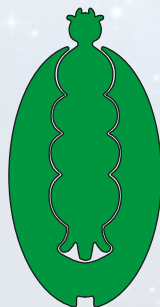
- If the Cocoon piece is not in play, place the Cocoon around the Shedder model;
- If the Cocoon piece is around the Shedder model, move the Shedder model so it is outside the Cocoon piece, but touching it;
- If the Cocoon piece is in play, but not around the Shedder model, you may not use the Cocoon location.

## Pupate (Hive Shedder)

If the Cocoon piece is around the Shedder model, you may move one hull cube from the Shedder to the Cocoon piece, per remaining disc on the Pupate location.

### Cocoon

While the Cocoon piece is around the Shedder model, the Shedder cannot use the Move or Infect locations. While the Cocoon piece is around the Shedder model, any hits to the Cocoon piece or the Shedder model remove a cube from the Cocoon first if present, otherwise they damage the Shedder as normal.



Once the Shedder model has moved out of the Cocoon, the Cocoon becomes a permanent, static obstacle. On its turn, as a free action, any Hive ship within 10 cm (4 inches) of the Cocoon may remove a hull cube from the Cocoon and add it to their dashboard (whether or not that ship has an empty hull cube space). You can measure 10cm using the width of a small or medium dashboard.

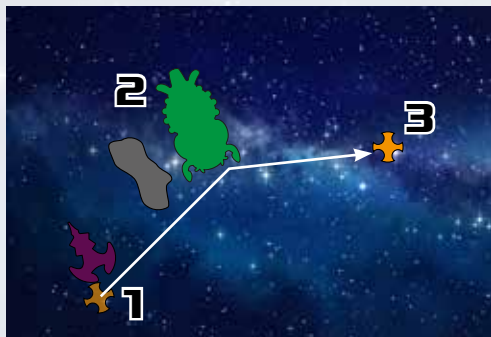
When the last hull cube is removed from the Cocoon, remove the Cocoon piece from play. The Shedder may now use the Cocoon action again to create a new Cocoon piece.



## Phase Engine (Storm Austru)

The Phase Engine allows the ship to travel short distances through hyperspace allowing the traversal of dangerous territory.

To activate the Phase Engine place the Phase Beacon token against the ship and flick it away from the ship. If the token touches anything during its move nothing happens to the token or any item(s) it collides with. When the token stops moving, the ship may, as part of the same action, optionally move so that its rear surface fits onto the token. The token is then removed, regardless of whether the ship moved to it or not. *Unlike the Imperium Phase Generator, the Austru initially has two discs on the Phase Engine and can use the Phase Engine as many times as it has discs in a single round. Like other Storm ships it can also split its Phase Engine moves around another action, such as firing Positron Torpedoes.*



*The Lightning wants a firing solution on the Mycelia, so it fires its Phase Beacon (1). The Phase Beacon bounces off the Mycelia (2) dealing no damage, before stopping in the perfect place (3). The Lightning may now move to the Phase Beacon. After firing, because it still has its second Phase Engine disc, it may use the Phase Engine to move away again.*

## Fabricate Turret (Storm Bora)

When you activate the Fabricate Turret location, add one Turret piece to the Turret space on the ship dashboard.

## Launch Turret (Storm Bora)

When you activate the Launch Turret location, take a Turret piece from the Turret space on the ship's dashboard and place it touching the launching ship. Note: If you don't have any Turret pieces on the Turret space on the dashboard, you cannot use this location.

Then flick the Turret away from the ship. If during the initial flick it collides with anything, remove the Turret from the table and return it to the ship's supply - it can be Fabricated again in a future turn. If it doesn't collide with anything during the initial flick, leave it in play and add a cube to it, so it can be activated this turn.

## Construction Dock (Storm Dock)

The Construction dock location can house partially built ships.

When you activate the Construction Dock location one of two things happen:

- If there **is** a ship in the construction dock you may add a disc to one of its locations (the ship cannot use those discs until launched at the beginning of a subsequent turn);
- If there is **no** ship in the dock you may begin construction of a new ship. Choose a Storm ship model and place it touching the arms of the Dock with its dashboard near the Dock's dashboard.

*Note: this is different from the human Shipyard, since it does not start the game with a ship under construction, but can be used over and over again during a game to build multiple ships.*

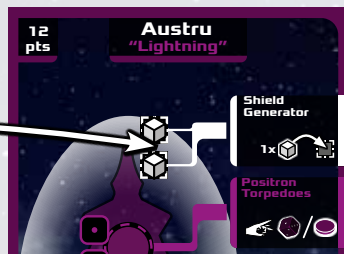
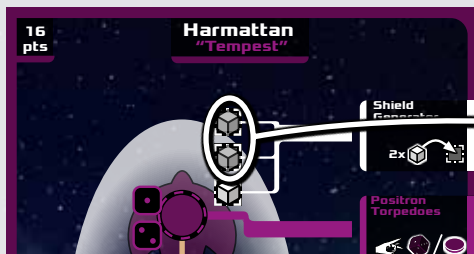
Ships under construction start with no shield cubes, discs or activation cubes and do not cost anything towards your fleet total. While under construction these ships do not receive activation cubes at the start of the round and cannot be activated.

The Dock's shields protect ships under construction - while the Dock has shield cubes remaining, hits to the Dock or the ship under construction will remove a Dock shield cube. Once the Dock's shield cubes are gone, any hits to the ship under construction damage the ship itself.

Docked ships can be launched at the beginning of any turn by adding an activation cube to them and moving them 1cm / 1/2" away from the Dock. From that point on they count as ordinary ships in play. You can launch ships under construction before they have all their discs (and regardless of shield disc, they always launch with no shield cubes of their own).

## Shield Buffer (Storm Harmattan)

When you activate the Shield Buffer location, move any number of shield cubes from the active ship's shields to a single friendly ship's shield spaces. You cannot transfer cubes beyond the target ship's normal maximum shield strength.





## Stealth Engines (Storm Kaver)

The Stealth Engines location allows a ship to cloak, making it significantly harder to hit. Activating the Stealth Engines either:

- switches the ship between cloaked and uncloaked forms: swap the purple ship model for the transparent one or vice versa. The replacement model must be placed in the same location and facing the same direction; or
- move, by flicking the rear curved surface of the ship.

While decloaked, the ship is represented by a normal purple ship model and the usual rules apply.

While cloaked, the ship is represented by a transparent model and **cannot fire any weapons**, but is harder to hit: an attack die only damages the ship if it ends up **touching** (including on top of) the transparent acrylic model - if the die is so close you cannot slide a ship dashboard between them without moving the die or the ship it counts as touching. A hit that bounces off and ends up not touching is considered a miss. While cloaked, the ship also cannot be rammed but it is damaged by area effects such as mines and acid clouds as normal.

If the ship's Stealth Engines location is damaged while it is cloaked, decloak the ship (replace the transparent model with the purple one).

*Unlike the Imperium Stealth Drive, the Kaver initially has two discs on the Stealth Engine and can use the Stealth Engine as many times as it has discs in a single round. Like other Storm ships it can also split its Stealth Engine actions around another action, such as firing Positron Torpedoes.*

## Smart Torpedoes (Storm Levanter)

Smart torpedoes are homing torpedoes that track a target over two turns.



Smart Torpedo token

Flick fire a D6 from the top of the ship as normal, but if it doesn't hit anything, remove the die from the table and replace it with a 15mm Smart Torpedo token. This token remains in play unless anything collides with it, when it is destroyed (dealing two damage to the item that hit it).

At the start of the next round, place an activation cube on the smart torpedo token. When you activate the token, place a D6 on top of it and flick fire again, then remove the token from play. The second shot can be at any ship, and acts like a normal *Positron Torpedo shot* (deal 1 damage to the die result location, and then roll again and deal another damage to the second die result location), if you miss the second time it is **not** replaced by the token again.

## Optional Extras

The following scenery item is not included in Box of Xeno Flicks 1, but was an optional extra that was available at the same time. Its rules are included here for completeness.

### Planet

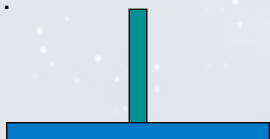
The planet and its ring are static, permanent obstacles:

- They cannot be moved, if moved accidentally return them to their original location,
- They cannot be damaged, any die that hits them first does no further damage,
- Any ships that collide with them during their move are destroyed.

### Assembly

1. Place the largest planet disc flat on the table and then place the rod in the hole in the disc's centre.
2. Add the planet rings on top, sliding them over the rod in descending order of size.
3. Place the oval ring bases either side of the planet.
4. Slot the ring supports into the holes in the ring bases.
5. Slide the ring into the slots on the ring supports.

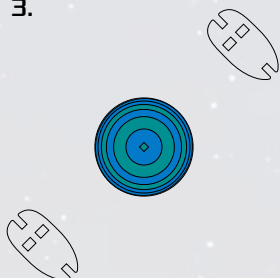
1.



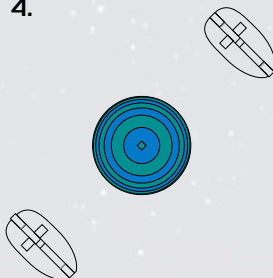
2.



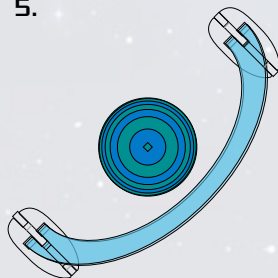
3.



4.



5.



## Hive Ship definitions

### Burster (2 points)

*Small*

Hull cubes: 1, Boarding cubes: 2

Locations:

- 1: Infect: Flick fire one D10 attack die per remaining disc
- 2: Detonate: Destroy the ship, damaging all nearby ships
- 3, 4, 5: Weak spot: No disc
- 6: Move: Move by flicking one of the rear tentacles

See page 4 for Detonate rules.



### Cordyceps (17 points)

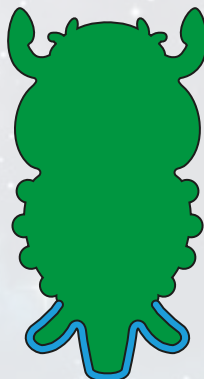
*Small*

Hull cubes: 2, Boarding cubes: 4

Locations:

- No number: Heal: Repair a damaged location and/or return a hull cube
- 1, 2: Infect: Flick fire one D10 attack die per remaining disc
- 3: Control: Use a weapon on a boarded ship
- 4, 5: Weak spot: No disc
- 6: Move: Move by flicking one of the rear tentacles

See page 4 for Control rules.



### Formicul (12 points)

*Small*

Hull cubes: 2, Boarding cubes: 0

Locations:

- No number: Heal: Repair a damaged location and/or return a hull cube
- 1, 2: Spit: Flick a small acid cloud
- 3, 4, 5: Weak spot: No disc
- 6: Move: Move by flicking one of the rear tentacles

See pages 4 & 5 for Spit rules and acid cloud rules.



Queenling (28 points)

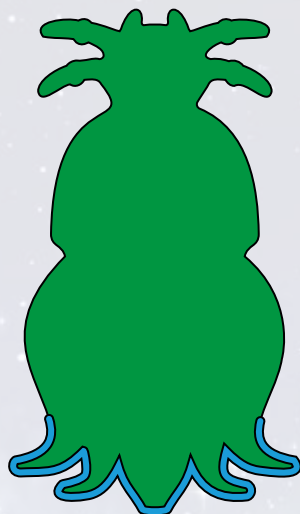
*Large*

Hull cubes: 2, Boarding cubes: 8

Locations:

No number: Heal: Repair a damaged location  
and/or return a hull cube

- 1, 2: Infect: Flick fire one D10 attack die per remaining disc
- 3: Grow: Add one drone wing per remaining disc to the drone space
- 4: Birth: Launch one drone wing from the drone space per remaining disc
- 5: Mind: Take an action with a friendly ship
- 6: Move: Move by flicking one of the rear tentacles



See page 5 for Mind rules.

Rifter (10 points)

*Small*

Hull cubes: 2, Boarding cubes: 4

Locations:

No number: Heal: Repair a damaged location  
and/or return a hull cube

- 1, 2: Infect: Flick fire one D10 attack die per remaining disc
- 3: Spin: Flick a ring base and build a ring
- 4, 5: Weak spot: No disc
- 6: Move: Move by flicking one of the rear tentacles



See pages 5 & 6 for Spin and Ring rules.



### Shedder (18 points)

*Small*

Hull cubes: 2, Boarding cubes: 4

Locations:

No number: Heal: Repair a damaged location and/or return a hull cube, **or return two hull cubes**

- 1, 2: Infect: Flick fire one D10 attack die per remaining disc
- 3: Cocoon: Create or exit the Cocoon piece
- 4, 5: Pupate: Move one hull cube onto the Cocoon piece per remaining disc
- 6: Move: Move by flicking one of the rear tentacles



See page 6 for Cocoon and Pupate rules.

### Swarm (20 points)

*Small*

Hull cubes: 2, Boarding cubes: 8

Locations:

No number: Heal: Repair a damaged location and/or return a hull cube

- 1, 2: Infect: Flick fire one D10 attack die per remaining disc
- 3: Grow: Add one Mite per remaining disc to the mite space
- 4: Birth: Launch one Mite from the mite space per remaining disc
- 5: Weak spot: No disc
- 6: Move: Move by flicking one of the rear tentacles



### Mites

Hull cubes: 0, Boarding cubes: 0

Mites can only move by flicking anywhere around the outside. If they collide with anything during their move, roll a D6 and deal two damage to that location (shields first, if any), then remove the Mite from play.



If anything hits a Mite when it is not moving, the Mite is destroyed and no damage is dealt.

## Storm Ship definitions

**Note:** All the new Storm ships, except the Dock and the Turret which cannot move, have the Lightning Strike special rule: If they have both Engines/Phase Engines/Stealth Engines discs remaining, they may split the two moves around another action, e.g. move in, fire a weapon and then move out.

### Austru (12 points)

*Small*

Shield cubes: 2

Locations:

No number: Engineering: Repair a damaged location

No number: Shield Generator: Restock 1 white shield cube

1, 2: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

3, 4: Weak spot: No disc

5, 6: Phase Engine: Flick launch the Phase Beacon token once per remaining disc

See page 7 for Phase Engine rules.



### Bora (25 points)

*Large*

Shield cubes: 2

Locations:

No number: Engineering: Repair a damaged location

No number: Shield Generator: Restock 1 white shield cube

1: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

2: Fabricate Turret: Add one Turret per remaining disc to the turret space

3: Launch Turret: Launch one Turret from the turret space per remaining disc

4: Weak spot: No disc

5, 6: Engines: Move by flicking the back curved edge once per remaining disc

See page 7 for Fabricate Turret and Launch Turret rules.





Turret (5 points)

*Small*

Shield cubes: 1



Locations:

No number: Self-Destruct: Destroy the ship, damaging all nearby ships

No number: Shield Generator: Restock 1 white shield cube

1, 2: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

3-6: Weak spot: No disc

See page 4 for Self-Destruct rules.

Dock (33 points)

*Large*

Shield cubes: 3, Hull cubes: 2

Locations:

No number: Engineering: Repair a damaged location

No number: Shield Generator: Restock 2 white shield cubes

1, 2: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

3, 4: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

5, 6: Construction Dock: Add a disc to a ship under construction, or start constructing a new ship

See page 8 for Construction Dock rules.



Harmattan (16 points)

*Small*

Shield cubes: 3

**Locations:**

No number: Engineering: Repair a damaged location

No number: Shield Generator: Restock 2 white shield cubes

1, 2: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

3: Shield Buffer: Move shield cubes to a friendly ship

4: Weak spot: No disc

5, 6: Engines: Move by flicking the back curved edge once per remaining disc



See page 8 for Shield Buffer rules.

Kaver (15 points)

*Small*

Shield cubes: 2

**Locations:**

No number: Engineering: Repair a damaged location

No number: Shield Generator: Restock 1 white shield cube

1, 2: Positron Torpedoes: Flick fire one D6 attack die per remaining disc

3, 4: Weak spot: No disc

5, 6: Stealth Engines: Move by flicking the back curved edge or cloak / decloak once per remaining disc



See page 9 for Stealth Engine rules.

Levanter (14 points)

*Small*

Shield cubes: 2

Locations:

No number: Engineering: Repair a damaged location

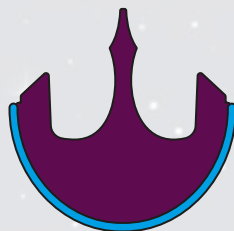
No number: Shield Generator: Restock 1 white shield cube

1, 2: Smart Torpedoes: Flick fire one D6 attack die  
per remaining disc

3, 4: Weak spot: No disc

5, 6: Engines: Move by flicking the back curved edge  
once per remaining disc

See page 9 for Smart Torpedo rules.



Squall (5 points)

*Small*

Shield cubes: 1

Locations:

No number: Shield Generator: Restock 1 white shield cube

1: Positron Torpedoes: Flick fire one D6 attack die  
per remaining disc

2-4: Weak spot: No disc

5, 6: Engines: Move by flicking the back curved edge once per remaining  
disc



## Hive Quick Reference

### Detonate (page 4)

Place the blast template on top of the active ship and deal 2 damage to everything touched by the blast template, then remove the active ship and the blast template from play.

### Control (page 4)

Activate one weapons location on enemy ship with at least one boarding cube.

### Spit and acid clouds (page 4-5)

Flick the small acid cloud away from the ship. It does three damage to anything it collides with. If it doesn't collide with anything during the initial flick, leave it in play - it will grow larger (and do one less damage) each round.

### Mind (page 5)

Choose a friendly ship and take one action with it.

### Spin and rings (page 5-6)

Flick the ring base away from the ship. If it doesn't collide with anything, place the ring piece so that one end of it slots into the flicked base, with another base supporting the other end. Once both are built Hive ships can teleport between the rings.

### Cocoon / Pupate (page 6)

- Cocoon action either places the Cocoon around the Shedder, or moves the Shedder out of the Cocoon.
- Pupate action moves one hull cube from the Shedder to the Cocoon piece per remaining disc on the Pupate location.

The Cocoon piece protects the Shedder model while the Shedder is inside, but the Shedder cannot move or fire weapons.

Once the Shedder model has moved out of the Cocoon, the Cocoon becomes a permanent, static obstacle. Hive ships within 10 cm (4 inches) of the Cocoon may then, as a free action, remove a hull cube from the Cocoon and add it to their dashboard (whether or not that ship has an empty hull cube space).

When the last hull cube is removed from the Cocoon in this way, remove the Cocoon piece from play.

## Storm Quick Reference

### Self-Destruct (page 4)

See Detonate overleaf.

### Phase Engine (page 7)

Flick the Phase Beacon token away from the ship. If the token touches anything during its move nothing happens. The ship may move so that its rear surface fits onto the token. Then remove the token. The Austru can use the Phase Engine as many times as it has discs and can split its moves around another action.

### Launch Turret (page 7)

Take a Turret piece from the Turret space on the ship's dashboard and flick it away from the ship. If it collides with anything, remove the Turret from the table. Otherwise, leave it in play and add an activation cube to it.

### Construction Dock (page 8)

- Add a disc to the dashboard of the ship in the Dock; or
- Begin construction of a new ship, it starts with no shield cubes or discs.

The Dock shields protect ships under construction.

Docked ships can be launched at the beginning of any turn by adding an activation cube to them and moving them 1cm / 1/2" away from the Dock.

### Shield Buffer (page 8)

Move any number of shield cubes from the Harmattan's shields to a single friendly ship's shield spaces. You cannot transfer cubes beyond the target ship's normal maximum shield strength.

### Stealth Engines (page 9)

- Switch the ship between cloaked and uncloaked forms; or
- Move, by flicking the rear curved surface of the ship.

While cloaked, the ship is represented by a transparent model and **cannot fire any weapons**, but an attack die only damages the ship if it ends up **touching** the ship. It cannot be rammed but it is damaged by area effects as normal.

### Smart Torpedoes (page 9)

Flick fire a D6 as normal, but if it doesn't hit anything, remove the die from the table and replace it with a Smart Torpedo token. This token will deal 2 damage to anything that collides with it. At the start of the next round, place an activation cube the token. When you activate the token, fire again from the new location.

Quick references on previous pages.

## Want more scenarios?

You can find more scenarios at:

[www.eurydicegames.co.uk/games/flickfleet/scenarios.html](http://www.eurydicegames.co.uk/games/flickfleet/scenarios.html)



## Dedication

To our wives and families for the support and patience!

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