



## Summary

FlickFleet Campaign is a set of rules to go with the game FlickFleet to provide a way to wage a war instead of only individual battles/scenarios. Campaign ties multiple battles together in a war for territory; each win or loss affects your overall position in the war.

## Time to Play

A campaign can include dozens of battles before the final victory and may take significant time to complete, but you can pause the game between battles and pick it up later, spreading the campaign out over weeks or even months.

## Setup

1. Choose and print a Galactic Grid map. If using a blank map, add Home Planets, starting territory, and Points of Interest.
2. Each player chooses a home planet and a fleet Faction.
3. Set your Fleet Power in each of your sectors to 30 (write 30 in each sector).
  - a) Use colored pencils or colored tokens to track which player controls each sector.
  - b) For a shorter or longer game, adjust the base Fleet Power.
  - c) You may choose to give a weaker or less experienced player a boost of 5-10 per sector.
4. Choose an Objective, below.
5. Begin.

## Objectives

Prior to starting the game, choose one of the following objectives and conditions for Victory.

### Invasion

The first player to capture an enemy's home planet is the winner.

### Supremacy

The first player to earn **150 Victory Points (VP)** is the winner. For a longer or shorter game, adjust the number of points needed to win.

- Earn VP equal to an enemy ship's value when you destroy that ship.
- Earn 10 VP when you take control of a sector.
- If one of your ships flees a battlefield for any reason, lose VP equal to the ship's value.

### Expansion

The first player to control the target number of sectors wins. These numbers are based on the prepared maps at the end of the book. For a longer or shorter game, adjust the number of sectors needed to win.

**5-6 Players: 8 Sectors | 4 Players: 10 Sectors | 3 Players: 9 Sectors | 2 Players: 14 Sectors**

### Domination

When you capture another player's Home Planet, they lose and you gain all of their territory and half of their Fleet (reduce Fleet Power in all captured sectors by half).

The last player left standing is the winner.

## How to Play

Campaign play is split into three phases: Strategize, Battle, and Reconciliation. Players first choose how to deploy their fleet on the Galactic Grid, resolve any conflicts, and then reconcile all the changes before making their next move (see Turn Phases below).

### Negotiation

Players may work together, negotiate, and make trades. Players may agree to defend a sector together, invade a sector together, turn over some of their fleet to another player (include in Plan on Redeploy), or even to turn over entire sectors to another player.

### Sector Control

You must have at least 1 Fleet Power in a sector to control it. If you move all Fleet Power out of a sector, that sector is abandoned.

## Turn Phases

### PHASE 1: STRATEGIZE

In the Strategize phase, all players plan their next move on the Galactic Grid at the same time. Each player secretly writes down their plan, and then all players reveal their plans and update the Galactic Grid to show the fleet movements and territory.

#### Plan

Make a plan for your turn, taking one of the Actions below ( **Recruit Fleet**, **Redeploy Fleet**, or **Destroy Facility** ), and write down the details. All players will reveal their plan at the same time, and all Actions happen simultaneously.

- **Other Details:** You may include additional details to a plan, such as turning over ships and/or the to another player, an intent to not attack, etc.
- You **MUST** follow your plan. You have issued orders to your fleet and cannot change those orders until the next Strategize phase.

#### Recruit Fleet

Add 15 Fleet Power to your Home Planet Sector.

- If another player controls your Home Planet Sector (and you are not playing Domination), roll 3d6 (three six-sided die) and add that amount instead of 15.

#### Redeploy Fleet

**Target:** Choose a target sector. You may either move your fleet to this sector from any adjacent sectors, or you may send your fleet from this sector to any number of adjacent sectors. Sectors that only touch at the corners are considered adjacent.

#### Destroy Facility

**Target:** Choose a Sector with a Facility (Point of Interest marked with an \*). If you control this Sector at the end of Phase 3: Reconciliation, then that facility is destroyed and removed from the Galactic Grid.

## PHASE 2: BATTLE

Conduct a battle for any contested sectors according to the basic rules of FlickFleet. Your Fleet Power in the contested sector determines how many points you have to build your fleet for the battle.

You may choose a straight up fight or any scenario for the battle, but each player is limited to their Fleet Power. A player may choose to use less than their full Fleet Power; if they win and control the sector, the fleet power remains; if they lose the sector, then the unused Fleet Power is treated as Fleeing Ships (See Reconciliation).

If all fleets in a sector agree not to fight over the sector, then more than one fleet can be in the sector and territory does not change hands, even if the visiting fleet is stronger.

### Idle Hands - Optional Rule

Rather than have one or more players waiting around if they don't have another battle to fight this turn, you may choose to allow idle players to join an active battle as a third-party. If a third-party player joins a battle, they take their turn last and they get a Fleet Power equal to half of the lowest Fleet Power in the sector or less, reducing their fleet power in another sector an equal amount.

*Example: Player 1 (Fleet Power 16) and Player 2 (Fleet Power 20) are fighting over Sector 6. Player 3, with nothing else to do, joins the battle with Fleet Power 8 and reduces their Fleet Power in Sector 10 by 8.*

## PHASE 3: RECONCILIATION

Following any battles, reconcile the Territory and Fleet Power on the Galactic Grid.

- 1) **DESTROYED SHIPS:** Reduce Fleet Power in the sector equal to the value of all destroyed ships.
- 2) **FLEEING SHIPS:** For any ships which fled the battle, reduce the Fleet Power in this sector by the value of the ships which fled, then add Fleet Power to the closest friendly or neutral sector; if the ships were severely damaged (1/4 health or less), then only had half of their value to the Fleet Power in the new sector.
- 3) **TERRITORY:** If you are using colored tokens or another method to mark territory besides simply Fleet Power, then update your territory to match the new fleet deployment.

**Once Reconciliation is complete, go back to Phase 1: Strategize until someone wins.**

## Galactic Grid

The Galactic Grid map serves as the play area for the campaign. The Grid consists of a number of sectors in a circle. Each sector is numbered. 5 prepared maps and 3 blank maps can be found on the following pages.

### Home Planets and Starting Territory

The prepared maps have Home Planets and Starting Territory included. The shaded sectors only apply for Setup, once the campaign begins, that territory can be seized by other players. If using a blank map to create your campaign, you will need to determine the placement of Home Planets and starting territory.



### Points of Interest

The prepared maps have Points of Interest marked. If using a blank map to create your campaign, you will need to determine the placement of Points of Interest.

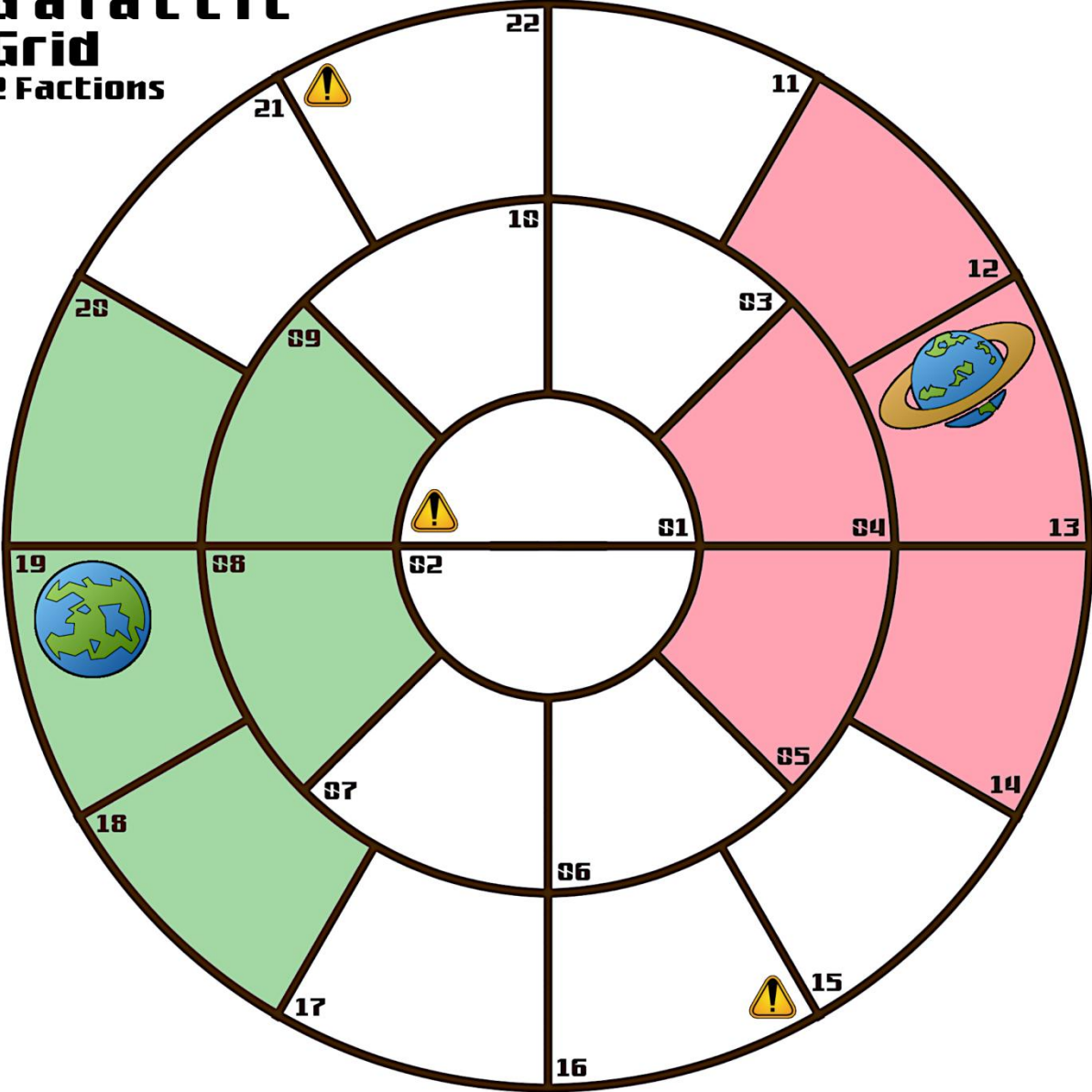
The FIRST time a fleet moves into a sector with a Point of Interest, roll a d10 (10-sided die) to determine what it is. Write it down on the sector for future reference.

1	<b>*Long-Range Sensor Platform</b>	After everyone has written down their plan, any players in control of an LRSP may peek at one other player's plan and then may change their own.
2	<b>*Military Fortification</b>	When this Sector is attacked, the Defender gets an extra 10 points when setting up the battle.
3	<b>*Fighter Factory</b>	Start all battles with an extra Fighter Wing (or equivalent) in play.
4	<b>*Bomber Factory</b>	Start all battles with an extra Bomber Wing (or equivalent) in play.
5	<b>*Weapons Factory</b>	Choose a Capital Ship at the start of each battle. That ship gains 1 Experimental Nuke which can be fired as part of an attack action (follow rules for Nukes).
6	<b>Subspace Anomaly</b>	Shields do not work in this Sector. Do not place any shield cubes.
7	<b>Black Hole</b>	Any fleet which enters this Sector is lost.
8	<b>Wormhole</b>	When this wormhole is discovered, use a random number generator to choose a 2 <sup>nd</sup> Sector on the Galactic Grid and add a wormhole to that sector. These two sectors are considered adjacent.
9	<b>Lost Ship</b>	Add 10 Fleet Power to this Sector.
10	<b>Pulsar</b>	At the start of each round in Battle, roll 1d6 and deal 1 damage to every ship (as if it had been hit by a d6 from a bomber).

\*Facility which can be Destroyed

# Galactic Grid

2 Factions



Objective \_\_\_\_\_

Player \_\_\_\_\_

Faction \_\_\_\_\_

Color \_\_\_\_\_

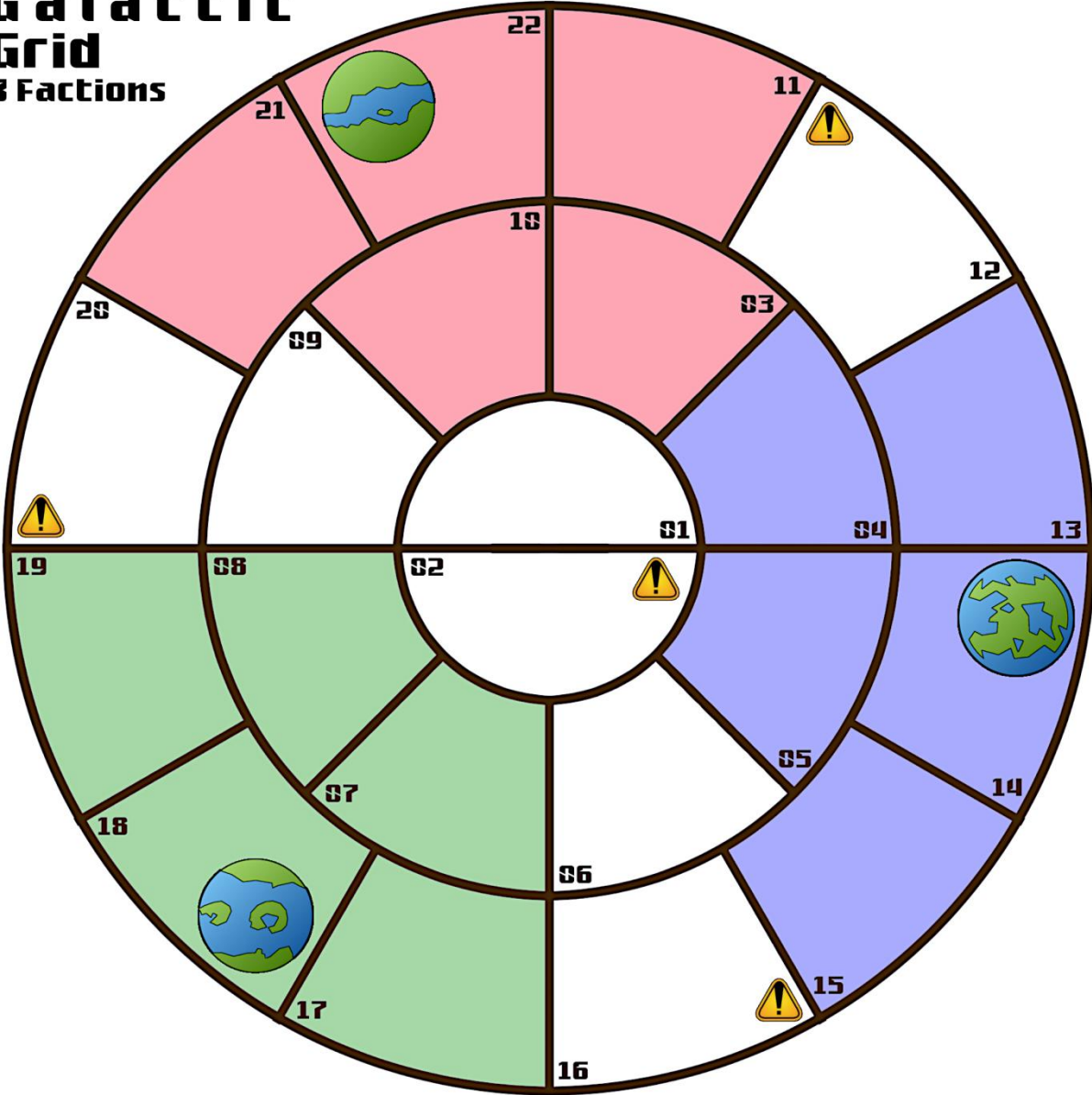
Player \_\_\_\_\_

Faction \_\_\_\_\_

Color \_\_\_\_\_

# Galactic Grid

3 Factions

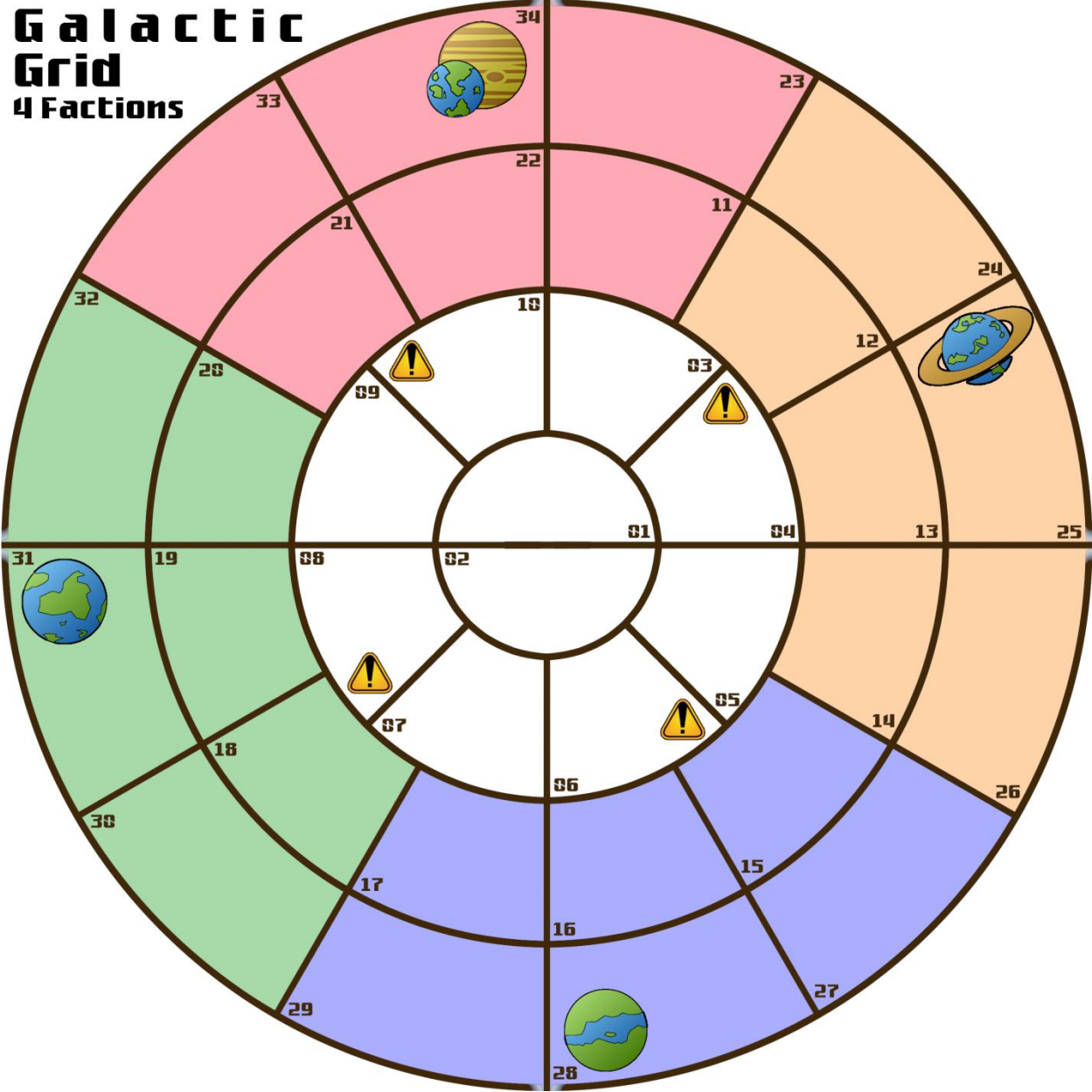


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

## 4 Factions

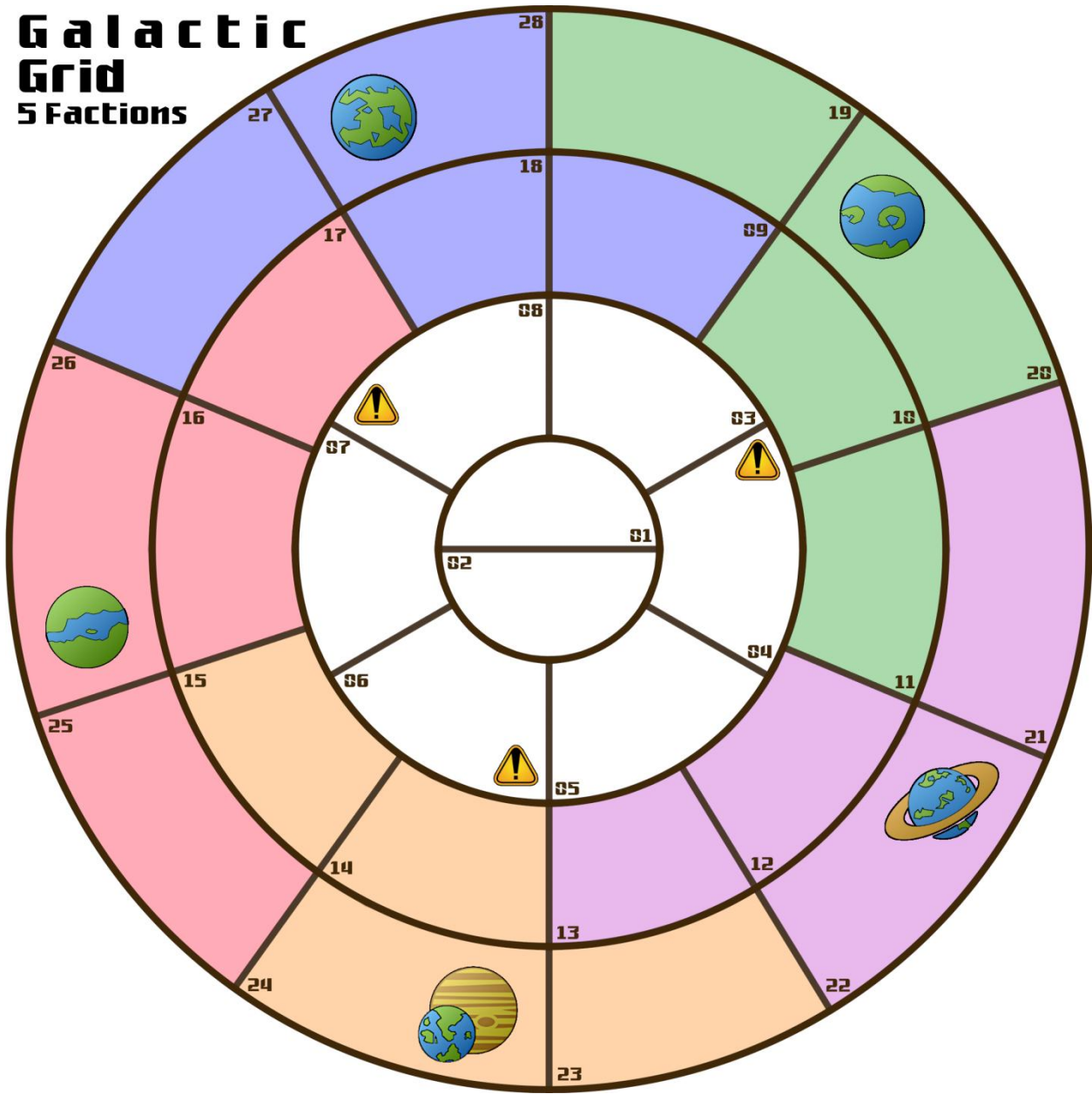


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

## 5 Factions

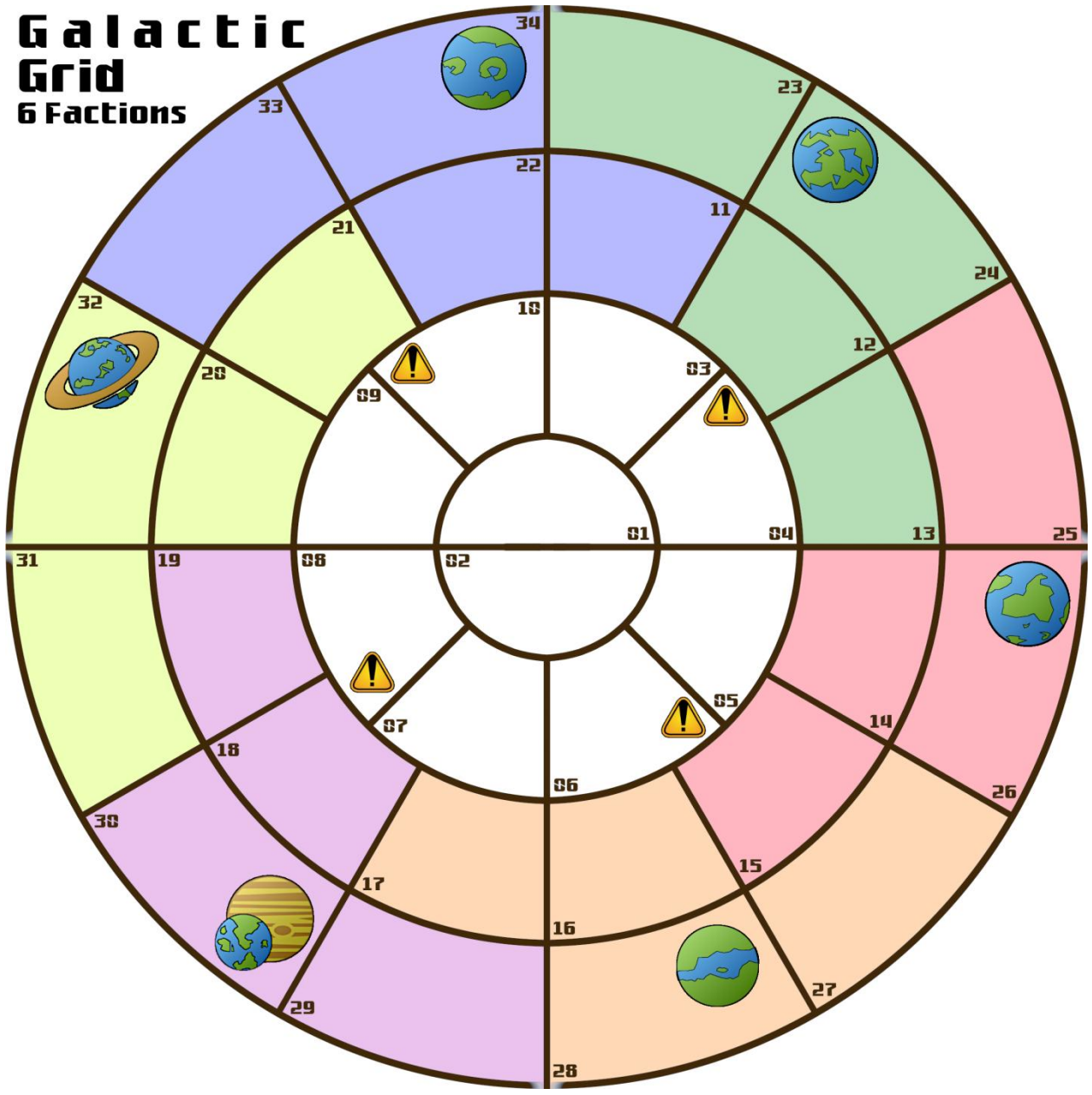


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

## 6 Factions

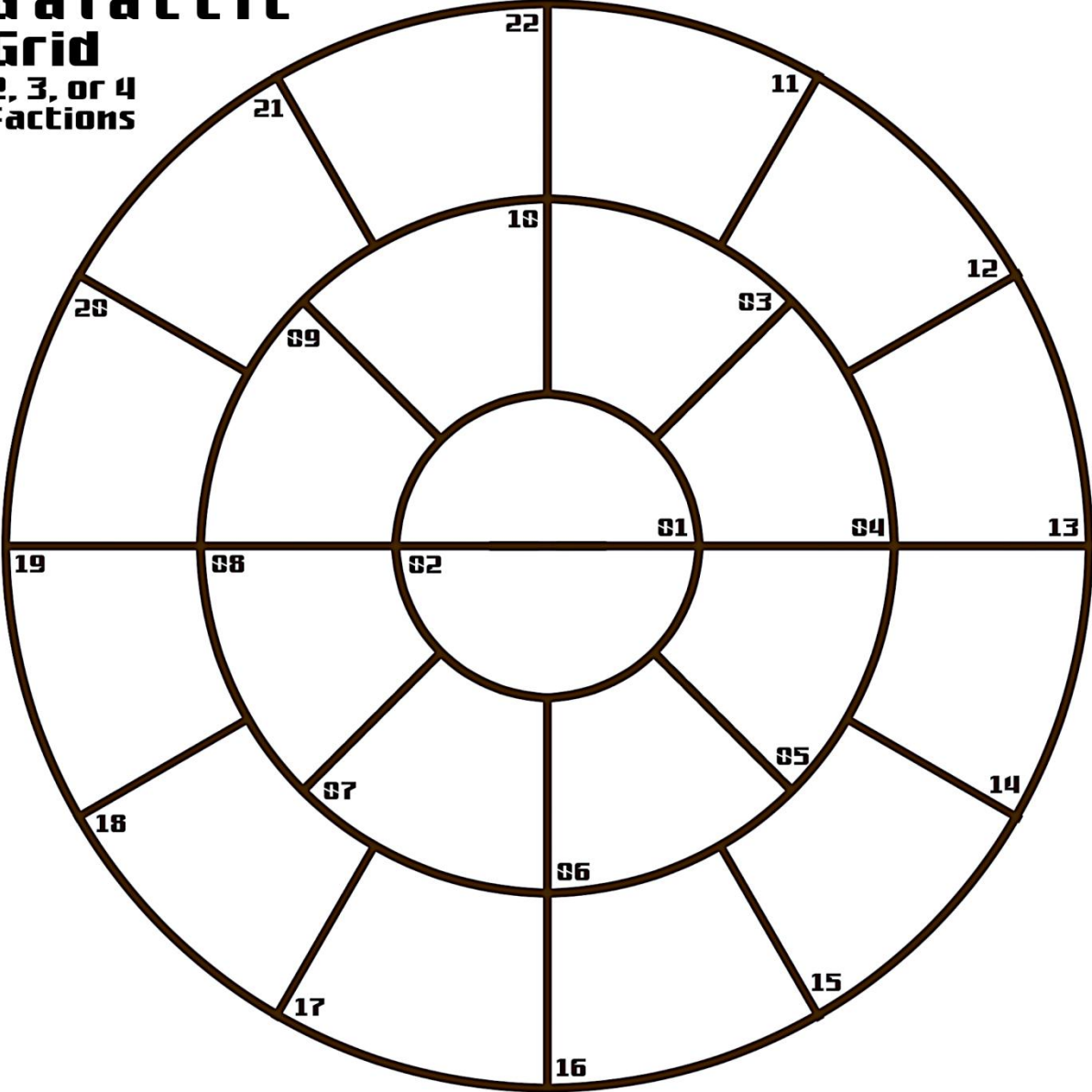


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

2, 3, or 4  
Factions

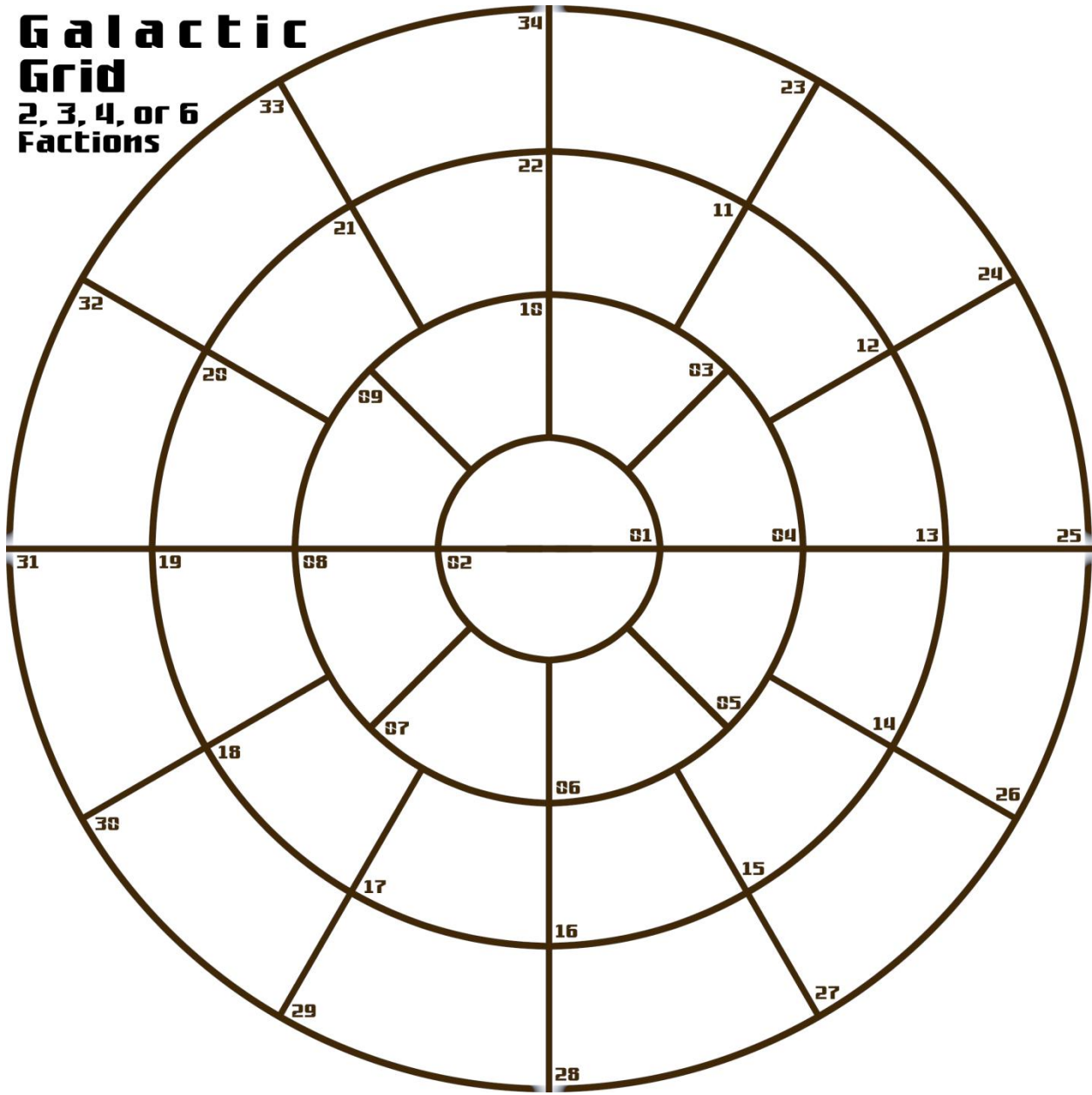


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

2, 3, 4, or 6  
Factions

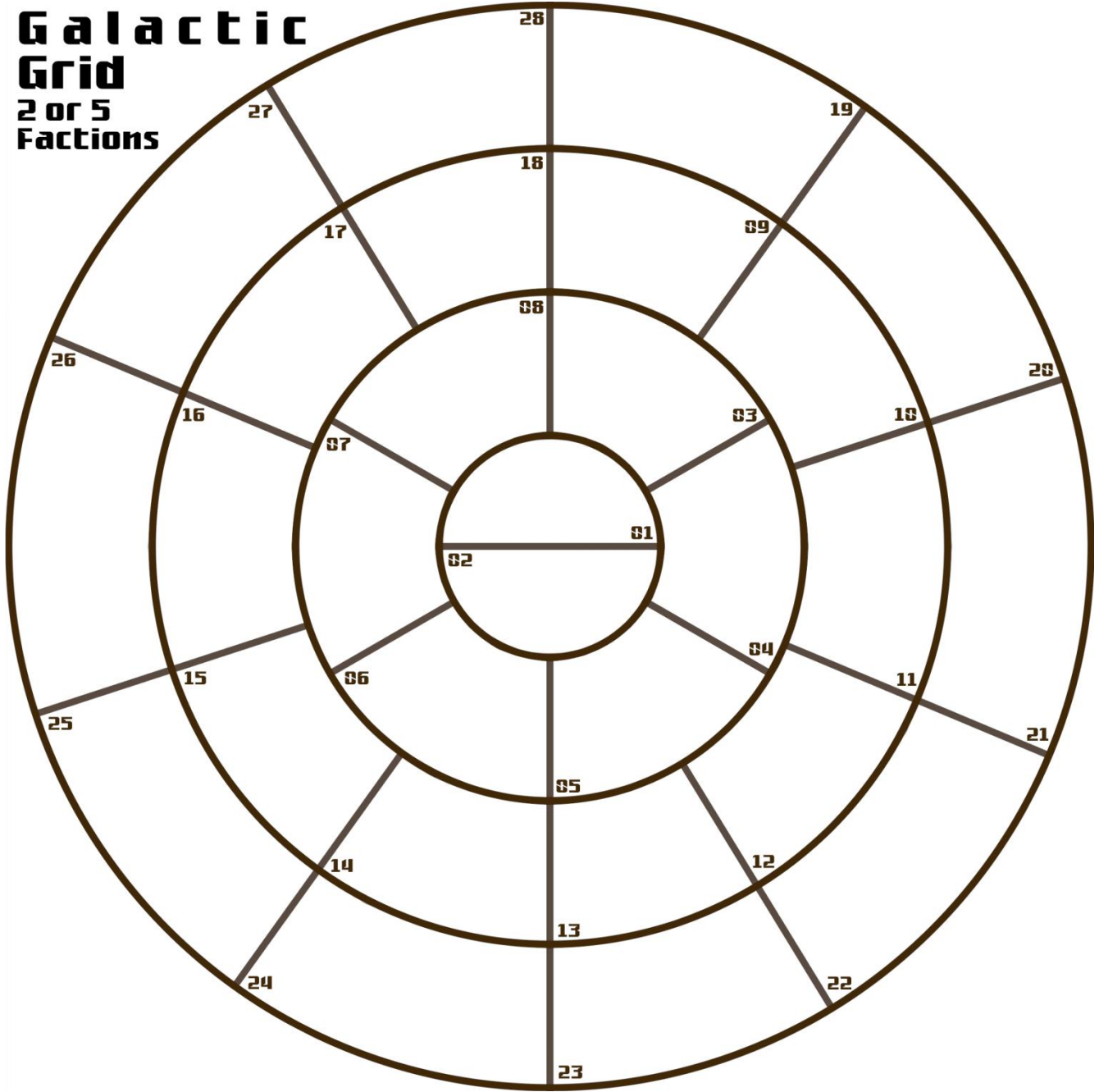


Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____

# Galactic Grid

2 or 5  
Factions



Objective \_\_\_\_\_

Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____
Player _____	Faction _____	Color _____