

FIRST ENCOUNTER

THE GAME



STAR
RAISE THE FLAG 2018
WARS

A GAME OF TACTICAL SPACE COMBAT FOR TWO PLAYERS.

STAR THE FIRST ENCOUNTER WARS

RAISE THE FLAG 2018 FIRST ENCOUNTER; THE GAME

RULES OF PLAY

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INTRODUCTION

Welcome to 'Raise the Flag 2018 – First Encounter; The Game'!

This game has been created as a little hobby project to run alongside the 'Raise the Flag' event for the Emperor's Hammer TIE Corps – a group dedicated to enjoying Star Wars space sims, creating new content and keeping their memory alive. The 'Emperor's Hammer' online role plays as an Imperial remnant, a force that was once part of the Galactic Empire depicted in the Star Wars original trilogy, and now stands as an independent political entity, based around the Minos Cluster.

This game has been inspired by the story behind this year's Raise the Flag event; that the TIE Corps Commander, Fleet Admiral Pellaeon, has been abducted en route to the Emperor's Hammer home world, Aurora.

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To play this game, you will need to gather or make the following

- 1 x Game map
- 49 x Emperor's Hammer Fleet counters
- 49 x First Order Fleet Counters
- 6 x Emperor's Hammer Special Cards
- 6 x First Order Special Cards
- 3 x Mission Cards

A number of six sided dice (usually called D6), ideally in two colours.

SETTING UP A GAME

Before you begin to play, the Players must choose a Mission to play. There are three missions to choose from:

- **ALL OUT WAR** – The aim of this mission is simple – to destroy the enemy fleet!
- **SYSTEM CONTROL** – The side who controls the most System hexes at the end of X turns wins!
- **THE CAPTURE OF FLEET ADMIRAL PELLAEON** – This is a narrative mission, in which the Forces of the First Order must capture Admiral Pellaeon, Whereas the Emperor's Hammer must escort him to safety!

Each Mission's full rules are explained on the Mission Cards. Once a Mission has been agreed, each player should read the Mission Card carefully. You are then ready to begin!

A game begins by setting up the play-space.

Lay out the game board, and choose which player will be the Emperor's Hammer (or **EH**) player, and who will play the First Order (or **FO**). Each player collects all the tokens and cards related to that player's faction.

The Emperor's Hammer player sets up their forces on the game board first, laying out their tokens **face down**, as described below. All EH counters must begin the game within Emperor's Hammer space – the central area of the board, indicated which a light blue background. They must follow the rules for **stacking** detailed below, and set up with the following restrictions;

- Each of the five **Platforms** included in the Emperor's Hammer forces must be placed in a System hex within Emperor's Hammer space. This includes the Lycos system. One Platform may be placed in the Minos Cluster.
- Each of the EH Capital ships – The Challenge, Warrior, Hammer, and Aggressor, must be placed in a System hex within Emperor's Hammer space. This includes the Lycos system. One Platform may be placed in the Minos Cluster.
- Cyclone Squadron must be placed in the same hex as the VSDII Challenge.

- One squadron from Alpha, Beta, Delta or Sigma must be placed in the same hex as the ISDII Hammer. The remaining three squadrons must be placed within 5 hexes of the Hammer, following the normal rules for stacking.
- One squadron from Kappa, Theta, Sin or Epsilon must be placed in the same hex as the ISDII Warrior. The remaining three squadrons must be placed within 5 hexes of the Warrior, following the normal rules for stacking.
- System Defence Squadrons may only be set up on System hexes. They must be placed following the normal rules for stacking.

Once the Emperor's Hammer forces have been deployed, it is time for the First Order player to deploy their forces.

Before deployment, the FO player rolls 1D6, and adds six to the score. This generates a number between 7 and 12. This represents the number of Fleet Tokens the FO player deploy within Emperor's Hammer space. The remaining forces must be deployed outside of Emperor's Hammer space, following the Stacking rules. As with the EH Forces, all Fleet Tokens begin the game **face down**.

Finally, each player shuffles their faction Special Cards, and selects two. The rules for how and when each card is played is printed on the card itself.

STACKING

A group of Fleet Tokens occupying the same hex is called a 'stack'. With the exception of Character Tokens, a stack may never contain more than three Fleet Tokens, meaning stacks are normally composed of between one and three tokens. Each stack may also contain a maximum of one 'friendly' character, and may contain one 'enemy' character. The friendly Character represents the officer commanding the fleet that the stack represents, whereas enemy characters within the stack represent prisoners of war.

If an opponent spots that you have illegally created a stack containing more than three tokens, or containing more than the allowed number of Characters, they may randomly select the number of tokens required in order to return the stack to a legal number, destroying the selected tokens if they are opposing tokens (this, incidentally, is the only way in which Characters may be removed from play!), or if they are friendly characters, return them to the nearest friendly stack they may legally join. An opponent may not examine an unrevealed stack in order to check it is a legal stack, but if challenged, a player is required to honestly admit if their stack turns out to be illegal, and not simply 'fix' it in the next Movement Phase!

TURN SEQUENCE

'Raise the Flag 2018 – The First Encounter; The Game' is played over a number of game turns, each divided into four phases;

1. **Priority Phase:** Each player rolls 1D6. The player who scores the highest gets to choose who goes first this turn. In the event the result is a draw, the player who went second in the last game turn must go first this turn. If this is the first turn of the game, re-roll the dice until one player wins. Some Missions will specify if one player should go first.
 - In the event that a Player wins a priority roll on the natural roll of a 6, that Player may draw one additional Special Card and add it to their hand of Special Cards.
2. **Movement Phase:** The Player who is going first makes all movements they wish to, and are able to, make. The player who was selected to go second the makes all their own movements.
2. **Attack Phase:** The player who is going first makes any attacks they wish to and are able to make. The player who was selected to go second the makes all their own attacks.
3. **End Phase:** The players check the Victory Conditions of the Mission being played to see if either player has won. The conditions for winning are listed on the Mission Cards.

THE MOVEMENT PHASE

In the Movement Phase, each player takes turns to move any or all of their stacks that are able to do so, beginning with the player who was selected to go first in the Priority Phase. The first Player to move chooses one stack, and makes any movement they wish with that stack. The Move then alternates between players until all stacks have been moved. The number of hexes a Fleet Token can move is shown by a number inside the Arrow symbol. Tokens can be moved individually, or as a whole stack.

When moving individually, a Token can be moved in any direction, or combination of directions, any number of hexes equal to or less than its Movement value, as long as it does not enter a hex occupied by any enemy Fleet tokens, other than revealed characters. Tokens can pass through hexes occupied by friendly fleet tokens, although they may not end their movement in such a way as to create an illegal stack, as described above. For example, you may move one stack through another friendly stack, even if that hex already contains three Fleet Tokens.

There will be times when a player wishes to move a stack of more than one Fleet Token simultaneously. This will usually occur when a Capital Ship is being used to transport smaller vessels. Capital Ships may transport up to two other tokens, not including Characters. Any token that is not a Platform, Capital Ship or System Defence Squadron may be transported. Tokens being transported may move a number of hexes

up to the Movement value of the Capital Ship transporting them. However, any hexes moved count towards the Movement value of each individual token, should the player wish to split the stack's movement after it has begun. A stack can be split at any point during the Movement phase, as long as any Tokens wishing to leave the stack have sufficient Movement remaining. For example, a Token with a movement value of four could move 3 hexes as part of a stack, and then be split off and move a further one hex on its own – totalling 4 hexes moved.

SPACE LANES

Space lanes represent the well mapped, well-travelled routes through Emperor's Hammer space regularly used by commercial and military vessels. The pilots and navigators travelling these routes have far more detailed navigational data, and so are able to progress along these routes more quickly.

When a stack moves onto a space lane, it may immediately make 2 free points of movement in any direction along a space lane, and may even swap from one lane to another at the points where they cross. This can happen at any point in the stack's movement. For example, a stack could start on a Space lane, make two free points of movement along it, then continue its move normally.

NEBULAS

Nebulas are vast clouds of swirling gas and dust. They cause significant disruption to sensors and navigational readings, making them difficult to travel through. As such, it costs two points of movement to move out of a Nebula hex, which is indicated by the orange hex border. Passing through a nebula is therefore a slow process. If a Fleet Token has a Movement Value of only 1, they are unable to move through a Nebula unless being transported by a Capital Ship.

However, the same disruption that causes such difficulty for navigators makes nebulas an ideal hiding place. Stacks hiding in a nebula gain +1D6 to their defence rolls when in a nebula hex.

THE COMBAT PHASE

In the Combat Phase, each stack is allowed to make an attack against an enemy stack in any adjacent hex. Attacks are always made by, and against, a stack as a whole – A stack cannot split its attack, nor can an attack be specifically targeted against a single Fleet Token that is part of a stack. Characters may not Attack or Defend on their own, nor can be directly attacked, unless they are part of a stack with at least one other non-character Fleet Token.

Attacks are made using a Token or Stack's combined Attack value. Each Point of attack represents 1D6 – A token with an attack value of 4 would roll 4D6 when attacking, a stack with an Attack value of 9 would roll 9D6! Similarly, a Token or

Stack's Defence value is the total number of D6 to be rolled in defence.

The Player who went first this turn selects one of their stacks and makes an attack against an enemy stack in an adjacent hex, declaring which stack is to be attacked before resolving the combat. To resolve each attack;

1. Turn the attacking stack face up, if it is not already revealed. The Attacker then totals up their Attack value, collecting that number of D6 as their 'attack dice'.
2. Turn the defending stack face up, if it is not already revealed. The Defender then totals up their Defence value, collecting that number of D6 as their 'defence dice'.
3. Each Player rolls their dice. Each roll of a 5 or 6 counts as a 'Success'. Each player must count the number of Successes they have rolled.
4. The players compare their number of Successes, and consult the Combat Results Chart and apply the relevant effect:

Result	Effect
Defender rolls double, or greater, Successes	The attacking stack is completely destroyed. All non-character tokens are removed.
Defender rolls more Successes	The attacking stack is defeated. The Attacker selects one Token to discard, not including characters, and must retreat one hex. If they are unable to retreat, a second non-character token must be discarded by the attacking player.
Draw	Both Players select one Token from their stack and discard it.
Attacker rolls more Successes	The defending stack is defeated. The defender selects one Token to discard, not including characters, and must retreat one hex. If they are unable to retreat, a second non-character token must be discarded by the defending player.
Attacker rolls double, or greater, Successes	The defending stack is completely destroyed. All non-character tokens are removed.

When a stack is forced to retreat, or is totally destroyed, the Player who won the combat may choose to move one or more tokens from the winning stack to occupy the hex the defeated stack has retreated from, as long as the selected tokens would be able to make such a move normally – tokens with a Move value of 0 could only move to occupy the hex if they were transported aboard a Capital Ship that also chose to move.

Once the attack has been resolved, the Player who went second this turn may select a stack they wish to make an attack with, following the sequence described above. The

Players then alternate making attacks until every stack that both players wish to use to make an attack have done so.

Stacks that are turned face up as part of a Combat action remain so until they are reviewed during End Phase.

RETREATING

When retreating, the Player controlling the retreating stack or token immediately moves it 1 hex, following the normal rules for movement. A Retreating stack cannot be moved into a hex if it would create an illegal stack, or is occupied by enemy tokens (other than Character tokens). The player may move into a hex that is adjacent to the attacking stack, but it must leave the hex it had occupied.

If a stack cannot retreat, it will lose one additional counter, selected by the controlling Player. If at least one non-character Fleet Token still survives, then the winning stack may not occupy the hex and must remain in the hex they were in when the attack began.

Platforms and System Defence Squadrons, and any other token with a movement value of 0 cannot retreat, unless they are able to be transported by a surviving Capital Ship.

Sometimes, it may occur that a retreating stack will be moved into a hex that is attacked later in the turn. If this is the case, the token reduces its defence value by 1, to a minimum of 0.

NEBULAS

As described above, Nebulas effect both the Movement and Combat Phases of the turn. Not only do they cost 2 points of Movement to pass through, they offer any stack occupying a Nebula hex a bonus of +1d6 to their combined Defence Value.

Models wishing to retreat into or through a Nebula must have sufficient movement to do so, else they are unable to retreat, and suffer the consequences described above.

THE END PHASE

Once all combats have been resolved, it is time for the Players to review whether or not the battle has been won or lost.

Each Mission card states the Victory Conditions for the battle. The players should check if these conditions have been met and, if so, declare the winner! If not, the Players need to prepare for the next round.

Any stacks that are face up must now be reviewed to see if they are to remain face up, or if they may now be turned face down once again. A stack that has been turned face up remains so if there is at least one non-character enemy Fleet Token in any adjacent hex. If there are only enemy character tokens, or no enemy tokens in adjacent hexes, then the stack is turned face down once again.

The Players are now ready to begin the next round!

ADDITIONAL RULES

CHARACTERS

Characters represent the key personnel involved in the First Encounter, when the forces of the Emperor's Hammer and First Order faced each other in combat for the first time. From Fleet Admiral Pellaeon, to the mysterious 'Judge', it was the actions and leadership of these characters that decided who would win the day.

In '**Raise the Flag 2018 – The First Encounter; The Game**', Characters act as a special type of Fleet Token. They are unable to act independently, and are only able to be activated as part of a stack with at least one other standard Fleet Token.

Each stack may contain one friendly Character. This does not count towards the usual total of 3 Tokens per stack.

Each Character offers a bonus to the stack they are part of – usually adding additional points to the Movement, Attack and Defence values of the stack they are part of. This is recorded on their Character Fleet Token.

If a Character is part of a stack that is successfully attacked, the Character may not be selected as one of the tokens to be destroyed, even if the Combat Results table states that the entire stack is defeated. If the stack is instructed to retreat, Characters will retreat with the stack as long as there is a friendly Fleet Token able to move with them to the new hex. If not, then the character will remain in the hex they occupied, and may not make any further action until a friendly stack who has space to add a friendly Character arrives to collect them!

However, an opposing stack can occupy a stack containing a single enemy Character. If they do, they may choose to either leave the enemy Character there, floating alone in space, or may choose to capture them. Each stack may include a single enemy Character as a prisoner. Enemy characters do not provide bonuses to a stack from an opposing force.

Captured Characters are moved with the stack as normal. If the stack holding a character prisoner is attacked and destroyed, or forced to retreat, the Character remains in the square they occupied before the attack begun. They could then be rescued by any friendly stack choosing to move into the

Therefore, a stack is ultimately able to contain a total of 5 Fleet tokens; three friendly standard Fleet Tokens, one friendly Character Token, and one captured Enemy Token.

SPECIAL CARDS

The galaxy is an unpredictable place. At any given moment, the tides of fate can turn, either through heroic deeds, careful espionage, or blind luck! This unpredictability is represented by the **Special Cards**.

Each Special Card has full details printed upon it, detailing how and when a card may be played, and the effect upon the game it has.

Each Player begins the game with two cards. More cards may be gained by winning the Priority phase on a natural roll of 6. A Player may hold no more than 6 Special cards—which would mean they hold their entire deck!

After each card is used, place it in a 'discarded' pile. If it ever happens that a player has used and discarded their entire Special Cards deck, shuffle the deck, and place it face down ready to be drawn from again.

INTERDICTOR CRUISERS

The Interdictor Cruiser is one of the more unusual ships currently navigating the galaxy. Although similar in appearance to a Star Destroyer, they are far smaller and less heavily armed. Their main purpose, however, is not combat, for their main weapons are housed the four giant globes mounted within the hull—gravity well generators.

The gravity well generators are designed to destabilise and collapse the hyperspace tunnels created to enable vessels to travel faster than light, ripping ships back into real-space.

An Interdictor Cruiser can prevent enemy Fleet Tokens in any adjacent squares from moving. A Player may choose to activate the Interdictor's Gravity Well Generators at any time. Place a Gravity Well Token on top of the stack containing the Interdictor to indicate it is activated.



Gravity Well tokens

Once activated, no Fleet Tokens, friend or foe, may move out of either the hex containing the Interdictor, or any of those adjacent to it. This includes the Interdictor itself, which cannot move whilst the Gravity Well Generator is activated. Stacks may make attacks as normal, but may not move out of their hexes to either retreat or move into a new hex as described on the Combat Results Table, unless the Interdictor is destroyed first.

Gravity Well Generators may only be deactivated during the End Phase.

NAMED SQUADRONS

The 'Named Squadrons' are the elite fighter squadrons of the galaxy. They can be identified by their unique names, and the fact they are not named for the type of ship that makes them up. Currently, named squadrons are; **Alpha, Beta, Delta, Epsilon, Kappa, Theta, Sigma, Sin, Theta** and **Cyclone** Squadrons.

FLEET TOKENS

Fleet Tokens represent the forces of both the Emperor's Hammer and First Order. They are composed of Capital ships, Starfighter Squadrons



Capital Ships – Each Fleet has a number of Capital ships – vast, powerful vessels such as Star Destroyers. These are not only powerful tokens in their own right, but they can be used to transport any token that is neither a capital ships or Platform. This means that any token that occupies the same stack can be moved using the movement value of the Capital Ship, as long as it remains in the stack.

Any Token that is neither a Character, Squadron, minefield, or platform, is a Capital Ship.



Platforms – These are static emplacements that offer powerful defensive capabilities. However, they are unable to move from their initial starting place, and may not be transported by Capital Ships



Squadrons – Squadrons represent flights of Starfighters, from the Elite Squadrons of the TIE Corps, to the massed TIE Fighter Squadrons of the First Order. Squadrons are able to use Capital Ships as mother ships, and be transported using the higher movement value of those vessels. For some squadrons, such as TIE Fighter Squadrons, this is the only way to move! Other squadrons, such as the Elite Squadrons of the TIE Corps, have special set up instructions.



System Defence Squadrons – These function like squadrons in every way, except that they must remain in the system in which they begin the game, and cannot be transported by Capital Ships to another location.



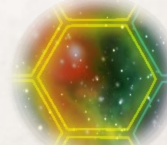
Minefields – Minefields are static emplacements, and cannot normally move or Attack. However, they may be transported by a Capital Ship and redeployed in another location. Any Player with Minefields may choose to not deploy them at the start of the game. Instead, any Capital Ship may deploy one Minefield per turn, at any point before, after or during its stack's Movement, by placing the Minefield into the same hex the Capital Ship is occupying, as long as it does not create an illegal stack.



Characters – See main rules for full details.

THE GAME BOARD

In 'Raise the Flag 2018 – The First Encounter; The Game', the game board represents a system map of Emperor's Hammer space, divided up into a 'hex-grid'. Each hexagon, or 'hex' for short, represents a single area of space. The map shows a number of features that occupy a single hex, or may extend to cover several, each with special rules attached to them.



Nebula – a stack occupying a hex gains +1D6 when rolling for **Defence**. In addition, it costs 2 points of movement to pass through a Nebula hex, rather than the usual 1.



Systems – a System represents a group of inhabited planets controlled by the Emperor's Hammer. The only systems outside of EH space are Dalshar, and Greo - a planet once used by the New Republic as a forward base in the Outer Rim, and the staging point for their claim on the Minos Cluster. In the game, Systems are locations that the Emperor's Hammer have fortified with Platforms and System Defence Squadrons, and are used to calculate Victory Conditions in the System Control Mission.



The Minos Cluster – The Minos Cluster is a unique group of systems, represented by 4 hexes on the edge of EH space. Each hex counts as a single system, meaning controlling the Minos Cluster offers up to four System Points when playing the System Control Mission, and gives the EH Player the option to create a powerful fortress from which to launch operations.



Space Lane – Any counters on a space lane may make 2 **free** points of movement along the line of the Space Lane, before using any of their own Movement points. Units may switch Space Lanes when using these two free points, at any point where lanes cross.



Lycos – Lycos is a dangerous System; it stars a rapidly expanding red giant. Whilst it counts as a System as described above, occupying it is dangerous. A stack occupying Lycos rolls 1 less D6 in defence, to a minimum of 1.



Borders – The borders of EH Space are monitored by a complex network of observation satellites, probe droids and patrol craft. When a stack controlled by the First Order, or any other non-EH force, crosses a border, in any direction, the EH player may roll 1D6. On the roll of a 6, they may inspect the stack, before returning it face down.

STAR RAISE THE FLAG 2018 WARS

THE FIRST ENCOUNTER

The EMPEROR'S HAMMER, a remnants of the GALACTIC EMPIRE and true inheritors of the Galaxy, has worked tirelessly to restore peace and order to a galaxy ripped apart.

At their head, FLEET ADMIRAL PELLAEON has been summoned by the GRAND ADMIRAL to discuss the future of the TIE CORPS, the elite fighter squadrons who defend all that is left of the true Empire.

En route to Aurora Prime, the capital planet of the Emperor's Hammer Strike Fleet, Admiral Pellaeon and his escort find themselves flying

into a trap...

