

JACOB DAVENPORT STAR FLEET SCRAMBLE

A board game for 2 players by **Jacob Davenport**

This is it, pilot. The ultimate battle.

Your fleet is flying toward the enemy, breaking formation to engage individual ships. Each ship charges toward an enemy sector, raising shields to prevent attacks. You have three classes of ships, and your goal is to destroy enough fighting capacity of the enemy fleet to defeat it.

MATERIAL

A "Star Fleet Scramble" set includes:

- A "Star Fleet Scramble" board.
- 9 blue ships: 3 battlecruisers (largest), 3 destroyers (midsized), and 3 corvettes (smallest).
- 9 red ships: 3 battlecruisers (largest), 3 destroyers (midsized), and 3 corvettes (smallest).



SETUP

You have 9 ships, 3 battlecruisers (largest), 3 destroyers (midsized), and 3 corvettes (smallest). Each ship can point one of the eight compass directions, which is its attack position. A ship is **shielded** by turning it upside down; the direction a shielded ship is pointing does not matter. All 9 of your ships start shielded in following arrangement.



PLAY

The shortest player goes first.

On your turn, either unshield a shielded ship or move an unshielded ship in the direction it's pointing.

You may move an unshielded ship any number of empty squares, even zero squares, in the direction it is pointing. You may not jump over intervening ships, but you may destroy any opponent's unshielded ship or any opponent's smaller shielded ship.

When you destroy an enemy, your ship stops in the square previously occupied by the destroyed enemy.

After moving or unshielding your ship, you may orient it in any of the eight compass directions (attack position) or, if it wasn't shielded before, raise shields by turning it upside down (defensive position).

Keep any ships that you have destroyed. They count towards your score, with corvettes being worth one point, destroyers worth two points, and battlecruisers worth three points.

You cannot take your own ships.

You cannot pass your turn.

You may not make a move that returns the game to a previous position.

WINNING

The first player to 8 points wins.

RULE CLARIFICATIONS AND STRATEGY TIPS

Your first move, and many thereafter, will be to unshield a ship and reorient it into attack position.

Any ship in attack position can be taken by any opponent.

After moving your ship, if the square it lands in is not under attack by a smaller or equal sized ship, it is probably to your advantage to orient it in attack position.

After moving your ship, if the square it lands in is under attack by a smaller or equal sized ship, you can defend your ship by raising shields.

A shielded battlecruiser cannot be taken.

If you have any ship pointing at an opponent's shielded ship, the shielded ship is pinned. If the opponent moves that ship into attack position, it may be taken.