

RULES: CORPORATE LORDS

Corporation Special Effects: Each of the corporations in Fleets specializes in different kinds of business and technology, represented by the symbols on the new player markers. The player markers can be used to randomize corporations, if the players wish to. Put them in front of you as a reminder of the special effect of your corporation. The effects are:



PhoboLog: Each rewards phase, draw 1 additional action card.

Teractor-Olympiac: Each rewards phase, gain +2 MegaCredits



ThorGate: Each of your fleets starts with 5 energy and have reactor +1 (gains 1 extra energy in the rewards phase).

Poseidon: Each of your flagships have 1 additional attack dealing 2 damages. (The attack is made at the same initiative as the flagship. The attack can be intercepted and shielded, as usual.)



Unique Escort Ships: Each corporation starts the game with 1 or 2 unique escort ships for free. These ships may be placed on available slots on a fleet during any building phase. If they are destroyed during battle, they are lost for the rest of the game. However, if damaged, these ships are not automatically destroyed if the flag ship is destroyed. Instead, they keep their damage and may be placed again on other fleets during the building phase. The corporations have the following unique escort ships:

2 Wing Commanders (PhoboLog): Attack:2 Health:3
Effect: Each Wing Commander gives Initiative -1 to the initiative group where it is placed.



Ion Cruiser (ThorGate): Attack:4 Health:4
Effect: When Ion Cruiser Attacks, lower an opposing fleet's energy 3 steps.

Ambassador Shuttle (Teractor-Olympiac): Attack:0 Health:5
Effect: Gain +1 DP each rewards phase.



The Hulk (Poseidon): Attack:8 Health:8
Effect: It's just big...

Pirates and Merchants: The Pirates and Merchants (see below) are neutral fleets (not owned by any player) that give special effects to the systems where they are placed.

After the player order phase, the new player 2 places the Merchants on any system. Then the new player 3 places the Pirates on any system (the Pirates are not used in 2 player games). The neutral fleets may be placed in the same system.



Pirates: Any fleet that enters this system during deploy phase or diplomacy phase gains 4 damage to his fleet. The player may choose how to distribute this damage among his ships, but he may not place more damage on any ship than it's remaining health (e.g. you may not put 4 damage on a fighter that only has 1 health). If a player also has an operation base (read more below) on that system, he takes damage from the Pirates before he gets to repair.



Merchants: During diplomacy phase, each player with a fleet in this system may spend 1 DP (as a diplomacy action) to tax any untaxed system in the game. This action (as with all system effects) may only be used once per round for each player.

Operation Bases: Each corporation may have one operation base in play at one of the systems. When a player moves a fleet (during deployment or diplomacy phase) to the system where his base is, he immediately repairs 2 damage and gains 3 energy to that fleet. The round base markers are kept beside the board. During the building phase, when players equip their fleets, you may pay 4 MegaCredits to build an operation base. Take the round base marker with your corporation logo and place it on your player board. During deployment phase, this base marker is placed along with your fleets (as if you had another fleet). players take turns placing bases and fleets in any order they like. The base does not count as a fleet in any other way, you must still have a fleet in this system to get bonuses, victory points and use its diplomatic effects. The operation base can't be attacked and stays on this system for the rest of the game (unless the owner destroys it in order to build it again).

When a player moves his fleet (during deployment or diplomacy phase) to the system where his base is, he may immediately repair 2 damage and gain 3 energy to that fleet. Note that this effect happens whenever a fleet comes to the operation base, not when you place a operation base where you have a fleet.



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FLEETS

THE PLEIAD CONFLICT

The Corporations are back with unique traits and ships!

In this expansion to Fleets: The Pleiad Conflict each corporation gains a **special ability** as well as their own **unique escort ship**. Two neutral fleets move between the planets; the **Pirates** are firing their guns at anyone entering the system, while the **Merchants** allow the player to get extra resources from other systems. The players may also build **operation bases** where they can recharge and repair (hopefully without too much interruption).

The conflict is escalating...

CORPORATE LORDS

EXPANSION

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