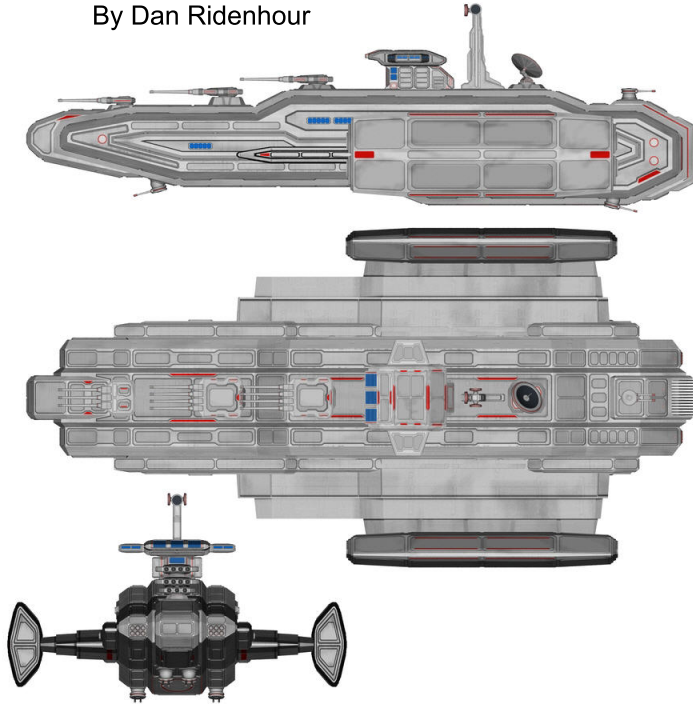


Alpha Strike

By Dan Ridenhour



Incoming Fire... Take Evasive Action!
Divert Power To Shields And Launch Fighters!

Introduction

Alpha Strike is a fast paced card game of starship combat in deep space. Choose your starship and let the galactic battle begin.

Components

The boxed edition of Alpha Strike includes a 60 card combat deck, 4 oversize ship panels cards, Damage markers, rules, and a 10 sided die. Those using the PDF edition will need to print or supply their own game components.

Object of the Game

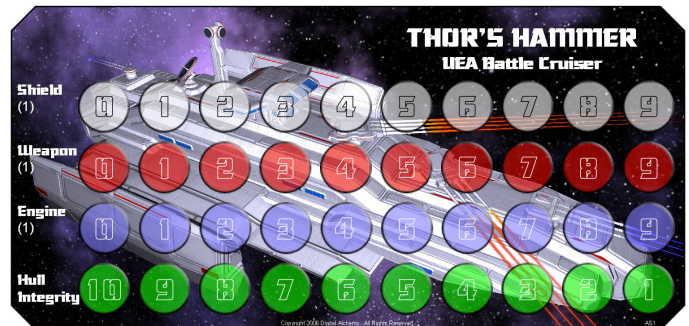
The object of the game is to defeat your opponent(s) by dealing enough damage to reduce their hull integrity to zero, leaving them a floating hulk. When your starship is the only one left in the game, you win!

The Cards

There are five types of cards in Alpha Strike: *Ship*, *Attack*, *Action*, *Craft* and *Defense* cards.

Ship Cards

Ship cards represent each player's ship during the game. They are oversized panels providing shield, weapon and engine power tracks as well as a hull integrity track.



Attack Cards

Attacks are played during a player's Attack phase to make an attack against an opposing warship.

Action Cards

Actions are played during a player's Action phase. Typical actions control power distribution and ship repair functions.

Craft Cards

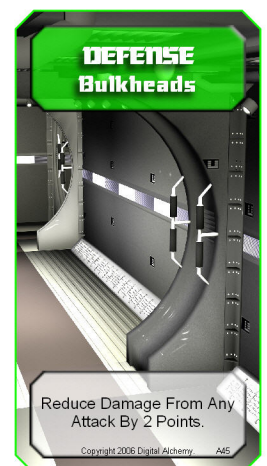
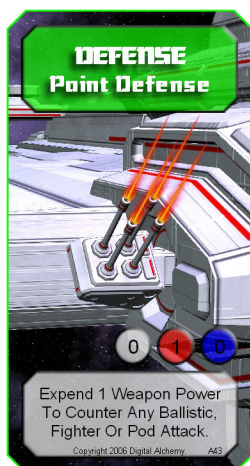
Craft cards are played during a player's Action phase to launch various small craft into play. The effect and usage of each Craft is detailed on its card.

Defense Cards

Defenses are played during the Attack phase in response to another player's attack. Defenses counter or lessen the effects of attacks.

Expending Power

Many cards in Alpha Strike require that power be expended in order to play them. To play such cards, you must reduce the applicable power track(s) by the amount listed on the card. For example, a Spinal Laser Attack requires 4 Weapon power and 1 Engine power be expended to play. If a ship has insufficient power to meet a card's power requirements the card may not be played. Obviously cards which do not list any power requirements may be played without expending any power.



Setup

1. Selecting Starships

Each player selects a Starship panel to use during the game.

2. Set Starship Starting Power Levels.

Place the starship panel in front of you and place markers at the left most position of the Shield, Weapon, Engine and Hull Integrity Tracks to indicate starting power levels and hull integrity.

3. Determining Who Goes First

Each player rolls a Die. The player who rolls highest goes first.

4. Shuffle The Combat Deck

Set aside any unused Starship panels and shuffle the combat deck.

5. Deal starting hands

Deal five cards to each player from the combat deck.

Playing The Game

Below are the rules for playing Alpha Strike with two or more players. A player's turn is divided into five phases:

1. Power Allocation Phase
2. Discard Phase
3. Draw Phase
4. Action Phase
5. Combat Phase

After you have completed all five phases, declare that your turn is over and the player to your left now takes their turn. Play passes clockwise until the game ends.

1. Power Allocation

During this phase you may allocate power to your ship's Shield, Weapon or Engine systems. Select which system (only one) you wish to raise and increase it by the amount (usually 1) listed to the left of its power track.

2. Discard

During this phase, you may discard one card from your hand.

3. Draw

During this phase, if you have less than five cards in your hand you must draw cards from the combat deck until you have five cards. If the combat deck runs out of cards, simply reshuffle the discard pile to form a new combat deck.

4. Action

During this phase, you may play an Action card or a Craft card to launch it. Launched Craft cards remain in play until they are discarded or destroyed. Ships may not make an attack on any turn in which they play a card during this phase.

Action

Action Cards yield a beneficial effect on the Starship. Actions have an immediate effect and are discarded after play.

Craft

Playing a Craft card launches it into play. Starships may have any number of craft launched at any given time.

4. Combat

Players which did not play an Action or Craft card in the Action phase may play a single Attack card during this phase to make an attack.

Making An Attack

An attack is made by selecting an Attack card, expending its listed power requirements and declaring the target of your attack. For example playing a **Spinal Laser** card would require the ship to expend 4 Weapon power, 1 Engine power and a target to be declared.

Defending

The Target of an attack may play a single appropriate defense or previously launched craft to counter or lessen the effects of the attack. For example the target could expend 1 Engine power and play **Evasive Action** to counter the attack or play **Bulkheads** to reduce the damage from the attack by 2 points. Attacks which are countered score no damage to the target.

Counter Attacks

Some defense cards in Alpha Strike allow the defender to play an attack card making an immediate counter attack. Attacks of this nature are resolved immediately with the original attacker now having the option of defending against the counter attack.

Determining Damage

To determine the damage inflicted by a successful attack use the listed damage value on the attack card modified by any damage reduction defense used such as **Bulkheads** or **ECM**.

Applying Damage

Unless otherwise stated in the card text, damage is applied first to the target's shields with any remaining damage applied against the target's hull.

Hull damage is applied to a starship by sliding its hull integrity marker to the right. Starships are destroyed when enough damage is taken to reduce their hull integrity below 1.

Winning The Game

The last starship to remain wins the battle.

Support

Visit www.digital-alchemy.net

Legal

Alpha Strike Rules, Card Text, and Art are Copyright 2006 Digital Alchemy. All Rights Reserved.

Credits

Game Design:	Dan Ridenhour
Layout & Artwork:	Dan Ridenhour
Playtesting	Rick Calvert, Dan Ridenhour.