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v1

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Game: **FLIP SHIPS**

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Page 1:   **Rules summary** front

Page 1:   **Rules summary** back

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

FLIPSHIPS

SETUP

Solo: set up for either a 2, 3, or 4 player game, and then play all the ships, following all of the standard rules.

2 players: flip all 6 interlocking **battle zone tiles** to the side with the 2 dots in the lower right corner.

3-4 players: flip all 6 tiles to the opposite side.

Connect the tiles and place them so the illustration of the city is lined up with the edge of the table. There are 3 main sections on the battle zone tiles:

The Atmosphere: The area on the table extending from the table edge to an invisible line between the atmosphere and the moons.

The Moons: There are 4 moons, and each creates a row across the play area. Each tile space with a moon on it is a moon space.

Health tracks: Along the right edge of the tiles are the health tracks for your city (left) and the mothership (right).

Shuffle the 1, 2, and 3 **pilot cards** into separate decks. For each player, deal 1 card from each deck and line them up to the right of the battle zone tile.

Each player chooses a color and takes the **ships** (discs) of that color, placing them on the appropriate cards in a single column.

Each player takes 2 of their **level 1 ships** from the pilot cards and places them on the table just above their level 3 ships. This is where players keep their active ships until they are ready to attack with them.

2 players: each player takes all 3 of their level 1 ships.

Place the **docking bay** near the pilot cards.

Shuffle the **enemy cards** and deal cards into a deck based on player count and your chosen difficulty level:

	Training	Standard	Expert	Elite
2 players	25	28	33	37
3 players	30	34	40	45
4 players	40	45	50	60

Return the remaining cards to the box.

From this enemy deck, deal cards faceup to form **2 rows of enemy ships** next to the moon spaces furthest from the edge of the table. Cards should be spaced about 1/2" apart (use the marking on the targeting computer card to be precise if you wish).

Cards should be lined up so that the bottom edge of the cards are aligned with the bottom edges of the moon spaces. Place the remainder of the deck facedown to the right of the moons.

Build the **mothership**, and place it just above the middle card in the back row, aligned with the top edge of the last moon space. The additional mothership piece (marked with ① in the lower right corner) is only used in the competitive speed variant.

Place the blue **city health marker** on space 20 of the city health track if playing the training or standard levels. Place it on space 15 if playing the expert level, and on space 10 if playing the elite level.

Place the white **mothership health marker** on the appropriate space, based on the player count and your chosen difficulty level:

	Training	Standard	Expert	Elite
2 players	2	3	5	7
3 players	3	4	7	9
4 players	4	6	9	12

Place the **targeting computer card** within reach, out of the field of play.

Construct the **turn order marker**, and place it just above the ships for the player in the left-most position.

The **launch pad** is not required, but may be used if the table you are playing on does not have a 90º edge to flip off. If any player is using the launch pad, the edge of the battle zone tile should be moved away from the edge of the table by about 2 inches. The launch pad must be placed so that ships are always flipped from behind the edge of the atmosphere.

Even if the launch pad is not used for most flipping, a ship ability uses it, so put it within reach.

GAMEPLAY

Phase 1: Flip Ships

In turn order, as shown by the order of the ships along the edge of the table, and starting with the player with the turn order marker above their ships, each player flips their **active ships** (ships that are on the table above their pilot cards). After flipping all of your ships, resolve your attacks.

Play then proceeds to the next player, and continues until all players have flipped and resolved all of their active ships.

Place the ship along the edge of the table that contains the atmosphere tile, and hanging partially off the end of the table (or launch pad).

Strike the ship upward with a finger(s) causing it to flip toward the enemy ships. **The ship must flip at least 1 full rotation**; if it doesn't, re-flip.

After flipping a ship, leave it where it lands.

If any enemy cards are disrupted and move out of place, leave them where they are.

Any ship that lands completely in the atmosphere can immediately be re-flipped.

If after re-flipping it lands in the atmosphere again, it can be re-flipped. After 3 consecutive flips that land in the atmosphere, place the ship in the docking bay.

Phase 2: Resolve Attacks

After you have flipped all your active ships, if a ship did not successfully attack any enemies or land in the mothership, place it in the **docking bay**. A successful attack is either landing on an enemy ship card, or being in shooting range with the targeting computer (if the ship had one of those abilities).

If a ship lands in the mothership, remove it and place it in the docking bay. The mothership has taken damage: move the marker down 1 space on the **mothership health track**.

If a ship lands on an enemy card, place the ship in the docking bay, and discard the enemy card from the game.

Ships must land *on* enemies, and not just touch the edge of the card. If the edge of the ship is just barely on the enemy card, it is still destroyed.

If the ship lands on an enemy that is shielded or requires 2 hits, move the ship on to the center of the enemy card, and leave it there until either the shield has been taken down, or another ship has joined in the attack.

If, after the last player has resolved their attacks, there are still ships on shielded enemies or enemies that require 2 hits, move those ships to the docking bay.

Once the last player in turn order has resolved all of their attacks, move to The Enemy Marches phase.

Phase 3: The Enemy Marches

If any cards were knocked out of alignment, straighten them out now.

Starting with the column closest to the moons, and moving from front to back (from the atmosphere towards the mothership) **each enemy ship moves forward the number of spaces shown on the lower left corner of the card**.

⩔ **Move forward 1 space**.

⩔ **Move forward 2 spaces**, pushing any ships in front of it forward.

⩔⩔ **Move forward until it is blocked by another ship**. If there is nothing in front of it, move it all the way down past the last moon row and into the atmosphere.

After moving the first column, proceed to the next, and so on until all 5 columns of enemies have been moved.

If any of them moved past the last moon row and into the atmosphere, these ships have damaged your city. Add up the total damage from ships that have attacked you (bottom right corner of the card). Move the health marker down this number of spaces on the health track.

Take these enemy cards and shuffle them back into the deck; they will circle around and attack you again.

Phase 4: Clean Up

Move all the ships from the docking bay back to the space above their pilot cards.

If, during the Enemy Marches phase, the health marker reached one or more spaces with a **ship icon**, each player takes a number of new ships equal to the number of those spaces reached. Players must always choose their lowest available ship.

Using the enemy deck, **refill the back 2 rows with enemy ships**. Always start in the back row, filling from right to left (starting closest to the moon spaces).

Move the start player marker 1 space to the right, so it is over the next player in turn order. They will be the starting player for the next round. Play order will still continue from left to right and looping around.

If, at the beginning of a round, there are 6 or fewer enemy ships in play, this is the **last round** before the **final assault**. In this last round, all enemy ships are assumed to have a ♥ for movement and will attack at the end of the round. **In this attack, all ships** become kamikazes and **do double damage**.

These enemies are considered destroyed, and do not get shuffled to form a new deck. If your city has not been destroyed (by reaching 0 health), move to the **final assault**.

During the last round, no reinforcements are sent in when your city takes damage.

At any time in the game, as soon as the last enemy ship has been destroyed (and there are no more cards in the deck), the current round ends immediately. This can happen even if you started the round with more than 6 enemy ships in play.

Destroying the mothership only results in an immediate victory during the final assault, since all of the enemy ships have already been destroyed.

If the mothership is destroyed during a normal round of play, players still need to destroy all of the enemy ships.

FINAL ASSAULT

No player ship powers may be used during the final assault.

Players take all of their active ships, and in turn order flip them one at a time at the mothership.

Each time a ship lands in the mothership, move the mothership health marker down 1 space. As soon as the health marker reaches 0, you win!

If players flip all of their ships and still have not attacked the mothership the required number of times, then the mothership attacks, doing 20 damage to your city. You lose.

THE ICONS

An enemy ship with this icon is **shielding all orthogonally adjacent cards**. An enemy ship cannot be destroyed if an adjacent card has a shield icon.

Shields cannot shield other shield cards, so 2 adjacent shield cards have no effect on each other.

An enemy ship with this icon **must be hit 2 or more times in the same round** to be destroyed. If hit only once, nothing happens.

GAME END

In order to win, players must destroy all of the enemy ships (kamikaze ships in the final round are considered destroyed), and destroy the mothership.

Win: Defeat all enemy ships and destroy the mothership.

Lose: Take 20 damage during the game, or fail to destroy the mothership by the end of the final assault.

THE SHIP POWERS

Every game provides a different mix of ship powers.

Level 1

If your ship lands on a moon space, you may choose any one enemy in that row and attack it.

If your ship does not land on an enemy, you may shoot 1 short card length at an enemy card. Place one end of the lasers on the targeting computer card up against your ship. If the other edge of the card reaches an enemy, then it is successfully attacked.

If your ship lands on an enemy card, you may choose to attack an adjacent enemy instead of the one that you landed on. If you choose to attack an adjacent enemy that takes 2 hits to destroy, or a shielded enemy, simply move your ship over to that enemy card.

If you successfully attack the mothership, you can re-flip. Immediately after flipping and hitting the mothership, move the marker down to show that you hit the mothership, and then immediately re-flip this ship.

Level 2

You may re-flip this ship one time (in addition to any re-flips gained from landing in the atmosphere). If you choose to re-flip, any enemies that you landed on are not attacked.

You can destroy enemies that are shielded, and you can destroy ships that require two hits with only 1 hit.

If you do not land on any enemies or attack the mothership, then place the launch pad where this ship lands and you can take 1 free shot at the mothership from this spot. No other enemy ships may be attacked with this flip.

(right column)

If your ship does not land on an enemy, you may shoot 1 long card length at an enemy card. Place one end of the lasers on the targeting computer card up against your ship. If the other edge of the card reaches an enemy, then it is successfully attacked.

Level 3

You may shoot 1 long card length at 2 different enemy cards. Place one end of the lasers on the targeting computer card up against your ship. If the other edge of the card reaches an enemy, then it is successfully attacked. You can attack up to 2 ships in this way. If you landed on any enemy cards, then those enemies count toward this total.

If you successfully attack the mothership, you may remove 2 damage from your city.

If you are attacking the mothership, you may flip up to 3 times. You must state before your first flip that you are activating this ability. Any enemy cards that you land on during these flips do not count. If you successfully attack the mothership, then you do not get to continue flipping this ship.

Attack any enemies that you land on, and 1 adjacent enemy(this be adjacent to any of the enemies that you landed on, either vertically or horizontally). If the additional enemy that you choose requires 2 hits, then move your ship on to that enemy card.

SPEED VARIANT

Competitive real-time game: Place the mothership an equal distance away from all players (if possible). All players take all 7 of their ships. No other components are needed. When all players are ready, yell *"FLIP!"* and players simultaneously start flipping their ships from the edge of the table (flipping one ship at a time).

The first person to get all 7 of their ships in the mothership wins. There are no breaks in the game, so if you miss you need to pick up your ships quickly from wherever they landed and keep flipping. You can flip your ships from anywhere around the table.

Replace the front piece of the mothership with the extra piece (marked with **a** in the lower right corner) when playing the speed variant.

OTHER VARIANTS

On expert level or higher (and an option in any game) you cannot re-flip ships if they land in the atmosphere.

To adjust the difficulty level, change the number of times you need to hit the mothership.

To make the game harder, remove the final row from play, so that you only have 3 rows of enemy ships with the mothership just behind the third row. You still refill the back 2 rows every round.

Alternatively, set the mothership to 20 health, or start the game with the city health marker set lower.