

## Aces High Rules

### Scenario Setup

PLAY AREA: 3'x 3'

- ♦ 6 Obstacles (Asteroid, Debris Field, Gas Cloud)
- ♦ 4 Hyperspace Markers

**Place Obstacles:** At the start of the Place Obstacles step of Setup, place two hyperspace markers at range 3x3 in opposing corners with the blank side facing their nearest corner, and two hyperspace markers at range 1x1 in the remaining corners with the blank side facing their nearest corner.

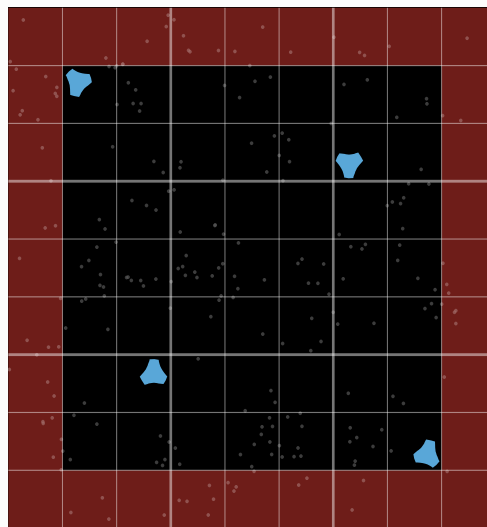
After all four hyperspace markers have been placed, determine player order by a ROAD roll. The first player places the first obstacle, followed by the player to their left (clockwise), continuing until all obstacles are placed.

All obstacles must be placed:

- ♦ Beyond range 1 of each other obstacle.
- ♦ Beyond range 1 of any hyperspace marker.
- ♦ Beyond range 2 of each edge of the play area.

**Place Forces:** Beginning with the player to the right of the winner of the ROAD roll (counterclockwise), place ships at range 1 of a board edge. In a game with 4 players or less, each player places a ship on a different board edge. In a game with more than 4 players, up to 2 players may place in the same board edge. In all cases, ships should be placed beyond range 3 of any other ship if possible. The player who won the ROAD roll will be the first player in the opening round, with players taking turns going left (clockwise) for this round.

**Respawning ships:** At the start of the Planning Phase, each player who has lost a ship in the previous round will respawn their ship. Starting with the player who has the highest initiative, players roll 1 attack die and then place their ship with its rear guides at any position on one of the hyperspace markers matching the symbol they have rolled. If a critical result is rolled, players may choose any open position on any hyperspace marker. If a ship cannot be placed this way at any of the matching positions without overlapping another ship, place it at range 0 of any board edge, beyond range 3 of all other ships.



Ships that are respawned discard all damage cards they had, and restore their shields, charges (both from their pilot and equipped upgrade cards), and force to their setup values, recharging or spending any as needed.

### Scoring:

Players earn Bounty Tokens for performing feats. Gained Bounty Tokens are placed next to their ship card. The following feats earn players Bounty Tokens:

- 1 Bounty Token for causing another ship to lose its first shield or suffer its first damage card from your attack or a device you dropped or launched.
- 2 Bounty Tokens for destroying an enemy ship with an attack. You also take all Bounty Tokens that ship had.
- 2 Bounty Tokens for destroying an enemy ship with a device you dropped or launched. You also take all Bounty Tokens that ship had.

If a ship flees, destroys itself via an ability, or performs a maneuver that destroys itself when it had the option not to, remove all Bounty Tokens from its ship card and distribute them evenly among all players. Any remainder is returned to the supply.

When a ship is destroyed, remove it from the board immediately.

### Victory:

The number of Bounty Tokens needed to win:

- 3-4 players: 9 Tokens
- 5-6 players: 10 Tokens
- 7-8 players: 11 Tokens

During the End Phase, if any player has reached the required number of Bounty Tokens, the game ends.

The player with the most Bounty Tokens wins.

If two or more players are tied, continue playing a new round.

### Scenario Rules:

#### Scenario Feature

A scenario feature is a type of marker placed in the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

#### Hyperspace Marker

A hyperspace marker is a scenario feature.

#### Squad Building

- ♦ Players pick any pilot with a squad value of 16 points or lower and use the same loadout value and slots that the pilot has for standard play.
- ♦ Players follow all other list building rules outlined in the rules reference.

#### Player Order

- ♦ Randomize player order starting round 2 by using any preferred method, I.E. ROAD, dealing numbered cards, or using online apps such as Chwazi.