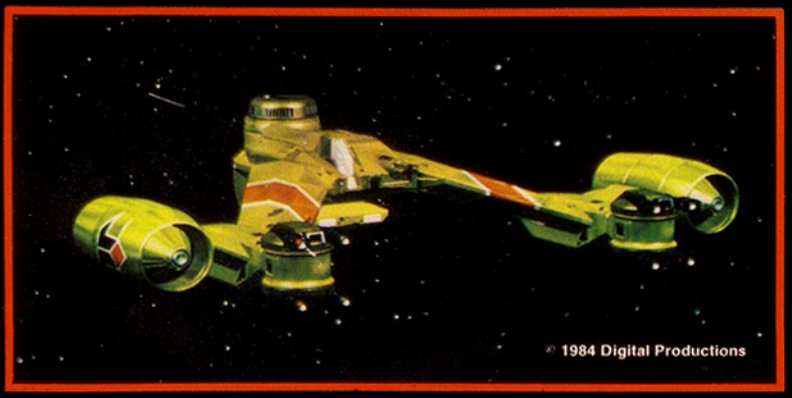
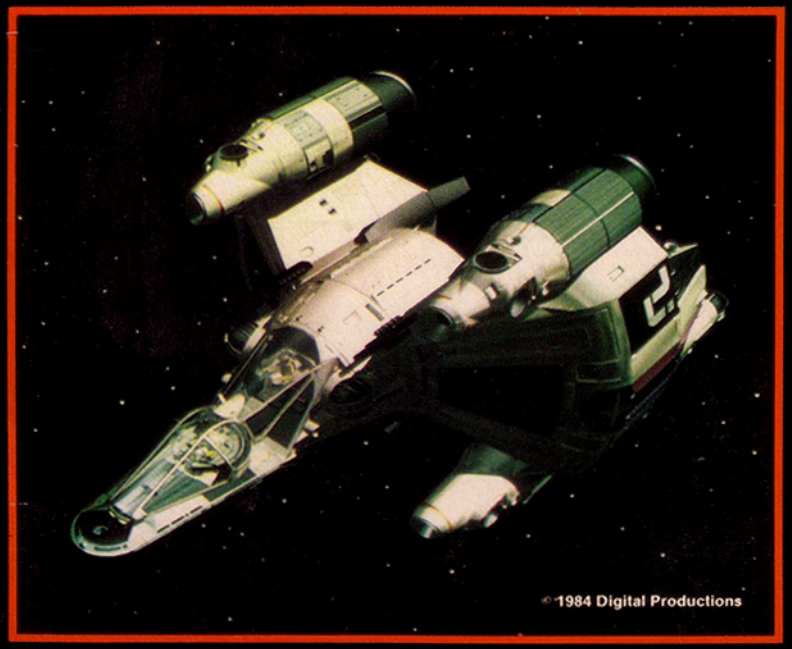
5003

THE LAST STARFIGHTER

DUEL IN SPACE





Damage Table

Die Roll	*Damage Result*
2	Reduce 2 protection points; take special damage.
3	Reduce 2 protection points; take special damage.
4	Reduce 2 protection points.
5	Reduce 1 protection point.
6	Reduce 1 protection point.
7	Reduce 1 protection point.
8	Reduce 1 protection point.
9	Reduce 1 protection point.
10	Reduce 2 protection points.
11	Reduce 2 protection points; take special damage.
12	Reduce 2 protection points; take special damage.

Special Damage Table

Die Roll	*Special Damage Result*
1	Stabilizer damaged.
2	Targeting computer damaged.
3	Laser damaged.
4	Targeting computer and laser damaged.
5	Life support system damaged.
6	Starfighter blows up!

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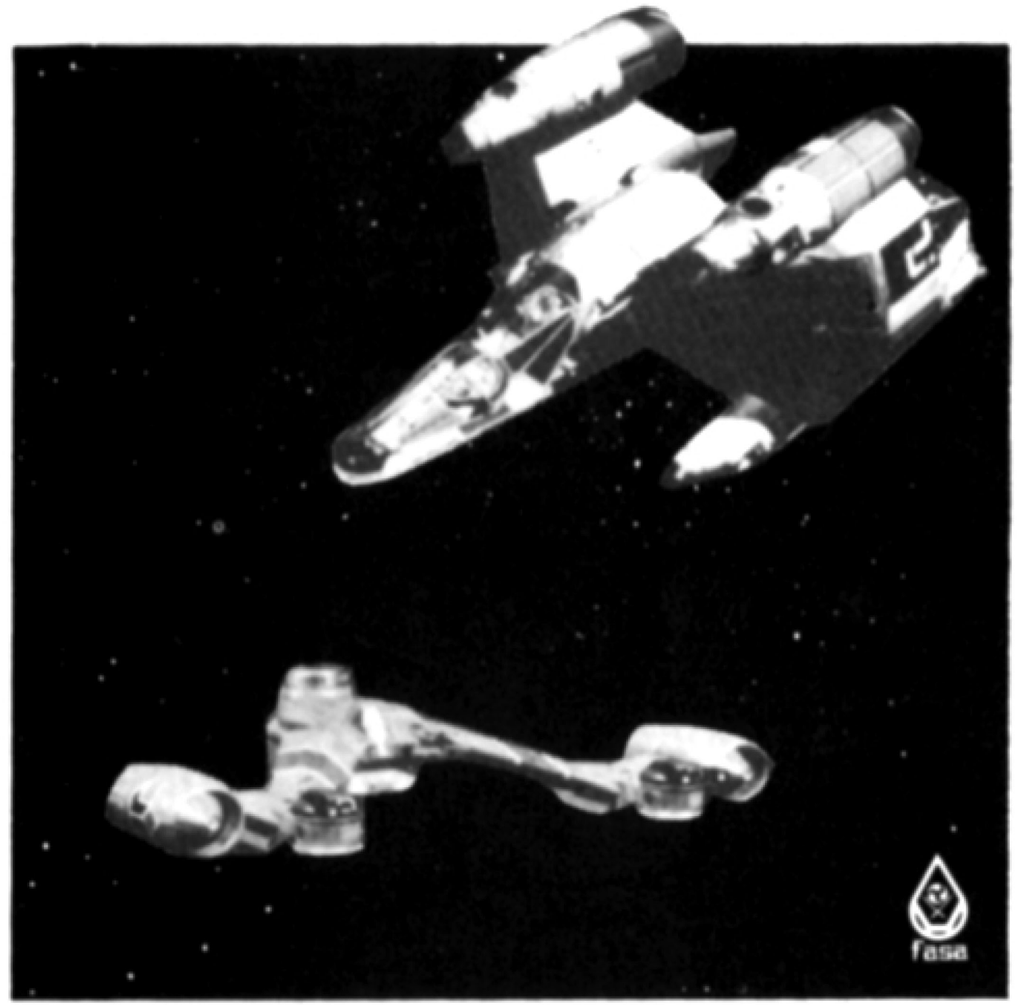

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THE LAST STARFIGHTER: DUEL IN SPACE

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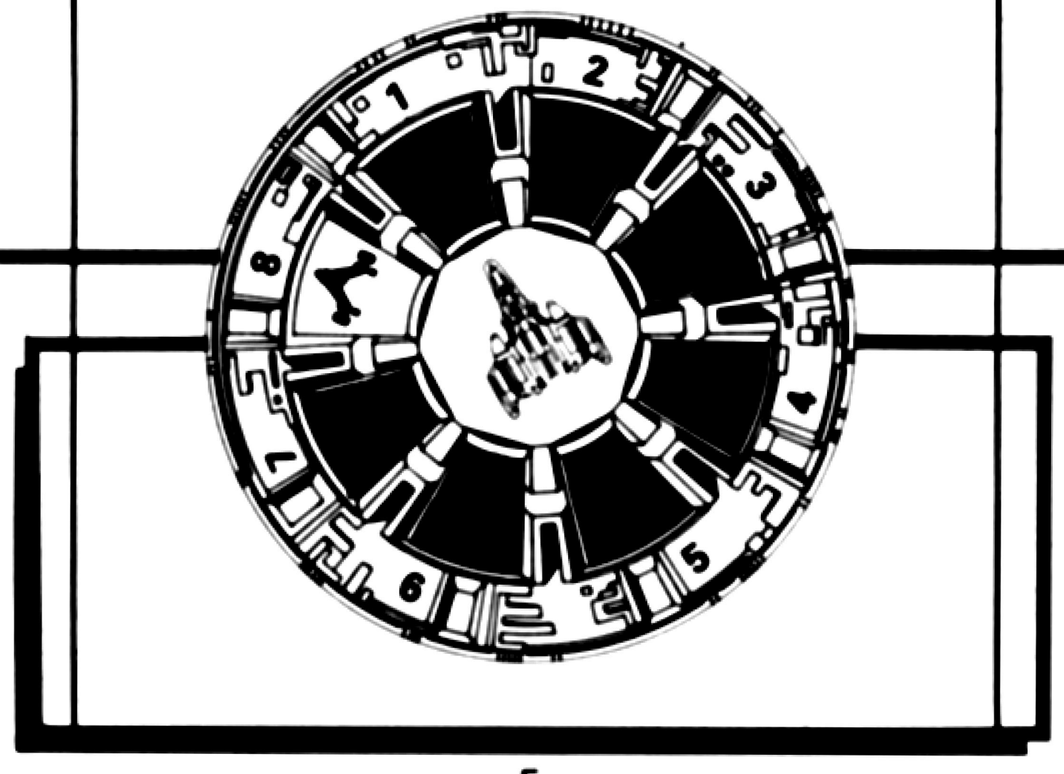
INTRODUCTION

Alone, now, *THE LAST STARFIGHTER* faces the Ko-Dan Deck Fighter, knowing that neither can return to base while the other still flies. The Star League pilot and the evil Ko-Dan both close in for the kill. It will be a duel to the death!

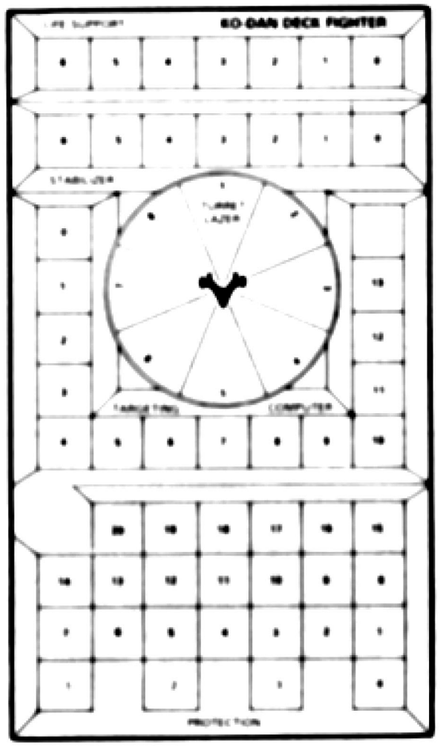
Game Pieces Provided

In addition to this booklet, the following pieces are provided for this game:

2 Navigation Wheels
1 for the Star League Gun Star
1 for the Ko-Dan Deck Fighter



2 *Starfighter Statistics Cards*
1 for the Star League Gun Star
1 for the Ko-Dan Deck Fighter



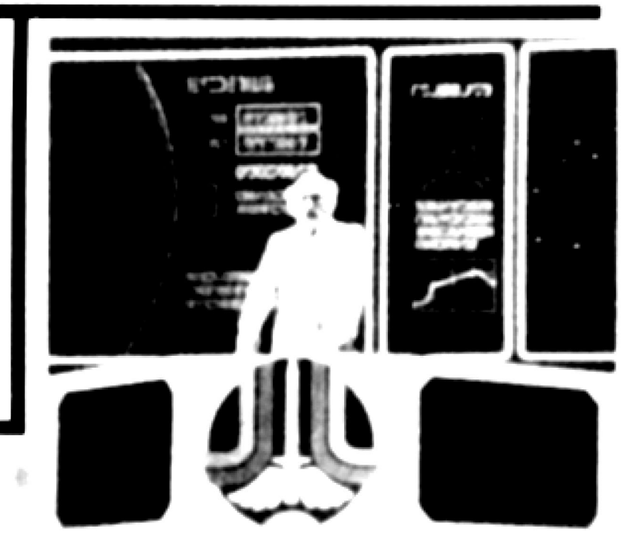
Square *Counters* (more than you'll ever need, so you can lose a bunch of them.)

Life Support	Stabilizer	Turret Lazer	Targeting Computer	Protection

2 Dice

Preparing The Pieces

Punch out the *Counters*. To assemble the *Navigation Wheel,* carefully remove the die-cut windows and the center hole. Arrange the 3 parts of the wheel so that the piece on the bottom has 8 different starfighter Views, the piece on the top has only one starfighter View and 8 large, die-cut windows, and the piece in the middle has only 1 large, die-cut window. Then insert the brass holding pin through the center hole. Fold back the tabs of the brass pin.





USING THE NAVIGATION WHEEL

Parts Of The Wheel

Each of the 3 levels of the *Navigation Wheel* has its own purpose. The top level shows YOUR starfighter in the center. The 8 View-ports (or windows) on the top level look through to the bottom level. The small, color-coded window in each sector is used for movement. The colors are used to line up the wheels correctly after movement is through.

The middle level is used to open the correct View-port on your starfighter. Because it has only one window in it, only one View-port can be open at a time. It is lined up using the tab and the small, color-coded, movement windows on the top level.

The bottom level shows 8 Views of YOUR OPPONENT'S starfighter. When one of these Views is lined up with the middle level and the top level, you can see his starfighter in its correct position and heading. The numbers in colored boxes around the outside edge help you line up the bottom level with the top level after movement.

Navigating

Navigation with the wheel shows the relative positions of the two starfighters. It does not show the distance between them.

Navigating is not difficult, and with a little practice it is quick and easy. It helps to think of the starfighter's movement in 3 parts: first, each starfighter *sets its heading;* last, each starfighter *moves forward,* and so the View must be reset. This is done in 3 steps with the *Navigation Wheel,* as shown below.

Step 1: Set your heading.
Step 2: Set opponent's heading.
Step 3: Reset View after movement.

Navigation Example

Here's how it goes using the *Navigation Wheel*. For this example, use the wheel for the Deck Fighter. Your opponent should use the wheel for the Gun Star. Set the *Navigation Wheel* so that your starfighter is facing your opponent's. You should be looking through View-port 1 of your starfighter and seeing View 1 of your opponent's starfighter, which is facing you. The numbers in the green movement window will be $\frac{1}{1}$. If you line up the green box (bottom layer) with the green movement window (top layer), you will have the correct view, even if the starfighter is not exactly in the center of the window.

Step 1: Set your heading. Now, let's say you want to turn 90° to the right. Set the heading of your starfighter by rotating the top level clockwise (to the right) 2 windows (clicks). Each click is 45°, so there are 8 all the way around the circle.

Because you have changed your heading by rotating 2 clicks clockwise, you will now see your opponent's starfighter through View-port 7. Your opponent has not changed heading yet, and so View 1 shows him still heading right toward your starfighter.

Step 2: Set opponent's heading. Let us say that your opponent also sets his heading by turning 2 clicks clockwise. Rotate the bottom level of your wheel 2 clicks clockwise to show this. Through View-port 7, you will be able to see the enemy starfighter rotate as the Views change.

After you have done this, your opponent's starfighter should be parallel to your starfighter, but headed in the opposite direction. This ends the first part of movement. Both starfighters have *set their headings.*

Step 3: Reset View after movement. Now, each starfighter moves forward. The numbers in the magenta movement box are now $\frac{6}{6}$. They tell the position of the starfighters after they have both moved ahead. The top number tells which View-port you look out. The bottom number tells which View of your opponent's starfighter you will see.

Rotate the middle level so that View-port 6 is open AND shows View 6. Movement is now complete.

Let's continue for one more move to be sure you've got it. From the $\frac{6}{6}$ position, your starfighter will rotate 2 clicks counterclockwise (left); your opponent's starfighter will rotate 1 click clockwise. Here's how it goes:

Step 1: Set your heading. Move the top level 2 clicks counterclockwise. Your starfighter has come around so that you now see your opponent's starfighter out View-port 8. You will still see View 6.

Step 2: Set opponent's heading. Move the bottom level one click clockwise. You will see the enemy starfighter rotate 45 away from your starfighter so that it is now tail-end to you. You will be looking at View 5.

Step 3: Reset View after movement. The tan movement box indicates that the final position of the starfighters will be $\frac{8}{5}$. That is, you will look out View-port 8 and see View 5 of the enemy starfighter. Because we already are at $\frac{8}{5}$, the center level does not need to be moved at all in this case.

Remember, the *Navigation Wheel* shows the relative positions of the starfighters after each move. It does NOT show the distance between them.



STARSHIP STATISTICS CARD

Each starfighter has a card showing all vital statistics.

Name

The name of the starfighter is at the top center.

Life Support System

The bar across the top of the card shows the status of the Life Support System. If the system receives damage, the bar is used to keep track of the number of turns remaining before the system fails completely.

Weapons

Each starfighter is equipped with 3 laser guns mounted forward, 1 laser gun mounted aft (pointing directly back), and 2 laser guns mounted in a rotating turret above the cockpit.

The circle in the middle of the card is used to record and show the direction the laser guns in the turret are pointing. They both must point the same way. There are 8 Sectors in this circle, each with numbers that match the View-ports shown on the *Navigation Wheel*. Sector 1 is directly forward, at the nose of the starfighter. Sector 5 is directly to the rear, the aft of the starfighter. You keep track of the direction your turret lasers are aimed by placing a counter on the appropriate Sector.

Stabilizer

The second on the top of the *Starfighter Statistics Card* is used to record damage to the starfighter's stabilizer and resulting limits on the ability to maneuver and change heading. An undamaged starfighter may change heading by as many as 6 clicks per turn. If the stabilizer is damaged, however, then there will be limits to how much the starfighter can maneuver. The Stabilizer Bar is used to record these limits.

Targeting Computer

The bar that wraps around from left to right of the *Starfighter Statistics Card* is used to record damage to the starfighter's targeting computer and resulting limits on the ability to fire accurately. An undamaged targeting computer allows the starfighter to fire with a base accuracy of 4. If the computer receives damage, this base number may rise to 5, 6, or even higher. The Targeting Computer Bar is used to keep track of the Base To-Hit Number.

Overall Damage

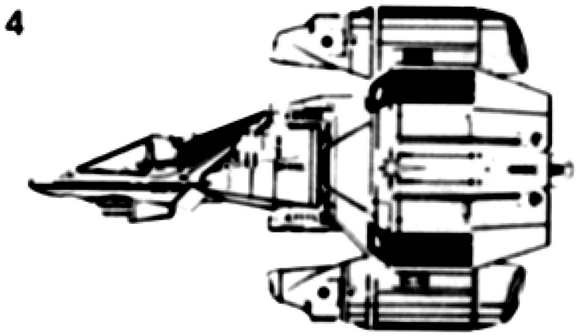
The bar across the bottom of the card is used to keep track of overall damage done to the starfighter. Each fighter starts with 10 protection points. As damage is taken, protection is lost and the enemy has a greater chance of doing serious damage. When all protection points are lost, the starfighter explodes. Use the Damage Bar to keep track of the remaining protection points.

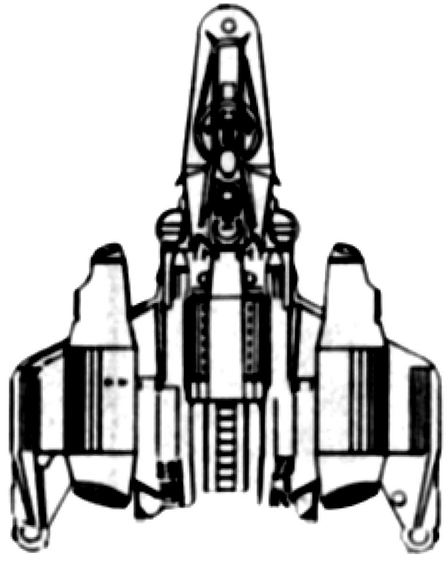


STARSHIP STATISTICS STAR LEAGUE GUNSTAR

3 lasers forward
1 laser aft
2 lasers turret-mounted

Stabilizer level = 6
Targeting Computer = 4
Protection = 10





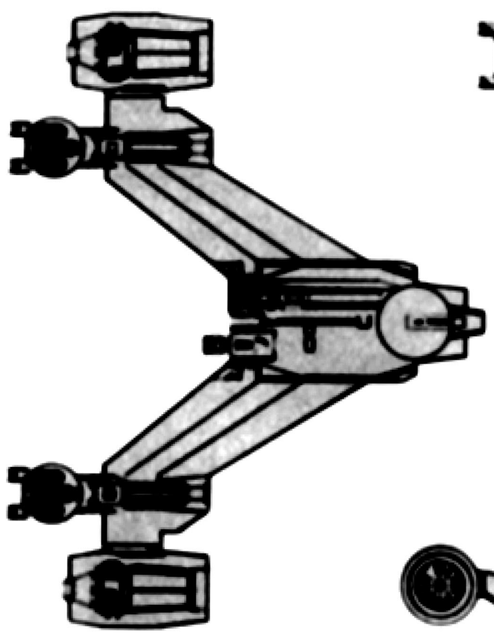


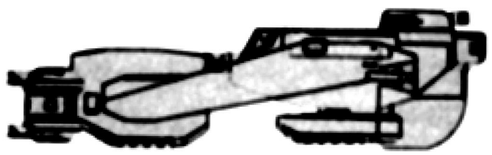
STARSHIP STATISTICS

KO-DAN DECK FIGHTER

3 lasers forward
1 laser aft
2 lasers turret-mounted

Stabilizer level = 6
Targeting Computer = 4
Protection = 10







GAME SETUP

Choosing Starfighters

Each player rolls a die. The player with the higher roll chooses his starfighter first. In case of ties, reroll. Give each player the appropriate *Navigation Wheel* and *Starfighter Statistics Card,* as well as a handful of *Counters*.

Starting Positions

To determine the starting position of his starfighter, each player rolls a die. Then he adds 1 to the number indicated and opens that View-port with the middle level of his *Navigation Wheel*. To determine the View he sees of his opponent, he adds 1 to his opponent's roll and turns the bottom level of his wheel until he sees that View.

For example, you roll a *4* and your opponent rolls a *6*. You would open View-port 5 with the middle level of your *Navigation Wheel*. Then you would set View 7 of the enemy starfighter by turning the bottom level. Your opponent would open View-port 7 and set View 5 of your starfighter.



SEQUENCE OF PLAY

Turret Aiming Phase

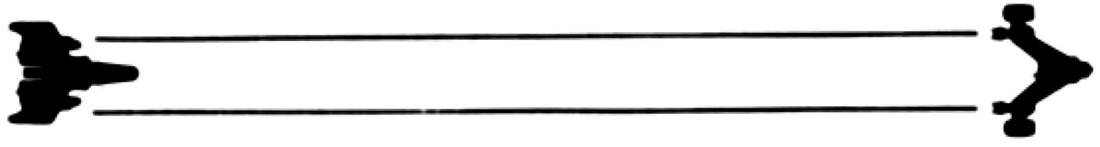
1. Decide which direction to aim your turret lasers. Place a *Counter* in the appropriate Sector on the *Starfighter Statistics Card.*

Movement Phase

2. Choose your heading in secret, and set the top level of your *Navigation Wheel.*
3. Place a concealed die on your *Starfighter Statistics Card* to record your setting. Reveal your heading at the same time as your opponent.
4. Set your opponent's heading on the bottom level of your *Navigation Wheel.*
5. Look at the color-coded, movement window for the final position, matching the color of the box to the color of the window.
6. Reset your *Navigation Wheel* to the new View-port and View.

Firing Phase

7. If you have weapons pointing at the View-port where your opponent is and you wish to fire, declare your shot. If your opponent wishes to fire, he declares his shot as well.
8. Add the number of clicks you just changed heading to the number given in the Targeting Computer Bar on your *Starfighter Statistics Card.* This is the To-Hit Number.
9. Roll 2 dice to see if the shot was a hit or a miss.
10. For a hit, roll 2 dice again and consult the *Damage Table* for the appropriate result.
11. Your opponent records the damage on his *Starfighter Statistics Card.* The result takes effect at the beginning of the next phase.



12. Repeat Steps 9 through 11 for all remaining weapons you wish to fire.

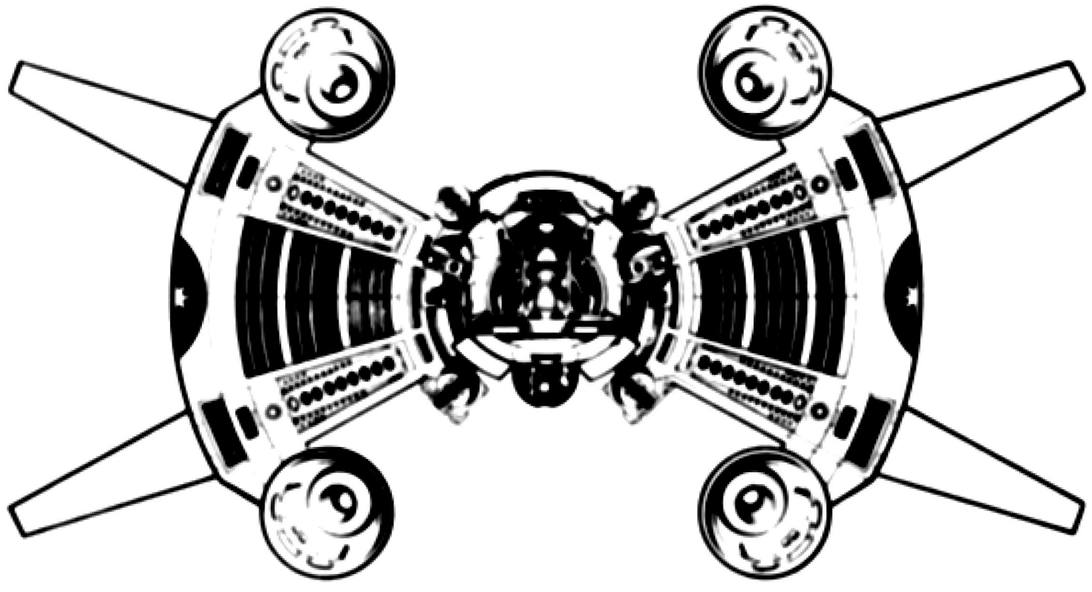
15. Repeat Steps 8 through 11, with your opponent shooting at you. You record damage as required.

Continuing The Game

16. Go back to Step 1.

Winning The Game

17. You win the game when you blow up the other starfighter. Your opponent wins if he blows you up. The duel is a tie if the starfighters disengage.



MOVEMENT

Every turn contains 1 movement phase followed by a firing phase. Movement takes place in 3 steps, and all movement takes place at the same time.

First, each player sets his new heading on his *Navigation Wheel*. After setting his heading change, a player uses a hidden die to indicate his movement. The number showing on the top of the die indicates how many clicks he is rotating. The placement of the die on the *Starfighter Statistics Card* shows the direction. For example, if you want to change your heading 4 clicks clockwise, you would place your die on the right-hand side of the card with the *4* showing. If you do not want to change direction, you would place the die in the center of the card. And if you want to change your heading 3 clicks counterclockwise, you would place your die on the left-hand side of the card with the *3* showing.

Second, both players reveal their movement at the same time. Then each player sets his opponents new heading on his *Navigation Wheel*.

Third, both players reset the View-port and the View, as indicated by the numbers in the color-coded movement window.

Heading Change Restrictions

Starfighters may change heading 6 clicks clockwise or counterclockwise in one turn only if their stabilizer is undamaged. When a stabilizer takes a hit, the number of clicks by which a starfighter can change heading is reduced by 1. Thus, if you take 1 stabilizer hit; you can only change heading by 5 clicks, and if you take 4 stabilizer hits, you can only change heading by 2 clicks.

Fly-Bys

If two starfighters head straight toward each other twice in a row, they will fly by each other. The way it works is this. If the nose-to-nose position (View 1 in View-port 1) occurs and does not occur again immediately, there is no fly-by, but if it occurs again immediately after, the two starfighters have flown so closely together that they may not shoot. Both pilots then set View 5 in View-port 5, and continue the game from there.



For example, after the first movement phase, the two starfighters end up facing one another head-on; they can exchange shots, if they want. In the next movement phase, the commanders decide to go straight. The result for both is $\frac{1}{1}$. They may NOT exchange shots. Both set View 5 in View-port 5. Next, they each set a move and resolve it as usual, and they may fire again normally.

Disengaging

There are 9 positions that indicate the starfighters are moving directly away from each other. If 3 'disengaging' positions occur in a row, then the starfighters have flown out of range. The game is a draw, and neither player has won, unless BOTH players agree to re-engage. The SAME 'disengaging' position does NOT have to occur 3 times in a row; rather, ANY combination of 3 disengaging positions will end the game. If BOTH players agree to continue the battle, set both *Navigation Wheels* to View 1 seen in View-port 1, and continue play.

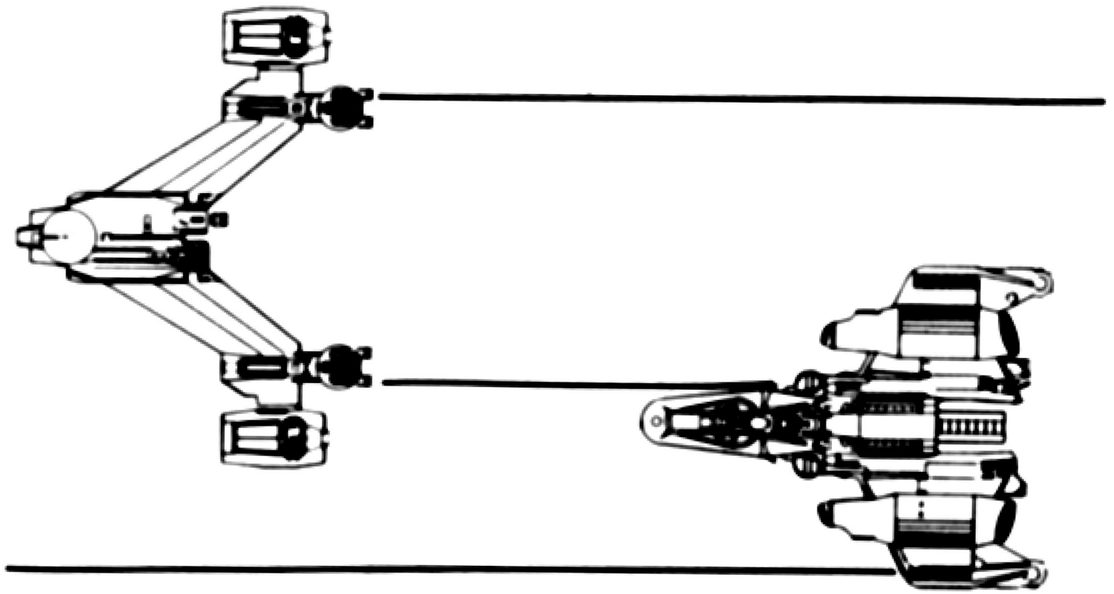
The 'disengaging' positions are any View 4, 5, or 6 in View-port 4, 5, or 6, as shown in the table below.

Disengaging Position Settings

Wheel A View-port/View			*Wheel B* View-port View		
4 4	4 5	4 6	4 4	5 4	6 4
5 4	5 5	5 6	4 5	5 5	6 5
6 4	6 5	6 6	4 6	5 6	6 6

FIRING WEAPONS

There is a firing phase in every turn after the movement phase. Weapons fire between starfighters takes place at the same time, and so you cannot be destroyed before you can get your shot off. Every turn, players should alternate resolving their shots, with one person resolving all of his shots first, and then the other. It does not matter which player resolves fire first.



Which Weapons Can Fire?

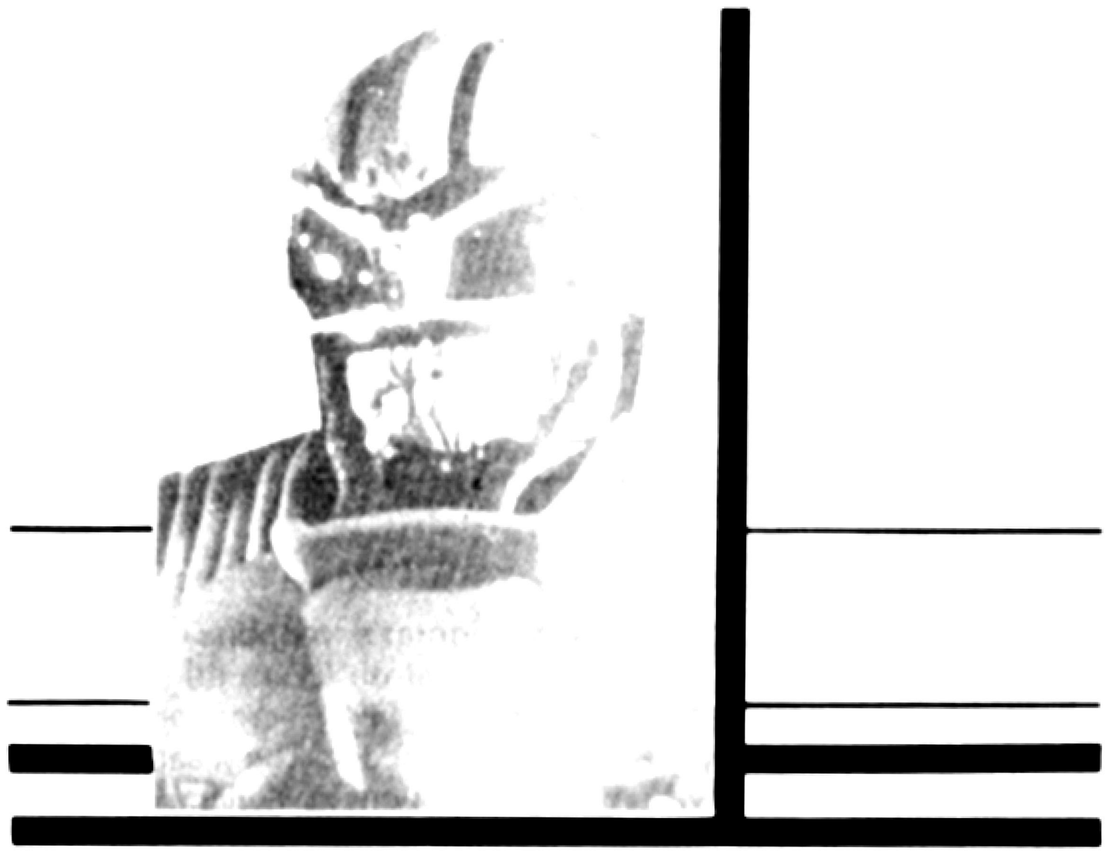
A player cannot fire all of the starfighter's weapons every turn. He can fire only those weapons that bear on (point at) his opponent's starfighter. Only the weapons from ONE Sector can bear on the opposing starfighter in a single firing phase. The weapons that bear are determined by where your opponent is. Whichever View-port is open tells which Segment's weapons bear. If your opponent is in View-port 3, then the weapons in Segment 3 bear on him.

Determining A Hit

Add the Base To-Hit Number (from the Targeting Computer Bar) to the number of clicks the starfighter changed heading. This is the To-Hit Number.

Roll 2 dice. If the roll is equal to or greater than the To-Hit Number, the shot is a hit. If the roll is less than the To-Hit Number, the shot is a miss.

As you can see, the more damage that the targeting computer takes, the harder it is to hit your opponent.



DAMAGE FROM HITS

Each laser shot does at least 1 damage point. This is recorded by moving a *Counter* on the Overall Damage Bar. Damage is determined by rolling 2 dice and consulting the *Damage Table* given below.

Damage Table

Die Roll	*Damage Result*
2	Reduce 2 protection points; take special damage.
3	Reduce 2 protection points; take special damage.
4	Reduce 2 protection points.
5	Reduce 1 protection point.
6	Reduce 1 protection point.
7	Reduce 1 protection point.
8	Reduce 1 protection point.
9	Reduce 1 protection point.
10	Reduce 2 protection points.
11	Reduce 2 protection points; take special damage.
12	Reduce 2 protection points; take special damage.

For each hit it takes, the starfighter's protection is reduced by 1 or 2 points. Move the *Counter* to the right on the Overall Damage Track to reflect this damage. When the counter gets to *0*, the starfighter breaks apart and blows up.

Special Damage

If a shot gives special damage, roll 1 die and consult the *Special Damage Table* below. As the starfighter takes more and more damage, the special damage is more and more deadly. After it has only 7 protection points left, add 1 to every Special Damage Roll. After it has only 5 protection points left, add 2 to every Special Damage

Roll. After it has only 3 protection points left, add 3 to every Special Damage Roll; at this point, there is more than a 50% chance that any special damage will cause the starfighter to blow up!

The table gives each of the special damage effects. They take place at the beginning of the next game turn.



Special Damage Table

Die Roll	*Special Damage Result*
1	Stabilizer damaged.
2	Targeting computer damaged.
3	Laser damaged.
4	Targeting computer and laser damaged.
5	Life support system damaged.
6	Starfighter blows up!

Stabilizer Damaged

The stabilizer has been hit, and heading changes are more difficult. The starfighter can no longer make the tight turns it once could. Move the *Counter* down 1 box on the Stabilizer Bar. The lower the number, the fewer clicks the starfighter may change its heading. When the counter gets to 0, the starfighter must move in a straight line.

Targeting Computer Damaged

The targeting computer aiming system has been hit, and the starfighter can no longer shoot as accurately as it once could. Move the *Counter* down 1 box on the Targeting Computer Bar. When the counter gets to 13, the starfighter can no longer shoot accurately enough to hit the target.

As you can see, damage here will keep the starfighter from making tight heading changes, because the To-Hit Number is partly determined by how many clicks the starfighter changes its heading.

Laser Damaged

Special damage may destroy a weapon. If that happens, the weapon may not be fired for the rest of the game. Roll a die and consult the table below to determine which weapon was damaged. If an already-damaged weapon is hit again, reroll.

Damaged Weapon Table

Die Roll	*Weapon Damaged*
1	Forward Laser 1
2	Forward Laser 2
3	Forward Laser 3
4	Turret Laser 1
5	Turret Laser 2
6	Aft Laser

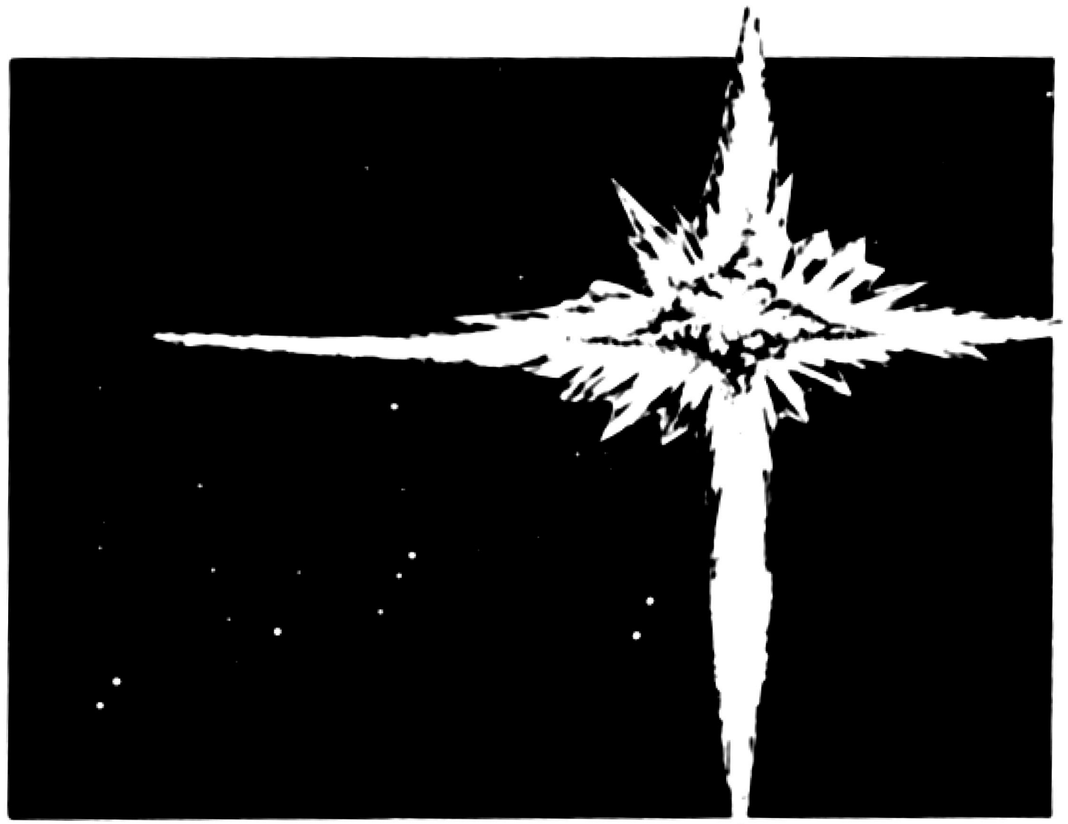
Life Support System Damaged

Special damage may hit the pilot's life support system, reducing the number of turns that he may remain in the game. When this occurs, move the *Counter* from the *OK* box to the *6* box, showing that he has 6 turns left. At the end of the next turn, move the *Counter* 1 box to the right. When the counter gets to the *0* box, the pilot is dead.

When this damage occurs, it is a good idea to try to disengage as quickly as possible. It takes 3 turns to disengage, and if you wait too long...

Starfighter Blows Up

Kaboom!



SOLO PLAY: TARGET PRACTICE

A computer-controlled target drone is programmed for a random move-and-fire sequence. This is your chance for target practice against a truly unpredictable enemy. Keep a record of the number of full turns it takes you to destroy the drone... but beware, the drone DOES fire back!

Components Needed

You will need the *Starfighter Statistics Cards* for both starfighters. You also will need 2 dice, but only the A *Navigation Wheel* for the starfighter you will fly.

Game Setup

The setup for the game is the same as for the duel. You can play either starship.

Sequence Of Play

The general sequence of play for this game is the same as for the duel game, with the following exceptions. In every case, you must commit yourself to action BEFORE you determine how the drone behaves. After you have performed some action for the drone, you may NOT change anything you have done for yourself.

Turret Aiming Phase: You set your turret as usual. You do not aim the drone's turret until the Firing Phase.

Movement Phase: You move as normal, and then you must roll dice to determine the drone's movement, as described below.

Firing Phase: You must aim the drone's turret, as described below. Then, you fire as you see fit. Finally, you must roll the dice for the drone's fire. If the drone has weapons bearing on your starfighter, it will always fire. Record damage and special damage as usual.

Moving The Drone

After you have recorded your movement on the upper part of the *Navigation Wheel,* roll 2 dice to determine the drone's movement. The big die determines if the drone moved clockwise or counterclockwise, and the little die determines how much it turned.

A roll of 1 3 on the big die means that the drone moves clockwise; a roll of 4 6 on the big die means that the drone moves counterclockwise. The number on the little die indicates how many clicks that the drone changed its heading.

If the drone has taken enough special damage that it cannot change its heading as much as the dice indicate, it moves straight ahead.

Firing The Drone's Weapons

Roll 1 die to determine if the drone's turret lasers are pointed toward you. If you roll 5 or 6, they are! Oops.

Shot down by the drone? Don't tell anyone!



OPTIONAL RULES - DESIGN YOUR STARFIGHTER

Advanced players may want to design their own starfighters. Players have 20 design points to spend. They may divide these points between maneuverability, accuracy with the lasers, or protection. When designing his starfighter, the player should 'spend' ALL 20 of his points, as there is no benefit for saving any.

Maneuver: For each point you spend on maneuverability, you can make a heading change 1 additional click greater. All starfighters start the game being able to make a 1-click heading change. If you spend 5 design points on maneuver, your starfighter can make up to a 6-click change.

Accuracy: For each point you spend on weapons system accuracy, the Base To-Hit Number for the starfighter's lasers goes down by 1. All starfighters start the game with a Base To-Hit Number of 12, which means that you have to roll boxcars on both dice to hit, and you cannot make any heading changes! If you spend 8 design points on accuracy, your starfighter has a Base To-Hit Number of 4. If you spend 12, you will ALWAYS hit as long as you make only 2-click heading changes and your starfighter is undamaged!

The table shows what the Base To-Hit Number is for the points spent.



Base To-Hit Numbers

Points Spent	*Base To-Hit Number*
0	12
1	11
2	10
3	9
4	8
5	7
6	6
7	5
8	4
9	3
10	2
11	1
12	0

Protection: For each point you spend on protection, you get 1 additional protection point. All starfighters start the game with 3 protection points. If you spend 7 design points on protection, your starfighter will have 10 protection points.

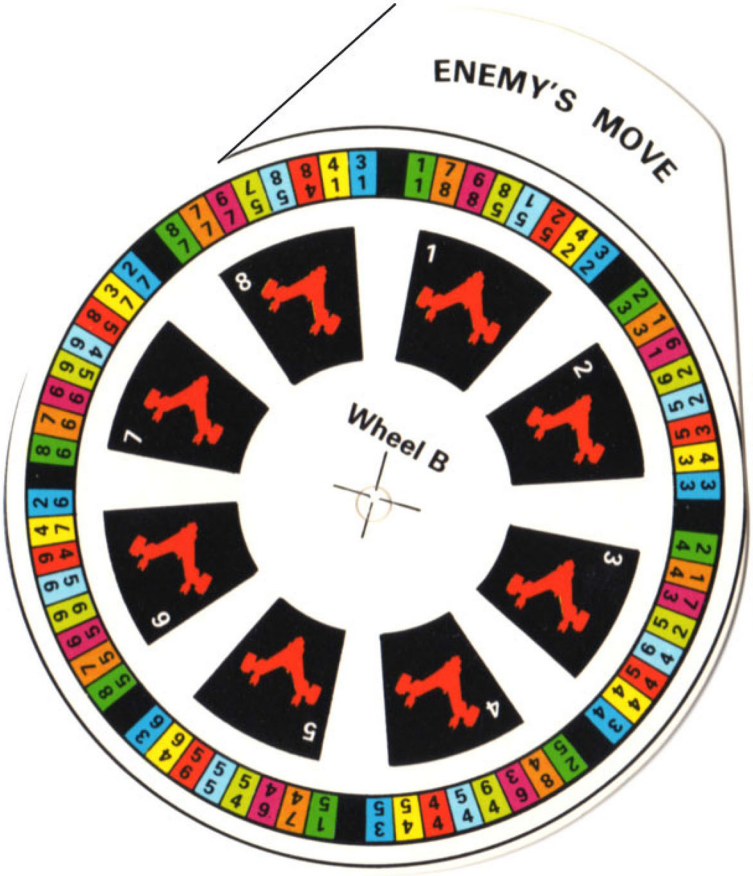
Design Limits

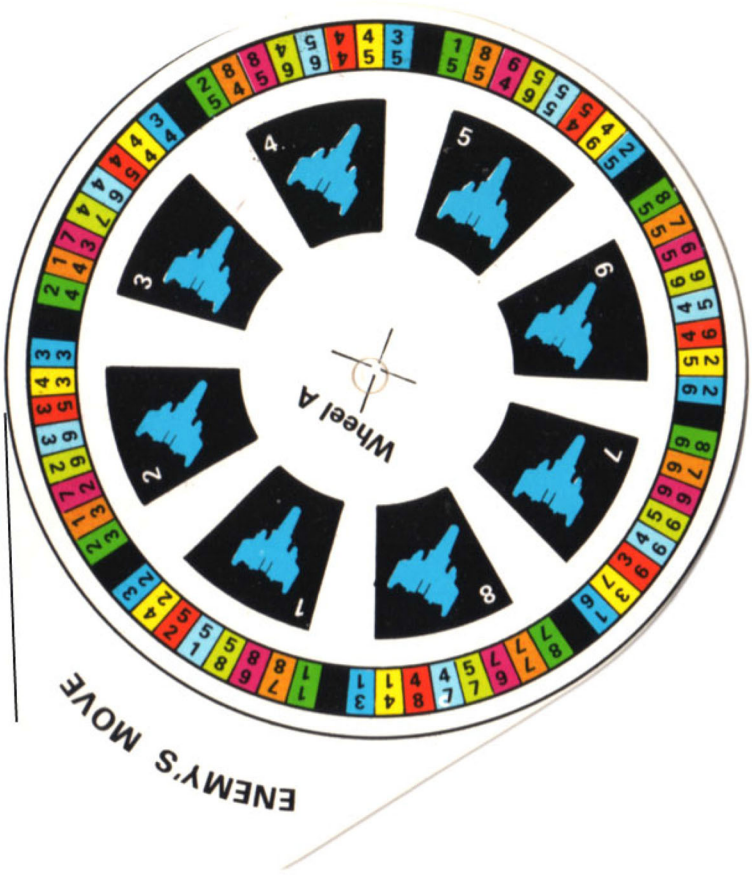
The table below shows the maximum and minimum values for each starfighter.

Starfighter Design Limits

System	*Minimum*	*Maximum*
Accuracy	0	12
Maneuver	0	5
Protection	0	20



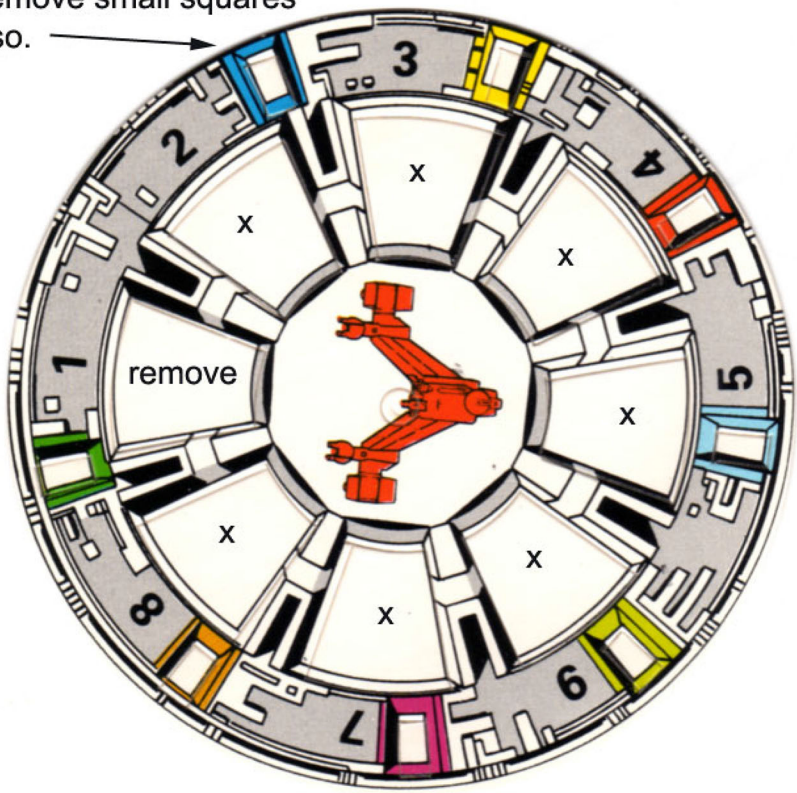

ENEMY'S MOVE
Wheel B

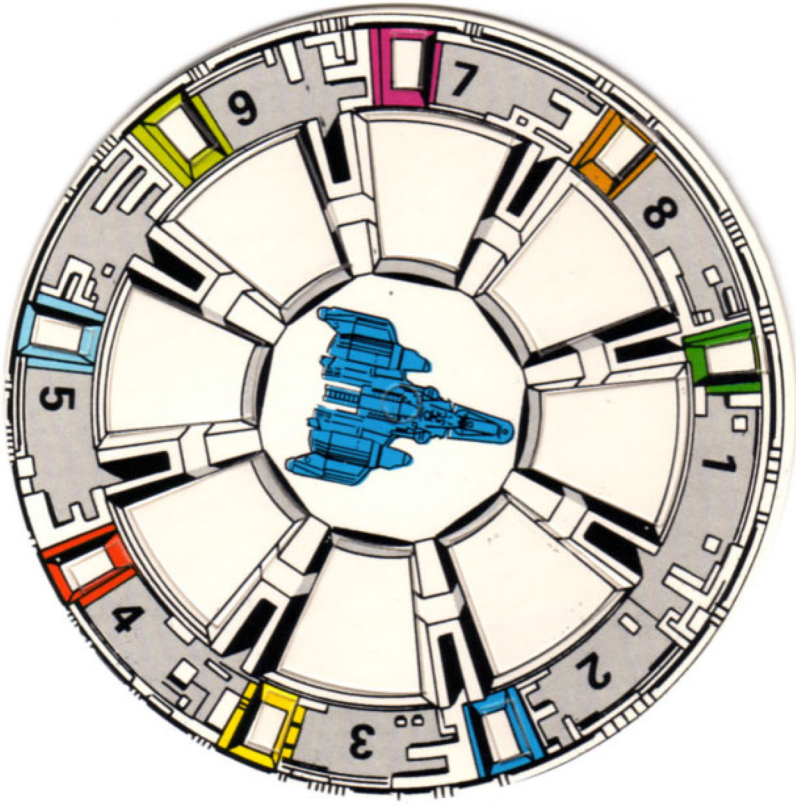

ENEMY'S MOVE
Wheel A

VIEW-PORT
remove

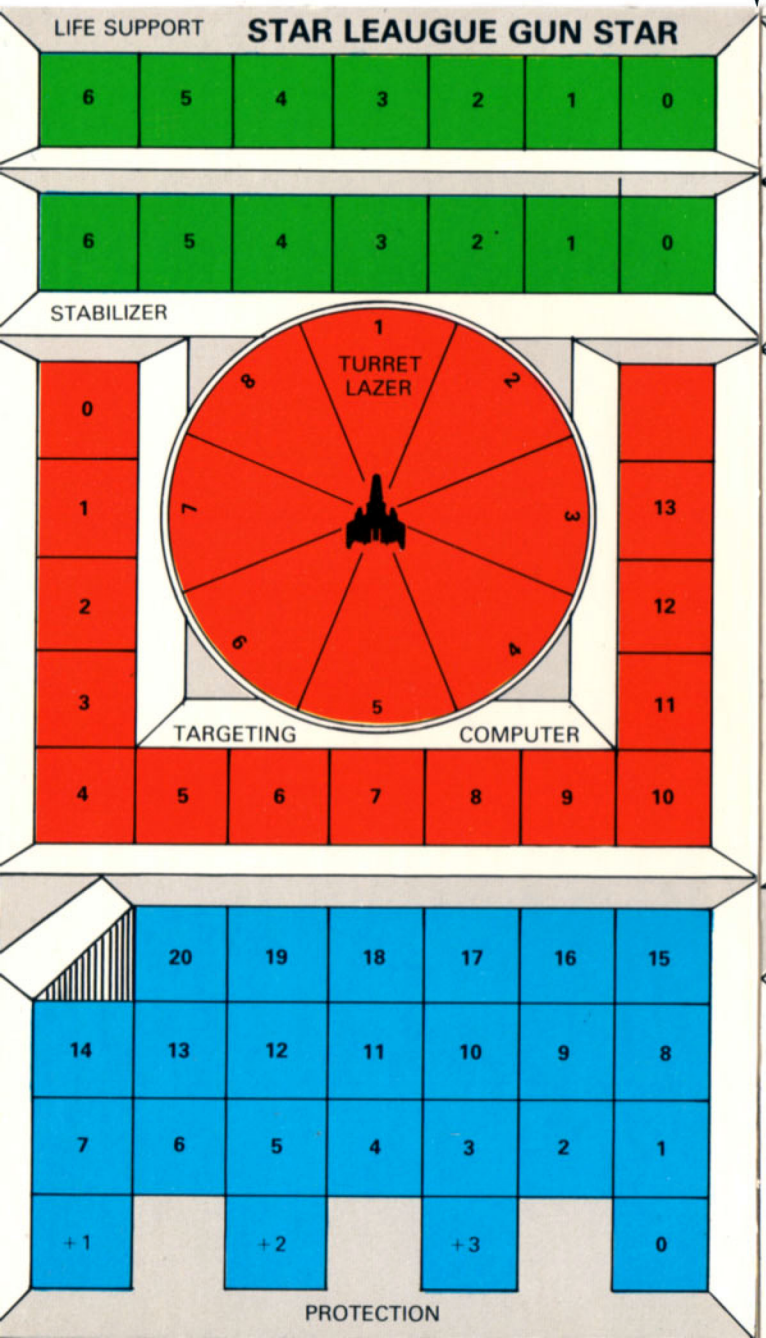
remove
VIEW-PORT

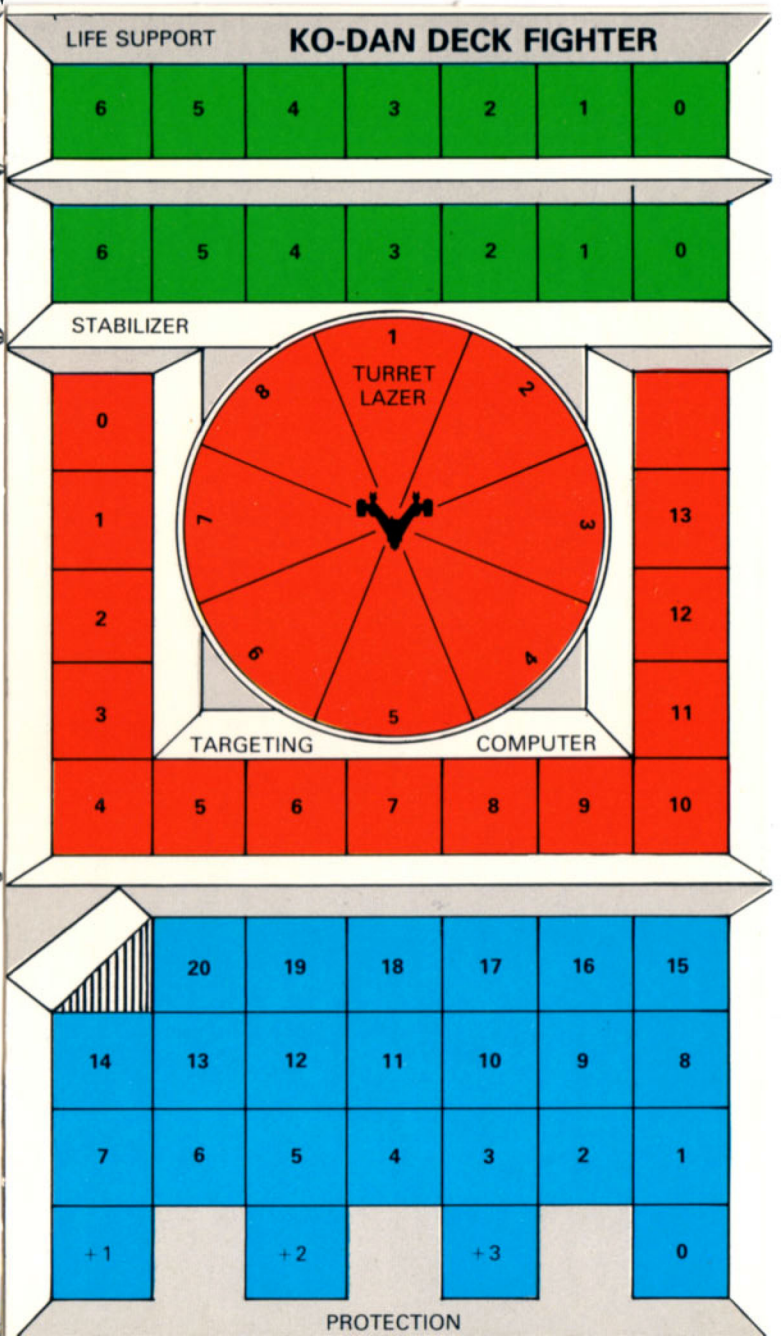
Remove small squares also.





Cut Here


LIFE SUPPORT
STAR LEAUGUE GUN STAR
6 5 4 3 2 1 0
6 5 4 3 2 1 0
STABILIZER
1 TURRET LAZER 2 3 4 5 6 7 8
0 1 2 3 4
13 12 11 10
5 6 7 8 9
TARGETING COMPUTER
20 19 18 17 16 15
14 13 12 11 10 9 8
7 6 5 4 3 2 1
+1 +2 +3 0
PROTECTION


LIFE SUPPORT
KO-DAN DECK FIGHTER
6 5 4 3 2 1 0
6 5 4 3 2 1 0
STABILIZER
1 TURRET LAZER 2 3 4 5 6 7 8
0 1 2 3 4
13 12 11 10
5 6 7 8 9
TARGETING COMPUTER
20 19 18 17 16 15
14 13 12 11 10 9 8
7 6 5 4 3 2 1
+1 +2 +3 0
PROTECTION


Life Support
Stabilizer
Turret Lazer
Targeting Computer
Protection
Life Support
Stabilizer
Turret Lazer
Targeting Computer
Protection
Life Support
Stabilizer
Turret Lazer
Targeting Computer
Protection
Life Support
Stabilizer
Turret Lazer
Targeting Computer
Protection
Life Support
Stabilizer
Turret Lazer
Targeting Computer
Protection









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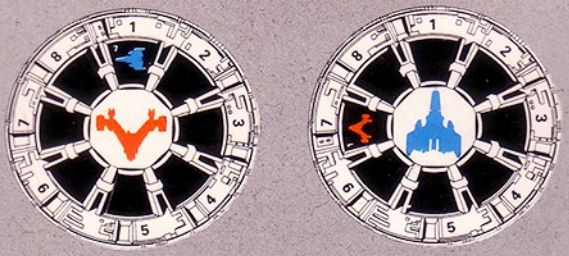

You have piloted your STAR LEAGUE Gun Star space fighter through one battle after another and now you are a battle hardened veteran. Now you face the challenge of your life. The enemy is none other than a Ko-Dan Deck Fighter, the best they have to offer. You know it will be a duel to the death and that the fate of the galaxy rests in the hands of the victor.

The Starfighter Duel series by FASA uses a unique and fascinating movement system governed by the Starfighter Navigation Wheel. Players plot their moves on the wheels, then check to see if the enemy is in their sights. If you have managed to outguess your oponent you may fire and hope for a swift kill. Each game includes 2 Starfighter Navigation Wheels, 2 Statistic cards, 25 markers, 2 dice and the rulebook. A game for one or two players ages 12 and up.

