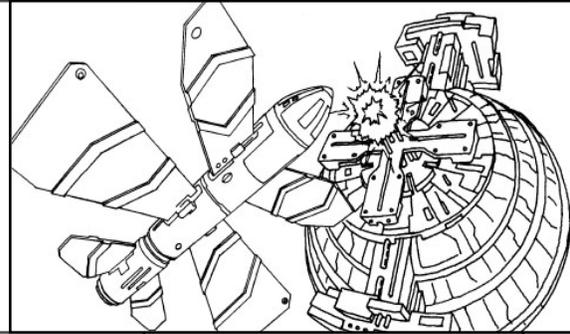


A FURY AND TRADER FACE OFF.

MELEE!

The **Ur-Quan Legacy: Melee!** is a game of fast and furious space combat. Whether you command ships for the Alliance of Free Stars or the Hierarchy of Battle Thralls, what follows is everything you need to know to lead your fleet to victory!



UNDERSTANDING THE COMPONENTS

Melee! is made up of several key components.

The Star Map is made of a series of interconnected hexes. Each of these hexes acts as a section of empty space that ships, asteroids, and other objects in the game occupy. Under normal circumstances, no more than one object can exist in any hex. Each side of a hex is considered a facing.

Tokens are graphical representation of various objects in the game. Space ships, asteroids, planets, and even various weapon effects are present. They are placed on the map and are moved and changed throughout play.

The Dice provide a degree of randomness and excitement to the game. Dice are used to impartially decide when weapons hit, when space ships dodge, and any other task where an element of chance is involved. Throughout the text, dice are referred to by the letter “d” followed by the die’s number of sides. Players should have one each of a d4, d6, d8, d10, and d12.

The Ship Data Readouts contain all the relevant combat information about each space ship: How fast it can move, what it can do, and even the extent of damage it can take. Because some facets of the ship may be modified throughout play, each Player should have their own copy of their Ship Data Readout.

SETTING UP THE GAME

Before you can begin blowing each other into scrap, a bit of set-up is required to set the stage.

Selecting your Fleet is easy. Simply decide on a Maximum Point Value for each Player. Players may select any combination of ships as long as the sum of their Point Values does not exceed this predecided threshold.

Decide who goes first by having each Player roll a die of the same size. The Player with the greatest roll decides the order of turns in the game. If there is a tie, re-roll.

Place Asteroids on the board by taking turns placing asteroid tokens anywhere on the Star Map. Typically, only six asteroids should be

REPLACEMENT PARTS

If you need additional copies of the maps and tokens, visit www.wiseturtle.com.

FLEET SECRECY

Players can keep their Fleets closely guarded secrets or share the information freely.

AMBUSH!

Certain ships, like the VUX Intruder, may have special rules for ship placement.

placed, but this may be adjusted to suit the Players' desires.

Pick a ship from your fleet and place it on the Star Map, again in the previously determined order. Players may place this ship anywhere within 5 hexes of the map's edge closest to them.

The game begins, starting with the first Player's turn.

THE TURN AND WHAT'S IN IT.

Each turn is made up of several phases.

Inertia Phase

Movement Phase

Attack Phase

Special Phase

With the exception of the **Inertia Phase**, which always takes place at the beginning of each turn after the first, these phases may be taken in any order. Inertia will be discussed in detail later.

MOVEMENT PHASE.

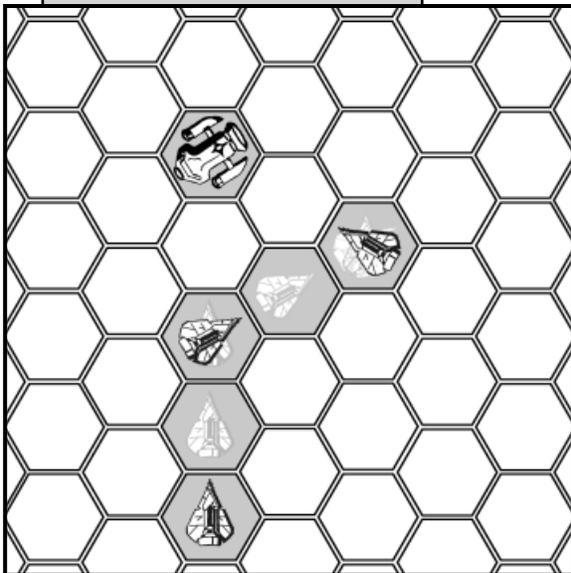
Of all things your ship can perform, choices you make in the **Movement Phase** can make the most difference between life and space junk.

Moving the ship consists of simply moving your ship token from one hex to an adjacent hex. A ship can only move into the hex in front of its forward facing, indicated by the small white arrow on the token. Also, the ship may only move a number of hexes less than or equal to its **Thrust**. Ships may not enter or pass through hexes occupied by other ships, asteroids, or objects.

Turning the ship involves turning your ship one hex-side facing to its left or right. Although the ship can make any number of consecutive turns, and may do so at any point in the Movement Phase, it cannot turn more hex-side facings than its **Turn**.

Players may interrupt the Movement Phase at any time to enter the **Attack** or **Special Phase**. Once the Phase is complete, the Player may resume its movement as long as it has available **Turn** and **Thrust**.

Keep track of which direction you moved the most. This will be important for the **Inertia Phase**.



Captain Tanaka, pilot of this Scout, moves two hexes forward, spending two Thrust. He could move into the Attack Phase, but instead decides to finish his movement by turning one hex-facing right (one Turn) moving two more hexes (two Thrust), and turning left twice to face the oozing worm-faced Ur-Guan coward (two more Turn). Scouts have only 4 Thrust, so he can move no more hexes this Turn.

ATTACK PHASE.

Regardless of the amount of space-faring acrobatics your ship performs, eventually you'll want to take a shot at your enemies, and they you!

You may only enter the Attack Phase once a turn. In this phase, Players may perform the action listed under the **Main** heading of their ship as long as they can fulfill all the necessary criteria.

Arc, indicated by a hexagonal pattern under the **Main** heading, represents the breadth of area your weapon can be fired. A ship's **Arc** extends in a cone-shaped formation outward, starting with the hex indicated. If multiple hexagons are indicated, the cone may extend from any of these directions. The ship attacked must be within this cone.

Range represents how far your attack can reach. To see if a ship is within range, simply count hexes taking the most direct path available. As long as the number of hexes between the ships does not exceed the **Range** and the ship is within the weapon's **Arc**, the attack can be made.

Intervening objects will block line-of-sight. If you are forced to count through a hex occupied by another object, no attack is possible.

Most attacks require Battery. Once you fire your attack, mark off a number of **Battery** squares equal to the **Cost** of your attack. If you do not have enough **Battery**, you may not attack.

If you meet all these criteria, roll your Attack Die listed with the ship's main weapon. Higher is better because...

Your opponent rolls his or her ship's Pilot Die. The **Attack Die** must exceed this roll to score a hit. If it is equal to or less, it misses.

If you hit, reduce the enemy's Crew by your weapon's Damage. Your opponent marks off a number of squares equal to this value.

Many attacks have special attributes like Rapid Fire or Laser. Players should be sure to read what these attributes do and use them to their advantage.

Additionally, excessive range will affect the Attack Die. For every 5 hexes of distance, reduce the **Attack Die** by one polyhedral size.

SPECIAL PHASE

This phase is an exact duplicate of the **Attack Phase**, only it allows the use of Special actions. Like the **Attack Phase**, ship's may only enter the **Special Phase** once a turn. Many Special actions are not quite attacks, however, and may result in many exciting possibilities.

REFLEX ACTIONS

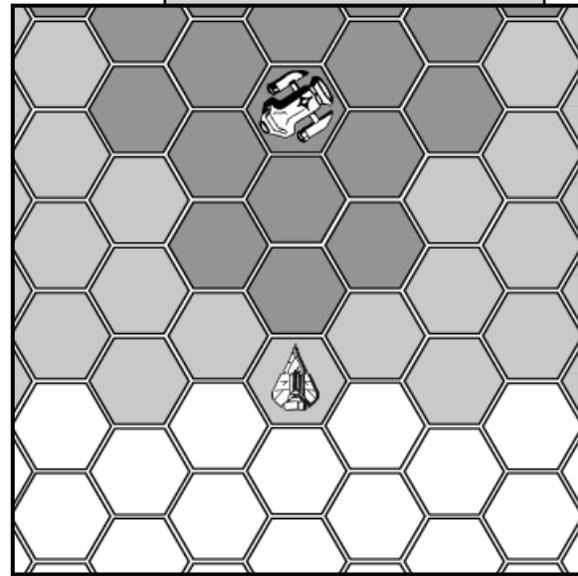
Some ships have a Main or Special attribute called Reflex. This gives the ship the unique ability to act during another Player's turn.

After an opposing ship has rolled its Attack Die but before the attacked ship rolls its Pilot Die, a ship may instead opt to roll a special **Reflex Die**, a d12. If the **Reflex Die** meets or exceeds the **Attack Die**, the attack is nullified and any other special attributes of the reflex weapon take effect. If the **Reflex Die** is lower, **Damage** is taken as normal, but any special attributes of the reflex still take effect. In either case, **Battery** is consumed.

Ships may use a Reflex Action even if they used that weapon during their turn. However, the attack still requires sufficient **Battery** to function.

Additionally, ships may perform a Dire Reflex action. If the ship decided to roll its **Pilot Die** but failed to dodge the attack, it may still perform a Reflex action. In this situation, the **Reflex Die** is only a d6.

If a Reflex roll fails and the ship is destroyed, none of the Reflex actions attributes take effect.



Tanaka's arc of fire is shown in dark grey. If a Scout had a wider arc, it would include the hexes indicated in the light grey area. But it doesn't. Tanaka curses at length over this, but settles for the fact that the Ur-Quan pondscum is within range (3 hexes). Tanaka rolls his Attack Die, a d10, and gets a 8. The Dreadnought rolls its Pilot Die, a d8, but gets only a pathetic 4. The Ur-Quan marks off ½ a Crew box as a result of the Scout's impressive Dart hit. The Scout marks off 1 Battery.

BLAZE OF GLORY

Tanaka, staring down a miserable, unworthy, yet definitely life-ending blast of fusion-powered death, decides to use his Glory Device as a Reflex action. The Dreadnought's Attack Die came up 7. Rolling his special Reflex Die, d12, Tanaka gets an honorable 9. The Scout explodes before the Fusion Blast hits. If it is in range, the Dreadnought receives the appropriate damage.