

Strass Wars Mixed-up

Scenario Setup:

5 scenario tokens: 1 central satellite, 2 secondary satellites, 2 supply caches

Players follow the Setup rules found in the Rules Reference, with the following exceptions.

Determine Player Order: At the end of the Determine Player Order step of Setup the first player becomes the red player, and the second player becomes the blue player. Each player flips their player markers to the matching color side.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one scenario token in the center of the play area (centered at range 4.5 of all board edges). Then, starting with the first player, players take turns placing the remaining four scenario tokens at range 3 of the center scenario token and beyond range 2 of each other scenario token. The first scenario token placed by each player must be placed within range 2–4 of their board edge. The second scenario token placed by each player must be placed within range 2–4 of their opponent's board edge.

The centered scenario token is the central satellite.

The first player chooses one of the four remaining scenario tokens and put a red token over. The second player chooses one of the three remaining scenario tokens and put a blue token over.

Those two scenario tokens are the secondary satellites.

The two remaining scenario tokens are the two supply caches.

Once all five scenario tokens have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping any scenario token.

Scoring

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the start of the End Phase, a player earns **2 mission points** if they control the central satellite. A player controls the central satellite if they are the only player that has ships at range 0–2 of the central satellite.
- At the start of the End Phase, each player earns **1 mission point** for the secondary satellite of their color under their control.
At the start of the End Phase, each player earns **2 mission points** for the secondary satellite of the opposing player's color under their control.
A player controls a secondary satellite if they have more ships at range 0–1 of the secondary satellite than any other player. When determining control of a secondary satellite, medium and large ships each count as two ships.
- At the start of the End Phase, earn **1 mission point** for each supply cache on a friendly ship's card.
- When a ship is destroyed or removed from the game, the opposing player earns mission points equal to the squad point value of that ship.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature: A scenario feature is a type of marker that is placed into 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.

Central Satellite, secondary satellites and supply caches are scenario features.

Scenario Action: [Tow]

Scenario actions are white actions that are available to every ship in the play area during scenario play. A ship can perform a scenario action only during its activation in the Activation Phase. Therefore, a ship cannot perform a scenario action if it is granted an action at any other time.

Tow: When a ship performs a tow action, choose a supply cache at range 0–1. Remove the chosen supply cache from the play area and place it on the ship's card. A ship can have only one supply cache on its card. Then, place one of your player markers next to the ship's miniature to show that it is towing a supply cache.

At the end of a ship's activation, a ship may choose to jettison its supply cache. If it does, remove the supply cache from the ship's card, and then the opposing player places it in the play area anywhere in the play area at range 1 of that ship.

While a ship is towing a supply cache, it cannot execute advanced maneuvers, perform slam actions, or be coordinated. If a ship must perform an advanced maneuver, it immediately jettisons its supply cache as described above.

When a ship that has a supply cache on its card suffers a critical damage or is destroyed, the supply cache is jettisoned. Remove the supply cache from the ship's card, and then the opposing player places the marker in the play area at range 1 of the ship.