

THE GAME OF INTERGALACTIC BATTLES AND STRATEGIC MISSIONS

AGES  
**13+**



# BATTLESHIP

## GALAXIES



THE SATURN OFFENSIVE GAME SET





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## GALAXIES

### THE SATURN OFFENSIVE GAME SET

#### THE STORY

After a surprise attack on the Saturn mining colony by alien Wretcheridians, the Intergalactic Space Navy rushes to defend it. Now the Wretch pirates are in for a surprise of their own. Can the courageous ISN fleet, untried in battle, beat the odds to defeat the warmongering aliens? Or will they be no match for the ruthless Wretch? Choose sides, plot your strategy, and let the battle begin!

#### THE FIRST TIME YOU PLAY

1. Take all game components out of their bags.
2. Assemble ships to bases and stands as shown below.

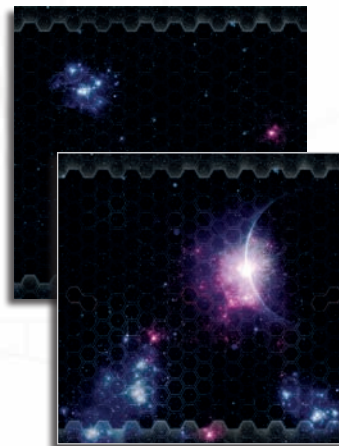
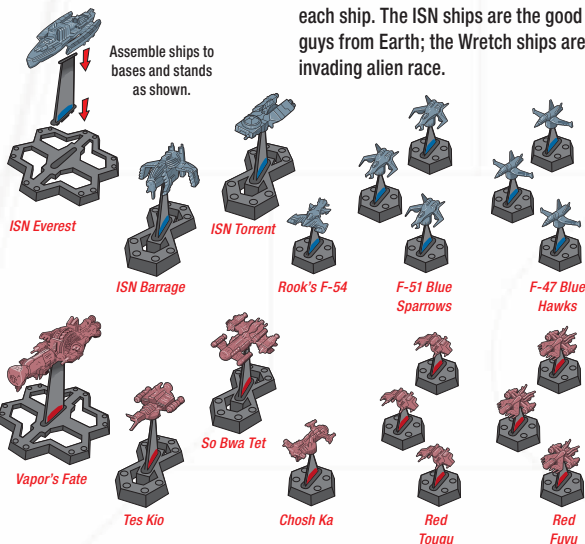


#### CONTENTS

Here's a complete look at the contents of your game.

#### 20 SHIPS with bases and stands

Each fleet includes 10 ships: 4 solo ships and 2 squadrons made up of 3 ships each. There's a base and a stand for each ship. The ISN ships are the good guys from Earth; the Wretch ships are an invading alien race.



#### 2 BATTLEFIELD GAMEBOARDS

Some missions use 1 gameboard and others use 2 gameboards.



#### 2 SCREENS

You and your opponent will use these screens to hide your ships until they are launched.



#### 2 COORDINATE DICE

These dice are either referred to as the coordinate dice (when you roll them together) or the letter/number die (when you roll them separately). You'll roll these dice to attack enemy ships, using the grid on the attacked ship's card to determine whether your roll is a hit or a miss.



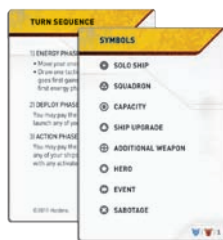
## 72 TACTIC CARDS

(36 cards per faction)

These cards add a unique level of strategy to each fleet. You can play them at specific times to gain special powers such as additional weapons and ship upgrades.

## 2 QUICK-REFERENCE CARDS

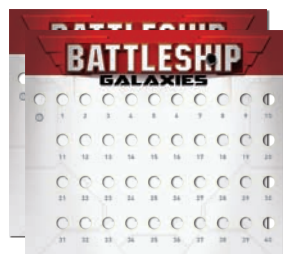
Use these as quick reminders of the turn sequence and the symbols on the ship cards.



## 24 SHIP CARDS

(2 for each solo ship and squadron)

Each solo ship and squadron comes with 2 double-sided versions of its own ship card. The differences between the versions will be explained later.



## 2 ENERGY BOARDS & 2 MARKERS

It takes energy to launch and activate your ships, as well as to play tactic cards and charge weapons. The fleet-specific marker on your energy board will keep track of how much energy you have at any given time during the game.

## 45 RED (HULL DAMAGE) PEGS

Once a ship's shields are down, hull damage pegs are added to keep track of damage to the hull of your ship. When a ship has red pegs on its base equal to or greater than its hull value, the ship is destroyed.

## 35 BLUE (SHIELD) PEGS

Shields are added to ships when they launch based on the shield value on their card. Shield pegs are removed before the hull is damaged.

## 8 OBSTACLES and 8 DISCOVERY TILES

Obstacles (4 debris fields and 4 asteroids) and discovery tiles (observation station, orbital market, warp gate, 2 shield regenerators, 2 energy sources, and the alien artifact) are used in the missions to make the boards unique. You can also make your own unique boards when customizing your battles by mixing up the locations of these tiles.



## 1 VICTORY POINT TILE

This tile is used in some missions.



## OBJECT

Choose a mission to play. Create your fleet and tactic deck. Then, battle your opponent in the ultimate galactic conflict. Be the first to achieve your victory condition to win!

## GET READY TO PLAY

### 1. SET UP YOUR BATTLEFIELD

Place the board (the battlefield) on the table. You can place the box bottom, upside down, under the gameboard if you want to elevate the battlefield. Place the coordinate dice, colored pegs, and quick-reference cards within reach of both players.

### 2. CHOOSE A MISSION

Starting on page 10, there are missions that allow you to recreate specific battles between the Wretch and ISN fleets. Choose a mission and follow the setup instructions. After you've played several games, you may want to create your own missions.

## FOR FIRST TIME PLAYERS

If this is your first time playing Battleship Galaxies, we recommend that you set up and play the Dead Zone Battle mission first.

For 2-player missions, each player chooses a fleet to command, either the ISN or the Wretch. Sit near the fleet you've chosen, facing your opponent across the battlefield. Each player places their faction's screen, an energy board, and their faction's marker on their side of the table as shown on the previous page.

**Team seating and play:** If you're playing a team game, teammates sit next to each other on one side of the table, facing their opponents.

Teammates play the game separately but can discuss strategy, offer suggestions, and so on. Teammates can show each other their hands of tactic cards. They also can pass any number of tactic cards to their teammates during their energy phases.

### 3. GATHER SHIPS, SHIP CARDS AND TACTIC CARDS

There are 2 methods for gathering ships and tactic cards: **Mission selected** and **Player selected**.

**Mission selected:** The mission tells the players exactly which tactic cards and which ships and ship cards to use.

**Player selected ships and ship cards:** The mission gives you a fleet cost. The fleet cost is a limit that the combined launch cost of all the ships in your fleet cannot exceed. When selecting your fleet, you can have only 1 copy of any ship card in your fleet. You can never have multiple ships with the same name (even if they are different versions) within your fleet. So you can't select 2 squads of F-51 Blue Sparrows, even if they are different versions. If you have multiple copies of the game, you and your opponent can have the same named ship on the battlefield at the same time.

**Player selected tactic cards:** The tactic cards are enhancements that you can add to your fleet, as well as events that can influence the battle. The number of tactic cards you must use to create your tactic card deck is equal to half of the agreed-upon fleet cost, rounded down. So for a 48-energy fleet, each player would create a deck made up of 24 tactic cards from his chosen faction. You may have up to 3 copies of the same card in your tactic card deck.

**Note:** Even if your fleet's total launch cost does not equal the agreed-upon fleet cost, you still include a number of tactic cards equal to half of that agreed-upon total rounded down. For example, if you are playing a game with a fleet cost of 48, but your fleet's combined launch cost only totals to 44, you still create a tactic deck of 24 cards.

**Combining selection methods:** Some missions will combine these 2 methods, by calling out specific cards and/or ships that must be selected in that mission, and also require players to select some ships and cards.



## Placing Your Tactic Cards, Ships and Ship Cards

Once you and your opponent have selected your ships and ship cards, place them behind your screens. Keep them hidden there until you place them on the board. This will keep your opponent from figuring out which ships you have yet to deploy into the battle.

Once you and your opponent have selected your tactic cards, shuffle them and place them near your screens, but not behind them. Leave room next to the deck for a discard pile. Any tactic cards, ship cards and ships not selected should go back into the box.

## SHIP CARDS AND TACTIC CARDS

Battleship Galaxies has ship cards and tactic cards that help you control your fleet. Before you start, you should familiarize yourself with the symbols and uses of both cards.

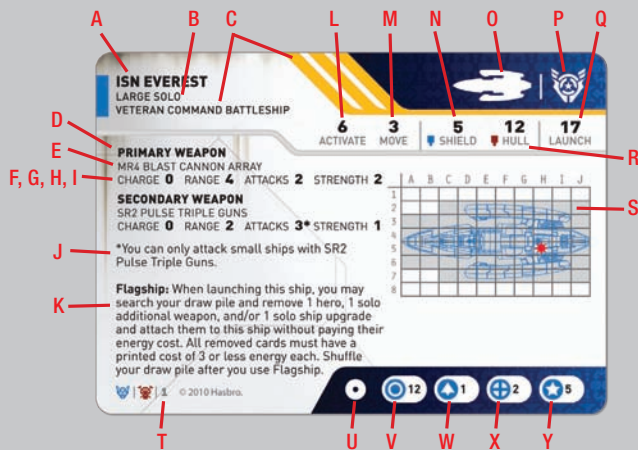
## SYMBOLS ON SHIP AND TACTIC CARDS

There are multiple symbols on your tactic and ship cards. The illustration below explains these symbols. These are also on your quick-reference card.

-  Solo Ship
-  Additional Weapon
-  Squadron Ships
-  Hero
-  Capacity Number
-  Ship Upgrade
-  Event
-  Sabotage

**Ship cards:** There are 3 versions of each ship card: standard, seasoned and veteran. Each version costs a different amount of energy to include in your fleet, and to launch into the battle.

## SHIP CARDS The illustration below explains the stats on your ship cards



- A Ship Card Name:** The name of the ship or squadron of ships the card represents. You can have only one version of a ship or squadron in your fleet at any one time.
- B Size- Solo/Squadron:** The size of the ship(s) (small, medium, or large) and whether the ship card represents a solo ship or a squadron of ships.
- C Glass and Experience Level:** There are 3 versions of each ship card, noted here as either the standard, seasoned, or veteran version of that ship or squadron.
- D Primary Weapon:** Each ship has a primary weapon, which is its base attack and is normally modifiable by other powers and tactic cards. Each weapon (primary, secondary, additional) has the same key areas you must pay attention to.

- E Weapon's Name:** The name of this weapon.
- F Weapon's Charge Cost:** How much additional energy (normally none) you must pay to use this weapon's number of attacks.
- G Weapon's Range:** The number of spaces away the ship can shoot with this weapon.
- H Weapon's Attacks:** The number of times the ship can attack with this weapon in a single charge. A ship can attack the same or different target with each individual attack.
- I Weapon's Strength:** The amount of damage the ship deals when it hits with this weapon.
- J Weapon's Additional Info:** If there are any limitations or special abilities of this weapon, they will be listed directly below it.
- K Powers:** The powers(s) that the ship card has.
- L Activate:** The activation cost is the amount of energy you must spend to activate (move and attack with) the ship(s) on the ship card.
- M Move:** The number of spaces that each ship the ship card represents may move when activated.
- N Shield:** The number of blue (shield) pegs you place on the ship's base when it launches. When launching a squadron, place this number of blue (shield) pegs on each ship in that squadron.
- O Ship(s) Silhouette:** The shape of the ship(s).
- P Faction Symbol:** The faction that the ship card belongs to. There are two different factions in this game set (Wretch and ISN), and more in future game sets.
- Q Launch:** The launch cost is the amount of energy you must spend to place the ship(s) into your fleet and onto the board.
- R Hull:** The number of red (hull damage) pegs each ship can receive before it is destroyed.
- S Hit Location Chart:** Shows which coordinates are hits and which are misses. Ships may also have one or more red (critical damage) stars. If a ship's critical damage star is hit while its shields are down, that ship is immediately destroyed. Ships may have other special hit locations as explained on the card.
- T Collection Number:** The collection the card belongs to.
- U Solo/Squadron:** All non-hero tactic cards that attach to this ship card must match this icon.
- V Capacity Number:** The number of spaces worth of ships that this ship card can transport.
- W Ship Upgrade:** The max number of ship upgrade cards you can attach to this ship.
- X Additional Weapon:** The max number of additional weapon cards you can attach to this ship.
- Y Hero:** The max number of heroes you can attach to this ship.

**Exclusions:** If there is a symbol that is not shown on a ship card, it cannot have that type of tactic card attached to it. For example, if there is no capacity symbol, that ship card cannot transport other ships.

## TACTIC CARDS The illustration below explains the stats on your tactic cards.



During each phase, you may be able to pay energy to play different tactic cards in your hand, even if it's not your turn! Refer to the phase listed, as well as the text on the tactic card, to determine when you can play it.

- A Card Name:** The name of the card.
- B Card Type:** The type of the card.
- C Phase:** The phase in which you can play the card.
- D Faction:** Shows which faction the card belongs to. Ship upgrades, additional weapons and heroes can be played only on ships in this faction.
- E Cost:** The amount of energy you must spend to play the card.
- F Card Type Symbol:** Symbol(s) explaining the card's type.
- G Power(s):** Describes the card's power(s).
- H Collection Number:** The collection the card belongs to.

## Tactic Card Types

Below are the different types of tactic cards, and some rules about playing them.



**Events:** Event cards normally have a onetime effect and are then discarded.



**Hero:** A hero card may be attached to a solo ship card that you control. As long as the hero card is in play (attached to a ship), it has a power that affects the game as described on the card. You cannot have 2 heroes with the same name attached to ships in your fleet at the same time. If that would ever happen, you must discard one of them back to the owner's discard pile.



**Solo/Squadron Ship Upgrade:** This card may be attached to a solo or squadron ship card that you control, depending on if it has a solo or squadron icon on it. It will upgrade the ship(s) with the power listed on the card.



**Solo/Squadron Additional Weapon:** This card may be attached to a solo or squadron ship card that you control, depending on if it has a solo or squadron icon on it. Any time you activate that ship card, you may charge this weapon along with any other weapons on the ship card, in any order. For example, you could charge your additional weapon first, then charge your primary weapon.



**Solo/Squadron Sabotage:** This card may be attached to a solo or squadron ship card that your opponent controls, depending on if it has a solo or squadron icon in it. Sabotage cards are attached to ships like most other tactic cards, with some exceptions. There is no limit to the number of sabotage cards a ship card can have on it. Once it is attached to a ship, it is permanently attached to that ship unless it is removed because of another tactic card or power, or because the ship is destroyed.

## THE BATTLE BEGINS

You have selected a mission to play, and you are set up and ready to go.

### Starting Energy and Hand Size

Each player places his energy marker on spot 15 of his energy board. Each player then deals himself a hand of 5 tactic cards. Look at your cards, but keep them secret from your opponent.

### Who Goes First

Players roll the number die, re-rolling ties. High roller chooses who goes first and play passes to the left from the starting player. The player who goes first gains only 5 energy on his first energy phase (instead of the normal 10 energy), but still draws a tactic card.

## ON YOUR TURN

Your turn consists of 3 phases which you must complete in order.

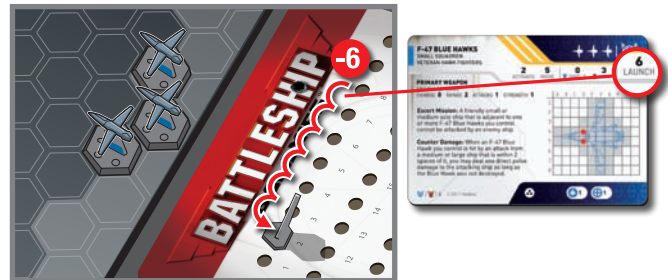
- 1 Energy Phase
- 2 Deploy Phase
- 3 Action Phase

Once you've completed all 3 phases, your turn is over, and the player to your left can start his turn. Each phase is explained in detail below, and there are reminders on the quick-reference cards.

**Discarding tactic cards for energy:** At any point during your turn, you can discard any number of tactic cards from your hand. You gain one energy for each card discarded in this way.

## 1 ENERGY PHASE

At the start of your energy phase, gain 10 energy, then draw one tactic card and place it into your hand. *Note:* On turn one, the player who goes first gains only 5 energy, but still draws a tactic card.



**How energy works:** When you gain energy, move your energy marker up on your energy board that many spots. When you spend, pay, or lose energy, move your energy marker down on your energy board that many spots. It costs energy to launch ships, activate ships, play tactic cards, and to activate some special powers. You cannot choose to perform an action that requires more energy than you have to spend.

**Minimum and maximum energy:** Your energy can never go below 0 or above 40. If gaining energy would put your marker above 40, ignore any energy beyond 40. For example, if you have 33 energy and you gain 10 energy, place your marker at 40.

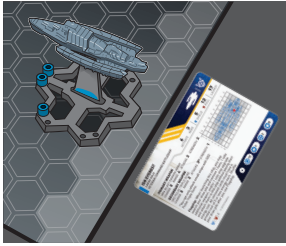
## 2 DEPLOY PHASE

During this phase, you may pay the launch cost in energy to launch any ship cards that haven't already been launched. Ships may be launched either onto spaces in your starting zone, or adjacent to a ship that was transporting them.



## Deploy Phase (Continued)

**Launching ships into your starting zone:** If a ship card is still behind your screen, you can pay the launch cost to place that ship card in front of you and place the ship(s) on that ship card onto any empty spaces in your starting zone. When launching a ship into your starting zone, you may be able to transport other ships (see Transporting Ships below). When launching a ship into your starting zone, you need to position its base to cover at least one full starting zone space.



The ISN player launches the veteran ISN Everest and places it on the board.

When launching a squadron into your starting zone, you must also place them adjacent to at least one other ship in that squadron, as well as positioning each ship's base so it covers at least one full starting zone space.



The ISN player launches the veteran F-47 Blue Hawks squadron and places it on the board.

**Launching ships from a transporting ship:** If a ship that was launched on a previous turn is transporting any ships, you can pay the transported ship(s) launch cost to launch those ship(s) adjacent to the ship that was transporting them. If you are launching a squadron, you must place them adjacent to at least one other ship in that squadron, and adjacent to the ship that was transporting them.

**Adjacent:** A ship is adjacent to another ship if a hex space the ship occupies shares a border with a hex space the other ship occupies.

When you launch a ship, look at your ship card's shield number. Place that many shield pegs on the ship. When you launch a squadron, each ship in that squadron gains that many shield pegs.

If there are not enough available spaces to place a ship, or all ships in a squadron, you cannot launch the ship(s). You can launch any number of ships, as long as you have enough energy, and enough available spaces to place them.

## TRANSPORTING SHIPS & CAPACITY

Some ships can carry other ships within their transport holds when they are launched into the starting zone. This gives you the ability to move multiple ships closer to the battle before you have to pay energy to launch them. Every ship or squadron takes up a number of spaces on the board based on its size. The capacity number that the ship or squadron takes up when being transported is equal to the number of spaces the ship(s) take up when they would be placed on the board. For example, ISN Barrage takes up 2 spaces in a transport hold, while the F-51 Blue Sparrows take up 3 total spaces.

A ship can never transport more spaces worth of ships than its capacity value allows. So a ship with a capacity of 12 can carry a number of ships that would take up to 12 spaces if they were all placed on the board at once. If you choose to transport a squadron in another ship's transport hold, there must be enough room to fit the entire squadron. You cannot transport a partial squadron, and a ship that is being transported can NEVER transport other ships inside of it.

**Size limitations:** A ship can only carry ships smaller than itself. Large ships can carry medium and small ships; medium ships can carry only small ships; and small ships cannot carry any ships.

**Sealed transport holds:** When launching a ship into your starting zone that can transport other ships, secretly place the ship cards that you wish to transport under the ship card for the ship that is launching into your starting zone. Ship cards that are under another ship card are being transported by the ship card on top. If a ship that is transporting other ships is ever taken over (you lose control of it) or it is destroyed, all of the ships it is transporting are immediately destroyed.

Ships being transported remain hidden from your opponent until you launch them or they are destroyed. You may look at your transported ship cards at any time. You do not pay the launch cost for transported ships until they are launched out of the ship that is transporting them.

## 3 ACTION PHASE

During this phase, you may activate ships that you control on the battlefield.

### ACTIVATING SHIP CARDS

During your action phase, you may activate as many ship cards as you can afford to pay in energy, one at a time. You cannot activate the same ship card more than once per turn.

When you activate a ship card, follow these three steps in order:

- Step 1** Choose a ship card and pay the activation cost.
- Step 2** Move the ship(s) on your chosen ship card.
- Step 3** Attack with the ship(s) on your chosen ship card.

After you have completed these 3 steps, you may activate another ship card. All three of these steps are explained in detail in the following sections.

### Step 1 Choose a Ship Card and Pay the Activation Cost

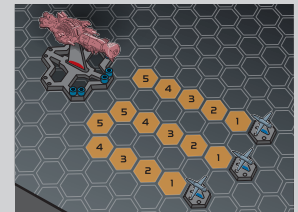
First, choose any one of your ship cards to activate. Pay the activation cost as noted on the ship card. For example: you choose to activate your veteran F-47 Blue Hawk Squadron that has an activation cost of 2. You currently have 6 energy. You move your energy marker down to 4.

### Step 2 Move the Ship(s) on Your Chosen Ship Card

Now you may move any or all ships on your chosen ship card, if you want to. Follow the rules below when moving each ship.

## RULES FOR MOVING SHIPS

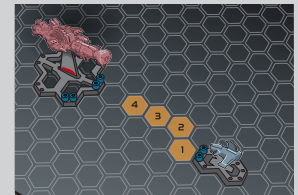
**Check the Move Number:** You can move a ship in any direction up to the move number on its ship card. For example, with a move number of 5, a ship can move 0, 1, 2, 3, 4, or 5 spaces. See the example to the right.



On this activation, you choose to move each F-47 Blue Hawk its full five spaces to move closer to an enemy ship.

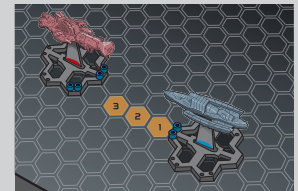
**Order of Movement:** Move squadron ships in any order, one at a time.

**Moving a Medium Ship:** When moving a medium ship, decide which end to lead with (the front end or the back end). Then move the ship so that the trailing end follows the spaces that the leading end just left. See the example to the right.



ISN Barrage moves 4 spaces.

**Moving a Large Ship:** Any movement onto 3 new spaces in any direction counts as one space. See the example to the right.



ISN Everest moves 3 spaces.

**Electronic Countermeasure Damage:** If your ship moves onto or through a space that would put it adjacent to an enemy ship (sharing a border on occupied hexes), the moving ship may take damage as it passes by. As soon as it moves onto a space adjacent to an enemy ship, your opponent may roll the number die. On a roll of 5+, the moved ship takes direct damage from the Electronic Countermeasures (ECM for short) as shown below:

- If it moved adjacent to a small ship, it takes 1 direct ECM damage.
- If it moved adjacent to a medium ship, it takes 2 direct ECM damage.
- If it moved adjacent to a large ship, it takes 3 direct ECM damage.

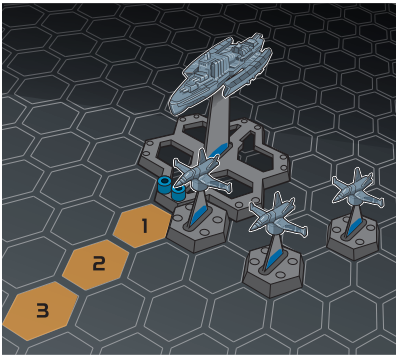
Damage is explained in more detail on Page 8.



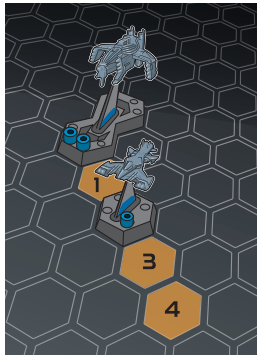
**Important:** Ships that are launched adjacent to an opponent's ship do not take ECM damage, nor do ships that are "placed" onto a space adjacent to an opponent's ship because of a power on a ship or tactic card, or a discovery tile.

A moving ship can take ECM damage from multiple ships as it moves, but only as it moves adjacent to each ship. For example: if an F-47 Blue Hawk moves adjacent to So Bwa Tet, and continues to stay adjacent as it moves around it, or passes through the space(s) So Bwa Tet occupies, the player controlling So Bwa Tet gets to roll for ECM damage only once, just as the F-47 moved adjacent. The spaces it moved around it without leaving adjacency do not cause additional damage.

**Passing and landing on other ships:** A ship can pass through spaces occupied by other ships, but if the space is occupied by an opponent's ship, it may take damage when it initially moves adjacent (see ECM damage above). A ship cannot end its movement on any space(s) occupied by another ship. See the examples below.

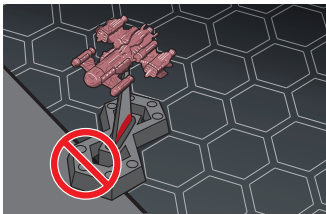


ISN Everest moves through a Blue Hawk as it moves 3 spaces.



ISN Barrage moves through Rook's F-54 as it moves 4 spaces.

**Moving onto or through half hexes:** There are half hexes around the outside of the board. A ship cannot be placed onto a half hex, and it cannot move through or onto a half hex.



Illegal move onto a half hex.

### Step 3 Attack with the Ship(s) on Your Chosen Ship Card (optional)

Now it's time for you to attack with your solo ship or your squadron.

**Primary weapons:** Each ship card has a primary weapon with a charge cost, range, attacks number and strength value.

**Secondary/additional weapons:** Some versions of ships, and those ships that can have additional weapons attached to them, will have a secondary and/or additional weapon(s) attached to the ship(s).

When you attack with a ship, you may pay to charge that ship's primary weapon as well as any secondary and/or additional weapons attached to that ship card in any order.

## CHARGING

In order to attack with a weapon, you have to charge the weapon. When you charge a weapon, you pay the charge cost (normally 0) in energy in order to attack a number of times up to that weapon's attacks number. For example, to attack with an LR5 Plaxma Cannon attached to So Bwa Tet, you would pay the charge cost of 2 while attacking with the So Bwa Tet to make a single attack with the Plaxma Cannon.

When charging more than one weapon, you must finish attacking with one weapon before you can charge the next weapon. You may attack the same or different targets with each attack, unless otherwise noted.

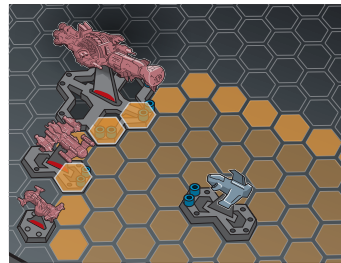
**Single charge:** While a single charge may allow for multiple attacks with a weapon (the attacks number on the weapon), unless otherwise stated, you can charge a weapon only once per ship's activation.

**Charging squadron weapons:** Squadrons work a little differently than solo ships. All ships in the squadron attack separately with all weapons on or attached to their ship card. All ships in the squadron must pay their charge costs separately.

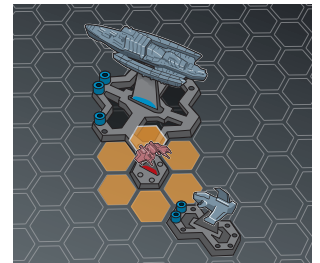
## TARGETING

After you charge a weapon, you must target a ship to see if it is within range of that weapon. If there are no enemy ships within range of a weapon, then no attack is possible with that weapon. Attacks are always optional, but recommended.

**Check your ship's weapon range:** A targeted ship must be within the attacking ship's weapon range. For example, with a weapon range of 4 for its primary weapon, ISN Barrage can target any ship that is up to 4 spaces away from it for an attack with that weapon. When counting weapon range, start with any space adjacent to your attacking ship. Then count to the targeted ship (including the space the targeted ship is on). If the number is equal to or less than your weapon range, you can attack with that weapon. You can attack through any ships. When you attack through ships, count the occupied spaces.



ISN Barrage's primary weapon's range is 4. ISN Barrage can attack Vapor's Fate or So Bwa Tet. ISN Barrage cannot attack Chosh Ka with its primary weapon because Chosh Ka is 5 spaces away from ISN Barrage.



This Red Tougu Fighter can attack ISN Everest with its primary weapon. This Red Tougu Fighter cannot attack ISN Barrage with its primary weapon because it is out of its range.

A ship with a weapon range of 1 can attack a ship only from an adjacent space.

## ATTACKING

Once you have paid to charge a weapon, and verified that your target is within range, you can attack with that weapon!

**Check your weapon's attacks number:** This is the maximum number of times the ship can attack with that weapon during that charge.

**Announce your target:** Call out which one of your ships is the attacker, and which ship it is targeting for the attack. Note that you can target different ships with the same weapon, if for some reason the target becomes un-targetable, or you have multiple attacks with that weapon.

**Check your weapon's strength:** This is the amount of damage the ship inflicts when it hits.

**Roll the coordinate dice:** Roll both dice, and then call out your roll by letter and number (for example, D-4). Your opponent then checks the coordinate on the attacked ship's card, and announces whether it's a hit or a miss. Gray boxes are hits; white boxes are misses. If a ship is hit by an attack, you deal damage.



If the ship is hit on a red (critical damage) star while the shields are down, it is immediately destroyed.

**Note:** If the damage caused by the attack brings the shields down when you hit critical damage point, the ship is not destroyed.

**Shields:** Some powers refer to the status of a ship's shields. A ship's shields are up if it has shield pegs on its base. A ship's shields are down if it does not have any shield pegs on its base.

**Dealing damage:** If your attack hits, check the weapon's strength number. Remove that many shield pegs from the attacked ship. If there are not enough shield pegs, add hull damage pegs to that ship for each shield peg that could not be removed.

**Attacks VS direct damage:** It is important to note that when an attack hits a ship, it deals damage, but direct damage inflicted by some tactic cards and powers are NOT considered attacks.

Many tactic cards and some powers on ship cards deal additional damage that can target specific systems as noted below. Follow these rules when determining how to add or remove pegs in response to direct damage.

**Direct damage:** Direct damage is applied like normal damage. First remove shield pegs, then add hull damage pegs if there are not enough shield pegs to remove.

**Direct shield damage:** Direct shield damage is applied only to the shields. If a ship's shields are down, then no damage is applied. If a ship's shields are up, remove the specified number of pegs, but DO NOT add hull damage pegs if the damage goes over the number of shield pegs available on the ship.

**Direct hull damage:** Direct hull damage always adds hull damage pegs to the ship, even if it has its shields up. It is possible to destroy a ship with hull damage while it still has shield pegs on it.

**Types of direct damage:** All weapons and powers deal specific types of damage (like direct pulse damage, or direct vecton shield damage). These are more specific types of damage. Some ships may have vulnerabilities or extra defenses vs these specific types of damage. Unless otherwise noted on a card's power, treat those specific types of damage as generic shield, hull, or direct damage.

**For example:** ISN Everest is dealt direct vecton shield damage from an attacking Red Fuvu ship. There is no note of extra defenses, damage, or a vulnerability to vecton damage on or attached to the attacking or defending ship cards, so you should treat that damage as direct shield damage.

## ATTACK EXAMPLE

ISN Everest is attacking Chosh Ka with its primary weapon. You rolled D-4. Your opponent checks Chosh Ka's ship card. D-4 is gray, so you hit. Your opponent removes the last shield peg from Chosh Ka's ship base and places 1 hull damage peg on Chosh Ka's ship base because ISN Everest's primary weapon strength is 2.

## CHARGING AND ATTACKING WITH SQUADRONS

When attacking with squadron ships, you attack with each ship in your squadron one at a time. You can choose the order, which ship in the squadron goes first, and so on. Each ship in the squadron can attack with every weapon on or attached to the ship card, but you have to pay the charge cost each time.

## DESTROYED SHIPS

As soon as a ship has a number of hull damage pegs on its base equal to or greater than its hull value, that ship is destroyed. The player who controls the destroyed ship places it on that ship's card. When all ships on a ship card have been destroyed, the ship card is out of play. Place the ship card and all corresponding ships off to the side. Place any attached tactic cards into their owner's discard pile. Do not place the ship behind your screen. If the destroyed ship was transporting any ships, those ships are revealed and also destroyed.

## WINNING THE GAME

Each mission has victory conditions. If the victory conditions state: destroy all your opponent's ships, follow these additional rules:

After the second round of play, victory is achieved when your opponent has no ships remaining on the battlefield. Victory cannot be achieved before the third round of play.

You can lose the game even if you still have ships that you could launch. Be careful not to put yourself in a situation where all of your launched ships could be destroyed while you still have ships that could be launched.

## VICTORY CLOCK

All mission games can end in another way, unless the mission states to ignore the victory clock. If all players' tactic card decks run out twice, the game immediately ends when the last player draws his final card. All players look at the ship cards corresponding to ships still on the battlefield (excluding transported ships and ships that have not yet launched) and total the launch costs. Score full launch costs for squadron cards if all of your ships in that squadron are on the battlefield. For partially destroyed squadrons, use division to determine the points scored. For example: you have 2 out of the 3 seasoned F-47 Hawk Fighters still alive. The launch cost is 5 so each fighter surviving is worth 1.666. You would score 3.333 for the 2 surviving fighters.

The player with the highest total launch cost wins. If there is a tie, the player with the most ships on the battlefield wins. If there is still a tie, the player whose deck ran out for the second time first wins.

## OBSTACLES and DISCOVERY TILES

There are 2 types of obstacle tiles; debris fields and asteroids. Obstacles and discovery tiles are used in some of the missions. The rules for these tiles are below. Unless otherwise stated in a mission, discovery tiles and obstacle tiles are stationary. However, some missions may include the ability to move obstacles or discovery tiles. When you do so, treat both pieces as if they are double space ships.

**Obstacles:** Obstacles are placed face up on the battlefield at the start of the game.



**Debris field (4):** Debris fields are obstacles that ships must navigate around, or take a chance to fly through. As a ship moves onto a debris field, roll the number die. On a 1-6, it takes 1 direct debris damage. On a 7 or higher, it takes no damage. Just like electronic countermeasures, a ship takes damage from a debris field only as it moves onto it, not if it is launched or placed onto it. If it continues to stay on the debris field, or moves onto the second space the debris field occupies, it will not roll for additional damage. But if it moves off and back onto the debris field, it will roll for damage again.



**Asteroids (4):** Small or medium ships adjacent to an asteroid gain a greater chance for an attack that targets them to miss. When a small or medium ship adjacent to an asteroid is hit by an attack, roll the number die for asteroid cover. If you roll a 6+, the attack misses. Ships cannot move through or be placed onto a space an asteroid occupies; they must move around it. However, you can target an enemy ship through a space occupied by an asteroid. When you attack through an asteroid, count the space(s) occupied by the asteroid.



**Discovery tiles:** Depending on the mission, discovery tiles are placed on the battlefield either power-side up or black-side up. When one of your ships ends its movement on a discovery tile that is black-side up, turn the tile power-side up; the powers of the tile take effect immediately. When one of your ships ends its movement on a tile that is power-side up, the powers of the tile take effect immediately. Ships can move over and attack through discovery tiles.



**Alien artifact (1):** While a ship is on an alien artifact, add 7 to that ship's primary weapon range.



**Energy source (2):** If one or more ships that you control are on energy sources at the start of your energy phase, you gain 2 additional energy.



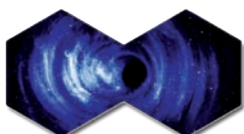
**Observation station (1):** If one or more ships that you control are on an observation station, all ships that you control add 2 to the range of their primary weapon.



**Orbital market (1):** If one or more ships that you control are on an orbital market at the start of your energy phase, you may draw one additional tactic card.



**Shield regenerator (2):** If a ship that you control is on a shield regenerator at the start of your energy phase, you may add 1 shield peg to that ship. A shield regenerator cannot raise a ship's shields above its starting shield value.



**Warp gate (1):** When a small or medium ship that you control begins its activation on a warp gate, instead of moving that ship during its activation, you may choose an empty space that is within 13 spaces of that warp gate. Place the base of the activated ship onto that space. If it is a medium ship, it must be placed so that both sides of the base are on empty spaces.

**Taking control of an opponent's ship:** Certain tactic cards and powers on ships may allow you to take over another ship. When you take over a ship, you take control of the ship card, all attached cards, and all ships that ship card represents. If that ship is also transporting any ships, those transported ships are immediately destroyed.

Remember that you can have only one of each named hero in your fleet at any time. If you take over a ship that has a hero attached that is already in your fleet, you must choose one of the heroes to discard.

If you take over a ship with the same name as a ship in your fleet (even if has not yet launched), you must destroy the taken over ship.

**Breaking the rules:** Powers on ship cards and tactic cards often break the rules of the game. If a ship or tactic card contradicts the rules, go with what the card says.

## KEY TERMS

**Adjacent:** A ship is adjacent to another ship if a hex space the ship occupies shares a border with a space the other ship occupies.

**Asteroid Cover:** When a small or medium ship adjacent to an asteroid is hit by an attack, roll the number die. On a 6+, the attack misses.

**Debris Damage:** Each time a ship moves onto a new debris field, you must roll the number die for debris damage. On a 1-6, the moving ship takes 1 direct debris damage.

**Direct Damage:** Direct damage is applied like normal damage. Remove shield pegs first, then add hull pegs. There are specific types of direct damage.

**Direct Hull Damage:** Direct hull damage is applied only to the hull. There are specific types of hull damage.

**Direct Shield Damage:** Direct shield damage is applied only to the shields. There are specific types of shield damage.

**ECM Damage:** Each time a ship moves adjacent to an enemy ship, the opponent rolls for electronic countermeasure (ECM) damage. On a 5+, the moving ship takes direct damage based on the size of the ship it moved adjacent to. (small =1, medium=2, large=3)

**In Play:** A tactic card is in play if it is attached to a ship. A ship is in play if it is on the battlefield.

**Printed Cost:** The cost to play or attach a tactic card can be modified by some powers on ship and tactic cards. If a power references the printed cost of a tactic card, it is the cost of the card before any modifications.

**Shields Up or Down:** A ship's shields are up if it has at least one shield peg on its base. A ship's shields are down if it does not have any shield pegs on its base.

**You Control:** You control a tactic card if it is attached to a ship you control. You control a ship if it is in your fleet and in play.

## OTHER RULES CONCERNING CARDS AND POWERS:

**Tactic card hand limit:** You can never have more than 10 cards in your hand at a time. If drawing a card would put you over this limit, you must discard a card before drawing. You still gain one energy for the discarded card.

**Tactic card deck runs out:** If you draw the last card in your tactic card deck, immediately shuffle your discard pile and create a new facedown deck. If you go through the deck a second time, do not create a new deck. You can no longer draw tactic cards for the rest of the game. If you are the last player to go through your deck a second time, the game is over instantly.

**Replacing attached tactic cards:** You can always replace an additional weapon, hero, or ship upgrade card on a ship or squadron if you have either reached your total for that card type, or if you simply want to replace the attached card. To replace an attached card, you must pay the full energy cost to attach the new card, then choose an existing card of the same type that is attached to that ship card and discard it.

## MISSIONS

This section includes missions for ways to recreate key battles between the Wretch and ISN fleets.

**Mission prepped cards:** When a mission lists a card as prepped, it is placed aside at the start of the game, and is not a part of your tactic deck total. It is already prepped to be attached to a specific ship in the rules for the mission. While prepped cards do not count towards the total for your tactic deck, they do subtract from the total number of that card that you can have in that deck. For example: if a mission has you prep an Erin Cho tactic card, you can have only 2 Erin Cho tactic cards in your deck, even if you have multiple game sets and enough cards to prep one and add 3 to your deck.

### MISSION 1: Dead Zone Battle

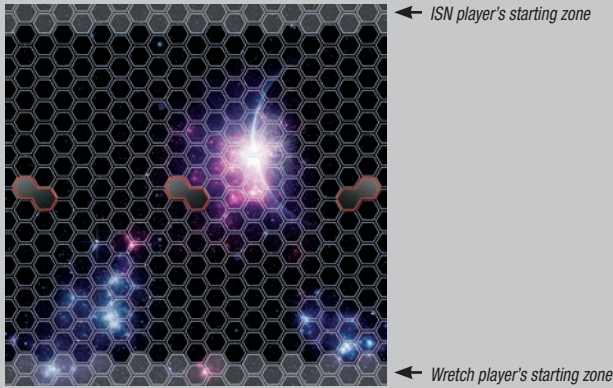
Number of Players: 2

The dead zone between Uranus and Neptune is the perfect staging ground for the Wretch fleet. As the ISN fleet builds in strength, it regularly patrols this region, searching for Wretch hunting parties.

**ISN Player's Goal:** Destroy all Wretch ships on the battlefield.

**Wretch Player's Goal:** Destroy all ISN ships on the battlefield.

**Setup:** Turn all the discovery tiles black-side up, shuffle them and randomly pick 3 of them to place black-side up as shown.



Place these ISN ships and ship cards behind the ISN player's screen.

Seasoned ISN Everest  
Standard ISN Barrage  
Seasoned ISN Torrent  
Standard F-51 Blue Sparrows

Gather these ISN tactic cards, shuffle them and place them next to the ISN screen.

Superior Squadron Tactics x 3  
SR2 Twin Rocket Launchers x 3  
Alert From ISN Torrent x 3  
LR5 Nuclear Warhead x 3  
Bronson Skiles x 2  
Sparrow Cover Fire x 2  
Erin Cho x 2

Place these Wretch ships and ship cards behind the Wretch player's screen.

Veteran Red Tougu  
Standard So Bwa Tet  
Standard Tes Kio  
Veteran Vapor's Fate

Gather these Wretch tactic cards, shuffle them and place them next to the Wretch screen.

Fortune's Bounty x 3  
Spectral Resurgence x 3  
LR5 Plaxma Cannon x 3  
Shield Siphon x 3  
LR5 Ripper Cannon x 3  
Krall Draxus x 2  
Fate's Reach x 1

**Victory:** When your opponent has no ships left on the battlefield after round 2, you win. If both players go through their tactic card decks twice, the player with the most points on the battlefield wins (see Victory Clock, on page 8).

#### Dead Zone Battle Variants

**Dead Zone Battle with player selected fleets and tactic decks:** Instead of the mission selected fleets, try this mission with each player selecting a 48-energy cost fleet.

OR

Try this mission with each player selecting a 42-energy cost fleet.

**Simpler way to play Dead Zone Battle:** Play this mission without the tactic cards. Ignore all powers and rules that concern tactic cards.

### MISSION 2: Blockade Run At Entebe

Number of Players: 2

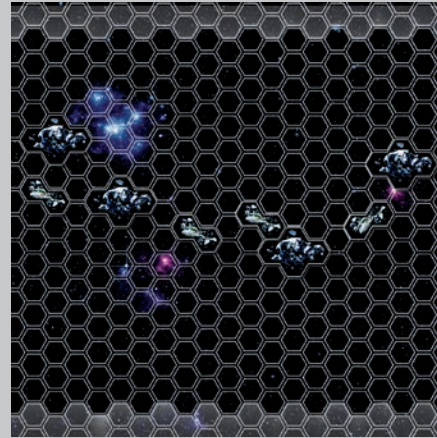
A small ISN fleet is patrolling the Entebe sector when it receives a transmission that a Wretch fleet is fast approaching. The Wretch have plundered the nearby Lusignian Procyon colony and are attempting to make it to the jump point with their spoils.

**Wretch Player's Goal:** Destroy all ISN ships on the battlefield, or earn 8+ victory points.

**ISN Player's Goal:** Destroy all Wretch ships on the battlefield.

**Setup:** This mission does not use discovery tiles. Place the asteroids and debris fields as shown. All ISN ships start launched anywhere in their starting zone without paying their launch cost. No ISN ships can be transported. Any launch related powers on ISN ships will activate when placing them onto the board.

ISN player's starting zone



Wretch player's starting zone

**Fleet and deck size:** The ISN player selects a 48-energy ISN fleet and a 24-card ISN tactic deck, the Wretch player selects a 48-energy Wretch fleet and a 24-card Wretch tactic deck. Place the selected fleets behind their screens and shuffle the selected tactic decks and place it to the side of their screens.

#### Special Rules

**Patrol:** The ISN player starts with only 5 energy instead of the normal 15.

**Victory points:** Place the victory point tile on 0 on the victory point track. Each time the Wretch player scores victory point(s), move the tile up accordingly.

The Wretch player earns victory points by getting his ships off of the ISN board edge. A ship that ends its activation on at least one space in the ISN starting zone has escaped and is removed from play. Move the VP tile up a number of victory points based on the size of the ship. Large = 3 VP, Medium = 2 VP, Small = 1 VP. Transported ships earn no VP. The Wretch player wins if he can earn 8+ VP.

**Victory:** When your opponent has no ships left on the battlefield after round 2, you win. The Wretch player can also win as soon as he earns 8+ VP. If the Wretch player reaches 8+ VP by removing his last ship, he wins.

## VICTORY POINT TRACK

8

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## MISSION 3: The Battle for ISN Barrage

Number of Players: 2

\*\*\*ISN EVEREST FLEET WIDE TRANSMISSION BEGINS\*\*\*

Attention ISN Fleet, this is Admiral Hawthorne. I regret to inform you that the ISN ship –ISN Barrage – has been commandeered by Wretch forces. Intelligence tells us that the Wretch have cracked into ISN Barrage's database. They have gained access to critical data, including: ISN tactical simulations, weapons and upgrade diagrams, even the DNA files of ISN personnel. These monsters will be using our own tactics, our own weapons, even clones of our own personnel against us. The Wretch are hacking into our files and uploading them as I speak. We must, at all costs, prevent the Wretch from gaining access to any more of our data. If they are allowed to transmit that data, they will control it indefinitely. If you can retrieve ISN Barrage intact, do so. If you are left with no other choice, destroy ISN Barrage alongside the rest of the Wretch escort.

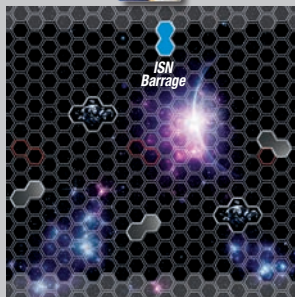
\*\*\*ISN EVEREST FLEET WIDE TRANSMISSION ENDS\*\*\*

**Story:** The Wretch player must download the data banks of ISN Barrage by attaching 10 ISN tactic cards to Wretch ships. The ISN player must either destroy ISN Barrage and keep the Wretch from gaining the knowledge held within its data banks, or destroy the Wretch fleet reclaiming ISN Barrage.

**ISN Player's Goal:** Destroy all Wretch ships on the battlefield.

**Wretch Player's Goal:** Destroy all ISN ships on the battlefield, or earn 10 victory points.

**Setup:** Place 2 asteroids as shown. Turn all the discovery tiles black-side up, shuffle them and randomly pick 3 of them to place black-side up as shown.



← Wretch player's starting zone

← ISN player's starting zone

**Wretch fleet & deck size:** The Wretch player selects a 48-energy fleet that must include ISN Barrage. With the exception of ISN Barrage, the Wretch Player's fleet must include only Wretch ships. The Wretch player then selects a 24-card Wretch tactic deck. The Wretch player should place the selected fleet behind his screen and shuffle the selected tactic deck and place it to the side of his screen.

**ISN fleet & deck size:** The ISN player selects a 48-energy ISN fleet that cannot include ISN Barrage. The ISN player then selects a 24-card ISN tactic deck. It must include at least 6 additional weapons, 6 ship upgrades, and 6 heroes. The ISN player should place the selected fleet behind his screen and shuffle the selected tactic deck and place it to the side of his screen.

### Special Rules

**Target acquired:** The Wretch player begins the game with ISN Barrage launched in his starting zone (without paying its launch cost).

**Barrage's computer core:** During the Wretch player's energy phase, instead of drawing a card from his own tactic deck, he may choose to draw 3 cards from the ISN player's tactic deck. He must then choose 1 to keep and place the remaining two on the bottom of the ISN player's tactic deck in any order. The Wretch player treats all of his ships as if they are both Wretch and ISN faction ships for the purpose of attaching tactic cards.

**Victory points:** Place the victory point tile on 0 on the victory point track. Each time the Wretch player scores a victory point(s), move the tile up accordingly.

When the Wretch player attaches an ISN additional weapon, ship upgrade, or hero card to a Wretch ship he controls, he gains 1 victory point.

**Victory:** When your opponent has no ships left on the battlefield after round 2, you win. The Wretch player can also win as soon as he earns 10 VP. The ISN player can also win by destroying ISN Barrage before the Wretch player can earn 10 VP.

## VICTORY POINT TRACK

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## MISSION 4: Meteor Storm

Number of Players: 4 (2 teams of 2)

\*\*\*ISN TORRENT TO ISN EVEREST TRANSMISSION BEGINS\*\*\*

**Cho:** Charles Yeboah, this is Erin Cho reporting in from ISN Torrent. Do you read?

**Yeboah:** I read you, Officer Cho. What is the status of operation Meteor Storm?

**Cho:** We have installed remote engines on 5 of the nearby asteroids. The engines are fully functional; however, the asymmetrical shape of the asteroids makes it difficult to judge trajectory and speed when piloting them.

**Yeboah:** Well Cho, let's pray this plan of yours works. This fleet is green. Intel from the Lucignians tells us the approaching Wretch are a veteran fleet led by Krall Draxus himself.

**Cho:** Our sensors tell us the Wretch will arrive at 14:00 hours. Will the rest of the fleet make the rendezvous?

**Yeboah:** Stand by, Officer Cho. We aren't going to leave you out there alone. We are pushing point eight seven NLS. We will arrive just as the Wretch do.

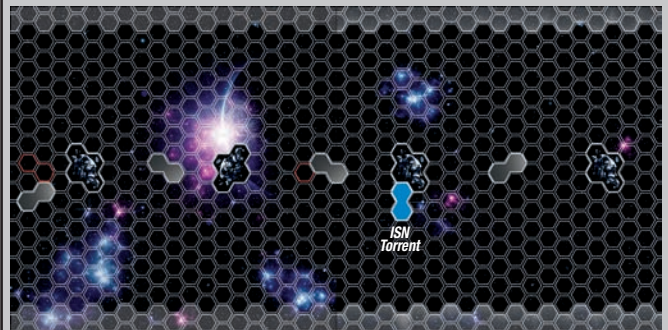
\*\*\*ISN TORRENT TO ISN MISSOURI TRANSMISSION ENDS\*\*\*

**Wretch Team's Goal:** Destroy all ISN ships on the battlefield.

**ISN Team's Goal:** Destroy all Wretch ships on the battlefield.

**Setup:** Place 4 asteroids as shown. Turn all the discovery tiles black-side up, shuffle them and randomly pick 4 of them to place black-side up as shown. Teammates must sit next to one another.

Wretch team's starting zone



ISN team's starting zone



### Wretch Player 1's Fleet:

Place these Wretch ships and ship cards behind the Wretch players' screen. Keep them separate from Wretch player 2's fleet.

Veteran Vapor's Fate  
Veteran Red Fuvu  
Veteran Red Tougu

### Wretch Player 2's Fleet:

Place these Wretch ships and ship cards behind the Wretch players' screen. Keep them separate from Wretch player 1's fleet.

Veteran So Bwa Tet  
Veteran Choosh Ka  
Veteran Tes Kio

### ISN Player 1's Fleet:

Place these ISN ships and ship cards behind the ISN players' screen. Keep them separate from ISN player 2's fleet.

Standard ISN Everest  
Standard ISN Torrent

### ISN Player 2's Fleet:

Place these ISN ships and ship cards behind the ISN players' screen. Keep them separate from ISN player 1's fleet.

Standard ISN Barrage  
Standard F-47 Blue Hawks  
Standard Rook's F-54  
Standard F-51 Blue Sparrows

**Prepped cards:** Before creating their tactic decks, the ISN players should prep one Erin Cho and one Charles Yeboah tactic card. The Wretch players should prep one Krall Draxus tactic card.

**ISN players' tactic decks:** The ISN players select and share one 36-card tactic deck. Shuffle it and place it within reach of both players.

**Wretch players' tactic deck:** The Wretch players select and share one 36-card tactic deck. Shuffle it and place it within reach of both players.

### Special Rules

(continued on page 12)

## MISSION: Meteor Storm (Continued)

Number of Players: 4 (2 teams of 2)

### Special Rules

**Mid-mission:** ISN player 1's ship – ISN Torrent – begins on the board next to one of the asteroids with the prepped Erin Cho attached to it. Do not pay the launch or attach cost for either card.

**Sharing energy:** Each team will share energy. Teams start the game with 20 energy each. During each player's energy phase, that player's team gains 8 energy, even on the first turn.

**Captains:** When Wretch player 1 launches Vapor's Fate, he may attach his prepped Krall Draxus to it at no cost. When ISN player 1 launches ISN Everest, he may attach his prepped Charles Yeboah to it at no cost.

**Remote engines:** Once at the end of each ISN player's turn, that player may spend 2 energy to roll the number die. On a result of 4 or higher, that player chooses up to 3 asteroids. One at a time, that player may roll a die for each asteroid and move that asteroid up to a number of spaces equal to the roll's result. When the ISN player moves an asteroid, if that asteroid ends its movement adjacent to one or more Wretch ships that it wasn't adjacent to at the beginning of its movement, choose one of those Wretch ships. The chosen ship receives 1 direct asteroid damage.

**Asteroid movement:** Asteroids can move in 2 ways: they can move into 2 new spaces, or move into 3 new spaces. Either way counts as one move. When moving the asteroids, you can mix these 2 ways. You cannot turn an asteroid. Asteroids cannot move through ships.



These asteroids move into 2 new spaces, which counts as 1 move.



These asteroids move into 3 new spaces, which counts as 1 move.

**Victory:** When your opponent's faction (both players) has no ships left on the battlefield after round 2, your faction wins. If all players go through their tactic card decks twice, the faction with the most points on the battlefield wins (see Victory Clock, on page 8).

## MISSION 5: The Struggle at Pan Base

Number of Players: 3 (1 Player vs. 1 team of 2)

Krall Draxus sits hunched in his command chair on the bridge of Vapor's Fate, staring intently at the view screen. A crew member approaches and hands Krall Draxus a data board. The Wretch Captain barely notices.

**Crew Member:** Captain, the Human Battleship's shields are down and it is showing gas signatures on grids G-5 and J-6. She is vulnerable, but still has teeth. There are life signs coming from the remains of that moon. The humans are setting a course for those coordinates.

**Krall Draxus:** There won't be anybody there to rescue. Set a course for those same coordinates! Speed full! I want those survivors! They could prove quite valuable.

**The Story:** The Wretch have attacked the base on Pan, a small moon orbiting Saturn. The moon is ripped apart. There are survivors trapped on the remains of the moon base. Rival Wretch Captains want to capture the survivors to use as hostages. A small ISN Fleet, damaged from the recent conflict, is trying to rescue the stranded survivors before the Wretch can capture them.

**Wretch Team's Goal:** Destroy all ISN ships on the battlefield.

**ISN Player's Goal:** Destroy all Wretch ships on the battlefield, or earn 10 victory points.

**Setup:** Place asteroids and debris fields as shown. Place discovery tiles power-side up as shown.

Wretch team's starting zone



ISN player's starting zone



### ISN Player's Fleet:

Place these ISN ships and ship cards behind the ISN screen.

Veteran ISN Everest\*  
Veteran ISN Barrage  
Veteran Torrent  
Veteran Rook's F-54  
Veteran Blue Hawks  
Veteran Blue Sparrows

\*Note: The Everest begins this mission on the board and badly damaged.

### Wretch Player 1's (Krall Draxus') Fleet:

Place these Wretch ships and ship cards behind the Wretch players' screen. Keep them separate from Wretch player 2's fleet.

Seasoned Vapor's Fate  
Seasoned Choosh Ka  
Seasoned Red Tougu

### Wretch Player 2's (Captain Vulchar's) Fleet:

Place these Wretch ships and ship cards behind the Wretch players' screen. Keep them separate from Wretch player 1's fleet.  
Seasoned So Bwa Tet  
Seasoned Tes Kio  
Seasoned Red Fuvu

**Prepped cards:** Before creating their tactic decks, the Wretch players prep a Krall Draxus (player 1) and Captain Vulchar (player 2) tactic card. The ISN player preps a Charles Yeoh and Erin Cho tactic card.

Gather these ISN tactic cards, shuffle them and place them next to the ISN screen.

Alert From ISN Torrent x 3  
Sparrow Cover Fire x 3  
Maneuvering Thrusters x 3  
LR5 Nuclear Warhead x 3  
F-47 Hawk Patrol x 3  
Commando Away Team x 3  
Superior Squadron Tactic x 3  
SR2 Twin Rocket Launchers x 3  
Bronson Skiles x 2  
ISN Transport Shuttle x 2

Gather these Wretch tactic cards, shuffle them and place them next to the Wretch screen:

Wretch Boarding x 3  
Fortune's Bounty x 3  
Spectral Resurgence x 3  
Hijack Plan x 3  
Shield Siphon x 3  
LR5 Plaxma Cannon x 3  
Fate's Reach x 3  
Vecton Field Detonator x 3  
Exploit Weakness x 3  
LR5 Ripper Cannon x 3

### Special Rules

**Mid-battle:** Player 1 starts the game with ISN Everest launched with Charles Yeboah and Erin Cho attached to it. You do not have to pay the launch or attach costs for those cards. Ignore the Flagship power on ISN Everest. It starts the game with its shields down and 4 hull damage pegs on it. The ISN player starts with 10 energy instead of the normal 15. The Wretch players start with 15 energy.

**Sharing energy:** The Wretch players share energy. When a Wretch player starts his turn, he gets 6 energy during his energy phase, to be recorded on the Wretch energy board. Both Wretch players may spend energy available on the Wretch energy board.

**Captains:** When the Wretch players launch Vapor's Fate or So Bwa Tet, they may attach their prepped Krall Draxus or Captain Vulchar at no cost.

**Recovering survivors:** The two asteroids represent chunks of the Pan moon base. There are numerous survivors on each asteroid. To recover survivors, the ISN player must have a solo ship adjacent to one of the asteroids. When that ship is activated, instead of moving that ship, the ISN player may attempt to recover survivors. Roll the number die. The result is how many survivors are recovered. On a roll of 1, one survivor is recovered. On 2-6, two survivors are recovered. On a 7+, three survivors are recovered. The ISN player earns 1 victory point for each survivor recovered this way.

**Victory points:** Place the victory point tile on 0 on the victory point track. Each time the ISN player scores a victory point(s), move the tile up accordingly.

**Victory:** When your opponent(s) faction has no ships left on the battlefield after round 2, you win. The ISN player can also win by earning 10 VPs.

## VICTORY POINT TRACK

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