Rulebook

Board

- **Board is separated by rooms**
  - Rooms can hold up to four A.I. units, and up to four Pirate units.
  - If there is a pirate unit in a room with no A.I. units, the pirate may capture the room, turning it into a breach.
  - Only rooms on the edges of the board can be captured.
- **Breach**
  - The dark room on the center of the Pirate's side of the board is the breach from which Pirates enter.
  - New breaches can be made by capturing rooms.
  - Pirate units can only be placed in breaches.
  - A.I. units can't be placed in breaches.
- **Bridge**
  - The room on the center of the A.I.'s side of the board is the bridge that controls the ship.
  - **If it is captured, the Pirates win.**
  - **If it's not captured within 10 Rounds, the Ship wins.**

Turn Order

- **Rounds**
  - **There are 10 rounds- Each round is separated into sections:**
  - **Set-Up**
    - **A.I.**
      - A.I. player has a Reactor, Capacitor, and generators:
        - The player starts with 3 energy in the Reactor, 5 in the Capacitor.
        - Each Round, A.I. adds 2 energy to the Reactor.
        - Capacitor has a cap of 5 energy, Reactor has no energy cap.
        - A.I. player can spend one energy to activate a generator.
        - Each wave, each generator supplies 1 energy to the Capacitor.
        - Generators are reset at the beginning of each round.
      - A.I. player places units on the board, spending 1 Energy per unit:
        - Unit details (name, stats) are not visible to Pirate player, unless there is a pirate unit in the room where the unit is placed.
    - **Pirate**
      - Each round, the Pirate rations are set to 10, +1 per room captured.
      - Pirate player places units, paying their respective costs in rations.

- **Waves**
  - **There are three waves- Each Wave:**
  - **Pirate**
    - Pirate units have one action per wave each.
    - Actions can be used to:
      - Move to an adjacent, accessible room, revealing the details of any A.I. units in the room.
      - Attack an A.I. unit.
      - Capture a room (if there are no A.I. units in the room).
    - Pirate player can move as many units as they want.
    - Pirate player can place units, paying their cost, into breaches. Being placed counts as an action during a wave, so these units cannot move this turn.
  - **A.I.**
    - After Pirate player finishes a wave, A.I. player can attack with as many units as many times as they want, paying the item's use cost each time.
- **Battle**
  - Units (except traps) are dragged onto another unit in the same room to attack that unit. Traps are simply clicked to be used.
  - **Endurance (E)**
    - Represents physical armor.
    - Turrets can only be destroyed from Endurance damage.
  - **Security (S)**
    - Represents software defenses.
    - Traps can only be destroyed from Security damage.
  - **Damage (D)**
    - Represents how much damage an A.I. unit does to each target.
    - A.I. turrets deal single-target damage to Pirate units, per use.
    - A.I. traps deal damage to all Pirate units in the room simultaneously, per use.
  - **Pirates**
    - Pirate units have universal Health (H), but specialize in either Endurance or Security damage.
    - Units, aside from Grunts and Geeks, can deal 1 damage of the type they're not specialized in.
  - **Cost** (the number to the right of a unit's name)
    - For pirates, this is the amount of Rations it costs to place a unit.
    - For A.I., this is the amount of Energy it costs to attack with a unit.