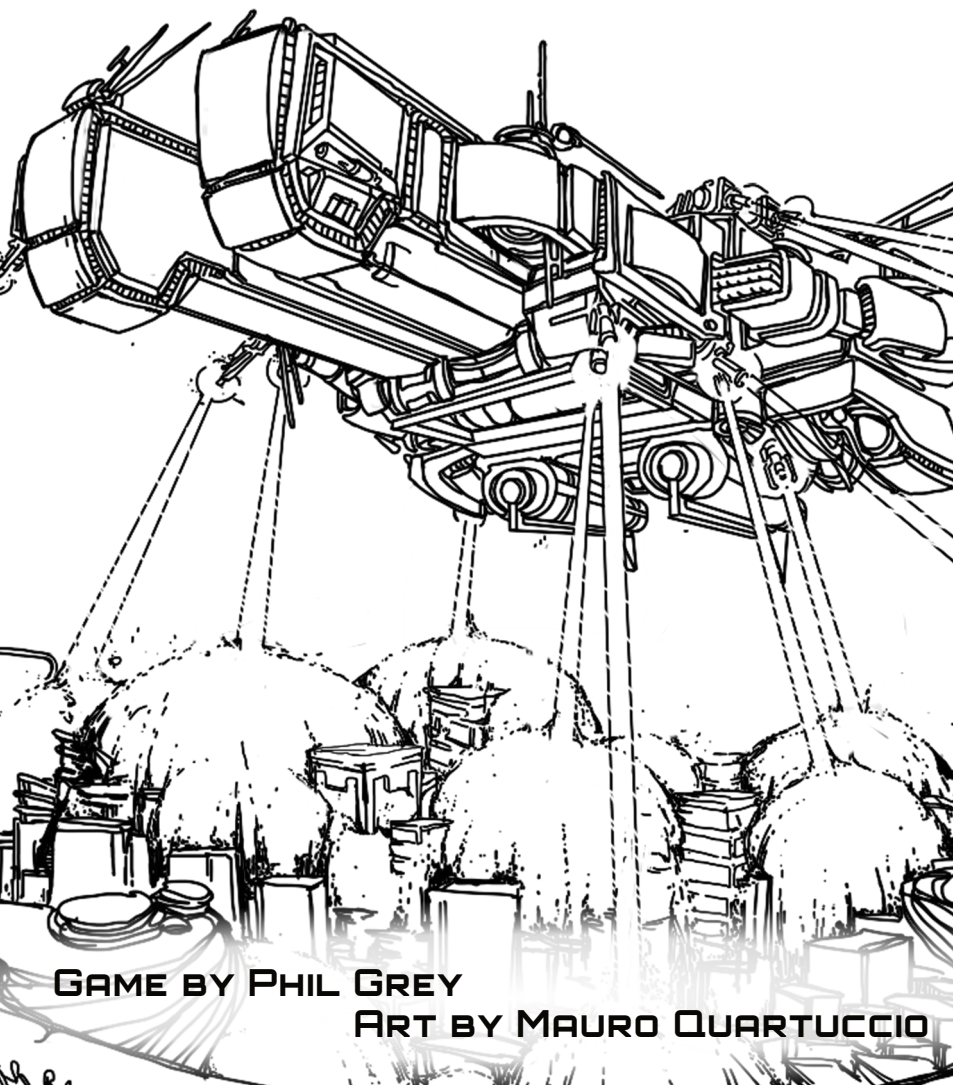


DREADNAUGHT: SKYFIRE

(EPIC NAVAL DUEL)



GAME BY PHIL GREY

ART BY MAURO QUARTUCCIO

CONTENTS

Deck Construction	4
Clarifications	5
Victory & Defeat	24
Advanced Rules	13
Power Levels	15
Deck Guides.....	16
Secondary Guidelines	19
Deck Balance	20

SKYFIRE

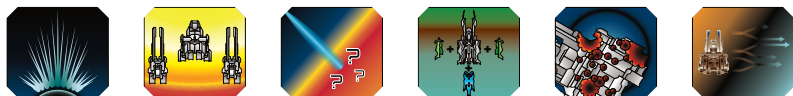
In this expansion to Dreadnaught, you are granted access to a wide variety of additional weapons and defenses, all fully compatible with everything in the base game.

Many of these decks introduce new mechanics such as timed detonations, modular ships, and evolving weapons. The basic rules of the game remain exactly the same—eliminate your opponent's Dreadnaught through force or attrition.

DECK CONSTRUCTION

All decks have a pre-set construction. They contain all cards with one of the following symbols, except for those cards with black corners (which are extras for use with advanced rules).

OFFENSE SYMBOLS





DEFENSE SYMBOLS



Offense Decks are composed of 19 cards: 1 or more System Cards (grey border, double-sided), up to 12 Offense Cards (red-orange border), 3 Terrain Cards and 3 Event Cards (green borders). All decks contain several duplicates of a number of cards.

Defense Decks are composed of 9 Cards: 1 System Card (grey border, double-sided), 6 Defense Cards (blue border), and either 2 Terrain Cards or 2 Event Cards (green borders). All decks contain several duplicates of a number of cards.

ADDITIONAL SYSTEM CARDS

Some decks, such as Splinter Arsenal () and Biotech Weapons () have additional System Cards as part of their normal deck construction. These are separated out during setup, as for other System Cards.

For Splinter Arsenal, each provides a single-use effect that creates Combat Modules.

For Biotech Weapons, these replace your normally played cards on a turn.

CLARIFICATIONS

MULTIPLE JOINED MAPS


If both players choose an Offense Deck that uses a Joined Map, use the list below to determine whose map is used, working from top to bottom

- ▶ Temporal Echoes
- ▶ Splinter Arsenal
- ▶ Close Action
- ▶ Nanotech Assault

COLLAPSE TOKENS & JOINED MAPS

Collapse Tokens you place on a Joined Map must have at least one arrow pointing towards your ship, or as close as possible towards your ship if it is not in a direct line with that token.

INVERSION PROFILES

Collapsar () cards with an **Inversion** profile (including one granted by an Augment) apply that effect to all hexes their Collapse Token occupies until they are removed from the map, instead of applying the effect when they **Detonate**.

In addition, any Collapse Token using an **Inversion** profile loses all **Proximity** effects.

MULTIPLE *GRAV-FIELD DAMPENERS*



The one use per turn limit on *Grav-Field Dampeners* applies no matter how many copies of the card you have in play. The multiple copies create redundancy.

CREATING COMBAT MODULES

When creating a Combat Module, you must be able to transfer at least 1 HP and 1 Resource to each created module. If not, reduce the number of modules that were placed until you can do so.

CLARIFICATIONS

COMBAT MODULE MOVE/ATTACK TIMING

When using the **Distributed Systems** effect to move or attack with a **Combat Module** ( or ) , that effect is the very last thing to resolve at that *initiative step*, as it counts as either an **Attacker** Card or a **Defender** Card, and nothing else.

When allowed to move or attack by the effect of another card, the effect is resolved at that card's *initiative step* and **Priority** level.

COMBAT MODULES & TOKENS

For the purposes of having tokens placed on them—from both Offense and Defense Cards—**Combat Modules** count as separate ships.

This means tokens on one **Combat Module** will have no effect on any other **Combat Modules** of the same type.

For example, when adding Armour Tokens from a card to your ship, you would choose only one **Combat Module** to add said tokens to.

In the same way, if your opponent added Charge Tokens to your ship, they could choose only one **Combat Module** to place all of the tokens from that card on to.

COMBAT MODULES & DEFENSE CARDS


When using a Defense Card or similar effect that targets your ship, you may instead target a single **Combat Module** with that effect.

COMBAT MODULES & COLLISIONS

For the purposes of **Colliding** with terrain, **Combat Modules** count as ships, and will suffer the appropriate effects (as will the terrain, if applicable).

CLARIFICATIONS

COMBAT DRONES

Combat Drones () are treated as Missile Tokens, and thus may perform their 1 hex movement every turn, at *Initiative 5*.

They have no effect if they move into the same hex as the target ship (in fact, it's worse, as they can't attack the hex they are in).

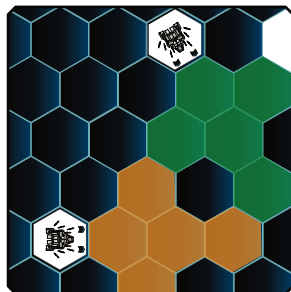
Combat Drones can only attack using the **Distributed Systems** effect from the Splinter Arsenal System Card.



DYNAMIC ASSAULT EXAMPLE

In the example to the left, the target ship could be attacked by one Sniper Module and one Assault Module. In addition, two Combat Drones are within 4 hexes of the target ship.

This means a *Dynamic Assault* card played in this situation would inflict a total of 4 Damage, 3 Push, and 2 Resource Burn after applying the **Combined Firepower** effect.



SWARMING STRIKE EXAMPLE

In the example to the left, each Assault Module can move use the *Swarming Strike* card. The upper module can move to any green highlighted hex, while the lower module can move to any orange highlighted hex.

Both modules could rotate by 60° after moving, from their own System Card.

In addition, both Assault Modules can choose whether or not to perform their normal attack, paying 1 Resource to if they choose to use it.

CLARIFICATIONS

QUANTUM FIELD TOKENS

These are played face-down when playing your cards, placing one on top of each card you intend to use one for. Once played this way, you cannot change which card each token is assigned to.

Your remaining Quantum Field Tokens are private knowledge. Your opponent knows how many you have, but will not know which specific numbers you have available.

QUANTUM TELEPORTATION & MOVEMENT

While this card has the **Movement** keyword, it is not a normal movement effect, meaning it bypasses effect such as **Tractor Lock**, and ignores all intervening terrain or other obstacles along its line of travel.

VACUUM FIELD TELEPORT & TOKEN SWAPS

While this particular card won't help too much when swapping tokens created by Offense Cards (as you usually need cards that share the Offense Symbol to get the special effect), it can help you steal tokens from Defense Cards.

Also, it was designed around the use of the **Advanced Damage Control** effect. It's a risk to suffer that Damage, but you'll get it back, with interest.



PLAYING EVOLUTION CARDS

When you play cards with the **Evolution** keyword, they are immediately attached to the target card after being revealed, but before any other effects resolve (effectively going *before even initiative X* effects).

Evolution cards are designed to be placed tucked under and to the left of, the right of, or below their respective **Organ Cards**. This allows you to see your evolved upgrades at a glance.

CLARIFICATIONS

NANITE HIVE & UNSTOPPABLE

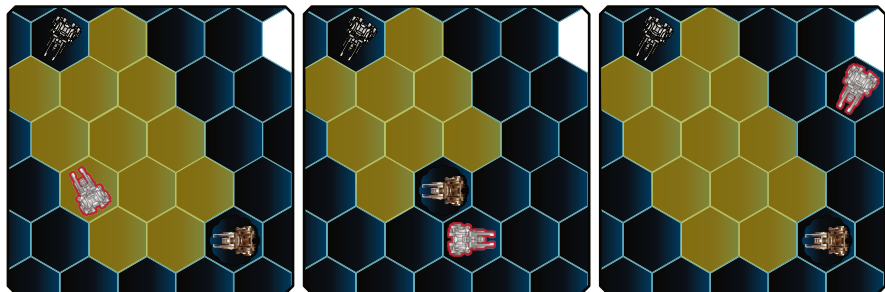
The **Unstoppable** keyword on *Nanite Hive* applies to any Damage or Resource Burn caused by its **Controlled Swarms** effect.

This does *not* affect the normal use of the **Aggressive Nanites** effect at *initiative 0*.

MULTIPLE NANOSCREENS

The **Physical Barriers** effect can only apply twice if you removed at least 4 Nanite Tokens from the target ship.

TIMESHADOW EXAMPLES



In the example on the left, above, the target ship is within the area of **Shivered Timelines**.

In the centre example, above, the target ship is outside the **Shivered Timelines** area, as the line only extends as far as the **Timeshadow** itself.

In the right-hand example, above, the target ship is outside the **Shivered Timelines** area as it is outside the line between the **Timeshadow** and the owner's ship.

CLARIFICATIONS

TIMESHADOW & TOKENS

For the purposes of having tokens placed on them from Offense Cards your ship and your **Timeshadow** count as separate ships.

For the purposes of having tokens placed on them from Defense Cards your ship and your **Timeshadow** count as a single ship.

For example, if your opponent added Charge Tokens to your ship, they could choose to apply the tokens from that card to either your ship, or your **Timeshadow**, not both.

For example, when adding Armour Tokens from a card to your ship, both your ship and your **Timeshadow** count as having those tokens.

TIMESHADOW & DEFENSE CARDS

When using a Defense Card or similar effect that targets your ship, you may instead target your **Timeshadow** with that effect.



TIMESHADOW & DECOY TOKENS

Your **Timeshadow** is not replaced by a Decoy Token, meaning it can be targeted normally—making this deck vulnerable when using Decoys.

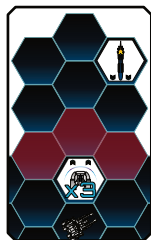
To make up for this, you can use your **Shivered Timelines** effect using any Decoy Token as the origin of the line. An example of this is shown to the left.



GUARDIAN SWARM INTERCEPTION

In the example to the left, the stack of 2 Interceptor Tokens is within the target ship's Line of Fire, and can thus be used to reduce incoming Resource Burn.

CLARIFICATIONS



CATAPULT LAUNCH VS PROXIMITY

In the example to the left, the Missile Token would have to use its **Proximity** effect upon reaching any of the red hexes. This would remove one token from the stack of Interceptor Tokens in front of the target ship.

PHALANX FORMATION EFFECT

The Damage reduction effect from **Phalanx Formation** can only be applied once to each source of incoming Damage.

TEMPORAL BALANCE & FIXED POINTS

The values for the **Fixed Points** effect also apply to your opponent's ship when they make use of the **Temporal Balance** effect. This won't come up often, but is important to remember.

HARMONIC INTERFERENCE COPIES

Copying a played card means creating an exact duplicate of any card revealed on the turn you choose to use this effect.

This can create additional tokens (Missile, Collapse, etc) as appropriate to the card in question.

A System Card cannot be copied.

Organ Cards can be copied (despite the fact that they are technically System Cards), and this effect will also copy any attached **Evolutions** as well.

OUT OF ENERGY SINK TOKENS

This can happen when multiple ships are present (usually from Splinter Arsenal's **Combat Modules**), and is very much a corner case. If you run out of these tokens, the rest of the Damage or Resource Burn from that attack or effect is applied normally to your ship (or **Combat Module**).


CLARIFICATIONS

MULTIPLE *E-SINK OVERLOAD* CARDS

Having multiple copies of this card out means you may choose to use both effects (bonus Damage and bonus Resource Burn), however, the total number of Decay Tokens on your ship must be split as evenly as possible between both cards if you choose to do this.

ADVANCED RULES


SECONDARY WEAPONS


As with the basic Offense Decks, you can swap Secondary Cards () in and out of all of the decks available in this set as well.

All Offense and Defense Decks in this set are compatible with all Offense and Defense Decks in the core game, and any future sets.



Due to the unique nature of several decks in this set, additional rules clarifications and limits are required when using secondary weapons with them, or when using them as secondary weapons.


SPLINTER ARSENAL SECONDARIES



When using  cards from this deck, you gain only the normal System Card, and are thus unable to use or create **Combat Modules**.

If you have any Combat Drones () in play, you may use the entire **Distributed Systems** effect. If you are not using a Joined Map, you may place Combat Drones in any hex that is also a **Danger Zone** on your opponent's map.

SECONDARIES WITH BIOTECH WEAPONS

Due to the unique nature of the Biotech Weapons () deck, only the *Versatile Carapace* **Organ Card** has the  symbol.

In this case, you may also swap out up to 3 **Evolution** cards that cost 1 or less Resources for the same number of  cards from another Offense deck.

When playing cards, if you wish to play any of your  cards, you must keep one of your two **Organ Cards** face-down when using the **Versatile** effect. If both **Organ Cards** are face-up, you cannot play any  cards this turn.

ADVANCED RULES


USING BIOTECH WEAPONS AS SECONDARY WEAPONS

You take the *Versatile Carapace* **Organ Card**, which remains in play as a special System Card.

You may also take any 3 **Evolution** cards that cost 1 or less Resources, replacing the same number of  cards from your Offense deck.


On your turn you may play 2 normal cards, and be unable to use *Versatile Carapace* OR you may play 1 normal card, and 1 **Evolution** card, and use *Versatile Carapace* for its current effect.

USING TEMPORAL ECHOES AS SECONDARY WEAPONS

When using  cards from this deck, you gain the normal System Card, and thus get to place a **Timeshadow**.

In addition, you must use the Joined Map layout from this System Card, instead of your primary Offense Deck's map layout. This is the only situation in which you use the map rules from your Secondary System Card.

SECONDARY DEFENSES

These function exactly as in the basic game. This set simply provides more variety in this respect, as a number of the possible  Defense Cards also have utility effects on them

HULL PACKAGES

This set provides an additional number of Hull Packages to further reinforce gameplay themes and enhance deckbuilding possibilities.

WEAPON AUGMENTS

This set provides a range of Augment Chips for each of the available Offense Decks that form part of the set.

POWER LEVELS

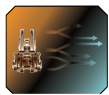
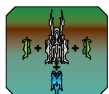
Each Offense deck has the capacity to do well against several other decks due to the way they are constructed. This can help you make informed choices about your ship's secondary weapons, augments, and defenses.

Note that the ratings given below don't relate to number of cards, but the overall effectiveness of each deck in the five standard categories:

- ▶ Damage
- ▶ Push
- ▶ Resource Burn
- ▶ Mobility
- ▶ Defense

Offense Type

Effect Ratings



DECK GUIDES

[OFFENSE] COLLAPSAR FIELDS



This deck is themed around pure area denial. Throwing down massive templates full of damage and resource burn is going to discourage your opponent from going near them—or force them to move away from them.

The deck shines when you can get *Grav-Field Dampeners* into play early, but *Cascade Collapse* allows for quick damage as well, and *Linear Collapse* also only has a short delay. *Scalar Field* might feel like it takes forever, but it's a terrifying threat to have on the field.

[OFFENSE] SPLINTER ARSENAL



This deck is themed around creating as many additional targets as possible with its Combat Module System Cards. And while it requires positioning to get it right, it can deal out more reliable damage and push than almost any other deck.

You likely want to use the effects of *Assault Module* and *Sniper Module* as early as possible, but don't neglect a chance to get into better position first either. *Dynamic Assault* might be your strongest card, but you'll often find *Swarming Strike* to be more useful overall.

[OFFENSE] CONVERSION BEAMS



This deck is themed around being able to choose the exact damage (or resource burn) that you want at the exact moment you want it. It also some very interesting utility cards. And it stacks

Breach Tokens on the target ship to do very consistent damage over time.

Quantum Decay and *Neutronium Alchemy* are your key cards, but don't overlook the strange utility of *Vacuum Field Teleport* to steal various defensive tokens (like **Armour Tokens**), or to transfer annoying offense tokens (such as **Sabotage Tokens**) back to your opponent.

DECK GUIDES

[OFFENSE] BIOTECH WEAPONS



This deck is themed around growing and improving the attributes of your ship in the heat of battle, and is able to switch modes between attack and defense at lightning speed. If it gets time to build up, this deck can snowball into something truly devastating.

It's a good idea to decide early how you want to treat each of your **Organ Cards**; as offense, defense, or utility, as several cards will 'lock' them to one category or another. That said, don't be afraid to switch things up even if it means discarding some evolutions—your opponent likely won't be expecting it.

[OFFENSE] NANOTECH ASSAULT



This deck is themed around manipulating the distance to your opponent's ship in order to get it into the ideal range bands for using your **Aggressive Nanite** effects to inflict damage or resource burn.

Getting both *Nanite Hives* into play can be very difficult, but will very quickly overwhelm your opponent with **Nanite Tokens**. This can combine very well with the defensive effects of *Nanoscreens*, or the **Controlled Swarms** effect from the other *Nanite Hive* card.

[OFFENSE] TEMPORAL ECHOES



This deck is themed around being able to switch offense modes based on positioning, concentrating on damage and push, or push and resource burn. Using the **Shivered Timelines** effect is crucial to getting the most out of this deck.

Your **Timeshadow** is the key to a number of things, so *Fractured Reality* offers the ability to 'respawn' it. *Subtle Manipulation* is good for toying with your opponent, or as defense, and *Timeburn's* damage bypasses annoying terrain.

DECK GUIDES

[DEFENSE] DISTORTION FIELDS



This deck works by redirecting damage, push, and resource burn, and either reflecting some of it, or converting it to a different type.

Distortion Fields are also very effective against token based decks, removing, absorbing, or pushing them around.

[DEFENSE] GUARDIAN SWARM



This deck works by intercepting incoming resource burn. It has limits, as the drones must be near the line of fire, and are limited in number, so won't stop the strongest of attacks.

Guardian Swarm only has a little bit of damage mitigation, and nothing against push. It can deal with some missile tokens too.

[DEFENSE] TEMPORAL FLUX



This deck works by stealing your opponent's defense cards, copying other card effects, and empowering your own weapons to hit more reliably.

Temporal Flux has no *actual* defense. You have to rely on your opponent's cards, and **Defensive** cards in your Offense deck for actual protection.

[DEFENSE] ENERGY SINKS



This deck works by stacking tokens that count as either damage or resource burn, allowing you to convert one to the other as needed. In addition, it reduces overall damage slightly by the conversion rate.

Energy Sinks can't really deal with push very well. There's one card that mitigates it, but mostly this deck is about reducing incoming damage and resource burn.

SECONDARY GUIDELINES

Collapsar: Has a good spread of damage and push, but low on burn, and lacks any movement capacity, and any capacity for instant damage. Consider adding **Movement** cards, and strong secondary weapons.

Splitter: Low on Burn—in fact there's virtually nothing without sacrificing Combat Drones. Possibly the best overall mobility and innate defense in the game. Consider adding utility cards, or **Defensive** cards.

C-Beams: With reliable damage over time, and strong burn, you're only lacking in Push. Completely. While you can choose the power level of a lot of your attacks, you may want to look at putting in some wildcards to throw off your opponent.

Biotech: With the unique mechanics of this deck, using secondaries can be a challenge—but timed right, it can also be incredibly satisfying to get off a reliable combo attack.

Nanotech: Push, and a lot of it, with minimal damage and burn—except from your system card effects. This deck is all about range control, so adding **Movement** cards is always a strong choice.

Echoes: There's a mix of everything here, and fairly well balanced depending on how heavily you lean into using **Shivered Timelines**. You should choose secondaries based on what you want to focus on more.

Distortion: Something to help reduce incoming burn would be helpful, or something to mitigate push instead of modifying its effect.

Swarm: Some damage reduction could be useful here, or higher utility against special token effects.

Flux: Combined with stealth this can make a powerful alpha strike deck that sacrifices any real defense capacity. Otherwise, just add some defense to this deck. *Any* defense.

E-Sinks: Something to counteract push would be very helpful, as would anything that stops missile tokens and similar effects.

DECK BALANCE

Each of the Offense and Defense decks are good and bad against certain other decks in this set. An outline of those possible matchups is shown below, using the key given here.

Select a deck on the left to compare it with the other decks at the top.

						
		-	++	?	+	-
	+		-	?	---	++
	-	+		?	++	--
	?	?	?	?	?	?
	-	++	--	?		+
		--		?	++	-
	--	++		+	++	--
	--	--	+		++	++
	?	?	?	?	?	?
	+	--	++	++		--