Dreadnaught

[Epic Naval duel]
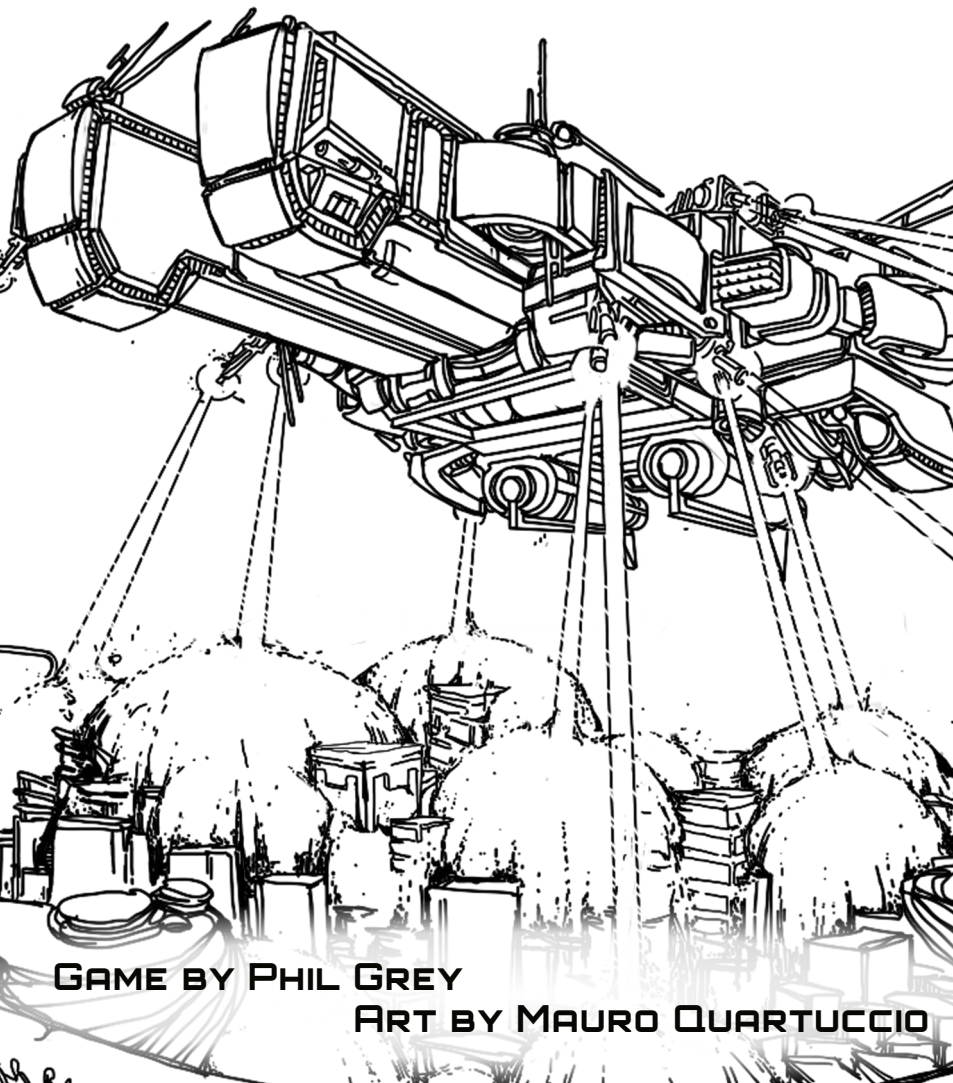
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Contents

Dreadnaught

In this game you take on the role of a captain commanding the largest fighting ship in a planetary navy, protecting your homeworld from invasion—or perhaps starting the invasion of another world yourself.

These are mighty vessels, kilometres long, bristling with weapons and charged with all kinds of defenses. Regardless of what brought you here, you must eliminate the enemy dreadnaught, through one of the following methods:

Destroy: Turn your opponent's Dreadnaught into scrap metal by reducing its hit points (HP) to 0 by inflicting Damage.

Disable: Without fuel, ammunition, and other vital parts a Dreadnaught cannot fight effectively. Use Resource Burn to reduce its Resources to 0.

Deny: Buy time for other forces by Pushing your opponent's Dreadnaught out of battle through a danger zone. If it's out of position, defenders have time to rally—or attackers can push through to establish a beachhead.

Symbols & Colours

The game uses three basic symbols for Damage and effects on enemy ships. The colour of the text next to the symbol denotes what it applies to.

Damage: Applies to HP.

Push: Moves the target ship towards the nearest red **Danger Zone** on the map.

If Push comes from a token then the target ship is pushed directly away from that token instead.

Resource Burn: Applies to Resources.

Impact
Black text: Apply this value to the target ship (your opponent's Dreadnaught).

If this number has a '+' after it, this card has an extra effect that can increase this value.

If this number has a '+' before it, this value is added to the current value of your card. (Normally found on Event Cards)

Increase
Green text: Apply this value to your ship immediately (this is a bonus, usually a one-off boost during setup; some Event Cards offer healing).

Cost
Red text: Apply this value to your ship (this is a cost to be paid).

Reduction
Blue text: Apply this value to one of your opponent's Offense Cards (reducing any effect to a minimum of 0).

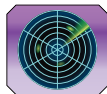Unless otherwise stated, no effect can be reduced to less than 0.

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
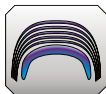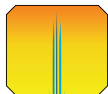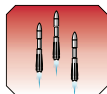
Defense Symbols

Offense Decks are composed of 27 cards: 1 System Card (grey border, double-sided), 18 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 11 Cards: 1 System Card (grey border, double-sided), 8 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.

Primary Cards

**Primary Cards** are a special category of cards which have the symbol to the left. These cards are considered especially powerful, or can be combined in ways that might lead to imbalanced matches, so you are normally limited to playing one per turn.

Some special rules from cards or expansion pieces may allow you to play more than one Primary Card on your turn. Such abilities will usually be limited to once per game.

Setup
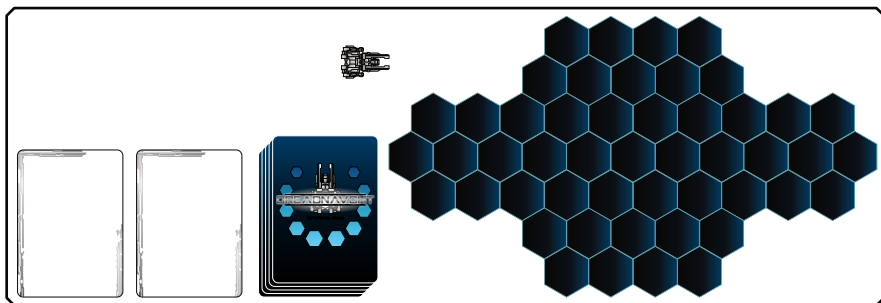
Setup for a basic game is simple; each player takes a map, and a Dreadnaught. Randomly decide who will be Attacker and Defender for this planet.

The **Attacker** then chooses one deck of **Offense Cards** as the weapons for their Dreadnaught. The Attacker also takes any required tokens & terrain for that deck.
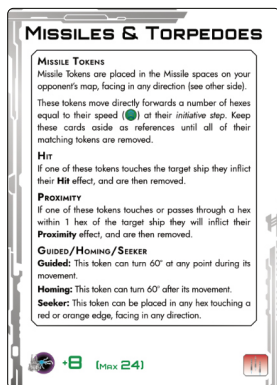
Set the **System Card** from that deck aside for reference (example left), then take the remaining 26 cards and place them in a face-down pile near the **Attacker's** map.

The **Defender** then chooses one deck of **Defense Cards**, and one deck of **Offense Cards** as the protection and weapons for their Dreadnaught. The Defender also takes any required tokens & terrain for both decks.

Set the **System Cards** from those decks aside for reference, then place together the remaining 26 Offense Cards and 10 Defense Cards together to create a **Draw Deck**. Place this in a face-down pile near the **Defender's** map.

The **Attacker** then chooses one deck of **Defense Cards** as the special

Setup [Continued]

protection system for their Dreadnaught. The Attacker also takes any required tokens & terrain for that deck.

Set the **System Card** from that deck aside for reference, then place the remaining 10 cards of that deck with the 26 from the Offense Deck to create a **Draw Deck** and place that deck in a face-down pile near the **Attacker's** map.

Both players add their chosen **Boost Cards** to their **Draw Decks** creating a total deck of 40 cards.

Both players now shuffle their **Draw Decks** before each drawing 6 cards to use as a starting hand.

After this initial draw, each player has a chance to mulligan (draw a new starting hand then shuffle their original starting hand back in) if they desire.

Both players then place their maps and ships according to the reverse of their opponent's **Offense System Card**.

Both players then use the **Spawn Bonuses** on the reverse of their **Defense System Card**.

Both players then set their **HP to 24**, and their **Resources to 16**.

Finally, **both players add** any **bonuses to their HP or Resources** from their **own System Cards**.

24 +Bonuses

16 +Bonuses

Turn Sequence

Dreadnaught is played over a series of turns, which follow a simple cycle.

▶ Both players **draw cards** from their **Draw Deck** and add them to their hand until they have 6 cards in hand.

  ▶ If your **Draw Deck** is empty after you drew at least 1 card, shuffle your discard pile to create a new **Draw Deck**.

▶ Each player places up to three Offense & Defense cards face-down in front of them.

  ▶ A maximum of one of these cards can be a **Primary Card (⊞)**.

  ▶ A maximum of two of these cards can be Offense Cards.

▶ Each player may also play one Terrain Card from their hand, if desired, placing it near their chosen cards.

▶ Both players flip their chosen cards face-up (including Terrain).

▶ Cards are arranged in *initiative order* (⟨⚡⟩), and effects are resolved in that order, using **Priority** to break ties (see next page).

▶ At (or after) any appropriate *initiative step* players may play any number of Event Cards directly from their hand.

▶ Face-up cards that have fully resolved are now discarded. Players may also discard up to two cards from their hands at this point, if desired.

▶ End of Turn.

If neither ship has been **Eliminated** before at least one **Draw Deck** is empty, this becomes an **Extended Fight**.

Extended Fight

One player's **Draw Deck** is now empty. Both players shuffle together their discard pile and the remainder of their **Draw Deck** (if applicable) to form a new **Draw Deck**. Play continues using the same sequence as above.

Initiative Order

Initiative Order

Card effects are applied in *initiative order*. This starts at *initiative X*, then moves down through *initiative 5, 4, 3, 2, 1* down to *initiative 0*.

Note that some cards may have multiple effects that each resolve at their own initiative step; or a single effect that resolves during multiple initiative steps (an example card with such effects is shown to the right).

Priority

This determines the order that *initiative ties* are resolved in, using the second number in a card's initiative value. Ie: an ⟨⟩ **3.4** card would resolve before an ⟨⟩ **3.2** card.
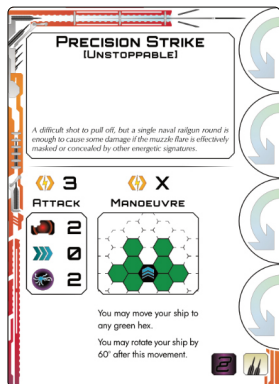
If cards are still tied, use following list from top to bottom until you find the first non-tied criteria that those cards or effects meet.

▶ Terrain Cards & Event Cards

▶ Defense Cards

▶ Offense Cards

If the cards are still tied then they resolve at the same time and *cannot affect each other in any way*.

Multiple-use effects

Unless otherwise stated, each effect on a card can only be used or applied once (at each of its listed *initiative steps*), even if you have the ability to pay for it multiple times.

Movement

General Movement Guidelines

Movement is assumed to follow the shortest path of your choice through the movement grid (if applicable). Ships move from hex to hex, stopping and resolving any necessary effects in each hex they pass through or move in to, such as Collisions with terrain.

If a ship touches the edge of the map during movement, further movement in that direction is ignored, and the ship instead "bounces" along the edge in the direction closest to its front. Tokens are instead removed if their movement crosses the edge of the map.

Basic Movement

All Offense Decks offer some level of default movement available to your ship each turn, shown with the Move symbol (🛡). The relative power drain of the selected weapons determines how fast your ship can move, and how long it takes to start moving.

However, moving fast requires using less energy elsewhere, this is known as **Power Management** and is represented by the number of cards you play during the turn.

- ▶ If you play 3 cards, your ship cannot move (except by using cards with the **Movement** keyword, and special System Card effects).
- ▶ If you play 2 cards, your ship can move using the smaller move value shown on your chosen Offense System Card.
- ▶ If you play only 1 card, your ship can move using the larger move value shown on your chosen Offense System Card.

All movement made in this way is directly forwards, at the *initiative* shown on the System Card.

You may choose to move 1 less hex in order to rotate your ship by 60° after moving. This may be important as certain powerful cards require the target ship to be in the correct relative position to yours in order to use their effects.

Movement

Movement Cards

Many cards can move your ship. There is usually a symbol in the centre of such movement grids, with the arrows representing the front of your ship.
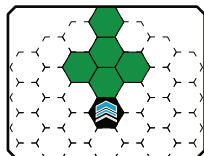
A basic move grid is normally composed of green hexes. Line the arrows up with the front of your ship (by rotating the card if necessary), then move your ship into a green hex.
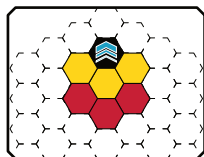
Sometimes the hexes will be red or yellow, this means the move is a reaction or cost for using a powerful attack. The same procedure applies. If this move crosses a red edge of the map, the ship that used it counts as Pushing itself out of the map.
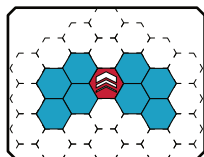
Sometimes the arrows at the centre of the grid will be red. This means you move the target ship (your opponent's Dreadnaught) if the hexes are blue. If the hexes are green, your opponent chooses where their ship moves to.

In either case, this is **not** a Push, so it cannot make a ship leave the map.
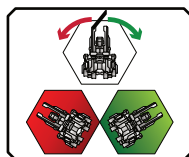
If a ship can rotate 60° as part of movement, it means it can turn to face an adjacent hex, as shown to the left. Not all moves allow rotation, so be sure to check for it if you want to pull off some fancy dodges.

Terrain

Placement

At *initiative 5*, terrain from your Terrain Cards can be placed on either your own map, or your opponent's map (or just the map, if using a Joined map).

All Terrain Cards state how far away the terrain must be placed from any ships present on that map.

Tokens are ignored for terrain placement, meaning that terrain may be placed on top of them, causing normal Collision effects, if applicable.

The only other restriction for placing terrain is that all hexes of the terrain must start on the map.

Keeping these two rules in mind, terrain may be placed anywhere you like. Meaning you can set it up to block incoming fire, or collide with your opponent's ship—or even other terrain.

Movement

Terrain movement is treated exactly the same as token movement. Terrain that can move will have a chevron marking (⌃) on the tile, and this is the direction it will move in when placed.

The distance the terrain moves (in hexes) is shown next to a speed icon (◉) and the *initiative step* at which it moves will be stated on the terrain Card card itself with the placement rules, which should be kept nearby.

If one or more hexes of a piece of terrain leave the map, the terrain still applies its normal effect(s) until all of its hexes have left the map. This also means continuing any movement the terrain might make.

Attacks

Terrain may be targeted and attacked or damaged as if it were a ship. Terrain with an asterisk (*) cannot be damaged in this way, but will have a note on the Terrain Card as to how else it may be affected.

Collisions
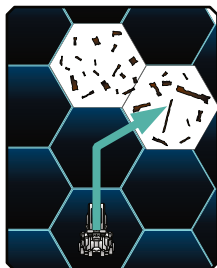
Collision

A Collision happens when a ship or token moves into any hex of terrain, or when terrain is moved into the same hex as a ship or token (example shown left). A ship that *starts* its turn in terrain, or moves out of terrain *does not* Collide with that piece of terrain.

Terrain Cards explain the effect of their Collisions.

Some terrain Cards do not have Collisions—instead, other effects may be applied to your ship if it is in the same hex as that terrain.

Sometimes, being in the same hex as terrain will modify incoming Damage or Push, or affect the same values on your own cards. Such ongoing effects will be explained on the Terrain Card.

In addition, some terrain may modify your ship's movement. This modification applies if your movement crosses or touches any hex of that terrain.

Weapon Range

Range Bonuses

Certain weapons and defenses may be more effective at either shorter or longer ranges based on a number of factors.

The total number of hexes between your ship and the target ship (including the hex the target ship occupies) is the range.

If a card has an improved effect at a particular range, it will state in the text on the card what that range is, and what value or values are increased when the target ship is at that range.

Standard ranges are defined as follows:

Close	Medium	Far	Extreme
0-4	5-8	9-14	15+

Line of Fire

Line of Fire is the combination of all the shortest paths between both ships (red & faded red arrows, left).
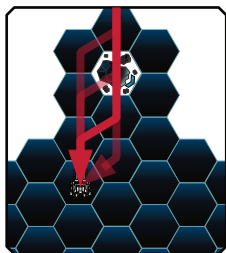
If any Line of Fire crosses the hex of any terrain it may be affected by that terrain. Terrain Cards explain the effects they have on Line of Fire.

In the example to the left, the Line of Fire is affected by the Black Ice ( ), but not by the Wreckage ( ).

Terrain can also be affected by Damage and/or Push, and may be targeted as if it were a ship.

Line of Fire

Firing Arcs

Firing Arcs are sometimes referenced by certain powerful cards. These cards need the target ship to be within a certain angle from your ship, or they cannot be used at full effect.

Firing Arcs are assumed to extend from your ship to the edge of the map, as indicated by the arrows in the diagrams below.

Note that Offense Cards cannot normally be used to attack the target ship if it is in your ship's Rear Firing Arc.
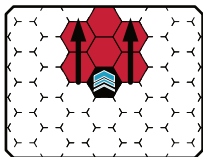
Narrow

The strongest weapons mounted along the spine or keel of the ship. Devastatingly powerful, if you can manoeuvre them into position.
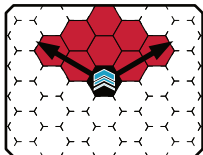
Forward

Weapons with limited traverse, either because they are powerful, or because this is the best mounting for them against closing targets.
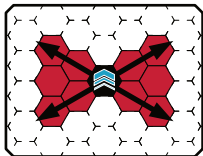
Broadside

Harder to use, but also harder hitting, and more forgiving when the target is already in arc.
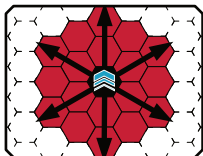
Turret

Easiest to use, though generally also the weakest of weapons. Some light, rapid-fire weapons may use this arc to give rear cover to a ship.
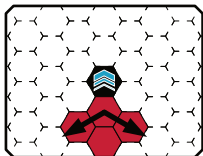
Rear

Very rare mounting, for mines or chase weapons. Ships cannot usually attack into this arc.

Damage, Push, & Burn

Inflicting Damage

Damage is applied directly to a ship's HP. Certain effects can increase, decrease, or ignore Damage.

Apply any required modifiers before subtracting Damage from a ship's HP.

Inflicting Resource Burn

Resource Burn is applied to a ship's Resources. Certain effects can increase, decrease, or ignore Resource Burn.

Apply any required modifiers before subtracting Resource Burn from a ship's Resources.

Functionally, Damage and Resource Burn work the same way, reducing a target total by a set amount. There are some special cards that might modify it to a set value, such as half. The Particle Offense Deck has one, and some will feature in future expansion decks.

Inflicting Push

Push modifies a ship's location, moving it further away from the attacking ship, token, terrain, or effect.

The player that inflicted the Push chooses the direction the target is moved, but the target must always end this movement further away from that player's ship (or from the token or terrain that inflicted the Push).

A ship is **Eliminated** if it would be Pushed outside the map through a red **Danger Zone** (or an orange **Danger Zone** If the Push was from a token).

Push vs Movement (for special effects)

If an effect requires your ship to move a certain number of hexes, that effect is only applied if *you* moved your ship. Pushes do not count as movement for such effects.

Damage Absorption

Damage Absorption

Damage Absorption is ability of some terrain to partially reduce incoming Damage, at the cost of its own HP. Damage reduction from this effect always has the **Unbreakable** keyword.

The amount of Damage reduced is applied to the terrain. Any excess is lost if the terrain is reduced to **0 HP**.

Terrain reduced to **0 HP** is removed from the map.

Push Absorption

This functions the same as above, except with Push. The terrain will be pushed the appropriate number of hexes directly away from the attacking ship.

Terrain that is Pushed partially out of the map remains in play (at least 1 hex remains on the map, and can thus cause Collisions).

Terrain that is Pushed completely out of the map is removed.

Special Keywords

Immovable
Any terrain with the **Immovable** keyword cannot be moved with any amount of Push. Special effects from other cards may still move this terrain.

Indestructible [#]
Any card with the **Indestructible** keyword cannot be removed from play by another card effect unless such effects specifically state they can be used against **Indestructible** cards.

Any token created by a card with the **Indestructible** keyword cannot be removed by other card effects that remove tokens from the map.

Indestructible tokens may be attacked by cards as if they were ships. The # is the token's HP against these attacks.

Unstoppable [/ /]
A card with the **Unstoppable** keyword is immune to Damage, Push, or Resource Burn reduction effects for the symbol it is shown with.

If an effect would normally ignore or negate the Damage, Push, or Resource Burn from an **Unstoppable** card, it instead reduces the appropriate value by half, rounding down.

Unbreakable
Any card with the **Unbreakable** keyword ignores the effects of the **Unstoppable** keyword when applying its own effects.

Card Deck Keywords
Certain decks may also have their own keywords, the effects of which will be described on their System Card.

Clarifications
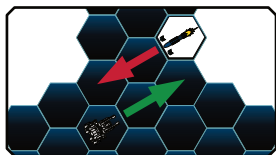
Directly Forwards

If a ship or token moves directly forwards, use the front of that ship or token as the point it moves towards, not the top of the map.

Within 1 Hex

Any time a card states that something is allowed to be placed within 1 hex of something, that means you may also choose to place that thing in the same hex as the target.

Searching Decks & Discard Piles

Any time a card allows you to search your deck or discard pile for a particular named card, you may search both locations.

If you took a card from your deck, you must re-shuffle your deck after taking that card. The ordering of your discard pile does not matter.

Missile Tokens

If a Missile Token ends its movement within 1 hex of the target ship, as shown to the left, you may choose to either use the **Proximity** effect immediately, or wait for the token to move, then detonate with the **Hit** effect normally next turn.

If the target ship moves to within 1 hex of a Missile Token you may choose to use the Proximity effect immediately, possibly interrupting that movement.

On a Joined map (Close Action deck), Missile Tokens are placed within 1 hex of your ship, facing in a direction of your choice, as shown to the left.

On a Joined map, your Missile Tokens may move through your ship, or end their movement 'under' your ship without issue.

Clarifications

Against Decoy Tokens, the **Proximity** effect of all Missile Tokens will apply to everything within 1 hex of that Missile Token, left.

If Missile Tokens spawn on a horizontal map (usually from secondary weapons, or the *Weapons Hack* card), they start on the narrow end closest to the target ship's front, shown to the left.

If a card places multiple Missile Tokens, each token must be placed in a different hex that Missile Tokens can normally be placed in. This is to prevent stacking multiple missiles for easy damage against certain decks.
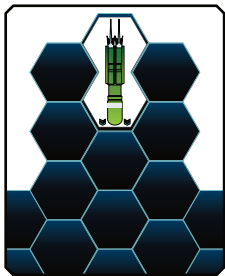
Missile Tokens with a length of 2 hexes (torpedoes) are placed fully on the map before moving. This means one of their hexes will be on a non-spawn space for such tokens.

On a Joined map such tokens must be placed entirely within 1 hex of your ship. They may be placed with one hex under your ship, if desired.

Sandcasters & Multiple Offense Cards

If you have 2 or more Sandcaster Tokens on the map they can only reduce the Damage or Resource Burn from a single Offense Card per token.

Against multiple Missile Tokens (only possible with secondary weapons or the *Weapons Hack* card), you may apply the effect of *Sandcasters* to any such token that moves through any number of Sandcaster Tokens.

Clarifications

Graser Token Placement
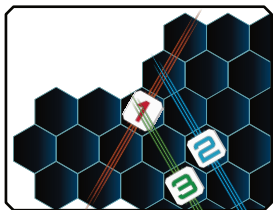
When you play the card you place the Graser Tokens on your opponent's map. Each Graser Token must touch one hex on the top of your opponent's map (orange hexes on the reverse of the Beam **System Card**), and at least one hex of another Graser Token.

Graser Tokens may overlap by crossing each other, but you cannot lay them directly on top of each other (stacking them all in a single line, for example).
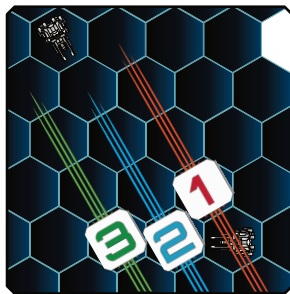
Graser Tokens & Joined Maps

On a Joined map, Graser Tokens are placed with one hex within 1 hex of your ship, and with each token parallel to all other Graser Tokens placed by this card.

If your opponent's ship is within 6 hexes of your ship when you place these tokens, one Graser Token may be placed touching that ship.

Counter-Push Effects

If your ship is Pushed off the map, but you used a card with movement on it (that does not specifically reduce Push) then your ship is still **Eliminated** as normal.

Set Values & Damage/Resource Burn

If you have a card that reduces your opponent's HP or Resources to a set value, your card counts as inflicting Damage or Resource Burn equal to the HP or Resources lost for the purpose of triggering any other card effects.

Clarifications

Costs/Paid 'Boost' Effects

If a card has a cost to use it (a red value), you must pay that cost if you played that card. If it has a cost to improve an effect (such as an **Overload** option), you must make the choice whether to use that when you resolve that effect (stated on the card).

The intent is that these choices are made after you know what your opponent is doing, so you don't waste your resources.

Reducing Incoming Damage/Push/Resource Burn

Effects that reduce incoming Damage, Push, or Resource Burn (blue values & Defense Cards) can only apply that reduction from the start of the *initiative step* they resolve at, until the end of *initiative 0*.

Damage, Push, or Resource Burn applied to your ship before that *initiative step* cannot be reduced by that effect.

If an effect has multiple *initiative steps* it could resolve at, use the earliest possible *initiative step*.

Removing Tokens

Effects that remove tokens from the map or from your ship can only remove tokens that are currently on your ship at the start of the *initiative step* they resolve at.

Tokens placed on your map or your ship on or after that *initiative step* cannot be removed by that effect.

Check Damage/Push/Resource Burn Values

If you have a card or effect that checks for a threshold value, as some Defense Cards do, apply all other modifiers first, then check if the final total meets the Threshold value.

Check each source (card/effect) separately, unless an effect allows you to total them together.

Clarifications

Reduce Damage/Push/Resource Burn

If you have a card or effect that reduces the Damage, Resource Burn, or Push of your opponent's Offense Card, that reduction applies to the final value, after all modifiers and other additions (such as spending Charge Tokens to boost Damage, or using an **Overload** effect).

Both of the above effects (check/reduce) also apply to tokens created by cards and/or remaining on the map (such as Graser and Missile Tokens).

If a card references incoming Damage/Resource Burn/Push, it applies its effect to any and all Damage, Resource Burn, or Push your ship would suffer this turn. If it applies to your opponent's Offense Card, then the effect applies only to that card, or to tokens created by that card. If your opponent has multiple Offense Cards, such as by using **Volley**, you must pick only one of those cards to apply this reduction to.

Ignoring Card Effects vs Remains in Play & Tokens

If you have a card that allows you to ignore one of your opponent's cards, then you can ignore all effects of said card if it was played this turn.

Against a card that Remains in Play, you may ignore all effects from that card that would apply to your ship (Damage, Push, Resource Burn, token placement, etc).

Against tokens from a card, you may ignore all effects from all tokens that would resolve against your ship in during the relevant *initiative step*.

The point of cards with this ability is to provide a powerful defensive buff that is useful no matter what your opponent uses. The disadvantage of such cards is that they are single use, and so timing them right is key to getting the most from them.

Clarifications

Multiple Attacks

If you have the ability to use multiple Offense Cards (such as **Volley**, or from Missile Tokens), you may choose a different target for each card/token if desired. This will generally only apply against the E-War & Stealth Defense Deck, or if you want to affect terrain.

> If you have an effect that Pushes, Damages, or causes Resource Burn to the target ship, but only Decoy Tokens are visible, you must choose *one* Decoy Token as the target of that effect.

Decoy Tokens & Movement

If a card or effect would move your ship, or force your ship to move, instead each Decoy Token is moved as if it was your ship.

All Decoy Tokens must move in the same direction, if possible. If this movement would move a Decoy Token off the map, the token is instead moved to the closest hex that contains no other Decoy Tokens or ships.

If a Decoy Token moves into another token that could cause Damage or Resource Burn (Such as a Missile or Laser Token), then that Decoy Token is removed as normal, and any other effects from that token are applied.

On a Joined map, Decoy Tokens cannot occupy the same hex as your opponent's ship. Instead, place that token in the closest adjacent hex to its intended position.

Decoy Tokens & Range

If there are any Decoy Tokens on the map, and a card needs a specific range to be checked (such as with the Gravitic Effectors deck), then you always count the shortest path between the closest Decoy Token to your opponent's ship.

Decoy Tokens & Removing Tokens

If a card removes all tokens from a map, or removes tokens within 1 hex of your ship, your opponent's Decoy Tokens are valid targets for that effect on a Joined map.

Clarifications

If a card places tokens on your ship, but only Decoy Tokens are on the map, your opponent must choose a Decoy Token as the target. If it is a blank decoy, the token is removed, and the tokens to be placed are discarded.

If tokens on your ship would inflict Damage, Push, or Resource Burn, but you have Decoy Tokens on the map, you may choose to either suffer that Damage, Push, or Resource Burn as normal; or to reveal your ship and remove all Decoy Tokens, but ignore that Damage, Push, or Resource Burn.

Placing Decoy Tokens

If a card or effect allows you to place Decoy Tokens on the map, after that effect is resolved, one of the Decoy Tokens on the map **must** be the one that represents your ship.

This is to prevent particular kinds of players from placing only the two blank decoys when allowed to place less than the full amount of Decoy Tokens on the map.

Self-Inflicted Damage/Resource Burn/Push

If an effect from one of your own cards would reduce your ship to 0 HP, 0 Resources, or move your ship through a **Danger Zone** then your ship is **Eliminated**, and your opponent wins on that turn, gaining the normal type of victory for that point of the game.

Event Cards & 'Reflected' Effects

Event cards that reduce Damage, Push, or Resource Burn and then apply the same effect to the target ship still work and apply their 'reflected' effect even if the cards that triggered them had a value of 0 for the relevant stat.

Example: The *Deflector Array* Boost Card reduces incoming Resource Burn by 2, and inflicts 1 Resource Burn if the target card inflicted 2 or less Resource Burn before the reduction. This would work even if the target card had 0 Resource Burn to begin with.

Clarifications

Unusable Boost Cards

There may be occasions where one of your drawn Boost Cards simply will not apply against your opponent's deck due to the nature of said deck. In such cases you may reveal that Boost Card to your opponent, then draw a replacement Boost Card.

Using Basic Weapons as a 'Standard' Deck

If using this deck against a standard deck, the deployment instructions on the system card still apply to your opponent (they must place their ship in the green hexes), but your ship will be placed normally as determined by your opponent's Offense System Card.

The Basic Weapons Deck, as designed, is slightly weaker than a standard deck due to not having any special rules or unique special effects to apply. This can, however, be made up for with Secondary Cards (see the Advanced Rules section).

Using Basic Defense as a 'Standard' Deck

If using this deck against a standard deck, nothing changes.

The Basic Defenses Deck, as designed, is slightly weaker than a standard deck due to not having any special rules or unique special effects to apply. This can, however, be made up for with Secondary Cards (see the Advanced Rules section).

Draws/Tie Effects

If both you and your opponent's ships are **Eliminated** on the same turn and within 1 *initiative step* of each other, then the game is a **Draw**, and you both count as scoring a **Minor Victory**, otherwise, the player whose ship was **Eliminated** first loses the match.

If a draw happens during an **Extended Fight**, you both count as scoring a **Pyrrhic Victory** instead of a **Minor Victory**.

Clarifications

Victory & Defeat

Elimination

A player's ship is **Eliminated** when one of the following happens:

- ▶ It is reduced to **0** or less **HP**.
- ▶ It is reduced to **0** or less **Resources**.
- ▶ It is Pushed off the map through a **Danger Zone**.

If your ship is **Eliminated**, you lose this battle.

When a ship is **Eliminated**, the battle ends after the next *initiative step*. Any cards or effects beyond that *initiative step* are ignored, and do not resolve.

This means ties are possible, if the timing is good and the effects are powerful enough. Or if you're lucky. Both work.

If you **Eliminate** your opponent's ship during a normal match, this counts a **Major Victory (5 pts)**.

If you **Eliminate** your opponent's ship during an **Extended Fight**, this counts as a **Minor Victory (3 pts)**.

Only awarded for a draw during an **Extended Fight**, this counts as a **Pyrrhic Victory (1 pt).**

Running Battles: You can play a set of linked games (best of 3, 5, etc) instead of just a quick match. The player with the most points (rather than simply the most victories) at the end of all games in the set wins.

Tournaments: Using Victory Point tallies is a quick and easy way to generate play brackets during tournaments.

Advanced Rules

Secondary Weapons: In reality, very few ships would rely on a single kind of weapon system, regardless of how effective it might seem.

When you take a deck of Offense Cards you may sort through them and remove up to 8 cards marked with the symbol to the left.

You may then replace those cards with the same number of cards from one other Offense deck, marked with the same symbol.
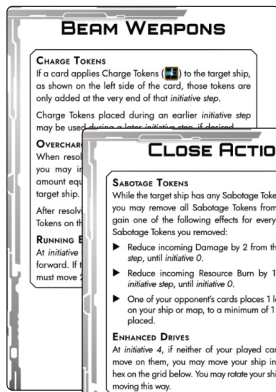
When selecting secondary weapon cards, you cannot have more than 2 with the **Defensive** keyword, and you cannot have more than 2 with the **Movement** keyword.

Extra secondary weapon cards are provided, marked with black corners, should players wish to use the same secondaries, or a deck that secondaries were taken from.

*Secondary **System Cards** are provided for reference. When using one of these *you gain no HP or Resource bonuses from that card*, and it *does not influence your opponent's deployment*.

When using the **System Card** of your **Secondary Weapons**, you gain only the abilities and effects from that card required to make its tokens or cards work at minimum effect.

For example, using Beam (⬜) Secondary Weapons, you would gain only the **Charge Tokens** and **Overcharge** effects.

When using Close Action (🟩) Secondary Weapons you would gain only the **Sabotage Tokens** effect.

Beam Weapons

Charge Tokens
If a card applies Charge Tokens (⊞) to the target ship, as shown on the left side of the card, those tokens are only added at the very end of that *initiative* step.

Charge Tokens placed during an earlier *initiative* step may be used during a later *initiative* step, if desired

Overcharge
When resol
you may i
amount equ
target ship.

After resolv
Tokens on th

Running E
At *initiative*
forward. If t
must move

Close Action

Sabotage Tokens
While the target ship has any Sabotage Tokens (🟡) on it you may remove all Sabotage Tokens from that ship to gain one of the following effects for every full set of 3 Sabotage Tokens you removed:

▶ Reduce incoming Damage by 2 from this *initiative step*, until *initiative 0*.

▶ Reduce incoming Resource Burn by 1 from this *initiative step*, until *initiative 0*.

▶ One of your opponent's cards places 1 less token on your ship or map, to a minimum of 1 token placed.

Enhanced Drives
At *initiative 4*, if neither of your played cards have any move on them, you may move your ship into any green hex on the grid below. You may rotate your ship by 60° after moving this way.

◇ 4

Advanced Rules

Secondary Defenses: In reality, very few ships would rely on just one type of defensive system, due to the variation in possible offense used against them.

When you take a deck of Defense Cards you may sort through them and remove up to 3 cards marked with the symbol to the left.

You may then replace those cards with the same number of cards from one other Defense deck, marked with the same symbol.

Extra secondary defense cards are provided, marked with black corners, should players wish to use the same secondaries, or a deck that secondaries were taken from.
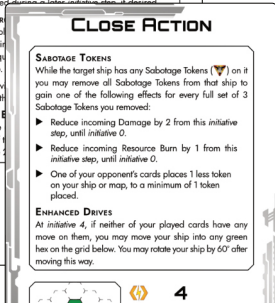
*Secondary **System Cards** are provided for reference. When using one of these you gain no HP or Resource bonuses from that card.*

When using the **System Card** of your **Secondary Defenses**, you gain only the abilities and effects from that card required to make its tokens or cards work at minimum effect.

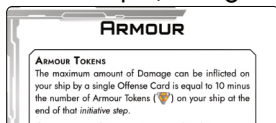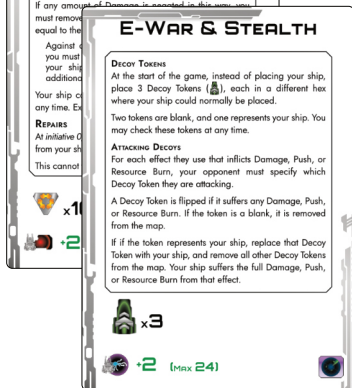For example, using Armour (🛡) Secondary Defenses, you would gain only the **Armour Tokens** effect.

When using E-War & Stealth (◉) Secondary Defenses you would gain both the **Decoy Tokens** and **Attacking Decoys** effects.

When using Secondary Defenses, you may choose which **Spawn Bonus** to use; either the one from your Defense **System Card**, or the one from your **Secondary Defense System Card**.

Armour

Armour Tokens
The maximum amount of Damage can be inflicted on your ship by a single Offense Card is equal to 10 minus the number of Armour Tokens (🛡) on your ship at the end of that *initiative* step.

If any amount of Damage is negated in this way, you must remove ...

Against ...
you must ...
your ship ...
additional ...

Your ship c... any time.

Repairs
At *initiative* 0...
from your sh...

This cannot...

🛡 x1...

⚔ +2

E-War & Stealth

Decoy Tokens
At the start of the game, instead of placing your ship, place 3 Decoy Tokens (🏺), each in a different hex where your ship could normally be placed.

Two tokens are blank, and one represents your ship. You may check these tokens at any time.

Attacking Decoys
For each effect they use that inflicts Damage, Push, or Resource Burn, your opponent must specify which Decoy Token they are attacking.

A Decoy Token is flipped if it suffers any Damage, Push, or Resource Burn. If the token is a blank, it is removed from the map.

If the token represents your ship, replace that Decoy Token with your ship, and remove all other Decoy Tokens from the map. Your ship suffers the full Damage, Push, or Resource Burn from that effect.

🏺 x3

◉ +2 [Max 24]

Advanced Rules

Combined Secondaries: If you are using both Secondary Weapons and Secondary Defenses you may additionally choose one of the following options when creating your draw deck:

▶ Remove 3 ⊟ Defense Cards from your Defense Deck and replace them with ⊟ Offense Cards from your chosen secondary deck.

▶ Remove 3 ⊟ Offense Cards from your Offense Deck and replace them with ⊟ Defense Cards from your chosen secondary deck.

This means you will have a split of either 29/7 or 23/13 for your Offense/Defense Cards, rather than the normal 26/10.

Swapping Terrain Cards: Terrain Cards are a universal resource. You may freely swap any and all Terrain Cards between decks when constructing your deck.

You may choose to remove 1 Event Card from your Offense deck in order to add 1 Terrain Card in its place.

Swapping Event Cards: Event Cards cannot be swapped between decks unless they mention a ⊟ card by name (*in italics*) and you are using that ⊟ card. In that case you may swap it for any Event Card in your deck.

Hull Packages: After your opponent has selected their Offense Deck (but before selecting their Defense Deck) you may install a Hull Package on your ship (this is a small card with additional bonuses on it).

These packages provide a variety of bonuses based around a certain theme or style of play.

Weapon Augments: When selecting your Offense Deck, you may also choose an Augment Chip (printed as a medium rectangular token) for that deck. The effects of each augment are printed on the token.

The effects of an Augment Chip can only apply to cards with a matching Offense Symbol.

Multiplayer Rules

Multiplayer Games

Up to four players can fight it out for orbital supremacy, either in a free-for-all fight, or as matched teams. (With expansions this can increase to 6 players; or 8 if playing in teams).

Each Dreadnaught will be unique, with its own combination of Offense Deck and Defense Deck, and possibly with the addition of Secondary Weapons, Weapon Augments, and Hull Packages.

Setup — Map
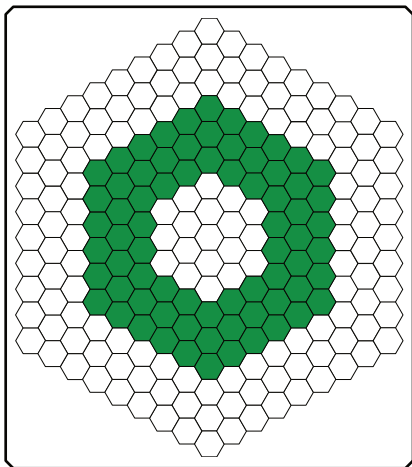
A multiplayer game of Dreadnaught uses the large hexagonal map. For rule purposes, this is treated as a Joined Map, which will solve a number of issues.

In addition, set the additional Debris, Hulk, and Wreckage cards aside as reference.

Each player then places either 1 set of Debris, 2 Wreckage, or 1 Drifting Hulk on the map, using the normal placement rules.

First Player

Randomly determine who the first player will be.

Starting with the first player, and moving clockwise around the table, each player places their ship in a green hex (above), and at least 6 hexes away from all *enemy* ships (at least 5 hexes away in a 4 player game, or at least 4 hexes away in a 5 or more player game).

Multiplayer Rules

Setup — Decks

Each player secretly selects an Offense Deck and a Defense Deck using any agreeable method. All players reveal their choices simultaneously.

> If two or more players select the same deck, the first player in *player order* gets the contested deck. The next player in *player order* then selects a different, non-contested deck, until all contested decks have been resolved.

After players have taken their **Offense & Defense Decks**, the **System Cards** are separated out as normal, **Boost Cards** are added, and all remaining cards shuffled together to create a **Draw Deck** as normal.

Gameplay proceeds as normal, with the exception that instead of **Priority** for *initiative ties* favouring the **Attacker**, it instead favours the player earliest in the *player order*—first player resolves their effect; second player resolves an effect; third player resolves an effect; etc.

Deck Management — Battle of Attrition

If, during an **Extended Fight**, no Fleets have arrived, and a player empties their **Draw Deck** again, all players take their decks and discard piles, shuffle the cards, then remove 4 cards from that deck, keeping them face-down. These cards are permanently out of play.

In addition, if using Augments or Hull Packages with once per game abilities or effects, you may remove all Used Tokens (⛊) from those abilities or effects.

This effect can occur multiple times.

Players then draw up to 6 cards as normal, and continue fighting using the rules for an **Extended Fight**.

Multiplayer Rules

Important Concepts — Targeting

You can choose to attack 1 target per Offense Card you play. You can still choose the same target for all of your Offense Cards if desired.

Cards that can already hit multiple targets remain the same (generally those that generate multiple Missile Tokens, and **Volley** cards).

[Teams] Combined Fire: If you and any number of teammates attack the same target with weapons that resolve in the same *initiative step*, that target suffers an extra 2 Damage, 1 Push, or 1 Resource Burn.

> Note this effect can only apply once per *initiative step*. You and your teammates decide which of the extra effects to inflict.

Important Concepts — Defense

[Teams] Shared Defense: If a teammate's ship is within 3 hexes of your ship, may assign Defense Cards to that ship instead of yours. That ship counts as having a copy of your Defense **System Card** for the purpose of any tokens or special effects related to the card just played.

> For example, this would grant that ship the **Capacitor Value** from the Shields **System Card**, but not the **Harmonization** effect, or the requirement to pay Resources at the end of their turn for exceeding **Capacitor Value**—that's still on you.

Important Concepts — Terrain

Terrain functions as normal, with one small exception.

All terrain that moves at single *initiative step* is assumed to move simultaneously. This means any Collisions between terrain are resolved if either they end their movement in the same hex, or if their movement paths intersect.

Collisions against ships are resolved as normal.

Multiplayer Rules

Important Concepts — Event Cards

Event cards function as normal, with the exception that each card can only be used against a single opponent.

Instead of playing an Event Card for its normal effect, you may use it to *advance* your Fleet Token one space along the Fleet Arrival Timer.

When playing in teams, only one player per team may *advance* that team's Fleet Token each turn.

Player Elimination

When the first ship is **Eliminated** the game does not end as for a normal match. Instead, terrain is placed based on what happened.

- ▶ If a ship was **Eliminated** by suffering 8 or more incoming Damage replace it with Debris, otherwise, use Wreckage.

- ▶ If a ship was **Eliminated** by suffering 1 or more Resource Burn, replace it with a Hulk.

- ▶ If a ship was **Eliminated** by being pushed off the map, it generates no terrain, unless it was also reduced to 0 or less HP at the same time, in which case Wreckage is placed in the last hex it occupied on the map.

Fleet Arrival Timer

Place the Fleet Arrival Timer near the board, with one Fleet Token for each remaining ship placed on the '8' space.

In a team game there is one Fleet Token per remaining team. The timer still starts when a single ship is **Eliminated**.

When an **Extended Fight** begins, move each Fleet Token forward 1 space.

When a **Battle of Attrition** begins (or cycles again), move each Fleet Token forward 2 spaces.

Multiplayer Rules

Fleet Arrival Effects

When any Fleet Token is moved into the 0 space on the Arrival Timer, the game will end on that turn.

At the end of the turn (after *initiative 0* effects finish resolving) those Fleets in the 0 space on the Arrival Timer arrive on the map. When a Fleet arrives, all enemy ships within 4 hexes of that Fleet's Dreadnaught suffer 6 Damage and 4 Resource Burn. The game then ends.

The player (or team) that has **Eliminated** the most other ships at that point wins the game. Damage and Resource Burn inflicted by a Fleet Arrival count towards this.

> This means a Fleet Arrival can effectively finish off a crippled ship, but only if it's close to that Fleet's Dreadnaught. This also means that if a ship is **Eliminated** before its Fleet arrives, that Fleet will inflict no Damage or Resource Burn on anything.
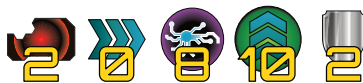
Power Levels

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

Offense Type	Damage	Push	Resource Burn	Mobility	Defense
(missiles)	5	5	9	3	6
(beam)	6	0	6	6	4
(explosion)	4	6	9	0	3
(spikes)	7	4	2	4	5
(arc)	6	10	2	0	4
(mines)	2	0	8	10	2
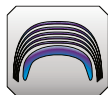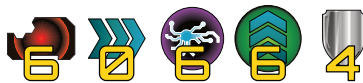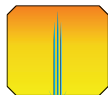
Deck Guides

[Offense] Missiles & Torpedoes

This deck is themed around overwhelming your opponent with more missile tokens than they can possibly deal with. The overall focus is towards damage, with a very viable level of push—especially if you can leverage the use of the orange **Danger Zones** on the "shoulders" of the map.

The two torpedoes are obviously standout cards, but don't overlook the utility of *Streak Missiles* and *Main Engines*, or the defensive buff from *Sandcasters*.

[Offense] Beams

This deck is themed around building up towards doing massive damage (and resource burn) on a single turn by stacking tokens on your opponent's ship. You can of course choose to use those tokens earlier, to somewhat lesser effect—but everyone loves the idea of the old wave motion gun.

Bomb-Pumped Grasers can be a little hard to use, but combined with the **Running Engagement** effect from your System Card you can create devastating traps. *AEGIS Beams* is also an excellent hold-out for a desperate moment.

[Offense] Particle

This deck is themed around inflicting mass resource burn, while using your own HP as a resource to increase it even further. Radiation Tokens are more of a threat than an effective source of extra burn, so don't rely on them for that, instead, use them to influence your opponent's movement.

Particle has lackluster defenses, but *E-Beam Sweep* is useful to take out annoying cards with ongoing effects, and of course *Linear Macron Accelerator* is possibly *the* most terrifying card to face.

Deck Guides

[Offense] Kinetic

This deck is themed around inflicting constant damage over time, and dealing with multiple targets at once. There are a couple of big hitters, but it's mostly about stacking damage and using the available push effectively.

Everyone loves the damage potential of *Spinal Railcannon*, but don't overlook what stacking the humble *Kinetic Strike* can do. *Flak Batteries* makes an excellent defensive wall, lasting for that vital second turn, while *Precision Strike* offers an excellent opportunity for rapid repositioning.

[Offense] Gravitic Effectors

This deck is themed around playing the right cards at the right time to maximize your effectiveness. Each card has range at which it does the maximum possible push, and a range where it's almost worthless for that. This requires a bit of luck.

The utility cards in this deck seem odd at first, with *Grav Burst* only moving tokens, but the real strength is in removing a card and repositioning **Terrain**. *Deployable Effectors* is more obvious in its use, but you can still manage some fun tricks with it by rotating the target before moving it.

[Offense] Close Action

This deck is themed around inflicting maximum burn while reducing incoming damage and burn to a minimum by the use of **Sabotage Tokens**. It also has built-in movement capability with **Enhanced Drives** on your System Card.

Close Action can inflict a lot of burn very quickly, but needs to get close to do anything else. *Boarding Harpoons* is excellent to pin the target in place, while *Reactor Overload* can be a death sentence if played early.

Deck Guides

[Defense] Armour

This deck works by literally tanking damage, so it's great against anything that inflicts large amounts of damage at once, but is useless against chip damage.

Armour also has some utility against push and burn, but it's mostly about decreasing incoming damage by as much as possible.

[Defense] PDS & Evasion

This deck works by shooting down incoming missiles (or similar tokens), clearing tokens from your ship, and mitigating damage through movement.

PDS & Evasion aren't great against burn, but the deck has a built-in move to help recover from incoming push.

[Defense] Shields

This deck works by ignoring all resource burn below a certain threshold. The disadvantage is that this fluctuates depending on how much you use it, and overusing it can make it *cost* resources.

Shields isn't great against push, but is okay against low damage, and has a retaliatory effect card as well in order to reflect incoming firepower.

[Defense] E-War & Stealth

This deck works by creating decoys that your opponent must take out in addition to your ship. There is no actual reduction—but the satisfaction of seeing your opponent basically shooting empty space is more than enough fun.

E-War & Stealth has a lot of options to recover those precious Decoy Tokens, and on top of that, adds some counter-offensive options to either increase your damage and other effects, or steal one of your opponent's cards. All good fun.

Secondary Guidelines

Missiles: Has a good spread of options, but is low on burn. Either grab a couple of high burn cards, or trade for more utility from another deck to throw your opponent off balance.

Beams: Low on push—in fact, it has none. Avoid push-focused cards unless it's for combining with various trap effects from *Bomb-Pumped Grasers*. Also consider extra defensive bonuses.

Particle: With no innate movement, all movement and utility cards are useful. You could also lean more into damage, hoping to combo with your big hit from *Linear Macron Accelerator*.

Kinetic: Once again, you've got options, but not much going for burn. You can lean more into damage, defense, or push, or even pick up utility cards for fun.

Gravitic Effectors: You're all about push, with low defense and no movement. So any defensive and movement cards become valuable to you. Don't discount damage cards for if you get certain cards early and want to combo.

Close Action: There's no push here, but you don't really want it either. Lean into more burn, or extra utility—or even switch it up and go for maximum damage. Have fun creating wild combos with your unique map layout.

Armour: Adding something sneak around or counteract burn is always helpful. Dodging could help too.

PDS & Evasion: Some burn reduction or actual tankiness could be nice to combo with this deck, helping it stand up a little longer.

Shields: Shields and stealth is a powerful combo, but so is extra damage reduction. This could be a difficult choice.

E-War & Stealth: Any actual defensive buffs are nice, considering most of your buffs are about attacks instead.

Deck Balance

Each of the Offense and Defense decks are good and bad against certain other decks. 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.

	Deck 1	Deck 2	Deck 3	Deck 4	Deck 5	Deck 6
Deck 1		+	++		−	−−
Deck 2	−			−−	++	+
Deck 3	−−			−	+	++
Deck 4		++	+		−−	−
Deck 5	+	−−	−	++		
Deck 6	++	−	−−	+		
Deck 7	++	++		−−	+	−−
Deck 8	+	−−	−−		++	++
Deck 9		++	++	−−	−−	+
Deck 10	−−	++	++	+		−−