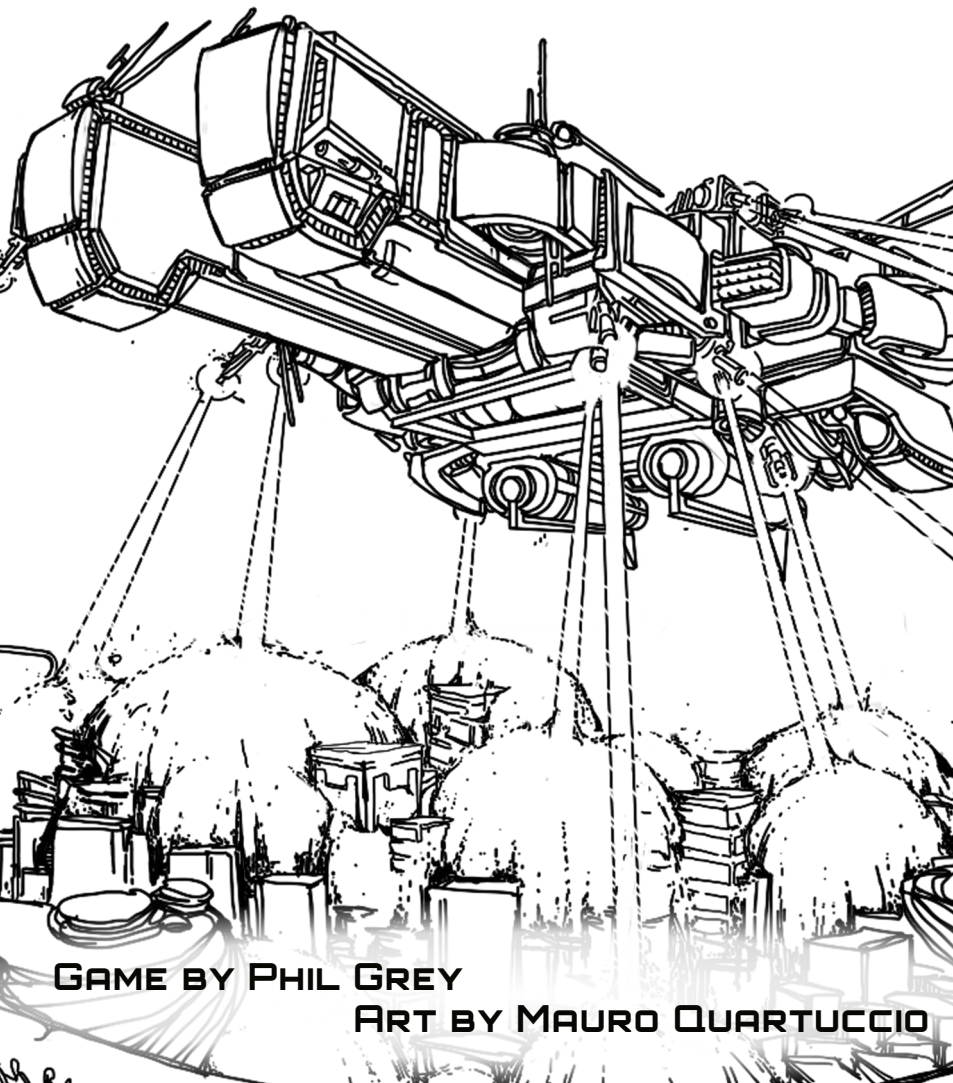


DREADNAUGHT

(EPIC NAVAL DUEL)



GAME BY PHIL GREY

ART BY MAURO QUARTUCCIO

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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 (available cards) to 0.

Deny: Buy time for other forces by Pushing your opponent's Dreadnaught out of battle through a danger zone. Even a ship as large as a Dreadnaught cannot withstand the sustained fire of major defensive installations for long.

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 away from your ship (or the token that inflicted the Push) and towards the nearest **red Danger Zone** on the map.



Resource Burn: Applies to the **Draw Deck** of the target ship. That player may discard cards from their hand, or the top of their deck.

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

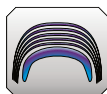
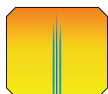
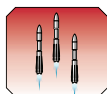
Blue text: Apply this value to one of your opponent's Offense Cards (reducing any effect to a minimum of 0).

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

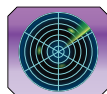
PRECONSTRUCTED DECKS

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

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

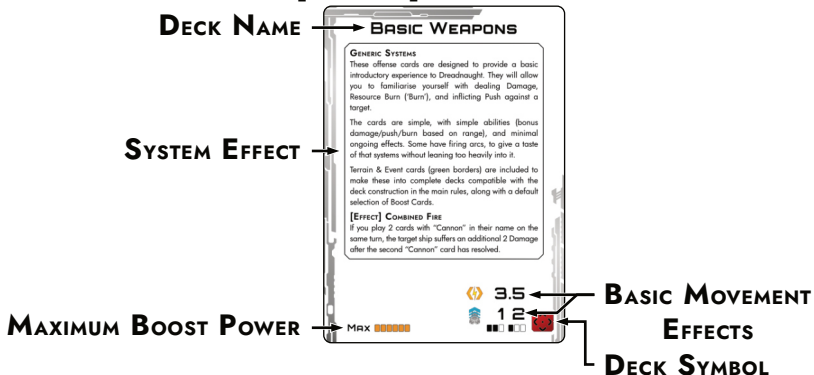


Primary Cards are a special category of cards which have the symbol to the left. These cards are considered especially powerful, or can be combined in ways that might lead to imbalanced matches, so you are normally limited to playing one per turn.

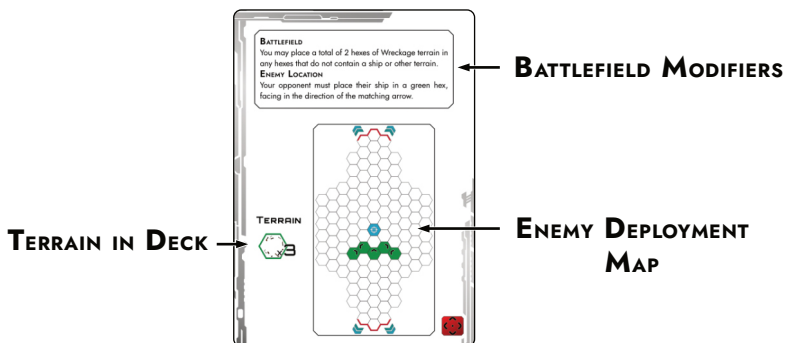
However, when hit by Resource Burn, these cards count as 2 cards when discarded (from your hand or the top of your deck).

CARD ANATOMY

[OFFENSE] SYSTEM CARD

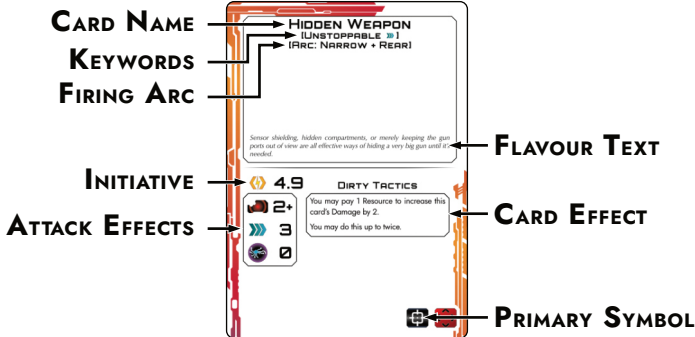


SYSTEM CARD (REVERSE)

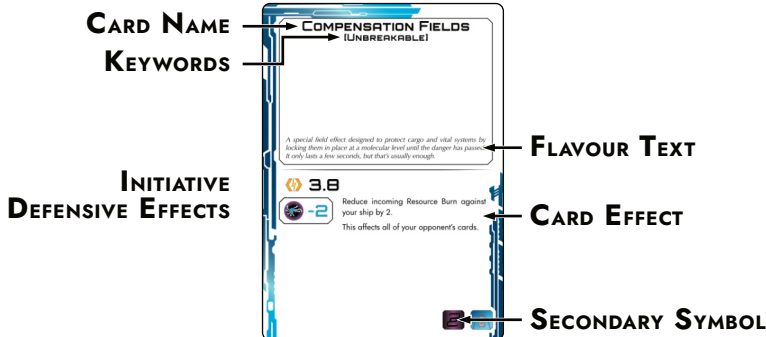


CARD ANATOMY

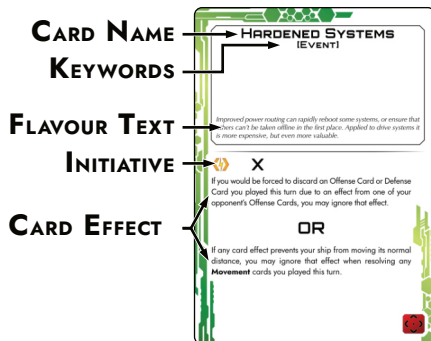
OFFENSE CARD



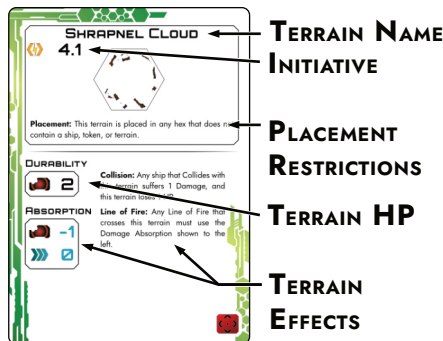
DEFENSE CARD



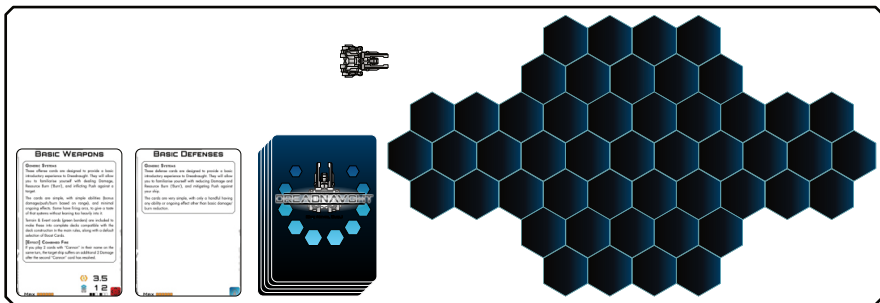
EVENT CARD



TERRAIN CARD

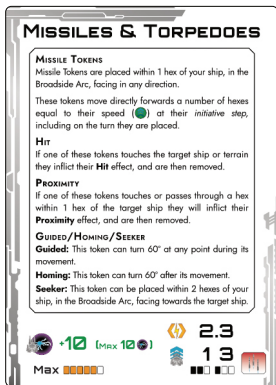


SETUP



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 place their ships according to the reverse of their opponent's **Offense System Card** then modify the map according to the Battlefield section of their own **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**.

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



24



+BONUSES



+BONUSES

TURN SEQUENCE

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

- ▶ **DRAW:** 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, you draw no more cards, but are not **Eliminated**.
 - ▶ Check if the **Always Dangerous** rule applies.
- ▶ **POWER MANAGEMENT:** 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.
- ▶ **REVEAL:** Both players flip their played cards face-up.
- ▶ **RESOLVE:** Cards are arranged in *initiative order* () , and effects are resolved in that order, using **Priority** to break ties.
- ▶ **REACT:** At (or after) any appropriate *initiative step* players may play any number of Event Cards directly from their hand.
- ▶ **DISCARD:** Face-up cards that have fully resolved are now discarded.
 - ▶ Cards that placed special tokens on the map, and terrain cards, remain in play as references only. They are discarded when all such tokens or terrain are removed.
- ▶ **RETURN:** Players may return up to two cards from their hands to the bottom of their deck, if desired.
- ▶ End of Turn.

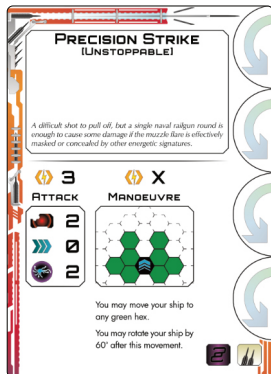
INITIATIVE ORDER

INITIATIVE ORDER



Card effects are applied in *initiative order*. This starts at *initiative X*, then moves down through *initiative 5.9, 5.8, 5.7*, and onwards through to *initiative 4, etc*, and all the way down through *initiative 1* to *initiative 0*.

Note that some cards may have multiple effects that each resolve at a different *initiative*, 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. Use the following list from top to bottom until you find the first non-tied criteria that those cards or effects meet.

- ▶ Boost Cards (higher power level breaks ties)
- ▶ Terrain Cards (higher speed breaks ties)
- ▶ 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*. If an effect needs an ultimate tiebreaker, then the **Attacker's** effect is resolved immediately before the **Defender's** effect.

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 move (the *initiative* when the move is completed).

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

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

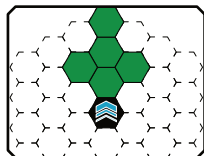
All movement made in this way is directly forwards, at the *initiative step* shown on the System Card.

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 firing arc in order to use their effects.

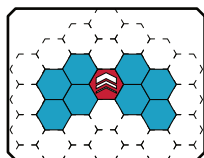
MOVEMENT

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.

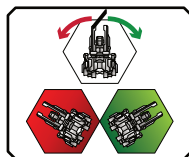


A basic move grid is normally composed of green hexes. Line the arrows up with the front of your ship (by rotating the card if necessary), then move your ship into a green hex.



Sometimes the arrows at the centre of the grid will be red and the hexes blue. This means you may move the target ship (your opponent's Dreadnaught).

This is **not** a Push, so it cannot make a ship leave the map, though it may move a ship into a **Danger Zone**.



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.

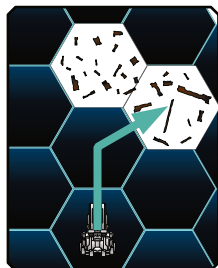
If one or more hexes of a piece of terrain leave the map, the terrain still applies its normal effect(s) until all of its hexes have left the map.

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 & ABSORPTION



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.

DAMAGE ABSORPTION

Damage Absorption is ability of some terrain to partially reduce incoming Damage, sometimes at the cost of its own HP. Damage reduction from this effect always applies, even against cards with the **Unstoppable** keyword.

Against **Unstoppable** cards, 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.

RANGE & LINE OF FIRE

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

0-3

Medium

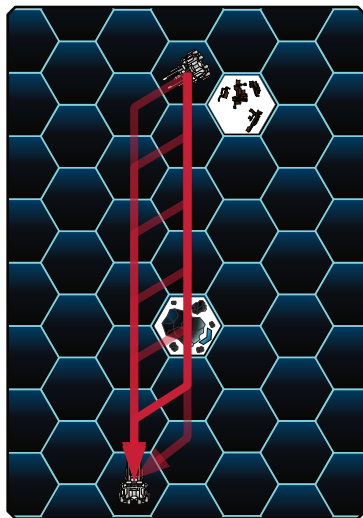
4-6

Long

7-10

Extreme

11+



LINE OF FIRE

Line of Fire is the combination of all the shortest paths between both ships (red & faded red arrows, left).

Line of Fire is affected by terrain it crosses if that terrain is also within close range of either ship. 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.

FIRING ARCS

FIRING ARCS

Firing Arcs are used by most Offense Cards. These cards need the target ship to be within a certain angle from your ship, if it is not, that card's effects cannot be applied.

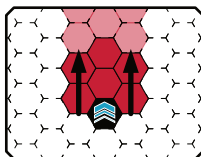
Firing Arcs are assumed to extend from your ship to the edge of the map, as indicated by the arrows in the diagrams below.

STANDARD



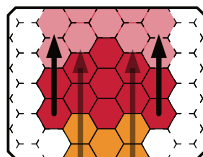
Most weapons use this arc. Wide coverage, but lacks rear protection.

NARROW



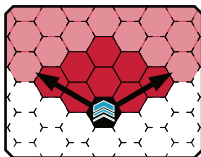
The strongest spine or keel mounted weapons. Often have the **Unstoppable** keyword.

NARROW (LONG+)



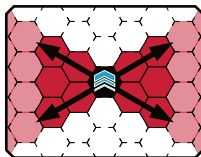
At Long and Extreme ranges the Narrow arc widens out to 5 columns.

FORWARD



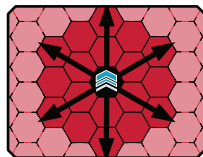
Heavier weapons, they have limited traverse but high impact.

BROADSIDE



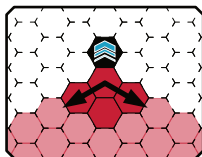
Heavy weapons mounted in batteries along the flanks of a ship. Usually stronger.

TURRET



360° coverage ensures these weapons can hit anything in range. Usually weak.

REAR



An unusual mounting used for chase weapons and some special weapons.


DAMAGE, PUSH, & BURN


INFLECTING 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.

INFLECTING RESOURCE BURN

Resource Burn forces your opponent to discard  tokens, or cards from their hand and/or deck. Your opponent may discard **Remains in Play** cards as part of resolving Resource Burn, but they are never forced to do so.

Certain effects can increase, decrease, or ignore Resource Burn. Apply any required modifiers before determining how many  tokens or cards (in any combination) your opponent must discard.

When discarding cards from the top of the deck, reveal each card before discarding it.

Any  cards count as 2 cards when discarded, regardless of where they came from.

INFLECTING 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), and closer to the nearest **red Danger Zone**.

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.

OUT OF WEAPONS

“DUD” HANDS

Later in the game, especially against decks that inflict large amounts of Resource Burn, you might find yourself with a hand filled with Terrain, Event, and Defense cards, with no viable way to attack. This is never fun—and, after all, these ships are meant to be covered in weapon systems. This leads to the **Always Dangerous** rule.

ALWAYS DANGEROUS

After any **Draw** step, if your hand contains no **Offense Cards** with an attack on them, you may choose to immediately search your discard pile for up to 2 **Offense Cards** with the  symbol.

After doing this, you must place the same number of cards from your hand in your discard pile.

This represents siphoning power, repair crews, or other resources from other systems on the ship to keep the weapons ready.

SPECIAL KEYWORDS

MOVEMENT

Any card with the **Movement** keyword allows your ship to move in a specific way, usually shown with a grid pattern.

Using a **Movement** card does not stop your ship from moving normally, assuming your **Power Management** allows movement this turn.

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.

Indestructible cards may be removed by Resource Burn, but this is optional. If they are used to absorb Resource Burn, they count as # cards, instead of just 1 card.

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. When reduced to 0 HP the token is removed from play.

OVERLOAD

Cards with this keyword allow you to pay a cost (generally in HP or Resources in order to improve their effects).

You make the choice on which option to apply—and whether or not to apply any **Overload** options immediately before resolving the card.

SPECIAL KEYWORDS

REMAINS IN PLAY

This card remains in play, with its effects available at the appropriate *initiative step* on each subsequent turn. These cards may be discarded to satisfy Resource Burn, but you are never forced to do so.

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.

VICTORY & DEFEAT

ELIMINATION

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

- ▶ Their ship is reduced to **0** or less **HP**.
- ▶ They are reduced **0** cards in *both* their hand and **Draw Deck**.
- ▶ Their ship is Pushed off the map through a **Danger Zone**.

If you are **Eliminated**, you have lost this battle.

When you are **Eliminated**, the battle ends. Any cards or effects within *1.0 initiative steps* of your **Elimination** still resolve. You may play appropriate Event Cards during this window. Any cards 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 and your ship is **Eliminated**, this counts as a **Minor Victory (3 pts)**.



Only awarded during **Multiplayer Matches**, 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.

BUILDING CUSTOM DECKS

PRE-CONSTRUCTED DECK CUSTOMISATION

The pre-constructed decks may be customised in the following ways:

- ▶ **Upgraded Boosts:** You may modify or swap the Boost Cards in your deck to change its extra capabilities.
- ▶ **Secondary Weapons:** You may swap cards between Offense Decks to give your ship a wider array of weapons.
- ▶ **Secondary Defenses:** You may swap cards between Defense Decks to give your ship more well rounded protection.
- ▶ **Alternate Terrain:** You may swap terrain between any decks to create unique battlefield effects.
- ▶ **New Events:** You may swap Event Cards from your main deck with those in your chosen secondary decks.
- ▶ **Augment a Weapon:** An upgrade that changes the way some of your weapons or cards function.
- ▶ **Install a Hull Package:** An upgrade that gives your ship a combination of active, passive, and setup abilities.

BUILDING CUSTOM DECKS

Boosts

After creating your combined deck of 36 cards (either adding 2 pre-constructed decks together, or a custom deck), you may add Boost Cards to improve certain aspects of that deck, or gain special reaction effects. You may add any Boost Cards, with the following restrictions:

- ▶ You must add **exactly 4** Boost Cards to your combined deck.
- ▶ You can add a maximum of 2 Boost Cards with the same name to your combined deck.
- ▶ The maximum total power level of these cards cannot exceed the combined power level total of your chosen Offense and Defense Deck.






If you are using secondary weapons or defenses, only the power level of your core offense and defense deck are used when determining the total boost power level.

If you have at least 6 cards from a single secondary deck, and that deck has a power level 2 or more points higher than your core deck, you may add 1 to your core deck's power level. You may apply this effect only once.

BUILDING CUSTOM DECKS

SECONDARY WEAPONS & SECONDARY DEFENSES

In reality it is very rare for a ship to concentrate on a single weapon system to the exclusion of all else. The same goes for defensive measures. Because of this, you may customise any pre-constructed deck (a core deck) with the following limitations:

- ▶ You may remove up to 8  cards from an Offense Deck.
- ▶ You may remove up to 4  cards from a Defense Deck.
- ▶ You may add a total of up to 10  cards from up to 2 different Offense Decks to replace these cards.
- ▶ You may add a total of up to 4  cards from up to 1 other Defense Deck to replace these cards.
- ▶ You cannot add more  cards to your deck(s) than you removed from them.
- ▶ No more than 4 of the cards you added can have the **Movement** and/or **Defensive** keywords.
- ▶ Your combined card total must be exactly 36.

SWAPPING TERRAIN & EVENTS

You may freely swap Terrain Cards and Event Cards between any core decks with the following limitations:

- ▶ You may remove a Terrain Card from your combined deck to add a Terrain Card from any other core deck.
- ▶ You may remove an Event Card from your combined deck to add an Event Card from any core or secondary decks that match the deck symbols included in your combined deck.
- ▶ If an Event Card mentions one or more specific cards, you must include at least one of those cards in your combined deck if you wish to add that Event Card to your deck.

BUILDING CUSTOM DECKS

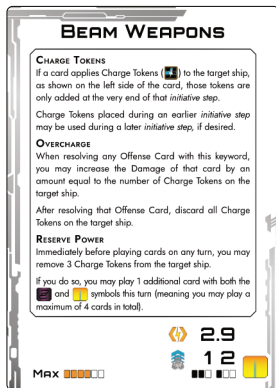
When swapping Terrain & Event Cards, you may choose to use one of the following additional effects:

- ▶ You may remove up to 2 Event Cards from your combined deck to add the same number of Terrain Cards to your combined deck, following the above limits.
- ▶ You may remove a Terrain Card from your combined deck to add an Event Card to your combined deck, following the above limits.

SECONDARY SYSTEMS

*Secondary **System Cards** are provided for reference. When using one of these you gain no HP or Resource bonuses from that card, ignore its Basic Movement effect, 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.

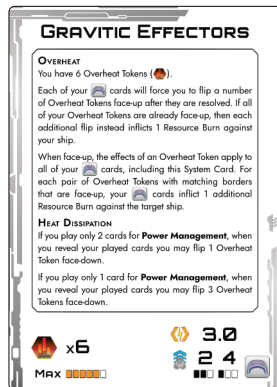


For example, using Beams (⚡) as Secondary Weapons, you would gain only the **Charge Tokens** and **Overcharge** effects.

You would not gain the **Reserve Power** effect, and you ignore the Basic Movement effect of the Beam System Card.

When using Effectors (🌀) as Secondary Weapons you would gain the **Overheat**

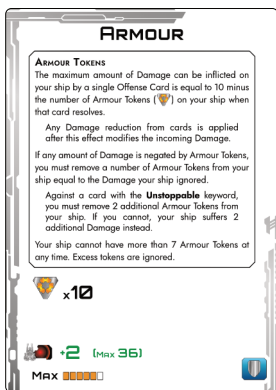
effect and the Heat Dissipation effect, as it is required for the functionality of Overheat Tokens.





BUILDING CUSTOM DECKS

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

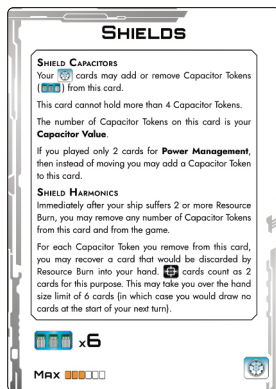
When using the **System Card** of your **Secondary Defenses**, you gain only the abilities and effects from that card required to make its tokens or cards work at minimum effect.



For example, using Armour () as Secondary Defenses, you would gain only the **Armour Tokens** effect (which is also the only effect on the card).

When using Shields () as Secondary Defenses you would gain only the **Shield Capacitors** effect.

You would not gain the **Shield Harmonics** effect as it is not required for the basic functionality of Capacitor Tokens.



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**.

BUILDING CUSTOM DECKS

WEAPON AUGMENTS

When selecting your Offense Deck, or creating a custom 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.

Some may change the Damage, Push, Resource Burn, or other values on certain cards in your Offense Deck. Others may change how the special tokens for that deck work, or modify how it's System Card effects are applied.

The effects of an Augment Chip can only apply to cards with a matching Offense Symbol (so they do not affect secondary weapons, or the associated secondary System Cards).

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).

The bonuses from Hull Packages are divided into 3 categories:

- ▶ **Setup:** This applies when setting up the game, placing your ship, and applying spawn bonuses.
- ▶ **Passive:** This applies at all times, possibly in response to a triggering effect.
- ▶ **Active/Ability:** A single-use or limited use effect that you may choose to activate.

When creating a custom deck, you may select a Hull Package when creating that deck.

Hull Packages provide a wide variety of bonuses based around a certain theme or style of play. Some may have more powerful synergies with certain decks than others.

BUILDING CUSTOM DECKS

When using a Weapon Augment, you may only make use of the bonuses if your opponent is also using a Weapon Augment.

When using a Hull Package, you may only make use of the bonuses if your opponent is also using a Hull Package.

This is to ensure balance and fairness as much as possible, as these upgrades can considerably increase the power or survivability of various decks.

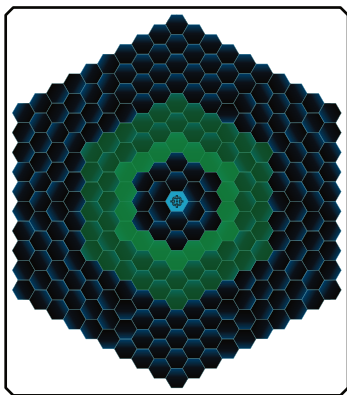
If your opponent agrees, you may use your bonuses while they have none (perhaps they want to play on “hard mode” today), or you may use an Augment against their Hull Package, and so on.

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 (or the use of custom decks, as players prefer).



SETUP — MAP

A multiplayer game of Dreadnaught uses the large hexagonal map. Instead of placing ship based on System Cards, players will place their ships in the green highlighted hexes (shown left) after determining first player and setting up the battlefield.

Each player places either 2 hexes of of Debris, 2 pieces of Wreckage, or 1 Drifting Hulk on the map.

This terrain may be placed anywhere on the map, except for the outer 2 rings of the green zone (darker green hexes, above).

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 selects an Offense Deck and a Defense Deck using any agreeable method.

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.

If using custom decks, set up as normal using those decks instead of selecting pre-constructed decks.

Gameplay proceeds as normal.

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.

[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 **Shield Harmonics** effect that's still on you to spend those tokens (or not) in order to help your teammate.

MULTIPLAYER RULES

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.

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.

MULTIPLAYER RULES

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 any player's **Draw Deck** is reduced to 0 cards, move each Fleet Token forward 1 space.

When any player's ship is moved into a hex with a **Danger Zone** move each Fleet Token forward 1 space.

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 0.0* 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.

MULTIPLAYER RULES

POWER LEVELS

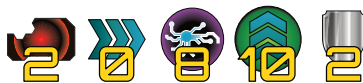
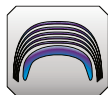
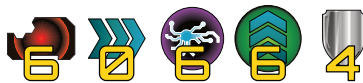
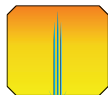
Each Offense deck has the capacity to do well against several other decks due to the way they are constructed. This can help you make informed choices about your ship's secondary weapons, augments, and defenses.

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] 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 Grasses*. 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.

						
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