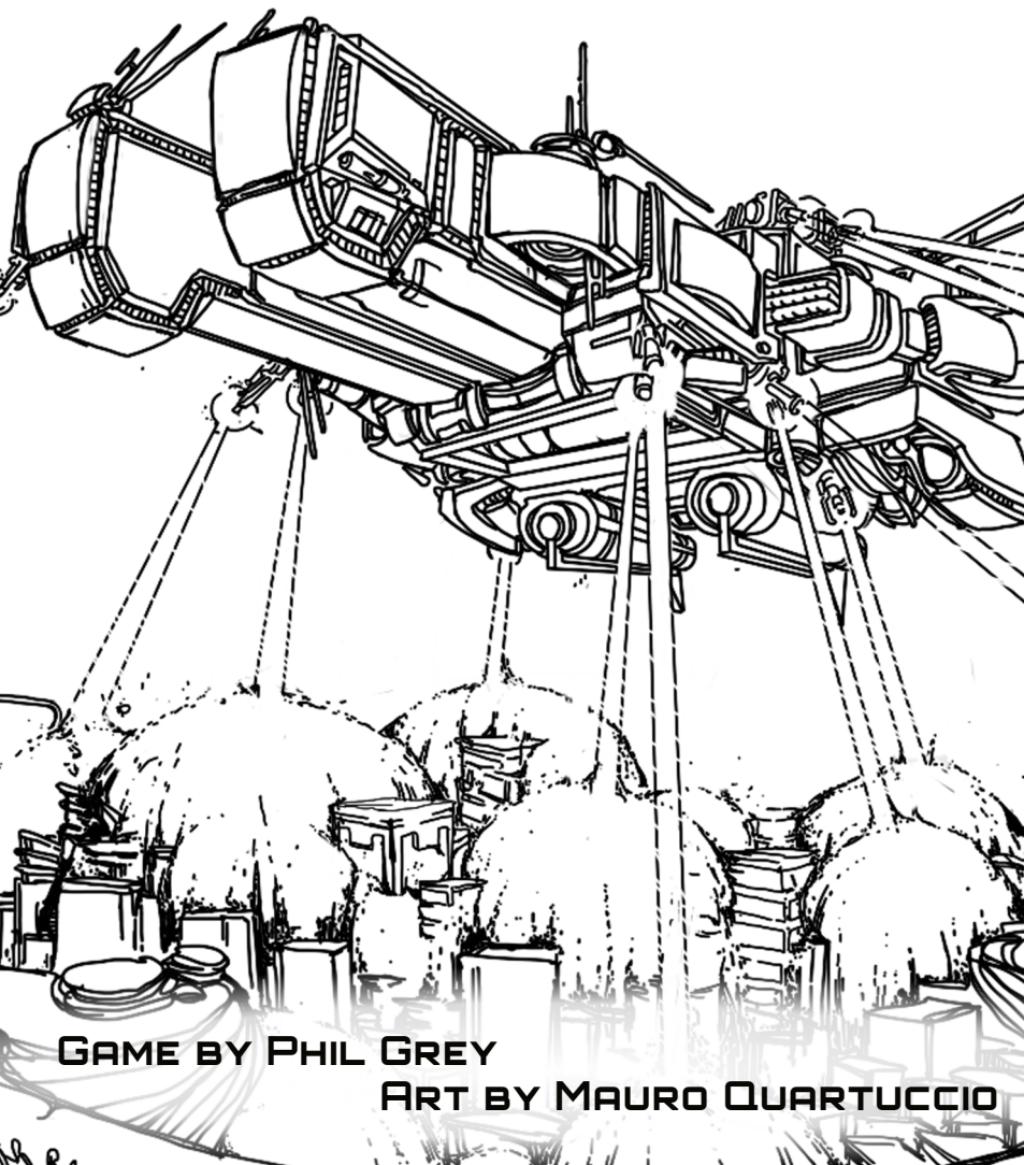


# DREADNAUGHT

[EPIC NAVAL DUEL]



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# DREADNAUGHT

In this game you take on the role of a captain commanding the largest fighting ship in a system 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. Your opponent also has a dreadnaught, and this means that their plans can only be stopped by overwhelming force—or an equal.

However, some engagements will not be about destruction, but about more strategic goals, such as controlling territory, recovering vital information, or sabotaging enemy infrastructure.

Luckily, dreadnaughts are versatile ships, and once you have your orders, you will be able to fit your ship out with various weapons, defences, engines, and upgrades in order to better complete your mission.

Of course, you may still choose to simply fight and force your enemy to withdraw—but given the durability of a dreadnaught, that may in fact be the greater challenge.

Whatever path you choose, we wish you good hunting out there captain.

# BASIC SYMOLOGY

The game uses a handful of basic symbols for damage and other effects on your ship. Additional symbols are used for common special effects.

## CARD SYMBOLS



**Range:** The maximum distance, in hexes, that this card can use its effects. If two values are given, the lower value is the minimum range—the card cannot use that effect if the target is within that many hexes.



**Damage:** The general impact of this card against your opponent's ship. More is better, both to overcome defences, and to inflict damage markers on System cards.



**Defence:** How much your ship can reduce incoming damage by. This degrades over time, represented by tokens, and is reset during Recovery phases.



**Speed:** This is how fast your ship can move, in hexes, when you fire up the engines. Ships always resolve moves one hex at a time, regardless of their Speed.



**Agility:** How rapidly your ship can turn while moving (or not moving). Each point of allows you to rotate your ship by 60° (to face an adjacent edge of the hex).

## SHIP SYMBOLS



**Components:** These are linked with System cards. Each time one of these is damaged (filled with a damage marker) an associated card also takes damage.



There are 3 types of Component, each related to a different pair of System cards: for Weapons ( & ) for Defences ( & ) for Upgrades ( & )





**Critical Components:** In all ways these function as Components, but if they are damaged their associated Critical System card must be the one that suffers damage markers.



There are 3 types of Critical Components: Main Weapons (Main Weapon icon), Drives (Drive icon), and Reactors (Reactors icon). Critical System cards also have these symbols on them, next to their normal type symbol.



**Repair:** During Recovery this is used to remove damage from System cards, return discarded Grid cards to your hand, and remove tokens from your Defence card.



Sometimes this can be generated during a turn, in which case it is used immediately.

## POWER SYMBOLS



**Grid:** These are used to Activate your cards during a turn. There are 8 types of Grid, and when you build your ship you should try and balance out their numbers as your supply of each is limited.



**Hand Size:** This is how many Grid cards (Grid icon) you can have in your hand at any time. You will draw up to this value at the start of each turn. Regardless of any modifiers, this number can never be less than 3, or more than 9.



**Activations:** How many Grid cards you can play, or Attached System cards you can use during a Volley (a section of the turn).

## OBJECTIVE SYMBOLS



**Cruiser:** A small ship, capable of moving, attacking, and interacting with the map and Obstacles or Objectives.



**Beacon:** An interactive Objective token.

# CARD ANATOMY

## DECK SYMBOL

All cards that use this hull and layout share this symbol.

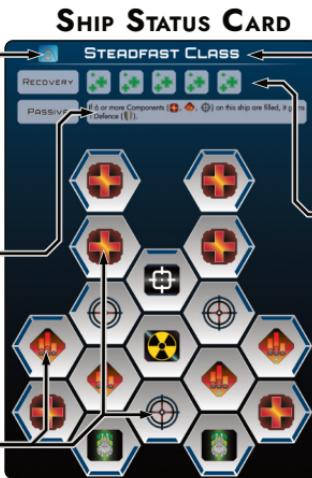
Important when constructing custom decks

## CLASS ABILITY

A special ability that only this class of ship can use. It is always available to you when using this class of ship.

## COMPONENTS

The significant sections of your ship. Damage to these will damage and degrade your System cards.



## SHIP CLASS

The name for this specific combination of layout and special ability.

## REPAIR

This shows how effectively the ship can remove minor damage and recover cards.

## CARD TYPE

Cards always have a type, referenced by some abilities or effects, and shown with a special symbol (two symbols if the card is a Critical System).

## DECK SYMBOL

All System cards have a Deck symbol.

This shows which deck this card can normally be used as part of. Non-Critical System cards may be used in other decks.

## REACTOR CARD



## CARD NAME

All cards have a name, identifying them.

If the name has an asterisk (\*) after it, it has additional rules provided on an extra card.

## DAMAGE TRACK (HP)

This is how much damage a card can suffer before it is Disabled (unable to be used).

## CARD EFFECTS

This is the effect, bonus, or ability that the card provides to your ship. This varies by card type.

## WEAPON CARD/MAIN WEAPON CARD

### CARD TYPE

### GRID REQUIRED

The type of Grid that must be used (from a Grid card or Attached card) to Activate this effect.

If two symbols are shown in a Vertical box, that card needs both at the same time.

### EFFECT

One way in which this card can be used when Activated.

### FIRING ARC

This shows the direction(s) in which this attack can be made.

### SPECIAL EFFECT

Any special or optional effects that may apply when you Activate this card.



### CARD NAME

### DAMAGE TRACK

### DAMAGE INFlicted

How much damage this attack effect can inflict if not stopped by defences.

### RANGE

The maximum distance, in hexes, at which this effect can be used.

If two numbers are shown, the lower number is the minimum range.

### DAMAGE EFFECT

This shows the consequences for having filled boxes on this card's damage track.

This may be per box, or only apply when a threshold number of boxes are filled.

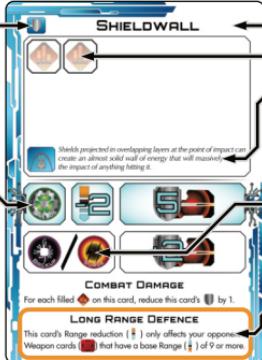
## DEFENSE CARD

### CARD TYPE

### ATTACHMENT REQUIRED

A Grid card with a matching symbol for its Attachment effect must be Attached to (tucked under) this card in order to use this effect.

If this requirement is met, this effect always applies.



### CARD NAME

### DAMAGE TRACK

### FLAVOUR TEXT

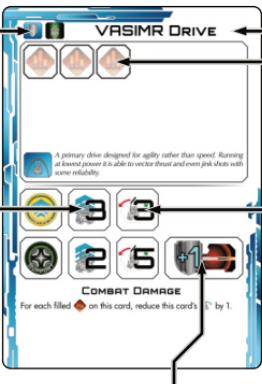
A short lore description of effects and/or uses of the named system.

### SPLIT COST

Either of these Grid types may be used to Activate this effect.

### CONDITIONAL EFFECT

A special effect that modifies how certain parts of this card's effect are applied.

**DRIVE CARD****CARD TYPE****CARD NAME  
DAMAGE TRACK****SPEED**

The number of hexes your ship can move when you use this effect.

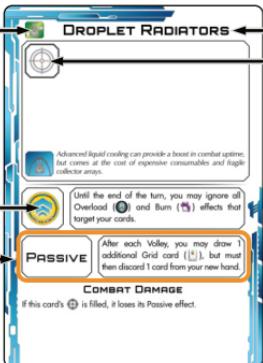
Movement is normally made directly forwards.

**EVASION**

This is the number of times your ship can rotate (in 60° increments) when moving with this effect.

**BONUS EFFECT**

An additional bonus applied when Activating this effect of the card.

**UPGRADE CARD****CARD TYPE****CARD NAME  
DAMAGE TRACK****GRID REQUIRED****PASSIVE EFFECT**

This effect is always available to use, unless this card is Disabled.

## HULL (DECK) BONUS CARD

### DECK SYMBOL

### DECK EFFECTS

This section explains the special effects available to you when using this deck.

If you are using a custom deck, you will have access to up to 3 such effects.



### CARD NAME

## GRID CARD

### GRID SYMBOL

The Grid symbol that this card can provide when it is played to Activate a System card.



### BOOST

You may play this card from your hand to use this special effect at any time, as an instant or an interrupt.

### ATTACHMENT EFFECT

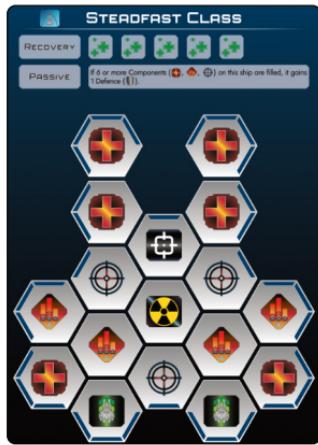
The Grid symbols that this card can provide when it is Attached to (tucked under) a System card.

## ATTACHMENT BONUS

Some Grid cards have a bonus effect when Attached to (tucked under) a System card.

This is shown with a symbol in the middle of the card's Attachment effect.

# SHIPBUILDING



## SHIP STATUS CARDS

These oversized cards do not normally influence how you can build your ship, however some of them may allow you to use one extra System card of a specific type.

They also grant you a special effect that is either always available, or is available once certain conditions are met.

## SHIP LAYOUT

Ideally, a ship should be built before it enters battle. That's what the System deck is all about, containing all the possible weapons, defences, and upgrades your ship could need.

You can select System cards in any order, but it's a good idea to start with a Reactor card (Reactors), followed by a Drive card (Drive Grid). After that, select a Main Weapon card (Main Weapon), and a regular Weapon card (Secondary Weapon) that complements it, then select a Defence card (Defence), and finally select an Upgrade card (Upgrade) that helps to support your build.

Lay these selected cards out in a row in front of you and set the rest of the System deck aside for now (you might need cards from it later).

One possible layout is shown below, with cards arranged in the order given on the regular playmat.



The ship layout shown above gives a versatile ship with a focus on card manipulation, and a good spread of Grid requirements, though it is a little heavy on using Drive Grid (Drive Grid), so it would be best to Attach Grid cards to those System cards first.

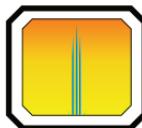
The weapons are reasonably powerful, and the defences are versatile, offering a lot of options no matter what type of ship their opponent builds.

# DECK CONSTRUCTION

All basic decks have a pre-set construction. They contain all cards with one of the following symbols. Each card in the deck is unique. Some decks may have additional reference cards with them, to explain how to use interesting new mechanics, or more complicated systems.

Cards that use one of these special references will have an asterisk (\*) after their name.

## DECK SYMBOLS



## CUSTOM DECKS

You can create a custom deck by swapping out non-Critical System cards from your deck with non-Critical System cards of the same type from another deck.

When you swap System cards in this way, you must respect the following limits:

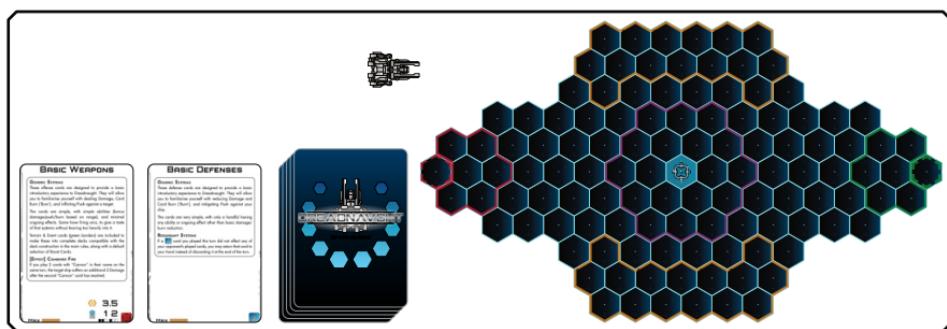
Card Type	# of Swaps	If all Swapped	Total Cards
	3 or All	Choose:  or  Swaps = 0	5
	1 or All	Choose:  or  Swaps = 0	3
	2 or All	Choose:  or  Swaps = 0	5

If you swap all cards of one type, you cannot swap all cards of any other type. After all swaps, your deck must always have a total of 20 cards.

Your deck can contain cards with a maximum of 3 different Deck Symbols.

The Deck Symbol on your Critical System cards will always be the same as the Deck Symbol on your Ship Status card. These cards can never be swapped between decks.

# SETUP



Setup for a basic game is simple; place the map between both players, then each player takes a Dreadnaught, a Ship Status card and the matching deck of System cards (or the associated custom System deck, if they built one), and a deck of Grid cards.

Both players now build their Dreadnaught using their System deck. Once this is done, each player places their Dreadnaught in an empty hex bordered by a broken green or red outline (green or red circle).

Both players then place their Cruisers (bottle icon, x4). Each of your Cruisers must be placed within 4 hexes of your Dreadnaught and/or within 2 hexes of another one of your Cruisers.

Both players then place their Beacons (cross icon, x3). Each of your Beacons must be placed in a different yellow or purple zone, and within 4 hexes of one of your opponent's Cruisers, if possible.

Each player then draws 3 Mission cards. Each of your Mission cards should have a different symbol in the top left corner (star, red cross, blue plus, blue cross). If they do not, you may draw additional Mission cards, one at a time to replace any cards with a duplicate symbol. The cards you replace are shuffled back in to your Mission deck afterwards.

You may choose to play with only 1 or 2 Missions for a simpler game.

Mission cards remain secret until their reveal criteria are met.

After placing Cruisers & Beacons, both players then shuffle their Grid decks, and draw a starting hand of 5 cards. Note that this hand size may be smaller or larger than the hand size on your Reactor card—this is intentional, and done for balance.

You may choose to discard any number of these cards, and re-draw the same number of cards from your Grid deck (“Mulligan”).

After drawing Mission cards, each player then selects up to 3 bonuses from the list below. You may select the same bonus multiple times, and you may select the same bonus that your opponent does. If you have a lower Activation Limit (on your Reactor card) than your opponent, you may make 1 extra selection for each point of difference.

- ▶ Tuck a Grid card from your hand behind one of your System cards as an Attachment (this does not Disable that card).
- ▶ Use a Boost from Grid card in your hand.
- ▶ Move your ship by 1 hex in any direction.
- ▶ Move 2 of your Cruisers by 1 hex in any direction (each Cruiser moves independently).
- ▶ Move 1 of your Beacons by 2 hexes in any direction (it must remain in the same Zone).
- ▶ Place 2  Obstacles of the same type anywhere on the map, except in the green and red bordered zones.
- ▶ Place 1   Obstacle anywhere on the map, and with at least 1 hex in a yellow or purple bordered zone.
- ▶ **2 Selections:** Place 1    Obstacle anywhere on the map, and with at least 2 hexes in a yellow bordered zone, if possible.
- ▶ **2 Selections:** Swap 1 of your non-Critical System cards (, , or ) for another System card of the same type.

After all Setup bonuses have been chosen, the player with the lowest Activation Limit is given the Initiative token, and the game begins with the first turn.

In the case of a tie for Activation Limit, flip the top card of each Mission deck. The higher number wins Initiative.

# TURN SEQUENCE

## PHASES

Turns are broken down into multiple phases or steps, some of which repeat, and some of which are optional, or only available to one player at a time.

Actions are planned and resolved simultaneously in most cases. If the order of actions matters, the player with Initiative () decides the order in which the actions and effects are applied.

A summary of the turn sequence is given first, with a detailed breakdown of each step on the following pages.

### START OF TURN

#### POWER UP

- ▶ Reset Attachment Limit.
- ▶ Draw Grid cards.
- ▶ Re-arm Cruisers.
- ▶ Attach Grid cards or convert unused Attachments to Activations.

#### VOLLEY

- ▶ Reset Activation Limit.
- ▶ Plan and resolve actions.
- ▶ When your Activation Limit reaches 0, Draw 1 Grid card.
- ▶ Declare Intent; Initiative player must declare first.

#### RECOVERY

- ▶ Gain Repair
- ▶ Spend Repair on Recovery effects.

### AT ANY TIME

- ▶ Play Boosts from your hand at any time to enhance your actions and counter your opponent's.

### END OF TURN

## POWER UP

- ▶ Reset your Attachment Limit to its current maximum.
- ▶ Draw cards from your Grid deck until you have as many Grid cards in your hand as your current hand size limit. If you are already at your hand size limit you draw no cards.
- ▶ If you have the Initiative () , you may draw 1 additional card, but you must then discard 1 card from your new hand, which may be the card you just drew.

Note that this Initiative effect allows you to draw a card even if your hand is full.

- ▶ Flip all of your Disarmed Cruisers () to their normal side.
- ▶ Perform Attachments by playing Grid cards from your hand.
- ▶ For each unused point of your Attachment Limit, you gain 1 Activation token () that can be used to perform an Activation during any Volley. The token is discarded after use.

You are still limited to a maximum of 4 Activations during any Volley.

## ATTACH

- ▶ Declare which System card this Grid card will be Attached to.
- ▶ Your opponent may respond with a Boost (an interrupt or instant effect).
- ▶ Disable () that System card if it has no Attached Grid cards.
- ▶ Flip the top card of your Grid deck.
- ▶ If the Attach symbols match the Attaching Grid card, discard only the flipped card.
- ▶ If the symbols do not match, discard the flipped card, and repeat this process until either the symbols match, or you have discarded a total of 3 Grid cards.
- ▶ Tuck the Attaching Grid card behind the selected System card.
- ▶ Reduce your Attachment Limit by 1.

## VOLLEY

- ▶ Reset your Activation Limit and Boost Limit to their current maximums.
  - ▶ If you have the Initiative, once per turn you may increase your Activation Limit by 1 for that Volley. If you do so, flip the Initiative token to its blank side. At the end of that Volley (after Intent), your opponent gains the Initiative token.
- ▶ Use Activations to play Grid cards from your hand in order to Activate System cards.
  - ▶ You may instead Activate an Attached System card without playing any Grid cards.
  - ▶ You may instead choose to Drift.
- ▶ When using a Grid card for an Activation (whether it is to Activate a system card) you place it face-down in front of you. Your opponent may do the same.
- ▶ If both players have placed Grid cards in front of them, flip and reveal them at the same time.

## ACTIVATE (& ACTIVATE ATTACHED)

- ▶ Declare which System card you are Activating, and the profile or effect you are using from that card (if a choice exists).
  - ▶ Your opponent may respond with a Boost (an interrupt or instant effect).
- ▶ If it has not been cancelled, ignored, or negated, apply the effect of your chosen System card.
  - ▶ Remember that actions are resolved simultaneously. If timing is important, the player with Initiative decides the order.
- ▶ Discard the Grid card used for this Activation.
  - ▶ Grid cards Attached to (tucked under) a System card are not discarded.
  - ▶ If an Attached Grid card is Overloaded as part of the cost to Activate an effect, the effect is applied, then that Grid card is removed and placed in your Overload pile.
- ▶ Reduce your Activation Limit by 1.

## INTENT

- The Initiative player must always declare their Intent first, whether to Fight () or Recover ().
- If both players choose to Fight, start a new Volley.
- If both players choose to Recover, go to Recovery.
- If only one player chooses to Fight, that player immediately performs 1 Activation, regardless of their normal Activation Limit. The other player gains Initiative, and performs their Recovery phase.

Note that this effect creates deliberate tension between continuing to fight and inflict damage, and taking the time to restore systems and replenish supplies in readiness to hit harder next time around.

## BOOSTS [CAN BE USED DURING POWER UP, VOLLEY, OR RECOVERY]

- Play a Grid card from your hand.
- Resolve the Boost effect immediately, then discard that card.
  - If timing is important, the player with Initiative resolves their Boost(s) first.
- Reduce your Boost Limit by 1.

Note that instead of immediately discarding Grid cards used for Boosts, you may wish to set them aside as a reminder that your Boost Limit has been reduced (until the end of the Volley).

This means Boost cards used during the Power Up phase will reduce your Boost Limit during the first Volley of that turn.

## RECOVERY

- Gain Repair ( ) equal to your ship's current Repair total. You may spend Repair on the following effects:
  - Remove a Disabled token ( ) from up to 2 of your System cards.
  - Remove up to 3 damage markers, in total, from any number of your System cards.

You cannot remove damage markers from Reactor cards ( ).

- Remove all Strain tokens ( ) from your Defence card.
- Add a Grid card from your discard pile to your hand.
- Discard any number of Grid cards in order to draw the same number of Grid cards.

Each effect in the list above costs 1 Repair, and may be selected multiple times.

After Recovery, the turn ends. This happens regardless of whether both players, or only one player performed Recovery.



# KEYWORDS

## ACTIVATED

A System card is considered Activated when any of its effects that require a Grid symbol are used.

- ▶ A System card can only use one of its effects when Activated (along with any Passive or Attached effects).
- ▶ A System card can only be Activated once per Volley.

## ATTACHED

A System card with one or more Grid cards tucked behind it is considered an Attached card, and those Grid cards are also considered to be Attached cards.

- ▶ Attached Grid cards are reduced to their Attachment effect & Attachment bonus.
- ▶ An Attached card can be Activated without discard Grid cards, using the Attachment effect of any Attached Grid cards tucked behind it to provide necessary Grid symbols.

## BASE VALUE

The numeric value printed on a card for a specific effect, such as Damage or Defence. This value can never be reduced below 1.

Boosts and other modifiers are applied to this value.

## BEACON ( )

An interactive objective marker placed on the map. This cannot normally be targeted by attacks unless it has the Destructible trait (added by certain Mission cards).

## BOOST

The text based effect on a Grid card. This is always played directly from your hand, and may be used as an interrupt or instant effect.

A System card effect with the Boost keyword functions the same as playing a Boost card, but is not discarded afterwards.

## COMPONENT ( , , )

A hex on your Ship Status card, filled up as your ship takes damage. Critical Components have different symbols (, , or ), but are treated as Components in all other ways.

- ▶ Damage to Components often means a System card will also suffer damage.
- ▶ Damage to a Critical Component means the Critical System card with the matching symbol may suffer damage.

## CRUISER ( )

A light ship that you may need to escort, protect, destroy, or otherwise interact with as part of an objective on a Mission card.

## DAMAGE MARKER

A cube placed on a Component, or on the damage track of a System card. These can be removed from System cards, but not from Components.

## DISABLED ( )

A System card with a Disabled token () on it cannot be Activated.

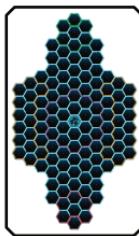
In addition, each Disabled card on your Dreadnaught reduces the number of damage markers placed against other cards on your ship by 1, to a minimum of 1 damage marker placed.

**Important Note:** If a card created an ongoing effect (until end of volley or until end of turn), that effect is immediately cancelled if that card is Disabled.

## GRID CARD ( )

A half-size card with Grid symbols, an attachment effect, and a Boost effect.

These cards can normally only be used for one of their effects at any time.



## MAP

The hex grid on which combat takes place. The map has edges, and ships cannot cross these. If movement would take a ship across the edge of the map, that movement is ignored.

Obstacles and tokens may cross and/or overlap the edges of the map, normally being removed if they do so.

## REPAIR (✚)

- ▶ If this is generated during an Activation, you may immediately use 1 Recovery option from the normal list.
- ▶ If shown in a blue box, it increases your Repair total instead.

## STRAIN (⚡)

Tokens that represent stress and degradation of defence systems and certain types of token. Their basic effect reduces the Defence (🛡) value of any card they are placed on by 1.

Defence cards (🛡) cannot have more ⚡ tokens on them than their current maximum 🛡 value (the card's base 🛡 value plus all 🛡 modifiers from attachment effects and other system card or Ship Status card bonuses).

## SYSTEM CARD

A standard sized card with one of the following symbols shown in the top left corner: 🛡, 🛡, or 🛡.

Critical System cards have an additional symbol (✚, 🌱, or ☣) shown in the top left corner, but still count as System cards in all respects.

Effects that specify non-Critical System cards mean cards with only the 🛡, 🛡, or 🛡 symbols in the corner.

## ZONE

A bordered region on the map. Important for a number of objectives given on Mission cards. These are colour coded for easy identification.

# ATTACHMENT BONUSES

## ATTACHMENT REQUIRED



A System card effect with a blue background and circuit symbols at either end, as shown to the left, requires an Attached Grid card with a matching Grid symbol before it can be used. Once this requirement is met, the listed effect(s) always applies, unless that card is Disabled (disabled icon).

This is most commonly found on Defence cards.

## BASIC EFFECTS

A Grid card tucked under a System card (Attached to it) is reduced to its Attachment effect. Once during each Volley it can be used to provide one of these Grid symbols to the System card it is attached to. Multiple Attached Grid cards on the same System card may be used at the same time.

## COLOUR CODING

The background of an Attachment Bonus, if present, determines how it functions:

- ▶ White: Add this value to any matching value(s) on the System card.
- ▶ Blue: This effect always applies while Attached.
- ▶ Green: This effect is applied when the Attached System card is Activated.



## +ACTIVATION LIMIT

You may Activate 1 additional System card during each Volley. You cannot perform more than 4 Activations during any Volley.



## +BOOST LIMIT

You may use 1 additional Boost during each Volley. You cannot use more than 4 Boosts during any Volley.



## **CRASH**

If an effect from this card places any damage markers on one of your opponent's Attached System cards, that card is Disabled (



## **+HAND SIZE**

Your hand size limit is increased by this amount.



## **OVERLOAD**

If an effect from this card places any damage markers on one of your opponent's Components, a random Grid card from their hand is Overloaded (discarded and placed in the Overload pile).



## **REBOOT**

Before resolving this card's effect you may remove a Disabled token (



## **SCAN [X]**

Before resolving this card's effect you may look at the top X cards of your Grid deck. Return them to the top or bottom of your Grid deck in any order.



## **SECURE**

Grid cards Attached to (tucked under) this System card cannot be removed from this card by any of your opponent's System card effects or Boosts.

# ADDITIONAL EFFECTS

These symbols can be found on some Defence cards and Upgrade cards. Their full effects are listed here, but may be repeated on the card.



## **IGNORE BURN**

Your opponent's Burn (🔥) effects cannot affect your ship, regardless of their source. This includes 'reflected' effects such as those caused by the Counter-Intel Boost.



## **IGNORE STRAIN**

Strain tokens (⚡) have no effect on this card's Defence (🛡️) value.



## **OVERLOAD [GRID]**

The Grid card used to pay for this effect is Overloaded (even if Attached) after this effect is resolved, and placed in your Overload pile.

Note that if an effect has a cost that includes both normal and Overloaded Grid symbols, then only cards providing the Overloaded symbols are sent to your Overload pile.



## **RANGE REDUCTION**

Attacks that target your Dreadnaught must reduce their maximum range by this amount.

Note that a card's maximum range can never be reduced to less than its minimum range.



## **SCRY [X]**

You may look at the top X cards of your opponent's Grid deck. Return those cards to the top or bottom of your opponent's Grid deck in any order.



## **SLOWED**

Whenever you use your Drive card (🚀) to move your ship, the Speed (速度快) of that effect is reduced by the amount shown.

Movement from Movement Grids is unaffected by this reduction.

# MOVEMENT

## GENERAL MOVEMENT GUIDELINES

Unless otherwise specified, all movement is directly forwards. Ships move from hex to hex, stopping and resolving any necessary effects in each hex they pass through or move in to, such as colliding with Obstacles, interacting with Zones, or triggering various token effects.

Dreadnaughts and Cruisers () cannot move into a hex that contains another Dreadnaught, or a Cruiser.

Tokens may move into any hex, regardless of its contents, unless otherwise specified.

If a ship touches the edge of the map during movement, further movement in that direction is ignored. Tokens are instead removed if their movement crosses the edge of the map. Obstacles that move may ‘overlap’ the edge of the map, and are only removed when all of their hexes are no longer on the map.

## MOVEMENT & ROTATION

When you move your ship, you may move a total number of hexes equal to the Speed () on your Drive card. If your Drive card has multiple Speeds, you only use the Speed of the effect you Activated.

When you move your ship, you will also usually have some rotation available as well, shown as Agility () . Each Agility allows your ship to rotate 60° (face an adjacent edge of the hex it is in) before or after moving 1 hex.

You may combine all of your available  into a single rotation, if desired.

You may choose to rotate without moving, if desired.

## DRIFT/EMERGENCY REPAIR

When a Dreadnaught Drifts, it moves exactly 1 hex directly forwards (unless blocked by the map edge). In addition, it may use 1 Repair () , reducing its Repair total by 1 during its next Recovery phase.

## PLACING TOKENS

When you place a token on the map (any kind of token) generated by one of your System cards, by a Mission card, or from an Obstacle effect, you choose which direction that token faces, and which hex it is placed in (there is usually a range or Zone limit).

## MOVEMENT GRIDS

Some cards, especially Boosts given on Grid cards, may show a hex grid with several green hexes, and a black hex with an arrow in it. To use a move grid, line up the arrow in the black hex with the direction your ship is facing. You may move your ship to any green hex.

Unless otherwise stated, when using a Movement Grid your ship cannot rotate, and is treated as having an Agility of 0.

## **CRUISER (C)** MOVEMENT

When you move your Dreadnaught as part of any Activation, you may also move any number of your Cruisers. Some Boosts may allow you to move your Cruisers in addition to, or instead of, your Dreadnaught.

When you move a friendly Cruiser, you may move it up to 2 hexes in any direction. After moving you may rotate that Cruiser by 60°.

This information is repeated on the Cruiser status card.

## OBSTACLE MOVEMENT

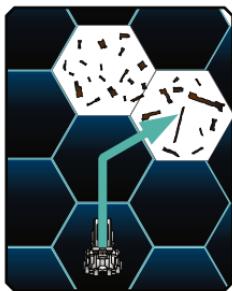
Some Obstacles move across the map, making them more of a hazard than others. Such Obstacles will have arrows marked on at least one of their hexes, showing their direction of travel. When placed, such an Obstacle may face in any direction.

Moving Obstacles move at their Speed (O) at the start of each turn, during the Power Up phase, immediately after drawing Grid cards.

If a moving Obstacle overlaps a Dreadnaught or Cruiser (or other Obstacle) it is treated as a normal collision and resolved immediately.

You may use a Boost at this time if it allows you to move your ship far enough to avoid a collision.

# COLLISIONS



## COLLISION

A collision happens when a ship or token moves into any hex of an Obstacle, or when an Obstacle is moved into the same hex as a ship or token (example shown left). A ship that *starts* its movement inside an Obstacle and moves out of that Obstacle by using only 1 hex of movement (from Speed, a Movement Grid, or other effect) does *not* collide with that Obstacle.

Obstacle cards explain the effect of their collisions.

Some Obstacle cards do not have collisions—instead, other effects may be applied to your ship (or possibly to a token) if it is in the same hex as that Obstacle.

Sometimes, being in the same hex as an Obstacle will modify incoming attacks, or affect the values on your own cards. Such ongoing effects will be explained on the Obstacle card.

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

# ATTACKS

## STARTING AN ATTACK

Activate your desired Weapon card. Check that the target (your opponent's Dreadnaught, one of their Cruisers, or an Obstacle) is within Range and inside your Firing Arc for the chosen effect.

## RANGE

All Weapon cards and attack effects have a Range (  ). This is the maximum number of hexes at which this effect can be used. If two values are shown, the lower number is the minimum range—if the target is closer than this value, this attack effect cannot be used on it.

## FIRING ARCS



All Weapon cards and attack effects have a Firing Arc. This is shown as a grid of red hexes, with a black hex with an arrow in the centre. Line up the arrow with the direction your ship is facing, and use the arrows on the firing arc to draw that arc out to the edge of the map.

If the target is in a red hex (on the grid or extended) it can be hit by this attack effect, otherwise it is out of arc, and the attack misses (does nothing).

## RESOLVING ATTACK EFFECTS

Calculate your attack's current Damage (  ) value, adding bonuses, Boosts and other effects, and subtracting any card damage effects from that card's damage track.

Check this value against your target's current Defence (  ) value. Your opponent may add Boosts and other effects if you are attacking their ship or one of their Cruisers, and must subtract any Strain effects.

If your total Damage value is less than or equal to the target's total Defence value, you have inflicted no damage on the target. The target suffers 1 Strain token (  ).

If your total Damage value is higher than the target's total Defence value, you have inflicted damage on the target. The target suffers no Strain tokens.

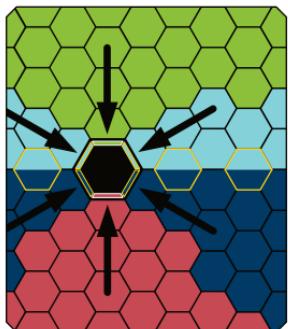
# DAMAGE

## APPLYING DAMAGE

You may place a damage marker in any empty Component hex (✚, ✎, ✎, ✎, ✎, ✎) on the side of the target that faces your ship, known as the Impact Angle. You must hit the closest empty hex in the chosen row. You may instead choose to hit any filled hex in that row (without placing a damage marker).

This means you can effectively “shoot through” Components that are already damaged in order to hit something deeper inside the target, and likely more important.

## IMPACT ANGLE



Depending on where your ship is on the map, and the angle of your target, only certain parts of it can be affected by an attack.

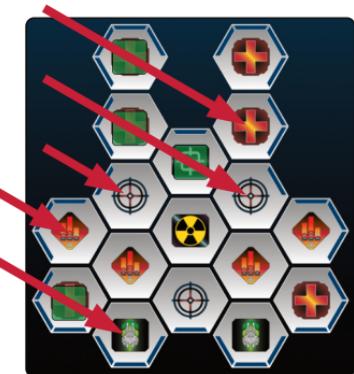
The diagram to the left shows which face of any Component hex on a target can be hit by a ship in any particular position on the map. A ship in a yellow bordered hex can hit either an upper or lower side angle (light and dark blue) on that side of the target.

Note that the Forward and Broadside arcs are slightly wider at 4 hexes or more distance, giving a slight defensive advantage at longer ranges.



The diagrams to the left, and at the top of the next page, show which components could be hit if the grey ship attacked the red target, which has already taken some damage (green squares on Component hexes).

Each of the red arrows points to a Component that the grey ship’s player could hit from its current position.



From top to bottom the grey ship could:

- ▶ Attack through a damaged to hit an undamaged Component (through the gap at the front of the target ship).
- ▶ Attack through a damaged and a damaged to hit an undamaged Component.
- ▶ Attack the undamaged Component.
- ▶ Attack the undamaged Component.
- ▶ Attack through a damaged to hit an undamaged Critical Component.
- ▶ Attack any damaged Component that one of the red arrows crosses through.

## COMPONENT DAMAGE EFFECTS

When a Component on your ship is damaged (has a damage marker placed on it, or is hit while already having a damage marker) one of your System cards (, , or ) with matching symbols (, , ) in its damage track will also suffer damage.

Subtract your Defence value from that attack's Damage value. Place 1 damage marker on that System card for every point of Damage remaining after this subtraction.

Each Disabled () card on your ship reduces the number of damage markers placed on your System cards by 1, to a minimum of 1.

If a System card's damage track is filled, any excess or additional damage markers will instead Disable () that card. A System card can only ever have 1 Disabled token () on it, regardless of the number of times it is Disabled during a turn.

Critical System cards (, , , , ) only suffer damage markers if the matching Critical Component (, , ) on your ship is hit.

**Important Note:** Reactor cards () can only ever suffer 1 damage marker per attack, regardless of the total Damage inflicted, if the attack fills the damage track, or any other effect.

Note that due to Critical System cards sharing symbols with non-Critical System cards, and generally having larger damage tracks you can use them to ‘tank’ damage and save weaker cards.

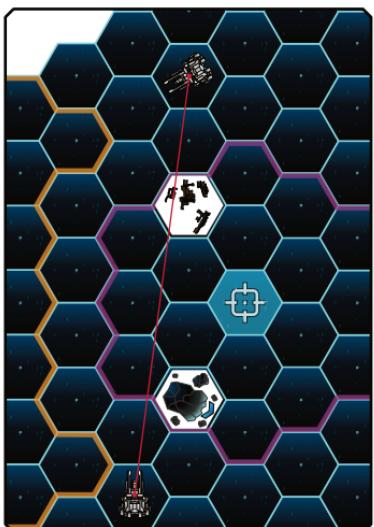
This is most effective with Reactor cards as Upgrade cards () tend to be quite brittle. The downside, of course, is that damage markers can never be removed from Reactor cards.

## DAMAGE CONTROL

At the end of each turn, if there are damage markers on any Critical Components on your ship you may choose to move them to the closest empty Component (of any type).

This does not cause any damage markers to be placed on your System cards, does not count as an attack, a hit, or any kind of repair, and cannot be ignored, negated or cancelled by any effect.

You do not need to Recover to use this Damage Control effect.



## LINE OF FIRE (LoF)

Line of Fire is a direct line drawn between the centre of the hex your ship is in, and the centre of the hex the target is in.

Line of Fire is affected by any Obstacle it crosses.

Obstacle cards explain the effects they have on Line of Fire.

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

Obstacles may be affected by damage and may be targeted as if they were a ship.

# CRUISERS & BEACONS

## ATTACKING CRUISERS (C)

You can only select a Cruiser as the target of an attack from your Dreadnaught if it is 4 or more hexes away from your opponent's Dreadnaught, or if it is within 3 hexes of your Dreadnaught.



Cruisers have a basic Defence of 2, and use the Component grid shown to the left. Cruisers have no System cards, so instead each damaged Component will degrade their performance in some way.

This information is repeated on the Cruiser status card.

If all of a Cruiser's Critical Components are damaged (filled with damage markers), that Cruiser is destroyed and removed from the map.

If the total Damage inflicted against a Cruiser, after subtracting Defence, is 7 or more, that Cruiser is simply destroyed and removed from the map without suffering any Component damage at all.

## ATTACKS FROM CRUISERS (C)



Cruisers can only attack other Cruisers, tokens, and sometimes Beacons. They have a basic attack with a Damage of 2, a Range of 6, and the Firing Arc shown to the left.

This information is repeated on the Cruiser status card.

Each time you Activate a Weapon card, you may also perform an attack with each Cruiser that is within range of a target. Once a Cruiser has performed an attack, it cannot attack again during the same turn. Flip the Cruiser token to its Disarmed side (D) as a reminder.

## DESTRUCTIBLE BEACONS (B)

If a Mission card states that your Beacons become Destructible, your opponent may attack your Beacons with their Cruisers. Beacons have a Defence of 0, and 1 HP, so any hit will destroy them.

# VICTORY & DEFEAT

## MAXIMUM TOKENS

You can only gain a maximum of 12 Objective Points () from each of your Mission cards.

Your opponent can only gain a maximum of 5 Objective Points () from each Counter-Mission on your Mission cards.

## VICTORY

You win this game if you have more Objective Points () than your opponent when one Dreadnaught is Destroyed.

This means it is possible to win a game despite your ship being destroyed—you bought the defenders enough time to reinforce, or created enough of a beachhead to continue the attack.

## SHIP DESTRUCTION

A Dreadnaught is Destroyed when one of the following happens:

- ▶ All of its non-Critical Components (, , ) are damaged (there is a damage marker in every non-Critical Component hex on its Ship Status card).
- ▶ Its Reactor card's () damage track is filled (there is a damage marker in each box on the damage track).
- ▶ All of its System cards are Disabled (every System card except the Reactor card has a Disabled token () on it).

When a Dreadnaught is Destroyed, the battle ends.

## CONCESSIONS

At any point you may choose to concede the game (such as reaching a time limit, or when it is apparent a win is simply not possible).

If you concede, your opponent wins this game, and counts as scoring the maximum possible Objective Points () from their Mission cards.

# CARD & TOKEN LIMITS

## SYSTEM CARDS

Your deck of System cards is limited to a maximum of 20 cards, and up to 3 different deck symbols. Hull bonus and additional reference cards do not count against this limit.

## SHIP STATUS CARD

You can use exactly one Ship Status card, and its symbol must match the deck symbol of your Reactor card.

## GRID CARDS

Grid card come in a pre-set deck of 40 cards (5 cards each of 8 different Grid types; each with Boost effects).

If you run out of Grid cards during a game, simply re-shuffle your discarded Grid cards to create a new deck. When you do this, you may add half of your Overloaded Grid cards, rounding up, to this new deck.

## TOKENS FOR SPECIAL EFFECTS

If placed on System cards, these are considered unlimited. If you run out, use an appropriate substitute.

## TOKENS REPRESENTING WEAPONS

If placed on the map, these tokens are limited to the number initially provided with their associated deck.

# MULTIPLAYER RULES

## MULTIPLAYER GAMES

Up to six 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 8 players; or possibly more if playing in teams).

Each Dreadnaught will be unique, with its own System deck. Players may use a customised System deck if desired.

System cards are set up as normal for creating a Dreadnaught.

## FIRST PLAYER

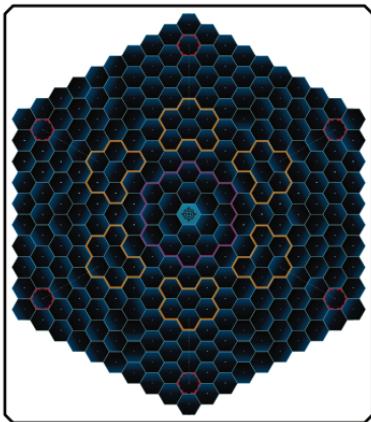
Randomly determine who the first player will be. The Initiative token is not used. Instead, player order determines resolution order for actions where it matters, with lower numbers resolving earlier.

## SETUP — BONUSES

Each player may make 2 selections from the list below. Each player with a lower Activation Limit than the highest Activation Limit present may make 1 additional choice.

- ▶ Tuck a Grid card from your hand behind one of your System cards as an Attachment (this does not Disable that card).
- ▶ Place 2  Obstacles of the same type anywhere on the map.
- ▶ Place 1   Obstacle anywhere on the map, except in the yellow or purple bordered zones.
- ▶ **2 Selections:** Place 1    Obstacle anywhere on the map, and with at least 2 hexes inside a yellow bordered zone, if possible.
- ▶ **2 Selections:** Swap 1 of your non-Critical System cards (, , or ) for another System card of the same type.

## SETUP — MAP



A multiplayer game of Dreadnaught uses the large hexagonal map.

Instead of placing ships at the very edge of the map, players will place their ships in one of the hexes with a broken red outline (shown left), after determining first player and setting up the battlefield.

Each player then places 2 Cruisers, each within 3 hexes of their Dreadnaught.

Each player then places 2 Beacons in any 2 different yellow bordered zones. A player

cannot place a Beacon in the yellow bordered zone linked to their Dreadnaught (dashed white lines on the map).

Beacons must be placed with at least a 1 hex gap to any other Beacon. If this is not possible, both Beacons are moved 1 hex at a time until a 1 hex gap exists between them, and they are both in a yellow bordered zone.

Ships and Beacons may be placed in or on Obstacles, if desired.

## SETUP — MISSIONS

Each player draws 2 Mission cards from their Mission deck. These function as normal, and have the normal maximum of 12  per card.

During a multiplayer game, Counter-Missions are ignored, as it would prove too complex to track everything for every player. If you want an extra challenge you can try using them, but we recommend against it.

## GAMEPLAY — INTENT

Intent tokens are used as normal at the end of each Volley, declaring either Fight or Recover. However, the turn does not end immediately when players declare they will Recover.

- ▶ Each player with an Intent of Recover reduces their Activation Limit to 1.
- ▶ Each player with an Intent of Fight continues playing normally.

At the end of each subsequent Volley, each player that already had an Intent of Recover gains 1 Repair for each new player that changes their Intent to Recover.

When more than half of the players remaining in the game have an Intent of Recover, the turn immediately proceeds to Recovery, without any further Activations.

## PLAYER ELIMINATION

When the first ship is Destroyed the game does not end as for a normal match. Instead, an Obstacle is placed based on what happened.

- ▶ If a ship was Destroyed by having all of its Components damaged, replace it with Wreckage.
- ▶ If a ship was Destroyed by having the damage track on its Reactor card filled, replace it with a Shrapnel Cloud or Radiation Storm (Destroyed player's choice).
- ▶ If a ship was Destroyed by having all of its System cards Disabled, replace it with a Drifting Hulk.

A player whose Dreadnaught is Destroyed can continue to Activate their Cruisers, if they remain on the map. Cruisers have the same Activation Limit as their Dreadnaught had, but only have half the Hand Limit, rounding up.

Cruisers can only move, attack other cruisers, or interact with Beacons (unless a Boost card allows them to do something else).

As usual, Cruisers are limited to 1 attack per turn.

## ATTRITION

After at least one Dreadnaught has been Destroyed, at the end of that turn each remaining player must randomly remove 5 of their Grid cards from the game.

This effect happens each time a Dreadnaught is Destroyed, and represents combat endurance being pushed well past normal limits.

The game ends either when there is only one Dreadnaught remaining, or all remaining Grid decks are reduced to 20 cards or less (after 4 Dreadnaughts are Destroyed).

We consider this to be the point by which the game should definitely have been decided—or at least the point by which everyone still capable of moving under their own power thinks going home is better than exploding.

## BONUS POINTS, VICTORY & DEFEAT

The player with the most Objective Points ( ) wins the game as normal.

