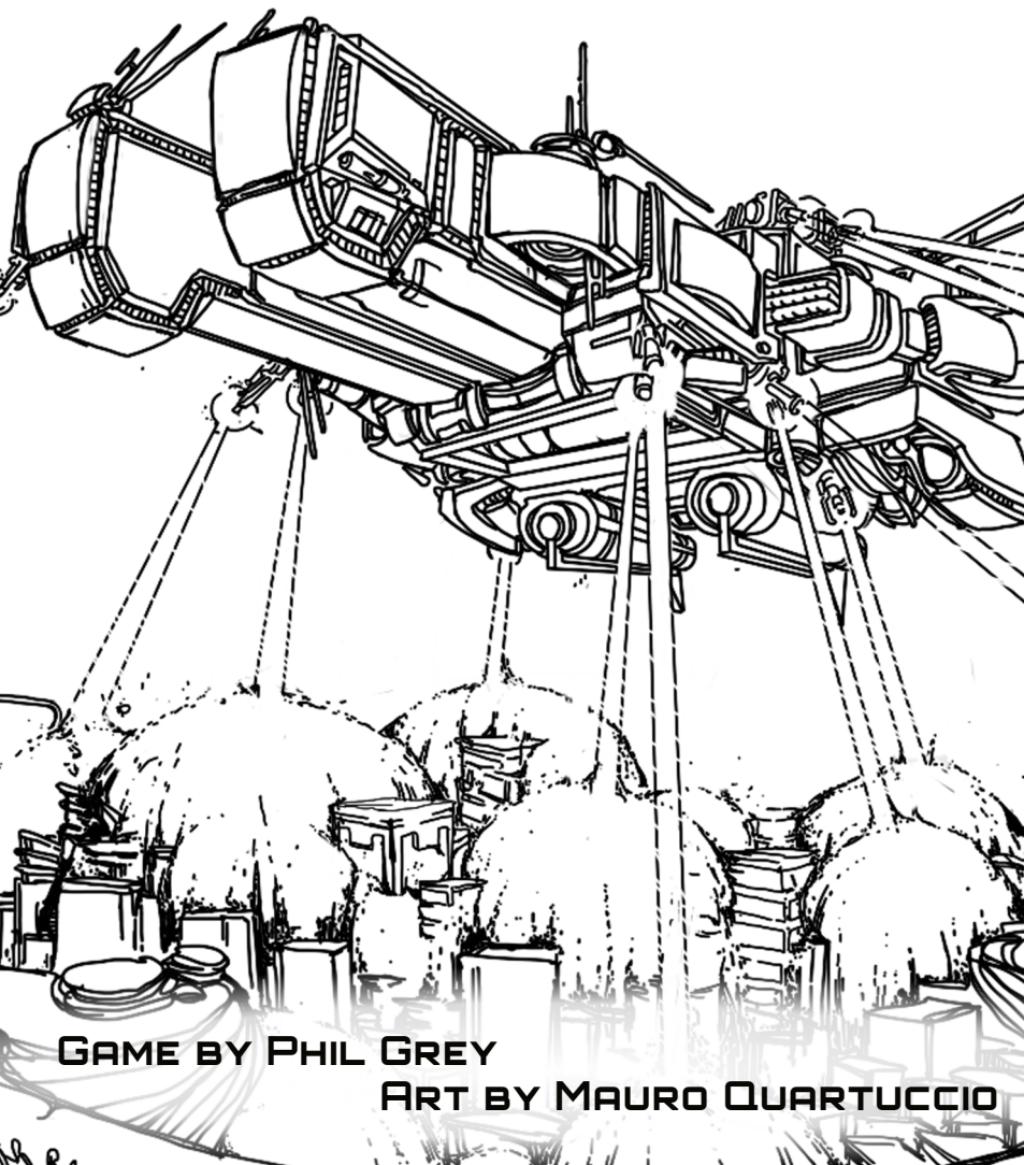


DREADNAUGHT

[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 (&), and 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.

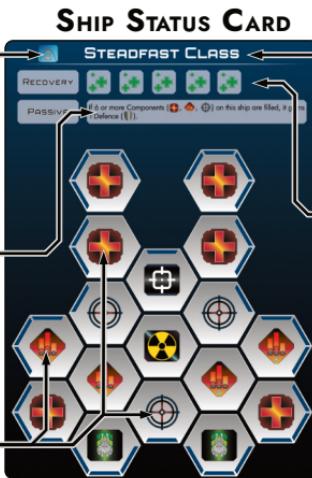
Important when constructing custom decks

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.

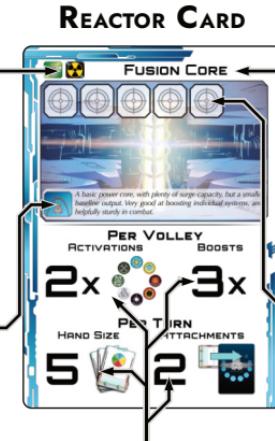
CARD TYPE

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.



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 INFILCTED

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.

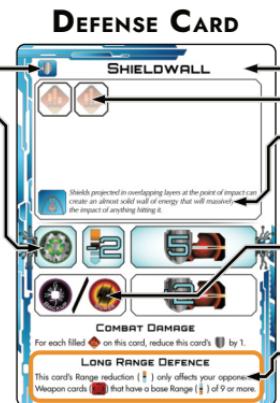
This may be per box, or only apply when a threshold number of boxes are filled.

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

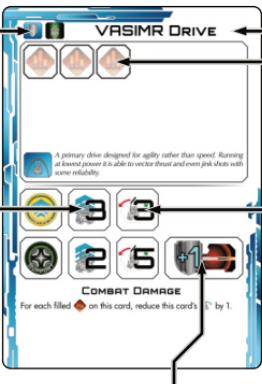
A short lore description of effects and/or uses of the named system.

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.

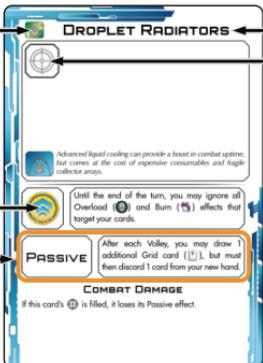
Movement is normally made directly forwards.

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

BOOST

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



GRID SYMBOL

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

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 (R), followed by a Drive card (D). After that, select a Main Weapon card (W), and a regular Weapon card (WW) that complements it, then select a Defence card (S), and finally select an Upgrade card (U) 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 Drives, so it would be best to Attach Grid cards to those System cards first.

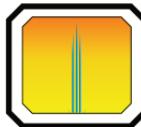
The weapons are reasonably powerful, and the defences are versatile, offering a lot of options no matter what type of ship their opponent builds.

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).

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

Both players then place their Beacons (beacon 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.

Note that for your first few games we recommend *not* using the Mission cards (or Cruisers & Beacons). This allows you to get a better idea of the basics of combat, movement, and damage control in this game.

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.

SETUP [CONTINUED]

Each player then draws 3 Mission cards. You may choose to secretly return one Mission card to the Mission deck in order to draw a different Mission card.

Mission cards remain secret until their reveal criteria are met.

After drawing Mission cards, each player then selects a Setup bonus from the list below. You may select the same bonus multiple times, and you may select the same bonus that your opponent does. Keep doing this until both players have made 3 selections.

- ▶ Tuck a Grid card from your hand behind one of your System cards as an Attachment.
- ▶ 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 [1-star] Obstacles of the same type anywhere on the map, except in the green and red bordered zones.
- ▶ Place 1 [2-star] Obstacle anywhere on the map, and with at least 1 hex in a yellow or purple bordered zone.
- ▶ **2 Selections:** Place 1 [3-star] Obstacle anywhere on the map, and with at least 2 hexes in a yellow bordered zone.
- ▶ **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 total System HP (total damage track boxes on all cards) is given the Initiative token, and the game begins with the first turn.

In the case of a tie for total System HP, 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.

VOLLEY

- ▶ Reset Activation Limit.
- ▶ Plan and resolve actions.
 - ▶ Play Boosts from your hand at any time to enhance your actions and counter your opponent's.
- ▶ When your Activation Limit reaches 0, Draw 1 Grid card.
- ▶ Declare Intent; Initiative player must declare first.

RECOVERY

- ▶ Gain and spend Repair.

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.

VOLLEY

- ▶ Reset your Activation Limit to its current maximum.
- ▶ 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, your opponent gains the Initiative token.
- ▶ Use Activations to play Grid cards from your hand in order to Activate System cards, or to Attach Grid cards to System cards.
- ▶ You may instead Activate an Attached System card without playing any Grid cards.
- ▶ When using a Grid card for an Activation (whether it is to Activate a system card, or Attach to one) 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. You must declare Activate or Attach at this time, and perform the corresponding action.

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.
- ▶ Reduce your Activation Limit by 1.

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.
- ▶ 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 no 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 Activation Limit by 1.
- ▶ Reduce your Attachment Limit by 1.

Boosts

- ▶ 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.

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 plays a Volley with an Activation Limit of 1 (or 2, if they have a blank Initiative token). 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.

RECOVERY

- Gain Repair () equal to your ship's current Repair total. You may spend Repair on the following effects:
 - Remove a Disabled token () from one of your System cards.
 - Remove 1 damage marker from one 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, 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.

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 )

- ▶ 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 (Cruiser)

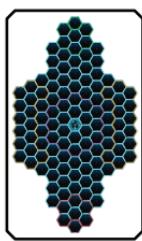
A light ship that you may need to escort, protect, destroy, or otherwise interact with as part of an objective on a Mission card.

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 (Disabled)

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



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 (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.

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.

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.

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 () from one of your System cards.



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.

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.

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.

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 (Cruiser) MOVEMENT

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.

If a Cruiser is more than 6 hexes from any other friendly Cruiser, it cannot move at all, unless it is within 2 hexes of your ship.

If a Cruiser is within 2 hexes of your ship, it may copy your ship's movement.

For example, if your ship moved 2 hexes forward, rotated 60° left, then moved 1 more hex, the Cruiser would move 2 hexes forward, rotate 60° to the left, then move 1 hex further forward.

OBSTACLE MOVEMENT

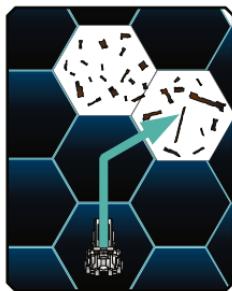
Some Obstacles move across the map, making them more of a hazard than others. Such Obstacles will have arrows marked on at least one of their hexes, showing their direction of travel. When placed, such an Obstacle may face in any direction.

Moving Obstacles move at their Speed () 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 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 2 Strain tokens ().

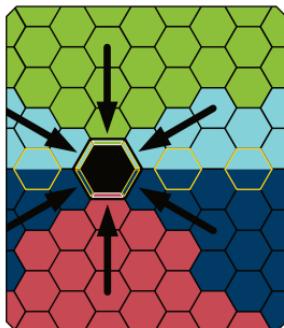
If your total Damage value is higher than the target's total Defence value, you have inflicted damage on the target. The target also suffers 1 Strain token.

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.

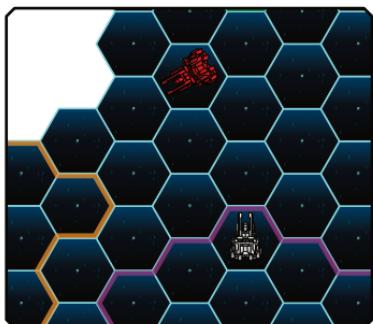
IMPACT ANGLE



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.

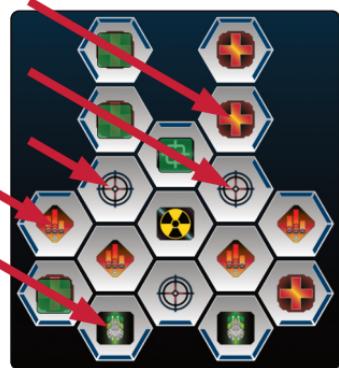
The diagram to the left shows which face of any Component hex on a target can be hit by a ship in any particular position on the map. A ship in a yellow bordered hex can hit either an upper or lower side angle (light and dark blue) on that side of the target.

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 diagram 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 2 Damage remaining after this subtraction, rounding up.

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 Disable 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.

Reactor cards () can only ever suffer 1 damage marker per attack, regardless of the total Damage inflicted.

Important Note: 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.

ATTACKING CRUISERS ()

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



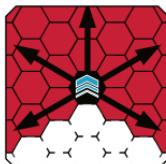
Cruisers have a basic Defence of 2, and use the Component grid shown to the left. Cruisers have no System cards, so instead each damaged Component will degrade their performance in some way.

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 (Cruiser)



Cruisers can only attack other Cruisers. 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 (Cruiser) as a reminder.

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 (Black Ice), but is affected by the Wreckage (Wreckage).

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



VICTORY & DEFEAT

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 Components are damaged (there is a damage marker in every 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.

MULTIPLAYER RULES

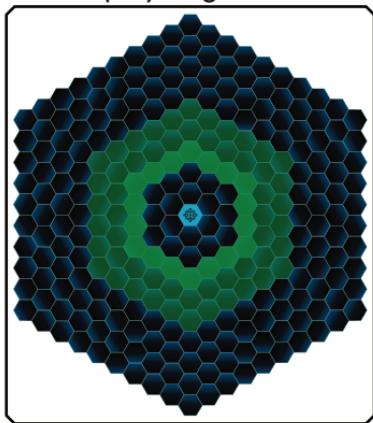
MULTIPLAYER GAMES

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, possibly using a customised System deck.

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 the green highlighted hexes (shown left) after determining first player and setting up the battlefield.

Each player then places 2 Cruisers in the light green hexes, as close as possible to their Dreadnaught.

Each player then places 1 Beacon, anywhere outside the green hexes, towards the outer edges of the map.

Mission cards that specify Zones are not used.

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, **Upgrade 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 2 Card 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 Close range 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. It'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, and may result in terrain being removed, or moving past that ship (possibly causing more Collisions).

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 Damage replace it with Debris if it suffered 8 or more Damage that turn, otherwise, replace it with Wreckage.
- ▶ If a ship was **Eliminated** by suffering Card Burn, replace it with a Derelict Hull if it suffered 6 or more Card Burn that turn, otherwise, replace it with a Drifting Hulk.
- ▶ If a ship was **Eliminated** by being pushed off the map, it generates no terrain.

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**.

During the game, Fleet Tokens move forward for each of the following:

- ▶ When any player's **Draw Deck** is reduced to 0 cards, move each Fleet Token forward 1 space.
- ▶ When any player's ship is Pushed into a hex on the edge of the map, move each Fleet Token forward 1 space.
- ▶ When you **Eliminate** any other player's ship, you may move your Fleet Token forwards 2 spaces.

The above effects only apply *after* the first ship is **Eliminated**.

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 Card Burn. The game then ends.

The player (or team) that has **Eliminated** the most other ships at that point wins the game. Damage and Card 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 Card Burn against anything.

