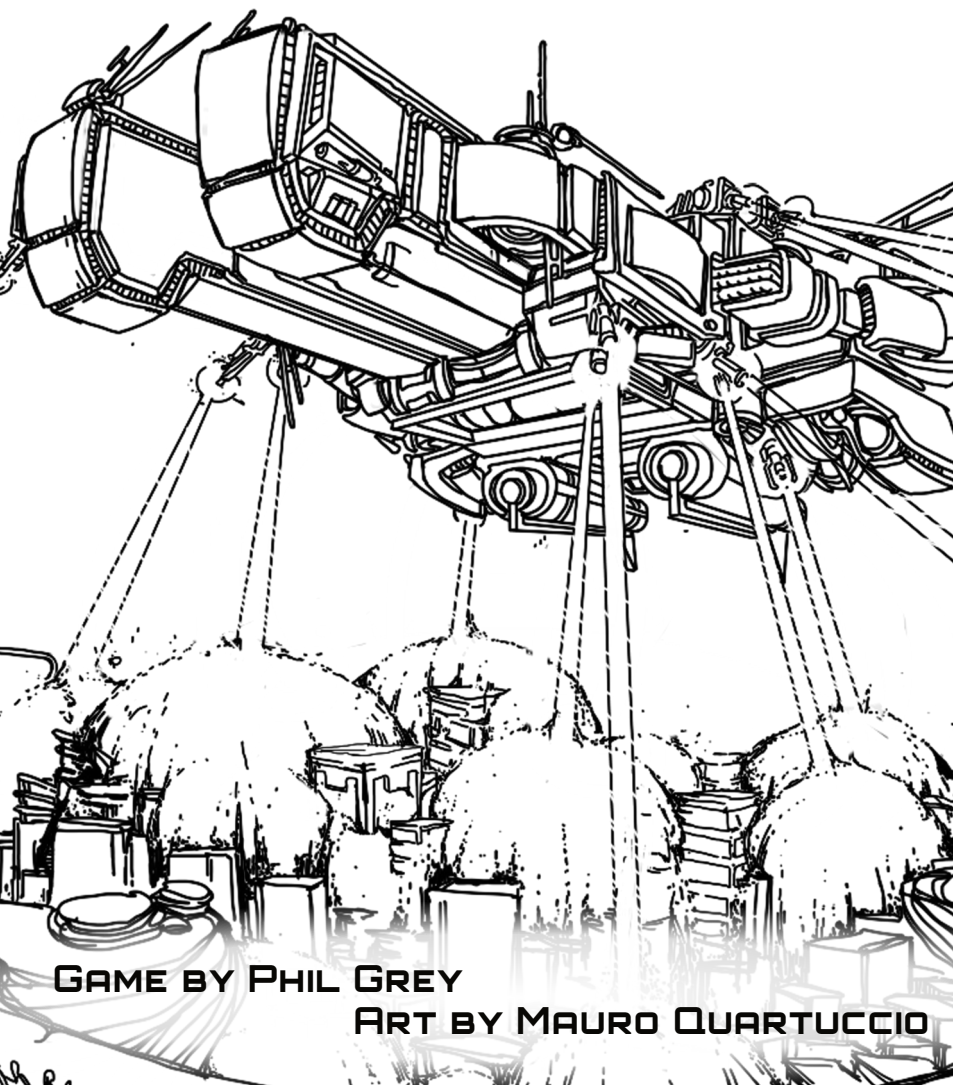


DREADNAUGHT

(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. The destruction of an opposing dreadnaught, while useful, is often not the reason you have been sent out.

You will have specific tactical objectives complete, after which you may need to withdraw, to preserve your ship for future engagements.

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

Of course, you may choose to ignore orders, 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 SYMBOLOGY


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

BASIC SYMBOLS




Energy: Gained by your Reactor Card at the start of each turn. You spend  to perform actions, such as firing weapons, moving your ship, or activating upgrades. Unused  carries over between turns.







Overclock Energy: Gained by your Reactor Card when you use the **Overclock** option. Your reactor will suffer some damage as a result, but you will have more  to use.




Heat: Caused by taking multiple actions in a row, and by using powerful weapons or defenses. Your opponent can spend any  on your ship in order to downgrade your actions.




Damage: The target of this effect (normally a card) suffers the stated number of  tokens. Any effect that causes 1 or more  tokens to be placed can never be reduced to placing less than 1  token by Defense Cards.

Defense: If on a card with the **Inert** keyword, this blocks the stated number of  tokens from being placed on itself or any orthogonally adjacent card.




If on a card with the **Passive** keyword, this blocks the stated number of  tokens from being placed on itself or any other card on your ship.

If on a card with the **Active** keyword, this reduces the total number of  tokens to be placed by the stated amount.



EFFECT SYMBOLOGY

CARD EFFECTS



Degraded: When a card has  tokens on it equal to or greater than the number next to this symbol, you must use the next lower line for its effects when you use that card.




Flip: When a card has  tokens on it equal to or greater than the number next to this symbol, you must flip that card over to its **Damaged** side, then remove all  tokens from it.

Your ship also loses 1 HP.

Upgrade Cards with this symbol are flipped face-down after you use their effect, but do not count as **Damaged**.




Destroyed: When a card has  tokens on it equal to or greater than the number next to this symbol, you must remove that card from your ship and add it to your discard pile.

If that card was not **Damaged**, your ship loses 1 HP.

Upgrade Cards with this symbol are discarded after you use their effect, but do not cause your ship to lose any HP.



Bypassed: When a card has  tokens on it equal to or greater than the number next to this symbol, that card is ignored when selecting targets (you may shoot straight through it).

CARD ANATOMY

SHIP LAYOUT CARD

DECK SYMBOLS

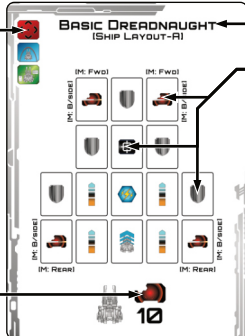
All cards from this deck share one of these symbols.

Important when constructing custom decks

SHIP HP

This shows your ship's starting HP for this layout.

Different layouts, and different ship types may have different HP ratings.



SHIP TYPE

CARD SLOTS

These show how your cards must be arranged in order to build this ship.

Each slot can hold only 1 card, of the matching type.

The possible Mounted firing arcs are shown next to each relevant card slot.


REACTOR CARD

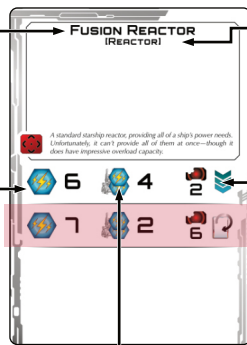
CARD NAME

All cards have a name, identifying them.

This may be referenced in *italics* by other cards or rules.

ENERGY


This is the amount of  you gain at the start of your turn when using this card on your ship.




KEYWORDS

Cards often have **keywords**, referencing common abilities or effects.

DEGRADED EFFECT

When this card has 2 or more  tokens on it, you would use the line below this symbol to determine this card's effects (highlighted).


OVERCLOCK ENERGY


This is the amount of bonus  you gain when you **Overclock** this card.

CARD ANATOMY


WEAPON CARD

COST

This is the amount of  you must spend to use this card's effects.

Stronger cards can also cause  to build up on your ship.

DAMAGE

This is the number of  tokens that this card places on the target.

Damage also has a type [in square brackets], which is referenced by some Defense Cards and some Upgrade Cards for special effects.

CARD EFFECT

This explains any special or optional effects you can use when resolving this card.

This may be referenced in **bold** by other cards or rules.

KEYWORDS

FIRING ARC

Cards with attacks (and some other effects) have limited arcs in which they can be used.


Weapons with the Mounted arc may fire through 1 of the appropriate arcs listed on your Ship Layout Card.

DEFENSE CARD

COST

KEYWORDS

DEFENSIVE EFFECTS

This shows the number of  tokens this card protects against.

What it protects is based on its Defense keyword:

Active (whatever the card is used against).

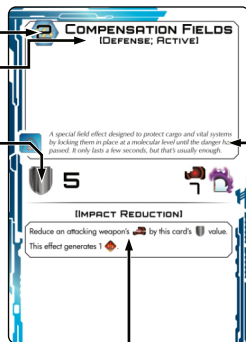
Passive (all cards on your ship).

Inert (any orthogonally adjacent cards).

FLAVOUR TEXT

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

CARD EFFECT



CARD ANATOMY

ENGINE CARD

COST



KEYWORDS

BURST ENGINES
(ENGINE)

MOVEMENT



3



x1



5

TURNS



2




x1



8

(RCS BURST)

After your opponent resolves any action, you may pay 1  in order to move your ship 1 hex in any direction, or rotate your ship by 60°. You may use this effect a maximum of once on your opponent's turn.

CARD EFFECT

This is the number of hexes your ship can move (directly forward) when you use this card.

This is the number of times your ship can turn (rotate 60°) when moving with this card.

UPGRADE CARD

COST



KEYWORDS

SNAPSHOT
(UPGRADE)

'ON EFFECT' FLIP

This shows that this card must be flipped face-down after its effects are used.




EFFECT



3

CARD DESTROYED

This shows that after having sufficient  tokens placed on it, this card is **Destroyed**, and sent to your discard pile.



(DOUBLE-TAP)

When you attack with a weapon that does not have the  symbol, you may inflict 2  against any adjacent card except Reactor Cards.

This  ignores all defense.

OR

You may perform an attack costing 2 or less  after your opponent resolves any action.

CARD EFFECT

This card has multiple effects, shown by the large 'OR'. When using it you may choose only one of these to apply.

CARD ANATOMY

SYSTEM CARD

DECK SYMBOL(S)

These show which cards in your deck that any special effects on this card will apply to.



KEYWORDS

FIRING ARC

Cards with attacks (and some other effects) have limited arcs in which they can be used.

Weapons with the Mounted arc may fire through 1 of the appropriate arcs listed on your Ship Layout Card.

DAMAGED CARD

COST

KEYWORDS

DEFENSIVE EFFECTS

As this is a Defense Card, it shows a defensive effect even while **Damaged**.

Note that some cards may also have degraded states while **Damaged**, such as Reactor Cards. These work exactly like degraded states found on undamaged cards.



DAMAGE BORDER

A visual reminder that this card is now considered **Damaged**.

FLAVOUR TEXT

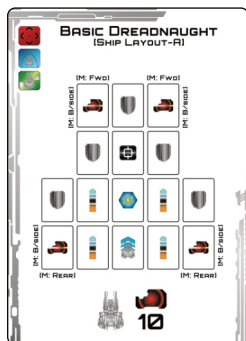
A short lore description of how damage affects the system, or what happens when it fails.

CARD EFFECT

If a card effect is shown with a **red outline**, on a pale red background, that effect always applies, and cannot be ignored.

This is normally found on **Damaged** cards.

SHIPBUILDING



SHIP LAYOUT

The grid below shows a partially constructed Dreadnaught using the ship layout to the left. This build is already leaning more towards energy weapons and heat manipulation.

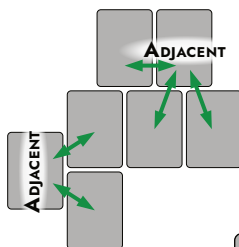
The *Particle Cannons* are mounted in the broadside arc to give them more versatility. Note that this allows them to attack only in the left broadside of the ship, as that is where the card is located (if the card had Arc: Broadside it could attack both sides).

Each of the remaining slots can hold exactly 1 card (of the indicated type), and all slots must be filled before a Dreadnaught is ready for battle.

Note that some layouts may show 2 symbols in a card slot, in this case, a card of either type may be placed in that slot.

OFFSET/OVERLAPPING CARDS

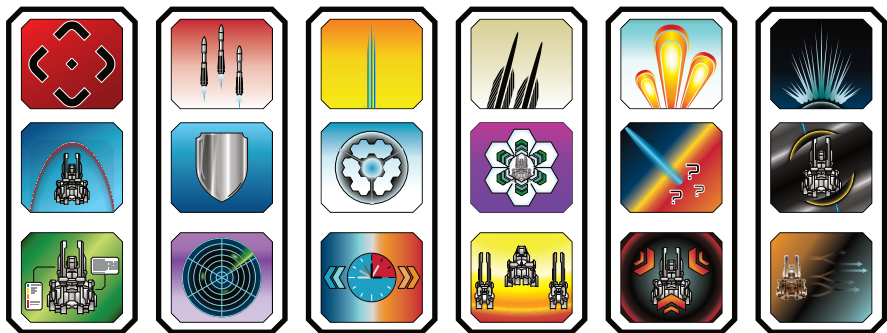
If cards on a layout grid are offset (or overlap multiple cards 'behind' them), they count as adjacent to all overlapped cards, and vice versa.



DECK CONSTRUCTION

All basic decks have a pre-set construction. They contain all cards with one column of the following symbols. Decks are often broken up into packages, which lean into certain aspects of ship design or gameplay, and allow for faster ship setup at the start of a match.

DECK SYMBOL SETS




CUSTOM DECKS

You can create a simple custom deck by mixing and matching the rows of symbols (which represent weapons, defenses, and upgrades respectively), provided your deck contains only 3 different symbols.

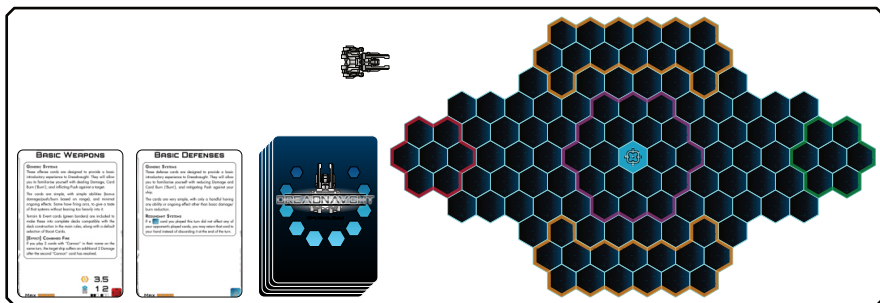
If you wish to further customise your deck, it may contain cards with a total of 5 different symbols, but no more than 2 from each category (weapons, defenses, upgrades).

When customising your deck in this way you may remove all cards of the same cost and name with one symbol, and replace them with all cards of the same cost and name but a different symbol of the same category.

You may replace up to half your cards in each category in this way.

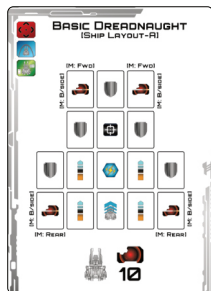
You cannot swap Reactor Cards, Ship Layout Cards, or cards with the  symbol, and your final deck must have 48 cards in it.

SETUP



Setup for a basic game is simple; place the map between both players, then each player takes a Dreadnaught. Randomly decide who will be **Attacker** and **Defender** for this battle.

The **Attacker** then chooses one deck of **Ship Cards** as the systems for their Dreadnaught. The Attacker also takes any required tokens for that deck.



Set the **Ship Layout Card** from that deck aside for reference (example left), along with any System Cards, then take the remaining 47 cards and place them in a pile near the map.

The **Defender** then chooses one deck of **Ship Cards**, as the systems for their Dreadnaught. The Defender also takes any required tokens for that decks.

Set the **Ship Layout Card** from that deck aside for reference, then take the remaining 47 cards and place them in a pile near the map.

Instead of choosing entire decks, **both players** may choose a Hull Package (a subset of cards from their chosen deck) for a faster setup.

Both players may draw a Battlezone Card, if desired. This card will add terrain to your opponent's half of the map. The card will define which terrain pieces are used, and any restrictions on how they can be placed.




SETUP [CONTINUED]





Both players then shuffle their **Objective Decks**, and draw 3 cards. If any of your cards show the same symbol, discard one of those cards, and draw a new Objective Card. If necessary, repeat this process until all of your Objective Cards have different symbols.





Both players now choose cards to add to their Dreadnaught, starting with one of their chosen deck's Reactor Cards. You must place a single card of the appropriate type (Weapon, Defense, Engine, Upgrade) into each slot of your ship layout.

You may do this in secret, using a screen or similar to hide your ship's exact configuration from your opponent, if desired.


Once your ship is complete, place your Dreadnaught in the central hex of your coloured **Spawn Zone** (red or green, matching your ship).


If any of your Objective Cards use Cruisers () , you must place 4 of them, 1 each in your **Spawn Zone**, the **Central Zone**, and each **Flank Zone**. Each  must also be within 6 hexes of at least 1 other .

If any of your Objective Cards use Salvage () , your opponent places 3 of them, 1 each in the **Central Zone**, and each **Flank Zone**. At least 1  must be closer to your ship than theirs, and each  must also be within 5 hexes of at least 1 other .

 and  cannot be placed in the same hex as any terrain, or in the same hex as a  or .

Both players set their ship's HP to be equal to that shown on their Ship Layout Card.












The **Attacker** has the first turn, and starts with 2 . All of their Upgrade Cards start face-down.

The **Defender** starts with 3 , and must flip 2 of their Upgrade Cards face-down.


TURN SEQUENCE








TURN START


At the start of your turn, you must complete the following steps, in sequence.

- ▶ **VENT:** Remove 1  from your ship. If your ship still has 5 or more , remove all  from your ship, and place 1  token on your Reactor Card (ignoring all defenses).
- ▶ **POWER UP:** Gain a number of  tokens equal to your Reactor Card's current .
- ▶ **OVERCLOCK [OPTIONAL]:** Gain a number of  tokens equal to your Reactor Card's current . Then place 1  token on your Reactor Card (ignoring all defenses).
- ▶ **ENGAGE SYSTEMS:** Flip one of your face-down cards face-up.
- ▶ **DISTRIBUTE ENERGY:** Discard  tokens equal to the total  cost of all your face-up **Passive** cards. If you cannot pay this cost, or choose not to, flip each unpaid **Passive** card face-down.

ACTION PHASE



In any order, you may spend your  on the following actions. You may choose the same effect multiple times, if desired.

- ▶ **1**  — **SYSTEMS ONLINE:** Flip one of your face-down cards face-up.
- ▶ **X**  — **ATTACK:** Perform an attack with one of your Weapon Cards. Each Weapon Card can only attack once per turn.
- ▶ **X**  — **MOVE:** Move your ship using your Engine Card.
- ▶ **X**  /  /  — **ACTIVATE:** Use the effect of one of your cards. Active cards can use this action on your opponent's turn.
- ▶ **0**  — **PASS:** End your turn, play then passes to your opponent.




Unused  carries over between turns.


GENERATING & USING HEAT

HEAT


During your turn, as you take actions and use card effects, you may suffer  and/or inflict  on your opponent's ship.














GENERATING HEAT

- ▶ Certain cards generate  when you use them, as shown in their costs.
- ▶ The first action you perform each turn generates no .
- ▶ Each subsequent action generates 1  on your ship.

If your ship has 5 or more  you cannot perform any additional actions this turn, and *must* end your turn with your next action.

USING HEAT









During your opponent's actions, you may discard 1-3  from their ship in order to do use one of the following effects. You may use only one effect per action:

- ▶ 1  Increase the  cost of their chosen card by 1 (they may choose a new action, refunding unused  if they cannot pay this increased cost).
- ▶ 1  Reduce their  by 1 (if they are moving).
- ▶ 1  Ignore 1  token that would be placed against 1 of your cards (this can reduce a weapon to placing 0  tokens).
- ▶ 2  Inflict 1  token against the card they are using (ignoring all defenses). This effect can never be used against Reactor Cards.
- ▶ 2  Reduce their stored  by 1 after they resolve this action.
- ▶ 3  Flip one of their face-up **Passive** cards or Upgrade Cards face-down after they resolve this action.



ACTION RESOLUTION


ACTION SEQUENCE

Actions, especially attacks, resolve in a specific sequence of events. If an event doesn't apply to the chosen action, ignore it and move to the next step. An action is only considered resolved when all steps of the sequence have been completed.

- ▶ Declare action.
- ▶ Pay  for action.
- ▶ Select target of action (ship, card,  or ).
- ▶ Perform action.
 - ▶ Opponent may respond with an **Active** card, creating a new action sequence that resolves immediately.
- ▶ If any  were placed by this action, check their effects on the cards or the  they were placed on (degrade, flip, destroy).
 - ▶ Flip or destroy/discard cards and  as necessary.
- ▶ Suffer any  that was a cost for this action (including  generated by optional effects).
- ▶ Flip or destroy any cards that were a required cost for this action.
- ▶ End action sequence.





If your opponent wishes to spend  from your ship to modify an action being resolved, they may do so immediately after the relevant step in the sequence.

For example, your opponent wants to spend 1  to make your weapons cost more to attack with. They would do so immediately after you paid the required  for that action.





For example, your opponent wants to spend 2  to damage an **Active** card you used on their turn. They would do so immediately after you performed that action.

CARD STATES


UNDAMAGED CARDS

These are face-up, showing their effects, and “clean” artwork. They may have  tokens placed on them, which may degrade their effects () , force them to flip () to their **Damaged** side, or even destroy them () forcing them to be discarded.



DAMAGED CARDS

These are face-up, showing their effects, and “damaged” artwork with a special border effect. They may have  tokens placed on them, which may degrade their effects () , force them to be bypassed () , or even destroy them () forcing them to be discarded.

All such cards have the **Damaged** keyword.

When you flip a card due to it becoming **Damaged**, also discard all  tokens on that card.

DEGRADED CARDS


These may be undamaged or **Damaged**. When enough  tokens are placed on them, they use the line below the degraded symbol () to determine their effects.

FLIPPED CARDS

These may be **Damaged**, or may have been flipped by other effects. If they show a logo or simple artwork on their back, they are considered face-down, and undamaged ( tokens are retained while face-down).

Damaged cards cannot be flipped to their undamaged side by any effect.




BYPASSED CARDS

These may be undamaged (rarely) or **Damaged**. When enough  tokens are placed on them, they are ignored completely when selecting targets, and cannot be chosen as a target for any effect.

MOVEMENT


GENERAL MOVEMENT GUIDELINES


Unless otherwise specified, all movement is assumed to be 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 Collisions with terrain.

Ships and  cannot move into a hex that contains a ship,  or .

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.

MOVEMENT & TURNING


When you move your ship, you may move a total number of hexes equal to the  value on your Engine Card.



When you move your ship, you will also usually have some turns available as well, shown by the number next to the  symbol on your Engine Card. Each turn 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 turn without moving, if desired.

MOVEMENT

When you move a friendly , you may move it up to 2 hexes in any direction. Facing does not matter.

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

If a  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  would move 2 hexes forward, then 1 hex further matching your ship's facing.

TERRAIN


PLACEMENT


During setup, terrain can be placed on the map due to Battlezone Cards. These cards state what terrain is placed, whether it is placed in any **Coloured Zones**, and how far away the terrain must be placed from other terrain or tokens present on the map.

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

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

MOVEMENT

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

The distance the terrain moves (in hexes) is shown next to a speed icon (). Terrain that can move will do so at the start of each player's turn, before any other events.

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

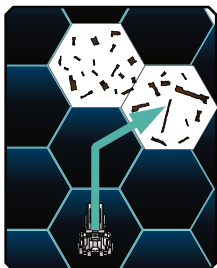
This also means continuing any movement the terrain might make.

ATTACKS

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

Attacks that draw their Line of Fire through terrain may be affected by that terrain. The effect will be stated on the Terrain Card in question.

COLLISIONS & ABSORPTION



COLLISION

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

Terrain Cards explain the effect of their Collisions.

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

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

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



DAMAGE ABSORPTION

Damage Absorption is the ability of some terrain to reduce incoming Damage (🚢 tokens), sometimes at the cost of its own HP.

Terrain reduced to 0 HP or less is removed from the map.

TARGETING

SELECTING TARGETS

When performing any action, you must normally select a target for that action. This is especially important for attacks. You can select a ship, a card, a  or a  as a target for any appropriate effect.

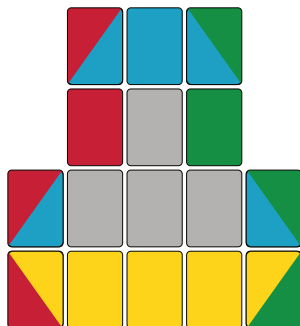
A target must be within range, and in the correct firing arc for an effect to be applied against it (most actions that are not attacks have no arc, and thus may choose anything around your ship as a target).

If you are attacking your opponent's ship, you will usually also be attacking a specific card. The cards you are allowed to attack are based on your ship's position relative to your opponent's.

- ▶ If your ship is in the target ship's Forward Arc, you may select only cards on the front of your opponent's ship as targets (**blue** in the diagram below).
- ▶ If your ship is in the target ship's Broadside Arc, but not its Forward or Rear Arc, you may only select cards on the appropriate side of the ship as targets. (**red** and **green** in the diagram below)
- ▶ If your ship is in the target ship's Rear Arc, you may select only cards on the rear of your opponent's ship as targets. (**yellow** in the diagram below)


Cards with multiple colours shown on them can be attacked from multiple arcs.


Different ship layouts have different vulnerabilities. Apply common sense if it is unclear which arc a card can be attacked from.



ATTACKS








RESOLVING ATTACK EFFECTS

The target of any attack will usually have a number of  tokens placed on it. This number is based on the weapon used, the defenses protecting the target, and possibly the range at which the attack was made.


Some attacks may also inflict  on the target ship, or move the target ship in some way.


APPLYING DEFENSE



The target of any attack may be protected by Defense Cards and/or Upgrade Cards in a number of ways.



- ▶ **Inert** Defense Cards apply their  value to all orthogonally adjacent cards, reducing the number of  tokens placed on those cards by most effects.
- ▶ **Passive** Defense Cards apply their  value to all cards on your ship, reducing the number of  tokens placed on those cards by most effects.
- ▶ **Active** Defense Cards apply their  value to this attack only, reducing the number of  tokens placed on the target card. They will usually cost  to use.


ATTACKING

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

If the  is at Close range, you may ignore the restriction above.

If a  is successfully attacked by a weapon that inflicts 5 or more , it is immediately destroyed and removed from the map.

If a  is successfully attacked by a weapon that inflicts 4 or less , it is flipped to its **Damaged** side.

If a **Damaged**  is successfully attacked by any weapon, it is immediately destroyed and removed from the map.

RANGE & LINE OF FIRE

RANGE BONUSES

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

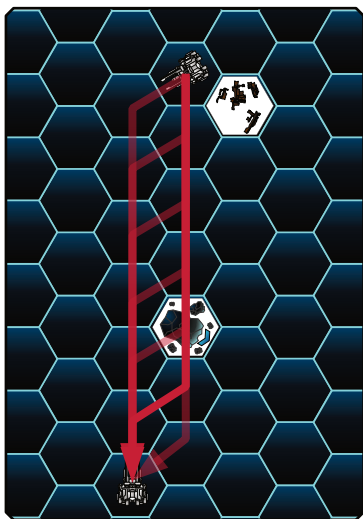
The total number of hexes between your ship and the target ship (including the hex the target ship occupies) is the range.

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

Standard ranges are defined as follows:


Close	Medium	Long	Extreme
0-3	4-6	7-10	11-15

Ships cannot perform attacks against targets beyond Extreme range.






LINE OF FIRE

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

Line of Fire is affected by terrain it crosses if that terrain is also within close range of either ship, or the target (if targeting a ).

Terrain Cards explain the effects they have on Line of Fire.

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

Terrain can also be affected by Damage ( tokens), and may be targeted as if it were a ship.


FIRING ARCS

FIRING ARCS

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

Firing Arcs are assumed to extend from your ship to the edge of the map, as indicated by the arrows in the diagrams below. Most weapons can attack 'through' other cards on your ship with no ill effect.

If a card has Arc: Mounted, you must choose one of the available arcs for that slot, and mark it with a ♠ token. Unless the chosen arc is Standard or Turret, that weapon cannot attack through other cards on your ship.

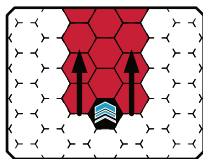
If a slot increases or decreases a weapon's , that effect only applies if it is Arc: Mounted, and you choose to use that firing arc.

FORWARD



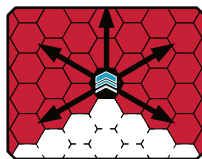
Heavier weapons, they have limited traverse but high impact.

NARROW



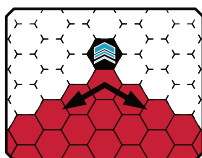
The strongest spine or keel mounted weapons. Often very powerful.

STANDARD



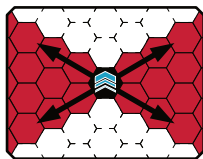
Some weapons use this arc. Wide coverage, but lacks rear protection.

REAR



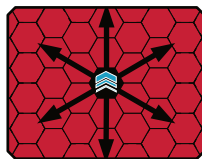
An unusual mounting used for chase weapons and some special weapons.

BROADSIDE



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

TURRET



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

ATTACK PATH

TARGETING 'THROUGH' CARDS

Later in the game you may find there are missing cards, or cards that will be bypassed by an attack. In that case you need to follow a weapon's attack path to find the actual target.

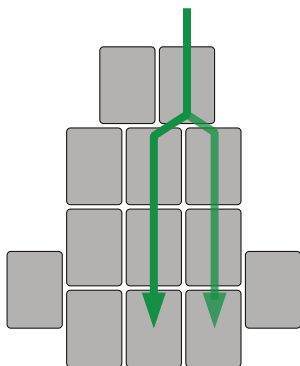
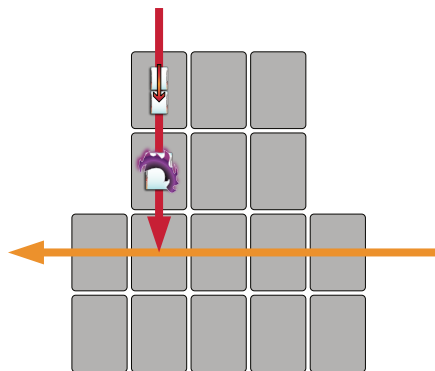
A weapon's attack path is an orthogonal line through the target ship, starting with the first card or empty slot on that side of the ship. Against offset cards, you may choose one of the adjacent cards to continue the attack path along (green arrows, below).

An example is shown below (the red line). The first card is bypassed due to damage on that card, and is ignored. The second card has been destroyed, and is thus also ignored. The target of this attack is therefore the third card in this column.

Note that in this case you could simply select the third card as the target.

Some cards apply additional effects to everything in their attack path. If such an attack came from the target ship's starboard side (right) it could apply its effects to all cards along the orange line.

Most effects like this, however, will only check for 1 additional card to apply their effects to.



WEAPON TYPES

Weapon types have no special rules on their own, but will interact with Defense Cards and Upgrade Cards which may counter them, and also give an indication of what that weapon is usually good for.

EXPLOSIVE

The simplest of all weapons, these work in space via shrapnel effects more than anything else, though nuclear or antimatter shaped charges can also be seen. These always have some sort of area effect, damaging multiple targets at a time.

KINETIC

These weapons are considered the 'default' type of weapon for space combat. They work by launching high velocity projectiles, slugs, or shells. Lower velocity weapons often fire in batteries to give good odds of achieving a successful hit. They can have area effects or bypass certain defenses.

ENERGY

The first step up in technology. Directed energy weapons and relativistic particle weapons fill this category. They generally work on high accuracy, precise shots that deliver immense thermal energy or radiation effects. They will often interact with heat or energy mechanics.

THERMAL

An offshoot of energy weapons, these concentrate more on delivering the maximum possible thermal load to the target, reducing its combat effectiveness, or causing feedback damage to its reactor.

GRAVITIC

A further step forwards in tech levels, control of gravity at range, and with fine focus. These weapons often have the ability to damage multiple systems in their path, and can throw around objects as large as a dreadnaught.

WEAPON TYPES

EXOTIC

These weapons always do something special. Usually defined on a per-weapon basis. This is a catch-all category for weapons that don't sit well anywhere else, and includes things like matter conversion beams, collapsar fields, and resonance generators.

VICTORY & DEFEAT

VICTORY

You win this game if you manage to complete 2 of your 3 Tactical Objectives.

Note that you may only gain progress towards an objective once it has been revealed (you may still gain progress on the turn it is revealed if you fulfill one or more of the requirements).

WITHDRAWAL

A player is forced to **Withdraw** when one of the following happens:

- ▶ Their ship is reduced to **0** or less **HP**.
- ▶ All of their Weapon Cards are **Damaged** or destroyed.
- ▶ Their Reactor Card is destroyed.

If you are forced to **Withdraw**, you have lost this battle.



If you complete 2 or more Tactical Objectives while your opponent completes 1 or less, this counts as a **Major Victory (5 pts)**.



If you complete 1 Tactical Objective while your opponent completes 1 or none, but you force your opponent to **Withdraw** this counts as a **Minor Victory (3 pts)**.



If you complete no Tactical Objectives, but force your opponent to **Withdraw**, this counts as a **Pyrrhic Victory (1 pt)**.

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

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

NOTES ON SCALE

DISTANCE, VELOCITY, AND ACCELERATION

For those wanting an idea of the scale used in this game, a hex is assumed to be approximately 5,000km across. This gives weapons a maximum effective range of 75,000km (or roughly 1/4 of a light-second).

A turn is assumed to represent approximately six minutes of combat (maneuvering, firing weapons, activating systems, and so on).

With the maximum possible move of 9 hexes (45,000km) this gives us numbers for working out ΔV values. To save you the math, this gives an acceleration of $\sim 347\text{ms}^{-1}$ or $\sim 35.4g$.

TECHNOLOGY LEVEL

All of this gives some practical implications for the tech level of the setting: Inertial compensation must exist in some form. E-War must be a powerful force if effective ranges are limited to 0.25ls. Weapon yields must be enormous if they can throw ships tens of thousands of kilometres on impact—and such ships must be incredibly tough to survive such impacts.

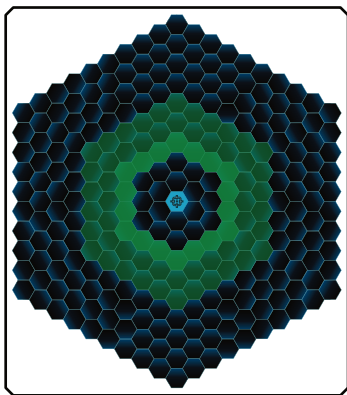
Dreadnaughts themselves are assumed to be around 1.5-2km long, with thick armour, shields, powerful drives, and massive high-output reactors (fusion or antimatter being most likely for the required energy density). This has little bearing on gameplay, but is for those that like playing with lore.

MULTIPLAYER RULES

MULTIPLAYER GAMES

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

Each Dreadnaught will be unique, with its own combination of Offense Deck and Defense Deck, and possibly with the addition of Secondary Weapons, Weapon Augments, and Hull Packages (or the use of custom decks, as players prefer).



SETUP — MAP

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

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

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

FIRST PLAYER

Randomly determine who the first player will be.

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

MULTIPLAYER RULES

SETUP — DECKS

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

After players have taken their **Offense & Defense Decks**, the **System Cards** are separated out as normal, **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.

