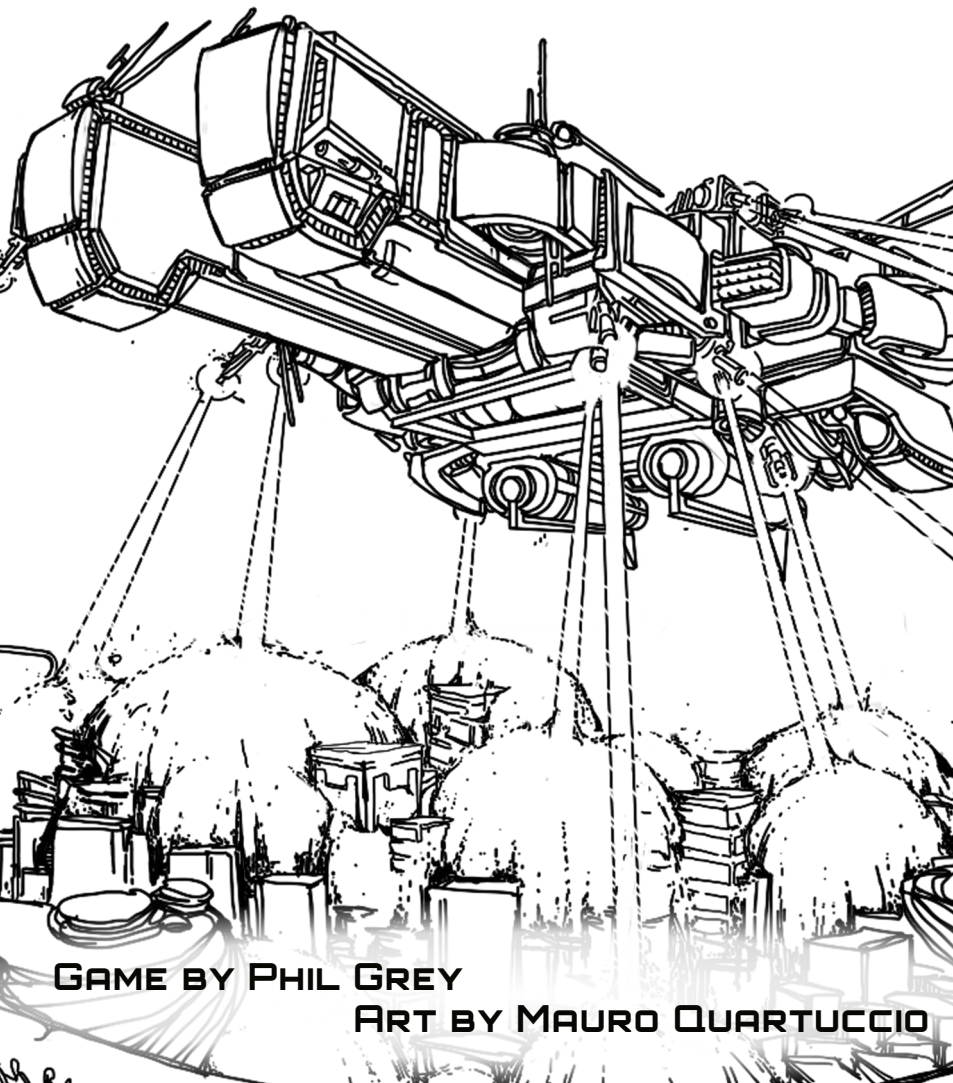


DREADNAUGHT

(EPIC NAVAL DUEL)



GAME BY PHIL GREY

ART BY MAURO QUARTUCCIO

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DREADNAUGHT

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

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

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

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

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

SYMBOLS & COLOURS

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




Damage: The target of this effect reduces its current HP by the stated amount.



Push: The target of this effect is moved away from the attacker (ship, token, or terrain), towards the nearest **red Danger Zone** on the map.



Card Burn: The target of this effect must discard the stated number of cards from their **Draw Deck** and/or hand.  tokens count as 1 card when discarded for this purpose.

ATTACK/IMPACT

Black text: Apply this value to the target (ship or terrain).


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



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

INCREASE



Green text: Apply this value to your ship. This cannot increase your ship above its starting HP. With the  symbol, this returns random cards from your discard pile to your hand.

COST



Red text: Apply this value to your ship. This is a cost to be paid, usually to use a powerful special effect.

REDUCTION

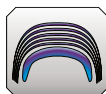
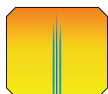
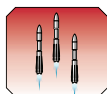


Blue text: Apply this value to one of your opponent's Offense Cards, reducing any effect to a minimum of 0 (nothing can go below 0).

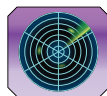
PRECONSTRUCTED DECKS

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

OFFENSE SYMBOLS



DEFENSE SYMBOLS



Offense Decks are composed of 27 cards: 1 System Card (grey border, double-sided), 18 Offense Cards (red-orange border), 3 Terrain Cards and 3 Event Cards (green borders). All decks contain several duplicates of a number of cards.

Defense Decks are composed of 11 Cards: 1 System Card (grey border, double-sided), 8 Defense Cards (blue border) and either 2 Terrain Cards or 2 Event Cards (green borders). All decks contain several duplicates of a number of cards.

PRIMARY CARDS



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

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

CARD ANATOMY

[OFFENSE] SYSTEM CARD

DECK NAME

BASIC WEAPONS

SYSTEM EFFECT

This explains the special effects and abilities this deck allows you to use.

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

MAXIMUM POWER LEVEL

Added to the value from your Defense System Card, this is the maximum total Power Level allowed for your Upgrade Cards.

GENERIC SYSTEMS

These offense cards are designed to provide a basic introductory experience to Dreadnought. They will allow you to familiarise yourself with dealing Damage, Card Burn (Burn), and inflicting Push against a target.

The cards are simple, with simple abilities (bonus damage/push/burn based on range), and minimal ongoing effects. Some have firing arcs, to give a taste of their systems without leaning too heavily into it.

Terrain & Event cards (green borders) are included to make these into complete decks compatible with the deck construction in the main rules, along with a default selection of Boost Cards.

[Effect] COMBINED FIRE

If you play 2 cards with "Cannon" in their name on the same turn, the target ship suffers an additional 2 Damage after the second "Cannon" card has resolved.

BASIC MOVEMENT
EFFECTS

This shows the basic movement capabilities of this deck.

3.5
1.2

DECK SYMBOL

All cards from this deck share this identifying symbol.

SYSTEM CARD (REVERSE)

BATTLEFIELD

You may place a total of 2 hexes of Wreckage terrain in any hexes that do not contain a ship or other terrain.

ENEMY LOCATION

Your opponent must place their ship in a green hex, facing in the direction of the matching arrow.

TERRAIN

TERRAIN IN DECK

This shows the default set of terrain pieces that this deck can create during battle.

BATTLEFIELD MODIFIERS

This explains the ways you can influence the map (or your deck) before the game begins.

ENEMY DEPLOYMENT MAP

This shows where your opponent must place their ship for this game.

CARD ANATOMY

OFFENSE CARD

CARD NAME

All cards have a name, identifying them.

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

INITIATIVE

This is the speed at which a card resolves after being revealed.

ATTACK EFFECTS

This shows the Damage, Push, and/or Card Burn this card inflicts against its target.

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

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

FIRING ARC

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

PRIMARY SYMBOL

This indicates that this card is considered more powerful than others. It is sometimes referenced by other cards.

It also means that this card counts as two cards when used to satisfy Card Burn or other discard effects.

DEFENSE CARD

CARD NAME

KEYWORDS

INITIATIVE

DEFENSIVE EFFECTS

This shows the Damage, Push, and/or Card Burn reduction this card can apply to your opponent's card(s).

CARD EFFECT

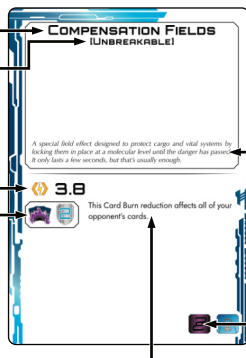
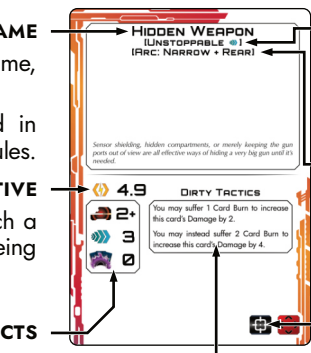
FLAVOUR TEXT

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

SECONDARY SYMBOL

This indicates that this card is considered less powerful than others.

It is also used for building custom decks, and is sometime referenced by other cards.



CARD ANATOMY

TERRAIN CARD

TERRAIN NAME

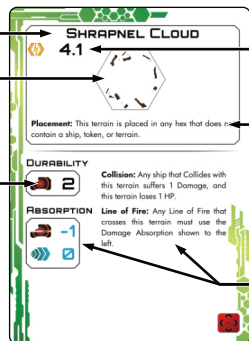
TERRAIN PIECE

A picture of the terrain this card creates.

DURABILITY

Equivalent to the HP of a ship, and used when terrain is targeted by cards or effects.

Sometimes this can only be damaged in a special way, as stated on the card.



INITIATIVE

PLACEMENT RESTRICTIONS

This tells you where the terrain piece(s) from this card can be placed on the map.

TERRAIN EFFECTS

This tells you what happens when various things Collide with the terrain, and what happens if you shoot through the terrain.

EVENT CARD

CARD NAME

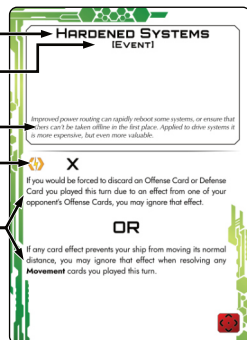
KEYWORDS

FLAVOUR TEXT

INITIATIVE

CARD EFFECT

Many Event Cards offer a choice of effects. You make the choice when you play & resolve the card.



CARD ANATOMY

UPGRADE CARD

CARD NAME

ELITE CREW
(UPGRADE!)

KEYWORDS

FLAVOUR TEXT

INITIATIVE

4.0

This is the time at which this card's effects become available during the turn.

Crews that are experienced and well drilled in their tasks can execute them smoothly and swiftly in combat—sometimes even faster than their enemies expect.

You may increase the initiative of one of your played cards by +0.5.

If that card has the  symbol, its initiative is only increased by +0.2 instead.

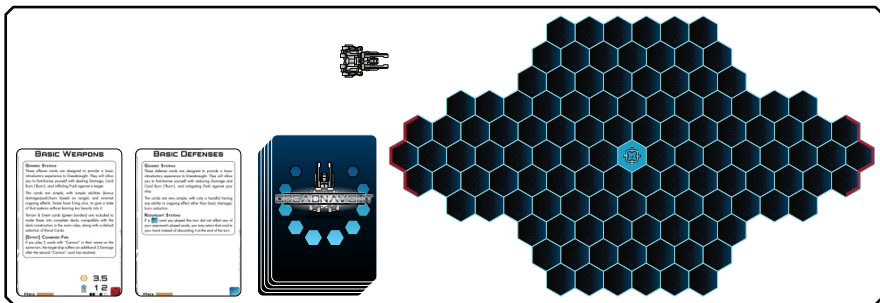
POWER LEVEL

This shows the relative strength of this Upgrade Card compared to other Upgrade Cards.

The total Power Level of the 4 Upgrade Cards chosen for any combined deck cannot exceed the total Power Level shown on their respective System Cards.

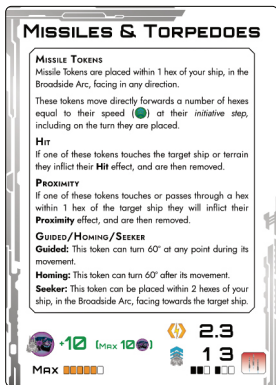
CARD EFFECT

SETUP



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

The **Attacker** then chooses one deck of **Offense Cards** as the weapons for their Dreadnaught. The Attacker also takes any required tokens & terrain for that deck.



Set the **System Card** from that deck aside for reference (example left), then take the remaining 26 cards and place them in a face-down pile near the **Attacker's** map.

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

Set the **System Cards** from those decks aside for reference, then place together the remaining 26

Offense Cards and 10 Defense Cards together to create a **Draw Deck** of 26 cards. Place this in a face-down pile near the **Defender's** map.

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

SETUP [CONTINUED]

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

Set the **System Card** from that deck aside for reference, then place the remaining 10 cards of that deck with the 26 from the Offense Deck to create a **Draw Deck** of 36 cards and place that deck in a face-down pile near the **Attacker's** map.

Both players now choose up to 4 **Upgrade Cards** and place these in above their **System Cards**.

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

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

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

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

Both players then set their **HP to 24**.

Finally, **both players add** any **bonuses to their HP and/or take any**  **tokens** as shown on their **own System Cards**.



24

+BONUSES



+BONUSES

TURN SEQUENCE

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

- ▶ **DRAW:** Both players **draw cards** from their **Draw Deck** and add them to their hand until they have 6 cards in hand.
 - ▶ If your **Draw Deck** is empty after you drew at least 1 card, you draw no more cards, but are not **Eliminated**.
 - ▶ Check if the **Always Dangerous** rule applies.
- ▶ **POWER MANAGEMENT:** Each player places up to three Offense & Defense cards face-down in front of them.
 - ▶ A maximum of two of these cards can be Offense Cards.
 - ▶ Each player may also play one Terrain Card from their hand, if desired, placing it near their chosen cards.
- ▶ **READY:** Place up to 2 **Primary Cards** (⚡) in the Ready Zone.
- ▶ **REVEAL:** Both players flip their played cards face-up.
- ▶ **RESOLVE:** Cards are arranged in *initiative order* (⚡), and effects are resolved in that order, using **Priority** to break ties.
- ▶ **REACT:** At (or after) any appropriate *initiative step* players may play any number of Event Cards directly from their hand, and/or use the effects of their Upgrade Cards, flipping them face-down.
- ▶ **DISCARD:** Face-up cards that have fully resolved are now discarded.
 - ▶ Cards that placed special tokens on the map, and terrain cards, remain in play as references only. They are discarded when all such tokens or terrain are removed.
- ▶ **RETURN:** Players may return up to two cards from their hands to the bottom of their deck, if desired.
- ▶ End of Turn.

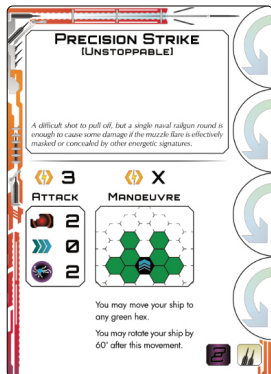
INITIATIVE ORDER

INITIATIVE ORDER



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

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



PRIORITY

This determines the order that *initiative ties* are resolved in. Use the following list from top to bottom until you find the first non-tied criteria that those cards or effects meet.

- ▶ Upgrade Cards (higher power level breaks ties)
- ▶ Terrain Cards (higher speed breaks ties)
- ▶ Event Cards
- ▶ Defense Cards
- ▶ Offense Cards

If the cards are still tied then the **Attacker** chooses the order in which the effects are resolved.


MULTIPLE-USE EFFECTS


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

POWER MANAGEMENT

POWER MANAGEMENT

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

You may play cards directly from your hand, and you may choose to play a single Ready  card. You may do so in any combination of up to 3 cards, with the following restrictions:


- ▶ All of these cards must be Offense & Defense Cards.
- ▶ A maximum of two of these cards can be Offense Cards (this includes when playing a Ready  card).
- ▶ Terrain & Event Cards *may* be played now (face-down), but they do not count against these limits (this can be used to mislead your opponent on the number of effective cards you are playing).

The number of cards you played determines the additional actions or effects you can take during your turn, shown in the following list:

- ▶ If you played 3 cards, you gain no special choices.
- ▶ If you played 2 cards, you may choose one:
 - ▶ Your ship can move using the smaller move value shown on your Offense System Card.
 - ▶ You can flip one Upgrade Card face-up.
- ▶ If you played only 1 card, you may choose one:
 - ▶ Your ship can move using the larger move value shown on your Offense System Card.
 - ▶ You can flip 2 Upgrade Cards face-up.
 - ▶ You can flip one Upgrade Card face-up and move using the smaller move value shown on your Offense System Card.

READYING CARDS

READY CARDS


Primary Cards () cannot normally be played directly from your hand. These represent powerful weapons and defensive systems that take time to come online, have complicated loading procedures, or are otherwise slow to act.

Immediately after **Power Management**, you may place up to 2  cards in any of your 4 available Upgrade/Ready slots.

If there is already a card in that slot, the new card covers it, and the old card's effect is unavailable until the new card is used.

If the old card was face-down, it remains face-down, and cannot be flipped until the new card is used.

USING READY CARDS

During **Power Management** you may play one of your Ready  cards.

This is exactly the same as playing any other card for **Power Management**, except that it is played face-up, and it is moved from an Upgrade/Ready slot instead of from your hand.

Once its effects are resolved, the card is discarded as normal.

READY CARDS & CARD BURN

Ready  cards cannot be targeted by Card Burn, and cannot be discarded to satisfy Card Burn.

MOVEMENT

GENERAL MOVEMENT GUIDELINES


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

If a ship touches the edge of the map during movement, further movement in that direction is ignored. Tokens are instead removed if their movement crosses the edge of the map.

PUSH VS MOVEMENT (FOR SPECIAL EFFECTS)

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

BASIC MOVEMENT

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

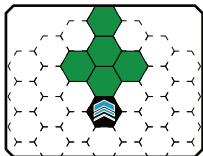
All movement made in this way is directly forwards, at the *initiative step* shown on the System Card.

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

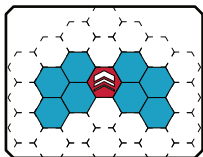
MOVEMENT

MOVEMENT CARDS

Many cards can move your ship. There is usually a symbol in the centre of such movement grids, with the arrows representing the front of your ship.

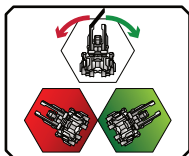


A basic move grid is normally composed of green hexes. Line the arrows up with the front of your ship (by rotating the card if necessary), then move your ship into a green hex.



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

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



If a ship can rotate 60° as part of movement, it means it can turn to face an adjacent hex, as shown to the left.

Not all moves allow rotation, so be sure to check for it in the card's text if you want to pull off some fancy flying.

TERRAIN

PLACEMENT


At the stated *initiative step*, terrain from your Terrain Cards can be placed on the map. All Terrain Cards state how far away the terrain must be placed from ships and/or other terrain or tokens present on the map.


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

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

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

MOVEMENT

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

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

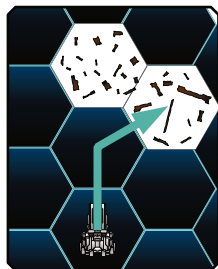
If one or more hexes of a piece of terrain leave the map, the terrain still applies its normal effect(s) until all of its hexes have left the map.

This also means continuing any movement the terrain might make.

ATTACKS

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

COLLISIONS & ABSORPTION



COLLISION

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

Terrain Cards explain the effect of their Collisions.

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

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

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

DAMAGE ABSORPTION

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

Against cards with the **Unstoppable** keyword, the amount of Damage reduced is applied to the terrain. Any excess Damage is lost if the terrain is reduced to **0 HP**.

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

PUSH ABSORPTION

This functions the same as above, except with Push. The terrain will be pushed the appropriate number of hexes directly away from the attacking ship. Terrain that is Pushed partially out of the map remains in play (at least 1 hex remains on the map, and can thus cause Collisions).

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

RANGE & LINE OF FIRE

RANGE BONUSES

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

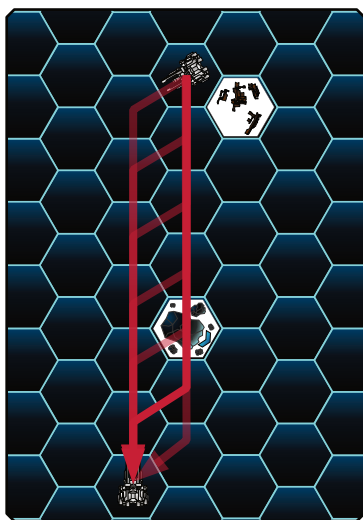
The total number of hexes between your ship and the target ship (including the hex the target ship occupies) is the range.

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

Standard ranges are defined as follows:

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

Ships cannot perform attacks against targets beyond Extreme range. This normally only applies on the larger multiplayer map, but can occur with wider angles between ships on the standard map.



LINE OF FIRE

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

Line of Fire is affected by terrain it crosses if that terrain is also within close range of either ship. Terrain Cards explain the effects they have on Line of Fire.

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

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

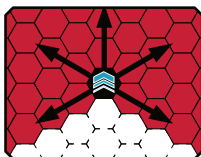
FIRING ARCS

FIRING ARCS

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

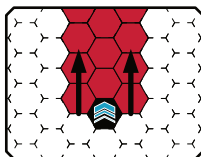
Firing Arcs are assumed to extend from your ship to the edge of the map, as indicated by the arrows in the diagrams below.

STANDARD



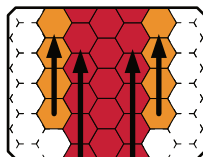
Most weapons use this arc. Wide coverage, but lacks rear protection.

NARROW



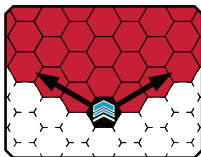
The strongest spine or keel mounted weapons. Often have the **Unstoppable** keyword.

NARROW (LONG+)



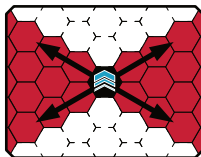
At Long and Extreme ranges the Narrow arc widens out to 5 columns (orange hexes).

FORWARD



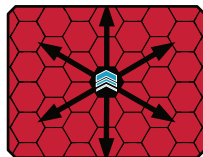
Heavier weapons, they have limited traverse but high impact.

BROADSIDE



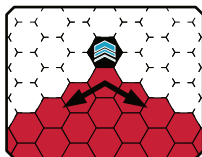
Heavy weapons mounted in batteries along the flanks of a ship. Usually stronger.

TURRET



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

REAR



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

DAMAGE, PUSH, & BURN


RESOLVING DAMAGE

The target of any Damage reduces its HP by the stated amount.

Certain effects can increase, decrease, or ignore Damage.


Apply any of these required modifiers before subtracting Damage from the target's HP.

RESOLVING CARD BURN


The target of any Card Burn must discard  tokens, or cards from the owning player's hand and/or deck. Your opponent may discard **Remains in Play** cards as part of resolving Card Burn, but they are never forced to do so.

Terrain is not considered owned by any player, and is not normally affected by Card Burn.

Unless otherwise noted, tokens are completely unaffected by Card Burn (if they are, the relevant card/System Card will explain how).

Certain effects can increase, decrease, or ignore Card Burn. Apply any required modifiers before determining how many cards and/or  tokens must be discarded.

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

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

RESOLVING PUSH

The target of any Push is moved directly away from the attacking ship or token.


If it is unclear which hex is directly away from an attacking ship or token, the target of the Push is moved towards the nearest **red Danger Zone** in the direction of the Push.

OUT OF WEAPONS

“DUD” HANDS

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

ALWAYS DANGEROUS

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

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

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

SPECIAL KEYWORDS

MOVEMENT

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

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



IMMOVABLE

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

INDESTRUCTIBLE-X [CARD]


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

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

If the Card Burn is insufficient to completely remove an **Indestructible** card, place a number of  tokens on it equal to the Card Burn it absorbed, and reduce its **Indestructible-X** number by the number of  tokens on it.

INDESTRUCTIBLE-X [TOKEN]

Tokens placed on the map and created by a card with the **Indestructible** keyword cannot be removed by card effects that remove tokens from the map.

However, **Indestructible** tokens may be attacked by  cards as if they were ships. The X is the token's HP against these attacks. When reduced to 0 HP the token is removed from play.

If necessary, you may use  tokens to represent Damage inflicted against these tokens.

SPECIAL KEYWORDS

OVERLOAD

Cards with this keyword allow you to pay a cost (generally by suffering Damage or Card Burn) in order to improve their effects.

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

REMAINS IN PLAY

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

Some of these cards provide a constant passive benefit, others will require you to make a choice when to use their effects. This will be explained on each card as appropriate.

UNSTOPPABLE [/ /]

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

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

UNBREAKABLE

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

UPGRADE

This is a special card type, chosen at the start of the game. When used, it is flipped face-down, and its effects are no longer available.

CARD DECK KEYWORDS

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

VICTORY & DEFEAT

ELIMINATION

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

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

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

When you are **Eliminated**, the battle ends. Any cards or effects within *1.0 initiative steps* of your **Elimination** still resolve. You may play appropriate Event Cards during this window. Any cards beyond that *initiative step* are ignored, and do not resolve.

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



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



If you **Eliminate** your opponent's ship and your ship is **Eliminated**, this counts as a **Minor Victory (3 pts)**.



Only awarded during **Multiplayer Matches**, this counts as a **Pyrrhic Victory (1 pt)**.

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

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

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 6 hexes (30,000km) this gives us numbers for working out ΔV values. To save you the math, this gives an acceleration of 231.5ms^{-1} or $\sim 23.6g$.

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.

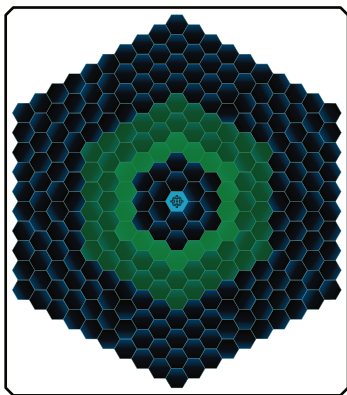
Dreadnaughts themselves are assumed to be around 1.5-2km long, with thick armour, shields, powerful drives, and massive high-output reactors (fusion or antimatter being most likely for the required energy density). This has little bearing on gameplay, but is for those that like playing with lore.

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 3 hexes of your ship, may assign Defense Cards to that ship instead of yours. That ship counts as having a copy of your Defense **System Card** for the purpose of any tokens or special effects related to the card just played.

For example, this would grant that ship the **Capacitor Value** from the Shields **System Card**, but not the **Shield Harmonics** effect that's still on you to spend those tokens (or not) in order to help your teammate.

MULTIPLAYER RULES

IMPORTANT CONCEPTS — TERRAIN

Terrain functions as normal, with one small exception.

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

Collisions against ships are resolved as normal, 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 8 or more incoming Damage replace it with Debris, otherwise, use Wreckage.
- ▶ If a ship was **Eliminated** by suffering 1 or more Card Burn, replace it with a Hulk.
- ▶ If a ship was **Eliminated** by being pushed off the map, it generates no terrain, unless it was also reduced to 0 or less HP at the same time, in which case Wreckage is placed in the last hex it occupied on the map.

MULTIPLAYER RULES

FLEET ARRIVAL TIMER

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

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

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.

