

## **Game overview**

Each mission setup explains the goal, success & fail criteria.

Refer to the Captain's Log to see how a round works. There are timed steps (grey, 30s per circle) and untimed steps (red).

- Energy allows/enhances certain actions. The engineer allocates energy using the tile arranging game.
- Damage is assigned by flipping a damage card and applying its effects.

Action Phase:

- Sensors:
  - Find the shapes which fit the cards
  - Assigns locks on targets.
- Weapons:
  - Fill the shapes on the cards with tile shapes
  - Load one torpedo per complete card
- Engineering:
  - Arrange shapes so sides match
  - Assign energy to stations based on complete circles
- Helm:
  - Use energy to change speed & manoeuvrability
  - Arrange movement cards to plot course
- Shields:
  - Assign blue & orange hexes for Yahtzee/Poker type scoring
  - Assigns shield strength for each side of ship
- Core breach:
  - If core breach is in progress, players must also find matching cards to prevent ship exploring

Resolution phase:

- Shields: Apply shields according to score
- Helm: Apply plotted course to move ship
- Sensors: Choose where to apply locks

Tractor beam attempts:

- Flip two tiles – if shape & number match, get points. Total points must exceed ship's speed + distance from target.
- Tractor beam = collect crystal, or do double damage when firing torpedoes.

Weapons:

- Fire torpedoes (flick disc along track)

Enemy action:

- Enemy ships attempt to get a lock, move towards and fire at target.

Jump:

- Ends mission.

Repair:

- Flip repair cards. Successful repair will remove ongoing effects. Unsuccessful repair causes more damage.

## **Captain**

- Captain's log = turn sequence
- Sand timer = time allowed for timed steps (30s)
- Use 1 Experimental Equipment card per turn (can't reuse)

## **Engineering**

**Step 1:** Distribute energy tokens

- full circles in tile layout
- max 4 energy per station
- change types 2:1

**Step 2:** Shuffle tiles, draw 7 face-down

**Step 3:** Match symbols. Not all edges need to match.

## **Helm**

**Step 2:**

- 1) Energy: Thrust ( $\pm 1$  speed) / Manoeuvre (+1 card)
- 2) Draw random standard cards (speed + manoeuvre)

**Step 3:** Place X cards, where X=speed.

- Choose from standard cards and any special cards. (Special cause damage)
- Out of time: Place standard cards at random.

**Step 4:**

- 1) Move the ship, apply map effects immediately
- 2) Special cards used: Roll for damage
- 3) Reset cards

## **Sensors**

**Step 2:**

- (1) Assign  $\leq 3$  sensor targets (enemy/crystals cards). No range limit.
- (2) Draw 1 sensor target card per energy, put them below targets.

**Step 3:** For each energy: Pull out a shape.

- Success: put on matching card (1 point)
- Fail: Put on any card (disabling it).

**Step 4:**

- Each target:
  - **1pt** = break/make lock; **2pts** = upgrade lock; **3pts** = superlock
  - Note superlocks are reset to regular locks at end of turn
- Sector scan:
  - Draw map tile, don't flip/rotate, place units (see Mission Rules)
- Reset cards & shapes

## **Tractor beams**

**Step 5:** *(can do the following for multiple objects if enough energy)*

- 1) Announce target (if any) – ship/crystal with lock; max range 4 spaces
- 2) Use 1 energy: flip 2 tiles.
  - Success: Matching shape & number – X points for number on tile (2X if superlock)
  - Fail: No match – turn tiles face down
- 3) Overall success: Points  $\geq$  ship's speed + distance from target

## **Weapons**

**Step 2:** Draw 1 torpedo tube card per energy (face-down)

**Step 3:** Flip cards. Fit pieces into card shapes, Tetris-style.

**Step 6:** Fire a torpedo for each completed card.

- If shortest paths are blocked by rifts, can't fire.
- 1) Set disc to range between ship and target (max 6)
  - 2) Flick the disc.
  - 3) Damage = largest zone it lands in (by lock type; doubled if tractor beam locked on).
    - Track damage with damage markers on enemy ship card.
    - (if successful, even if blocked by shields) Flip enemy ship to "locked" side
  - 4) Reset cards & shapes.

## **Shields**

Shields start at zero

**Step 2:** Take face-down tiles according to energy

**Step 3:** Turn over tiles and place on display

**Step 4:** Assign shield strength based on tile layout in each zone (using centre tiles for every zone)

- Number determines base value
- Base value doubled if outer tiles are same colour

## **Damage** (*untimed*)

Before game start:

- Setup damage decks (see setup), core breach marker on 0 space ("ok" side)

Damage site:

- side of weapon hit (choose if diagonal),
- otherwise use die roll

Shields:

- Absorb damage points
- Don't stop internal damage

Draw a card for each damage point

- Effects: immediate (!) or ongoing (@)
- "Absorb energy" (ongoing): Listed unit(s) of energy assigned put on the card first, unused
- "Shift change": At least 2 people change station

## **Repair** (*Discarding ongoing damage cards*)

Energy:

- Don't need energy to attempt repair
- Can assign energy even if no damage currently exists

### **Step 9:**

1) One card at a time:

- a) Draw a repair card
- b) (*Optional*) Use energy:
  - Cancel the card's effects
  - Roll twice for random card (fail = stop repairs)
- c) Put it in success/failure space.
  - Green = success; red = fail; both = dice roll

2) Resolve effects (*untimed*)

- Failures: One random damage per card
- Successes: Remove one ongoing damage card per success. Remove used success & damage cards from game.

## **Core Breach**

When a damage deck is depleted & damage occurs to that side of the ship

- Advance the core damage marker one box, & flip it to the breach side
- Step 8 (jump): Can't use energy for re-rolls or time extensions

**Repair** (*mandatory*) – if core damage marker is on breach side

### **Step 2:**

- 1) Shuffle & assign core breach cards equal to core damage value
  - Assign evenly, but not random
  - Keep face down
- 2) Shuffle core repair deck & hand to a player with core breach card(s)

### **Step 3:**

- Turn over one breach card,
- Find matching shape in repair deck, place on card,
- Pass repair deck to next player

Group success: Flip core damage marker

Group failure: Ship explodes. Game over.

### **Jump Drive** (at least 1 energy)

**Step 8:** Try to get 5-of-a-kind on dice

- 1) Roll 5 dice
- 2) Change the dice:
  - Use Jump Flux cards (flip to show used – but not deactivated)
  - Use energy to reroll any number of dice
- 3) Spend 1 energy to flip sand timer (+30s)

Success: 5-of-a-kind – jump off map & end game

Failure: Activate one valid inactive Jump Flux card (dice value)

### **Enemy Ship**

- Setup: Pick random difficulty-appropriate ship. Place as instructed.

**Step 7:**

- 1) Attempt to gain target lock on player ship:
  - Roll a die
    - Success: die number is  $\geq$  distance to player ship. Flip ship token to “locked”.
  - If player's damage ship (even if blocked by shields) then it automatically has a lock
- 2) If locked, move towards player ship
  - Path must be as fast as possible
  - Path should cause least damage
  - Stop if in same space as player ship
  - Map effects:
    - Nebula, gravity arrow: no effect
    - Rift: 1 damage. Blocks weapons fire.
    - Asteroids: 1 damage.
- 3) If locked & within attack range: Fire on player ship.
  - Roll one die for each cube icon on ship card
  - Damage is to facing side (unless already in same space before enemy movement)
  - Damage amount = die roll + speed modifier (see helm station)
- 4) If more than 6 spaces away, ship loses lock

### **Nemesis**

Setup: Nemesis track token on captain's board (see mission setup)

- Nemesis is always locked onto player ship
- Nemesis can't be destroyed but can be damaged
- Track marker affects speed & attack strength

**Step 7:**

If Nemesis not on map:

- If marker is  $> 0$ : Nemesis track marker -1
- If marker reaches 0: Place Nemesis ship in spot where player ship started

If Nemesis is on map:

- 1) Take normal enemy action (always locked on)
- 2) Nemesis track marker +1 (not past 3)

Damage to Nemesis:

- Multiple torpedos fired at Nemesis: Add damage together first
- 2 points damage = track marker -1
- Map terrain: 1 point damage = track marker -1

### **Advanced Systems**

- Engineering – batteries – extra energy can be used by any station
- Helm – evade – extra special manoeuvre card available (must be played first at resolution)
- Sensors – cloaking device – enemy lock dice rolls -1, but locks & superlocks lost
- Shields – IsoChromic Enhancer – wildcard for colour but flipped for next turn to block spot & prevent colour doubling
- Weapons – seeker missiles – requires 2 puzzles; can re-flick (if 1<sup>st</sup> flick lands on the track)
- Tractor beams - tribeam – for 1 energy, turn over 3 tiles. If all 3 match, score 1.5x
- Jump – blink – discard a jump flux card. Move ship 2 spaces forward, end facing in any direction.
- Repair – proceed with caution – Roll die twice. Failure: Can't continue repairs this turn.