STAR FACTIONS

BATTLE FOR GALACTIC DOMINATION

RULEBOOK

JIM JUSTICE
CORBIN KENT
TIM HATCH
MATTHEW DUNN
PAUL VANDER MOLEN
KADAN SHARPE

ANONYMOOSE
GAMES

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Introduction

Story

Four interstellar factions are all converging on the same solar system using deep-space Wormhole travel with the same goal in mind: colonize a new frontier. The technologically superior Jear have detected trace amounts of extremely valuable elements in this unexplored sector of space. They will stop at nothing to collect these rare elements to fuel their technological growth. The opportunistic Nexus Corporation simply wants to gain a base of operations close to a more active section of the galaxy so that they can make more money. Having run out of habitable space in their own solar system, the Marshall Guard is seeking to establish a new colony to expand their civilization. The Black Cloud is attempting to create a safe haven for all of the people who do not want to follow the laws of other civilizations.

Introduction

Star Factions is a turn-based strategy game set in outer space. 2-4 players will compete with one another for galactic domination. Player versus player battles will rage as Motherships attempt to colonize planets. Colonized planets will produce resources for your faction and put you one step further in the path to victory. Resources can be used to create more ships to guard your assets and to fight on the front line. It's up to you to evaluate risks and rewards to build your empire. Completely destroy the other factions or colonize half of the planets to claim ownership of the entire solar system.

Game Components

This Document Includes:

- 1 Prototype Rule Book
- 104 Loot Cards
    - 60 Resource Cards
        - 15 - 1x Metal
        - 15 - 1x Fuel
        - 15 - 1x Weapon
        - 5 - 2x Metal
        - 5 - 2x Fuel
        - 5 - 2x Weapon
    - 34 Ship Blueprint
        - 12x Scout Blueprint
        - 12x Warrior Blueprint
        - 6x Juggernaut Blueprint
        - 4x Mothership Blueprint
    - 10 Kit Blueprints
        - 2x Survivor Kit
        - 2x Explorer Kit
        - 2x Cheetah Kit
        - 2x Goliath Kit
        - 2x Crusher Kit
- 4 Mothership Tokens
    - 1x Jear
    - 1x Black Cloud
    - 1x Nexus Corporation
    - 1x Marshall Guard
- 12 Scout ship Tokens
    - 3x Jear
    - 3x Black Cloud
    - 3x Nexus Corporation
    - 3x Marshall Guard
- 8 Warrior ship Tokens
    - 2x Jear
    - 2x Black Cloud
    - 2x Nexus Corporation
    - 2x Marshall Guard
- 4 Juggernaut ship Tokens
    - 1x Jear

    - 1x Black Cloud
    - 1x Nexus Corporation
    - 1x Marshall Guard
- 100 Fuel Counters
- 100 Metal Counters
- 100 Weapon Counters
- 28 Hull Counters
- 4 Dashboards
- 16 Colony Flag Tokens
    - 4x Green
    - 4x Red
    - 4x Yellow
    - 4x Blue

You Will Need:

- 1 hex tile Battlemat 23”x26”
- Dice (1d4, 1d6 ,1d8, 1d10)
- 4 Non-permanent Lumocolor markers
- Scissors

Game Component Details

Ship Tokens

Ship Info

Stat Definitions

SHIELD: The shield is a stat that reduces incoming damage.
HULL: A ship's hitpoints. All ships start out with their own maximum number of hitpoints.
DAMAGE: A specific die used to calculate damage.
MOVEMENT: This is how many spaces a ship can move per turn.
RANGE: This is how far away a ship can attack.

NOTE: All of the above stats, except Shield, can be influenced by Kits.

Base Stats

	SCOUT	WARRIOR	JUGGERNAUT	MOTHERSHIP
SHIELD	**0**	**1**	**2**	**3**
HULL	**10**	**15**	**20**	**30**
DAMAGE	**1d4**	**1d6**	**1d8**	**1d10**
MOVEMENT	**5**	**4**	**3**	**2**

RANGE	4	2	2	3

Special Areas

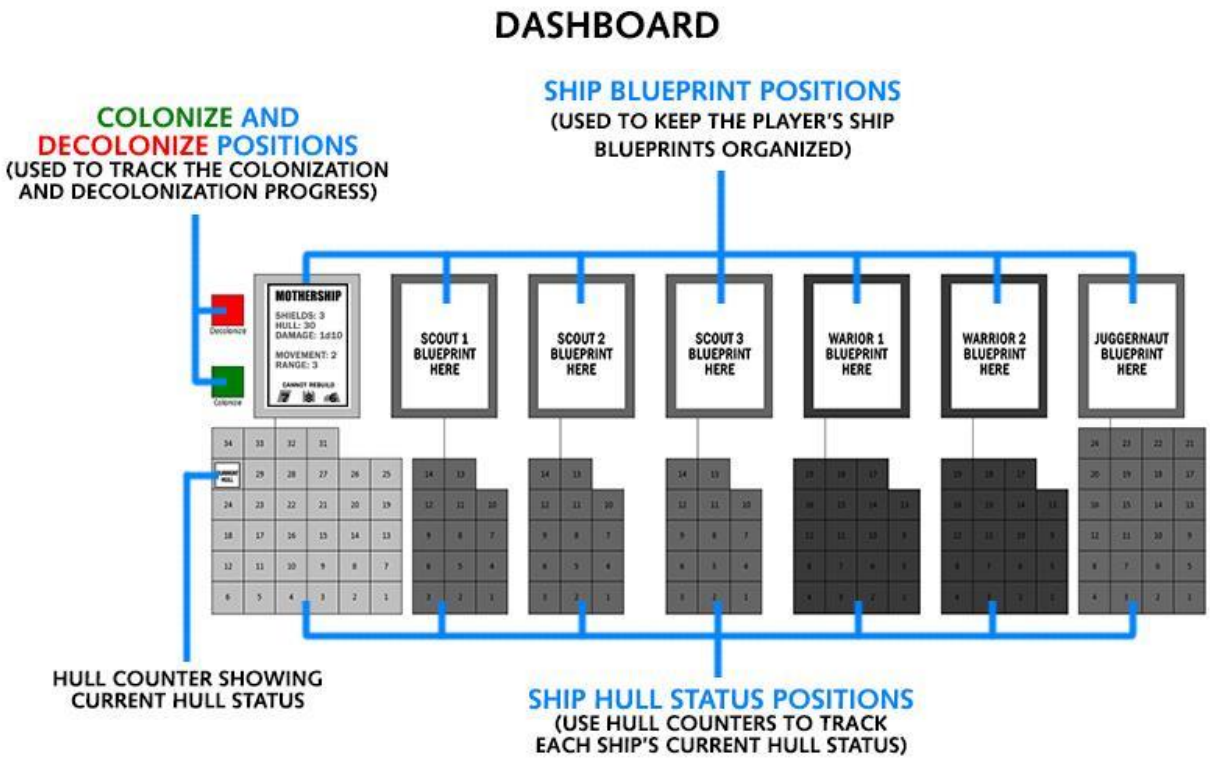
Black Hole

If any player's ship passes onto the four hex tiles touching the Black Hole in the center of the Battlemat, then the player must spend 1 Fuel and move that ship into the shaded area around their respective Wormhole immediately. If that player does not have 1 Fuel, the ship attempting to enter the Black Hole must return to the last hex tile it was at.

Wormhole

When the players start each game, they will place their game pieces in their own starting Wormhole section. This is a section of the board that is shaded and covers a radius of 4 Hex tiles from each corner of the board.

Dashboard



The Dashboard is a component used to track the current number of active ships each player has, as well as each ship's current Hull status and planet colonization progress. All active Ship Blueprints and attached kits are displayed here.

Cards

Ship Blueprints

Ship Blueprints are cards that are kept on the Dashboard that represent the player tokens on the Battlemat. Each type of Ship Blueprint requires different amounts of resources to build. When a

Ship Blueprint is built, a ship token is taken from the Token Box and added to play and the Ship Blueprint is placed on its designated area on the Dashboard.

Kit Blueprints

Kit Blueprints are cards that modify a ship's base stats. These cards can be constructed using resources and, once built, are attached to a Ship Blueprint on the Dashboard. Attached kits can be exchanged for other kits. Only one kit can be attached to a ship at any given time.

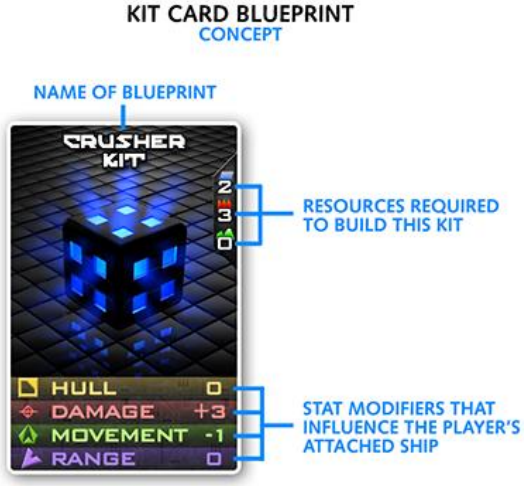
Resource Cards

Resource Cards are cards that define how many Resource Counters a player receives of the varying resources available. Resources are taken from the Counter Box and added to the player's inventory, then the Resource Card is discarded.

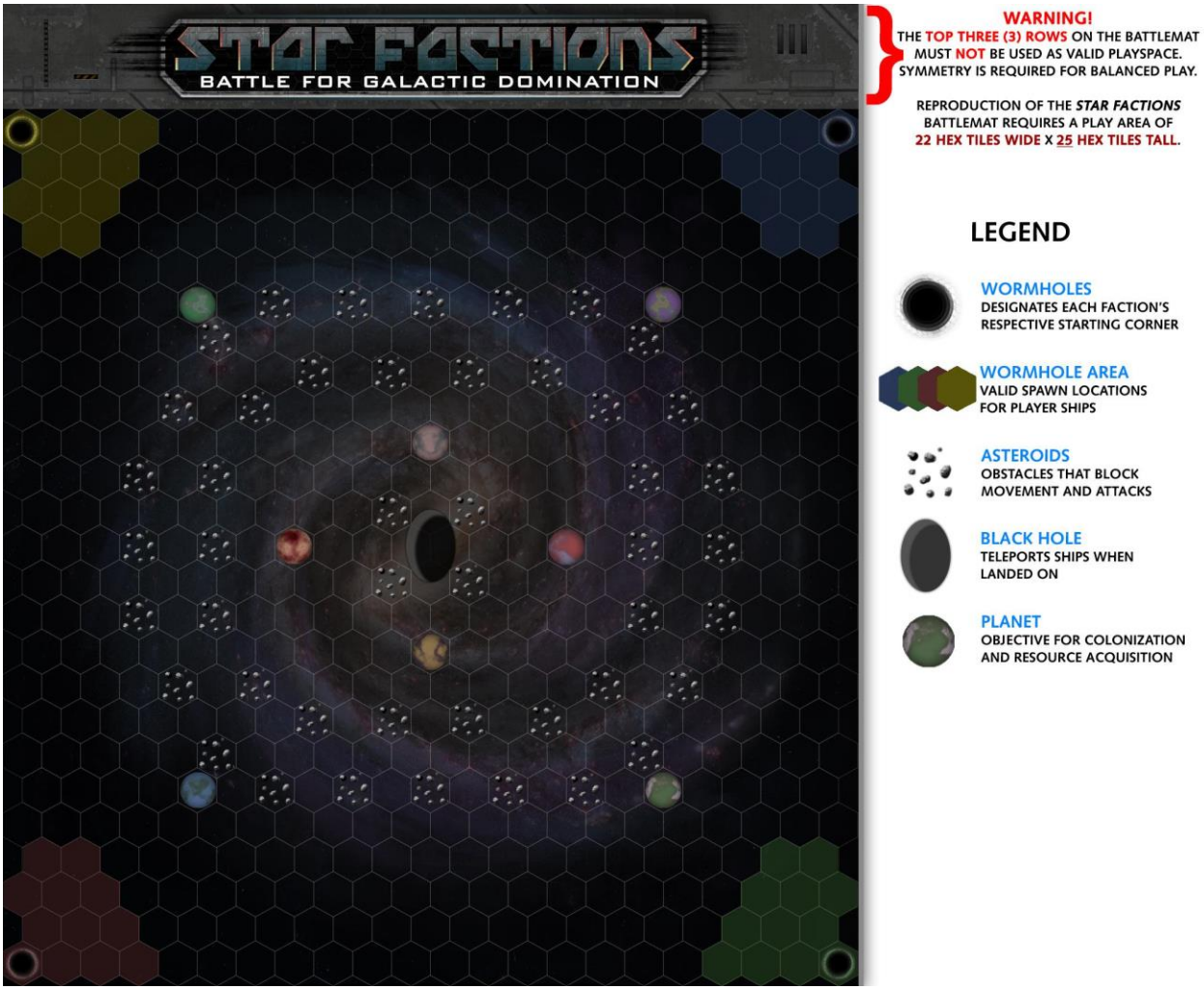
How to Read Cards

Resource Cards

Ship Blueprints and Kit Blueprints

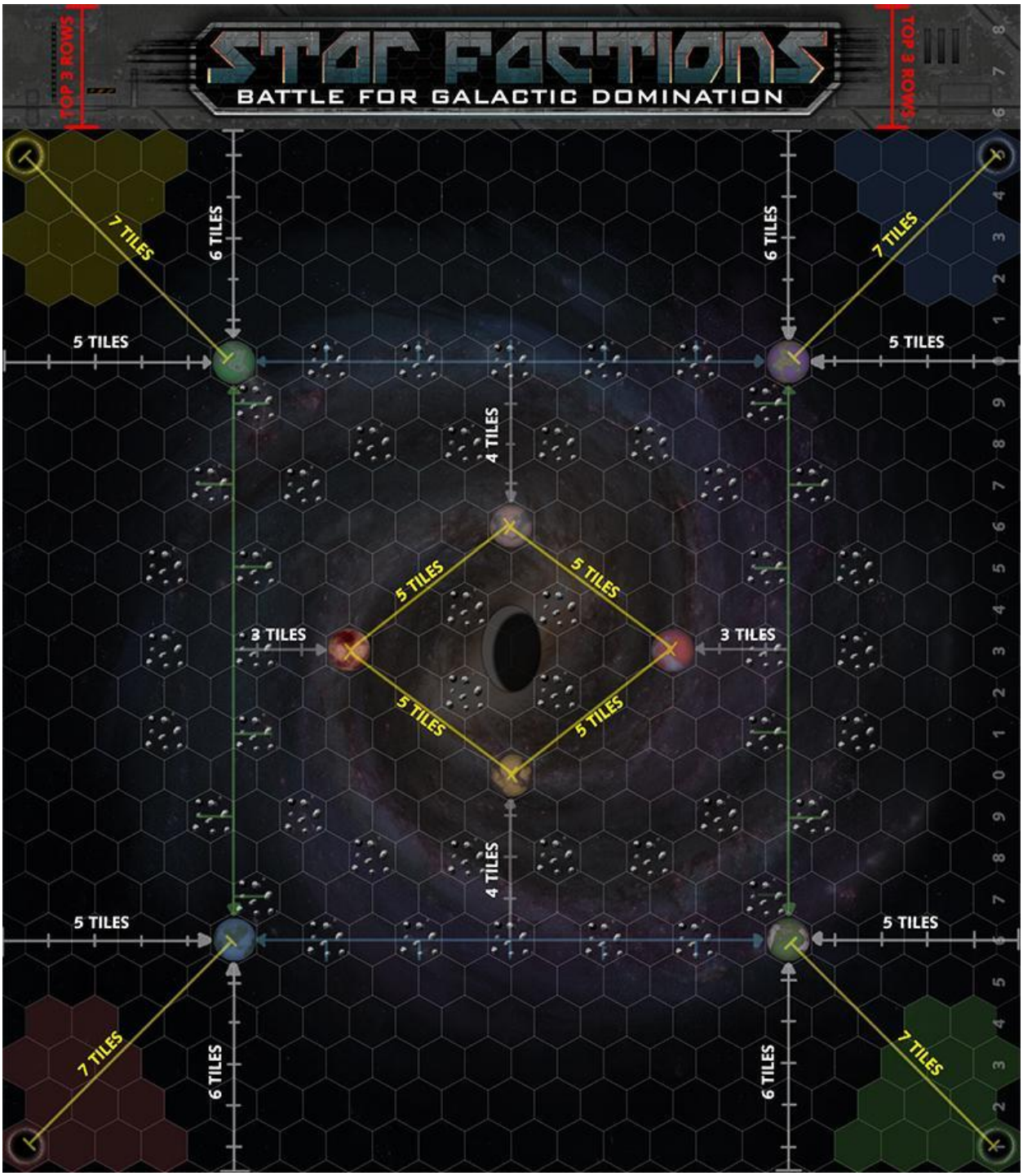


Battlemat



The *Star Factions* Battlemat is symmetrical both vertically and horizontally, allowing for a fair and balanced play experience. Each player starts in one of four of the corners, represented by a colored shaded area and their respective wormhole, represented by a solid-colored circle. Asteroids are spread around the center of the Battlemat to impede the players in movement and combat. The planets are spaced evenly on the board in a way that gives each player an equal chance to colonize within the same number of turns. The Black Hole covers the four middle tiles of the Battlemat and gives the players a quick escape back to their Wormhole area.

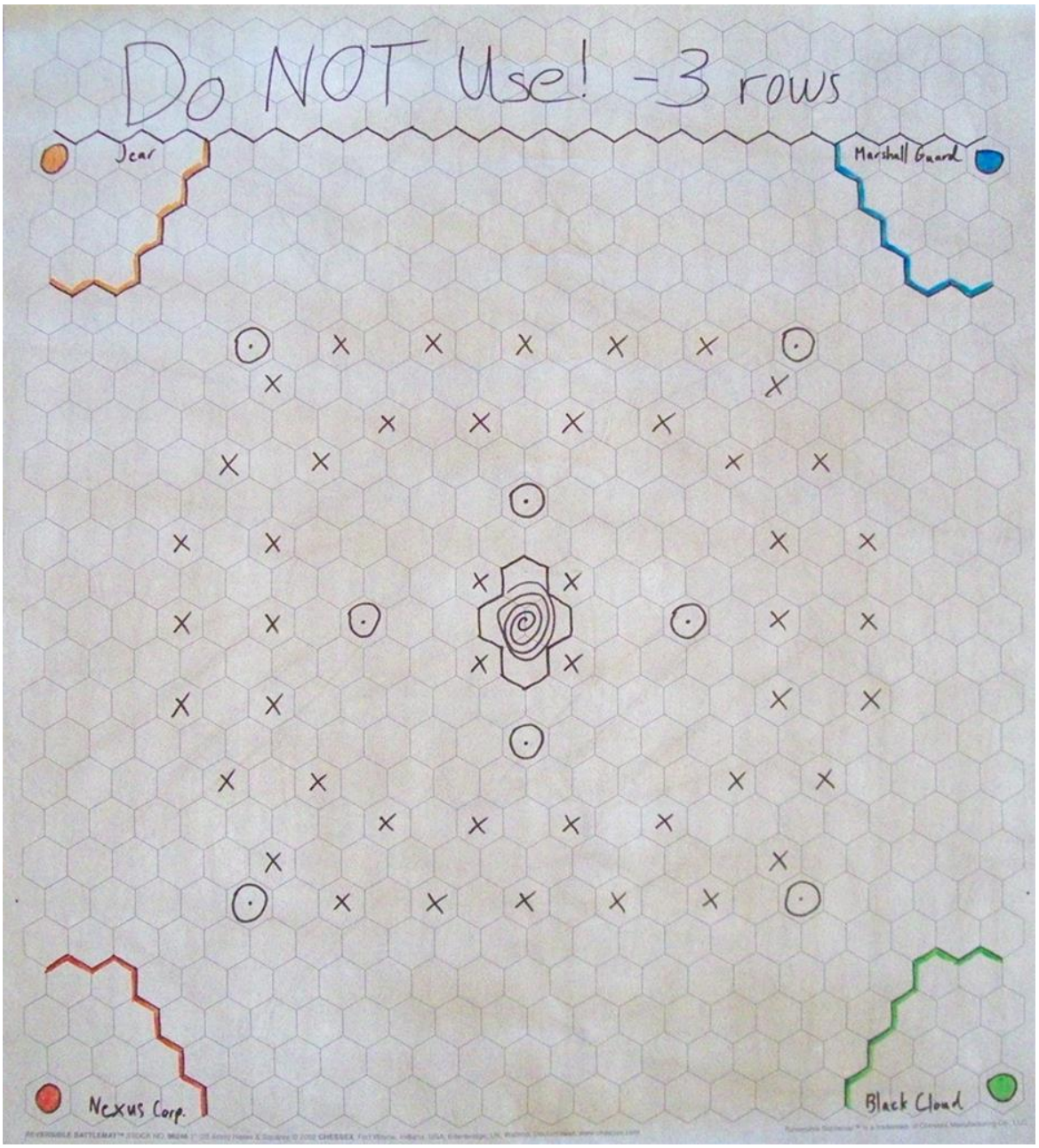
Note: Please do not use the top three rows when reproducing the Battlemat; these rows are not considered in order to ensure the Battlemat is symmetrical.



How to create the Battlemat:

1. Orient your Battlemat so that the bottom is facing you.
2. Draw a line under the 3rd row down from the top (so that the top 3 rows of your mat are divided from the rest). **The top 3 rows will not be used. If used, the Battlemat will not be symmetrical.**

3. Copy the image above to place the Wormholes, planets, asteroids, and Black Hole. It's easiest if done in this order:
    a. Wormholes
    b. Outer 4 planets
    c. Outer asteroid belt
    d. Middle asteroid belt
    e. Inner planets
    f. Center asteroid belt
    g. Black Hole
4. Your Battlemat should look similar to the image below:



Getting Started

Game Setup

To set up *Star Factions,* players will need to follow a few simple steps:

Placement of Board and Pieces

1. Remove the Battlemat and all of the game components from the box, then lay them out on a flat surface.
2. Place the Loot Deck, dice, and the Token & Counter Boxes near the Battlemat so all players have access to them.
3. Place a Dashboard on each side of the Battlemat.
4. Follow the steps in the next phase to determine the turn order and prepare for gameplay.

Setup

To decide turn order and factions:

1. Each player rolls 1d6.
    a. The highest roller chooses their faction, followed by the 2nd, 3rd, and 4th highest players.
        i. If the same number is rolled by two or more players, those players must re-roll.
    b. Each player moves to their faction's corner of the board.
    c. The highest roller is given the first turn, gameplay goes clockwise from there.
2. Once all players have chosen their factions, each player places their faction's Mothership, Scout, Warrior, and Juggernaut token inside their Wormhole area.
    a. For each player, a Mothership Blueprint, Scout Blueprint, Warrior Blueprint, and Juggernaut Blueprint must be drawn from the Loot Deck.
    b. Players arrange the Dashboard by placing Ship Blueprints in their designated locations, and then place Hull Counters on each ship's starting hull amount.
    c. Reshuffle the deck.
3. Players then position the Loot Card deck, the Token Box and Counter Box somewhere off of the board but within reach of every player.

When players are ready to begin, the play area should look something like this:

Cleanup

1. Put all counters back in the Counter Box.
2. Put all tokens back in the Token Box.
3. Fold the Dashboards up.
4. Roll the Battlemat up.
5. Place decks back together.
    a. Loot Cards
    b. Mothership Cards
6. Return all items to labelled spots in the game box.

Gameplay

Turn Sequence

1. **Draw Phase**
2. **Action Phase**
3. **End of Turn**

Draw Phase

In this phase the player does the following, in order:

Draw Loot Cards
Draw one Loot Card for your Mothership if it is still on the Battlemat. You draw an additional Loot Card for each colony you currently have colonized.
Note: If the Loot Deck runs out of cards, shuffle the Discard Pile and turn it back over.

Collect Resources
Collect the exact amount of Resource Counters designated on each Resource Card. Then discard each Resource Card.

Build a Ship(s)
If you draw a Ship Blueprint, you have the option to build that specific ship if you have the required resources. You are not required to build a ship even if you have sufficient resources. To build a ship, you must:

1. **Discard Resources** - Remove the Resource Counters as listed in the requirements section of the card. Put the counters back into the Counter Box.

2. **Place new ship on the board** -
    a. Take the Ship Token listed on the Blueprint Card and place it within your Wormhole area.
    b. Place the Ship Blueprint in your Dashboard to remember the ship's stats.
    c. Place a Hull Counter on the ship's base Hull amount on the Dashboard.

3. **Repeat** "Build a Ship(s)" phase if you have another Ship Blueprint you wish to build.

Build a Kit(s)
If you draw a Kit Blueprint, you have the option to build that specific kit if you have the required resources.

1. **Discard Resources** - Remove the Resource Counters as listed in the requirements section of the card. Put the counters back into the Counter Box.

2. **Place new Kit on a Ship Blueprint** - Place the Kit Blueprint on the Ship Blueprint (on the Dashboard) that you wish to modify. If the ship already has a kit, the older Kit Blueprint is discarded and all of its bonuses are lost. Then the ship receives the bonuses listed on the new Kit Blueprint immediately.

3. **Repeat** "Build a Kit(s)" phase if you have another Kit Blueprint you wish to build.

Discard any Blueprints that are not used - At the end of your Draw Phase, you discard any unused Blueprint Cards. If you do not have the required resources listed on a Blueprint you must discard it as well.
Note: If players forget to draw cards, they forfeit their Draw Phase.

Action Phase

In this phase, you choose one action for each ship you have on the Battlemat. You may move each ship before or after the action, but not both. A ship that has been built in this turn's Draw Phase cannot move and they do not get an action.

Move
All ships are able to move once per turn. Every Ship Blueprint has a movement value. When you choose to move a ship, you are able to move as many hex tiles as is listed as the Movement value on that ship (including kit modifiers). Each adjacent hex tile counts as one movement. Asteroids and other ships block movement but a planet does not count as an obstacle. You are not required to move the maximum amount of tiles for each ship if you choose to move.

Non-Movement-Actions
Each ship is limited to one non-movement action per turn. These can be done before or after movement. Non-movement actions include:

1. **Attack** - If a ship has an enemy ship within its Range value it can perform an attack action. Asteroids count as barriers to attack; if a straight line from the center of one ship to another ship intercepts an asteroid hex, they cannot fire on each other.

    a. **Announce your intent and target** - If you have multiple ships that can perform an attack action or a ship that has multiple enemy ships within range, you must announce the ship you are attacking with and the target ship you plan to attack.

    b. **Spend Weapon Counters -** To increase damage before your die roll, you may spend Weapon resources. Each Weapon spent increases damage by 2 on your ship's attack. You can spend 1 Weapon to add 2 damage, 2 Weapons to add 4 damage, or 3 Weapons to add 6 damage. You are not required to spend any Weapon Counters. You are not allowed to spend Weapon Counters on a counterattack.

    c. **Roll Damage Die -** You roll a d4, d6, d8, or d10 according to what type of ship you attack with. Add the result, kit bonuses, and Weapon bonuses to find the outgoing damage.

    d. **Subtract Shields -** The defending player may or may not have shields depending on the type of ship being attacked. The Shield value is subtracted from the incoming damage to find the damage done. If the incoming damage is reduced below zero, no damage is done.

    e. **Remove Hull -** The defending ship loses Hull equal to the damage done. The defender moves the Hull Counter on their Dashboard to represent the ship's new Hull amount.

i. If the ship's Hull reaches zero, the ship is removed from the game. Its token is placed in the Token Box and its card is placed in the Discard Pile. The winning player in the battle receives resources based on the type of ship destroyed.
    1. Scouts give 1 of each resource.
    2. Warriors give 2 of each resource.
    3. Juggernauts give 3 of each resource.
    4. Motherships give 4 of each resource.
        a. If a Mothership was destroyed, the Mothership's card is flipped over, rather than added to the Discard Pile.

f. **Counterattack. -** If their ship is not destroyed and the attacking ship is in range, the defender rolls 1d6 for a counterattack. The rules for a counterattack are the same as the attack steps C-E but substitute 1d6 for every damage roll. Even Scouts roll 1d6.

i. **Example**: The Mothership outlined in figure 17.1 can do a maximum of 9 damage against the warrior while attacking. If it was counterattacking the Warrior's attack, it could do a maximum of 5 damage (if it rolled a 6).

ATTRIBUTES	MOTHERSHIP	WARRIOR
Range	3	2
Shield	3	1
Damage	1d10	1d6
Counter-attack	1d6	1d6

Figure 17.1

2. **Wait** - If you do not wish to take any other action with a ship, you may leave the ship in place until your next turn.

3. **Repair** - The Mothership is able to spend its action turn repairing another ship. The target ship must be within one hex tile of the Mothership. The target ship uses its action turn but retains its movement turn. A Mothership can target itself for repairs and move in the same turn. Repairing costs Metal. You can discard 1 Metal Counter to repair 3 Hull, 2 Metal Counters to repair 6 Hull, or 3 Metal Counters to repair 9 Hull.

4. **Colonize** - Motherships can colonize neutral planets by spending two action turns on colonization. On the first action turn, you place a Colonization Counter on the green Colonize Dashboard position. On the second action turn, you remove the Colonization Counter on the Dashboard and place your respective Colony Flag Token on the planet you are colonizing. The planet is now colonized.
    a. If you move the Mothership away from the planet, the colonization process will be cancelled, and you must then remove the Colonization Counter from your Dashboard. Attacking another player or repairing does not cancel the process, but pauses progress until you resume colonization or move off of the planet.

5. **Decolonize** - Motherships can decolonize enemy planets by spending two actions turns on decolonization. On the first action turn, you place a Decolonization Counter on the red Decolonize Dashboard position. On the second action turn, you remove the Decolonization Counter from the Dashboard and remove the existing Colony Flag Token on the planet you are decolonizing. This reverts the planet to neutral. You can spend two more turns colonizing after decolonization is done.
    a. If you move the Mothership away from the planet, the decolonization process will be cancelled, and you must then remove the Decolonization Counter from your Dashboard. Attacking another player or repairing does not cancel the process, but pauses progress until you resume decolonization or move off of the planet.

End of Turn

End Conditions

Ways to Lose

There are two ways to lose in *Star Factions*; being eliminated and letting another player win.

Being Eliminated

1. Players are eliminated from the game if both of the following conditions have been met:
    a. All of their ships have been destroyed.
    b. All of their colonies have been decolonized or have reverted to neutral.

Note: Players get two turns after all of their ships have been destroyed to build another ship. They may still draw cards from their existing colonies, but after two turns they revert to neutral and they are eliminated.

Another Player Wins

1. If another player wins a colonization victory, all other players have lost.

Ways to Win

There are two ways to win a game of *Star Factions*. The first way is to destroy all competition and remove all enemy pieces from the board. The second is to build a colony on four planets.

Total Domination

1. The object of total domination is to destroy all other players' ships. The following conditions must be met to win by total domination:
    a. No opposing ships are on the Battlemat.
    b. Each planet is neutral or owned by the player claiming victory.

Colonization

1. A colonization victory happens when the following condition is met:
    a. A player has a Faction Flag Token on four planets.

Special Rules

Shooting Through Asteroids

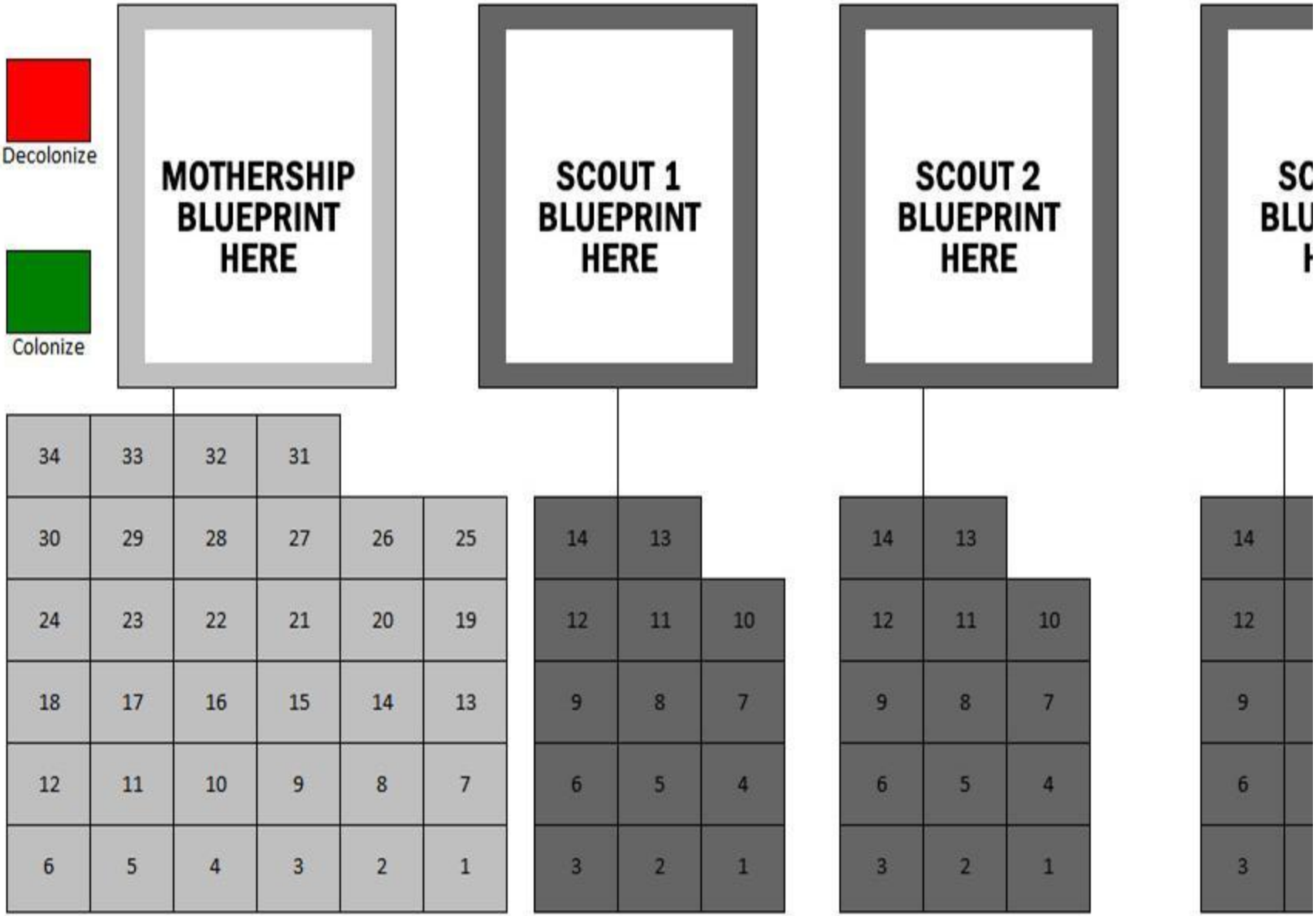
Shooting through asteroids is not allowed. If the attacking player cannot draw a straight line from the center of their ship's tile to the center of the defending ship's tile without intercepting an asteroid, they cannot attack. If the line drawn from the center is parallel to the border of a hex tile, they are allowed to attack.

Game Component Printouts

The following 26 pages provide all of the game components that need to be printed out and cut:

SHIP TOKEN CUT-OUTS

THERE ARE SEVEN (7) SHIP TOKENS PER FACTION.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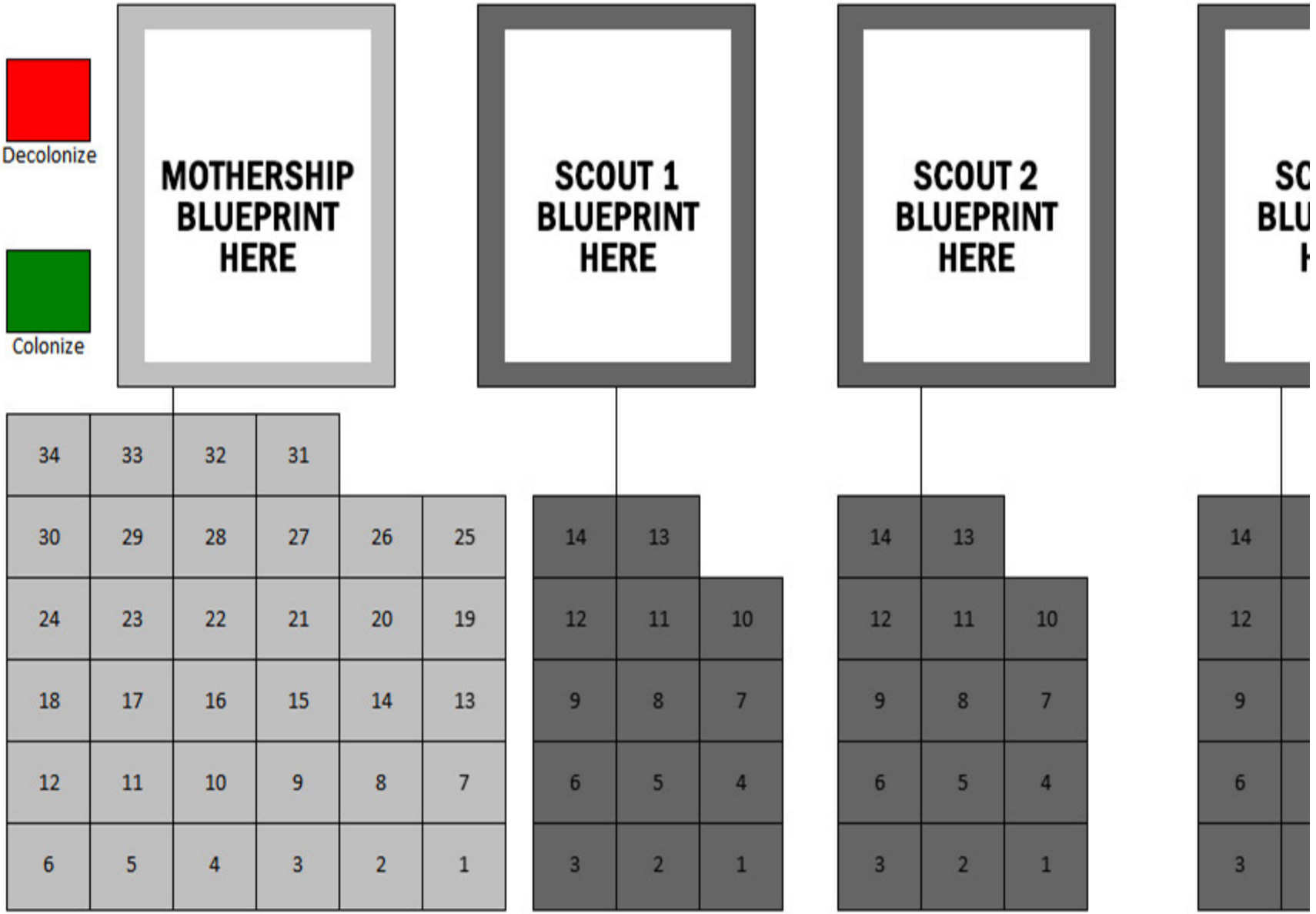
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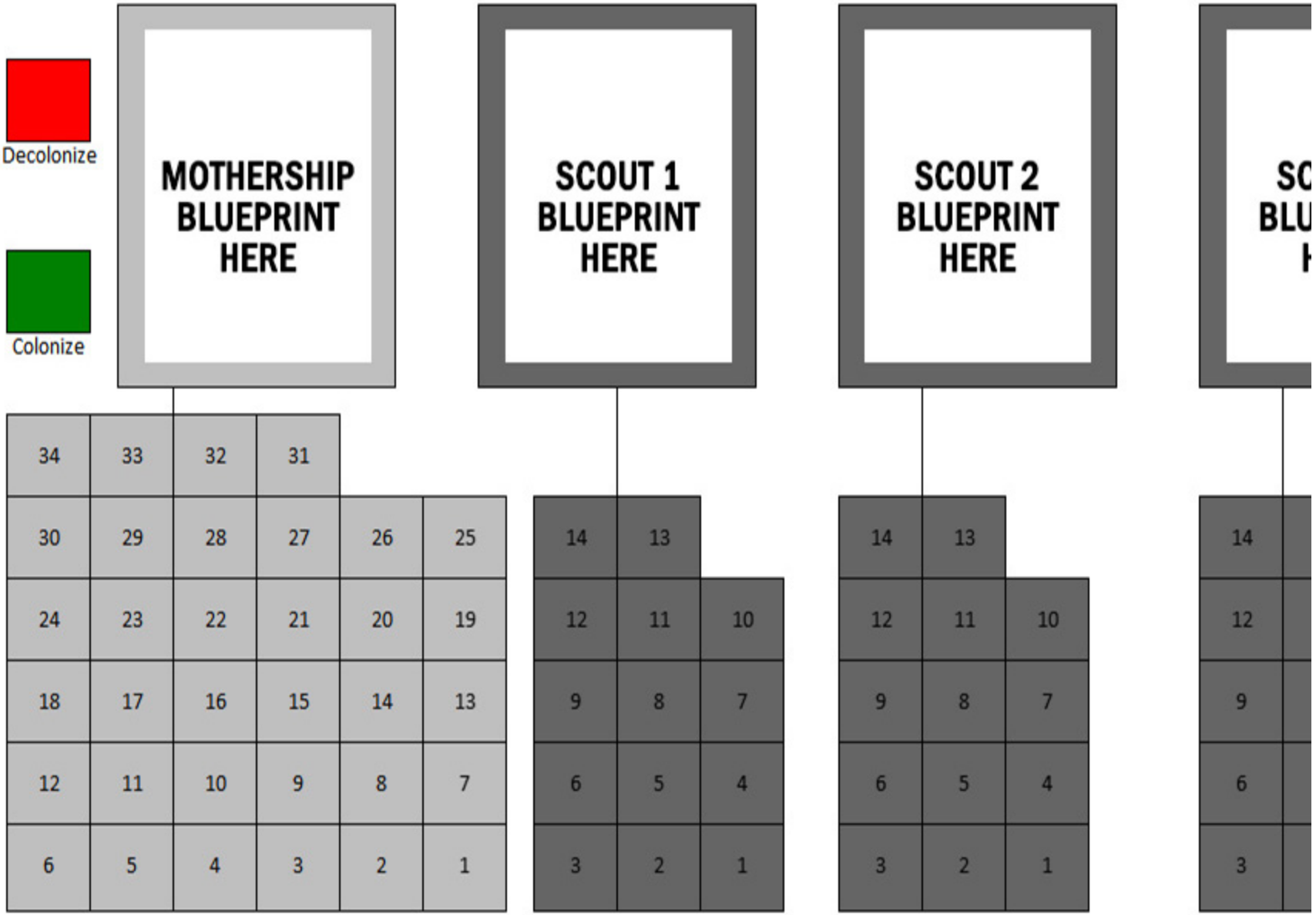
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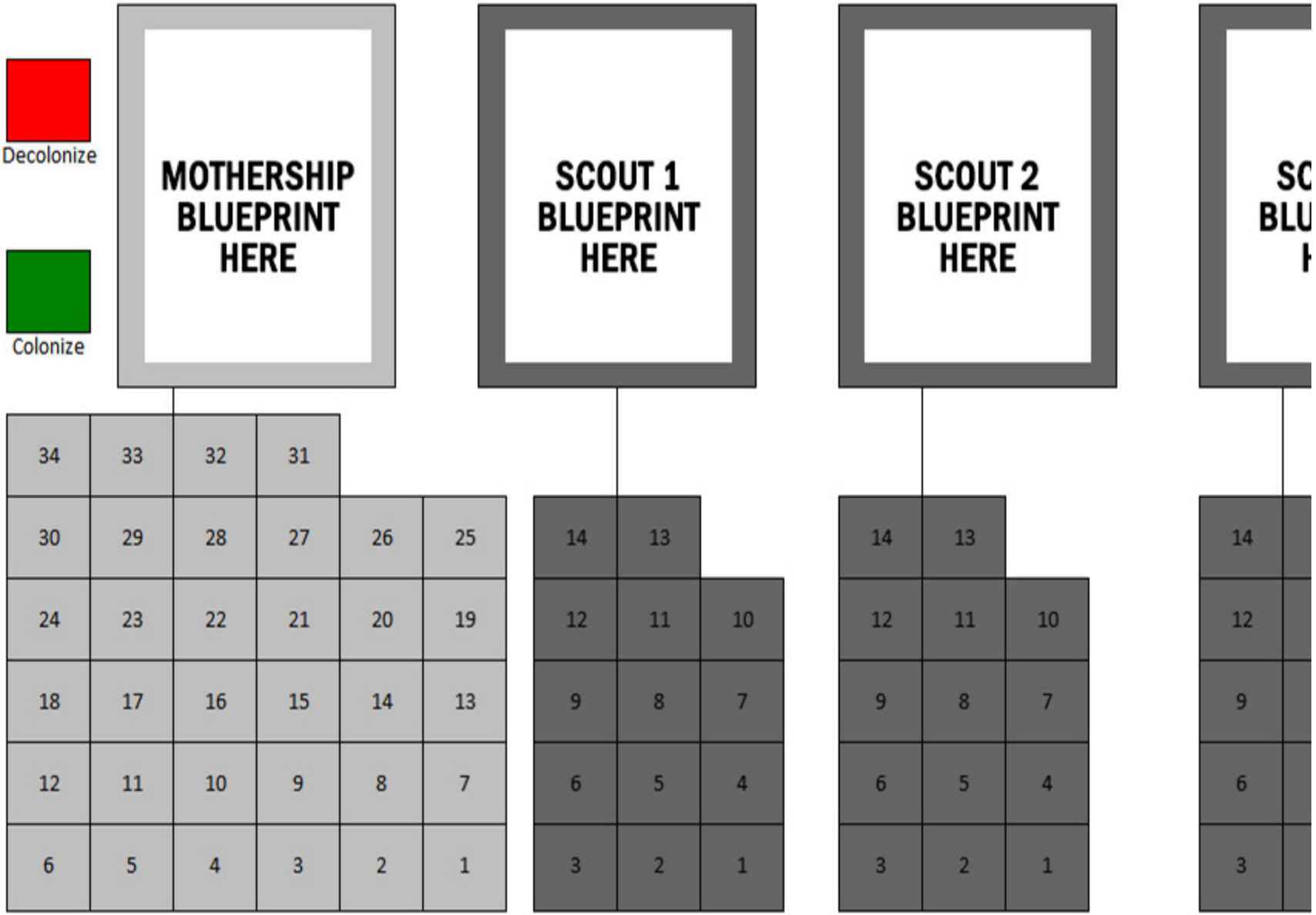
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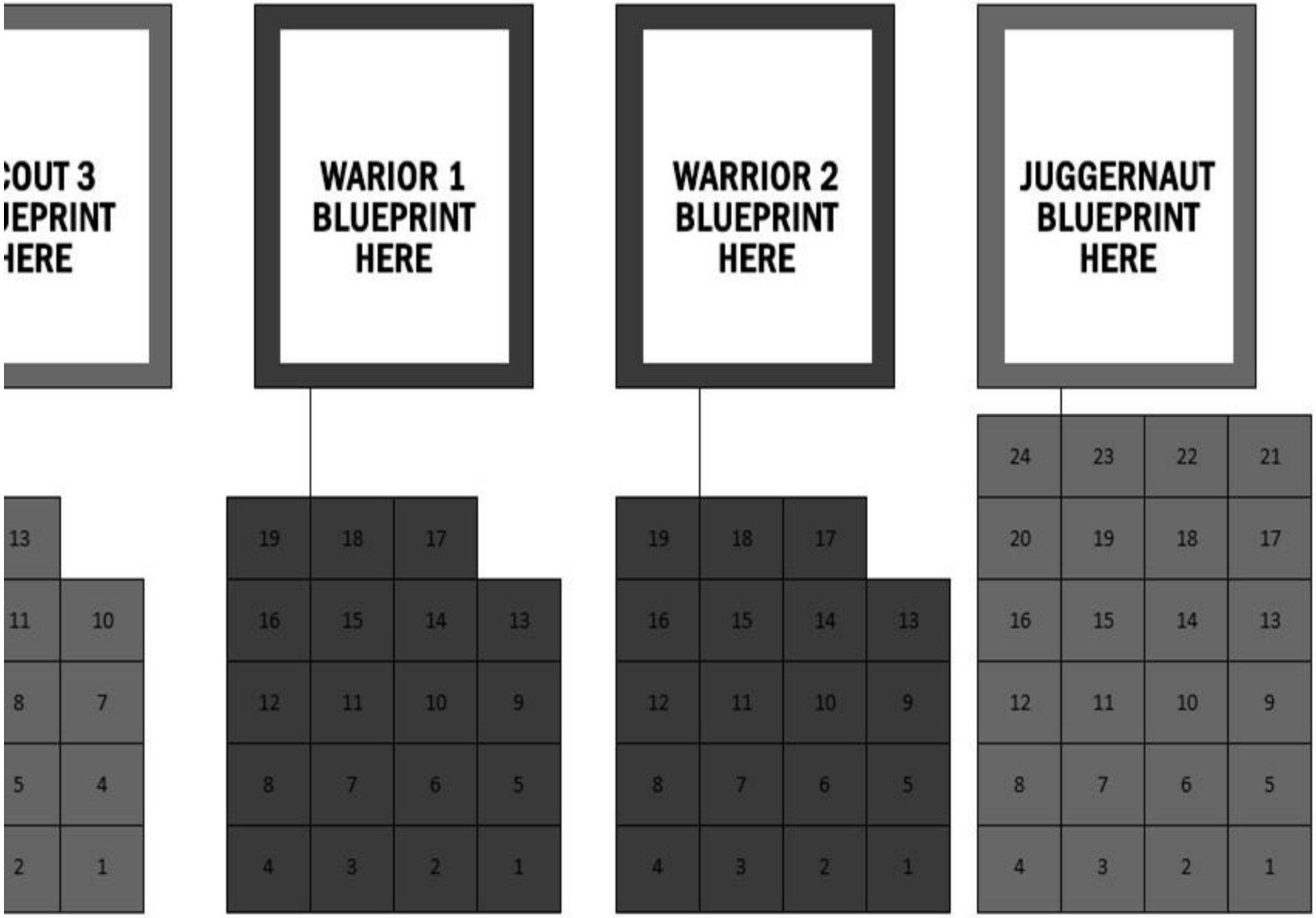
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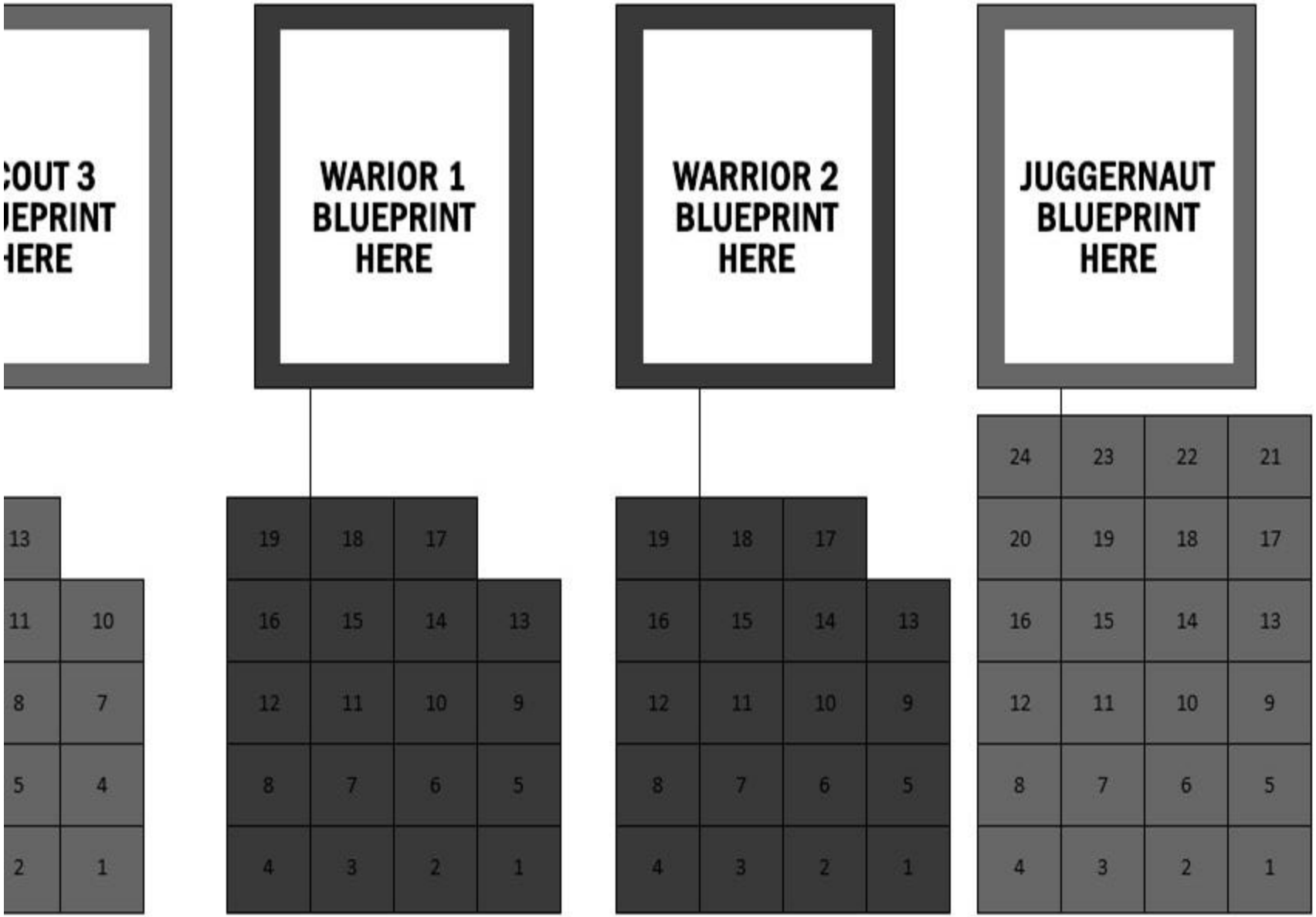
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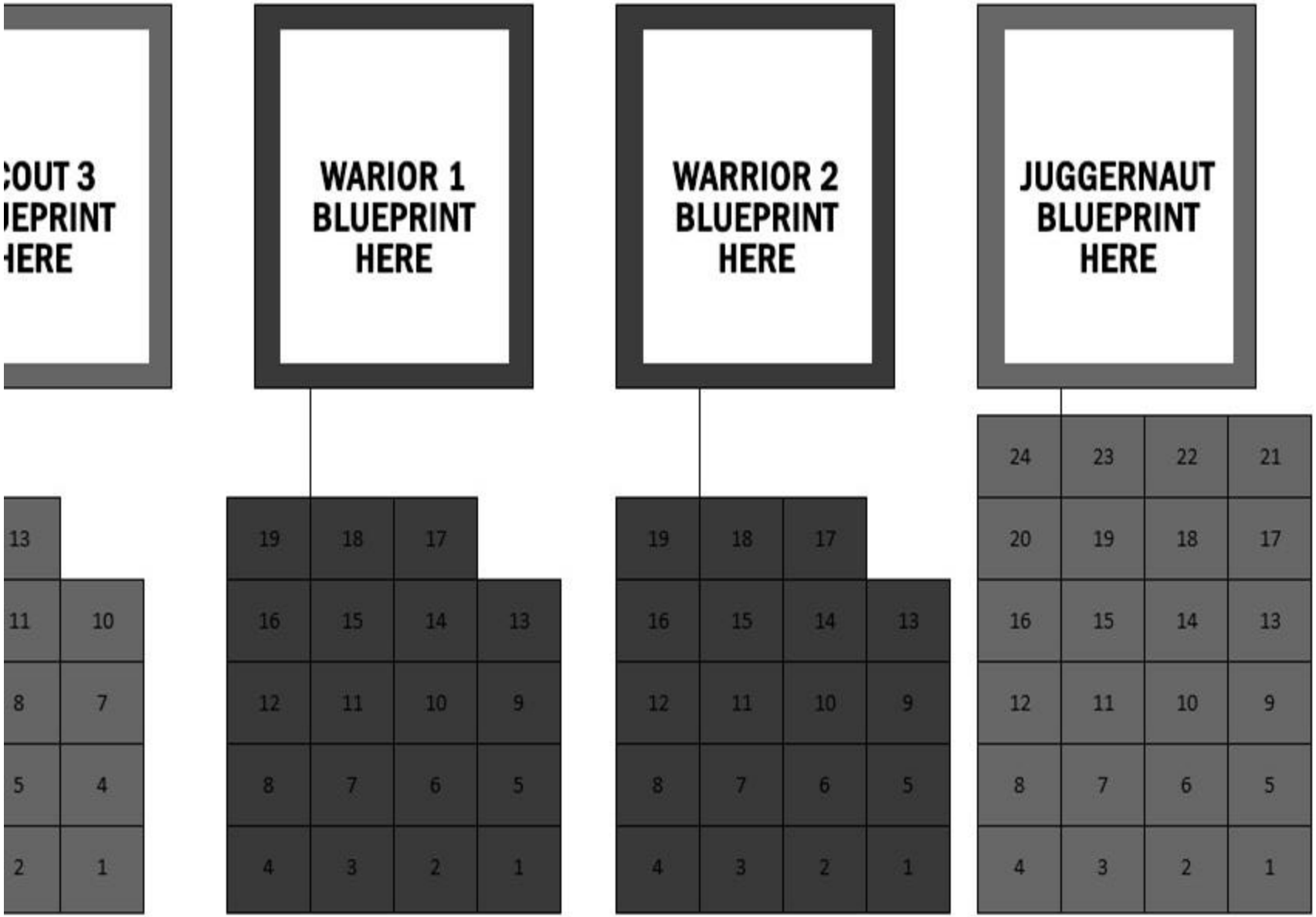
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11
10
9
8
7
6
5
4
3
2
1
JUGGERNAUT
BLUEPRINT
HERE
24
23
22
21
20
19
18
17
16
15
14
13
12
11
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9
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4
3
2
1

MOTHERSHIP SHIELDS: 3 HULL: 30 DAMAGE: 1d10 MOVEMENT: 2 RANGE: 3 CANNOT REBUILD 	**MOTHERSHIP** SHIELDS: 3 HULL: 30 DAMAGE: 1d10 MOVEMENT: 2 RANGE: 3 CANNOT REBUILD 	**MOTHERSHIP** SHIELDS: 3 HULL: 30 DAMAGE: 1d10 MOVEMENT: 2 RANGE: 3 CANNOT REBUILD
MOTHERSHIP SHIELDS: 3 HULL: 30 DAMAGE: 1d10 MOVEMENT: 2 RANGE: 3 CANNOT REBUILD 	**JUGGERNAUT** SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2 	**JUGGERNAUT** SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2
JUGGERNAUT SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2 	**JUGGERNAUT** SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2 	**JUGGERNAUT** SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2

JUGGERNAUT SHIELDS: 2 HULL: 20 DAMAGE: 1d8 MOVEMENT: 3 RANGE: 2 7 8 6	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3
WARRIOR SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3
WARRIOR SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3	**WARRIOR** SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 4 4 3

WARRIOR	WARRIOR	WARRIOR
SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 	SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 	SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2
WARRIOR	**SCOUT**	**SCOUT**
SHIELDS: 1 HULL: 15 DAMAGE: 1d6 MOVEMENT: 4 RANGE: 2 	SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4
SCOUT	**SCOUT**	**SCOUT**
SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4

SCOUT SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	**SCOUT** SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	**SCOUT** SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4
SCOUT SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	**SCOUT** SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	**SCOUT** SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4
SCOUT SHIELDS: 0 HULL: 10 DAMAGE: 1d4 MOVEMENT: 5 RANGE: 4 	**CHEETAH KIT** -2 HULL +0 DAMAGE +2 MOVEMENT +0 RANGE 	**CHEETAH KIT** -2 HULL +0 DAMAGE +2 MOVEMENT +0 RANGE

CRUSHER KIT

+0 HULL
+3 DAMAGE
-1 MOVEMENT
+1 RANGE

2 3 0

CRUSHER KIT

+0 HULL
+3 DAMAGE
-1 MOVEMENT
+1 RANGE

2 3 0

EXPLORER KIT

+0 HULL
+1 DAMAGE
+1 MOVEMENT
+0 RANGE

1 1 1

EXPLORER KIT

+0 HULL
+1 DAMAGE
+1 MOVEMENT
+0 RANGE

1 1 1

GOLIATH KIT

+4 HULL
+0 DAMAGE
-1 MOVEMENT
+1 RANGE

3 0 1

GOLIATH KIT

+4 HULL
+0 DAMAGE
-1 MOVEMENT
+1 RANGE

3 0 1

SURVIVOR KIT

+2 HULL
+2 DAMAGE
+0 MOVEMENT
+0 RANGE

2 2 1

SURVIVOR KIT

+2 HULL
+2 DAMAGE
+0 MOVEMENT
+0 RANGE

2 2 1

RESOURCE

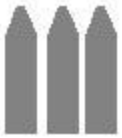
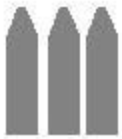
+1 FUEL

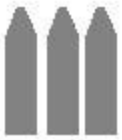
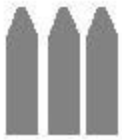
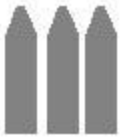
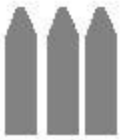
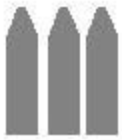
RESOURCE +1 FUEL	RESOURCE +1 FUEL	RESOURCE +1 FUEL
RESOURCE +1 FUEL	RESOURCE +1 FUEL	RESOURCE +1 FUEL
RESOURCE +1 FUEL	RESOURCE +1 FUEL	RESOURCE +1 FUEL

RESOURCE +1 FUEL	RESOURCE +1 FUEL	RESOURCE +1 FUEL
RESOURCE +1 FUEL	RESOURCE +1 FUEL	RESOURCE +2 FUEL
RESOURCE +2 FUEL	RESOURCE +2 FUEL	RESOURCE +2 FUEL

RESOURCE +2 FUEL	**RESOURCE** +1 METAL	**RESOURCE** +1 METAL
RESOURCE +1 METAL	**RESOURCE** +1 METAL	**RESOURCE** +1 METAL
RESOURCE +1 METAL	**RESOURCE** +1 METAL	**RESOURCE** +1 METAL

RESOURCE +1 METAL	**RESOURCE** +1 METAL	**RESOURCE** +1 METAL
RESOURCE +1 METAL	**RESOURCE** +1 METAL	**RESOURCE** +1 METAL
RESOURCE +1 METAL	**RESOURCE** +2 METAL	**RESOURCE** +2 METAL

RESOURCE +2 METAL	**RESOURCE** +2 METAL	**RESOURCE** +2 METAL
RESOURCE +1 WEAPON	**RESOURCE**  +1 WEAPON	**RESOURCE** +1 WEAPON
RESOURCE +1 WEAPON	**RESOURCE** +1 WEAPON	**RESOURCE**  +1 WEAPON

RESOURCE +1 WEAPON	**RESOURCE**  +1 WEAPON	**RESOURCE**  +1 WEAPON
RESOURCE +1 WEAPON	**RESOURCE**  +1 WEAPON	**RESOURCE** +1 WEAPON
RESOURCE +1 WEAPON	**RESOURCE**  +1 WEAPON	**RESOURCE**  +1 WEAPON

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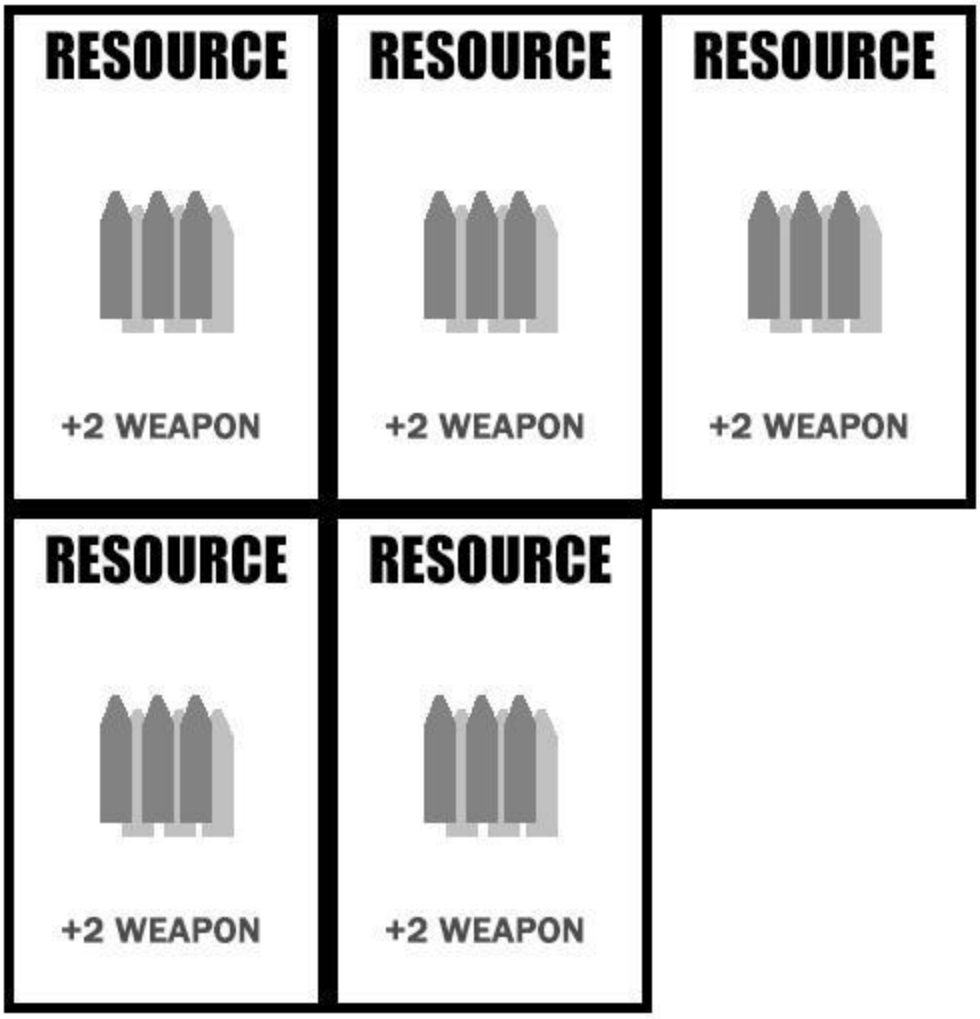
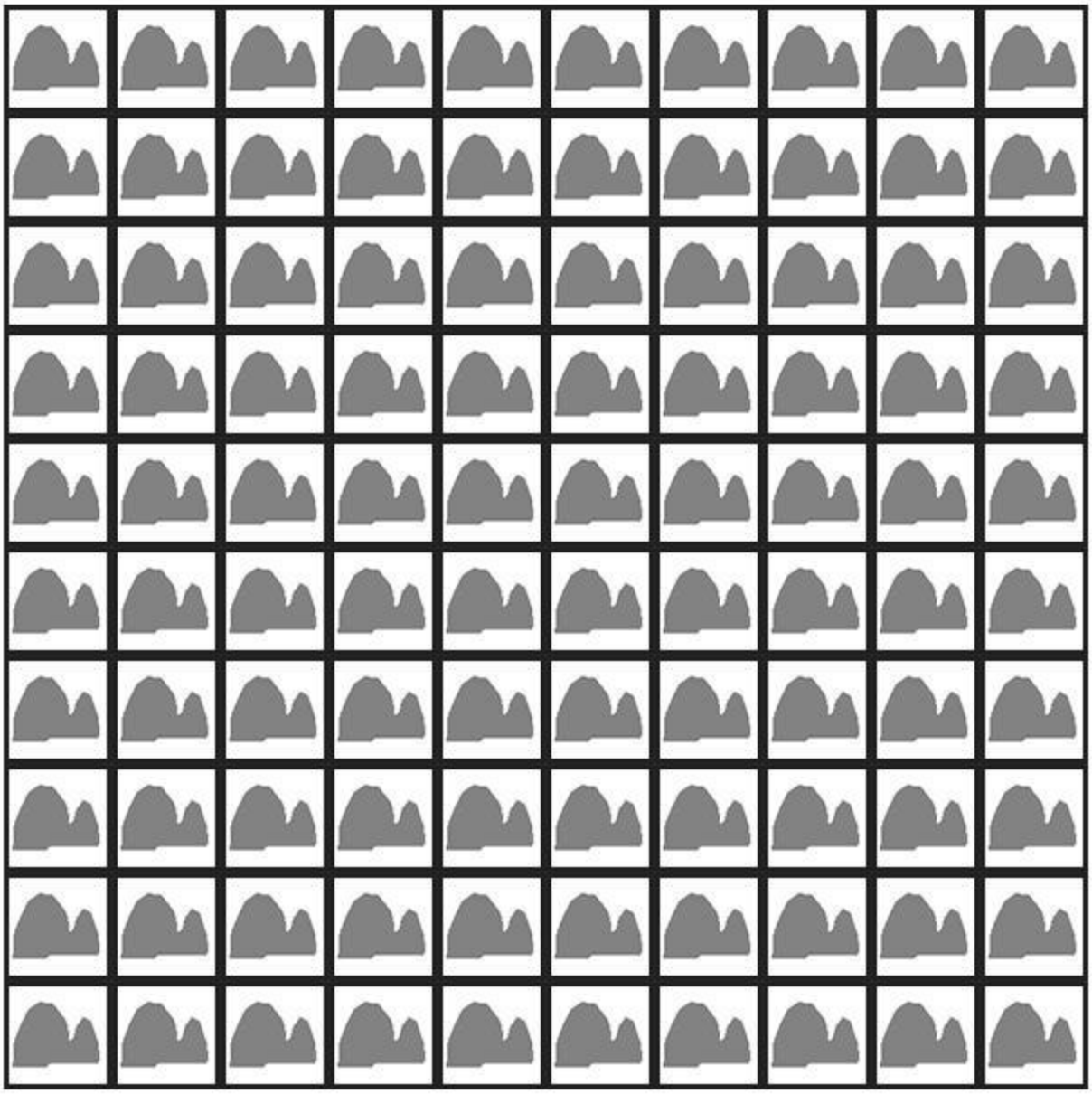
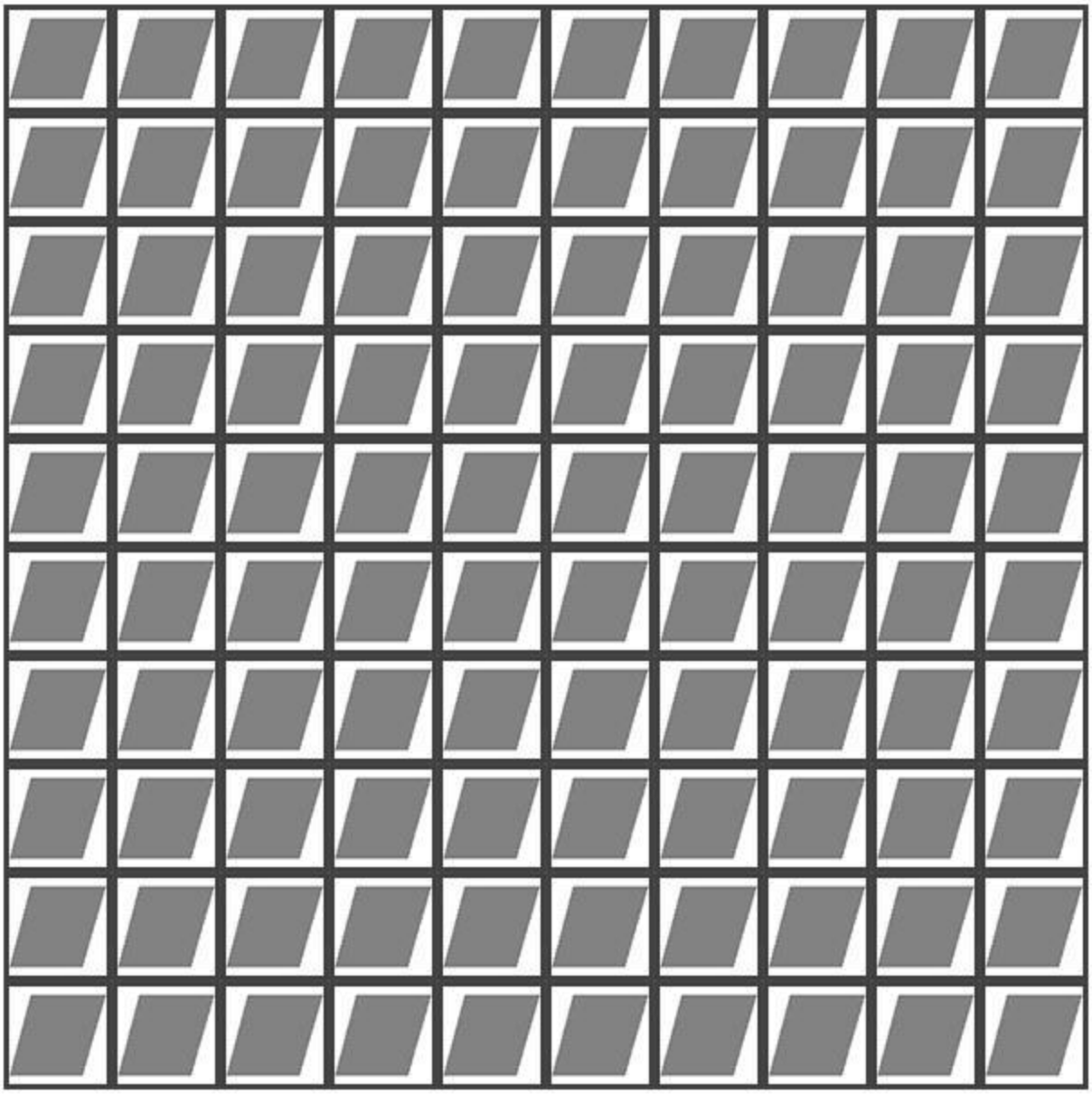

RESOURCE
+2 WEAPON
RESOURCE
+2 WEAPON
RESOURCE
+2 WEAPON
RESOURCE
+2 WEAPON
RESOURCE
+2 WEAPON

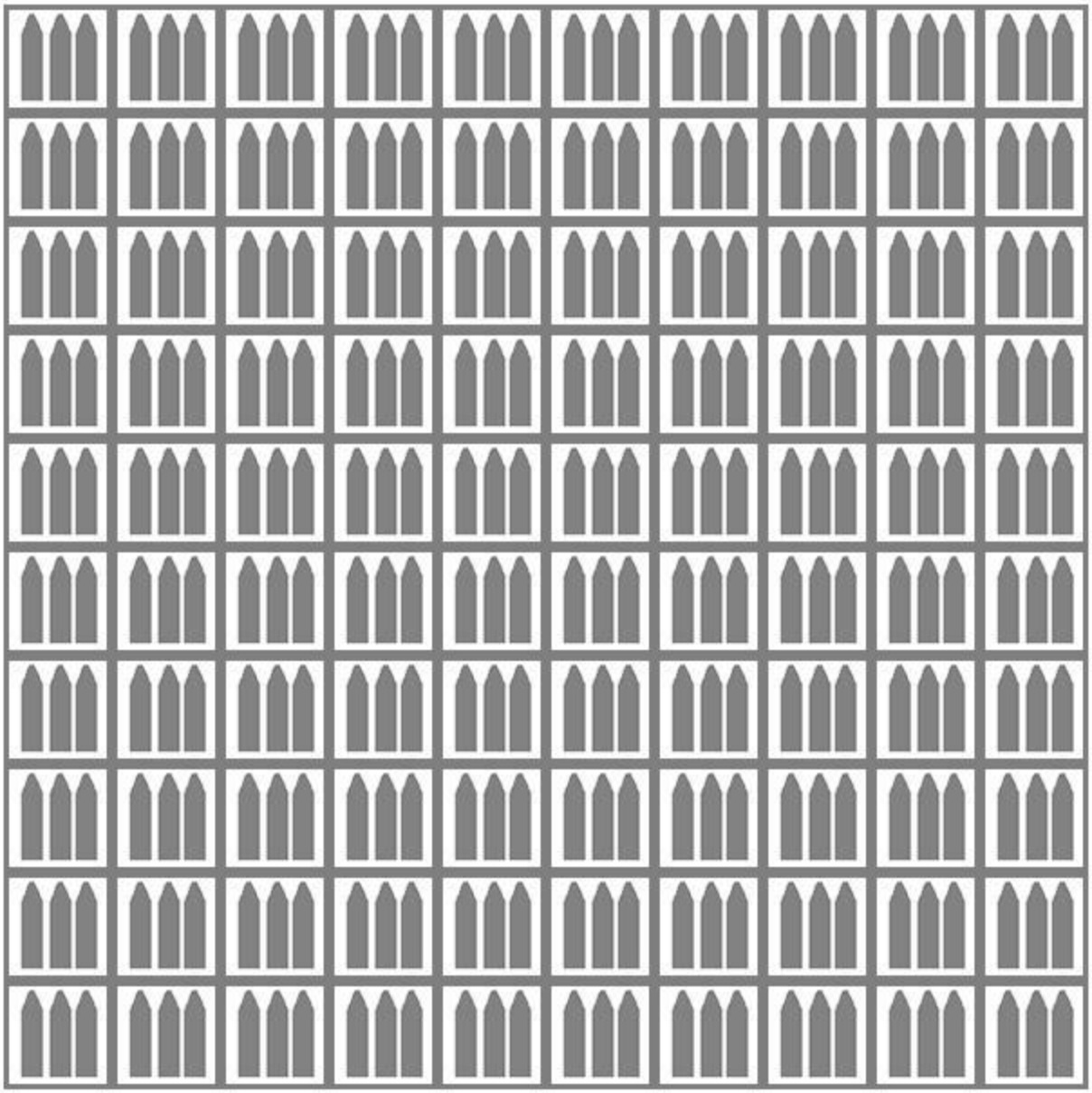
RESOURCE COUNTER CUT-OUTS
100 FUEL COUNTERS



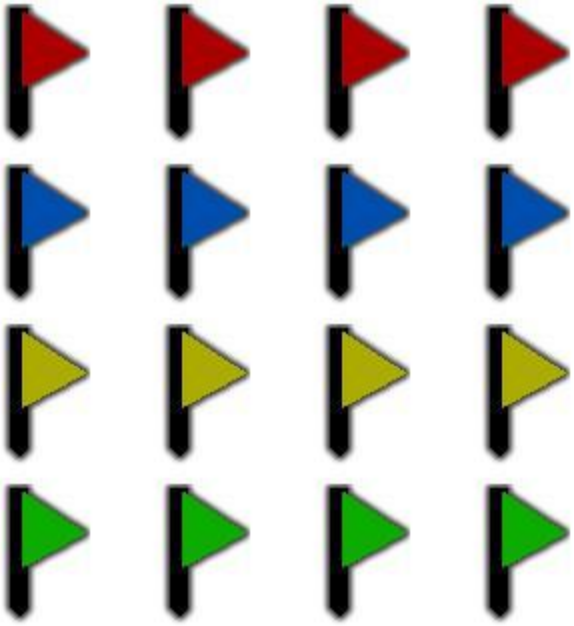
RESOURCE COUNTER CUT-OUTS
100 METAL COUNTERS



RESOURCE COUNTER CUT-OUTS
100 WEAPONS COUNTERS



COLONY FLAG TOKEN CUT-OUTS
4 FOR EACH FACTION



HULL COUNTER CUT-OUTS.

THERE ARE 28 TOTAL HULL COUNTERS.
EACH PLAYER NEEDS SEVEN (7) HULL COUNTERS
FOR THEIR DASHBOARD.

CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL
CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL
CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL
CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL
CURRENT HULL	CURRENT HULL	CURRENT HULL	CURRENT HULL		