SOLAR TITANS

COMMAND MANUAL

MISSION BRIEFING

*//**Incoming transmission: --//** Welcome onboard, captain. Familiarize yourself with this command manual to ensure you can effectively operate your ship. The Orion Centauri system is a highly volatile conflict zone. Be prepared to commission ship upgrades, recruit specialized crew, and prime your weaponry. Preserve your command deck at all costs.*

TABLE OF CONTENTS

GAMEPLAY OVERVIEW

Your goal is to disable your opponent's Command Deck while protecting your own. You will interact with four main elements:

YOUR CAPITAL SHIP is represented by ship cards placed in the playing area. Each ship card has a defense level and ship weapons also have an attack level. Disabled ship cards are flipped face-down.

YOUR FIELD REPAIRS can restore disabled sections of your capital ship. You carry a limited supply and cannot acquire more.

YOUR CREW are drawn to your hand and allow you to perform actions. These cards go to your discard pile after being played, and get shuffled back into your draw pile over time.

THE MARKET provides new ship and crew cards for players to buy. The cost in credits is shown on the bottom right of each card. The market is replenished with each purchase.

COMPONENT LIST

1 COMMAND MANUAL

4 REFERENCE CARDS

100 STARTER CARDS
8 Ship Layout Card
4 Command Deck
4 Crew Quarters
4 Targeting Bay
4 Alpha Laser
16 Light Plate
20 Field Repair
28 Cargo Crew
8 Arming Crew
4 Crew Coordinator

24 HIRED CREW CARDS
12 Hauling Crew
12 Mercenary Crew

4 AUTOMATA SHIP SHEETS
1 Sovereign
1 Monolith
1 Centurion
1 Replicant

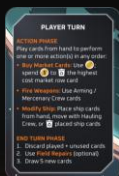## 6 AUTOMATA AI CARDS
1 Viral Overdrive
1 Ship Siphon
1 Rapid Adaptation
1 Threat Escalation
1 Crew Hunter
1 Temporal Cloak

80 MAIN MARKET CARDS
1 Mining Laser
2 Boost Laser
2 Volatile Laser
2 Link Laser
2 Gamma Laser
1 Gravity Laser
2 Nano Cannon
4 Auto Cannon
2 Shock Cannon
2 Heavy Cannon
2 Phase Cannon
1 Mass Cannon
2 Flux Beam
3 Scythe Beam
1 Katana Beam
2 Relic Missile
1 Disruptor Missile
3 Styx Missile
1 Artemis Missile
2 Nova Mine
6 Boarding Pod
4 Standard Plate
2 Reserve Plate
2 Phoenix Plate
3 Nano Plate
3 Sentinel Plate
2 Jammer Plate
2 Kinetic Plate
3 Dione Plate
1 Titan Plate
2 Solar Battery
2 Backup Hub
2 Deck Crane
2 Transport Crew
2 Salvage Crew
2 System Inhibitor
1 Contingency Crew
1 Crew Augmenter

COMPONENT OVERVIEW

REFERENCE CARDS
Quick reference for player turns and ship combat

SHIP LAYOUT CARDS
Marked with ⊞
Players choose their starting ship layout from these cards

FIELD REPAIR CARDS
Marked with ⚙
Players repair their ship by using these cards

HIRED CREW CARDS
Marked with 🔄 🟡
Players buy hired crew to add new actions; return them to their market pile if scrapped

AUTOMATA AI CARDS
Marked with ⋀
Used exclusively for solo and co-op mode to track Automata bonuses

STARTER SHIP CARDS
Marked with 🔥
Players build their chosen ship layout with the starter ship cards

STARTER CREW CARDS
Marked with ⟰
Players perform actions by playing starter crew cards from their hand

MAIN MARKET CARDS
Marked with 🟡
Players can buy new ship parts and crew from the main market cards

GAME SETUP

STEP 1 – PICK SHIP LAYOUT

Shuffle the 8 Ship Layout Cards. Each player takes 2 cards and picks one as their starting ship. Place all remaining Ship Layout cards aside.

STEP 2 – BUILD SHIP

Give each player 8 Starter Ship Cards (marked with 🔥) shown below to build their ship. Players place their ship cards face-up on the table to match their Ship Layout card.

Starter Ship Cards

1 Command Deck	1 Crew Quarters	1 Targeting Bay	1 Alpha Laser	4 Light Plate
Critical ship system to protect; it is reinforced with **2**	Life support system; you discard 2 cards per turn if it is disabled	Ship tracking system; you use +1 ARM to fire each weapon if it is disabled	Weapon can be armed by crew to hit a target for **1**	Ship armor can protect your other ship cards
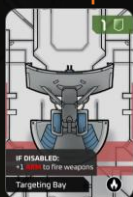
STEP 3 – ADD FIELD REPAIRS

Give each player 5 Field Repair Cards numbered 1 to 5. Place them face-up in an ordered pile with the largest on top.

5 Field Repairs

Field Repair Pile

STEP 4 – ADD CREW

Give each player 10 Starter Crew Cards (marked with ⊗) shown below. Each player shuffles and places these cards face-down to form their draw pile. Each player draws 5 cards to their hand.

Starter Crew Cards

7 Cargo Crew

Gives 1 to buy market cards

1 Crew Coordinator

Gives 1
-OR-
Scrap 1 card in hand if you spend 1

2 Arming Crew

Fires 1 ship weapon
-OR-
Prep to use on future turns
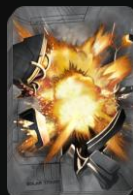
Draw Pile

Draw 5 cards from this pile each turn

STEP 5 – PREPARE MARKET

Lastly, set up the market in a central play area. Place the 12 Mercenary Crew and 12 Hauling Crew into 2 face-up piles. These hired crew cards have a ⟳ symbol on the bottom right.

Shuffle and place the remaining 80 Main Market Cards into a third face-down pile, and then draw 6 cards to a face-up row. This is the market row. This completes the game set up!

Example Starting Layout

Discard Pile

Draw Pile

Player One Hand

Player One Ship

Ship Layout

Field Repairs

Hauling Crew

Merc. Crew

Main Market

Scrap Pile

Market Row

Player Two Ship

Ship Layout

Field Repairs

Discard Pile

Draw Pile

Player Two Hand
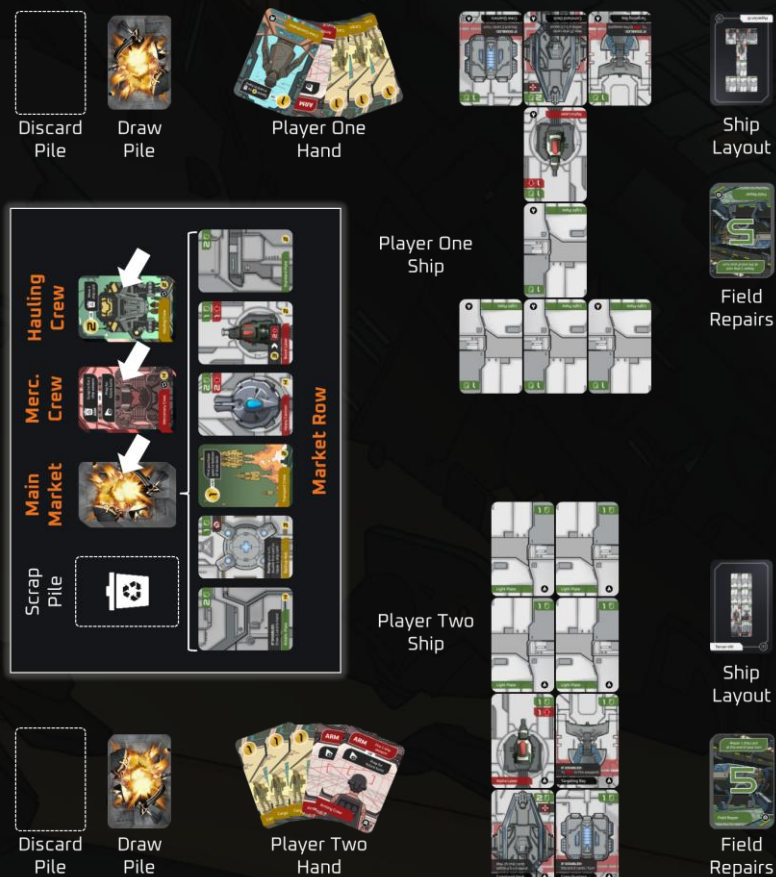
PLAYER TURN OVERVIEW

The player with the lowest Roman numeral suffix on their Ship Layout card starts first, and picks 1 card to discard from their hand as a starting handicap.

> NOTE: Your discarded cards are always placed face-up to form a Discard Pile next to your Draw Pile.

Each player's turn has an action phase and end turn phase.

ACTION PHASE

You can play cards from your hand, placing each face-up on the table, to perform one or more of these action(s) in any order:

- Buy market cards (see page 9)
- Modify the ship (see page 10)
- Fire weapons (see page 11)

END TURN PHASE

When you are done performing actions, end your turn:

1. Discard all played and unused cards in hand
2. Use Field Repairs (optional; see page 13)
3. Draw 5 new cards

Turns continue in clockwise order until a player wins!

> NOTE: Whenever you need to draw cards and have no cards left in your Draw Pile, you shuffle your Discard Pile to form a new Draw Pile, then continue drawing.

BUYING MARKET CARDS

On your turn, you can buy one or more cards from the market to improve your ship or crew. Each market card shows its cost in credits ⬤ on the bottom right corner. You typically gain ⬤ by playing Cargo Crew from your hand. Unspent ⬤ are lost when your turn ends.

Purchased cards go in your discard pile; they cannot be used until they are drawn to your hand. Replenish the market row right after each purchase by drawing new cards from the Main Market pile.

You can also spend ①to scrap the highest cost card on the market row, replenishing the market. Pick a card if there is a tie, and you can repeat this action if you have more ⬤.

The card's cost is shown on the bottom right

Example: You have ⑤ by playing 5 Cargo Crew cards from your hand. You buy a Mining Laser for ② and Salvage Crew for ②. You use ① to scrap the Mass Cannon from the market. The 5 Cargo Crew and all purchased cards go in your discard pile.
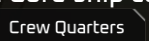
Alternatively, you could choose to buy only one card or even none at all, discarding the unused Cargo Crew in your hand.

MODIFYING THE SHIP

On your turn, you can modify your capital ship in three ways:

1 – PLACE NEW SHIP CARDS
You can place new ship cards from your hand, attaching it to any existing ship cards orthogonally. The ship must stay within a 5x5 grid and you cannot have more than 15 ship cards in play.

On reaching this limit, you must scrap existing ship cards to add new ship cards. Core ship cards with black labels (e.g., Crew Quarters) cannot be scrapped.

Place a ship card

2 – MOVE SHIP CARDS
You can move a ship card to a new spot by using a Hauling Crew in your hand (scrap the card to its market pile). Ship cards with the ⟷ symbol can be freely moved at any time on your turn. Any move must not exceed the ship's 5x5 grid or leave any ship cards detached at the end of your turn.

3 – SCRAP SHIP CARDS
You can scrap any of your ship cards (removing it from the game) as long as no other ship cards are detached at the end of your turn. You can combine the act of scrapping ship cards with placing or moving other ship cards to avoid detachment.

Example of scrapping a ship card, and then moving another ship card in its place to prevent detachment
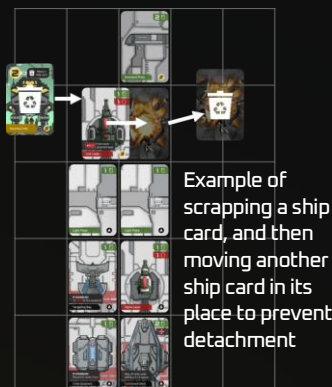
FIRING WEAPONS

On your turn, use your crew to fire your ship weapons and take down the opponent's ship – pick your targets carefully!

STEP 1 – ARM YOUR WEAPONS

Fire a ship weapon by playing an Arming Crew or Mercenary Crew (scrap the latter to its market pile). You can fire multiple weapons, but each ship weapon can only fire once per turn.

Any unused Arming and Mercenary Crew can be prepped for use on future turns by placing them face-up behind your ship. You can have any number of prepped cards.

STEP 2 – PICK YOUR TARGETS

Next, choose a target ship card on your opponent's ship. Each weapon has an attack type that determines where it can hit. Disabled ship cards are treated as if they are not there.

Front attack hits the first card on any column

Pierce attack hits the first card on any column, and any leftover damage carries to next card(s)

Flank attack hits 1 left- OR right-most card on any row

Wide attack hits the first cards on two adjacent columns simultaneously

To disable a target, your weapon's attack level must be equal or higher than its defense level. You can sum attack levels from firing multiple weapons at the same target. If the target is successfully disabled, flip it face-down.

Here are examples of how a player can attack different parts of an opponent's ship with the four weapon attack types:

1 ⬆ Alpha Laser's **front attack** can target the first card on any column; it cannot disable 2 defense ship cards on its own

2 ⬆ Mass Cannon's **pierce attack** can target the first card on any column; any leftover damage carries to card(s) down the same column

2 ⬆ Katana Beam's **wide attack** can target the first cards on **two** adjacent columns; here it can disable the Nano Plate along with the Alpha Laser OR Targeting Bay

1 ⤙ Styx Missile's **flank attack** can target 1 left-**OR** right-most exposed card on any row; it can't disable 2 defense ship cards on its own

USING FIELD REPAIRS

During your end turn phase, you can perform repairs on your disabled ship cards. Ship cards with the 🛠 symbol can **never** be repaired; they can only be moved or scrapped (see **page 10**).

To perform a repair, flip a **Field Repair** card face-down and then flip one disabled ship card face-up. Ship cards that are repaired via Field Repairs cannot be used until your next turn.
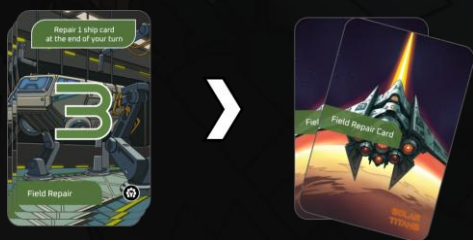
You can use **multiple** Field Repair cards during your end turn phase. Keep in mind that you cannot restock more Field Repairs during a game — so use them carefully!

Example: You have a disabled Alpha Laser on your current turn. During your end turn phase, you use 1 Field Repair to repair it. You cannot arm that Alpha Laser during your end turn phase, even if you have a prepped Arming Crew. You will be able to use it on your next action phase if it remains enabled.

GAME END

The first player to disable a Command Deck on their turn wins, ending the game and forcing opponents to launch escape pods!

ENGAGEMENT OPTIONS

CAPITAL SHIP DUEL (2 PLAYERS)
A classic capital ship showdown with standard game setup. Disable your opponent's Command Deck to win.

FREE FOR ALL (3-4 PLAYERS)
A tense standoff with standard game setup. Players take turns clockwise and can target any ship. This is a race to first blood - the first player to disable any Command Deck wins.

HUNTER KILLER 2V2 (4 PLAYERS)
Standard game setup with players forming two teams. Each player engages an opposing ship from the other team, and cannot change targets throughout the game. The first team that disables one opponent's Command Deck wins.

One player from each team gets a turn, alternating between teams. When buying a card, players can add it to their team member's discard pile instead of their own.

TITAN DUEL 2V2 (4 PLAYERS)

Each team commands one titan cruiser, where each pair of players act as co-commanders with their own crew. A team wins by disabling the opponent's Command Deck. Each titan cruiser begins with 13 Starter Ship Cards shown below:
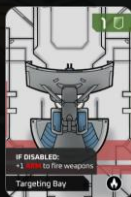
| 1 Command Deck | 1 Crew Quarters | 1 Targeting Bay | 2 Alpha Laser | 8 Light Plate |

Players build their chosen Ship Layout card, and then freely place the remaining 5 Starter Ship Cards (1 Alpha Laser and 4 Light Plates).

Each titan cruiser has no limit of ship cards in play as long as it stays in a 6x6 grid. Each player starts with 3 Field Repairs.

One player from each team gets a turn, alternating between teams. Players on a team share the use of ship cards in play, but cannot use each other's crew cards (e.g., prepped cards).

NOTE: When playing Titan Duel mode, Boarding Pods are used on the next turn of the player who deployed it.

Any ship cards that trigger an opponent to draw or discard a card (e.g., Shock Cannons) applies to the opponent player whose turn comes next – not both opponent players.

TITAN TAKEDOWN 1V2 (3 PLAYERS)

Two smaller ships ambush a newly launched titan cruiser in a tense asymmetrical battle. The titan cruiser wins if it disables one ship's Command Deck, and loses if its own is disabled.

One player commands the titan cruiser with 5 Field Repairs, 12 Starter Crew Cards (8 Cargo Crew, 3 Arming Crew, and 1 Crew Coordinator), and 13 Starter Ship Cards shown below:

| 1 Command Deck | 1 Crew Quarters | 1 Targeting Bay | 2 Alpha Laser | 8 Light Plate |

The titan cruiser player builds their chosen Ship Layout card, and then freely place the remaining 5 Starter Ship Cards (1 Alpha Laser and 4 Light Plates). The titan cruiser has no limit of ship cards in play as long as it stays in a 6x6 grid.

Two other players work as a team, each commanding a standard ship with 3 Field Repairs, 8 Starter Ship Cards and 10 Starter Crew Cards (see pages 5-6).

The titan cruiser player starts first and draws 6 cards every turn (discard 1 on first turn). Players take turns clockwise. When buying a card, players on the team can add it to their team member's discard pile instead of their own.

SOLO AND CO-OP MODE

//Emergency broadcast: --// *Priority 1 request for support from any capital ships receiving this broadc-...contact lost with all Orion Centauri planetary settlements, stations, and military fleets. Limited intel indic-... rogue sentient AI has seized a titan cruiser and has compromised all networ-...engage on sight.*

Face the Automata titan cruiser – a rogue sentient ship that drains the galactic market and threatens the Orion Centauri system. Make a last stand with your solo capital ship, or call for reinforcements with the 2-player co-op mode.

In this mode, the main market pile represents the total health of the Orion Centauri system. The condition of the system deteriorates as the main market pile is depleted.

STEP 1 – PLAYER SETUP

Follow the standard game setup on pages 5-7 for each player's ship, crew cards, and the market.

STEP 2 – AUTOMATA SETUP

For your first game, select the Normal Automata Ship sheet. Build the Sovereign titan cruiser layout with the 13 Starter Ship Cards shown below, facing towards the player(s).
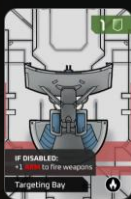
1 Command Deck	1 Crew Quarters	1 Targeting Bay	2 Alpha Laser	8 Light Plate

For a tough challenge, you can pick from the 3 Hard Automata Ship sheets instead. They start with 1 extra Crew Quarters and Targeting Bay, as well as their own unique ship bonus effect.

STEP 3 – AUTOMATA DRAW PILE

Next, draw 1 card (2 for co-op mode) from the main market pile and place it face-up near the Automata ship. If it is not a ship card, scrap it and draw again until it is a ship card.

Main Market Pile	Solo: Draw 1 card Co-op: Draw 2 cards	Scrap non-ship cards if drawn

STEP 4 – AUTOMATA AI CARDS (OPTIONAL)

Skip this step for your first game. When you are ready for an extra challenge, shuffle the 6 Automata AI Cards and draw 1 or 2 cards, placing them face-up near the Automata ship. Put aside the remaining cards. Each Automata AI card in play is worth 15 points if you emerge victorious (see page 24).

Example Solo Mode Layout

Automata Discard Pile

Automata Ship

Automata Ship Sheet

Hauling Crew

Merc. Crew

Main Market

Scrap Pile

Market Row

Automata Draw Pile

Automata AI Card

Player's Ship

Ship Layout

Discard Pile

Draw Pile

Player's Hand

Field Repairs
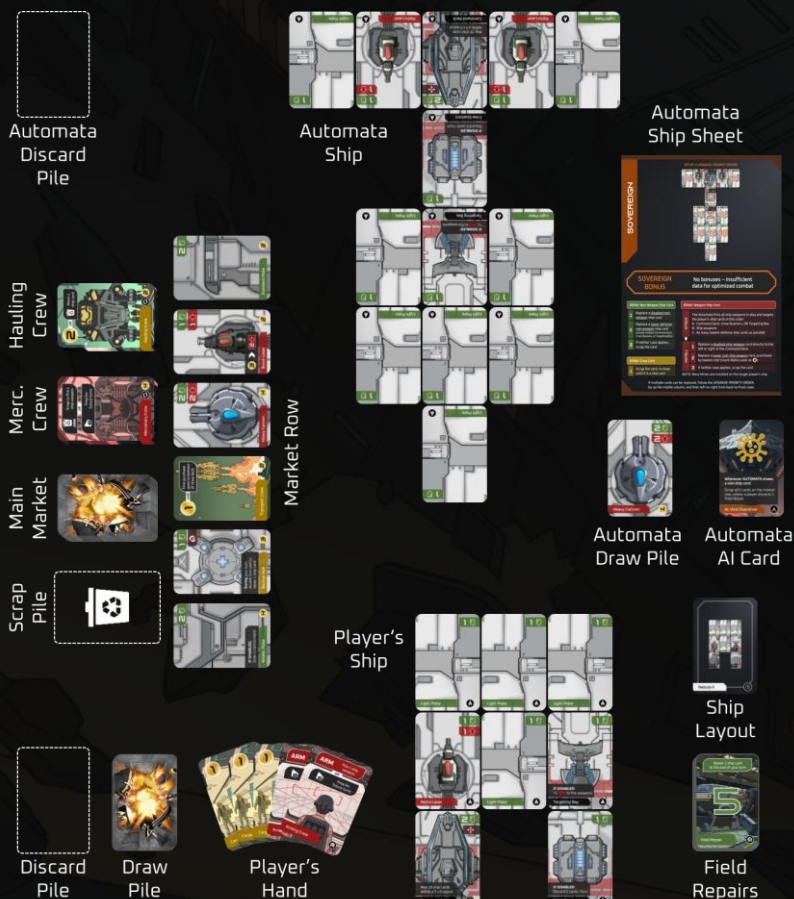
SPECIAL AUTOMATA RULES

These special rules apply when fighting the Automata:

- Flux Beams can only move the Automata's ship plates, and not its ship weapons

- Shock Cannon cannot discard Automata's cards

- Disruptor Missile disables target ship weapon on the Automata (ignore defense level) instead of discarding

- Automata ship cards only use base attack and defense levels and do not activate any special effects in text. The only exceptions are:
  — Flux Beam armed by the Automata will require you to swap two adjacent ship cards on your own ship
  — Disruptor Missile armed by the Automata only target and disable ship weapons instead of discarding
  — Nova Mine can detonate on the Automata ship if it is attached by the player to the Automata ship

PLAYER TURN

Players start their turns first, without picking 1 card to discard, and go clockwise (see player turn actions on). When buying a card, co-op players can add it to their team member's discard pile instead of their own. After all players finish their turn, it is the Automata's turn.

AUTOMATA TURN

The Automata takes actions based on the type of card it drew from the main market pile, resolving each card from top-to-bottom if there are multiple cards:

If Automata drew a Non-Weapon Ship Card:

1	Replace a <u>disabled non-weapon</u> ship card, else...
2	Replace a <u>lower defense non-weapon</u> ship card (except enabled Command Deck, Crew Quarters, or Targeting Bay), else...
3	...if neither case applies, scrap the card

If there are multiple cards that can be replaced, prioritize going up the middle column, and then left-to-right from back-to-front rows:
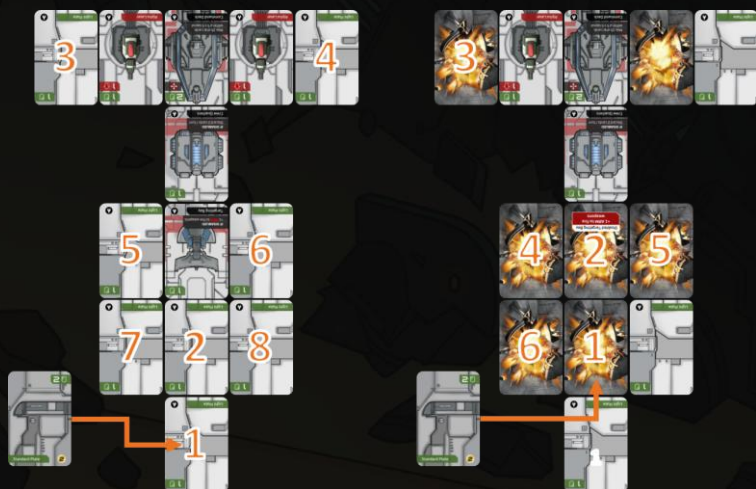
Two examples of upgrading the Automata's defenses in sequence
(disabled non-weapon ship cards always take priority)

If Automata drew a Weapon Ship Card:

ATTACK

The Automata fires all ship weapons in play and targets the player's ship cards in this order:
A. Command Deck, Crew Quarters, OR Targeting Bay
B. Ship weapons
C. As many lowest defense ship cards as possible

You decide the sequence in which weapons are fired. The Automata must sum the attack level of its weapons if it helps to hit a higher priority target. If there are multiple targets with the same priority, you can pick which card(s) are targeted.

INSTALL WEAPON

1	Replace a <u>disabled ship weapon</u> card directly to the left or right of the Command Deck, else...
2	Replace a <u>lower cost ship weapon</u> card, prioritized by lower cost (count Alpha Lasers as 🟠3), else...
3	...if neither case applies, scrap the card

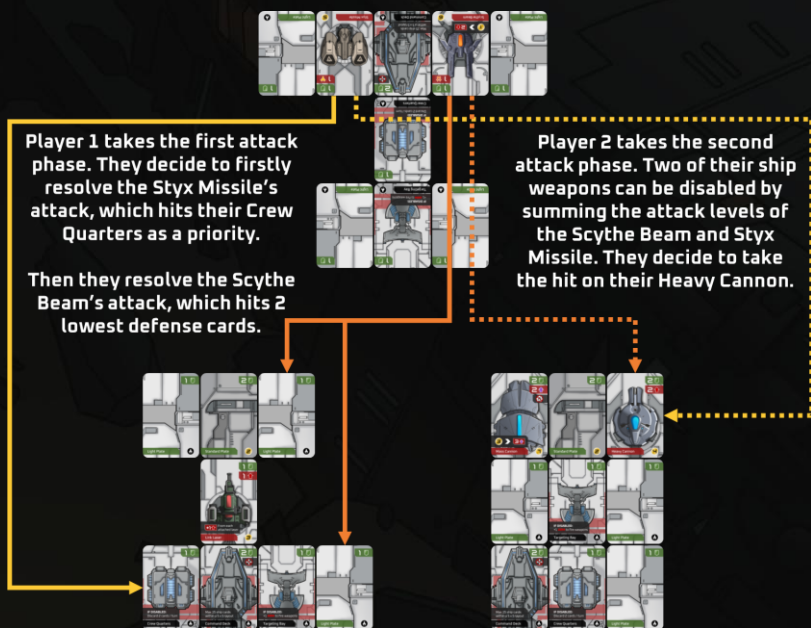If there are multiple cards that can be replaced, prioritize from left-to-right. Note that Nova Mines are attached to the target player's ship cards based on the ATTACK priority.
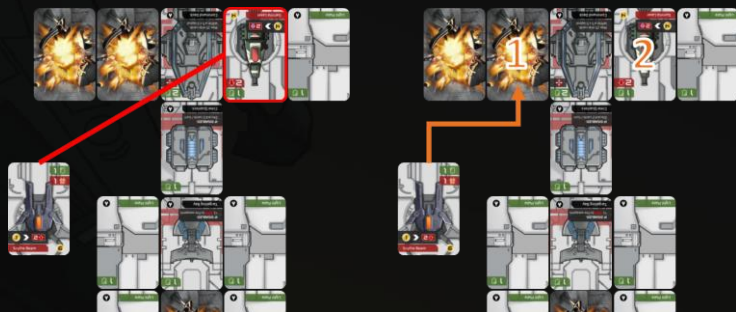
Example: The Automata drew a Scythe Beam (6 cost). In the Attack phase, you take up to 2 damage front attack from the Gamma Laser. In the Install Weapon phase, the Scythe Beam replaces the left disabled ship weapon.

22

NOTE: In co-op mode, players decide which ship takes all of the damage for the Automata's first Attack phase. Future Attack phases alternate between players; use a face-down Automata AI card to track which player is the next target.

Here is an example of how co-op players resolve two Attack phases by the Automata (top) against their ships (bottom):

Player 1 takes the first attack phase. They decide to firstly resolve the Styx Missile's attack, which hits their Crew Quarters as a priority.

Then they resolve the Scythe Beam's attack, which hits 2 lowest defense cards.

Player 2 takes the second attack phase. Two of their ship weapons can be disabled by summing the attack levels of the Scythe Beam and Styx Missile. They decide to take the hit on their Heavy Cannon.

ENDING THE AUTOMATA'S TURN

After resolving all drawn cards, end the Automata's turn by drawing 1 new card (2 for co-op mode) from the main market pile for its next turn. If it is not a ship card, scrap it and draw again until it is a ship card. Resolve any Automata AI effects if applicable. Then it is the player's turn again.

GAME END

To win, you must disable the Automata's Command Deck. You are defeated if the Automata disables all players' Command Decks or when no cards remain in the main market pile.

HIGH SCORE CHALLENGE

To calculate your score upon defeating the Automata:

- +15 points for each Automata AI Card in play (2 max)
- +15 points for Hard Difficulty Automata ships
- +3 points for each unused Field Repair card
- +1 point for each face-down card in the main market pile

|	
20+	**Pyrrhic Victory:** The Orion Centauri system is devastated and will take centuries to recover, but the few survivors are thankful to be alive and share what little they have remaining
40+	**Close Victory:** Citizens emerge from small enclaves and start to rebuild over the next few decades; in time, one of the new frontier settlements is named in your honor
55+	**Strong Victory:** Surviving communities across the core worlds are inspired by your victory and recover within a few years; everywhere you go, people look up at your ship with gratitude
70+	**Epic Victory:** Leaders across Orion Centauri are awed by your tactical brilliance and grateful for the lives you saved; a huge memorial at the capital world is built to recognize your deeds
80+	**Legendary Victory:** You have averted the gravest threat to the Orion Centauri system; tales of your valor are shared through generations, inspiring millions across the galaxy
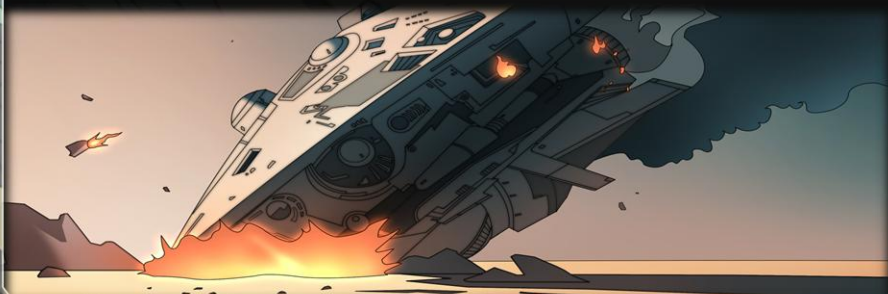
RULES CLARIFICATION

// GENERAL //

If your Crew Quarters are disabled, you must choose 2 cards to discard from your hand at the beginning of your turn. The only exception is if you use a non-Field Repair card that instantly repair your Crew Quarters (e.g., Backup Hub).

If your Targeting Bay is disabled, each ship weapon requires 1 extra Arming Crew or Mercenary Crew to fire. Boarding Pods are unaffected as they do not need to be armed.

Crew Coordinator can only scrap 1 card in hand if you spend 1 extra credit from another source (e.g., playing a Cargo Crew with the Crew Coordinator to scrap another card in hand).

System Inhibitor cards are added to the opponent's deck, reducing the chance they draw useful cards. They can only be scrapped by using the Crew Coordinator card.

If the main market pile is empty during multiplayer games, shuffle the market scrap pile to form a new main market pile (remove any starter cards if they were mixed in).

// SHIP LAYOUT //

Attached cards refer to any cards that directly touch the current card on any of its four orthogonal sides. Disabled ship cards can be attached for placement purposes, but do not provide any attachment bonuses (e.g., a disabled Alpha Laser will not boost an attached Link Laser).

Moving a ship card (e.g., by using a Hauling Crew) allows you to place it anywhere providing it stays within ship size limits and is attached.

Swapping the place of 2 ship cards counts as 2 moves (e.g., requiring the use of 2 Hauling Crew).

Replacing a ship card is possible by scrapping the original ship card, and then immediately placing the new ship card from your hand or moving another ship card in its place via Hauling Crew.

> OPTIONAL MODE: Allow all players to fully customize their starting ship layout within standard grid size limits. Use the Ship Layout cards to just determine the starting player.

// SHIP COMBAT //

Combining damage from different weapons (including Boarding Pods) is possible if you have sufficient Arming / Mercenary Crew to fire each weapon simultaneously and if each weapon can hit the same target.

Boarding Pods are played from your hand and do not need to be armed. They must be scrapped during your next turn and perform a flanking attack.

Auto Cannons that are attached together are automatically armed when one is armed. They can be fired sequentially or combined. Once fired, they cannot be armed again this turn.

Link Lasers and **Gravity Lasers** gain +1 attack level from each directly attached, non-disabled ship weapon with "Laser" in its name (e.g., Alpha Laser, Mining Laser). Attached ship weapons are not armed when firing the Link Laser or Gravity Laser.

Flux Beams cannot target disabled ship cards, and cannot move ship cards with the symbol (e.g., Command Decks).

Nova Mines when drawn into your hand can be attached to any cards on the opponent's ship. Nova Mines ignore layout and ship size limits. Opponents cannot scrap Nova Mines unless it is disabled, but they can move it with Hauling Crew.

Phase Cannons can ignore the first ship card in a column when activating its special ability, hitting the next card on the column. Disabled ship cards are always treated as absent.

// AUTOMATA //

Automata ship cards only use base attack and defense levels and do not activate any special effects in text (e.g., no bonus damage on Link Lasers; no discards from firing Shock Cannons; disabled Volatile Lasers do not disable the Automata's cards). The only exceptions are the Flux Beam, Disruptor Missile, and Nova Mines (see).

Automata draws a new card at the END of its turn, which allows the player to preview the Automata's next turn and plan ahead.

Attack order of Automata ship weapons is always determined by the player, with one exception: You must sum the damage of its weapons by firing them together if it enables the Automata to hit a higher priority target (e.g., Command Deck).

Attack target of Automata ship weapons is always determined by the Attack priority (see). If there are multiple targets with the same priority, the player can decide which target gets hit.

Nova Mines when drawn by the Automata are placed on your own ship and not added to the Automata's ship. Attach Nova Mines on valid targets on your ship based on the Automata's Attack priority (e.g., place beside your Crew Quarters or Targeting Bay, followed by ship weapons, followed by as many lowest defense ship cards that can be affected).

CREDITS

GAME DESIGN & ART DIRECTION
Xian Wu, Phillip Gee

ART DESIGN
Hong Sun, Gloria R., Riya Santra, Gainne Arban

SPECIAL THANKS
Daniel Anderson, Peter C. Hayward, Peter Vaughan,
Robert Hornbek, Ta-Te Wu

FLEET FOUNDER PLEDGE
Tony Arndt

PLAYTESTERS

Andrew Federspiel	Astrid Dalmady
Austin Wilburn	Ben Bedore
Cathy Vu	Chris Bennett
Chris Wilson	Christine Yates
Daniel Anderson	Dustin Montez
Eric Sim	Gabe Whitson
Gil Kim	Jason Sun
Logan Juliano	Luna Yoon
Luz Zhang	Nicholas Bedore
Nick Beamish	Peter C. Hayward
Peter Samet	Robert Hornbek
Sean Orzolek	Shawn Thomas

OPEN SOURCE
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QUICK SETUP OVERVIEW

STEP 1 – PICK SHIP LAYOUT
Shuffle the 8 Ship Layout Cards. Each player takes 2 cards and picks one as their starting ship.

STEP 2 – BUILD SHIP
Each player places 8 Starter Ship Cards (1 Command Deck, 1 Crew Quarters, 1 Targeting Bay, 1 Alpha Laser, 4 Light Plate) face-up on the table to match their ship layout.

STEP 3 – ADD FIELD REPAIRS
Each player begins with 5 Field Repair Cards numbered 1 to 5. Place them face-up in an ordered pile with the largest on top.

STEP 4 – ADD CREW
Each player begins with 10 Starter Crew Cards (7 Cargo Crew, 1 Crew Coordinator, 2 Arming Crew). Shuffle and place these cards face-down to form your draw pile, then each player draws 5 cards.

STEP 5 – PREPARE MARKET
Place 12 Mercenary Crew and 12 Hauling Crew into 2 face-up piles on the table. Shuffle and place the 80 Main Market Cards into a third face-down pile, and draw 6 cards to a face-up market row.

QUICK REFERENCE

2 🛡 **DEFENSE LEVEL** This ship card blocks attack levels less than 2

🚫 **NO REPAIR** This ship card cannot be repaired

🚫 **NO MOVE** This ship card cannot be moved

🚫 **NO SCRAP** This ship card cannot be scrapped (unless disabled)

🗑 **SCRAP** Move the card to the market scrap pile

🕐 **PREP** Save card to use on future turns

2 ⬆ **ATTACK LEVEL** This ship weapon hits with attack level 2

⬆ **FRONT ATTACK** Hits the first card on any column

⬆ **PIERCE ATTACK** Hits the first card on any column; leftover damage <u>carries</u> to next card(s)

⬆ **WIDE ATTACK** Hits the first cards on <u>two adjacent</u> columns

🔱 **FLANK ATTACK** Hits one left- <u>OR</u> right-most card on any row

+1⬆ / **+1** **UPGRADE** Gain 1 attack level on the current turn if conditions are met

🄳 ▶ **2**⬆ **CHARGE** Spend 🄳 to set weapon as front attack level 2 for the current turn

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PLAYER TURN

ACTION PHASE
Play cards from hand to perform one or more action(s) in any order:

- **Buy Market Cards:** Use 🟡; spend ① to 🗑 the highest cost market row card

- **Fire Weapons:** Use Arming / Mercenary Crew cards

- **Modify Ship:** Place ship cards from hand, move with Hauling Crew, or 🗑 placed ship cards

END TURN PHASE
1. Discard played + unused cards
2. Use **Field Repairs** (optional)
3. Draw 5 new cards

FIRING WEAPONS

1 – ARM WEAPON
Fire a ship weapon by playing an Arming / Mercenary Crew. Each ship weapon can only **fire once per turn**.

2 – PICK TARGET
Choose a target ship card based on your weapon's **attack type**. Ignore any disabled ship cards.

Your weapon's **attack level** must be equal or greater than the target's **defense level** to disable it. You can **sum** attack levels by firing multiple weapons at the same target.