RENEGADES

DESTINY AURORA CHRONICLES
Board Game

RULE BOOKLET

RENEGADES: THE DESTINY AURORA CHRONICLES

INTRODUCTION

Earth was never the same after humans succeeded in interstellar space exploration. A plethora of intelligent lifeforms were discovered and an intergalactic academy for star-farers was established on Earth, bringing beings from hundreds of systems to converge on the tiny blue planet.

With allies also comes enemies. Venturing into Dregg Space proved especially dangerous for those who did not possess an inherent scandalous or ruthless nature. A Coalition of star systems was formed, which utilized ships to police sectors of neutral space and assist when needed to perform investigations in regard to suspected wrong-doings. The commanders of these Coalition vessels became known as "Inspectors."

Outside of the borders of neutral space, the Dreggs flourished in their own right by employing Renegades to smuggle weapons and contraband into Coalition sectors. Stealing and kidnapping were not unheard of for the right price, but Renegades had their own moral codes as well. They were more profiteers than villains. Unfortunately, their missions, more times than not, put them in direct conflict with the Inspectors of that quadrant.

Now the choice is yours, will you join the Coalition and patrol neutral space or will you become a Renegade and put your services up for the highest bidder? When push comes to shove, don't be surprised if you're forced to work with your enemies to do what's in the best interest of the galaxy.

Good luck and let fortune favor the foolish.

GAME OVERVIEW

One to Four players can venture through this amazing world of sci-fi fantasy, based on *Renegades* independent film in concert with the characters from the *Destiny Aurora* book series. Visit new and strange worlds, encounter monsters, assassins and dangerous species as you complete missions that bring the galaxy closer to the brink of destruction.

Players can work as a team against non-player characters or work against one another as Coalition and Renegades compete to successfully navigate their respective missions. Choose your ship and your crew, then assign them to stations. Select crewmembers to join your landing party as you descend to the planet's surface. Be cautious, however, if you leave your ship in the hands of novices, they may not be able to handle attacks that come from the darkest depths of space, leaving your landing party marooned on the planet.

Play single missions or build your team in a campaign-based series, ending with one of three possible epic conclusions. There are many strategies you may integrate as you play, which may not be covered in this booklet. Now it's time to tell the story of your crew as you navigate the dangerous worlds of *Renegades: The Destiny Aurora Chronicles*.

GAME CONTENTS

MODELS & FIGURES

Ship Models - Each hero ship corresponds to the large cards provided. The groups of fighters are squadrons that may be dispatched throughout the game while attempting to complete a mission.

2 Renegade Ship Models
2 Coalition Ship Models
3 Dregg Fighter Models
3 Syphon Fighter Models
3 Zurathi Fighter Models

Character Figures - Each character figure corresponds to Crewmember Cards provided. Crewmembers are initially placed on the ship card in their corresponding station and can later be displaced onto the planet to complete a mission. Warriors and Commanders may be placed on the board in response to the Mission Card objectives or World Cards. These figures correspond to the Villain Reference Cards.

10 Renegade Crew Figures
10 Coalition Crew Figures
6 Zurathi Warrior Figures
6 Dregg Trooper Figures
6 Syphon Trooper Figures
3 Commander Figures

Dice - Dice will be used for attacking and defending during both ship and planetary combat as well as attribute tests. Rolling dice will be crucial to the outcome of the game. The more strategy you use, the better your chances are of succeeding in your rolls. Red will be used for attacks and Black for defense.

8 Red Dice
8 Black Dice

CARDS

There are several Card Types that either effect the game or attach to individual characters. Below are the list of cards. The Game Play Section will explain when and how to use each Card Type.

Ships - Each player chooses one of the four ship cards provided. Choosing a ship will also allow you to choose a faction, either Renegades or Coalition.

4 Large Ship Cards

Crewmembers - Once you've chosen between the two factions: Renegades or Coalition, you must choose a crew with the same faction. Each character is adept in one or more ship stations and has special traits associated with these stations. Each character card also has a total of Seven Skills: Leadership, Scan/Search, Piloting, Tech, Stealth, Weapons and Medical. These attributes also have a number associated with them to illustrate how adept each character is at each Skill.

The cards are double-sided, with the red side relating to their abilities on the planet surface, while the blue side relates to their abilities in space. These attributes can be augmented during the course of the game.

20 Character Cards
4 Villain Reference Cards
20 Orbital Tactical Cards
16 Surface Tactical Cards
20 Bounty Cards
32 World Event Cards
28 Enemies Cards
10 Creature Cards
48 Weapons & Gear Cards
36 Upgrade Cards
20 Mission Cards
30 Location Cards
42 Search Items & Salvage Cards

GAME BOARDS

3 Planet Surface Center Board Tiles
8 Planet Surface Corner Board Tiles
8 Planet Surface Side Board Tiles
1 Space Center Board Tiles - Nebula, Black Hole
4 Space Corner Board Tiles
4 Space Side Board Tiles
4 Docking End Caps

4 Planet End Caps

1 Port Saven/Earth Double-sided 11 x11 Game Board

TOKENS

10 Creature Tokens
20 Character KO Tokens
10 Infected Tokens
1 Slave Token
1 Princess Xe'lani Token
1 Prince Ulep Token
1 Android Commander Token
6 Ronin Android Tokens
6 Drone Tokens
4 Fire Tokens
8 Data Tokens
6 Faction Tokens
28 Search Items Tokens
30 Salvage Tokens
30 Energy Tokens
25 Damage Tokens (1)
10 Damage Tokens (5)
35 Wound Tokens (1)
10 Wound Tokens (5)
4 Stun Tokens
1 Monolith Token
1 Dregg Mechanical Goliath Token
1 Mission Parameter Token
6 Numbered Tokens
20 Digit Tokens (25 denomination)
20 Digit Tokens (50 denomination)
10 Digit Tokens (100 denomination)

CARD TYPES

CREW CHARACTER CARDS

Your Ship's efficiency is based entirely on the crew and where they're stationed on the ship. Your Ship will be at its maximum efficiency at the start of the game when you have all of your crew at their proper stations. It will be best if we begin with the Crewmember Cards.

Initiative - Is the willpower of the Crewmember. This number deals with the order in which Players take their turn. In Orbit, Ship Initiative is based on the Crewmember in the Commander position.

When there is no one in the Commander position, it defaults to the Navigation Position. If there is no one inhabiting the Navigation Station, then the Ship's Initiative is said to be zero.

During times when Initiative values are equal, Renegades will take their turn first (i.e. Lexxa and Jayce both have an 8 Initiative. Since Lexxa is a *Renegade*, she would take her turn before Jayce, who is a *Coalition* Inspector.) If two Ships within the same Faction have the same Initiative value, it will be up to the player(s) which Ship would take its actions first.

While on the Planet's Surface, the Initiatives of the Landing Party are added together with the highest combined number going first.

Name - Name of the Character

Station Specialty - This tells the Player which Station on their Ship this character excels and which Station activates their special abilities. Commander (Captain or Inspector), Navigation (Pilot), Weapons, Medical/ Communications, and Engineering. In the case of Lexxa, she is a Captain and therefore would take the Commander position.

Faction - Presently there are only two Factions: Renegades and Coalition. This basically tells the players which team the character belongs to. Only Crewmembers of a certain Faction can take a station aboard the corresponding ship. For example Flibby is a Coalition Pilot and cannot fly the *Icarus*, which is a Renegade ship. (unless she's turned Factions due to a gaming event.)

Keywords - Keywords may effect game play events. For example Ronara's attributes only effect *male* characters and

certain upgrades only effect *humans* or *aliens* respectively.

Location - Each Crewmember Card is double-sided. The Blue side of the card displays the Character's attributes while in space. The Red side displays the Character's attributes while on the Planet Surface. The major difference between the two sides is the Abilities Window.

Skills - Skills are listed as follows: Leadership, Search, Piloting, Tech, Stealth, Weapons & Medical. These numbers represent how proficient the Character is at each of those skills when they are performing tests in those areas. The number listed alongside the individual icon represents the number of die the Character rolls when making tests. For Example: Lexxa will always fail at attempting any Medical based tests, so it's best to keep her away from the syringes.

Leadership - The charisma and decision-making prowess of your Crewmember.

Search/Scan - How well your Crewmember searches a room or can scan an item.

Piloting - The ability of a Crewmember to fly a Ship.

Tech - How well your Crewmember is with computer systems and repairs.

Stealth - How proficient your Crewmember is at sneaking around rooms undetected

Weapons/Targeting - Their proficiency with a Ship's weapons systems.

Medical - The Crewmember's ability to heal another Crewmember.

Health - The amount of wounds a Character can take before being KO'ed.

Speed - The number of spaces the Character can move while on the Planet's Surface.

Defense - Some Characters have additional defenses that add values to defense die. For example: +1/1 Die means that when being attacked, Lexxa can add one to any one defense die.

Attack - The number dice the Character uses when attacking another Character, Villain or Creature, either with close combat or ranged. However, without a weapon,

Lexa cannot make a ranged combat attack. She has super strength so her close combat attacks are pretty deadly on their own.

SHIP CARDS

Ships are used by the Crew to journey from one planet to another and defend the Landing Site once the Crew disperses on the surface. Ships can land on the surface at any time, unless they've taken heavy damage. More on this later.

Station Skills - Choose a Crewmember to make a test as described on the list in regards to the Station they inhabit. If successful, the ship can perform the additional feat listed on the card. These feats can be used once per round and can greatly help your ship gain an advantage. Once your ship's shields are depleted these Skills will change once

---

Ship Abilities

Med Bay

Brig

Faction

* **I'm in Command -** Perform a Commander Leadership 5+ Test to add +1 to Ship Initiative

* **Evasive Maneuvers -** Perform a Navigator Wing 5+ test to reroll defense dice equal to half your Navigator's Wing Value (min 1)

* **Scan for weakensses -** Perform a Communications Tech 5+ test to do 1 penetrating damage to a target

* **Tactical Targeting -** Perform a Weapons Station 5+ Weapons test to reroll attack dice equal to half your Weaponer's Stealth Value (min 1)

* **Overclock the Engines -** Perform an Engineering Tech 5+ test to move half your tech value after attacking (min 1)

Med Bay

Brig

Commander

Navigation

Communications

Weapons

Engineering

Capacity	Range	Shields	Hull
7	6	10	Turn Card Over

Attack: 1 + Weapon Operator Attack Value
Movement: 1 + Pilot Wing Value
Initiative: Commander or Nav. Initiative Value

ICARUS

HUNTER CLASS

Ship Stat Bar

Ship Operations

Upgrade Slots

Name

Ship Class

Stations

you flip over the card.

Brig - During the course of a campaign, you may capture defeated opposing Crewmembers and place them in your Ship's Brig. You may also be forced to place your Commander in the Brig if there is a Mutiny on your Ship.

Med Bay - Defeated Crewmembers may be revived in this room as long as they are accompanied by a Medic and may continue healing while in Med Bay as long as your Medic remains with them.

Ship Faction - Similar to Crewmember Cards, there are two Factions, Renegades and Coalition. The ship's Faction will dictate which Crewmembers you may recruit to occupy your ship.

Stations - Five bubbles representing the five Stations on the Ship. Each may be inhabited by a single Crewmember by placing the corresponding figure in the appropriate bubble.

Capacity - The number of Crewmembers and additional passengers you can have on your ship at any given time (non-inclusive of any Crewmembers in your Brig).

Range - The number of spaces that your Ship can fire in a straight line in order to hit an opposing vessel. Range may increase with certain upgrades.

Shields - The amount of damage your Ship can take before your shields are depleted. Once your shields are down then your Ship's hull will start taking damage. Flip the card over and remove all the damage markers. Your ship's Station Skills and Bonus Block will also be negatively affected.

Ship Operations/Bonus Block - This block displays the Bonus to your Ship's values when added to the Crewmembers skills inhabiting certain Stations.

Name & Class - The name and class of your Ship.

VILLAIN REFERENCE CARDS

Villains may be placed on the board in two ways. Either by a *Mission Card* or by a *World Event Card*. This may also include. Villains are non-player characters and move and attack as described in the *Non-Player Character* Section. Each reference card is double-sided, with an Alien Race's Commander and a different Alien Race's Warrior or Soldier on the other. This makes it easier to see both the Commander and Warriors of the same Species at the same time. These cards correspond to either a figure or token.

Name - Name of the Villain.

Race & Rank - The Villain Alien Race and Rank. Presently there are two Ranks: Commander and Warrior.

Attributes - The abilities the Villain has and if a certain Crewmember's presence on the board effects his/her behavior. The Villain's stats may be altered by having Warriors adjacent to them. All Commanders will travel with one adjacent Warrior at all times unless there are no more on the board or otherwise stated. More on this in the *Non-Player Character Section*.

Villain Stats - Same as Crewmember stats except

that Villains don't need to be

the

ran

C

C

Cr

ran

Ca

Cr

and Non-Player Characters.

Each Creature Card has a Corresponding Token. (Figure expansion packs may be available in the future.)

Creature Type - The name of the Creature's species.

Keywords - the names associated with the Creature that can cause game mechanics to have greater effects against it. For example: Weapons that do more damage against

Robots or weapons that are able to stun Creatures. Make sure to look for Keywords on *Weapons* and *Search Item Cards*.

Giant Creatures - Creatures with this keyword may not enter interior locations that have low ceilings. However, they can use a projectile to attack through the door using their range. If no target is within range or they do not have range, they will break off the attack and go after the Crewmember with the next highest Initiative.

Attributes - The attack, movement and defense skills the Creature inherently has.

Stats - Same as Crewmember and Villain Stats. Similar to Villains, Creatures have natural range abilities without the use of separate weapons cards.

LOCATION CARDS

Location Cards are drawn in sequence to create both the Planet's Surface and the Space architecture. No two games will ever be completely alike.

Name - The name of the Location Card corresponds to the associated Map Tile, which has the name or number printed on its side.

Location Type - This tells the players where to place the Tiles in relation to the other Tiles. There are 3 Location Types: Center, Side, and Corner. The Side Tiles fit into the Center piece and the Corner Tiles fit into the Side pieces. In addition, there are End Caps Tiles that complete the Side Tiles. (Additional side tiles can be added if desired.) There are two types of End Caps: Docking Stations and Planet(oid)s.

Description - Story points relating to the Location Type and whether it's an indoor or outdoor location. Indoor

locations may have high ceilings or low ceilings, which may limit Giant Creatures from entering.

TACTICAL CARDS

Based on their years of training and experience, Commanders have accumulated additional leadership abilities that will of use either on the Planet's Surface or in Orbit. A Leadership Test will be applicable to use the chosen ability.

There are two types of Tactical Cards: Surface Tactical (Green Bordered) and Orbital Tactical (Red Bordered). Each player will pick one of each type and attach them to their Commander. Tactical Cards may be discarded after each Mission and new ones drawn if desired.

Title - Cart Title

Requirement - Each Tactical ability may require certain Crewmembers as well as the Commander to perform Skill Tests. Tactical Cards can be used once per round at any time except when otherwise instructed by the card itself. Using your Tactical Cards do
not count as Actions and will most definitely help in strategizing.

Tactical Cards attach to your Commander, not to your Ship,

If your Commander joins the Landing Party, you will switch to the Green-bordered Tactical Card instead of the Red.

While on the Ship the Cards may require certain Crew, this does not mean that your Engineer has to be in Engineering, but it does mean that a Crewmember does have to be in Engineering to use the card's ability, which includes the

Commander. The Commander can satisfy both requirements by inhabiting the station.

For example: Ragnar remained on the Cerberus and did not join the Landing Party. At the beginning of the turn he runs back to Engineering, leaving Ronara in Navigation. They need to buy some time and get away from the *Destiny Aurora*, so he wants the use the Quantum Boost to do it. It's a risky maneuver since he only has a Tech Skill of two, but if he succeeds they'll be on the other side of the Nebula. (This example would also work if Ragnar took over Navigation and sent Ronara into Engineering.)

MISSION CARDS

When drawing a Mission Card, choose a Player to read it aloud to the group. Then follow the instructions for the Setup of the Mission. Missions are worded for the Players controlling Renegade Ships and Crewmembers. Coalition Crews are tasked with stopping Renegades or work adversely to their Mission parameters by completing them before their opponents do.

Campaign Title - One of three different Campaigns. Once completed the Mission will count toward the 3 to 5 Missions the Players agreed upon during the Setup Phase. Some Mission Cards may have two or even three Campaign Titles, which means that the Mission can be credited to any number of Campaigns listed.

Mission Name - The name of the Mission.

Story - The circumstances that led you to the planet and what elements you're seeking in order to complete the Mission Parameters.

Setup - What specific map Tiles are needed for the Mission and where Villain or Creature figures might be placed on the game board.

Special Rules - Any special rules that are applicable and specifics pertaining to completing the Mission and winning the game.

SEARCH ITEM CARDS

When setting up a mission, place nine random container tokens in each of the nine Map Tiles. Certain missions may ask you to locate a hidden item or you may just be searching for loot, including: stronger weapons or artifacts to help battle indigenous creatures and other enemies.

Search Item Cards correspond to the reverse side of the container tokens.

A Crewmember may interact with a container to turn over the Token and take what's inside. However, some crates may be booby trapped, so to err on the side of caution. Your Crewmember may perform a Free Search/Scan Test. If successful you can peek at the Token to see if you want to open the container or not. If you decide not to, you may still perform any additional actions you have remaining, but that Crewmember may not perform a second Search/Scan Test during the same round.

Most items have a limited lifespan. This lifespan is gauged by placing Energy Tokens on the card. Once the Energy Tokens have been depleted the card item has expired and the card is

discarded. However, even if one Energy Token remains on the card you may sell it on either Port Saven or Earth for half its cost (round up to the nearest 25 denomination).
Name - Name of the Item.

Bonus - Illustrates the bonus the item gives to the Crewmember and if it effects only certain opponents.

Type - There are two currently three Search Item types: Personal Items, Weapons and Ship Components. The icon at the top left hand side illustrates which type it is. Each Character can carry up to the three Personal Items or Ship Components or combination of the two. Crewmembers may also carry the following at any given time:

- Two Pistols,
- One Melee Weapon
- One Rifle (or other two-handed ranged weapon)

Ability & Energy Constraints - This text explains what the item can do and how to use it, as well as if it has a limited lifespan.

Story Text - Explains how the Item fits into the Renegades world.

Cost/Value - Illustrates the number of digits the Item, Component or Weapon is worth. If the Item or Weapon is not depleted, it can be sold in Port Saven or on Earth for half of this value (rounded to the nearest 25 Digit increment).

WEAPONS & GEAR

There are two types of Weapons: Ranged and Melee. Without armory weapons your Crewmembers will not have the ability to perform ranged attacks. Your Ship will begin with three Arc Pistols and one Arc Blade. Additional weapons and gear can be found in containers during Missions or purchased during Shore Leave within a Campaign.


One of the only ranged weapons that never depletes is your Arc Pistol. So keep one of them in your holster at all times.

Bonus - The values you may add to your attack or defense dice rolls when using a certain weapon.

Type - Whether the weapon is considered a Ranged Weapon, designated by the *pistol icon* or a Melee Weapon, as designated by the *fist icon*.

Range - The number of spaces permitted between the attacking character and the target (including the space the target is situated on) for the attack to be considered viable.
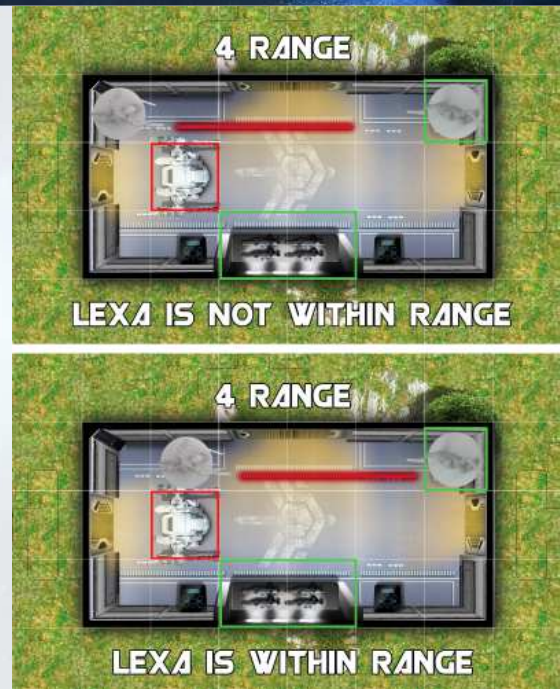
Ability - Explanation of the bonus the Weapon or Item has or additional benefits of its use as well as any cause for its depletion and inevitable discard.

Story Text - How the Weapon or Item fits into the world of Renegades.

Hands Required - Most characters in Renegades will only have the use of two hands and therefore can only physically hold two weapons at a time or only one double-handed weapon. Only one ranged weapon may be used at any given time.

Two handed characters can wield one pistol and one single-handed melee weapon, such a pistol and a sword. If they wield a rifle, which is a two-handed weapon, then they cannot wield any additional weapons. They may still carry two pistols in their holsters and melee weapon on their back.

> *Crewmembers may switch between weapons they are carrying as long as the Player announces the weapon change before the Crewmember takes an action.*

A character can hold all of the following: Two pistols, one melee weapon, one rifle (or other two-handed ranged weapon) and three Items. When a Crewmember has reached its carry limit and wants to add a new weapon or item then it must give one of its other weapons or items to an adjacent friendly Crewmember (same Faction) or discard it.

Optional Rule: If a Crewmember needs to discard a Weapon or Item because they have no more space and none of their Shipmates are anywhere near them, instead of discarding it, they may drop it in an adjacent space. Place the token with the Item picture face up in the adjacent square, which will allow another Crewmember to pick it up by interacting with it at a later time.

Cost/Value - This number represents the Price or Cost of the Weapon or Item in Coalition Digits if you desire to purchase it. It also represents the Value of the Weapon or Item if you decide to sell it between Missions, but the Value when selling is half of its Cost/Value (rounded to the nearest 25.) For example 60 divided in half would not be 30, but 25. Or 80 divided in half would not be 40, but rather 50 Digits.

ENEMY CARDS

Over the course of the game certain situations, including *World Events Cards* can bring about the appearance of additional Enemies and Villains. Enemies and Villains have no loyalties to the Coalition or Renegades Factions and will attack any character in their path.

There are three types of Enemy Cards: Soldiers or Warriors alone, Villain Commander with Soldiers or Warriors, and two different Soldier/Warrior species that have teamed together. Use *Villain Reference Cards* for Villain stats and abilities.

Enemy Names - The names of the species that will be added to the game board. This will possibly include the Villain Commander name and his Warriors based on the key words. See the *Villain Reference Cards* Section for more on Villains stats and abilities.

Enemy Pool - This area of the card displays how many Soldiers/Warriors you may pull from, which may or may not include a designated Commander.

Rolling Parameters - This illustrates how many Soldiers/Warriors you will pull from the Enemy Pool and place on the board based on one roll of a single die. If the Enemy Card shows a Commander to be placed plus the Soldiers/Warriors, then he is pulled from the Pool regardless of your roll. For example: You turn over an *Enemy Card* that tells you to add Darius + 4-6 Dregg Warriors to the board. You

roll a single die and a 4 appears. Based on the card, you will add 4 Dregg Warriors to a random location as well as the Darius, the Commander.

If a you draw an *Enemy Card* that shows two different Villain types then you will roll a single die twice, one for each of the Villain types. For example: the *Enemy Card* illustrates both Dregg and Ronin Android Warriors, you will roll once for the Dregg Warriors and a two appears, therefore you will pull two Dregg Warriors from the Pool and place them on the board in a random location. Then

> *It is assumed that Enemies are working together during the Mission and will not attack each other. However, they are considered opponents to Creatures.*
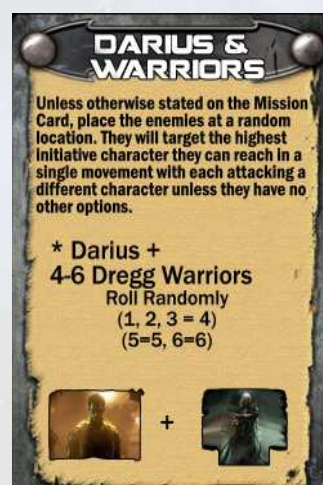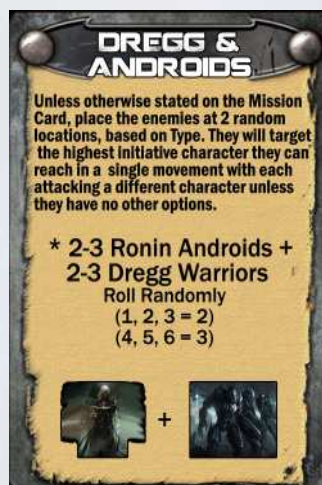
you will one die a second time and a four appears. Then you will take three Ronin Androids from the Pool and add them to a different random Location.

Reference Pictures - These pictures match the artwork on the Villain Reference Cards so the Villain stats and abilities will be easily identifiable.

UPGRADE CARDS

During a Campaign you will have a chance to upgrade your Crewmembers and ship in various ways. Upgrades require Coalition Digits to purchase during the *Shore Leave* section of your Campaign, which occurs between Missions. More on earning Digits later.

Upgrade Type - Illustrates what the Crewmember(s) training or Ship component has been altered to create the upgraded ability.

Keyword Effected - Illustrates the keyword type that is effected by the upgrade.

Upgrade Description - Explains what Crewmember stat is

effected or if the Crewmember gains additional keywords due to the "training." The description also tells you what tests the Crewmember(s) would need to accomplish for the upgrade to apply.

FLIGHT SIMULATION
- Pilots Only -

*Add +1 to your "Pilot" Crew Members' Wing attribute.
or
*Choose a Crew Member and give them "Pilot" Key word in addition to any other they possess and increase their Wing Value by +2.

AGILITY TRAINING
- Humans Only -

Add a Defense Upgrade of +1 to 1 Defense Die to each "Human" Crew Member who passes a 5+ Initiative Test.

Digits Required - The number of Coalition Digits needed to train your Crewmember(s) in the new upgrade or install new Ship components.

WORLD EVENT CARDS

World Events can drastically alter the events of the game. At the end of every round, after all Ships, Crewmembers and Non-Player Characters have been given their actions, a *World Event Card* is drawn and the instructions followed.

Event Name - The event that has occurred due to the drawing of the card.

Keyword - The keywords illustrate firstly, where the Event takes place, either on the Planet's Surface or in Orbit. The next group of keywords, if any, illustrate a type of Event, such as Natural Disaster. Some upgrades (future or present)

MUTINY
Orbital

Choose a random ship. The character with the highest initiative presently on the ship gains initiative equal to the initiative of the present commander, becomes the new commander and may now use tactical cards. If/when the old commander returns to the ship he or she is placed in the brig and cannot be used for away missions or work a post on the ship. If the "Prisoner Release" card is played, the character is released from the brig, but still may not be part of an away team and may not take the con.

QUAKE
Planet Surface, Natural Disaster

Perform a 5 attack against each character not on the center tile, which is the epicenter of the quake. For each damage taken by the character move him or her 1 space in a random direction.

1	5
4		2
6	3

may allow certain Crewmembers to be immune to the results of the Event.

Description - Describes the Event and its results/ consequences. Events can range from the appearance of Enemy ships, Creatures or Villains to Natural Disasters to Mutinies and Prisoner releases.

Any Non-Player Characters that are placed due to *World Event* will be moved in accordance the NPC rules addressed later.

BOUNTY CARDS

Bounty Cards add another dimension to the game by pressing your team to hunt down a specific Crewmember. After each Player chooses their Crews, build the Bounty Deck from those Crewmembers, separated by Faction.

Each Player chooses one Bounty from the opposing Faction Deck and keeps it secret. He or she may share it with their Team Member, if they have one. Commanders are worth more than regular Crewmembers and Tech & Medical Crewmembers are worth less.

Bounty Cards values *replace* the normal 50 Digits for defeating an opposing Crewmember, not in addition to it.


BOUNTY
☠ LEXXA ☠
170 ₹
Defeat if on Planet. Disable Ship if in Orbit

BOUNTY
☠ SHREE ☠
150 ₹
Defeat if on Planet. Disable Ship if in Orbit

SETTING UP

1. **Choose a Ship** - Each ship begins without upgrades and is therefore exactly the same as any of the other ships. The only difference between them is their Faction. The Faction symbol is located at the top right hand corner of the oversized card.

Renegades: Coalition:
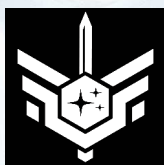
2. Recruit Your Crew - Crewmember Cards are assigned from the same Faction as the ships with similar symbols located in the top right-hand corner of the card. The core game includes ten Crewmembers for each Faction. *(Additional expansions may be of neutral Faction and can be assigned to either type of ship.)* The Ship cards indicate how many Crewmembers may inhabit the ship. During the first Mission of any Campaign you may only choose five Crewmembers, but you may "Turn" or purchase additional Crewmembers as Campaigns continue. (More on this later).

Station Specialties - Each Crewmember has a keyword under their name that displays the Station or Stations on the Ship where they specialize. When choosing Crewmembers, you must have one for each of the five Stations on the ship.

Commanders - On Renegade ships the Commander is termed "Captain," while on Coalition ships the Commander is termed "Inspector" as their ships are flying precincts that patrol certain quadrants of the galaxy.

If there is more than one player per faction then each player will roll one die and the highest (roll again if tied) player chooses their character, then the second player chooses first and so on, alternating until each player has five Crewmembers.

3. **Place Your Crew in the Ship -** Each Ship Card has five bubbles with the Station name printed in the center. Place each of your figures in the bubble associated with the keyword under their name. If a character has two keywords, place them in one of the two bubbles. A bubble may never have more than one figure on it at any given time. (Note: Communications/Medical is the same Station. As the Medical Officer only goes to the Med Bay when there are tending to defeated Crewmembers. Otherwise they are on the Bridge controlling the Communications Array.)

4. Pick Tactical Cards for Your Commander - Shuffle the two Tactical Decks: Orbital and Surface. (Each player rolls a single die, with the highest player choosing first and continuing clockwise.) Players take the top card of each Tactical Deck and assign those cards to their Commander, so that each Commander has both a Surface Tactical Card and an Orbital Tactical Card. These cards give the Commander special abilities when either leading a Landing Party or Commanding the Ship. There are Leadership tests associated with using these abilities. (More on using Tactical Cards later.)

5, Stock Your Armory - Remove three Arc-Pistols, one Emergency Teleportation Device and one Arc-Blade from the Weapons and Gear Deck for each ship and place them next to each Ship Card. This stack is now the contents your ship's armory and will be assigned to your Landing Party when they exit the ship. Your armory will grow as you discover Search Items and purchase Weapons and Gear as the Campaign progresses.

6. Pick Your Mission and Campaign Level - Before beginning either a Mission or a Campaign, all players must agree on two things. When does the Mission Conclude and when does the Campaign Conclude.

Mission - Is a single game whereby the Crews are required to complete tasks or recover items that are imperative to events occurring on a galactic scale. Each Mission allows the victor a reward in the fashion of Galactic Digits to be used to upgrade their Ships, Crew or Weapons. Contrarily, failing a Mission could cost you Digits.

Timed Missions - You may decide to limit the game time. Instead of placing the entire *World Deck* on the board, after shuffling them, randomly choose only 6 to 10 *World Cards* and discard the remainder. Once the first turn is completed with a Landing Party on the Planet's Surface, the top *World Card* is played as usual.

This reduced deck works as a timer with a *World Card* played at the end of each round. Once the last *World Card* is played each player gets one more turn both in Space and on the Planet, finalizing any final movements and actions. Upon the conclusion of an incomplete Mission, refer to the Mission Booklet to get the story and outcome.

Campaign - Is a group of Missions that lead to an Epic Ending where the very universe is imperiled. During a Campaign, upgrades that have been purchased for Crews and Ships may be utilized. The names located in the top right corner of the Mission Card displays which Campaign or Campaigns the Mission completes. Once the number of Missions for that Campaign are completed, the Epic Ending is triggered. (*The Missions and Campaigns* booklet further expounds on these elements.)

Each player must agree on whether they are going to

complete only a single Mission or play through a Campaign, which could take several sittings. If the group decides to pursue a Campaign, then it must now be decided how many Missions will make up a Campaign. As you continue your Ship's story, choose Mission Cards from the top of the deck until you've completed 3 to 5 Missions (Player's choice) from the same Campaign. This can be done randomly, simply by choosing the top card in the Mission Deck, or by pulling out the Mission Cards associated with a particular Campaign and shuffling them into a smaller deck.

Once the final Mission is completed (3, 4 or 5 Missions, as you originally chose) then the Epic Ending is triggered and the two factions will either go head-to-head or work together to save the galaxy. This core game includes three unique storylines with epic Campaign Endings.

Mission Endings may be done in one of three ways. All players must agree what triggers a Mission Ending by choosing one of the tiers below:

- **Tier #1** - The Faction that completes the required tasks (or when the World Event Card deck runs out if playing a reduced time game) and enters their ship on the dock port on the planet's surface is the victor.

- **Tier #2** - The Faction that completes the required task must not only enter their ship on the planet's surface, but escape in their ship back to their planet(oid) of origin (Port Saven or Earth depending on your faction.)

- **Tier #3** - The Faction that completes the required task must not only escape to their planet(oid) of origin, but must dock and deliver their findings to their employer on either Port Saven or Earth (Additional Game Board). This gives the losing Faction an

Discard the unused cards and shuffle the remaining Location Cards that makeup the Surface and Orbit Boards into two separate, smaller decks to be used for choosing Random Locations.

second chance to turn the tables and become the victor. (Crewmembers may not be healed and defeated Crewmember may not be revived while in pursuit or fleeing to the

delivery site.)

Each Tier will add time onto the overall gameplay.

7. Build the Game Boards - The chosen Mission Card will explain the parameters of the Mission and Game Board Tiles required. Take the Board Tile(s) from the stack and the associated Card(s) from the Location Deck. Shuffle the remaining Location Cards and continue to pick the next card in sequence until the Boards are completely assembled.

Begin with the Planet's Surface Game Board. Place the Tiles required for the mission on the table (or other game surface) then pick the following card in succession. If you already have a Center Tile placed and the next card in succession is another Center Tile, discard it and choose the next card. If you choose a Corner or Side Tile that is the opposite side of a Tile you already have placed, then discard it and choose another.
The Board will be complete when it has a Center, Four Sides and Four Corners. Then place the Four Docking Station End Caps randomly. Repeat this process for the Space Board and attach the Four Planet End Caps to the Board randomly. Place the two Game Boards adjacent to one another so that everyone can see and reach them.

8. Draw a Bounty Card - A the beginning of each Mission your Ship will receive a communication highlighting one of the your opponent's Crewmembers. Draw a card from the Bounty Deck from the opposite Faction of your own. Keep it secret till you complete the Bounty. You may collect the bounty at the end of the Mission if you defeat the designated Crewmember on the Surface or if the Bounty Crewmember is aboard the opposing Ship, you must "Disable" it by reducing its Hull to 0.

9. Place Search Item Tokens & Salvage - Mix the Side Mission Tokens in a cup or other container and draw out nine of them, keeping the reverse side concealed from all Players, and place them randomly at the four corners, four sides, and center board tiles. The positions are marked on each tile with a green outline and ghost image of a crate.

Do the same for Salvage on the Space Orbital Board. (There are also ghost images on the Space Orbital Board as well for the Salvage.)

10. Place Your Ship(s) Either on the Space Board or in a Dock on the Planet - Each Faction places their ships as follows: Renegade Ships begin on the Port Saven planetoid, while the Coalition Ships begin on Earth and any other Factions (included in expansions) begin on the Neutral Planet unless otherwise instructed.

If you're playing a reduced time game, then you may place your ship directly in a docking station on the planet surface and perform a Landing Party Deployment before the first round begins.

You are now ready to begin playing *Renegades: The Destiny Aurora Chronicles*. Good luck and may the best crew win.

GAME PLAY

DETERMINING PLAYER ORDER

Order of play is determined by Crewmember Initiative. Initiative number is located in the top left-hand corner of each Crewmember Character Card. Initiative may be altered in a number of ways, including *Upgrade Cards* and *Tactical Cards*. If there is a tie, the Renegade Crewmember Characters go first before Coalition Crewmembers.

Once on the Planet's Surface, choose your Landing Party and add the Initiative values of the Crewmembers that disembark from the Ship (up to 3). Turns continue, Player by Player in descending Initiative.

If a Crewmember is defeated, remove his or her Initiative value from your total. If the defeated Crewmember is replaced, add their number in once they disembark.

Ship Initiatives are determined using the Initiative value of the Ship's Commander. If the Ship does not have a Crewmember situated in the *Commander* Bubble (since they may be part of the Landing Party or have been captured) then the Ship's Initiative is instead the Initiative value of the Crewmember situated in the *Navigation* Station Bubble. Again if any Ships have a shared Initiative value, the Renegade Ships go first, followed by Coalition Ships.

All Non-Player Characters and Ships are said to have a "0" Initiative and will take their turn after all Players have taken theirs. If multiple Squadrons are on the board NPC's will take their turns in the following order Syphon, Zurathi, Dregg.

ROUNDS

Rounds are played in the following steps or phases and then repeat until a the *World Cards* run out or the Mission has been completed with an agreed upon Tier (as mentioned during the Setup Phase). The order of phases are as follows:

- Ship/Orbital Phase
- Surface Phase
- World Event Phase

If playing the **Reduced Time Game**, all players place their ship in a docking station on the Planet's Surface and perform a free Landing Party Deployment before the first round begins. Skip the Orbital Phase for the first round. The World Event Cards begin to be drawn at the end of the first round.

1. **Ship/Orbital Phase** - Each Round will begin on the Orbital Game Board. Ships will take their turns in order of Initiative of their Commander, if one has the "Con" (Figure placed in the "Commander" Bubble on the Ship Card) or Navigation if no Commander is present. Turns include two of the following:

Ship's Actions:

- Move
- Attack
- Salvage
- Descend to the Planet's Surface

Free Actions:

- Move Crewmembers between Stations (beginning of the Ship's turn only)
- Use any Ship Ability (One Ability per Round)
- Attempt to Turn a Prisoner
- Use a Tactical Card Ability

Ships move in straight or diagonal lines and require an additional movement to alter directions (rotate). This will be explained more comprehensively in the Movement Section.

Ships fire their weapons in straight or diagonal lines as well, up the number of spaces of their Range Value. This will be explained more fully in the Attack Section.

Ships may use one of their abilities as a free action. For example: The player controlling the *Icarus* decides to attack the *Destiny Aurora*, but is out of range. So he moves the *Icarus* diagonally four spaces, which places the *Destiny Aurora* within range. He then makes the attack. The attack is successful and the *Aurora* takes damage. His turn should be over since his Ship performed two actions, but his Engineer succeeds in the "Overclock the Engines" test and may now move an additional three spaces, which is half of his normal movement (rounded up).

Instead of attacking, a Ship may move and then descend to the Planet's Surface as their second action. This will allow their Landing Party to disembark and begin the mission (see Descending/Ascending Section). A ship may not descend and ascend in the same round and must remain on the Planet's Surface until the next Ship Phase begins, where it may ascend to Orbit using one action and then may move or attack as normal. (Ascension during the Planet Surface Phase is a free action.)

After all Renegade and Coalition Ships have performed actions (assuming their Initiatives are greater than "0," which can only happen if there's no Navigator) the Non-Player Ships take their actions. After NPS's (Non-Player Ships) have taken their turn, the Ship Phase ends.

2. **Surface Phase** - As with the Ship/Orbital Phase the Surface Phase works by Initiative values, except while on the Planet you add together the Initiative values of all the Crewmembers on your Landing Party to decide who goes first. If there is a tie, Renegades will go first followed by the Coalition Player(s). If two Players have the same Initiative and are of the same Faction, the two players can agree amongst themselves in which order to take their turns.

When taking their turn, each Crewmember may perform two of the listed Actions:
- Move
- Attack
- Interact
- Board
- Use a Special Ability (Non-Bonus related)

Free Actions
- Swap Weapons (at the beginning of the Crewmember's turn only)
- Exchange Weapons or Items with friendly Crewmembers (if adjacent to them at the beginning or end of a turn)
- Use a Tactical Card Ability
- Use Attack/Defense Bonuses
- Ascend to Orbit

More on Actions later. After all Crewmembers have taken their Actions, the Non-Player Characters (NPC's) take their turn. After the last NPC has taken its turn, the Surface Phase ends.

3. **World Event Phase** - The World Event Phase is the final phase of the Mission Round. The Coalition player with the highest Initiative (If tied, designate someone) picks a *World Event Card* from the top of the deck and reads it to aloud to the other players. Then follow the instructions. All *World Event Cards* are played immediately and all results are immediate.

If NPC figures or Ships are randomly placed due to a *World Event*, then do so immediately, but they will not perform any actions until the following Round.

If you pull a card for a Creature that is already on the Board, you may add a second, as their mate or brother has now joined the fray or draw another card. If a card is pulled for a Villain or Enemy that is already on the board, simply roll normally and place any additional figures on the Board from the Pool. If the Commander is already on the Board then ignore the *Enemy Card* for this purpose. For example: Borrada and two Syphon Warrriors are on the map (2 have already been defeated) and you pull another World Event Card that tells you to add 4 to 6 Syphon Warriors onto the Board. You roll a "5," so normally you would place five figures on the Board in a random location. Instead you

would place three figures in a random location since two are already on the Board. If the five figures had already been on the Board, then you would do nothing and simply discard the *World Event Card* since the text was already satisfied.

THE BOARD

Both Boards (Planet's Surface and Orbit) are created randomly, not including Tiles that are specific to the Mission. Pick *Location Cards* one at a time from the top of each deck, but discard cards that may be on the flip side of the same Tiles you've already placed or duplicating a Tile type when all Tiles of that type have already been placed. For example: when all four Corners have already been placed and you pick another card that is a *Corner*, discard it and continue to pick Location cards until all *Sides* have been placed as well.

Once both maps have been assembled, retain only the *Location Cards* that correlate to the Tiles placed. You may place the unused *Location Cards* back in the box. Place the retained *Location Cards* near the play area as they will be used to determine random locations during the game.

When prompted to choose a **Random Location** for the placement of a Creature, Enemy, Fire or Enemy Ship, simply pick the top card of the appropriate stack, either the Planet Surface or the Orbital deck. Once the Creature, Enemy, Ship or Event is placed, re-shuffle the deck so it is ready for the next prompted event.

Finally place the Dock endcaps randomly on the Planet's Surface Board as well as the Planet endcaps on the Orbital Board.

Special Terrain is as follows:
- Obstructions (Green Rimmed)
- Blocking (Red Rimmed)
- Water (Blue Rimmed)
- Elevated (Yellow Rimmed)
- Sunken (Orange Rimmed)
- Special (White Rimmed)

Moving and attacking through these Terrains will be explained in the respective sections.

ACTIONS

Both Ships and Crewmembers use Actions during their turns to influence the game. Each Ship and Crewmember is permitted to perform two Actions plus any number of Free Actions as described below (unless otherwise dictated by Cards, Upgrades or Abilities).

Orbital Non-Free Actions
- Move
- Attack
- Descending
- Ascending

Orbital Free Actions
- Ship Abilities
- Tactical Abilities
- Move Crewmembers between Stations (beginning of the Ship's turn only)
- Heal Crewmembers in Med Bay of 2 Damage (Medic needs to be present)
- Revive Crewmembers in Med Bay (Medic needs to be present)

Ship Abilities are explained in the Ship Card Section and may be used once per Round as long as there are Crewmembers in the respective Stations that apply to those Abilities. Once you declare and make a test roll, you may not declare another until the following round.

Surface Non-Free Actions
- Move
- Attack
- Interact
- Board a Docked Ship
- Special Abilities

Surface Free Actions
- Tactical Abilities
- Exchange Gear and Items with other Crewmembers
- Swap Weapons (at the beginning of the Crewmember's turn only)
- Search/Scan a room for hidden enemies
- Search/Scan an adjacent Container
- Perform a Elude Test
- Perform a Stealth Test
- Ascend

Abilities that award Bonuses do not count as Actions and may be used multiple times when attacking and defending.

Boarding a Docked Ship is purely an extension of movement. If a Crewmember's Ship has docked, he or she can Board the ship by completing their movement on the space occupied by the Ship.

Tactical Abilities are explained in the *Tactical Card* Section above and can only be used by Commanders once per Round.

MOVEMENT

SHIP MOVEMENT

Ship Movement is based on the Wing Value of the Crewmember presently situated in the Navigation Station and is the acting Pilot of your spacecraft. Crewmembers that are specialized Pilots (having the keyword under their name) will have the highest Wing values and will also give the Ship additional bonuses. *Ships without a Navigator may not move.*

As long as your Ship's shields are still active (the *Ship Card* has not been turned over due to damage), you will automatically get a +1 to movement. Once your shields are

depleted and the *Ship Card* is turned over, this bonus (along with others) will no longer be available. For example: Flibby's Wing Value is 5 so the ship she is piloting has a Speed Value of 6 (5 +1 Bonus).

Ships move either straight or diagonally. They can alter direction any time during movement, but each time the Ship changes direction it must expend a movement point to do so. This includes when the Ship needs to pivot to attack.

When a Ship enters Obstructed Terrain (Green rimmed sections of the Board) it requires two speed points instead of one per square until it moves onto a Unobstructed square of terrain. For example, if the *Icarus* decides to move through the Nebula, as soon it enters the Nebula it will now take twice as long to move through it than regular space.

If there is a derelict ship on the map or other Blocking Terrain (Red Rimmed) then no Ship may move through it

and instead must go around it. Player Ships may use both of their Action to perform two movements per Round.
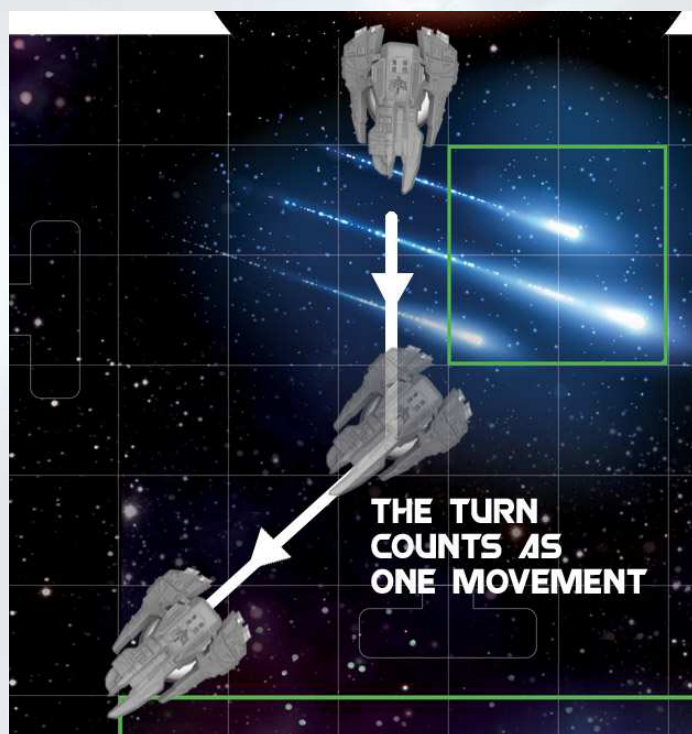
CREWMEMBER MOVEMENT

Crewmembers' movement is based on their "Speed" value on their *Character Card*. Unlike Ships, they can alter their direction at any time without penalty. They can move up to that value forward, back, diagonally, or any compilation of them.
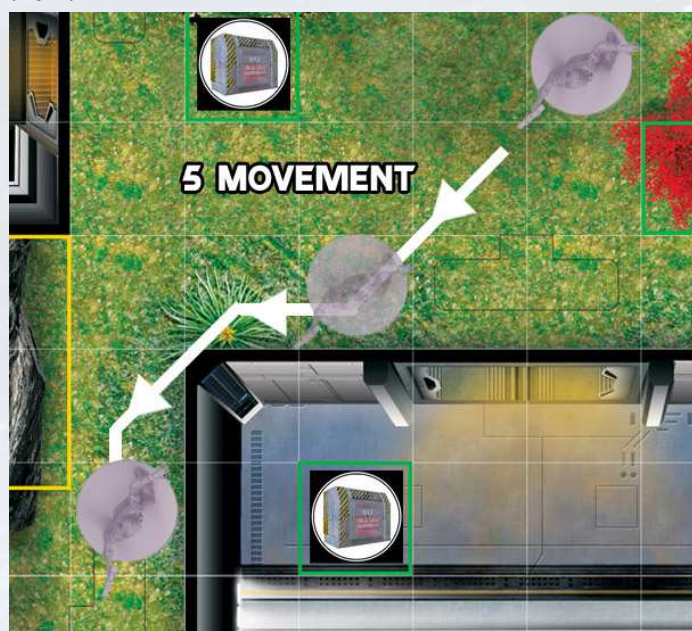

Terrain can hinder movement in a variety of ways.

- **Obstructed Terrain** *(Green Rimmed Areas)* -

Movement through Obstructing Terrain requires two speed points to travel through each space instead of the normal one speed point. Crewmembers with the flight ability are not effected by this rule. (Entering a Green Space is 1 movement point, but leaving it is 2.)

- **Blocking Terrain** *(Red Rimmed Areas)* - Movement through these areas is blocked and can not be moved through even by Crewmembers with the flight ability. Blocking Terrain includes: Walls, Pilars, Mountains and other structures that are either enclosures are stretch high into the air.

- **Water Terrain** *(Blue Rimmed Areas)* - For movement purposes Water Terrain is considered to be the same as Obstructed Terrain and requires two Speed Points per space.
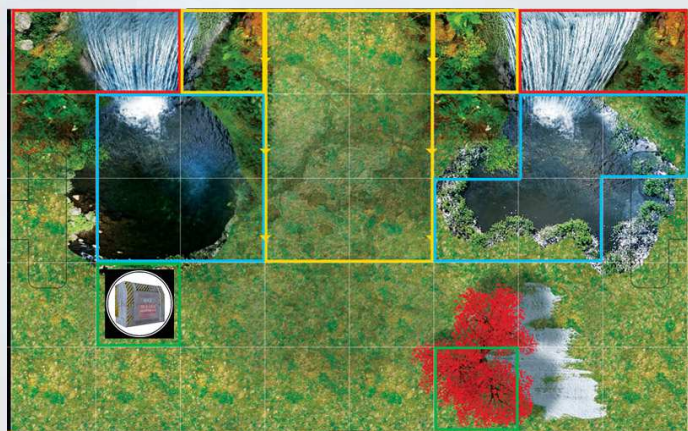
- **Elevated Terrain** *(Yellow Rimmed Areas)* - Elevated areas can only be accessed by bridges, steps and ladders or by the flight ability. All other areas of Elevated Terrain that are not accessible in these ways are considered Blocking Terrain. Yellow Arrows designate inclines, which slope from one level to the next.

- **Sunken Terrain** *(Orange Rimmed Areas)* -
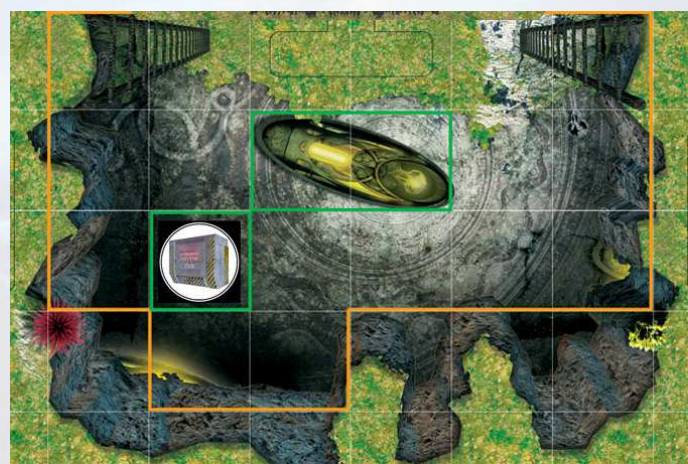
Sunken areas can be accessed in the same ways as Elevated Terrain, by bridges, steps, ladders and the flight ability. The only difference is that the Crewmember can opt to leap into a Sunken Area (If they are running from a Creature or Villain). Doing so will cause the Crewmember to defend against 3 attack.

MOVING THROUGH OTHER CREWMEMBERS

Crewmembers may move through friendly Crewmembers or Crewmembers of the same Faction with no penalty. They may not, however, move through opposing Crewmembers, Villains or Creatures unless they have the flight ability or they successfully *Elude*. If the Test is failed, the Crewmember must immediately stop its movement in the first adjacent space. The Crewmember may perform another Action as normal if it has one remaining.

ELUDING

Once a Crewmember is confronted by an opposing Crewmember, Villain, or Creature and they stand base-to-base (adjacent). The Crewmember may opt to Elude them. To Elude an opponent perform a Stealth Test of 5+.

The Crewmember needs to perform this Test for each opponent adjacent to them. If the Elusion Test fails, the Crewmember may not move this Round, but may still perform two Actions if able.

Crewmembers may use both Actions to perform a Movement Action.

TESTS

Tests are the use of Skills to overcome obstacles. The number below the appropriate Skill represents the number of dice rolled during the selected Test. Unless otherwise stated the Tests are 5+, which means that at least one of the Test dice rolled must be a 5 or 6. If the Test shows 6+, that means that at least one die should be a 6 and could be higher if a bonus is allocated.

If a Crewmember on the Planet's Surface attempts to use a Special Ability and fails at the required test, they may make a different action instead.

COMBAT

SHIP COMBAT

An Orbiting Ship may attack an opposing Ship as long as it is within Range. The Range of the Ship is listed on the Ship Card and is counted from the first space in front of the ship to the space the opposing Ship is occupying. Ships may only fire in straight or diagonal lines from the center space directly in front of the attacking Ship as well as the space to the left and to the right of that center space (this is due to the wings having mounted weapons). As long as

AREA WITHIN FIRING RANGE OF 6 SPACES

any of those three lines intersects any part of the opposing vessel within Range, an attack can be made.

Ships may only perform one attack per Round unless otherwise provided by a bonus such as a Tactical Card or Upgrade.

Ships may <u>not</u> make an attack without a Crewmember occupying the Weapons Station.

ROVANNA ZOOR WEAPONS
Female, Kraysorian, Human, Alien

Ship models accompanied by large Ship Cards cannot be destroyed.

The Attack value of a Ship is the Attack value of the Crewmember inhabiting the Weapons Station, with a +1 Bonus as long as the Ship's Shields are operational. For Example Rovanna has a Weapons Value of 4, therefore the ship she's on will have a 5 Attack (Weapons Value +1 Bonus). Once its Shield falter, this Bonus is no longer applicable. Other Bonuses may apply due to Crewmember abilities and Upgrades.

- The Player controlling the attacking Ship rolls the number of Red dice equal to the Attack Value (including any Bonuses). Then the Attacker adds any Bonuses to the roll and discards any die that have values less than 4. All die with values 4 or greater are considered to be "Hits."

- The player controlling the defending Ship then rolls the number of Black dice equal to the number of hits suffered and adds any bonuses their Crewmembers supply.

- The defending Player then pairs the dice up the way he or she would like and may include any Bonuses that his Crewmembers or Upgrades may apply. Any Red dice that are greater in value than any Black dice it is paired with is considered one Damage, resulting in the defending Player placing a *Damage Marker* on his or her *Ship Card*.

For example: The *Icarus* moves into firing range of the *Destiny Aurora*. The *Icarus* only has three damage on its card and therefore still has functioning shields. Prak inhabits the Weapons Station and has a 4 Attack. She adds +1 Bonus, so the Player controlling the *Icarus* rolls 6 Red Attack Dice. She rolls the following: 1, 3, 4, 5, 6. Using his +1 Bonus she turns one 3 to a 4. So the result is 1, 4, 4, 5, 6. Therefore the *Destiny Aurora* suffers 4 hits as only die rolls of 4-6 register as hits.
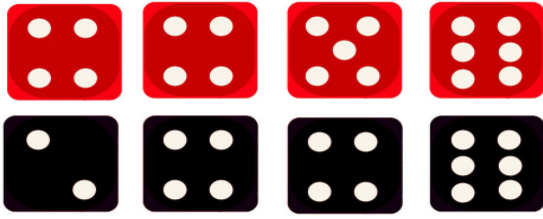
ICARUS ATTACK ROLL

PRAK IS IN THE WEAPON'S STATION BONUS OF +1 TO 1 ATTACK DIE

NEW ATTACK ROLL BLACK BORDER ARE HITS (over 4)

ICARUS ATTACK ROLL

DESTINY AURORA DEFENSE ROLL

Flibby inhabits the Pilot Station of the *Destiny Aurora* and has a Bonus of +1 to one Defense Die. The defending Player rolls the 4 Black Dice (for 4 hits) and gets the following outcome: 3, 4, 4, 6. The defending Player then pairs the dice, Black and Red.

Pair One: 3 (black) - 4 (red) = 1 damage
Pair Two: 4 (black) - 4 (red) = no damage
Pair Three: 4 (black) - 5 (red) = 1 damage
Pair Four: 6 (black) - 6 (red) = no damage

ICARUS ATTACK ROLL
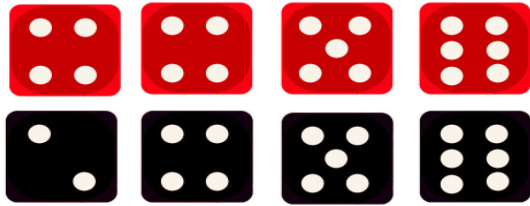
DESTINY AURORA DEFENSE ROLL

Flibby's Bonus of +1 to the 4 Roll to make it a 5 and block one of the hits.

To prevent one damage, Flibby uses her Bonus of +1 to one Defense Die on Pair Three, making it 5 (black) - 5 (red). So the *Icarus* does one damage to the *Destiny Aurora*.

> *Once a Ship takes damage equal to its Shield value, the shields are destroyed and the Ship Card is flipped over.*

Defense Bonuses can be used every time a Ship is defending against an attack. Attack Bonuses may also be used as many times as the Ship is attacking.

To recap Attack procedures are done in the following order:

- Roll Red Attack Dice
- Add Attack Bonuses
- Remove all die with value less than 4
- Roll Black Defense Dice

- Defender Pairs the Dice
- Defender Adds Bonuses
- Apply Damage

> *A +1 Bonus to a 6 Roll makes it 7, which counts as Penetrating Damage and may not be blocked by a Defense Roll.*

TERRAIN

Ships may not fire through Blocking Terrain, but may shoot through Obstructing Terrain. If they do, they receive a penalty. When a Ship fires through any squares outlined by in Green (Obstructed Terrain) the defending Ship is permitted to re-roll up to two of its defense dice (their choice). This applies even if both Ships are inhabiting Obstructing Terrain and are base-to-base.

If a Ship is at the edge of Obstructed Terrain and fire on a Ship in clear space, then no penalty applies, as it counts its range from the space in front of it. However, if a Ship in clear space fire on a Ship positioned at the edge of Obstructing Terrain, then the penalty applies and the defending Ship may re-roll two of its Defense Dice, as counting range includes the square the defending ship is occupying.

CRITICALLY DAMAGING SHIPS

When a Ship takes damage equal to its Hull value (on the reverse side of the card) it is said to be Critically Damaged and may no longer make any attacks. It may add no Bonuses to movement and no *Tactical Cards* or Crewmember Abilities may be used. The Ship's movement is reduced by one.

The Ship may either Descend to the Surface (to pick up its Engineer, etc.) or fly to and descend on its planet(oid) of origin to enact repairs. A Ship docked at its home planet(toid) may remove 2 Hull damage per round regardless of the crew aboard. It is assumed that there are engineers on the planet(oid) that are making the repairs. It may only Descend on its home planet(oid) if it is Critically Damaged.

LEAVING SHIPS DOCKED ON THE MISSION PLANET

If a Ship is docked for more than one Round on the Planet Surface Game Board (not its home planet(oid)), any opposing Ships may fire down on the Planet from Orbit as

long as they are within half their range from the Planet. (It is assumed that enemy Ships may acquire a target lock on other vessels.) A docked Ship may not fire back, but may defend. Therefore it is not wise to keep your Ship docked on the Surface for any extended length of time.

In addition, a Docked Ship may be boarded by either Opposing Crewmembers, Villains or Creatures. If a Ship remains docked on the Planet's Surface for more than one round, then it becomes the highest Initiative piece on the board. Unless otherwise instructed, i.e. in the case of Borada gravitating toward Lexxa, all NPC's will head toward the Docked Ship.

If a Docked Ship is Boarded, a battle takes place on the Ship's card. While on the Ship, all Crewmembers are said to be adjacent one another though ranged weapons may be used at range 0.

Boarding Crewmembers finish their movement on the Ship's space and may take an action to attack an opposing Crewmember as long as they have an action available.

If a Ship is taken over by an opposing Crew and Ascends, the game immediately ends if no other Ships of that Faction are in play.

CREWMEMBER COMBAT

Crewmembers may only perform one attack per Round unless otherwise provided by a bonus such as a Tactical Card or Upgrade.

Ranged Attacks

Crewmembers may not make range combat attacks unless they have a Weapon, Upgrade or Inherent Ability. When using Weapons, the Range value is printed on the *Weapon Card*. After declaring a ranged attack, the attacker rolls the red dice in exactly the same way as Ship attacks.

The Crewmember's Attack value dictates how many dice are rolled and the defending Crewmember rolls the equal number of black dice. The defending Player pairs them off, adds Bonuses and then the Attacker adds their Bonuses.

Terrain

Obstructing Terrain also works in the same way as with Ship Combat. The Crewmember on a square of Obstructed Terrain is permitted to re-roll up to two of their Defense dice.

> *Obstructing Terrain bonus re-rolls only apply to ranged attacks.*

Crewmembers may not shoot through **Blocking Terrain** (unless otherwise instructed by specific cards). **Walls and Doorways** count as Blocking Terrain. You may, however, make a melee attack through a Doorway.

Elevated and Sunken Terrain are two types of Terrain that do not exist in Orbit and are handled in similar fashions. The Attacking Crewmember must be able to draw a line from their square to the square inhabited by the target Crewmember. Therefore when an attacking Crewmember is firing up from Sunken Terrain, the target must be standing at the edge or ledge of the precipice. If not, then there is a square or squares of Terrain blocking their view and they cannot take the shot.

The same is true if firing down from Elevated Terrain. If

JAYCE CAN SEE AND SHOOT LEXA

JAYCE CANNOT SEE LEXA
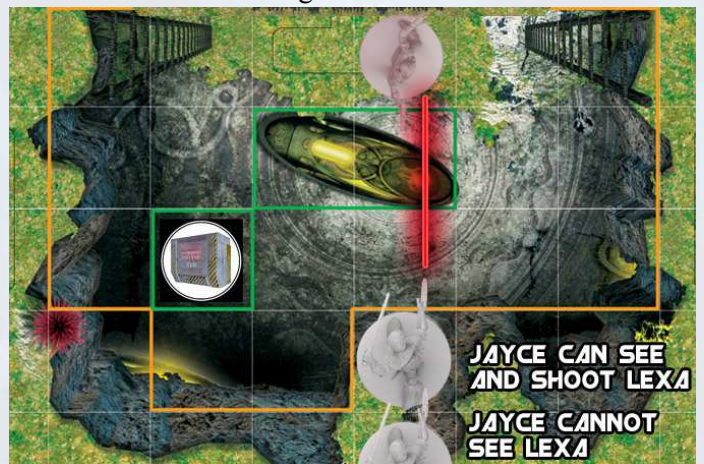
the target Crewmember, Villain or Creature is below the Attacker then the Attacker must be on the edge or ledge of the precipice in order to see the target. If they are several squares back they won't be able to see their target through the ground.

Grenades, however, may be thrown half their range value if the Attacker is not on the same elevation as the target.

Water Terrain is also not found in Orbit and does not effect ranged or melee combat in any way. However, it does effect movement (for non-flying Crewmembers). Water Terrain is treated as Obstructing Terrain in regards to movement with each square of travel requiring two movement points to traverse.

Melee Attacks

Attacks performed while adjacent to a target may also be considered a Melee Attack. These attacks are performed the

BOORLAN BATTLE AXE

+1/2

Add +1 to 2 die for melee attacks.

The Boorlans are race of warriors who are just as deadly toe-to-toe as they are at range.

175

same way as all other attacks except they may be enhanced by Melee Weapons such as Swords, Axes and other wielded weapons. Each has their own Bonuses printed on the card and may be increased or even stacked by Crewmember Abilities. For example: Jayce has a sword ability that adds +1 to 2 attack die. The Arc Blade adds +1 to 1 attack die. These bonuses may be stacked and may either add +1 to 3 die or add +1 to one die and +2 to another.

Special Attacks

Some Crewmembers have the ability to move and attack using a single Action. Therefore these Crewmembers may move, then move a second time as a free action and perform an attack. In some cases Special Abilities may allow certain Crewmembers to make two attacks per round. The *Crewmember Card* will convey the specific details of each Ability and their limitations.

OTHER ACTIONS

DESCENDING/ASCENDING

Deployment

When a Ship takes an Action to Descend to the Planet's Surface, upon touchdown their Landing Party may make a free Action to disembark from the Ship using half of their Speed Value, this is called "Deployment." Deployment is said to be a Free Action. Even if a Player has any extra Actions remaining after Deployment, the Player's Ship Phase turn immediately ends.

When a Ship Ascends from the Planet's Surface onto the Orbital Space Board it is designated as a Free Action only during the Planetary Phase. The Player can Ascend his Ship any time during his turn while on the Surface. If he or she neglects to do so for whatever reason, the Ship becomes vulnerable to Orbital Attack and Boarding as mentioned in the previous section.

STEALTH

This Skill is used for different tests including Eluding and Stealth. Stealth is a very important part of the game, especially when attempting to

STEALTH SPACES AVAILABLE IN THIS ROOM

retrieve Mission items without alerting enemy soldiers or a Creature guarding the entrance to a cave.

You may perform a free Stealth Test prior to entering a room. If you fail you may opt not to enter the room at all, or enter with guns blazing instead. Once you achieve a Stealth 5+ Test (by rolling the number of dice equal to your Stealth Skill listed on the Crewmember's Card) you may enter a room and you must move along the wall and/or remain within Obstructing Terrain. If you deviate from it, your Crewmember will be noticed and attacked.

You may opt to enter Obstructing Terrain instead of moving adjacent, to walls to get a defense bonus. However, each square of Obstructing Terrain counts as two movement points. If spotted you will get the chance to re-roll up to two of your defense dice as is the general rule for occupying Obstructing Terrain. This bonus only applies to ranged attacks.

If a Crewmember fails a Stealth Test while in a room he will be attacked by the number of Soldiers and Warriors during the NPC phase unless other Crewmembers are also in the room who have also failed Stealth Tests or opted not to perform one.

Crewmembers who have succeeded in their Stealth Tests may not be seen by either NPC's or opposing Crewmembers even if they are adjacent. Achieving a Stealth Test also allows the Crewmember to Elude nearby characters and move through occupied spaces undetected. However, NPCs and opposing Crewmembers may make a Free search roll to scan a room once per round.

If a Crewmember makes an attack, or is attacked by an opponent who succeeded in scanning the room, they loose their ability to Stealth this round. Crewmembers may make Search/Scan Tests and Interact while remaining in Stealth.

SEARCHING/INTERACTING

Nine random **Containers** are placed on the eight rim Tiles and the center Tile of the Planet's Surface Map at least four

For a Crewmember to **Scan** a Container, he or she must stand on or adjacent to the Container and be given an Free Action. If the Scan is failed The Crewmember may then decide to simply **Open** it. By Scanning you can peek at the contents of the Container (on the underside of the Token) and decide whether you want to open it or not. If you decide to open it without scanning or after a failed scan, any booby traps set will be triggered and all Crewmembers within a two-square radius will have to defend against an attack.

> *To Scan the contents of an adjacent Container make a Search 5+ Test.*

Scanning does not count as an Interaction. If you decide to open the Container after failing at a Scan, it counts as an Interaction. Containers are considered Obstructing Terrain.

Alternatively you may also **Scan a Room** for opponents who are currently in stealth. You have to have line of sight to the opponent and be standing on the same tile. You may

JAYCE FAILS HIS SCAN TEST. LEXA REMAINS IN STEALTH.

LEXA PASSES HER STEALTH TEST

not have line of sight through doorways.

Interacting with **Salvage** on the Orbital Space Board is exactly the same as Interacting with Containers, except that the Search value is based on the Crewmember occupying the Communications Station. If no Crewmember is occupying the Communications Station, you may not make a Scan, however you may still collect the Salvage, but any explosive materials may damage your ship.

Interacting with Data requires a Tech 5+ Test. Interacting with character-based Mission Parameters, such as the Princess or the Convict, requires a Leadership Test.

As stated in the previous section, Crewmembers may make scan any room they occupy as a Free action once per round. NPC's automatically make this Test at the beginning of their turn.

EXCHANGING WEAPONS & ITEMS

You may exchange Weapons and Items with friendly Crewmembers of the same Faction (even if they are not Crewmembers of the same Ship) as long as the Crewmembers begin or ends their movements in adjacent squares. The exchange of Weapons and Items cannot be done while moving.

ACHIEVING MISSION PARAMETERS

If a Crewmember has possession of a Character-based Mission Parameter, i.e. the Princess or a Convict, who is moving with them, an opposing Crewmember may opt to steal that person away by performing a **Leadership Test**. The highest number of 5's and 6's in the Test roll wins the engagement and the person (Princess, Convict, etc.) will either stay with the original Crewmember or start following the opposing Crewmember, depending on the Test's outcome.

UNCONSCIOUS CREWMEMBERS

Once a Crewmember has been defeated, the figure model is removed from the Board and is replaced by an Unconscious Crewmember Token.

The only way they can be revived is being taken to a Ship and healed by a Medic. It is assumed that they are beyond assistance by a field medic and must be taken to Med Bay. To pick up an Unconscious Crewmember requires an Action to Interact the Unconscious Crewmember. While carrying the Unconscious Token, Crewmembers experience -1 to their speed value.

HEALING/REVIVING CREW MEMBERS

Once a Crewmember has returned to their Ship, the Crewmember will gain back two health at the end of each round while in the Med Bay with a Medic. This doesn't include the round that the Crewmember is brought into the Med Bay and the Ship can either be in Orbit or docked on the Surface, it is irrelevant to the healing process. Any number of Crewmembers may be in Med Bay at any given time. There is no limit to the number of Crewmembers that can be healed per Round.

This applies to both friendly or opposing captive Crewmembers. At any time during the healing process, the Player may choose to pull the Crewmember out of the Med Bay (halting the healing process) and place them into a Station. After Descending to the Planet's Surface, they can either be added to the Landing Party or replace a current Landing Party participant (since there can only be 3 Crewmembers on the Planet at any given time).

If the healing Crewmember is an opposing character, when they are removed from the Med Bay they are placed in the Brig unless they are "Turned" (see "Prisoners & Turning").

Medics may heal themselves using half of their Medical Skill Value.

PRISIONERS & TURNING

This section is used mostly for Campaigns as you won't have enough time during a single mission to heal and Turn an opposing Crewmember. Once you take an Unconscious Crewmember onto your Ship, heal them and place them in the Brig, they are considered a **Prisoner.**

Prisoners remain in the Brig until such time as the Player desires to use them for trade for items, money or for Prisoner Exchange. In the meantime, Ships that are now devoid of a Crewmember due to him or her being imprisoned, may recruit additional Crewmembers while on *Shore Leave*.

Once you have a fully or partially healed Prisoner, you can attempt to **Turn** them. To Turn a Prisoner each Player makes a Leadership Test roll (as the opposing Player is still in control of the imprisoned Crewmember even if they can't take an Action). The Leadership Test if performed by the highest Initiative Crewmember on the Ship.

After each roll is made, the Players compare how many 5's and 6's are in their rolls. If the Prisoner has the same or more, they remain vigilantly waiting for their Ship to rescue them. If the Crewmember controlling the Ship wins the roll then the Prisoner is Turned and becomes friendly to that Crew regardless of their previous Faction. Place a Faction Token on the Crewmember's Card to indicate their new Faction.

> ***Turned Crewmembers are no longer considered Prisoners.***

Turned Crewmembers act like any other Crewmember aboard a Ship with unwavering loyalty. If the Turned Crewmember is captured by their original Faction they must still be turned, but the Crewmember in charge of the Ship adds an automatic +5 to one Leadership Test Die.

Times you can make a Leadership Test to Turn a Prisoner:
1. At the end of every Orbital round during a Mission where the Prisoner is in the Brig.
2. Once During Shore Leave.

NON-PLAYER CHARACTERS

There are several types of Non-Player Characters or NPC's:
- Fighters: Syphon, Zurathi or Dregg
- Villains: Syphon, Zurathi, Dregg, or Ronin Android
- Creatures
- Drones

Unlike Player Ships or Crewmembers, when a Fighter, Villain or Creature is defeated, their figure or Token is removed from Board permanently without placing an Unconscious token in its place. Crewmembers need to roll Stealth Tests to Elude for all NPC's but Drones (as they are small, hovering and have no arms) and Fighters.

If playing a game with a single player or a team game, opposing Crewmembers may also be NPC's. This is explained later.

Villains

Delivering a Killing Blow to a Villain Commander: 100 digits
Delivering a Killing Blow to Villain Warrior/Soldier: 50 digits

Villain Commanders will always be escorted by one Soldier or Warrior of their race. For example, if Borada is placed on the board, a Syphon Warrior will always stay by his side and move alongside him.

> ***Villain Commanders will always gravitate (move) toward the highest initiative Crewmember on the Board unless otherwise instructed on the card and do not need to Elude to move away from adjacent opponents.***

Borada will gravitate toward Lexxa while attacking all his path until he reaches her. In other words as he makes a path toward her (or the highest Initiative Crewmember, if she's not on the Board), he will attack the nearest Crewmember to him after his movement if she's not yet within range.

If there is a tied Initiative and a Villain (Commander or Soldier) is placed on the map then **roll off** by assigning numbers to them and rolling a die. For example Borada is on his way to Lexxa, who is out of range, and finds two Crewmembers in his path. One is Flibby and the other is Icheb. Both have an Initiative of 5. The Players assign Flibby 1, 2, 3 and Icheb 4, 5, 6. One of them rolls a die and a 2 comes up. Therefore Borada would attack Flibby. If Borada moves again and the same Crewmembers are within range then he will attack an alternate Crewmember (alternate Faction if applicable) or he will attack the Crewmember dealt him the most damage that round.

Once placed on the Board mid Mission, **Soldiers and Warriors** will not gravitate toward highest Initiative Crewmembers, but instead move toward any Crewmembers they can attack by moving them within range (roll off if there is more than one). They will turn and attack the Crewmember that did the most damage to them that round, if applicable.

Soldiers and Warriors will only attack the same Crewmember if there is only one within range, otherwise they will pair off. The following round they will move to the next closest Crewmember so two Soldiers/Warriors will not share the same target two rounds in a row.

If a Soldier or Warrior is already on the Board due to a Mission Card and is guarding a room and a Crewmember fails a Stealth Test, all of them will attack that Crewmember unless another Crewmember has entered the room. If the Crewmember fails a Stealth Test and flees the room, the Soldiers or Warriors will follow, believing the Crewmember has stolen something. Villains and Creatures make free scan tests once per round of a tile they presently occupy. If successful, they detect Crewmembers hidden by stealth

and may attack them.

> *Once Villains are defeated (Health reaches 0) their figure is removed from the Board, but can return if another "Enemies" Card is drawn.*

If an *Enemies Card* is drawn with the same Villain species that's already on the map, then roll as normal and place the remaining Villains in the random location. For example: There are 3 Syphon Warriors remaining on the Board after a fight has broken out. A *World Event Card* is drawn that instructs you to add 4-6 Syphon figures on the Board plus Borada. You roll a 5, so instead of placing 5 figures at the random Location you place 2 (5 minus the 3 remaining) as well as Borada.

If there were already 5 Syphon Warriors already on the Board, then only Borada would be placed at the random Location. Warriors or Soldiers adjacent to Crewmembers will not elude and will continue fighting that Crewmember until their opponent is defeated before moving on to the next.

Creatures

Delivering a Killing Blow to a Creature: 100 digit.

Creatures behave similarly to Villain Commanders, but if they take damage as they make their way toward the highest Initiative Crewmember on the Board, they will attack the Crewmember that damaged them. If they were damaged by more than one Crewmember, they will attack the Crewmember that did them the most damage (if equal, roll off).

Creatures that have been placed on the Board to guard something will work similarly to Soldiers and Warriors and will attack a Crewmember that fails a Stealth roll or follow them out, if they try to escape. Creatures will perform a free scan 5+ test each round to attempt to discover Crewmembers hidden by stealth.

Drones

Delivering a Killing Blow to a Drone: 20 digits

Drones work exactly the same way as Soldiers and Warriors,

> *If a Crewmember is defeated, all NPC's will move on to the next closest Crewmember, except Commanders, who will hunt the Crewmember with the next highest Initiative.*

but Crewmembers do not need to roll a Stealth Test to Elude them and can simply step away from a fight if desired. Drones will move and attack the closest Crewmembers (roll off if more than one is in range). They will then pair off and move to hunt the next closest. If adjacent to a Crewmember, Drones will remain fighting their opponent until defeated before moving onto the next, similar to Warriors and Soldiers.

Villain Fighters

Delivering a Killing Blow to a Villain Fighter: 70 digits

Villain Fighters work exactly like Drones. Ships do not make Stealth Tests, so no Eluding is necessary. If there are more Villain Fighters on the Board than Renegade and Coalition Ships then assign numbers to the Player Ships and roll randomly to see which Ship the remaining Villain Fighter attacks. Otherwise they will always pair off. This includes any Ships that are docked on the Surface (which has the highest initiative).

Anytime a Villain Fighter is destroyed place a Salvage token in its space before removing the figure from the Board.

> *If there is only one Villain Fighter on the Board, it will always attack a docked Ship on the Surface first unless damaged by Ship fire. In which case they will return fire.*

WINNING MISSIONS

The two Factions will go head-to-head till they achieve the Mission parameters, whether it's to rescue/abduct the Princess, find munitions parts, retrieve data, etc.

They will then call for their Ship to land and pick them up. If their Ship takes 3 damage or their Hull has been reduced to 0 and they were forced to return home to enact repairs, their Ship will not be able to land and retrieve them. Crewmembers will therefore be stuck on the planet battling it out till their Ship arrives.

Once their Ship arrives and they board with all the Mission parameters in hand (or on their Crewmember Cards) then the Mission will be over if all Players agreed to end the Mission at **Tier #1**. The Winning Faction receives the amount of Digits Printed on the bottom of the Mission Card.

If all Players agreed to **Tier #2** at the start of the game, then after retrieving their Landing Party, the Ship carrying the Mission parameters needs to return to their Home Planet(oid) before their Hull Health is reduced to 0. If their Hull is reduced to 0 before their Ship can make it to their Home Planet(oid) then the game is said to be tied and both Players receive half of the digits listed on the bottom of the Mission Card. No additional bonuses are awarded.

If all Players agreed to **Tier #3** at the start of the game, then after the Player carrying the Mission Parameters reaches their Home Planet(oid) they land on a new board representing the Surface of the Home Planet(oid), which is Earth for the Coalition and Port Saven for the Renegades (on either side of the new Game Board). They then will take the Mission Parameters to their Home Base on the Game Board, most probably while being pursued by the opposing Faction, who may have landed first.

If playing Tier #3, Crewmembers do not automatically heal while on their Ship. All healing is suspended once the ship achieves Orbit.

CAMPAIGNS

Campaigns are a series of Missions strung together that culminate with an epic ending. During the Setup Phase the Players all agreed upon how many Missions the Campaign would be and if they would be choosing Missions randomly or if they were playing all Missions of the same Campaign.

Between Missions, a *Shore Leave* phase is activated and Players may upgrade their Crewmembers and Ships as well as add additional Crewmembers to their vessels, depending on the Ship's capacity.

Epic Endings are listed in the *Mission & Campaign Booklet*. After the final Mission in the Campaign has been completed, the *Epic Ending* automatically activates without a *Shore Leave* phase. In some instances an *Epic Ending* may cause the two Factions to work together, while in others they may battle to the death. May the best crew win.

SHORE LEAVE

After the completion of a Mission, Ships may land on their respective Planet(oid)s and do any or all of the following:
- Receive Digits for completed Missions, Bounties, Defeated Crew, Defeated Opposing Crewmembers, Defeated Villains and Defeated Creatures
- Remove all wound tokens from Crewmembers, automatically revive all defeated Crewmembers

and retrieve any Crewmembers left on the Planet's Surface.
- Remove all damage tokens from the Ship Card
- Sell Search Items (that have at least one Energy Token still available)
- Purchase Weapons & Gear Cards
- Purchase Upgrades
- Recruit Crew (If there are any available or space available on the Ship)
- Receive a new Mission (Renegades only)
- Pick Up new Bounty
- Discard Tactical Cards and redraw if desired

BUYING WEAPONS, ITEMS & UPGRADES

Each **Weapon & Gear Card** has a Digit value on the bottom of the card. During Shore Leave each Player turns over the top 4 Cards of the *Weapons & Gear* deck. These are the items that are available at this time and a Player may buy any or all of them if they are wealthy enough.

After they purchase the cards are discarded and the next Player turns over 4 cards from the deck. When no cards remain, shuffle the non-purchased items for the next Player.

You may also sell Weapons and Items for half the Digit value, (rounded to the nearest 25) as long as the Weapon or Item has at least one Energy Token left on it. Any Weapon or Item without an Energy Token remaining must be discarded as it is worthless unless you regenerate them by purchasing additional Energy Tokens.

Upgrades work the same way as Weapons & Gear, except that each Player turns over only 3 cards instead of 4 and Upgrades require both Digits and XP. Some Upgrades effect either Aliens or Humans, while others effect certain Skills or Station heads.

RECRUITING CREWMEMBERS

To recruit a new Crewmember, Digits are required as well as space aboard your Ship, which is designated by "Capacity." New Recruits must be of the same Faction as your Ship or Neutral.

THE QUICKER GAME

To cut down the game time, Players may opt to start their Ships on the Planet's Surface in their appropriate dock instead of on the Orbital game board. Place only 5-6 World Cards in the gaming area.

THE ONE PLAYER OR SINGLE TEAM GAME

Renegades was designed to also play as a solo game or with a partner on the same team, leaving the Coalition to play as NPC's. Each Mission scenario will be treated differently in how the Coalition will work to thwart the Renegades' plan.

Here are some basic rules for Coalition and other NPC actions in Orbit:

- The number of Renegade Ships must equal the number of Coalition Ships in play.
- Coalition Crews will be chosen by the Renegade Player(s) with one Crewmember for each Station as is the standard rule.
- If starting on the Orbital Board, Coalition Ships start on Earth and the Renegades start on Port Saven as usual.
- Coalition Commanders will not be given Tactical Cards
- Coalition Ships will continue to move as close to adjacency as possible to Renegade Ships and attack them.
- Coalition Ships will only attack other NPC Ships when they take damage from them.
- Once a Renegade Ship descends on the Planet, Coalition Ships will follow
- Coalition Ships and other NPC Ships will take the most direct route to their target, even if that means traveling through obstructing terrain, as long as they won't take damage from it.
- NPC Ships will split evenly between targets and Factions in regards to targeting. Roll off to determine targets if there is an odd number. For example: The Icarus and the Destiny Aurora are being attacked by a Dregg Squadron. Once a Dregg attacks the Icarus, the other will attack the Destiny Aurora and the third will randomly attack either (assign odd or even numbers to the two ships and roll a die) every turn unless one is destroyed (making it even).
- Coalition Ships will get Bonuses from their Crewmembers. Bonuses will add to the highest die in descending order, even it makes the hit penetrating.
- Coalition Ships will always start with 5 Crewmembers unless no more remain in the pool. (Captured Crewmembers may make this rule impossible to uphold.)

Here are some basic rules for NPC actions on the Planet's Surface:

- The Landing Party will always consist of the Commander, the Engineer and the Medic. The Weapons expert and Pilot will remain on the ship

to fight. Therefore the Mutiny card may apply to them.
- When able, Coalition Crewmembers will pair off to fight Initiatives close to their own and will fight other NPC's after taking damage.
- They will go after Mission Parameters as dictated by the individual Mission (in the Mission Booklet).
- They will conduct room searches (not container searches) every round in an attempt to discover opponents hidden by Stealth.
- If entering a room with other NPC's or opponents they will move toward a wall or obstructing terrain and make Stealth test rolls if in search of a Mission Parameter.
- They will follow their Renegade target unless stopped by missing an Elude Roll or are currently engaged in a melee battle with another opponent.
- They will always move into adjacency for melee combat with a Coalition opponent as will other NPC's.
- Attack and Defense bonuses will be added to their highest die in descending order, even if it makes the hit penetrating.
- Coalition Commanders will be given the Arc Blade
- Coalition Medics will not heal other Crewmembers.
- Coalition Crewmembers can make tests if it falls into the Mission Parameters, i.e. a Medical Test to get a blood sample, etc.
- Creatures and Villain Commanders will always gravitate toward the highest Initiative Crewmember while Warriors will simply pair off and remain fighting the first Crewmember they can engage with.
- All NPC's may fire through friendly characters (Creatures are not considered friendly to any faction, even themselves (unless they become friendly due to a Mission Parameter).
- All Coalition Crewmembers are said to be friendly to each other and all Villain species are said to be friendly to each other (unless otherwise stated in the Mission).