



DESTINY AURORA

RENEGADES

Board Game



RULE BOOKLET

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DESTINY AURORA: RENEGADES

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 starfarers 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 regards 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 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 while working against one another as the 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, possibly 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 *Destiny Aurora: Renegades*.

GAME CONTENTS

MODELS, FIGURES & STANDEES

SHIP MODELS - Each hero ship corresponds to the large cards provided. Groups of three 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 Zurathi Fighter Standees
- 3 Dregg Fighter Standees
- 1 Troop Transport Standee
- 1 Military Satellite Standee

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



WHAT'S IN THE BOX

	<p>19 SALVAGE CARDS</p>	<p>20 ARMORY CARDS</p>	<p>24 SEARCH ITEM CARDS</p>	<p>45 DIGIT TOKENS</p>	<p>2 FIRE TOKENS</p>	<p>10 RADIATION TOKENS</p>	<p>4 STUN TOKENS</p>		
<p>20 CHARACTER FIGURES 4 SHIP FIGURES</p>	<p>38 UPGRADE CARDS</p>	<p>48 WEAPONS & GEAR CARDS</p>	<p>28 WORLD EVENT CARDS</p>	<p>45 WOUND TOKENS</p>	<p>10 DEFEATED TOKENS</p>	<p>6 STEALTH TOKENS</p>	<p>6 DRONE TOKENS</p>		
<p>10 COALITION BOUNTY CARDS 10 RENEGADE BOUNTY CARDS 18 ENEMIES CARDS</p>	<p>22 PLANETARY LOCATION CARDS</p>	<p>16 ORBITAL LOCATION CARDS</p>	<p>8 VILLAIN & NPC REFERENCE CARDS</p>	<p>8 BLACK DICE</p>	<p>8 RED DICE</p>	<p>40 ENERGY TOKENS</p>	<p>6 NPC TOKENS</p>		
<p>10 RENEGADE CHARACTER CARDS 10 COALITION CHARACTER CARDS 10 CREATURE CARDS</p>	<p>16 MISSION CARDS</p>	<p>15 NPC CARDS</p>	<p>34 CRATE TOKENS</p>	<p>1 RULE BOOKLET</p>	<p>1 MISSION BOOKLET</p>				
<p>4 SHIP CARDS</p>	<p>22 PLANETARY MAP TILES 16 ORBITAL MAP TILES</p>	<p>6 FACTION MARKERS</p>	<p>6 NUMBER TOKENS</p>	<p>27 DAMAGE TOKENS</p>	<p>1 MISSION BOOKLET</p>	<p>* Some Artwork is not final</p>			
			<p>8 DATA TOKENS</p>						



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 Event Cards. Villain Standees correspond to the Villain Reference Cards.

- 10 Renegade Crew Figures
- 10 Coalition Crew Figures
- 6 Zurathi Warrior Standees
- 6 Dregg Warrior Standees
- 6 Ronin Android Standees
- 3 Villain Commander Standees
- 10 Creature Standees

DICE - Dice will be used for attacking and defending during both ship and planetary combat as well as Skill 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.

10 Character Cards

6 Villain/NPC Reference Cards

20 Bounty Cards

26 World Event Cards

18 Enemies Cards

10 Creature Cards

48 Weapons & Gear Cards

20 Starting Ships Armory

38 Upgrade Cards

16 Mission Cards

22 Planetary Location Cards

16 Orbital Location Cards

24 Search Items

19 Salvage Cards

15 NPC 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

6 Space Corner Board Tiles

6 Space Side Board Tiles

4 Docking End Caps

4 Planet End Caps

TOKENS

22 Character KO Tokens

10 Infected/Radiation Tokens

6 Drone Tokens

2 Fire Tokens

8 Data Tokens

6 Faction Tokens

34 Search Items Tokens

27 Salvage Tokens

30 Energy Tokens (1)

10 Energy Totkens (5)

20 Damage Tokens (1)

7 Damage Tokens (5)

35 Wound Tokens (1)

10 Wound Tokens (5)

6 Stealth Tokens

4 Stun Tokens

6 Numbered Tokens

8 Player Order Token

20 Digit Tokens (25 denomination)

15 Digit Tokens (50 denomination)

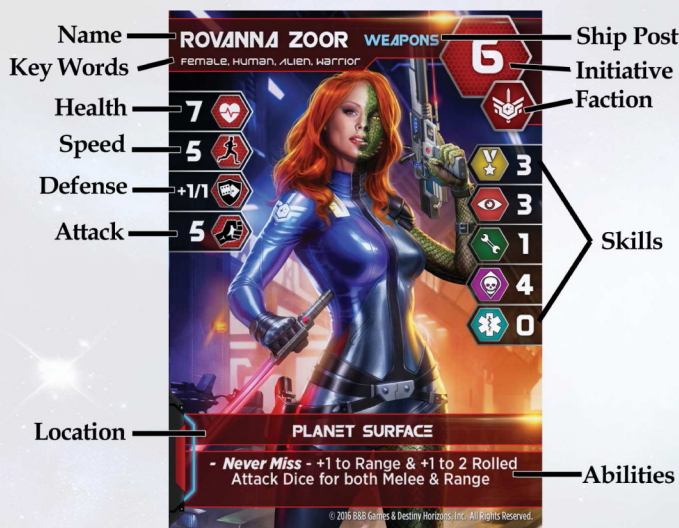
10 Digit Tokens (100 denomination)

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. Donexia and Jayce both have an 8 Initiative. Since Donexia 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 those players which Ship would take its actions first. Crewmembers may take other stations, but their abilities may not transfer to other stations.

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

Distribute the Player Order Tokens to each player based on Initiative. Blue for the Space Phase and Red for the Planetary Phase.

NAME - Name of the Character

STATION SPECIALTY - This tells the Player which Station on their Ship this character excels at and which Station activates their special abilities. Commander (*Captain or Inspector*), Navigation (*Pilot*), Weapons, Medical/ Communications, and Engineering. In the case of Donexia, 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 may take a station aboard the corresponding ship. For example Flibby is a Coalition Pilot and cannot fly the *Cerberus*, which is a Renegade ship. (*unless she alters Factions due to a gaming event.*)

KEYWORDS - Keywords may effect game play events. For example Dro Tov's attributes only effect *female* 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's 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 dice the Character rolls when making tests. For Example: Rovanna will always fail at attempting any Medical based tests, so it's best to keep her away from the syringes.



LEADERSHIP/COMMAND

The charisma and decision-making prowess of your Crewmember.



SEARCH/SCAN/COMMUNICATIONS

How well your Crewmember searches a room or can scan an item.



PILOTING/NAVIGATION

The ability of a Crewmember to fly a Ship.



TECH/ENGINEERING

How well your Crewmember is with computer systems and repairs.



TARGETING/WEAPONS

Their proficiency with a Ship's weapons systems.



STEALTH

How proficient your Crewmember is at sneaking around rooms undetected



MEDICAL

The Crewmember's ability to heal another Crewmember or their basic knowledge of medicine.



HEALTH

The amount of wounds a Character can take before being defeated.



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 their defense dice. For example: +1/1 Die means that when being attacked, they can add one to any one defense die.



ATTACK

The number of dice the Character uses when attacking another Character, Villain or Creature, either with close combat or ranged. However, without a weapon, characters may not make a ranged combat attack.



RANGE

This icon will appear on Villain and Creature Cards as well as Weapons and Salvage. It represents the amount of spaces that Character or NPC can attack an Opposing Character.

SHIP CARDS

Ships are used by the Crew to journey from one planet to another, engage in battle and dropoff and retrieve crewmembers. Ships can land on the surface at any time, unless they've taken heavy damage. More on this later.

Ship Abilities - 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. One of these feats can be used for free once per round and can greatly help your ship gain an advantage. Once your ship's shields are depleted these Skills will change as listed on the reverse side of 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 or the healing character is the Medic.

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.





Ship Abilities

Med Bay

Brig

Stations

COMMANDER **COMMUNICATIONS** **ENGINEERING** **WEAPONS** **NAVIGATION**

- I'm In Command** - Perform a Commander 5+ Leadership Test to add +2 to Ship Initiative
- Scan for weaknesses** - Perform a Communications 5+ Scan Test to do +1 penetrating damage when attacking.
- Overclock the Engines** - Perform an Engineering 5+ Tech Test to move half your tech value after attacking. (min 1)
- Tactical Targeting** - Perform a Weapons Station 5+ Weapons Test to reroll attack dice equal to half your Weaponer's Stealth Value (min 1)
- Evasive Maneuvers** - Perform a Navigator 5+ Wing Test to reroll defense dice equal to half your Navigator's Wing Value (min 1)

HADES VI
INTRUDER CLASS

CAPACITY 7 **RANGE** 6 **SHIELDS** 10 **HULL** Turn/ward Over

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

Name

Ship Class

Faction

Ship Operations

Ship Stat Bar

Upgrade Slots

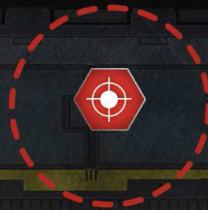
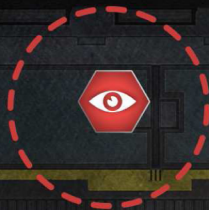
COMMANDER

COMMUNICATIONS

ENGINEERING

WEAPONS

NAVIGATION



VILLAIN REFERENCE CARDS

Villains may be placed on the board in two ways. Either by a *Mission Card* or by a *World Event Card*. Villains are non-player characters (NPC) and move and attack as described in the *Non-Player Character* Section. Each reference card is double-sided, with one side being of standard difficulty (Level 1 in the Initiative area) and the harder difficulty on the reverse side (Level 2). These cards correspond to either a figure, token or Standee.

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. More on this in the *Non-Player Character Section*.

Villain Stats - Same as Crewmember stats except that Villains don't need to be assigned weapons as they automatically have a range assigned to them. Instead of an Initiative value they have a level number with level one being on one side



of the card and level two on the other. If you are playing a Campaign Game, you may opt to play with stronger villains as your crew becomes grows in strength.

CREATURE CARDS

Creatures are placed randomly by *World Event Cards*

and may attack Crewmembers as well as Non-Player



Characters. Each Creature Card has a Corresponding Token or Standee. (*Figure expansion packs may be available in the near 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

GIANT CREATURES CANNOT ENTER INTERIOR CORNER LOCATIONS, BUT THEY CAN ENTER INTERIOR CENTER AND SIDE TILES.

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. Low ceiling Locations include all interior Corner Tiles, but not Center or Side Tiles.

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

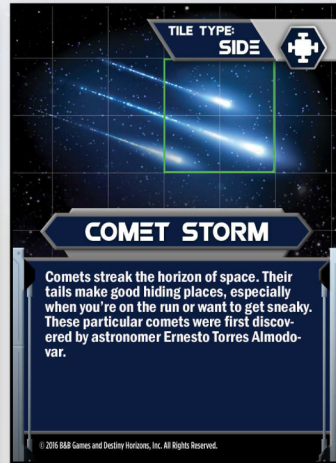
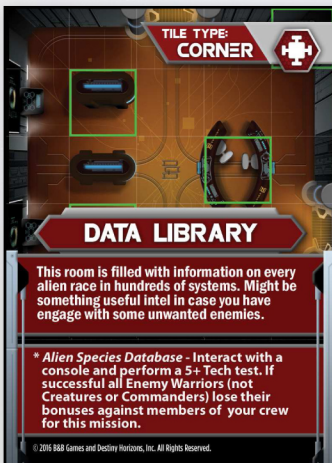
Stats - Same as Crewmember and Villain Stats. Similar to Villains, Creatures have natural range abilities without the use of separate weapons cards.

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.

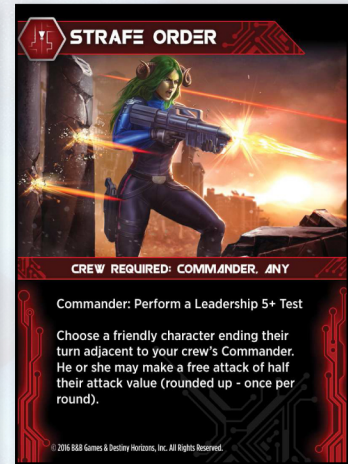
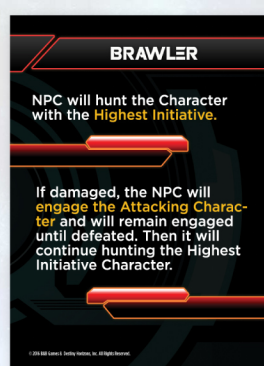
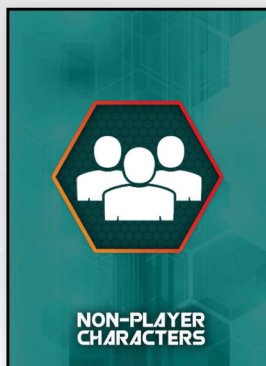
Name - The name of the Location Card corresponds to the associated Map Tile, which has the name or number printed on its side.

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 location may limit Giant Creatures from entering. Other text may describe additional abilities or events the locations have or may cause. This text is optional.

NPC CARDS - Used only for the One Player Game. See the last section of this Rule Book for more info.



TACTICAL CARDS *

(Not be included in Core Game)

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

There are two types of Tactical Cards: Surface Tactical (*Red Bordered*) and Orbital Tactical (*Blue 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 - Card 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.

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



While on the Ship Tactical Cards may require certain Crewmembers, this does not mean that your Engineer has to be in Engineering, but it does mean that one 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: Donexia remained on the Cerberus and did not join the Landing Party. At the beginning of the turn he runs back to Engineering, leaving Rane in Navigation. They need to buy some time and get away from the *Destiny Aurora*, so she wants the use the Quantum Boost to do it. It's a risky maneuver since she only has a Tech Skill of 1, but if she succeeds they'll be on the other side of the Nebula. *(This example would also work if Donexia took over Navigation and sent Rane 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 Renegade Players. Coalition Crews are tasked with stopping Renegades or working adversely to Renegade Mission parameters by completing them before their opponents do.

There is a planet color on the bottom right hand side of the card. This represents the planet where the mission will take place.

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.

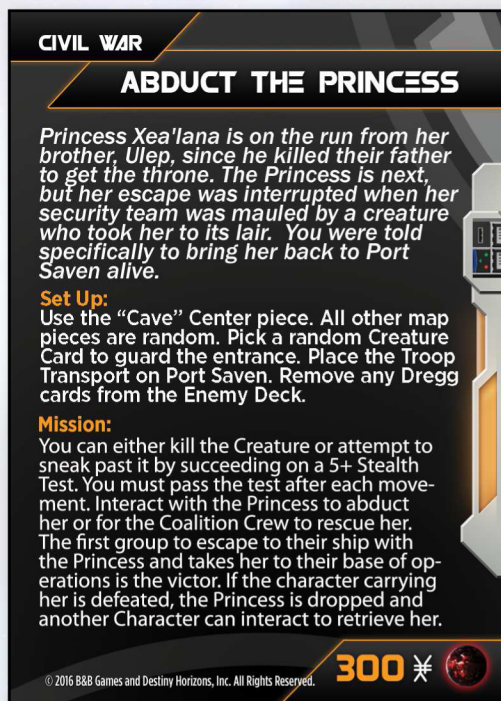
Story - The circumstances that led you to the planet and what elements you're seeking in order to complete the Mission Parameters.

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.

Mission Cards only show basic Mission information. For additional rules and setup refer to the Mission

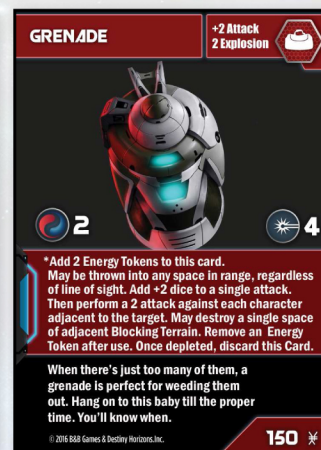
Booklet. Missions are listed in alphabetical order.



SEARCH ITEM CARDS

When setting up a mission, place nine random container tokens in each of the nine Planetary 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 err on the side of caution.



Your Crewmembers 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 item has expired and the card is discarded. However, even if one Energy Token remains on the card you may sell it during Shore Leave (between Missions) for half its cost (round up to the nearest 25 denomination) or purchase Arc Ammo to reload the weapon or item.

Name - Name of the Item.

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

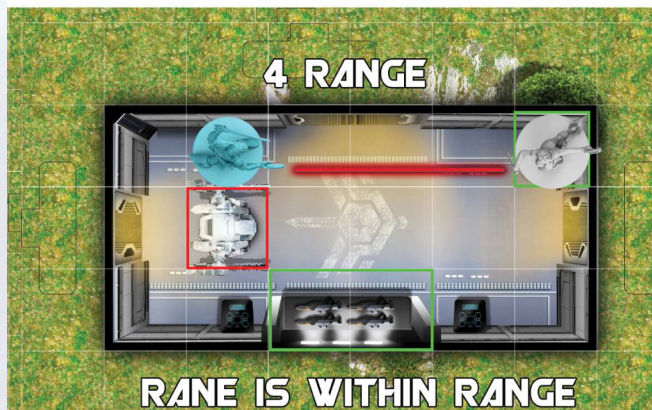
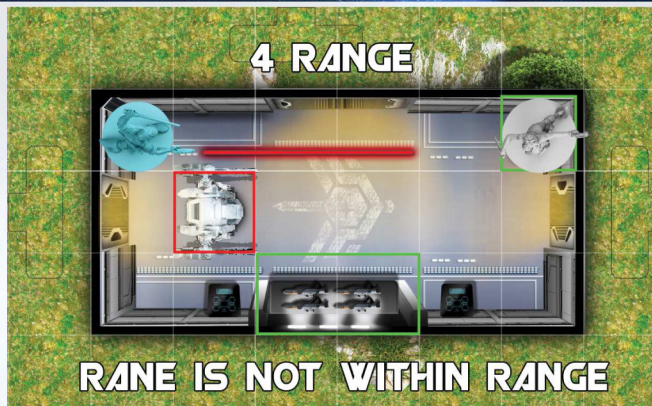
Type - There are currently three Search Item types: Personal Items, Melee Weapons and Ranged Weapons. The icon at the top right-hand side illustrates which type it is. Each Character may carry up to the three Personal Items at any given time. Crewmembers may also carry the following at any given time:

- Two Pistols,
- One Melee Weapon
- One Rifle (or other two-handed 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 during Shore Leave for half of this value (rounded to the nearest 25 Digit increment).



WEAPONS & GEAR

There are two types of Weapons: Ranged and Melee. Armory weapons allow your Crewmembers to immediately perform ranged attacks once they land on the Planet's Surface. Your Ship will begin with several **Armory Items** - 3 Arc Pistols, 1 Arc Blade and 1 Emergency Teleport Device. 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.

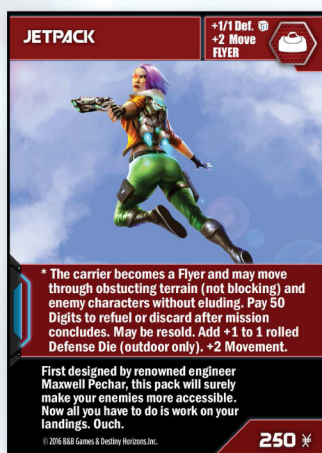
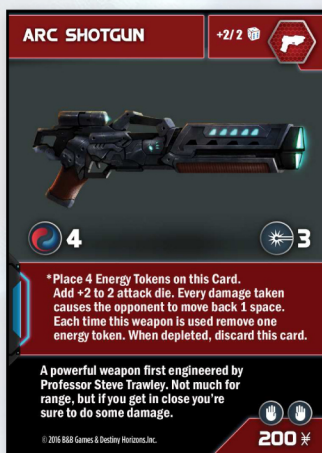
Bonus - The values you may add to your attack or defense dice rolls when using certain weapons or items.

Type - Whether the weapon is considered a Ranged Weapon, designated by the *pistol icon* or a Melee Weapon, as designated by the *fiat 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 and the 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 *Destiny Aurora* Universe.

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.

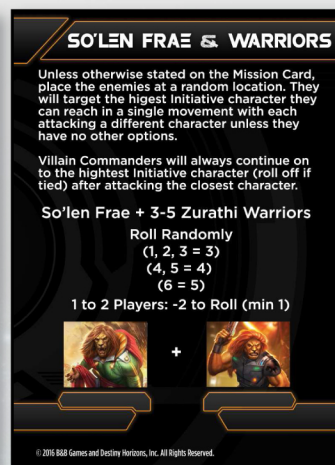
Two-handed characters can wield one pistol and one single-handed melee weapon, such a pistol and a sword. If they wield a rifle, which is a two-handed weapon, then they cannot wield any additional weapons. They may still carry two pistols in their holsters and a melee weapon on their back.

A character can hold all of the following: Two pistols, one melee weapon, one rifle (or other two-handed weapon) and three Satchel Items. When a

Crewmember has reached his/her carry limit and wants to add a new weapon or item then he/she 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.



CREWMEMBERS MAY SWITCH BETWEEN WEAPONS THEY ARE CARRYING AS LONG AS THE PLAYER ANNOUNCES THE WEAPON CHANGE BEFORE THE CREWMEMBER TAKES AN ACTION.

IT IS ASSUMED THAT ENEMIES ARE WORKING TOGETHER DURING THE MISSION AND WILL NOT ATTACK EACH OTHER. HOWEVER, THEY ARE CONSIDERED OPPONENTS TO CREATURES.

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: A single set of Soldiers or Warriors, a Villain Commander with their associated 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 keywords. 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. If the words "if available in the Pool" is shown on a Mission or Card, that refers to how many of that Warrior is still available from original 6 that have not already been placed on the Board.

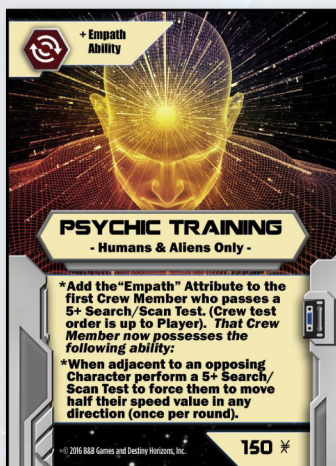
Rolling Parameters - This illustrates how many Soldiers/Warriors you will pull from the Enemy Pool and place on the board based on one roll of a single die. If the Enemy Card shows a Commander to be placed plus the Soldiers/Warriors, then he is placed on the board regardless of your roll. For example: You turn over an *Enemy Card* that tells you to add Darius + 3-5 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 Darius,



the Commander.

If a you draw an *Enemy Card* that shows two different Villain types then you will roll a single die twice, once 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. You will roll 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* phase 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.

Digits Required - The number of Coalition Digits needed to train your Crewmember(s) in the new upgrade or to 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 or Items 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 dealing with Prisoners.

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 Opponent's 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.



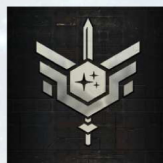
SETTING UP

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 bottom middle section 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 each Character 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).

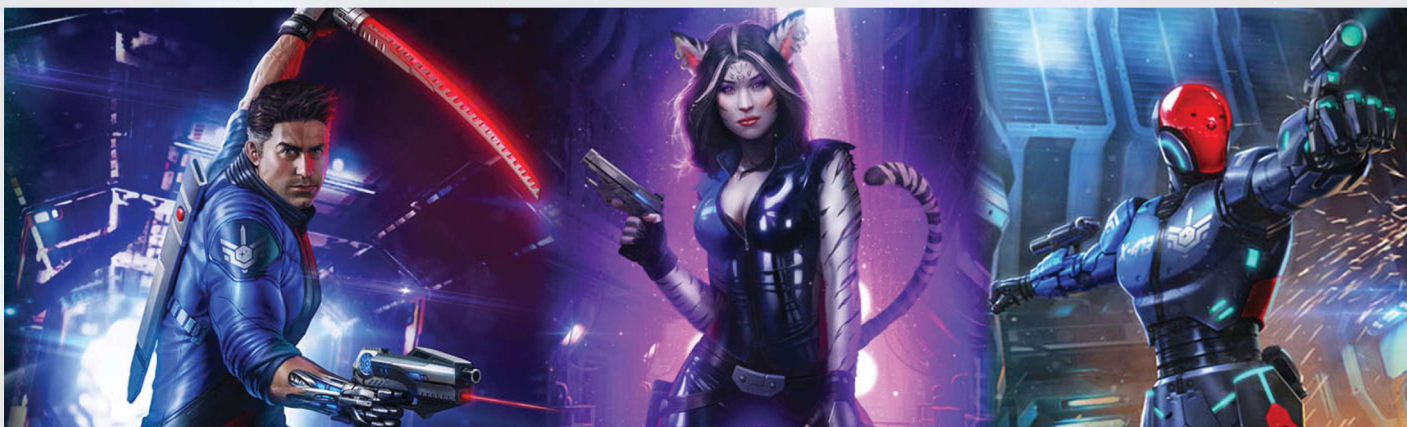
Station Specialties - Each Crewmember has a Station(s) name to the right of their name that displays which Station or Stations on the Ship they specialize in. When choosing Crewmembers, you must have one for each of the five Stations on the ship.

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 and so on, alternating until each player has five Crewmembers.

3. Place Your Crew in the Ship - Each Ship Card has five bubbles labeled with the Station name along with the corresponding icon. Place each of your figures in the bubble associated with their respective Station. If a character has two Station keywords, place them in one of the two bubbles. A bubble may never have more than one figure in it at any given time. (Note: Medical is not a Station. As the Medical Officer only goes to the Med Bay when they are tending to defeated or wounded Crewmembers. Otherwise they are on the Bridge controlling the Communications Array or another station.)

4. Pick Tactical Cards for Your Commander (*Not present in the Core Game*) - Shuffle the two Tactical Decks: Orbital and Planet 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.



5. Stock Your Armory - Take three Arc-Pistols, one Emergency Teleportation Device and one Arc-Blade from the Starting Ship Armory Deck for each ship and place them next to each Ship Card. This stack is now the contents of 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.

Missions - Are single games 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 8 *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 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 left 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 by choosing cards from the Mission Deck 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.

DISCARD THE UNUSED LOCATION CARDS AND SHUFFLE THE REMAINING CARDS THAT MAKEUP THE PLANET SURFACE AND ORBIT BOARDS INTO TWO SEPARATE, SMALLER DECKS TO BE USED FOR CHOOSING RANDOM LOCATIONS.

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

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



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.

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 - At 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 opposing faction. Keep it secret until you complete the Bounty. You may collect the bounty at the end of the Mission if you defeat the designated Crewmember on the Planet Surface or if the Bounty Crewmember is aboard an enemy Ship, you must board it in order to attack them.

9. Place Search Item Tokens & Salvage - Mix the Search Item Tokens in a cup, bag 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 no ghost images on the Space Orbital Board for the Salvage locations. Place them in the center of the tile at least 4 squares from any planet, but not inside any Blocking Terrain squares (Red Border). You can, however place them in squares occupied by Hindering Terrain (Green Border).

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 on a docking pad on the planet's surface and perform a Landing Party Deployment before the first round begins.

Place your ships on the dock of your choice based on Initiative (see Player Order below). Only 1 ship can inhabit one Dock at any given time.

You are now ready to begin playing *Destiny Aurora: Renegades*. Good luck.

GAME PLAY

DETERMINING PLAYER ORDER

Order of play is determined by Crewmember Initiative. Character's Initiative value is located in the top right-hand corner of each Crewmember Character Card. Initiative may be altered in a number of ways, including *Upgrade Cards*. If there is a tie, the Renegade Player's Characters go first before Coalition Players.

Once you arrive 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 to the total 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.

Hand out **Player Order Tokens** for both Planet

Surface and Orbit. This will help expedite turns, but remember if one of your crewmembers dies it will alter your turn order.



All Non-Player Characters and Ships have their Initiative listed on their Reference Cards, which also corresponds to their Levels (1-2). They will take their turns after all Players have taken theirs unless there is no Navigator and their Initiative is zero. If multiple Squadrons are on the board, NPC's will take their turns in the following order: Zurathi and then Dregg followed by the Troop Transport or Military Satellite (unless otherwise stated in the Mission).

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
- Planet's Surface Phase
- World Event Phase

If playing the **Reduced Time Game**, all players

place their ship in a docking bay on the Planet Surface and perform a free Landing Party Deployment before the first round begins. Skip the Orbital Phase for the first round. Then pick a World Event Card after the Planetary round as normal.

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 or Navigation if no Commander is present. Turns include two of the following:

Ship's Actions:

- Move
- Attack
- Salvage
- Board an Enemy Ship
- Descend to the Planet's Surface
- Attempt to Turn a Prisoner

Free Actions:

- Move Crewmembers between Stations (beginning of the Ship's turn only)
- Scan a Salvage Token
- Use any Ship Ability (One Ability per Round)
- 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 *Hades VI* decides to attack the *Destiny Aurora*, but is out of range. So he moves the *Hades* 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). Ascension during the **Planet Surface Phase is a free action.**

Ships may perform any of those actions twice except Attacking, which can only be done once per Round. Ships may, however, move twice and Scan two different Salvage Tokens.



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. Planet 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 an Enemy Ship in a Docking Bay
- 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

Characters may perform any of those actions twice except Attacking, which can only be done once per Round. Characters may, however, move twice and Interact twice, etc.

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 aloud to the other players. Then follows 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 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: So’len Frae and two Zurathi Warriors are on the map (2 have already been defeated) and you pull another World Event Card that tells you to add 4 to 6 Zurathi 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, 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:

- Obstructed/Hindering (*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

- Boarding an Enemy Ship
- Descending
- Ascending
- Attempt to Turn a Prisoner

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.



Planet Surface Non-Free Actions

- Move
- Attack
- Interact
- Board a Docked Ship
- Special Abilities

Planet Surface Free Actions

- 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

MOVEMENT

SHIP MOVEMENT

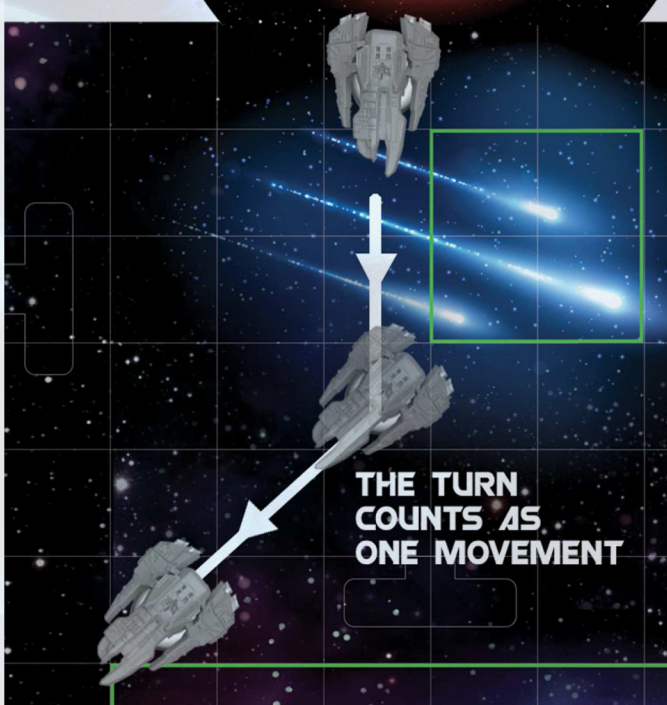
Ship Movement is based on the Wing Value of the Crewmember presently situated in the Navigation Station and is the acting Pilot of your spacecraft. Crewmembers that are specialized Pilots (*having the keyword under their name*) will have the highest Wing values and will also give the Ship additional 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 through other ships without evading and may either move 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. A Ship can rotate a 180 degrees and still counts as only 1 movement point.

Once a Ship has entered Obstructed Terrain (*Green rimmed sections of the Board*) it requires two speed points instead of one per square until it moves back onto an Unobstructed square of terrain. For example, if

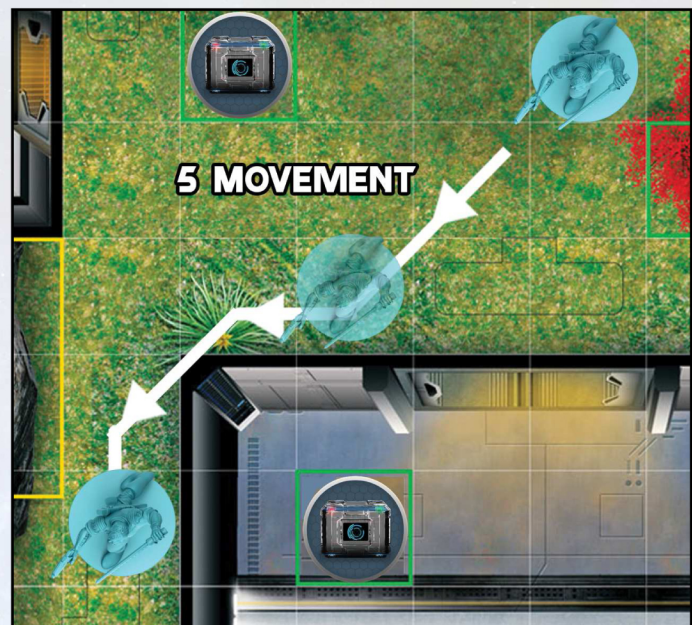


- Search/Scan an adjacent Container
- Perform a Elude Test
- Perform a Stealth Test
- Ascend
- Tactical Card Abilities

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.

SHIP MODELS ACCOMPANIED BY LARGE SHIP CARDS CANNOT BE DESTROYED.

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



the *Eden Fyre* 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.

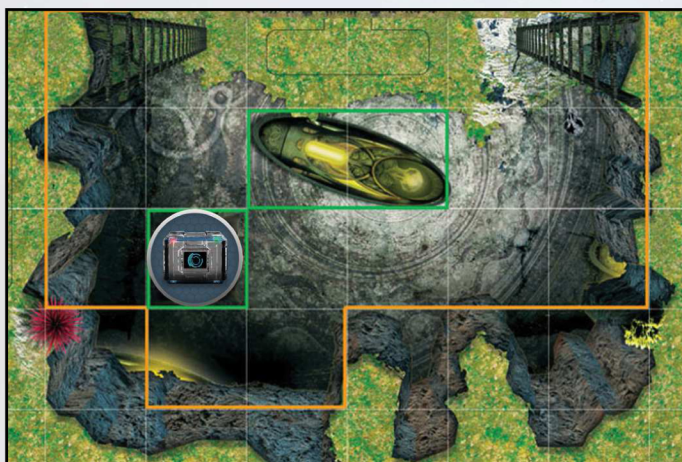
If there is a derelict ship on the map or other Blocking Terrain (*Red Rimmed*) then no Ship may move through it and instead must go around it. Player Ships may use both of their Actions to perform two movements per Round.

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



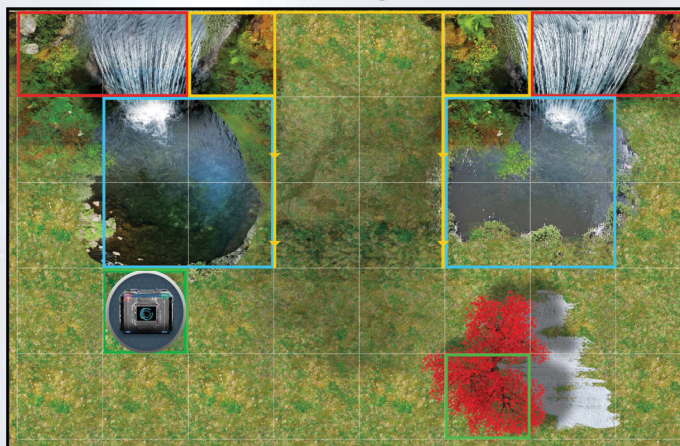
compilation of them.

Terrain can hinder movement in a variety of ways.

- Obstructed/Hindering 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 or going through it to another green space requires 2 movement points.)
- 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, Pillars, 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. The area between 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 take 1 avoidable damage.



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.

COMBAT

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 only once, no matter how many opponents are adjacent to them at one time. If the Elusion Test fails, the Crewmember may not move this Round, but may still perform Actions if able.

Crewmembers may use both Actions to perform Movement Actions.

TESTS

Tests are the use of Skills to overcome obstacles. The number alongside 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 must 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.

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



Line of sight is not blocked by other Ships and Ships may only perform one attack per Round unless otherwise provided by a bonus such as a Tactical Card or Upgrade.

SHIPS MAY NOT MAKE AN ATTACK WITHOUT A CREWMEMBER OCCUPYING THE WEAPONS STATION.

The Attack value of a Ship is the Crosshair Weapons 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 Shields falter, this Bonus is no longer applicable. Other Bonuses may apply due to Crewmember abilities,



CERBERUS ATTACK ROLL



**GROM IS IN THE WEAPON'S STATION
BONUS OF +1 to 1 ATTACK DIE**



**NEW ATTACK ROLL
BLACK BORDER ARE HITS (over 4)**

Salvage 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." Bonuses that read +1/1 Rolled Attacked Die do not mean to add an additional die for the attack, instead alter one of your rolled die +1. In this case Grom changed one of the 3's to a 4 making a Miss into a Hit.

CERBERUS ATTACK ROLL



DESTINY AURORA DEFENSE ROLL

- 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 *Cerberus* moves into firing range of the *Destiny Aurora*. The *Cerberus* only has three

damage on its card and therefore still has functioning shields. Grom inhabits the Weapons Station and has a 4 Attack. He adds +1 Bonus, so the Player controlling the *Cerberus* rolls 5 Red Attack Dice. He 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 is considered a Miss. All rolls of 4-6 register as hits.

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: 2, 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

CERBERUS 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.

- Pair Four: 6 (black) - 6 (red) = no damage

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 *Cerberus* 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.

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, since counting range includes the square the defending ship is occupying.

ABILITIES THAT AWARD BONUSES DO NOT COUNT AS ACTIONS AND MAY BE USED MULTIPLE TIMES WHEN ATTACKING AND DEFENDING.

BOARDING SHIPS



Once a Ship's shields have fallen and the Ship Card is turned over. It is now vulnerable to boarding. To board an opponent's ship, the two ships must be adjacent to one another and a **5+ Tech Test must be succeeded from the Engineering Station**. Boarding is limited to one Intruding Ship at a time.

The Intruding Ship is said to have their opponent's ship in a tractor beam. Intruding Ships may send over as many crewmembers as they desire as long as one remains aboard their own ship.

Each character that boards an enemy ship counts toward the ship's two actions. Once aboard they may or may not be confronted/engaged. Each boarding character will get a single attack as well as each defending crewmember that engaged. Boarding crewmembers must defeat any crewmember that has engaged before attacking crewmembers who are inhabiting stations.

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 border (*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 adjacent.

Ships that physically touch are considered to be adjacent.

If a Ship is at the edge of Obstructed Terrain and fires on a Ship in clear space, then no penalty applies, as it counts its range from the space in front of it. However,

Boarded Ships may engage Intruders with as many of their crewmembers as desired, however, once they leave their station, the ship cannot perform that action. For example: Jayce boards the *Cerberus* and is confronted by Nell'ha. Rane remains at her post in the Navigation Station so she can rotate the ship toward Jayce's invading ship. The next turn she can run over to the Weapon's Station and fire on the Invading Ship.

Boarded Crewmembers and Invading Crewmembers may engage in battle simply by turning their Character Cards over to the Planetary (*Red*) side and may use their special abilities or Armory Weapons if any are available. Crewmembers on the Boarded Ship always

attack first, followed by Invading crewmembers. Range for purposes of attacks is considered to be one.

While ships are connected in this way, neither can move except by rotation and Ships may still attack one another in adjacency. Boarded crewmembers may not move onto Invading Ships unless the shields on the Invading Ship are down as well.

In order to break the connection between ships, a crewmember on the Boarded Ship must perform a 6+ Tech Test from the Engineering Station. If successful, the link has been severed and both ships may now move normally. However, the invading crewmembers must remain on the ship doing battle until a connection is re-established or until the Boarded Ship lands on the Planet's Surface.



If a Boarded Ship lands on the Planet's Surface and an Invader escapes onto the surface this may cause more than 3 active crewmembers to be on the board from a single ship. If so, that crewmember must remain on the dock or may move to an empty dock to be rescued by their Ship. They can not engage in a battle or the mission parameters in any way. They may, however, swap with another character and that chosen character must now await rescue instead.

A ship is said to be Overtaken when the the Invading Crew has successfully defeated all of the Boarded Ship's Crewmembers. When this occurs the Overtaken Player has instantly failed that mission, but may still assist their teammate on the Planet's Surface if playing a 3-4 player game.

When in possession of an Overtaken ship the Invading Player can do any of the following:

1. Take a Prisoner. Remove one (*and only one*) defeated enemy crewmember and place them in the

Invading Ship's brig. OR...

2. Rescue a Prisoner. Remove a Character from the Overtaken Ship's Brig. Only one Character may be removed from an Overtaken Ship, either a defeated one or a prisoner, never both. The rescued prisoner is instantly playable AND...

3. Tow the Ship back to their home planet(*oid*) and instantly receive 200 Digits. The Ship is now removed from the board for the remainder of the Mission.

OVERTAKEN SHIPS MUST BE SOLD EITHER DURING THE MISSION OR DURING SHORE LEAVE. A SINGLE PLAYER CAN NEVER HAVE CREWS OPERATING TWO DIFFERENT SHIPS.

If an Overtaken Ship had additional Prisoners on it after being sold, they return back to their original players along with any defeated crewmembers and may be used during the following Mission.

In a Campaign Game, the Mission "**Ship Rescue**" must be played as the following mission so that the Player may regain his/her ship and all Players may once again be on equal ground, or at least semi-equal ground.

The player controlling a Boarded Ship may negotiate with the Invading Player to release a Prisoner (*if they have one*) if they will discontinue their attack and return to their ship. If accepted the released prisoner is instantly playable.

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 (*Port Saven for*

the Renegades and Earth for the Coalition). A Ship docked at its home planet(oid) 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.

ONLY HULL DAMAGE MAY BE PATCHED DURING A MISSION. ONCE SHIELDS ARE DOWN, THEY CAN ONLY BE REPAIRED DURING SHORE LEAVE.

LEAVING SHIPS DOCKED ON THE MISSION PLANET

If a Ship is docked 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 two 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 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 So'len Frae gravitating toward Jayce, 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 to one another, though ranged weapons may be used at range 1.

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, that crew may still attempt to complete the mission. If they succeed, but cannot leave the planet, then all teams will lose.

CREWMEMBER COMBAT

Crewmembers may only perform one attack per Round unless otherwise provided by a bonus such as a

JAYCE FAILS HIS SCAN TEST. NELL'HA REMAINS IN STEALTH.

NELL'HA PASSES HER STEALTH TEST

JAYCE CARVER INSPECTOR 8
 MALE, HUMAN
 9
 +1/1
 5
 5
 3
 1
 3
 0
PLANET SURFACE
 - **Sword Master** - +1 to 2 Attack Die on Melee Attacks when wielding a "Sword"
 - May use Planet Surface **Tactical Card** (Free)
 - **On My Command** - Use an Action to give an adjacent character a Free Action (Can not be an Attack).

NELL'HA ENGINEER 3
 ALIEN, FEMALE, ZURATHI, FELINE
 6
 4
 +1/2
 3
 2
 3
 5
 3
 0
PLANET SURFACE
 - **Claw Pounce** - Nell'ha may move & make a Melee Attack in a single Action by moving half her speed Value. May be used twice if the first attack is successful (at least 1 Damage).
 - **Zurathi Evile** - +1 Attack Die against Opponents possessing the Zurathi Keyword.

Tactical Card or Upgrade. Characters may attack twice if a Commander uses the “On My Command” ability, giving up one of his/her own actions.

Ranged Attacks

Crewmembers may not make ranged 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.

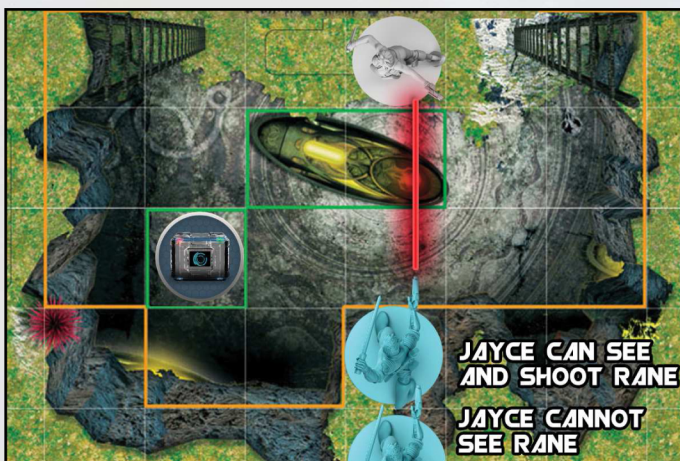
Line of sight is based on drawing a line from one of the corners of the Attacker’s square to the middle point of the Target’s square.

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.

Friendly Crewmembers do not obstruct lines of fire for ranged attacks.

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, but only for ranged attacks, not melee.



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.

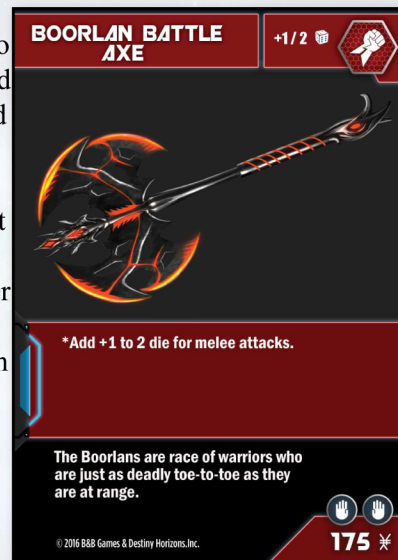
Elevated and Sunken Terrain are two types of Terrain that do not exist in Orbit and are handled in similar fashions. The Attacking Crewmember must be able to draw a line from a corner of their square to the middle of the square inhabited by the target Crewmember. Therefore when an attacking Crewmember 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 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.

Line of sight is not blocked by characters when firing down from Elevated Terrain - Add +1 to 1 Rolled attack die and +1 to 1 Rolled Defense when combating a character on a lower terrain.

Grenades, however, may be thrown half their range value (rounded up), if the Attacker is not on the same elevation as the target. They may also be thrown through doorways, but characters using grenades must be adjacent to the doorway.

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 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. Some may move or attack a second time as a free action. 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." Even if a Player has any extra Actions remaining after Deployment, is complete, 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 retrieve Mission items without alerting enemy soldiers or a Creature guarding the entrance of 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 to move through or out of. If spotted you will get the chance to re-roll up to two of your defense dice as is the general rule for occupying



STEALTH SPACES AVAILABLE IN THIS ROOM

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

A CREWMEMBER MUST ROLL A STEALTH TEST BEFORE EACH MOVEMENT.

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 unless they perform a successful Search/Scan Test.

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/Scan Test to scan a room once per round. They must be adjacent to the Character in Stealth and only Characters or NPC's that are successful can perform an attack.

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

SEARCHING/INTERACTING



Nine random **Container Crates** are placed on the eight rim tiles and the center tile of the Planet's Surface Map in the assigned ghosted spaces. Nine **Salvage Tokens** are placed inside the Orbital Space Map including the Center Tile, inside the Nebula or at the edge of the Black Hole.

For a Crewmember to **Scan** a Container, he or she must stand on or adjacent to the Container and be given a 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. Scanning does not count as an Interaction. If you decide to open the Container after failing at a Scan, it counts as an Interaction.

TO SCAN THE CONTENTS OF AN ADJACENT CONTAINER MAKE A 5+ SEARCH/SCAN TEST.

Containers are considered Obstructing Terrain. Alternatively you may also **Scan a Room** for opponents who are currently in stealth. You have to have be adjacent to the oppoent to perform the Scan. If successful only the character who successfully scanned may perform an attack.



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 5+ Tech 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 scan any room they occupy as a Free action once per round. NPC's will automatically move adjacent to a character in Stealth and make a 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 Crewmember begins or ends his/her movement in an adjacent square. This is considered a Free Action. 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 by 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.

Crewmembers may Interact with an Unconscious Crewmember in order to pick them up. While carrying the Unconscious Token, Crewmembers experience -1 to their speed value.



All items the Unconscious/Defeated Crewmember was carrying are dropped in the same space as the Unconscious Crewmember and may be picked up at an time by friendly or opposing characters. Use a Container Crate Token to represent their items. Arc Pistols may not be picked up by Opponents and all Starting Armory Weapons and Items must be returned to their original owners after the Mission is complete.

HEALING/REVIVING CREWMEMBERS

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 also 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").

PRISONERS & TURNING

This section is used mostly for Campaigns, since players 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 may 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 is 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 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.

TURNED CREWMEMBERS ARE NO LONGER CONSIDERED PRISONERS.

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 and your ship is in space.
2. Once During Shore Leave.

ONCE VILLAINS ARE DEFEATED (HEALTH REACHES 0) THEIR FIGURE IS REMOVED FROM THE BOARD, BUT CAN RETURN IF ANOTHER "ENEMIES" CARD IS DRAWN.

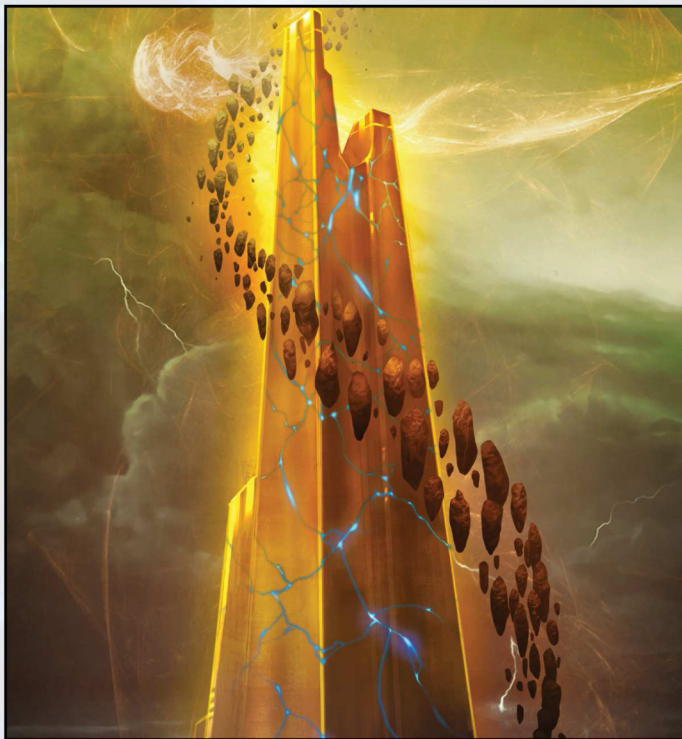
NON-PLAYER CHARACTERS

There are several types of Non-Player Characters or NPC's:

- Fighters: Zurathi or Dreggs
- Troop Transport and Military Satellite
- Villains: Zurathi, Dreggs or Ronin Androids
- 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 all NPC's except Drones (as they are small, hovering and have no arms). Ships do





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.

NOT need to Elude Fighters or other Enemy vessels.

If playing a game with a single player, 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:
25 digits*

Villain Commanders will always be escorted by one Soldier or Warrior of their race as long as they are available in the Pool. For example, if So'len Frae is placed on the board, a Zurathi Warrior will always stay by his side and move alongside him.

So'len Frae will gravitate toward Jayce while attacking all Characters (or Creatures) in his path until he reaches him. In other words: as he makes a path toward Jayce (or the highest Initiative Crewmember, if he's not on the Board), So'len will attack the nearest Crewmember after his movement, if he's not yet within range of Jayce.

If highest Initiative is tied and a Villain Commander is placed on the map then **roll off** by assigning numbers to them and rolling a die. For example: Darius is on his way to Straken, who is out of range, and finds two

Crewmembers in his path. One is Flibby and the other is Grom. Both have an Initiative of 5. The Players assign Flibby 1, 2, 3 and Grom 4, 5, 6. One of them rolls a die and a 2 comes up. Therefore Darius would attack Flibby. If Darius moves again and the same Crewmembers are within range then a second roll will be made for the targeted Crewmember or he will attack the Crewmember that 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 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. Once engaged, Warriors and Soldiers will remain engaged with the Crewmember until one is defeated.

Two or more 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 unless no other Crewmembers are in the room.

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 and will move adjacent to a character in Stealth. If successful, they detect Crewmembers hidden by stealth and may attack them, but only those who performed a successful scan.



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 Dregg Warriors remaining on the Board after a fight has broken out. A **World Event Card** is drawn that instructs you to add 3-6 Dreggs on the Board plus Darius. 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 Darius.

If there were already 5 Dregg Warriors on the Board, then only Darius 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.

Anytime an Enemy or Villain Commander is defeated, place a Container Crate Token in its space before removing the Standee from the Board.

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 that turn.

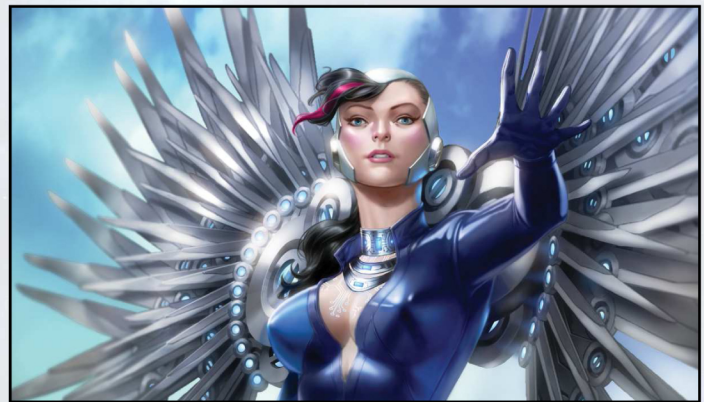
If they were damaged by more than one Crewmember, they will attack the Crewmember that did them the most damage (if equal, roll off).

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 5+ Search/Scan Test each round to attempt to discover adjacent Crewmembers hidden by stealth.

Drones

Delivering a Killing Blow to a Drone: 0 digits

Drones work exactly the same way as Soldiers and Warriors, 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 within 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.



Drones will only pair off to one crewmember each. Any drone unpaired will remain dormant and continue moving till they find a target.



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.

Villain Fighters

Delivering a Killing Blow to Villain Fighter: 25 digits

Villain Fighters work exactly like Enemy Warriors unless otherwise stated. No Eluding is necessary in Space. 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*).

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.

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

WINNING MISSIONS

The two Factions will go head-to-head until 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 had agreed to end the Mission at **Tier #1**. The Winning Faction receives the amount of Digits Printed on the bottom of the Mission Card, which they will split evenly.

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.

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 from 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 after a final *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 is available on the Ship*)
- Receive a new Mission (*Renegades only*)
- Pick Up a 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, shuffle Depleted or Sold items back into the *Weapons & Gear* deck and each Player turns over the top 4 Cards of the 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 a player purchases items and discards any he/she didn't purchase, then the next Player turns over 4 cards from the deck. If no cards remain, shuffle the non-purchased items for the next Player.

You may 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 regenerated them by adding additional Energy Tokens.

Upgrades work the same way as Weapons & Gear, except that each Player turns over only 3 cards instead of 4. 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.

Crewmembers that aren't designated with one of the five stations, and instead have keywords such as: *Royalty, Assassin, Thief* and *Investigator*, amongst others, cannot be picked to be part of a ship's initial crew when beginning the first Mission unless agreed upon by all players. However, they may be recruited during Shore Leave.

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 6-8 World Cards in the gaming area to act as a timer.

THE ONE PLAYER GAME

Renegades was designed to also play as a solo game, 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.

Choose a Random **NPC Card** and designate it to each member of the NPC landing party that must mirror your own in Crew Station. For example if your Commander and Weapons Officer is on your Landing Party, Then the NPC's Landing Party must also include their Commander and their Weapons Officer. Use the **Colored Tokens** to indicate which NPC Card is associated with which NPC Character.

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

- 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 (*if available*)
- 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. Otherwise they will attack Renegade ships.
- 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, but will skirt around hindering Terrain when possible. However, they will fire through it.
- NPC Fighters 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 Cerberus and the Destiny Aurora are being attacked by a Dregg Squadron. Once a Dregg attacks the Cerberus, 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 if it makes the hit penetrating.
- Coalition Ships will always start with Five Crewmembers unless no more remain in the pool. (*Captured Crewmembers may make this rule impossible to uphold.*)

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

- The Landing Party will always mirror the Stations of the Renegades Landing Party. For example the Renegades choose their Commander and their Weapons Expert to on the Away Team. The Coalition will do the same. The Crewmembers on the Ship will always be placed with the highest Skill level for that Station. If the Renegades swap out any of their crew mid-mission, the Coalition NPC will not mirror this action.

- To determine the actions of a Coalition NPC, choose an NPC from the deck and place a a corresponding colored token on the card and beneath the character to remind you which character is associated with which behavior..
- They will move adjacent and conduct free 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 their Coalition target 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.
- Highest Initiative values will be given the Arc Blade.
- Coalition Medics will never 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).



GLOSSARY

Actions (Characters) - Each Crewmember, Villain, Creature, Drone, etc. gets two Actions per round. NPC's will only get to move and attack and may only attack if they are within range after moving. Crewmembers can move twice if desired, but may only attack once. They may interact with an object, crate, defeated Crewmember, or Console as an Action or they may use one of their Abilities, which only counts as an Action if they pass the Skill Test and perform the Ability. (pg 23, 24)

Free Actions: Crewmembers also have a host of Free Actions including, Stealth, Search/Scan Swap Weapons, Elude and Ascend with their Ship onto the Orbital Map.

Actions (Ships) - Each Ship, including Enemy Ships may make two Actions per round. NPC ships may only move and attack. Player Ships may move twice, but may only attack once per round. They may also interact with salvage, and adjacent Player Ships that currently have no shields to board their Ship (See *Boarding Ships*). (pg. 21, 24, 25, 26)

Free Actions: Player Ships can also perform Free-Actions, such as use Ship Abilities, Move Crewmembers between Stations, Heal wounded Crewmembers in Sick Bay and Revive Defeated Crewmembers.

Armory - The Weapons, Items and Starting Gear that begin on your ship prior to starting a Mission. Armory Cards will be assigned to your Landing Party when they land on the Planet Surface. (pg. 11, 16)

Boarding - When a Ship's shields fail and the card is turned over, it may be boarded by adjacent opponents. No more than one Ships can Invade an opponent's ship at any given time. Moving between Ships counts as an Action. Neither Ship can move while being boarded, but they may rotate and fire. Ships may move if the link is broken by

performing a successful 6+ Tech Test while in Engineering. Attack turns work as follows: Defending crewmembers then Intruding crewmembers. (pg. 26)

Blocking Terrain - Indicated by a red border, Blocking Terrain is impassible and cannot be moved through or perform ranged attacks through. Presently the only exception are flyers, who may fly over exterior blocking terrain, but cannot land atop it, nor can they perform ranged attacks through it. Ships may not fly over Blocking Terrain on the Orbital Map. (pg. 23, 29)

Bounty - Bounties are cards taken at the beginning of a Mission that correspond to an opponent's Crewmember. If that Crewmember is Defeated the Bounty is delivered at the end of the Mission and Digits are rewarded. (pg. 15)

Brig - The section of the bridge on each ship where prisoners are kept. Prisoners may be taken from the planet surface and put into your brig during a Mission. Once an opposing Character is placed in the Brig, they can attempted to be Turned to the Faction of the imprisoning Player. See the Prisoners & Turning Section in this Rule Book. (pg. 6, pg. 33)

Crates - Tokens placed on the Planetary Map that correspond to cards in the Search Items Deck. Tokens are two-sided and each one is placed face-down on each tile on their designated ghosted space. Therefore there should be nine Crate Tokens placed on the Planetary Board at the beginning of every Mission. In addition, when a Villain Warrior or Commander is defeated and removed from the board, it is replaced by a random Crate Token. They attach to the Character that retrieved them and may be sold during Shore Leave as long as there is at least one Energy Token on the card if applicable. (pg. 11, 31, 35)

Deployment - Term used when a Ship lands on the Planet Surface during the Orbital Phase and the chosen Landing Party is given a free Action to disembark the Ship and move up to half of their movement value, rounded up. (pg. 18, 19, 30)

Earth - The blue planet on the Orbital Board. It is the origin planet of the Coalition Faction and

all Coalition ships begin the mission here unless beginning on the Planet's Surface.

Elevated Terrain - Elevated Terrain is marked by a yellow border or looking down into Suken Terrain (Orange Border). Ladders and other modes to ascend and descend are needed to move up or down from Elevated Terrain. If a character does not use these modes and instead moves from a yellow bordered square to an adjacent square on a lower terrain, they must take +1 Unavoidable Damage. Characters cannot move over a yellow-border to a higher terrain without the use of a ladder or other mode of ascension as they are blocked by a wall. Attackers must be on the edge of Elevated Terrain to draw line of sight to a lower level of Terrain. When attacking from Elevated Terrain add +1 to 1 Rolled attack die or if being attacked, the character standing on Elevated Terrain adds +1 to 1 Rolled Defense Die. (pg. 23, 29)

Energy Tokens - Tokens assigned to a Weapon, Item or Salvage that determines how many times the Card can be used. Once the Energy Tokens are depleted, the Card is discarded. (pg. 11)

Giant - Some Creatures and Villains may have this keyword. They may not enter buildings in corner locations, but may make Ranged attacks through doors as long as they have line of sight. Side and Center buildings are said to have high ceilings and they may enter those locations. (pg. 8)

Gravitate Toward - Means that a Character/NPC will move toward another Character on the map usually with a certain keyword or Initiative Value.

Hands - The icon listed on the bottom of some Weapons and Search Items that indicate how many hands are required to use that item or weapon. For example: if the Character is holding a sword, which is a one-handed weapon, he can also hold a pistol, which is also a one-handed weapon. However the Character cannot wield both a sword and rifle, which is a two-handed weapon. He or she can keep a two-handed weapon on their back and swap it with a one-handed weapon as long as the player declares the swap at the beginning of that Character's turn. (pg. 12)

Hindering/Obstructed Terrain - Indicated by

a green border, Hindering Terrain may be both moved through and ranged attacks may be performed through this terrain. Movement through Hindering requires one movement point to enter and two movement points to either leave or move through into another square of Hindering Terrain. Defenders who are targeted by a ranged attack may reroll 2 of their defense dice while occupying Hindering Terrain or if the ranged attack passes through Hindering Terrain. Stealth mode may be activated by a character occupying Hindering Terrain. (pg. 22, 23, 29)

Interact - Characters may interact with certain NPC's and computers inside rooms. Interacting counts as an action even it fails unless otherwise stated by the Mission. Interacting often requires successful tests based on the Mission Parameter. These tests may range to hacking a computer to getting an NPC character to trust you enough to follow you. For example in the case the Mission "Abduct the Princess," Xea'lana will follow a crewmember that succeeded in a Leadership Test, but may be stolen away by an opposing crewmember who succeeds in the same test during their turn. (pg. 31)

Initiative - The willpower of the Character and their propensity to lead and others to follow. Initiative determines the order players go while playing on each game board. On the Orbital Map the Initiative of the Ship is based on the Commander (*Captain or Inspector*) or if there is no Commander on the ship, then the Ship Initiative would be based on the Navigator's Initiative value. On the Planet Surface it is the combined Initiatives of the Landing Party. (pg. 4, 18, 20, 28, 34)

Invading/Intruding Ship - A ship that initiating the boarding and sends one or more of their crew onto an adjacent ship. (pg. 26, 27)

Landing Party - Depending on the Mission parameters, up to 3 chosen members of your crew that disembark from your ship on the Planet Surface, who are tasked with completing the Mission. (pg. 16, 18, 30)

Line of Sight (LoS) - When making a ranged attack. Draw a line from one corner of the Attacker's square to the middle of the Target's square.


LoS is not blocked by other figures when firing down from Elevated Terrain and Ships do not block LoS from other Ships. (pg. 24, 29)

Location Ability - Some Locations have special events and abilities that help or hinder your crew. These are not mandatory for the game and should be established between all players prior to beginning if they are going to utilize those abilities or not. They range from finding additional weapons to being attacked by training androids. (pg. 9)

Med Bay - The Area of each Ship where wounded and defeated Characters are taken to heal as long as the Medic accompanies them. During each round a wounded Character is in the Med Bay with the Medical Officer, they will heal two wounds. Defeated Characters will revive after one round and become “wounded.” (pg. 6, 15, 33)

Melee - Attacks that occur when a Character is adjacent to an opponent Character, Villain or Creature. Melee weapons may be used during these attacks. (pg. 11, 12, 29)

Missions - Mission Cards are chosen at the beginning of gameplay and correspond to a page in the Mission Booklet that tells players what board tiles are necessary for that particular mission, NPC locations, if any as well as parameters for completing the Mission. Missions are among the three possible storylines that culminate into an Epic Ending. (pg. 10, 16, 17, 36)

Movement (Character)  - The number of spaces a Character can move listed on its card. Characters can move in any direction for 1 movement point unless the space has a colored border around it (See Terrain). (pg. 6, 20, 21, 23)

Movement (Ship) - Ships move per the piloting skill number listed on the card of the crewmember inhabiting the Navigation Station. If the shields are still active (*front of the Ship Card*) the ship will get a +1 bonus to movement. Ships must go in straight lines, but may rotate in any direction at a cost of 1 movement point unless the pilot has a free rotation as listed on their card. (pg. 19, 21, 22)

NPC - Non-Player Character. A character who is not directly controlled by a Player and instead is controlled by a series of rules that dictate move-

ment and combat. (pg. 9, 13, 33-38)

Overtaken Ship - A ship that has been boarded and the Invading Crew has defeated all crewmembers on the Boarded Ship and has therefore taken control of it. (pg. 27, 28)

Port Saven - The domed asteroid on the Orbital Board. It is the origin planet of the Renegade Faction and all Renegade ships begin the mission here unless beginning on the Planet Surface.

Range - The amount of spaces between the attacker and the target, which includes the space the target currently occupies. A range number is also assigned to each ranged weapon. Character abilities may alter this number. Range may be zero for the Weapon bonuses to be used, unless otherwise instructed on the card. (pg. 6, 11, 24, 26, 29)

Rotation - On the Orbital Map, ships cannot not move diagonally or shift to other angles without expending a movement point to rotate into that position. Some pilots allow for a free rotation. (pg. 22, 27)

Royalty - Royal Characters such as Princess Xea'lana or Prince Ulep may be added as recruitable Crewmembers during Shore Leave if one of two things happen. 1. One of Crews wins the “Civil War” Epic Ending Storyline. 2. All Players agree to make them recruitable. Once they are recruited they will operate as any other playable character. (pg. 37)

Salvage - Tokens placed on the Orbital Map that correspond to cards in the Salvage Deck. Tokens are two-sided and each one is placed face-down on each tile at least four squares from the end-caps. Therefore there should be nine Salvage Tokens placed on the Space Board at the beginning of every Mission. In addition, when a fighter, troop transport or Satellite is destroyed, when the ship is removed from the board, it is replaced with a random Salvage Token. They attach to the ship that retrieved them and may be sold during Shore Leave as long as there is at least one Energy Token on the card if applicable. (pg. 17, 19, 31, 36)

Search Items - Items and Weapons found in crates on the Planet Surface. They attach to the Crewmember that picked them up and may be

exchanged with other Crewmembers if they are adjacent to one another before or after their movement. They can be sold during Shore Leave for half their Digit Value, rounded up as long as there is at least one Energy Token on the card if applicable. (pg. 10, 11, 16, 17)

Ship Abilities - The list of abilities on each Ship Card that allows that Ship to perform certain actions based on the Skill Test of the Crewmember inhabiting that station. Abilities range from extra movement to rerolling defense die. Only one of these Abilities may be attempted during each round and cannot be attempted if no Crewmember exists in the respective station. Once the Shields of the Ship are damaged to the point of failure, the Ship Card is turned over and the Abilities are limited. All fractions are rounded up. (pg. 6, 19, 21)

Shore Leave - The break in time between missions where Crews can purchase and sell Items & Weapons. Upgrades may also be purchased and assigned to the appropriate Crewmembers and additional Crewmembers may also be purchased for your Ship as long as Capacity is available. (pg. 26, 36, 37)

Skills Tests - Each Crewmember has a set of skills including: Leadership, Search/Scan, Tech, Stealth, Medical, Weapons, and Piloting. The number related to the icons represents how many dice are rolled when a test is required. To pass a 5+ test one of the dice needs to be a five or six. To pass a 6+ test the dice rolled needs to have at least one six. (pg. 5, 30)

Space Mines - In the case of this Salvage item, Space Mines will not detonate if within range of the Ship that deployed them, but may hit and damage that Ship if the Mine is detonated by another Ship or another Mine.

Stations - Five bubbles on each Ship Card that represents the five Stations that make up the Ship's operational hubs. They include: Command, Weapons, Navigation, Engineering and Communications. The Character Figures are placed on each of these bubbles and may move between them at start of the Orbital Phase during each Player's turn. (pg. 5, 6, 15, 18, 21, 31)

Stealth - Characters can enter Stealth Mode by rolling a successful 5+ Stealth Test. Roll the number of dice associated with the Character's Stealth Skill. If one of the dice rolled is either a 5 or 6, the Test is passed and the Character is said to be in Stealth. A Stealth token is placed next to the Character. Characters must be either adjacent to an interior wall space or occupy a space of Hinder-ing Terrain to be eligible for Stealth Mode. Once in Stealth Mode, opposing characters must be adjacent to perform a successful 5+ Search/Scan Test in order to attack or interact with that Character. Once that Character performs an attack or moves, they will no longer be in Stealth Mode and the Token is removed. If they have not made an attack and only moved, they may perform another Stealth Test. (pg. 5, 30, 31, 33, 35)

Sunken Terrain - Sunken Terrain is marked by an orange border. Ladders and other modes to ascend and descend are needed to move down or up from Sunken Terrain. If a character does not use these modes and instead moves from an orange bordered square to an adjacent square on a lower terrain, they must take +1 Unavoidable Damage from the fall. Characters cannot move over an orange-border to a higher terrain without the use of a ladder or other mode of ascension as they are blocked by a wall. Targets of an attack must be on the edge of Sunken Terrain to draw line of sight to a lower terrain level. See the diagram on page 22 for further details. (pg. 21, 23, 29)

Tactical Cards (Expansion)- Orbital and Planetary Tactical Cards will be available in Expansion Packs. They attach to Commanders (*Captains & Inspectors*) and are used as a free action and are dependent on whether the commander is on the Planetary Map or the Orbital Map. Tactical Cards are either kept between Missions if a Campaign is being played or a new set drawn before each Mission. (pg. 9, 15, 19, 20, 21, 27, 37)

Terrain - Terrain is divided into several types both on the Planet Surface and on the Orbital Map. They include Blocking Terrain and Hinder-ing Terrain on both boards and Sunken, Water and Elevated Terrain on only the Planetary Map. Reference each one individually in this glossary. (pg. 17, 21-23, 26, 29, 30, 31)

Upgrades - During Shore Leave, each Crew has the ability of purchasing Upgrades for their Crewmembers to give them new skills or upgrade the skills they presently possess. Each Upgrade Card has an associated digit cost on the bottom. (pg. 14, 36, 37)

Wall Break - Walls of buildings may be damaged by grenades or other weapons. If this occurs, then that area is said to be open and may be used as a doorway. Place a Damage Token in the space that is destroyed.

Wall Damage - When a Character is knocked back due to an attack or other cause (*i.e. Quake*) and cannot move any further due to a wall or Blocking Terrain, the character takes +1 Unavoidable Damage. If a character cannot move due to being at the edge of the map or adjacent to another character, they do not take Wall Damage.

Water Terrain - Water Terrain, marked by a blue border, works similarly to Hindering Terrain in regards to movement. Water Terrain requires one movement point to enter and two movement points to either leave or move through into another square of Water Terrain. Water Terrain gives no bonuses to defense and Stealth Mode may not be activated while occupying Water Terrain unless the character is positioned adjacent to an interior wall. Water Terrain does not effect range or melee combat. (pg. 23, 29)

Weapons Cards - Attach to a specific Crewmember or Ship and are used to augment Attacks, Defense, or Skill Tests. Weapons Cards can be sold to the open market during Shore Leave for half their Digit Value, rounded up, as long as there is at least one Energy Token left on the card if applicable. (pg. 21, 29, 30, 37)

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action.
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COMMANDER

WEAPONS

NAVIGATOR

MED BAY

BRIG

CAPA

CEREBUS
HUNTER CLASS

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 Weaknesses - Perform a Communications Scan 5+ test to do +1 penetrating damage when attacking.

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)



