



## Mission Objective:

You are the captain of a starship navigating hostile space. Your goal: capture all bounties (Aces, Kings, Queens, and Jacks) scattered across the galaxy.

Survive the sectors, manage your ship's systems, and outwit enemy ships. Beware - if your life support fails, your mission ends in catastrophic failure.

## Set Up:

You will need:

- 54 standard deck of cards
- 2 six sided dice
- 1 coin
- Calculator
- Pen and Paper

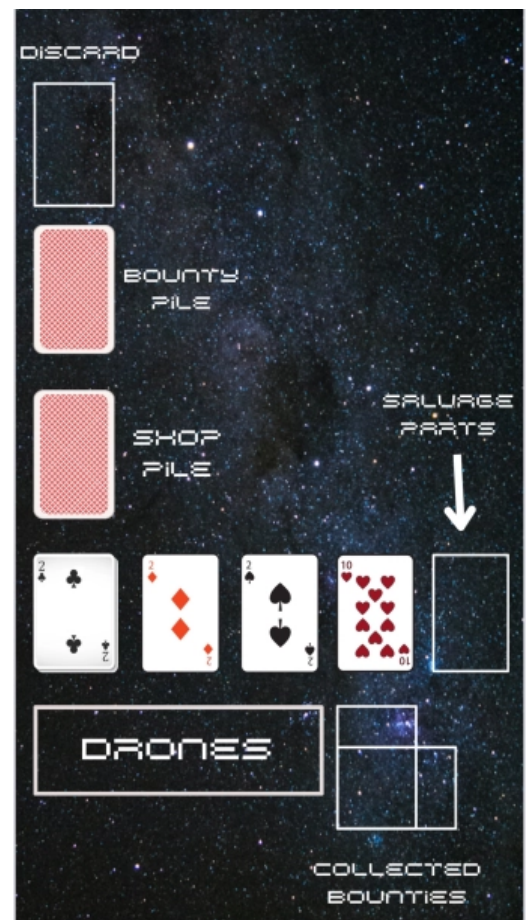
## Ship Systems:

- Life Support: **Numbered** Hearts are placed face up in a **descending order** (top card should be the 10 of Hearts; Bottom card should be a 2 of Hearts)
- Shields: 2 of Diamonds placed face up
- Ballistics: 2 of Clubs placed face up
- Engines: 2 of Spades placed face up
- Drones: Set Jokers aside. They can be used at any time.

**Bounty Pile** - All Aces, Kings, Queens, and Jacks (shuffled and face down)

**Shop Pile** - All remaining cards (shuffled and face down)

\*Deal 5 cards from the **shop pile** at the start of the game. This is your starting hand. Your maximum hand size is 7.



## Gameplay:

The game consists of traveling to a total of **four sectors** to battle against other enemies. As you progress, each sector has more enemy ships but also rewards more credits. When entering a sector, deal bounty cards face down from the bounty pile equal to the number listed below.

**Sector 1** - 1 Bounty

**Sector 2** - 3 Bounties

**Sector 3** - 5 Bounties

**Sector 4** - 7 Bounties

When facing a fleet, you must destroy the rows **in order**, before proceeding to the next row of enemies. When a row has more than one enemy, you may choose which one to battle. Once a row is defeated, you may flip the next row and decide which enemy to engage.

### **Enemy Ships:**

When facing an enemy ship, their suit will disable your corresponding ship system.

EX: A Queen of Diamonds will disable your shields, preventing you from blocking damage.

When facing an enemy with the suit of **hearts**, your life support will not be disabled, but any damage received will put you into critical damage (more on combat later)

### **Enemy Health:**

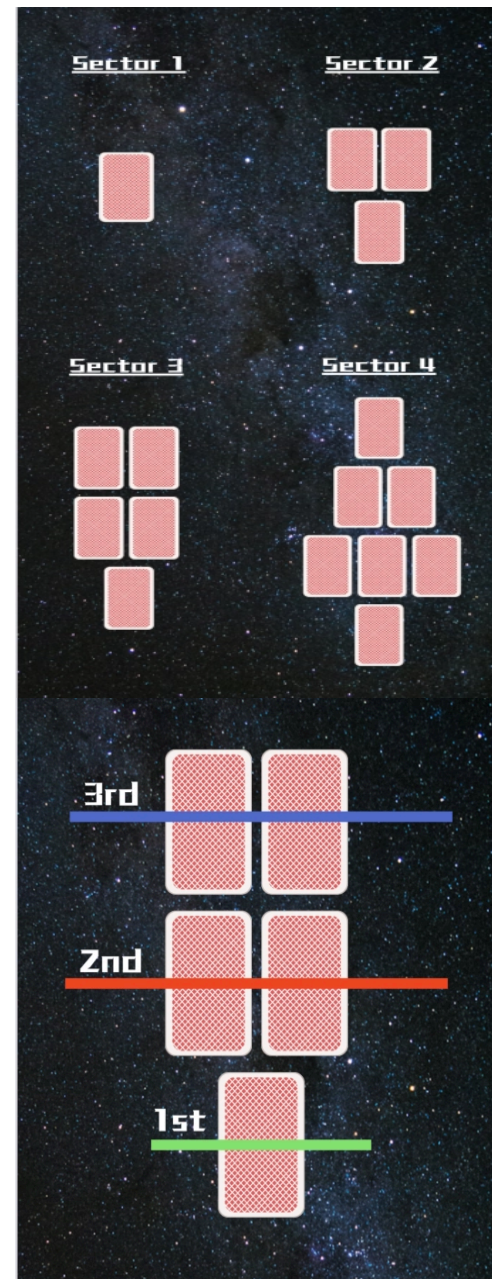
Aces - 30 Health

Kings - 25 Health

Queens - 20 Health

Jacks - 15 Health

Dead or Alive Bonus - When dealing damage to an enemy, if you deal more than required, they are destroyed along with their ship. Place the card **sideways** in your bounty collection once destroyed. If you manage to do EXACT damage, you capture the enemy. Place the card **upright** in your bounty collection once captured. You get extra credits if captured alive!



## Operating Systems:

Diamonds (Shields) - **Block** Incoming Damage

Spades (Engines) - **Dodge** Incoming Damage

Clubs (Ballistics) - **Deal** Extra Damage

## Drones:

Jokers - Drones boost corresponding O.S. to max capacity (Max is 10 for each O.S.). Life support is not an operating system therefore a drone can only be used for Diamonds, Spades, and Clubs. **AFTER** defeating an enemy, the drone is destroyed and is turned **sideways** in your drone stockpile to signal that it is un-operational.

A drone can be used at “**Improvise**” speed, so at any time during the battle with an enemy you can use a drone. You CANNOT swap the drone to a different O.S. once it is assigned. Also note, that you CAN use more than one drone during a battle. By doing this though, you will no longer have any drones until they are repaired.

EX: 4 of Diamonds blocks 4 damage. If boosted by a drone, it now blocks a max of 10 damage for the remainder of the battle.

## Ship Parts:

There are two ways you can use ship parts:

- 1) Upgrade
- 2) Improvise

Upgrades will be discussed later. Let's take a look at “**Improvise**”. A ship part from your hand can be used to boost an operating system temporarily. When used, for the remainder of the battle phase you will have the corresponding boost. Once used, place the ship part in salvage (salvage pile is NOT the same as the discard pile)

EX: If your engines are at 5. By playing a 7 of spades from your hand, you can now **dodge** 12.

\*The difference between drones and improvised ship parts is important here. A drone's boost will remain for the whole battle against an enemy, where an “improvised ship part” is only during that phase of combat. Also a drone will MAX OUT an O.S. system (10) where an improvised part will be **additional** power to that system.

EX: If I have a Diamond with a drone boost, that system is at a Max of 10. By also playing a 4 of diamonds, you now have shields at 14 until the end of that combat phase. When you re-engage with the enemy (assuming they weren't captured), then you no longer have 14 shields but rather it's back to 10.

### Galactic Enterprise:

After completing a sector, you may visit the G.E. to collect your credits from the bounties. Once a bounty is collected, place it in the **discard pile**.

Bounty	Credits
Aces	11 credits
Kings	9 credits
Queens	7 credits
Jacks	5 credits

Bonus	Credits
Captured Alive	+ 5 Credits <b>per</b> bounty card

Sector Bonus	Credits
Sector 1	N/A
Sector 2	+ 1 Credit <b>per</b> bounty card
Sector 3	+ 2 Credit <b>per</b> bounty card
Sector 4	+ 3 Credit <b>per</b> bounty card

EX: A queen that was captured alive (exact damage) from sector 3, it would be worth **14 credits** (7+5+2)

Now that we've been paid, Let's Go Shopping!

### The Shop:

Once you've received your credits, you can visit the shop to spend them the following ways:

Buy Ship Parts - Deal out 5 from the shop pile deck. You can purchase as many parts as you can afford. You can ask to see **"What's in the back"** (deal out 5 more shop parts)

Buy	Cost
Numbers 3-4	- 1 Credits
Numbers 5-6	- 3 Credits

Numbers 7-8	- 5 Credits
Numbers 9-10	- 7 Credits
"What's in the back"	- 3 Credits
Heal Life Support	- 1 Credit per Missing Heart
Upgrades	- 1 Credit per Upgrade
Repair Drone	- 10 Credits per Drone

Heal Life Support - For **every** missing life, you can pay **1 credit to repair**

Example - after battle, if you only have 6 hearts left, you can pay 4 credits to restore your life support back up to 10.

Ship Upgrade - You can upgrade your operating systems by paying 1 credit **per** upgrade. However two requirements must be met:

- You must have the ship part in hand
- The upgrade must in sequence

EX: If your shields are at a 3 and you have a 4 of diamonds in hand, whether it be from the starting hand or a purchase from the shop. You can pay 1 credit and **permanently** place it over your 3 of diamonds. For the rest of the game, you now have 4 shields. You could NOT however upgrade it to a 7 of Diamonds as that would be out of order.

Repair Drone - If you previously used a drone, in order to make it operational, it must be repaired. Once repaired, simply return the fixed drone to your drone stockpile. It can now be used again for future enemies.

## Combat:

- 1) "Prepare for Battle!" - Layout the bounties in the correct order, face down. Once all bounties are laid down you can flip the first row over.
- 2) "Fire!" - Roll 2 Dice. Deal damage to the enemy **equal** to the total. **Plus** any **Ballistics** damage, and/or **improvised** damage. If you roll doubles, you get to "Fire!" again. (EX: If you roll two 4's and have a 3 of **clubs** O.S., you would deal 11 damage. Then you would roll again. Your ballistics damage would also apply to a re-roll. The only exception to the rule is improvised damage. These are one time use! Once you use it, that part goes to the salvage pile.
- 3) "Brace for Impact!" - Roll 2 Dice and flip a coin. You receive damage equal to the dice. If the coin resulted in heads, that **damage is doubled**. The enemy can also **fire again** if they roll doubles! (and yes, you flip the coin again. yikes.)

Your shields will **block** damage, and your engines will **dodge** damage.

EX: If you have 4 of diamonds and 7 of spades, you would escape 11 damage. You can also improvise by playing a diamond/spade to help escape more damage.

However, don't forget! The enemy suit **disables the corresponding O.S.**

If any damage goes through, reduce your life support by the difference. If life support is reduced to 1 (or less than 1). **You don't instantly die**, you will go into "**critical damage**". To signal this, flip your life support cards face down. Any future damage will destroy your ship. Game Over. So make sure to improvise.

- 4) "**Re-Engage**" or "**Flee**" - After you survived the "Brace for Impact" phase, you can now "Fire!" again. This cycle repeats itself until the sector is clear. If you defeat an enemy, move on to the next enemy and "Fire!" again. Remember! If you used 'improvise', any bonus you received does NOT apply once you "re-engage".

If you don't think you will survive the **next enemy**, you can "Flee". Simply **discard** a prisoner. You can now return to the G.E. to sell bounties, repair, upgrade, etc. Then you return back to the sector to finish capturing the remaining bounties.

## **End Game:**

Once all sectors have been completed, you may return to the G.E. to collect your final credits. Your score will determine placement.

<b>Placement</b>	<b>Score</b>
Bronze	50 Credits
Silver	75 Credits
Gold	100 Credits
Platinum	125 Credits

## **Reminder Rules:**

Maximum hand size is 7

Drones can't be used for life support systems

Drones can't be swapped to a different O.S. once it is assigned

Drones max out a corresponding system. Improvised parts are additional power to O.S.

If you take damage MORE THAN the remaining life support, you don't instantly die, but rather you go into "critical failure". Any damage going forward will destroy your ship. Note, that any damage received by a suit of hearts INSTANTLY depletes all of your life support and puts you into "critical failure".

In order to Flee you MUST discard a prisoner.