



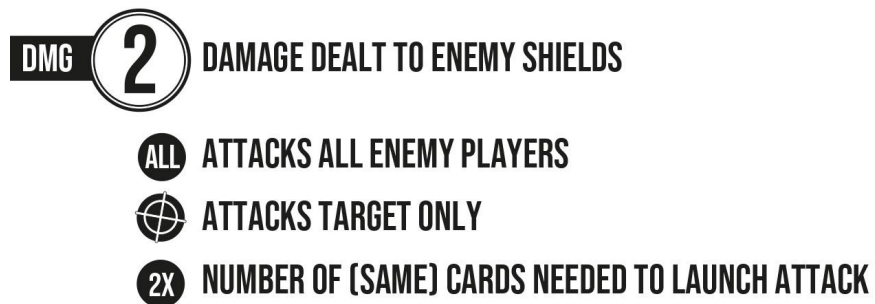
Dogfights in Space, with Cats! is a single deck card game for 2-3 players. You can print off a second deck and combine them for a 3-5 player game.

The game is still in its playtesting phase, so feel free to send any feedback to pete.morley.1982@gmail.com

Game structure

Each turn consists of two moves (movement and action), unless the game tells players otherwise.

Understanding the cards



Setup

To begin, remove the ship cards and pilot cards from the deck. Each player then takes a pilot card and a randomly selected ship card. Both cards are placed face up in front of the player. Each ship has a special skill marked at the bottom of the card allowing the player to use certain weapons more effectively.

Each player then takes the number of shield cards indicated on their ship's loadout and places them face up below their ship where all players can see them. Place them in a line. Let's call it the shield array. You can hold up to six shield cards in your array.

Shuffle the remaining deck and place it face down in the middle of the play area. As the game progresses, discarded cards will be placed face down to the side of the play area, in the discard pile.

Each player draws their starting hand from the deck, equal to the number of weapon cards in their ship's loadout. This is your weapons array. Keep it to yourself and don't let anybody else see it.

You can hold a maximum of five cards in your hand at the end of your turn, you must discard any extras.

That was easy. You're ready to begin and you already know all of the important rules! The player with the smallest ship moves first and play passes to the left. If you lose your shields, you're out of the game!

Gameplay consists of one turn per player. Turns include a movement phase, and sometimes an action phase.

Move 1 - Movement Phase

Unless the game tells players otherwise, the movement phase is mandatory.

Navigate your way through the battlefield by drawing a card from the deck. You may keep the card, swap it for a card you are holding, or place it face down in the discard pile.

Players may have a maximum of five cards in their hand at the end of each turn.

Move 2 - Action Phase

Option 1

If a player has the required number of cards in their hand to launch an attack, then they may attack any other player. The defending player must then remove shield cards from below their ship card equal to the attack damage (DMG) dealt and place them face down in the discard pile. Attacking cards are also placed in to the discard pile.

Option 2

You can choose to use a shield card during this phase if you have one available. Charge your ships shields by placing a shield card under your ship card (all ships can hold a maximum of 6 shield cards) If you choose to charge your shields, you can not attack this turn. You can use one shield card per turn.

Rules

Pilots can be chosen, but ships must be dealt randomly.

The Furball Class is the fastest ship, so it always moves first. If you're playing a 3-5 player game with two printed decks, then remove one of the Furball class cards before dealing ships. Play always passes to the player on the left.

Players may stack a maximum of six shield cards under their ship.

Once the deck has been exhausted, shuffle and replace with the discard pile.

If a player draws an event card (!) during their movement phase, *they must play it immediately during their action phase*. Event cards affect all ships.

The text on the cards overrides all rules. Always do what the cards tell you to.

DMG values do not stack. For example: When played, 3x Pocket Rocket cards inflict 2 total damage to enemy shields.

If your shields are down and you aren't holding any shield cards, you're out of the game. If you're holding a shield card in your hand, you must sacrifice your next turn to recharge your shields.