This is a game where you each play as survivors of the aurora spaceship. To play, each player makes a group of models known as a team. Teams have a point cost, which should be equal between the two teams. Teams are made up of units, which each have their own point cost. Each unit is expected to be about 1 inch wide. Then, create the battlefield, which should be a 2' x 1' mat. Add any environmental pieces the players wish to this. Some environmental pieces break line of sight. Some are difficult terrain, and cost 1 more inch of movement to move through. Some are dangerous terrain, and deal 1 damage when stepped into. It is up to the players to determine what type of terrain each environmental piece counts as when setting up.

The two teams then fight against each other. There are 5 rounds of combat, and at the start of each round roll a d10 for each unit. Then, order the total d10's from greatest to smallest. Whoever owns the highest dice may activate a unit, then the next highest dice is checked. In the case of ties, the player that didn't go last goes next. When activating a unit, you may do one of 3 things: you may move twice, attack twice, or move then attack. Each unit has 1-2 weapons they can attack with. Units have the following stats:

- Health: how much health the target has. Health is reduced by damage, and if it reaches 0 the unit is killed.
- Armor: how well protected the unit is. Armor is used for determining if an attack hits
- Speed: how fast the unit is. This is how many inches the unit moves

Weapons have their own stats, which are as follows:

- Range: the range of the weapon. Used for determining if a target can be attacked
- Accuracy: how accurate the weapon is. Used for determining if an attack hits
- Damage: how devastating the damage is. Used for damaging targets when a target is hit

To attack, a unit may target any unit it can see within range, and rolls a d10 for the attack roll. If the attack roll meets or exceeds 5, the attack is a hit. Increase the result of the die by accuracy, but reduce it by armor. If the attack hits, deal damage to the target.

There are 4 factions you may play as, each of which have all their information fit on a single page. They are:

- The colonists: groups of the people meant to colonize the stars through aurora, now just trying to survive the horrifying reality they're in
- The singularity: what used to be helpful robots, now have been infected by a virus that makes them seek to harm any living being they see
- The apex: a previously unheard of alien species that infested the aurora. They see everything as either a threat or food, and will kill anything they see
- The infection: a plague that infects human corpses and reanimates them. It wishes to turn the aurora into one single hive of zombies