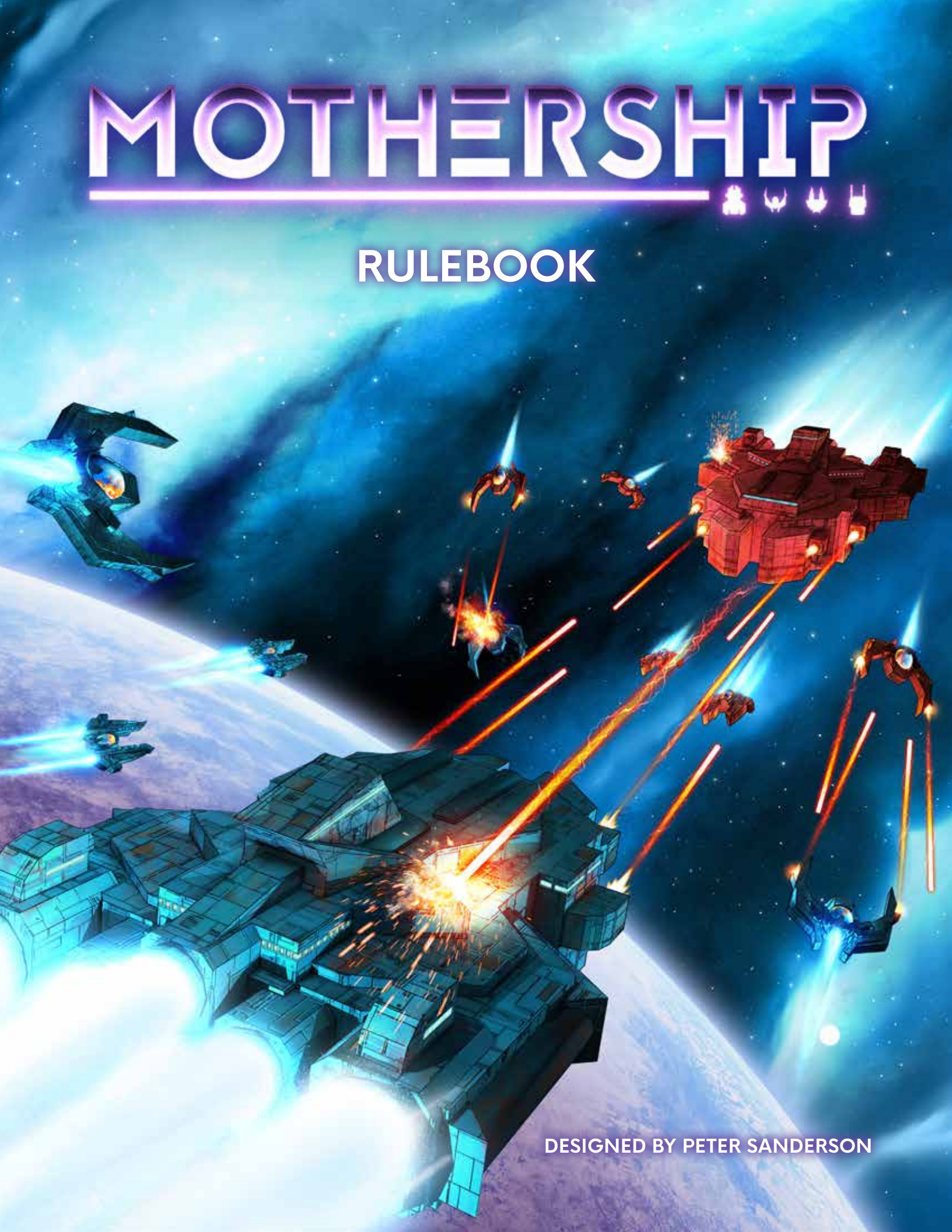


# MOTHERSHIP



## RULEBOOK



DESIGNED BY PETER SANDERSON



# COMPONENTS

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## THE STORY SO FAR...

The great Space Disagreement of 5406 has forced your entire Colony to flee into the dark depths of outer space. You're not alone. Other Colonies too seek refuge from the war. All scramble to harvest the valuable resources on undiscovered planets. Your mission: destroy all other Colonies. Diplomacy is boring. Shoot first, confirm if they were enemies later...



For a quick way to learn the basics of Mothership, please watch the video at:

[mothership-game.com/  
how-to-play](http://mothership-game.com/how-to-play)

Rulebook version 1.2

1x Game Board



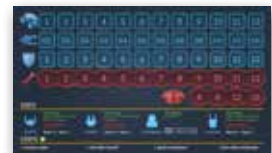
10x Asteroid Tiles



6x Tech Trees



6x Control Panels



72x Action Cards



12x Artifact Cards



12x Quick Tips Cards



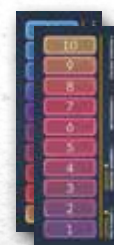
24x Development Cards



12x Artifact Tokens



2x VP Tracks



126x Energy



1x D4



12x HP



1x D6



18x Tech



1x D8



25x Minerals



1x D10



25x Gas



1x D12



25x Influence



1x Bonus Dice



8x Mineral Planets



2x Gas Planets



70x Stands



4x Moons and Supports



● Colony Station



x1

🚢 Mothership



x1

🛩 Fighter



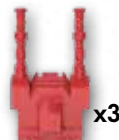
x3

🚀 Bomber



x2

🔫 Guardian Cannon



x3

📍 Capture Marker



x6

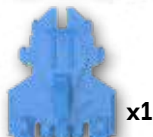
★ Victory Point Marker



x1



x1



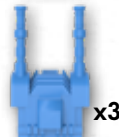
x1



x3



x2



x3



x6



x1



x1



x1



x3



x2



x3



x6



x1



x1



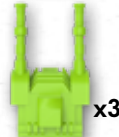
x1



x3



x2



x3



x6



x1



x1



x1



x3



x2



x3



x6



x1



x1



x1



x3



x2



x3



x6



x1







# SETUP

## PLAY AREA

The following instructions explain how to set up *Mothership* for a 2 - 6 player game.












*Mothership* features many game *modules* that can be added or taken away depending on your preferences. The picture on the right shows what the final play area will look like for a standard 4 player game, with no additional modules.



- Lay the board down in the middle of the play area.
- Shuffle the  Action Cards and place them face down. Have space nearby to use as a discard pile.
- Place the  Minerals and  Gas near the  Action Card pile.
- All five dice should be placed on the play area ready for use.



## EACH PLAYER

### GIVE EACH PLAYER:

- 1x  Colony Station
- 1x  Mothership
- 3x  Fighters
- 2x  Bombers
- 3x  Guardian Cannons
- 4x Capture Markers (more are provided if needed)
- 1x Control Panel
- 1x  Tech Tree
- 2x  HP
- 15x  Energy
- 4x  Tech
- 1x Quick tips card (if needed)
- 2x  Action Cards from the top of the  Action Card pile.

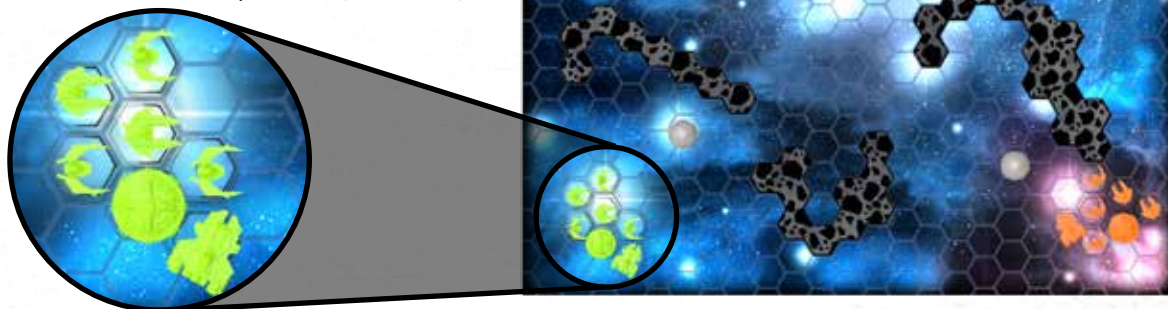
Each player takes the  Energy and  HP they were given and positions them on their Mothership Control Panel as seen on the left.





## BOARD LAYOUT

- Place a selection of asteroid tiles down on the board (see *Asteroids*, pg 15). The asteroids divide up the empty space, so place as many or as few as you like.
- ● Colony Stations should be placed in each corner by the player setting up the board. The location of your ● Colony Stations can be changed however, depending on your desired layout. Ensure that they are not placed against the board edge.
- Then position one to seven mineral planets around the board. You should always place one or two more mineral planets than there are players (example: 4 players = 5 or 6 mineral planets). Planets may be placed on asteroid tiles.
- Each player may then place their ships however they like within two spaces of their ● Colony Station (see below).
- You may also place an additional one or two gas planets on the board in any location. Gas planets, while valuable, will not be fought over as much as mineral planets.



## BOARD BALANCE

A feature of *Mothership* is its dynamic game board. No two games are the same. You're free to choose and create your own layout.

Balance is very important in *Mothership*. While ridiculous layouts are fun, some may wish to make sure each player has a fair chance throughout the game. The person setting up the board should make sure no single player is overly protected by asteroids or has easy access to multiple planets.

Consider the example layout above. Each player has easy access to at least one mineral planet during their first turn. The fifth mineral planet is usually in the middle and becomes a source of contention throughout the game.

You can choose to have two extra mineral planets per player, so long as they are a fair distance away from all players to a reasonable degree.

Understanding how planets affect balance is important to creating really exciting layouts. The more mineral planets that are on the board, the higher the 🌱 Mineral flow. The higher the 🌱 Mineral flow, the quicker players will research 🚀 Technology, and therefore the quicker the game will be. The rule of one or two extra mineral planets per player provides a steady game pace. Adding gas planets to the board is a good way to increase the amount of capturable planets without affecting the pace of the game.

For more examples, see *Board Layouts* on page 27. There you can find examples for 2, 3, 4, 5 and 6 player games. Of course, you don't need to strictly follow any pattern when making your own board, but they should provide you with a starting point. For even more layouts, please visit [mothership-game.com/board-layouts/](http://mothership-game.com/board-layouts/)



# GAMEPLAY

There are two primary modes to play *Mothership*: *Deathmatch Mode* and *Victory Point Mode*. While *Mothership* was designed for Deathmatch, both modes are equally as enjoyable, but will serve different types of gaming groups. All rules from this point onwards will be for Deathmatch. There are slight changes needed to accommodate Victory Point Mode and they are covered on page 23.

## GOAL

The goal of Deathmatch is to eliminate all other players.

You are eliminated when your ● Colony Station is destroyed, or when your 🏠 Mothership, 🛩 Fighters and 🚀 Bombers have been destroyed. As 🛡 Guardian Cannons are a re-buildable unit, they are not counted.

If your ● Colony Station is destroyed and you still have units left, they are also destroyed. All planets that you control return to a neutral state, and any cards or resources you own are discarded.

## URNS AND ROUNDS

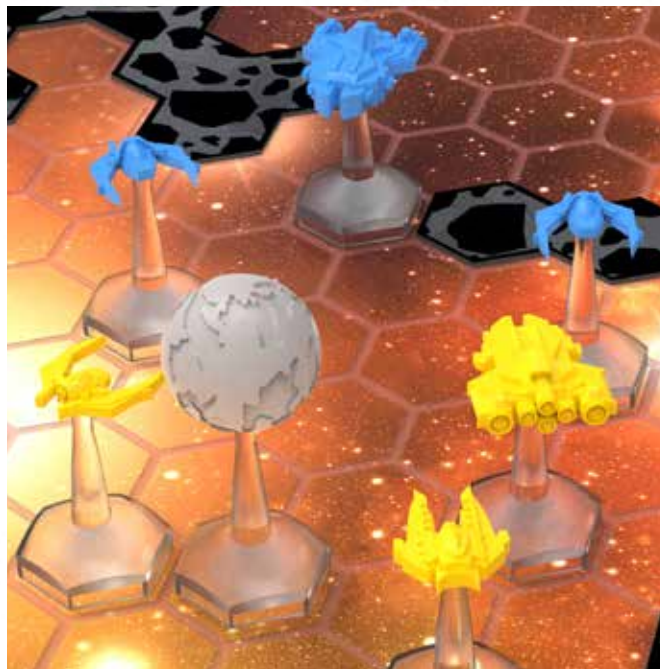
A *turn* is defined as one player having the chance to move pieces, and a *round* is when everyone has had one turn. Roll a D12 to determine which player starts. The highest roll goes first, and the order is clockwise for the rest of the game.

**TURN ORDER:** Your turn can be made up of many different actions which can be done in any order. All actions during your turn must be declared to all other players. This means you can move ships, attack, spend resources, build 🛡 Guardians, manage your ⚡ Energy and use 🃏 Action Cards in any order that you wish, and with as many or as few ships as you want. On the other hand, each ship has a set order to which they must perform actions, or phases. A single ship has two phases that they can perform per turn in this order: **1. Movement phase** and **2. Attack phase**.

**MOVEMENT PHASE:** Players may move their ship as many spaces as they want within their ship's engine power. Players can choose to skip a ship's movement phase. Each ship's engine power, measured in spaces, is stated on the Control Panel.

Ships can be moved through a player's own ships but cannot occupy the same space. They cannot be moved through planets, ● Colony Stations or enemy ships.

- 🃏 Action Cards or 🌐 Tech Tree abilities that warp a ship use the movement phase for that particular ship (see *Action Cards*, pg 14).



**ATTACK PHASE:** An attack phase may be resolved by either attacking an enemy ship (see *Combat*, pg 10) or attacking a planet. Each ship's attack power, measured in dice type (eg, D4, D6, D8, D10 or D12), is stated on the Control Panel.

- Fighting asteroids or 🛡 Guardian Cannons does not use your attack phase (see *Asteroids*, pg 15).
- 🏠 Mothership abilities will use your 🏠 Mothership's attack phase (see *Technology Tree*, pg 12).

**IMPORTANT:** No ship can move or warp after it attacks.

⚡ **ENERGY:** Using the Control Panel (see *Control Panel*, pg 7), a player can divert ⚡ Energy (blue cubes) into any of the other subsystems (blue rows) to change how far your 🏠 Mothership can move, attack or how much damage it can absorb. This must be done before the 🏠 Mothership is moved and the ⚡ Energy is then locked until your next turn.

**ENDING YOUR TURN:** The turn ends when all ships have been moved and / or have attacked, or the player decides not to make any more manoeuvres. You may now gather resources (see *Resources*, pg 11) and sell 🃏 Action Cards (see *Action Cards*, pg 14).



# CONTROL PANEL

The Control Panel displays your 🏠 Mothership's power distribution across its three subsystems, your unit's base stats and your 🌐 Colony Station's 🛡️ HP. The top four rows only relate to your 🏠 Mothership.

Each 🏠 Mothership starts the game with 12x 🛡️ HP. The other three subsystems are ⚡ Energy based.

Before you move your 🏠 Mothership you can divert ⚡ Energy into any of the other rows to change how far your 🏠 Mothership can move, attack or how much damage it can absorb. The ⚡ Energy is locked until your next turn. A subsystem is allowed to have no ⚡ Energy.

## MOTHERSHIP SUBSYSTEMS

**ENGINES:** How many spaces your 🏠 Mothership can move.

**WEAPONS:** The type of dice your 🏠 Mothership attacks with (D2, D4, D6, D8, D10 or D12). A D2 is not included. Instead roll a D4: Odd = 1. Even = 2.

**SHIELDS:** If your 🏠 Mothership loses a dogfight with an enemy your shields will absorb the damage (your enemy's total roll including buffs) before the remaining damage is taken off your 🛡️ HP. Shields regenerate at the end of any turn, including enemy turns.

**🛡️ HULL POINTS (HP):** How much health your 🏠 Mothership has in increments of 1. The single red cube on this row acts as a slider. Move the red cube up and down the track as you gain or lose 🛡️ HP.

## OTHER INFORMATION

**🌐 COLONY STATION:** How much 🛡️ HP your 🌐 Colony Station has in increments of 4. The single red cube on this row acts as a slider. Move the red cube up and down the track as you gain or lose 🛡️ HP. All 4 points of damage must be dealt to move the counter down. For example, if your Station receives 7 damage from an attack, only move the counter down one space (4x 🛡️ Hull Points).

**STATS:** Your accompanying ship's set movement and attack stats and what they can or cannot damage.

**COSTS:** A list of actions that can be taken throughout the game and their associated costs. The 📖 Tech Tree has a ? rather than cost amount, as the cost is determined by the tier of technology you are researching (see *Technology Tree*, pg 12).

**ENGINES**

**WEAPONS**

**SHIELDS**

**MOTHERSHIP HULL POINTS**

**COLONY STATION HULL POINTS**

**STATS**

**YOUR UNITS AND THEIR SET STATS**

**COSTS OF IN-GAME PURCHASES IN MINERALS**

**TECH UPGRADE PRICES VARY BASED ON TIER. SEE TECH TREE FOR PURCHASE COSTS.**

# UNITS

Each player will have control over five different units. At the beginning of the game, all players start with symmetrical fleets. As the game progresses, players make choices that will greatly vary the strength, speed and abilities of each unit. This section will cover the base stats of each unit and their standard rules. Everything you need to remember during the course of the game is written on your Control Panel.

## FIGHTER

Each player starts the game with three ♠Fighters.

The fast and agile ♠Fighter is a light unit that has a greater engine power of 4 spaces, but at the expense of firepower. Its lasers are unable to damage 🗡Hull Points, but it is adept at taking out other ♠Fighters, ♠Bombers, ♠Guardian Cannons and reducing a 🗡Mothership's shields. It can also attack planets. When performing any attack with a ♠Fighter, roll a D6 for damage.



## BOMBER

Each player starts the game with two ♠Bombers.

With an engine power of 3 spaces, the ♠Bomber may be slow, but it makes up for it in damage. With its powerful armour piercing cannons, ♠Bombers attack with a D8 to shred through enemy hulls, 🗡Mothership shields, planets, and ♠Guardian Cannons. Even though they are a force to be reckoned with, their weapons are just not built to hit smaller targets such as other ♠Bombers or ♠Fighters.



## MOTHERSHIP

Each player starts the game with one 🗡Mothership.

The 🗡Mothership is your most powerful and versatile unit. Its regenerating shields absorbs damage, and its turbo lasers can take on any target. The unique Control Panel allows you to change its engine power, weapon damage, and shield strength every turn to suit your strategy. After investing heavily in 🗡Technology, you can even equip it with powerful super weapons.



## COLONY STATION

Each player starts the game with one 🗡Colony Station.

Your entire Colony from your home planet is inside this giant, spacefaring habitat. With no defences to speak of, its only purpose is to house its inhabitants comfortably until a new, suitable planet can be discovered. You must protect it at all costs.

🗡Colony Stations do not have attack rolls or engine power. It is also not classed as a ship. Therefore, any 🗡Action Cards or 🗡Tech Tree abilities that refer to a ship do not apply to your 🗡Colony Station. If your 🗡Colony Station moves into an asteroid field under any circumstances, normal rules apply (see *Asteroids*, pg 15). Since the 🗡Colony Station cannot attack, it cannot roll to defend itself. If your 🗡Colony Station is destroyed, all of your units are wiped out instantly.

🗡**HULL POINTS:** Your 🗡Colony Station 🗡Hull Points are displayed with a red cube. This red cube acts as a slider. Each 🗡HP space represents multiples of 4x 🗡Hull Points each. All 4 points of damage must be dealt to move the counter down. For example, if your Station receives 7 damage from an attack, only move the counter down one space (4x 🗡Hull Points).





## GUARDIAN CANNON

Guardian Cannons, sometimes referred to as just Guardians, are a unit that may be purchased and deployed on the board as needed. For the purpose of Deathmatch, Guardians do not keep you from being eliminated if your Mothership, Fighters and Bombers have been destroyed. It is also not classed as a ship. Therefore, any Action Cards or Tech Tree abilities that refer to a ship do not apply to your Guardian Cannons.



You can only have as many active Guardians on the board as your Colony can support, up to a maximum of three. At the start of the game, that number is zero. To gain the ability to deploy Guardians, you must first research it on your Tech Tree (see *Technology Tree*, pg 12).

**DEPLOY:** During your turn, pay the cost of 1x Mineral and place a Guardian adjacent to any ship that has resolved its movement phase. Once you have deployed a Guardian next to a ship, you cannot deploy again using that ship until your next turn. You can deploy as many Guardians as you like per turn. As a Colony Station is not classed as a ship, this means you cannot deploy a Guardian adjacent to a Station without the aid of a ship. Guardians can be deployed on asteroid spaces (see *Asteroids*, pg 15), but they will need to survive the asteroid attack. If they do survive, the Guardian can remain in that space for as long as you want without having to re-roll against the asteroids.

**COMBAT:** Guardians do not have attack phases. During any player's turn, as soon as an enemy moves adjacent to a Guardian, the enemy will **stop moving, resolving their movement phase**, and the Guardian will initiate a dogfight and roll a D6.

For the purpose of resolving combat, they are always classed as the Attacker. If you deploy a Guardian that is immediately in range of multiple enemies, you may choose

who it will attack first. If a player deploys a Guardian next to an enemy Guardian, the player who has just deployed is considered the attacker.

Guardian Cannons can damage everything **except** for planets and Colony Station Hull Points.

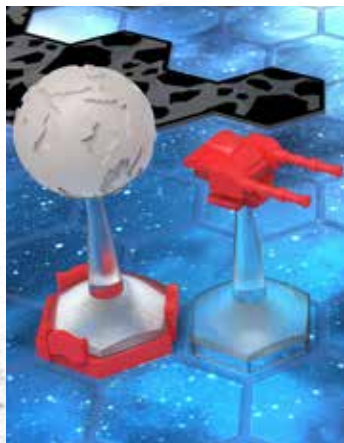
Because a Guardian Cannon attacks as soon as an enemy moves in range, they cannot be attacked by multiple ships or be used in a combined attack with other ships. However, they do **give** and **receive** the Wingman bonus (see *Combat*, pg 10).

Sometimes, the losing ship will remain in the space adjacent to a Guardian after losing a dogfight. In any case, no matter the circumstances that caused the ship to remain in that space, the Guardian will immediately attack again. This means that the losing ship could be attacked multiple times in a single turn.

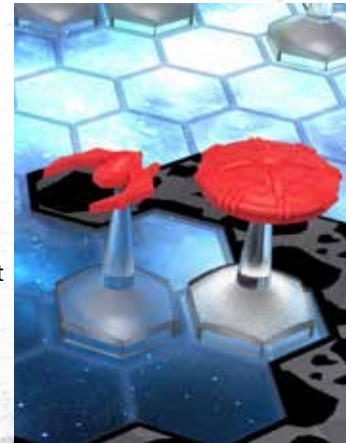
**SCRAP:** A player may choose to scrap a Guardian on the board that is no longer needed. They can do this at any time during their turn, but they do not receive back their spent Minerals.

## GUARDING RULE

**PLANETS:** Any friendly Guardian Cannon can act as a guarding unit for your captured planets by remaining in an adjacent space. The enemy must destroy the Guardian first before they can attack your planet.



**COLONY STATIONS:** Any friendly Mothership, Fighter, Bomber or Guardian can act as a guarding unit for your Colony Station by remaining in an adjacent space. The enemy must destroy the guarding unit first before they can attack your Colony Station. In the rare case where all teams only have Bombers remaining, the guarding rule is ignored.





# COMBAT

When the initiating ship (called the attacker) is adjacent to the enemy they want to attack (called the defender), both players roll the dice that corresponds to their ship's attack power and add any 🛡️ Technology Tree upgrades that are available to them (see *Technology Tree, pg 12*). If the player wants to use an 🃏 Action Card, this must be declared before they roll and before the defender declares their 🃏 Action Cards (see *Action Cards, pg 14*). The ship with the highest **total roll** is the winner. In the event of a tie, no ship takes any damage.

This is referred to as a **dogfight**. The losing ship takes the total of the winning roll as damage and the dogfight is over. Loot is awarded to the winner (see *Resources, pg 11*). If your ship attacks, it can no longer move during that turn.

**IMPORTANT:** 🛩️ Fighters, 🚀 Bombers and 🛡️ Guardian Cannons can only damage certain ships (see *Units, pg 8-9*).

The only units in the game with 🛡️ HP are the 🛡️ Mothership and the 🏠 Colony Station. These are the red cubes on the Control Panel. When a 🛩️ Fighter, 🚀 Bomber or 🛡️ Guardian Cannon are said to have taken damage it means they are destroyed and are taken off the board.

## ATTACKING WITH MULTIPLE SHIPS

Players may attack with multiple ships. As long as each ship is adjacent to the target and they can cause damage to that target, then they can join in the dogfight. Both ships roll the dice corresponding to their attack power and the rolls and buffs are combined. **You must** declare that you are attacking with multiple ships before you roll. If you lose a dogfight with a single ship, you cannot then add another ship's roll to the first dogfight.

**BE CAREFUL:** If the combined rolls and added buffs are lower than the defender's total, then all attacking ships will be destroyed or take full damage each.



Shields refer only to your 🛡️ Mothership's shield. If a 🛡️ Mothership loses a dogfight, it takes the attacker's total roll including buffs as damage. The shield absorbs the damage first, then the 🛡️ HP takes the rest.

- Attacking a planet will use your ship's attack phase (see *Planets, pg 16*).
- A dogfight with asteroids or a 🛡️ Guardian does not use your attack phase (see *Asteroids, pg 15*).
- If a 🚀 Bomber wins against a 🛩️ Fighter, no ship explodes, the 🚀 Bomber merely avoids death.





## WINGMAN RULE





If the defending ship has one or more friendly ships adjacent, add +1 to the player's defence roll for each ship. If the player loses the dogfight, only the defending ship takes damage.

**NOTE:** The ships that are adding a wingman bonus do not need to be able to damage the attacking ship.







# RESOURCES




All players start with an identical fleet. What will help you get the edge over your opponents are upgrades and abilities that can be purchased with resources. A general supply of resources is placed in the play area next to the  Action Card pile. When a player collects resources, they place them near their Control Panel or  Tech Tree. The amount of resources a player has is public knowledge.







There are two kinds of resources.  Minerals, represented by green cubes, and  Gas, represented by orange cubes. Gathering resources from your  Colony Station and planets ends your turn. During this time, you may also choose to sell unwanted  Action Cards for the resource amount stated on the card (see *Action Cards*, pg 14).



Spent resources are added back to the general supply to be reused. In the unlikely event that you run out of resource cubes, find another way to record how many you hold.



 **MINERALS:** These can be used to purchase  Action Cards, research  Technology, build  Guardian Cannons and explore planets. The cost of these actions can be seen at the bottom of each player's Control Panel.





In all games,  Minerals will be the most valuable resource. Staying ahead of other players in  Mineral production, as well as cutting off their supply of  Minerals, are key strategies.


 **GAS:** These can be used to buff any  Mothership or  Guardian Cannon roll, up to a maximum of four per dogfight. 1x  Gas equals +1 on your roll.  Gas can be used to buff both an attacking or a defensive roll but cannot be used to buff planet attack rolls.  All Gas must be declared before either player rolls.






In some games, depending on the board layout,  Gas may be very scarce. This is okay, as  Gas is not vital to winning the game.

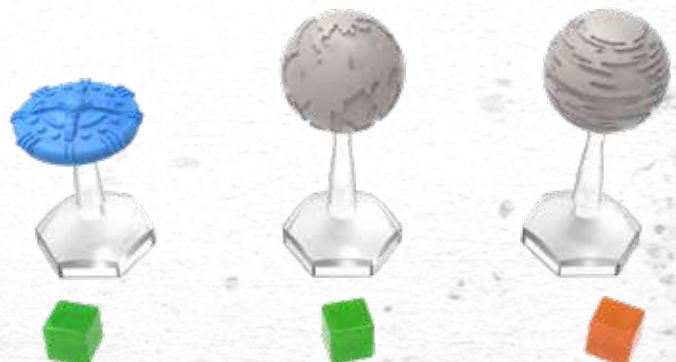
## GATHER RESOURCES

When your turn ends, you collect the following resources:

- 1x  Mineral for your  Colony Station
- 1x  Mineral for each mineral planet you control
- 1x  Gas for each gas planet you control

You also get  Minerals for destroying enemy ships immediately after winning dogfights. This is called **loot**.

- 1x  Mineral for each  Fighter,  Bomber or  Guardian Cannon
- 3x  Minerals for a  Colony Station or  Mothership





# TECHNOLOGY TREE

The **T** Technology Tree is used to upgrade a player's fleet. On the tree are four categories: **E** Economy, **C** Combat, **S** Support, and **CO** Colony. All split off into two branches. As you gain **M** Minerals, you can purchase tiers to gain buffs and special abilities. You can upgrade multiple categories but only one branch per category.

**T** Technology purchases are active all the time and cannot be removed or resold. The cost of each tier is represented by small, green cube icons on the Tree. As you purchase higher tiers you can continue to use the abilities of the previous tiers on that tree.

Each player will receive four grey cubes with their **T** Tech Tree. Once a player has researched a **T** Technology, move the cube to that tier to indicate the purchase.

Buffs from the **T** Tech Tree can be combined with **A** Action Cards.

**The dark tiles on the tree do not stack together.** The more advanced tier will override the earlier, weaker tier so that you don't need to keep adding them together.

**IMPORTANT:** Buffs to attack rolls do not affect the rolls of planet attacks.

The fifth tier for each category are **M** Mothership abilities. Your **M** Mothership must be alive to use these. Each ability uses an attack phase. For example: your **M** Mothership cannot attack an enemy ship and use *Asteroid Mining* in the same turn.

These **M** Mothership abilities are game deciding upgrades. This is an intentional design choice to force an ending to the game. If you feel your enemy is too overpowered as a result of maxing one of his trees, it may be better to focus your efforts next time on preventing them from gathering so many **M** Minerals.

**FIFTH TIER TECHNOLOGIES ARE MOTHERSHIP ABILITIES**

**USE GREY CUBES TO KEEP TRACK OF PURCHASES**

**ONE SMALL CUBE ON EACH TIER IS EQUAL TO ONE MINERAL**

**EXAMPLE: THREE CUBES INDICATES THIS TIER COSTS THREE MINERALS**

Do not stack dark tiles together. Buffs do not apply to planet attack rolls.






**SPACE WALLS:** An enemy will now need to roll a 9 or higher to capture a planet you control.




**FAST CAP:** The face value of your dice roll is doubled for all planet attack rolls.




**EMBARGO:** Prevents any resource or  Action Card being stolen by enemies.



**CHEESE STEAK JIMMY'S:** Doubles  Minerals gathered from mineral planets at the end of your turn.



**REPAIR DRONES:** Use your  Mothership's attack phase to repair your ship. The more planets you have, the more you can repair per turn.



**SPACE WALLS II:** An enemy will now need to roll a 13 or higher to capture a planet you control. **Do not stack with Space Walls I.**



**EXTRA VILLAGERS:** All Mineral planets now produce 1x  Gas per turn.




**ASTEROID MINING:** Use your  Mothership's attack phase to gain 4x  Minerals if your  Mothership resolves its movement phase in an asteroid space. Gain the  Minerals straight away.




**TARGETING COMPUTER:** If you're the attacker in a dogfight, you now win ties.




**RED LEADER:** Add +1 to all  Fighter rolls, except when attacking a planet.






**PIERCING:** Your units can now ignore the guarding rule for planets and  Colony Stations.




**IT'S A TRAP!:** All  Fighters can move an extra 3 spaces per turn.




**SOLAR BEAM:** Remove 2x  HP from your  Mothership and add +8 to any  Mothership roll, except when attacking a planet. Can also be used to defend.




**EXTRA LOOT:** Add 1x  Mineral every time you collect loot.




**CLASS II TURBO LASERS:** Add +3 to all  Fighter rolls, except when attacking a planet. **Do not stack with Red Leader.**





**SUNSLAYER TORPEDOES:** Allows your  Mothership to send an attack to a unit or planet up to 6 spaces away, past other units and planets. The defending unit can only roll to avoid damage, not return damage.




**REAR TURRETS:** Add +1 to all  Bomber rolls, except when attacking a planet.





**ENERGY BOOST:** Add +2  Energy to your  Mothership Control Panel to any subsystem you wish.




**ADVANCED ENGINEERING:** Add +3 to all  Bomber rolls, except when attacking a planet. **Do not stack with Rear Turrets.**  Bombers can also move an extra 2 spaces per turn.





**ENERGY BOOST II:** Add +4  Energy to your  Mothership Control Panel to any subsystem you wish.





**TRACTOR BEAM:** Stop one enemy ship from moving or warping until the start of your next turn. Uses your  Mothership's attack phase.









**TARGET THE WOMEN AND CHILDREN:** Add +2 to  Bomber rolls only when attacking enemy  Colony Stations.






**JUMP GATES:** Any friendly ships can warp from a space adjacent to a friendly  Colony Station or planet to another space adjacent to a friendly  Colony Station or planet. A ship may use its engine power to reach that space and then warp. A ship cannot move after it has warped.



**NUCLEAR MISSILE:** Allows your  Mothership to send an attack to any enemy  Fighter,  Bomber or  Mothership, past other units and planets. The defending ship can only roll to avoid damage, not return damage. Cannot be used to attack planets,  Colony Stations or  Guardian Cannons.






**ORBITAL DEFENCES:** Your Colony can now support 1x active  Guardian Cannon anywhere on the board at one time.  Guardian Cannons can be deployed at the cost of 1x  Mineral.








**UNOBTAINIUM HULLS:** Add +1 to all defence rolls when any of your units are being attacked by multiple ships in a single dogfight.








**ORBITAL DEFENCES II:** Your Colony can now support 3x active  Guardian Cannons anywhere on the board at one time.  Guardian Cannons can be deployed at the cost of 1x  Mineral each.





**SCRAP YARD:** Gain 1x  Mineral and 1x  Gas when one of your ships ( Mothership,  Fighter or  Bomber) is destroyed.






**GAUSS CANNON:** Add +1 per 4x  Colony Station  HP to any  Mothership roll, except when attacking a planet. For example: If your  Colony Station has 8x  HP left, add 2 to your roll.






**AUXILIARY ENGINES:** Each turn your  Colony Station can now move 1 space. (See *Asteroids*, page 15 if your  Colony Station moves into an asteroid field).





**FUSION REACTOR:** At the end of your turn, when you gather resources, gain 1x extra  Mineral and 1x extra  Gas for your  Colony Station.







**ONBOARD GATES:** Can warp one friendly  Fighter or  Bomber to a space adjacent to your  Mothership. The warped unit cannot move again during your turn.








# ACTION CARDS

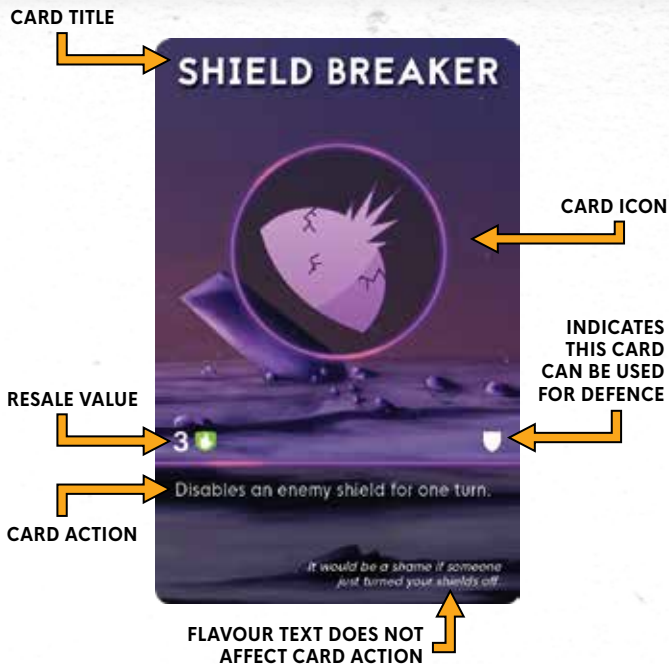
Each player is given two  Action Cards at the start of the game. These are single use bonuses you can activate during your turn or, if the card states, during your opponent's turn. Cards are hidden until used. In a dogfight, the attacker must declare (and reveal) all  Action Cards first before the defender and before any rolls (unless your card specifies to be used after a roll).



More  Action Cards can be purchased for 2x  Minerals each. This can be done at any time during your turn. Cards may be used as soon as they are picked up.


All  Action Cards have a resource value assigned to them which is their resale value. If you don't like a card, discard it and take the stated resources in exchange. This can only be done at the end of your turn when you gather resources. When  Action Cards run out, they stay depleted.

See the example on the right: This card can be played by an attacker as they initiate a dogfight with an enemy  Mothership. It will completely remove all blue counters in the enemy's shield subsystem for that turn.



-  Action Cards state if they can be used during the turns of other players. This is displayed as a  icon on the right-hand side of the card (see example on the right).
- All  Action Cards that are used or sold must be discarded afterwards into the discard pile.
- There is no limit to the amount of  Action Cards you may use at any one time.






- All movement  Action Cards must be used during your own turn and on a ship that has not yet moved or attacked.
-  Action Cards cannot be traded between players, even during team games (see *Team Games*, pg 18).

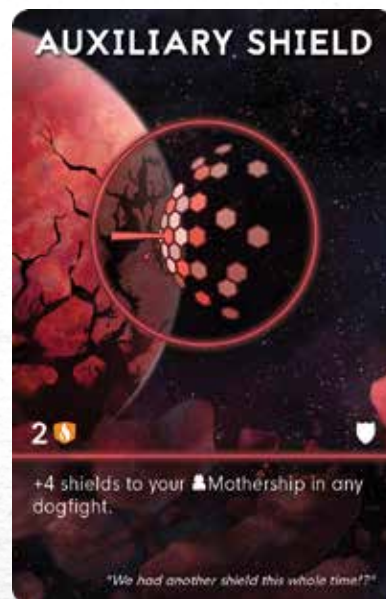
A complete list of  Action Cards, their affects and their quantities can be found on page 25.

## CLARIFICATIONS

- Keep an eye on the wording of  Action Cards to settle disputes. For example: the card *Expansion Pak* doubles the damage of any roll. A single roll is defined as the number shown on the dice of one ship attacking. So, this card does not double two dice at once, nor does it double any buffs. It only doubles the face of the dice.
- The cards state whether they can be used on enemy or friendly ships. *Friendly* is classified as your own ships or teammate's ships (see *Team Games*, pg 18).
- Players can buy and use as many  Action Cards as they want during their turn. A player can also sell as many cards

as they want at the end of their turn when they gather resources. But you cannot buy  Action Cards at the end of your turn.

-  Action Cards are applied in the order they are played. **Example:** An attacker uses *Shield Breaker* to remove an enemy shield, but the defender plays *Auxiliary Shield*, which adds +4 shields. The defender now has a total of 4 shields.
- If you move a friendly ship (see *Team Games*, pg 18) on your turn using an  Action Card, this will not use that ship's movement phase in their next turn.







# ASTEROIDS







Asteroids are large hex tiles placed on the board during setup. They help to break up the space on the board and can provide a hazard for players to avoid or use to their advantage. When placing tiles, you may position them far apart or close together. It is not recommended to overlap asteroids. If two or more asteroid fields are connected, these will be considered as one tile for any rule that mentions an asteroid field.

All ships can move through asteroids but they risk taking damage if they do.




- As soon as a unit enters an asteroid field, a dogfight is initiated by the asteroids.
- Asteroids always attack with a D6. Then, roll your unit's corresponding attack power to avoid the damage.
- Any buffs from  Action Cards or your  Tech Tree can aid you in making it through the asteroid field. Wingman bonus does not apply.
- A dogfight with asteroids does not use a ship's attack phase.






**WINNING AGAINST ASTEROIDS:** If you roll a tie or higher, that unit can remain in any part of that asteroid field for as long as you like (including multiple connected asteroid tiles), even into your next turn. You only have to re-roll for asteroid damage if you exit the field into a non-asteroid space and then enter an asteroid space again.

**LOSING AGAINST ASTEROIDS:** If a  Fighter,  Bomber or  Guardian Cannon loses, they are instantly destroyed. If your  Mothership loses, it can still pass through the asteroids, but the amount rolled by the asteroid field is first absorbed by the shields, and then damage is taken off the  HP. **Remember:** Your  Mothership shields recharge at the end of your turn. It is possible to enter a dogfight afterwards with low shields.

## OTHERS UNITS IN ASTEROIDS

** GUARDIAN CANNONS:** You can deploy a  Guardian Cannon in any asteroid field. Before it can attack any enemy units, it must survive a dogfight with the asteroids. If the  Guardian is successful, it may stay inside the field for as long as you want until it is destroyed or scrapped.



** COLONY STATIONS:** If your  Colony Station moves into an asteroid field under any circumstances, normal rules apply. Since the  Colony Station cannot attack, it cannot roll to defend itself. It will only take the asteroid roll as damage.







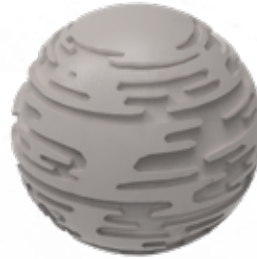
# PLANETS



Controlling planets will be your main source of resources during the game. Capturing and defending planets is a top priority and essential to gaining victory. There are two types of planets that will give you two different resources.

## PLANET TYPES






**MINERAL PLANETS:** These are rocky, terra planets that are rich in  Minerals. At the end of your turn you will receive 1x  Mineral for each of these planets that you control.





**GAS PLANETS:** These are rare, cloudy planets that are abundant in powerful  Gas. At the end of your turn you will receive 1x  Gas for each of these planets that you control.

## CAPTURING PLANETS

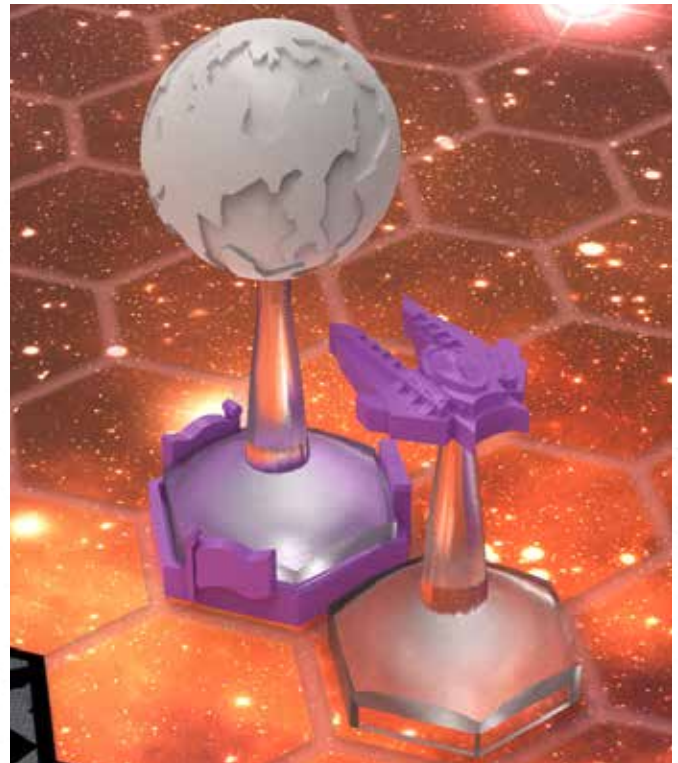
To capture a planet, you attack it with a ship. Whether the planet is inhabited or not is irrelevant. Your fearsome display of power will show all in the galaxy that this is your planet.

- If you roll a total of 6 or higher, the planet is yours.
- Buffs to attack rolls from the  Technology Tree,  Action Cards or  Gas do not affect attacking and capturing planets.
- You can attack with multiple ships at once and combine the rolls. This must be declared before you roll.



If you roll less than a 6, then you have failed and can try again next turn. If you succeed, take a capture marker and place it underneath the planet. An  Action Card from the top of the deck is awarded for capturing a planet.




You can capture another player's planet. The same rules mentioned above apply, but if you succeed you may choose to blindly steal an  Action Card from your opponent instead of taking from the top of the card deck.

If you get eliminated from the game your planets return to a neutral state.



## PLANET DEFENCE

When an enemy attacks your planet,  Planet Defence is how high their total roll must be to claim your planet. All planets start with a base  Planet Defence of 6.

You can add  Planet Defence to your planet with  Action Cards and  Tech Tree abilities that raise the minimum roll from 6.



# ARTIFACTS

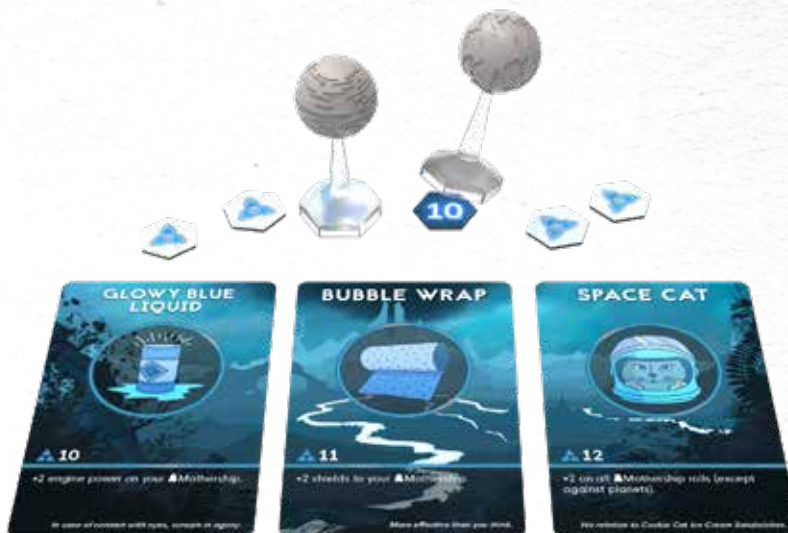
This is a module that can be added to the game after you have become comfortable with the base rules.

Hidden on every planet you conquer are ♦ Artifacts waiting to be exploited. If you invest 🟢 Minerals to explore the planet you will be rewarded with unique abilities not available anywhere else. But be careful, the ♦ Artifact is tied to the planet. If an enemy captures your planet, they also take the ♦ Artifact!

## SETUP

After setting up the board, blindly take one ♦ Artifact Token and place it under the base of each planet blank side up. Each ♦ Artifact Token has a unique number that corresponds to an ♦ Artifact Card.

The ♦ Artifact Cards are kept separate from ♦ Action Cards. They are represented by a blue ♦ Artifact icon on the back of each card. Keep them to the side of the play area until they are ready to be used in game.



## GAMEPLAY

During the game, players can choose to explore a planet they have captured. Exploring a planet costs 3x 🟢 Minerals, and this can be done at any time during the player's turn without the need for ships to be nearby.

Once paid, the player turns the ♦ Artifact Token face up to reveal the number. This token goes back underneath the planet numbered side up, and the planet is now considered explored. The player then retrieves the blue ♦ Artifact Card with the corresponding number revealed on the token.

The discovered ♦ Artifact has the possibility to buff the player's stats in various ways. This card will stay with the player until the game ends or they lose control of their planet.

If the planet is captured by another player, the ♦ Artifact is transferred to that player. The buff is no longer applied to the original owner. ♦ Artifact Cards cannot be stolen in any other way.

**EDGE CASE:** If the planet is removed from the board using the ♦ Action Card *Planet Laser Pointer*, then the ♦ Artifact is also removed and cannot be recovered again during that game.

Planets that are turned neutral for any reason will keep their ♦ Artifact, ready for the next player to capture that planet.





# TEAM GAMES

Deathmatch can be played as a team game. In teams of two or three, all rules are as above and remain unchanged. Each player gets a ● Colony Station they need to protect. You may choose to have team ● Colony Stations next to each other, although separated is always better.

Make sure that teammates **do not** have turns right after each other, turns **must** alternate between teams. This may also mean that you need to allocate seating for each player, so you don't get confused as to who goes next. This may change however, if a team member gets eliminated (as per the normal rules) as their teammate can play on without them.

Your team wins when all other teams have been eliminated.

- ♦ Action Cards and ♣ Tech Tree abilities state whether or not they apply to your teammate's ships or planets, classified as friendly.
- You are allowed to move through your team's ships in addition to your own.
- The wingman rule applies to all friendly ships.
- The guarding rule applies to all friendly ships.
- ♦ Action Cards cannot be used to buff your teammate's dogfights.
- You may not tribute resources or ♦ Action Cards to your teammates.
- You may not capture over your teammate's planets.



## TEAM BOARD LAYOUTS

As mentioned above, it is usually better to have team ● Colony Stations separate from each other. This is to divide the enemy's forces between two areas. In saying that, *Mothership* can be customised in many ways. Get creative. Design a board that has multiple pathways to the one team area, or scatter planets far away from starting positions to force everyone to spread out. Below are a few examples of what can be possible for team games. You can base your layouts off these or use them as a starting point for your own designs.





# INFLUENCE

This is a module that can be added to the game after you have become comfortable with the base rules.

🌀 Influence represents the goodwill received from your Colony for investing in the future of their survival. 🌀 Influence can be used to force your vision on others throughout the galaxy.

Gain 🌀 Influence through developing the planets you have captured. Every positive step toward building your new Colony brings you closer to a permanent home. But be aware, your Colony will not appreciate reports of attacking other inhabited planets!

## SETUP

Place the 🌀 Influence in the general supply, next to the 🌱 Minerals, ⚡ Gas, and 🃏 Action Cards. For the purpose of any other abilities or rules, 🌀 Influence is considered a resource.

Depending on the play-styles and strategies of each player, some games may feature 🌀 Influence heavily or not be used at all. As with all additional modules for *Mothership*, 🌀 Influence adds another layer of strategy to the game, but can be ignored entirely if you wish.

**NOTE:** 🌀 Influence is required when playing with 🌌 Planetary Developments (see *Development Cards*, pg 20).



## USING INFLUENCE

**CAPTURE PLANETS WITH INFLUENCE:** During your turn, you may claim any enemy planet on the board using your 🌀 Influence. This will cost 6x 🌀 Influence, plus any extra 🛡 Planet Defence they have. For example, if an enemy player has the 🛡 Tech *Space Walls*, the 🛡 Artifact *Abandoned Flak Cannon* and the 🌌 Development *Farmland*, the cost to 🌀 Influence that planet to your side will be 12 (6 + 3 + 2 + 1). Influencing planets ignores the guarding rule and 🃏 Action Cards cannot be used by the enemy to buff their 🛡 Planet Defence. When you influence a planet to your side, you may take an 🃏 Action Card from the top of the deck, or steal one from the player who owned the planet.

If a planet you've influenced to your side also has 🛡 Artifacts and / or 🌌 Developments, these are now transferred to you.

**PREVENT GUARDIAN CANNONS FROM BEING DEPLOYED:** At any time during other players' turns, you may pay 2x 🌀 Influence to prevent an enemy ship from deploying a 🛡 Guardian Cannon. This must be done after the enemy player has declared they are deploying a 🛡 Guardian. They will get to keep the deployment cost, but for the rest of their turn, that ship cannot deploy a 🛡 Guardian. However, if the enemy player is granted a free 🛡 Guardian Cannon, either by card abilities or any other bonuses, 🌀 Influence cannot be used to block its deployment.

**REMOVE INFLUENCE FROM OTHER PLAYERS:** At any time during your turn, you may pay to remove any amount of 🌀 Influence from other players. The cost is 1x 🌀 Influence for every 1x 🌀 Influence you wish to remove. All are discarded back to the general supply.

**REFRESH MARKET:** If you do not like the 🌌 Development Cards currently available on the market (see *Development Cards*, pg 20), pay 2x 🌀 Influence to move all of those cards to the bottom of the 🌌 Development deck and replenish the Market with three new cards from the top of the deck.

## LOSING INFLUENCE

You lose 🌀 Influence when you attack captured enemy planets. Discard 1x 🌀 Influence for every 1x ship that engages in the attack, even if the attack did not result in a successful capture. You may still attack enemy planets even if you do not have enough 🌀 Influence.



# DEVELOPMENT CARDS

This is a module that can be added to the game after you have become comfortable with the base rules.

Planetary Development introduces a new way to further expand your Colony by building on planets you have explored. The main benefit of developing is to increase the value of individual planets by increasing their Planet Defence and resource yield.

## SETUP

Shuffle the Development Cards and place them face down near the Action Card pile. Flip over three cards and place them face up next to the pile where each player can see them clearly. This will serve as your Development Market.

**NOTE:** Artifacts and Influence are required for this module. Please make sure your board is set up accordingly.



## GAMEPLAY

Choose an explored planet you wish to Develop. At any time during your turn, choose one of the Development Cards on the Market, pay the price in Minerals, and place it on the Artifact that represents the planet you're building on. You may Develop each planet you control **once per turn**. If you do not control **both** the Artifact **and** the planet under any circumstance, you cannot build on that planet.

The purchase price of Developments are determined by how Developed your planet is (see the table on the right).

COST PER PLANET	
1st Development	1x Mineral
2nd Development	2x Minerals
3rd Development	3x Minerals

**IMPORTANT:** A single planet can only have a maximum of three Developments and cannot have two of the same type of Development. You also cannot scrap Developments once they are built.

You can Develop both mineral and gas planets, but there are certain cards that can only be built on specific planet types. This will be stated on the card. Cards without this specification can be built on either type of planet.





## DEVELOPMENT BONUSES

Development rewards only apply to the planet they are built on.

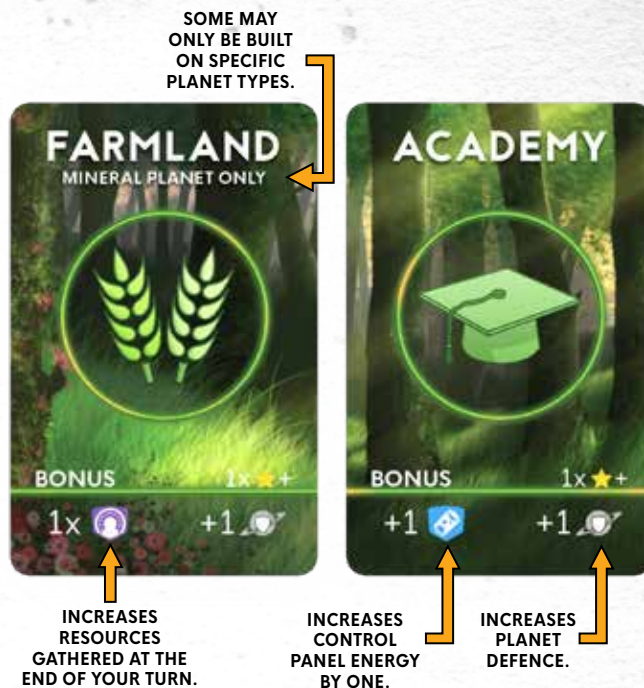
**EXTRA RESOURCES:** Mineral, Gas, or Influence rewards increase the amount of specified resources gathered from that planet at the **end of your turn**.

**PLANET DEFENCE:** Planet Defence rewards stack with all other Developments, Tech, and Artifact bonuses.

**ENERGY:** Energy rewards grants extra energy to your Mothership immediately.

**VICTORY POINTS:** All Development Cards increase your Victory Points (VP) on the VP Track for as long as you control the Development. If your Development is destroyed or lost, then your VP score will decrease accordingly. If playing Deathmatch Mode, simply ignore any Victory Point bonuses (see *Victory Point Mode*, pg 23).

**EDGE CASES:** The Action Card *Trade Blockade* does include resources gathered from Developments.



## ATTACKING DEVELOPED PLANETS

If your planet is attacked by an enemy player and they roll high enough to capture the planet, all of the Developments on that planet are destroyed. Shuffle the destroyed Development Cards back into the deck to be reused.

If an enemy captures your planet by actions that do not involve attacking the planet then the Development Cards are transferred to the new owner.

If the planet turns neutral for any reason, the Artifact and Developments remain. If a player captures a neutral planet with Developments using an attack, the Developments are not destroyed, but are transferred to the new owner.

**EXAMPLE:** If you have enough Influence to sway an enemy planet to your side during your turn, you not only gain control of the planet but also the Artifact and any Developments on the planet.

**EXAMPLE:** If an enemy captures your planet using the Action Card *Friendly Negotiations* then you must transfer ownership of the planet, Artifact, and any Developments to the enemy.

If Developments are destroyed or lost, all bonuses are removed from the planet. If an Energy reward is lost, the player can choose which subsystem to remove the Energy from.

**LIMITED SUPPLY:** There are a maximum of 24x Development Cards in the deck, with some cards being rarer than others. If cards run out, then no more Developments can be bought.

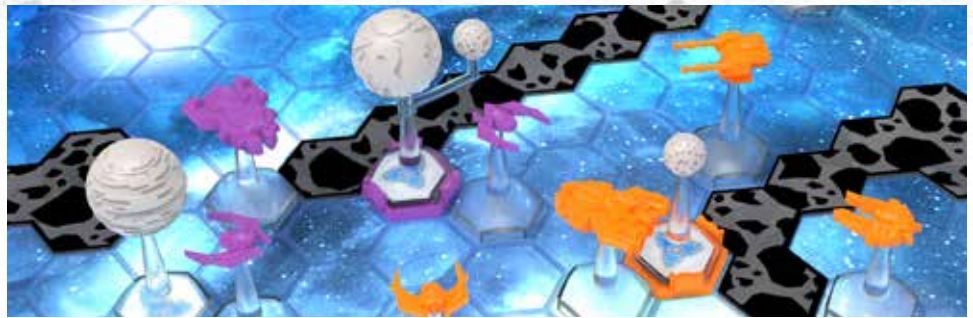




# MOONS

This is a module that can be added to the game after you have become comfortable with the base rules.

Moons add more variety to the board and can either be used to increase the value of some planets or be added as a stand-alone 'planetoid' of low value.



## SETUP

When setting up the board, add Moons to 1 - 4 planets. The amount is not based on how many players there are, but on the board balance. Moons provide a short-term benefit on initial capture and a long term benefit to players who wish to develop the planet. So, think about placing Moons on planets that are either more difficult to reach or in high risk areas, such as those surrounded by asteroids or nebula. If you wish, you may also place Moons on a regular stand by themselves as a planetoid to add variety to the board.

**NOTE:** ♦ Artifacts, ♦ Developments and ♀ Influence are required for this module. Please make sure your board is set up accordingly.

## GAMEPLAY

When a player captures any planet with an orbiting Moon, they may roll the *Bonus Dice* to determine an extra reward in addition to collecting an ♦ Action Card (see table on the right). If you cannot claim any of the rewards for any reason, the reward is discarded.

If a planet has a Moon, this will increase the amount of ♦ Developments the planet may support by 1. The fourth ♦ Development will cost 4x ♀ Minerals to build.

- ⚡ Gas, ♀ Influence and ♦ Action Cards: Take the stated reward from the general supply.
- 🛡 Guardian Cannons: Deploy a 🛡 Guardian adjacent to any ship that has resolved it's movement phase, even if your Colony cannot support it.
- ♦ Development: Choose a ♦ Development from the Market and build it on an explored planet.
- ♦ Artifact: Select any unexplored planet that you control and explore that planet.



### BONUS DICE REWARDS

- |   |                  |
|---|------------------|
| 1 | 1x 🛡 Guardian    |
| 2 | 1x ⚡ Gas         |
| 3 | 1x ♀ Influence   |
| 4 | 1x ♦ Action Card |
| 5 | 1x ♦ Development |
| 6 | 1x ♦ Artifact    |

## PLANETOIDS

A stand-alone Moon is a single Moon on a normal game-piece stand. During the game, it will be referred to as a 'planetoid.' To capture a planetoid, normal rules apply. When one is captured, roll for a random reward as above. Do not collect an ♦ Action Card as you would with normal planets. When capturing over an enemy planetoid, do not steal an ♦ Action Card from them.

The planetoid does not provide any resource income at base. However, it can be developed **once** at the cost of 1x ♀ Mineral after it has been explored. You cannot build mineral or gas planet specific ♦ Developments on a planetoid. It will also provide 1x ★ VP as per normal Victory Point rules. You may also place ♦ Artifact tokens under planetoids. This must be done to explore and develop the planet. For the purpose of any other abilities or rules, a planetoid is considered a planet.





# VICTORY POINT MODE

*Mothership* can also be played with ★ Victory Points (also called ★ VP) as opposed to eliminating players. All rules stay the same except for the following changes.

## SETUP

Decide at the beginning how many points to play to. Games of five or more players may wish to set the victory conditions to more than 10 points, as the more people that are playing the quicker you accumulate points.

Place the ★ Victory Point track beside the game board. Give each player the coloured star that corresponds to their fleet colour. When they earn their first ★ Victory Point, they can place it on the track.

## RESPAWNING SHIPS

When any of your ships are destroyed, it will respawn adjacent to your ● Colony Station, or any captured planet at the end of your **next turn** (you can choose where each ship respawns). Your 🚀 Mothership will always respawn with 6x 🛡️ HP instead of the full 12x 🛡️ HP.

If your ● Colony Station is destroyed and you have no planets under your control, you remain in the game, but you can no longer respawn ships unless you can capture a planet.

## VICTORY CONDITIONS

The end of the game is initiated by either of the following conditions:

- When a player reaches the agreed ★ Victory Point limit (10 or 20) on their turn. If a player reaches the limit before their turn, they must wait until their turn to trigger the end of the game.
- When a player is eliminated (this means no ● Colony Station, ships or planets).

Continue to finish the round and the player with the most points at the end of that round is the winner. ★ Victory Points are awarded as listed on the ★ Victory Point track. If you lose control of a planet in any way you will go back -1 ★ Victory Point.

Alternatively, you can play for points in a timed game with a limited number of rounds, with the winner being the player with the most points at the end of the final round.

## MODE COMPARISON

What's the difference between Deathmatch and the ★ Victory Point mode?

**PACE:** Players in ★ Victory Point mode tend to focus more on offensive tactics, resulting in faster accumulation of points, therefore shortening the game time.

**TACTICS:** Respawnng ships usually causes players to be less conservative with their strategies as they know their ships will return if destroyed.

Both game types are great fun, and you'll no doubt find yourself favouring the game mode that compliments your gaming group's taste.





# SOLO CHALLENGE MODE

## GOAL

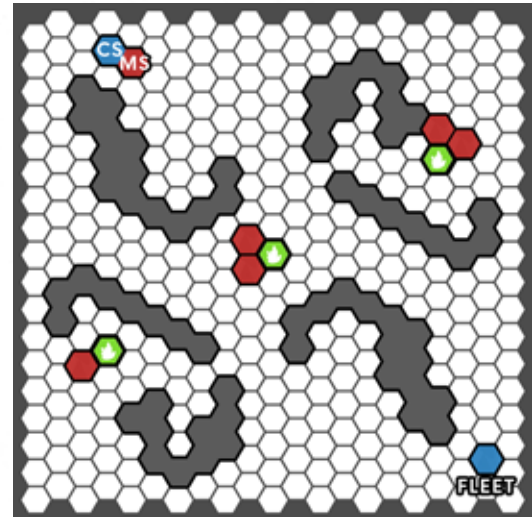
To win you must destroy all enemy ships. If your ● Colony Station is destroyed, you lose. As the NPC's (non-playable character) 🛸 Mothership attacks your ● Colony Station every turn you only have a limited, unspecified number of rounds to defend your planets, upgrade your fleet and defeat all enemies. All normal rules remain unchanged except for the following alterations.

## BOARD LAYOUT

Your ● Colony Station begins in the opposite corner of the board to your fleet. Your fleet consists of 1x 🛸 Mothership, 3x 🛩 Fighters and 2x 🚀 Bombers. As with the Standard rules, you start with a Control Panel with 15x ⚡ Energy and 16x 🩹 HP counters in the normal starting positions and 2x 🃏 Action Cards. There are three planets on the board that begin under your control.

The NPC's fleet is set up as follows: 1x 🛸 Mothership adjacent to your ● Colony Station, 5 ships spread out adjacent to the three planets.

Asteroid tiles can be placed however you wish, or you can use the example layouts on page 27.



## NPC BEHAVIOUR

As the player, you must move the NPC fleet and initiate attacks as determined by the following set behaviours:

- The NPC 🛸 Mothership will begin the game adjacent to your ● Colony Station and attack it each turn. If your ships become a guarding ship for your ● Colony Station, the NPC 🛸 Mothership will move towards and attack that ship.

The NPC 🛩 Fighters and 🚀 Bombers begin the game adjacent to your pre-captured planets. They will attack the planet until they claim them. Once claimed, 🚀 Bombers will move at full engine power in a straight line (through asteroids if needed) towards your ● Colony Station and then attack when in range. 🛩 Fighters will continue to guard the planets until your 🚀 Bombers or 🛩 Fighters are in engine range. When they are, the NPC 🛩 Fighter will move towards them (through asteroids if needed) and initiate a dogfight. They will not initiate a dogfight with a 🛸 Mothership.

- Roll for all NPC attacks and make sure to add up any buffs that are displayed on their 🛡 Technology Tree.
- NPC's do not receive or spend 🌿 Minerals or 🃏 Action Cards.
- The NPC has a set Control Panel and 🛡 Technology Tree with predetermined upgrades and ⚡ Energy distribution as per the difficulty level.
- NPC's defend against asteroids if they need to move through them. NPC ship's take damage if they lose as per normal rules.

LVL	ENEMY ENERGY	TECH TREE ALL TREES, FOLLOW DARK TILES
1	5 per subsystem	No upgrades
2	5 per subsystem	Tier 1
3	7 per subsystem	Tier 1
4	7 per subsystem	Tier 2
5	9 per subsystem	Tier 2
6	9 per subsystem	Tier 3
7	11 per subsystem	Tier 3
8	11 per subsystem	Tier 4
9	12 per subsystem	Tier 4



# CARD LIST

4x	Afterburner	+4 engine power to any ship for one turn.	
3x	Backup Generator	After rolling a 1 you can use this card to roll one more time and add it to your previous roll.	
3x	Defence Buff	+1 on any defence roll.	
4x	Deflector Shields	Enables one ship to pass through an asteroid field without taking damage.	
3x	Hull Repair	Repair 1x HP on your Mothership.	
3x	Wallet Inspector	Steal 1x of any resource from any player.	
2x	Enhanced Sensors	Add +2 to any Fighter or Bomber roll if they are adjacent to a friendly Mothership.	
2x	Ninja Rope	Enables one ship to move 2 spaces after it attacks.	
2x	Prod	Choose any subsystem on an enemy Mothership and reduce its Energy by 1 for this turn...	
2x	Wingman	+2 to any wingman.	
2x	Recon Droid	Explore an Artifact on an unexplored planet that you control for free.	
2x	Git off mah propertay!	+3 Planet Defence when defending a capture on a planet you control.	
2x	Gravity Manipulator	Move an enemy ship 2 spaces in any direction if it is within 3 spaces of a friendly planet.	
2x	Alien Antiques Roadshow	+1 on any roll for every Artifact you control (except against planets).	
2x	Panic Button	After an enemy declares a dogfight on one of your ships, warp that ship adjacent to any friendly planet and avoid the fight...	
2x	Punch It!	Double engine power on any one ship.	
2x	Seismic Charge	+3 to any dogfight if your enemy is inside or adjacent to an asteroid field.	
2x	Volt Switch	+3 to any Mothership roll.	
2x	Auxiliary Shield	+4 shields to your Mothership in any dogfight.	
1x	Convoy	+3 engine power to all Fighters or Bombers if they are adjacent to your Mothership at the start of your turn.	
2x	Forced Update	Prevent one enemy ship from moving or warping during their next turn.	
2x	Friendly Negotiations	Instantly capture any planet within 2 spaces of a friendly ship, even if it has a guarding unit.	
2x	Migration	Warp your Colony Station to a space adjacent to any friendly planet.	
2x	Replicator	Roll a D4 and receive that number in Minerals.	
1x	Trade Blockade	Stop all resources being gathered from planets or Colony Stations until your next turn.	
1x	Cowardly Retreat	Warp all friendly ships in a 1 space radius to a space adjacent to any friendly planet or Colony Station.	
2x	Expansion Pak	Double the damage of any roll.	
1x	Last Stand	When you lose a dogfight, choose to destroy one of your attackers, or if the enemy is a Mothership, remove 4x HP. Do not gain loot.	
1x	Life Support	Save either a Fighter or a Bomber when you lose a dogfight. Attacker still receives loot.	
1x	Pick up two cards	Pick up 2x Action Cards.	
2x	Surprise Attack	Blindly steal an Action card from any enemy hand.	
2x	The Forks	Choose to re-roll any one of your own dice throws.	
1x	Dedotated Wam	Remove 3 HP instantly from an enemy Mothership if your Bomber or Mothership is in an adjacent space. Uses your ship's attack phase.	
1x	Noooooooo!	Prevent any Action Card from being played during any turn and move it to the discard pile. Can also be played after a defender has declared.	
1x	Planet Laser Pointer	Remove a planet from the board that is within two spaces of a friendly ship.	
1x	Railguns	Enables a Bomber to attack a space exactly 4 spaces away. If the defender wins, the Bomber does not take damage.	
1x	Shield Breaker	Disables an enemy shield for one turn.	
1x	Wormhole	Warp a single friendly ship to any space on the board.	
1x	VHS Tape	+1 on any roll against enemy Guardian Cannons	1x Tricorder +1 Gas per turn for the planet this Artifact is discovered on.
1x	Interphasic Modulator	You can now buy Action cards at the cost of 4x Gas each.	1x Common Alien Appliance +1 on all Mothership rolls (except against planets).
1x	Alien Skull	+1 Planet Defence when defending a capture on any planet you control.	1x Ancient Prophecy +1 Action Card from the top of the pile when capturing a planet.
1x	Abandoned Flak Cannon	+2 Planet Defence on the planet this Artifact was discovered on.	1x AA Batteries +1 engine power to all ships.
1x	Unstable Fuel	+2 Energy to your Mothership Control Panel.	1x Glowy Blue Liquid +2 engine power on your Mothership.
1x	Bubble Wrap	+2 shields to your Mothership...	1x Space Cat +2 on all Mothership rolls.



# GLOSSARY

♦ **ACTION CARD:** Single use bonus card that can be used during your turn or sometimes during the turns of other players.

♦ **ARTIFACT:** Unique Tech abilities that come from exploring planets.

**ASTEROIDS:** Large rocky tiles on the board. Any unit that moves through an asteroid field must win a fight with them. They always roll a D6.

**ATTACKER:** If you initiate a dogfight with another player, you are called the attacker.

⚡ **BOMBER:** Slow moving ships with hull piercing cannons. See your Control Panel for stats.

**BUFF:** To increase in strength.

**CAPTURE:** Planets that have a capture marker underneath them are considered captured.

● **COLONY STATION:** This floating sanctuary houses the remnant of your Colony. It cannot move or attack.

**CONTROL PANEL:** Each player receives a Control Panel. It displays your Mothership's power distribution, HP, your Colony Station's HP, and fleet information.

**DAMAGE:** When a unit loses a dogfight, it takes damage. Damage equals the face value of the roll, plus all buffs. If a Mothership takes damage, the shield takes the damage first, then the HP. If a Colony Station takes damage, the HP takes all the damage. If a Fighter, Bomber or Guardian Cannon take damage, they explode.

**DEFENDER:** If a dogfight is initiated against you, you are considered the defender.

**DEFENCE ROLL:** A defence roll is the roll you make when you are the defender in a dogfight.

**DESTROYED:** When your unit is destroyed, it is taken off the board.

**DEVELOP:** Choose a Planetary Development on the Market, pay the Development cost and place it on an Artifact you control.

**DICE - D4, D6, D8, D10, D12:** Polyhedral dice used to resolve dogfights and other actions.

**DISCARD:** When an Action Card is discarded, it is moved to a discard pile and never used again for the game. If a Mineral or Gas is discarded, it is moved back to the general supply to be used again.

**DOGFIGHT:** When any unit enters into a fight that is resolved with dice.

**ENEMY:** Any unit that is not on your team.

♦ **ENERGY:** Blue cubes on your Control Panel. These can be moved around before your Mothership is moved.

**EXPLORATION:** Pay 3x Minerals to explore a planet. When you do, turn over the Artifact Token under the planet and retrieve that Artifact Card from the pile.

⚡ **FIGHTER:** Fast light ships, good for taking out other smaller ships. See your Control Panel for stats.

**FRIENDLY:** Any unit that is on your team.

♦ **GAS:** A resource that is used to increase the total Mothership or Guardian Cannon rolls by 1.

**GATHER:** Collect resources at the end of your turn from planets and Colony Station.

**GENERAL SUPPLY:** A supply of resources that players take from.

♦ **HULL POINTS (HP):** The red cubes on your Control Panel. Your Mothership's HP are in increments of 1. Your Colony Station's HP are in increments of 4.

♦ **INFLUENCE:** Used for a variety of actions. Gather Influence by Developing explored planets.

♦ **MINERALS:** Gathered from planets and destroying enemy units.

**MOONS:** Orbiting bodies that provide a short term reward. They also increase the amount of Developments you may build on a planet by +1.

♦ **MOTHERSHIP:** Your most powerful and versatile ship. See your Control Panel for stats.

**NEUTRAL:** Planets that are not captured are considered neutral.

**PHASE:** Each ship has two phases in which to perform actions. A movement phase first to perform movement, and an attack phase second to attack enemy units or planets.

♦ **PLANET DEFENCE:** Raise the minimum roll required for an enemy to capture your planets.

**RESOLVE:** To settle and complete one of the phases of a ship, either movement or attack.

**RESOURCES:** Resources refer to Minerals, Gas and Influence.

**RESPAWN:** When playing Victory Point mode, your destroyed ships will come back adjacent to your Colony Station at the end of your next turn.

**ROUND:** When all players have had a turn.

**SHIELDS:** Your Mothership shields absorb damage.

**SHIP:** For the purpose of any abilities or rules, a ship is a: Mothership, Fighter, or Bomber.

**SPACE:** One hex space on the board.

♦ **TECH CUBE:** A grey Tech cube helps keep track of researched technology on the Tech Tree.

♦ **TECHNOLOGY TREE:** A list of Tech abilities that can be researched and are active for the duration of the game.

**TIER:** The Tech Tree abilities are split into 5 tiers, starting with tier 1 on the left and ending with tier 5 on the far right.

**TURN:** A turn is defined as one player having the chance to move pieces around the board. The player chooses to end their turn when they gather resources.

**UNIT:** For purpose of any abilities or rules, a unit is a: Mothership, Fighter, Bomber, Colony Station, or Guardian Cannon.

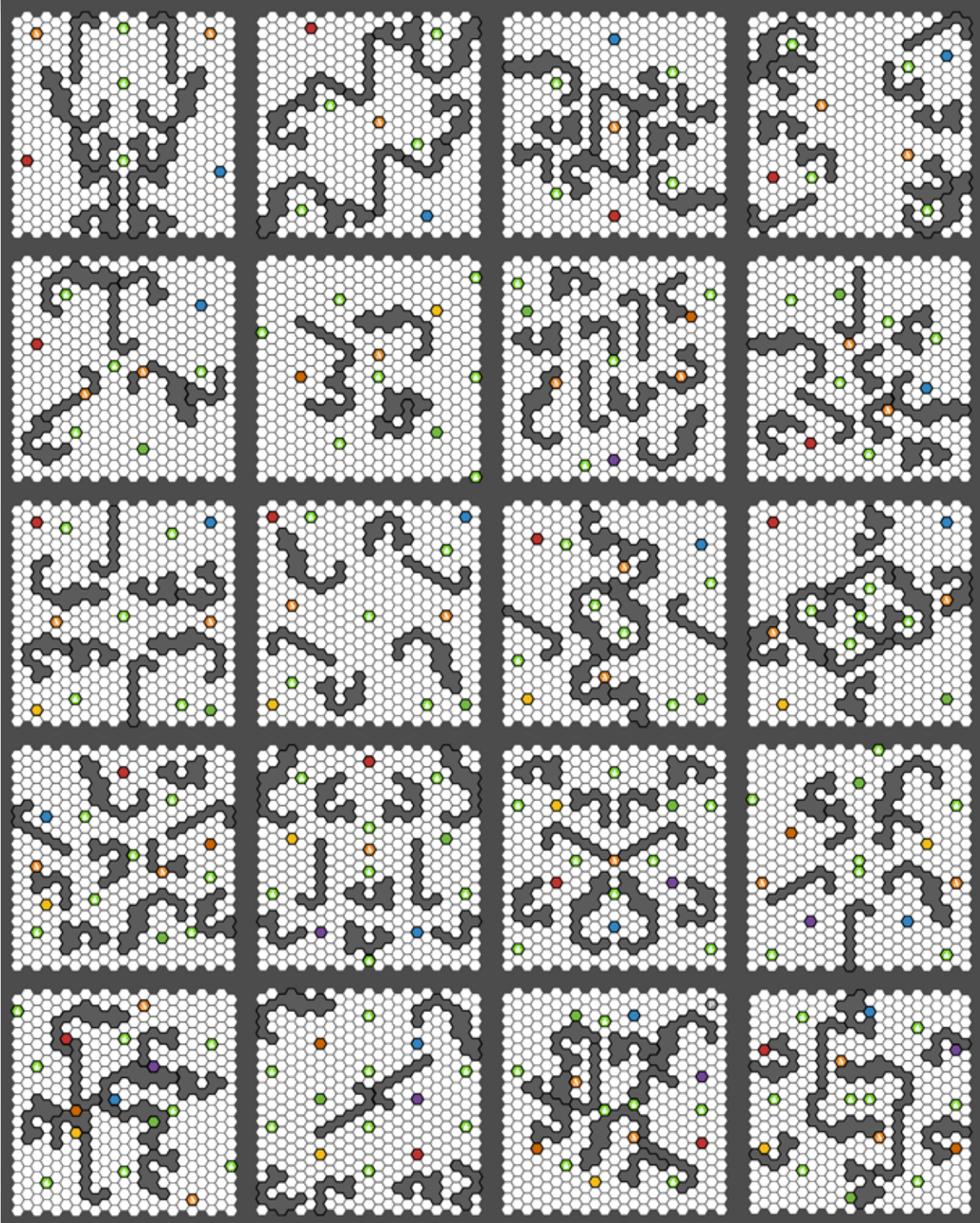
★ **VICTORY POINTS:** Used during Victory Point Mode to determine a winner.

**WARP:** When an Action Card or Tech ability moves any unit instantly to another space without using engine power. This resolves the movement phase immediately.

**WINGMAN:** When a friendly Fighter, Bomber, Mothership, or Guardian Cannon is adjacent to another friendly unit, they are considered a wingman.



# BOARD LAYOUTS







## CREDITS

**PETER SANDERSON:** Design, mechanics, graphics, miniatures, card icons

**ALKIRA SANDERSON:** Background artwork, box artwork, mechanics, proofreading, major playtesting

**BJORN BRETT, GRAEME PRETTY:** Tech Tree and Action Card ability ideas, playtesting

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