



# SOLAR TITANS

COMMAND MANUAL

# MISSION BRIEFING

*//Incoming transmission: --// Welcome onboard, captain. Familiarize yourself with this command manual to ensure you can effectively operate your ship. The Orion Centauri system is a highly volatile conflict zone. Be prepared to commission ship upgrades, recruit specialized crew, and prime your weaponry. Preserve your command deck at all costs.*

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# GAMEPLAY OVERVIEW

Your goal is to disable your opponent's **Command Deck** while protecting your own. You will interact with four main elements:



**YOUR CAPITAL SHIP** is represented by ship cards placed in the playing area. Each ship card has a defense level  and ship weapons also have an attack level . Disabled ship cards are flipped face-down.



**YOUR FIELD REPAIRS** can restore disabled sections of your capital ship. You carry a limited supply and cannot acquire more.



**YOUR CREW** are drawn to your hand and allow you to perform actions. These cards go to your discard pile after being played, and get shuffled back into your draw pile over time.



**THE MARKET** provides new ship and crew cards for players to buy. The cost in credits  is shown on the bottom right of each card. The market is replenished with each purchase.

# COMPONENT LIST

## 1 COMMAND MANUAL

## 4 REFERENCE CARDS

## 100 STARTER CARDS

- 8 Ship Layout Card
- 4 Command Deck
- 4 Crew Quarters
- 4 Targeting Bay
- 4 Alpha Laser
- 16 Light Plate
- 20 Field Repair
- 28 Cargo Crew
- 8 Arming Crew
- 4 Crew Coordinator

## 24 HIRED CREW CARDS

- 12 Hauling Crew
- 12 Mercenary Crew

## 4 AUTOMATA SHIP SHEETS

- 1 Sovereign
- 1 Monolith
- 1 Centurion
- 1 Replicant

## 6 AUTOMATA AI CARDS

- 1 Viral Overdrive
- 1 Ship Siphon
- 1 Rapid Adaptation
- 1 Threat Escalation
- 1 Crew Hunter
- 1 Temporal Cloak

## 80 MAIN MARKET CARDS

- 1 Mining Laser
- 2 Boost Laser
- 2 Volatile Laser
- 2 Link Laser
- 2 Gamma Laser
- 1 Gravity Laser
- 2 Nano Cannon
- 4 Auto Cannon
- 2 Shock Cannon
- 2 Heavy Cannon
- 2 Phase Cannon
- 1 Mass Cannon
- 2 Flux Beam
- 3 Scythe Beam
- 1 Katana Beam
- 2 Relic Missile
- 1 Disruptor Missile
- 3 Styx Missile
- 1 Artemis Missile
- 2 Nova Mine
- 6 Boarding Pod
- 4 Standard Plate
- 2 Reserve Plate
- 2 Phoenix Plate
- 3 Nano Plate
- 3 Sentinel Plate
- 2 Jammer Plate
- 2 Kinetic Plate
- 3 Dione Plate
- 1 Titan Plate
- 2 Solar Battery
- 2 Backup Hub
- 2 Deck Crane
- 2 Transport Crew
- 2 Salvage Crew
- 2 System Inhibitor
- 1 Contingency Crew
- 1 Crew Augmenter

# COMPONENT OVERVIEW



## REFERENCE CARDS

Quick reference for player turns and ship combat



## AUTOMATA AI CARDS

Marked with  Used exclusively for solo and co-op mode to track Automata bonuses



## SHIP LAYOUT CARDS

Marked with  Players choose their starting ship layout from these cards



## STARTER SHIP CARDS

Marked with  Players build their chosen ship layout with the starter ship cards



## FIELD REPAIR CARDS

Marked with  Players repair their ship by using these cards



## STARTER CREW CARDS

Marked with  Players perform actions by playing starter crew cards from their hand



## HIRED CREW CARDS

Marked with   Players buy hired crew to add new actions; return them to their market pile if scrapped



## MAIN MARKET CARDS

Marked with  Players can buy new ship parts and crew from the main market cards

# GAME SETUP

## STEP 1 – PICK SHIP LAYOUT

Shuffle the 8 **Ship Layout Cards**. Each player takes 2 cards and picks one as their starting ship. Place all remaining Ship Layout cards aside.



## STEP 2 – BUILD SHIP

Give each player 8 **Starter Ship Cards** (marked with ) shown below to build their ship. Players place their ship cards face-up on the table to match their Ship Layout card.

### Starter Ship Cards



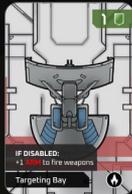
1 Command Deck

Critical ship system to protect; it is reinforced with 



1 Crew Quarters

Life support system; you discard 2 cards per turn if it is disabled



1 Targeting Bay

Ship tracking system; you use +1 ARM to fire each weapon if it is disabled



1 Alpha Laser

Weapon can be armed by crew to hit a target for 



4 Light Plate

Ship armor can protect your other ship cards

### STEP 3 – ADD FIELD REPAIRS

Give each player 5 **Field Repair Cards** numbered 1 to 5. Place them face-up in an ordered pile with the largest on top.



5 Field Repairs



Field Repair Pile

### STEP 4 – ADD CREW

Give each player 10 **Starter Crew Cards** (marked with ) shown below. Each player shuffles and places these cards face-down to form their draw pile. Each player **draws 5 cards** to their hand.

#### Starter Crew Cards



7 Cargo Crew

Gives  to buy market cards



1 Crew Coordinator

Gives  **-OR-** Scrap 1 card in hand if you spend 



2 Arming Crew

Fires 1 ship weapon **-OR-** Prep to use on future turns



Draw Pile

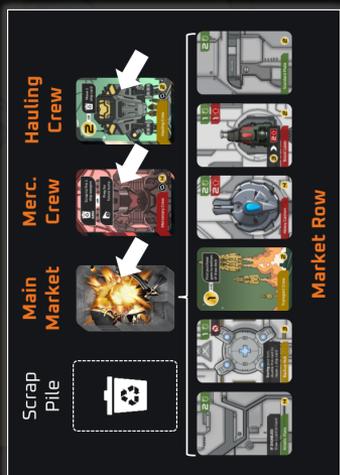
Draw 5 cards from this pile each turn

## STEP 5 – PREPARE MARKET

Lastly, set up the market in a central play area. Place the 12 **Mercenary Crew** and 12 **Hauling Crew** into 2 face-up piles. These hired crew cards have a  symbol on the bottom right.

Shuffle and place the remaining 80 **Main Market Cards** into a third face-down pile, and then draw 6 cards to a face-up row. This is the **market row**. This completes the game setup!

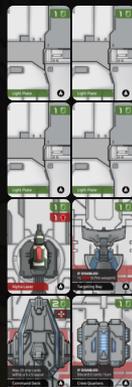
### Example Starting Layout



Player One Ship



Player Two Ship



## PLAYER TURN OVERVIEW

The player with the lowest Roman numeral suffix on their Ship Layout card starts first, and **picks 1 card to discard** from their hand as a starting handicap.

**NOTE:** Your discarded cards are always placed face-up to form a Discard Pile next to your Draw Pile.

Each player's turn has an **action phase** and **end turn phase**.

### ACTION PHASE

You can play cards from your hand, placing each face-up on the table, to perform one or more of these action(s) in any order:

- **Buy market cards** (see [page 9](#))
- **Modify the ship** (see [page 10](#))
- **Fire weapons** (see [page 11](#))

### END TURN PHASE

When you are done performing actions, end your turn:

1. Discard all played and unused cards in hand
2. Use **Field Repairs** (optional; see [page 13](#))
3. Draw 5 new cards

Turns continue in clockwise order until a player wins!

**NOTE:** Whenever you need to draw cards and have no cards left in your Draw Pile, you shuffle your Discard Pile to form a new Draw Pile, then continue drawing.

## BUYING MARKET CARDS

On your turn, you can buy one or more cards from the market to improve your ship or crew. Each market card shows its cost in **credits** on the bottom right corner. You typically gain by playing **Cargo Crew** from your hand. Unspent are lost when your turn ends.

**Purchased cards go in your discard pile**; they cannot be used until they are drawn to your hand. **Replenish** the market row right after each purchase by drawing new cards from the Main Market pile.

You can also spend **1** to **scrap the highest cost card** on the market row, replenishing the market. Pick a card if there is a tie, and you can repeat this action if you have more **1**.



The card's cost is shown on the bottom right

Example: You have **5** by playing 5 Cargo Crew cards from your hand. You buy a Mining Laser for **2** and Salvage Crew for **2**. You use **1** to scrap the Mass Cannon from the market. The 5 Cargo Crew and all purchased cards go in your discard pile.

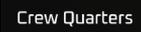
Alternatively, you could choose to buy only one card or even none at all, discarding the unused Cargo Crew in your hand.

## MODIFYING THE SHIP

On your turn, you can modify your capital ship in three ways:

### 1 – PLACE NEW SHIP CARDS

You can place new ship cards from your hand, **attaching** them to any existing ship cards orthogonally. The ship must stay within a **5x5 grid** and you cannot have more than **15 ship cards** in play.

On reaching this limit, you must scrap existing ship cards to add new ship cards. Core ship cards with black labels (e.g., ) cannot be scrapped.

Place a ship card

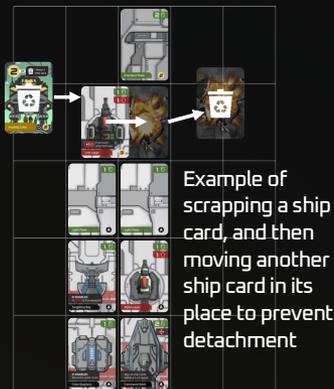


### 2 – MOVE SHIP CARDS

You can move a ship card to a new spot by using a **Hauling Crew** in your hand (scrap the card to its market pile). Ship cards with the  symbol can be freely moved at any time on your turn. Any move **must not** exceed the ship's 5x5 grid or leave any ship cards detached at the end of your turn.

### 3 – SCRAP SHIP CARDS

You can scrap any of your ship cards (removing it from the game) as long as no other ship cards are detached at the end of your turn. You can **combine the act** of scrapping ship cards with placing or moving other ship cards to avoid detachment.



## FIRING WEAPONS

On your turn, use your crew to fire your ship weapons and take down the opponent's ship – pick your targets carefully!

### STEP 1 – ARM YOUR WEAPONS

Fire a ship weapon by playing an **Arming Crew** or **Mercenary Crew** (scrap the latter to its market pile). You can fire multiple weapons, but each ship weapon can only fire **once per turn**.

Any unused Arming and Mercenary Crew can be **prepped**  for use on future turns by placing them face-up behind your ship. You can have any number of prepped cards.

### STEP 2 – PICK YOUR TARGETS

Next, choose a target ship card on your opponent's ship. Each weapon has an **attack type** that determines where it can hit. **Disabled** ship cards are treated as if they are not there.



**Front attack** hits the first card on any column



**Pierce attack** hits the first card on any column, and any leftover damage carries to next card(s)



**Flank attack** hits 1 left- OR right-most card on any row



**Wide attack** hits the first cards on two adjacent columns simultaneously

To disable a target, your weapon's **attack level**  must be equal or higher than its **defense level** . You can **sum** attack levels from firing multiple weapons at the same target. If the target is successfully disabled, flip it face-down.

Here are examples of how a player can attack different parts of an opponent's ship with the four weapon attack types:



**1 ↑**  
Alpha Laser's **front attack** can target the first card on any column; it cannot disable 2 defense ship cards on its own



**2 ↑**  
Mass Cannon's **pierce attack** can target the first card on any column; any leftover damage carries to card(s) down the same column



**2 ⇄**  
Katana Beam's **wide attack** can target the first cards on **two** adjacent columns; here it can disable the Nano Plate along with the Alpha Laser OR Targeting Bay



**1 ↷**  
Styx Missile's **flank attack** can target 1 left-OR right-most exposed card on any row; it can't disable 2 defense ship cards on its own

## USING FIELD REPAIRS

During your end turn phase, you can perform repairs on your disabled ship cards. Ship cards with the  symbol can **never** be repaired; they can only be moved or scrapped (see [page 10](#)).

To perform a repair, flip a **Field Repair** card face-down and then flip one disabled ship card face-up. Ship cards that are repaired via Field Repairs cannot be used until your next turn.



You can use **multiple** Field Repair cards during your end turn phase. Keep in mind that you cannot restock Field Repairs during the game – so use them carefully!

Example: You have a disabled Alpha Laser on your current turn. During your end turn phase, you use 1 Field Repair to repair it. You cannot arm that Alpha Laser during your end turn phase, even if you have a prepped Arming Crew. You will be able to use it on your next action phase if it remains enabled.

## GAME END

The first player to disable a Command Deck on their turn wins, ending the game and forcing opponents to launch escape pods!



## ENGAGEMENT OPTIONS

### CAPITAL SHIP DUEL (2 PLAYERS)

A classic capital ship showdown with standard game setup. Disable your opponent's Command Deck to win.

### FREE FOR ALL (3-4 PLAYERS)

A tense standoff with standard game setup. Players take turns clockwise and can **only target the player to their left**. The first player to disable their target's Command Deck wins.

### HUNTER KILLER 2V2 (4 PLAYERS)

Standard game setup with players forming two teams. Each player engages an opposing ship from the other team, and cannot change targets throughout the game. The first team that disables **one** opponent's Command Deck wins.

One player from each team gets a turn, alternating between teams. When buying a card, players can add it to their **team member's discard pile** instead of their own.

## TITAN DUEL 2V2 (4 PLAYERS)

Each team commands one **titan cruiser**, where each pair of players act as co-commanders with their own crew. A team wins by disabling the opponent's Command Deck. Each titan cruiser begins with **13 Starter Ship Cards** shown below:



1 Command Deck



1 Crew Quarters



1 Targeting Bay



2 Alpha Laser



8 Light Plate

Players build their chosen Ship Layout card, and then **freely place** the remaining **5 Starter Ship Cards** (1 Alpha Laser and 4 Light Plates).

Each titan cruiser has **no limit of ship cards in play** as long as it stays in a **6x6 grid**. Each player starts with **3 Field Repairs**.

One player from each team gets a turn, alternating between teams. Players on a team share the use of ship cards in play, but cannot use each other's crew cards (e.g., prepped cards).

**NOTE:** When playing Titan Duel mode, Boarding Pods are used on the next turn of **the player who deployed it**.

Any ship cards that trigger an opponent to draw or discard a card (e.g., Shock Cannons) apply to the **opponent player whose turn comes next** – not both opponent players.

## TITAN TAKEDOWN 1V2 (3 PLAYERS)

Two smaller ships ambush a newly launched titan cruiser in a tense asymmetrical battle. The titan cruiser wins if it disables **one** ship's Command Deck, and loses if its own is disabled.

One player commands the titan cruiser with **5 Field Repairs**, **12 Starter Crew Cards** (8 Cargo Crew, 3 Arming Crew, and 1 Crew Coordinator), and **13 Starter Ship Cards** shown below:



1 Command Deck



1 Crew Quarters



1 Targeting Bay



2 Alpha Laser



8 Light Plate

The titan cruiser player builds their chosen Ship Layout card, and then **freely places** the remaining **5 Starter Ship Cards** (1 Alpha Laser and 4 Light Plates). The titan cruiser has **no limit of ship cards in play** as long as it stays in a **6x6 grid**.

Two other players work as a team, each commanding a standard ship with **3 Field Repairs**, **8 Starter Ship Cards** and **10 Starter Crew Cards** (see pages 5-6).

When buying a card, players on the team can add it to their **team member's discard pile** instead of their own. For one time only, **the first ship plate (armor) purchased** by each player on the team can be placed on their own ship immediately.

The titan cruiser player starts first and **draws 6 cards every turn** (discard 1 on first turn). Players take turns clockwise.

## SOLO AND CO-OP MODE

*//Emergency broadcast: --// Priority 1 request for support from any capital ships receiving this broadc...contact lost with all Orion Centauri planetary settlements, stations, and military fleets. Limited intel indic... rogue sentient AI has seized a titan cruiser and has compromised all networ...engage on sight.*

Face the **Automata titan cruiser** – a rogue sentient ship that drains the galactic market and threatens the Orion Centauri system. Make a last stand with your solo capital ship, or call for reinforcements with the 2-player co-op mode.

In this mode, the main market pile represents the total health of the Orion Centauri system. The condition of the system deteriorates as the main market pile is depleted.



## STEP 1 – PLAYER SETUP

Follow the standard game setup on [pages 5-7](#) for each player's ship, crew cards, and the market.

## STEP 2 – AUTOMATA SETUP

For your first game, select the **Normal Automata Ship** sheet. Build the **Sovereign** titan cruiser layout with the **13 Starter Ship Cards** shown below, facing towards the player(s).



1 Command Deck



1 Crew Quarters



1 Targeting Bay



2 Alpha Laser



8 Light Plate

For a tough challenge, you can pick from the **3 Hard Automata Ship** sheets instead. They start with 1 extra Crew Quarters and Targeting Bay, as well as their own unique ship bonus effect.

## STEP 3 – AUTOMATA DRAW PILE

Next, **draw 1 card (2 for co-op mode)** from the main market pile and place it face-up near the Automata ship. If it is not a **ship card**, scrap it and draw again until it is a ship card.



Main Market Pile



Solo: Draw 1 card  
Co-op: Draw 2 cards



Scrap non-ship cards if drawn

## STEP 4 – AUTOMATA AI CARDS (OPTIONAL)

Skip this step for your first game. When you are ready for an extra challenge, shuffle the 6 **Automata AI Cards** and draw 1 or more cards, placing them face-up near the Automata ship. Put aside the remaining cards. Each Automata AI card in play is worth 15 points if you emerge victorious (see [page 24](#)).



### Example Solo Mode Layout

Automata  
Discard  
Pile



Automata  
Ship

Automata  
Ship Sheet



Hauling  
Crew



Merc.  
Crew



Main  
Market



Market  
Row

Scrap  
Pile



Automata  
Draw Pile



Automata  
AI Card



Player's  
Ship



Ship  
Layout



Discard  
Pile



Draw  
Pile



Player's  
Hand



Field  
Repairs



## SPECIAL AUTOMATA RULES

These special rules apply when fighting the Automata:

- **Flux Beams** can only move the Automata's ship plates, and not its ship weapons
- **Shock Cannon** cannot discard Automata's cards
- **Disruptor Missile** disables a target ship weapon on the Automata (ignore defense level) instead of discarding
- Automata ship cards only use **base attack and defense levels** and do not activate any special effects in text. The only exceptions are:
  - **Flux Beam** armed by the Automata will require you to swap two adjacent ship cards on your own ship
  - **Disruptor Missile** armed by the Automata only target and disable ship weapons instead of discarding
  - **Nova Mine** can detonate on the Automata ship if it is attached by the player to the Automata ship

## PLAYER TURN

Players start their turns first, without picking 1 card to discard, and go clockwise (see player turn actions on **pages 8-13**). When buying a card, co-op players can add it to their **team member's discard pile** instead of their own. After all players finish their turn, it is the Automata's turn.

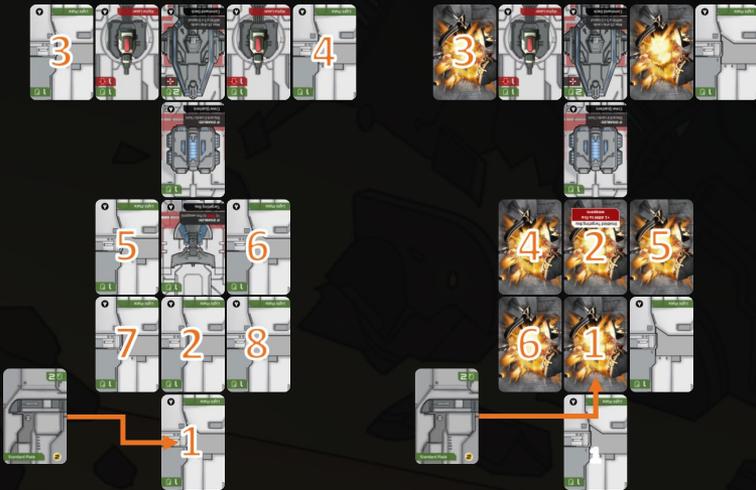
## AUTOMATA TURN

The Automata takes actions based on the **type of card** it drew from the main market pile, resolving each card from top-to-bottom if there are multiple cards:

If Automata drew a Non-Weapon Ship Card:

- 1 Replace a disabled non-weapon ship card, else...
- 2 Replace a lower defense non-weapon ship card (except enabled Command Deck, Crew Quarters, or Targeting Bay), else...
- 3 ...if neither case applies, scrap the card

If there are multiple cards that can be replaced, prioritize going up the middle column, and then left-to-right from back-to-front rows:



Two examples of upgrading the Automata's defenses in sequence (disabled non-weapon ship cards always take priority)

If Automata drew a Weapon Ship Card:

ATTACK

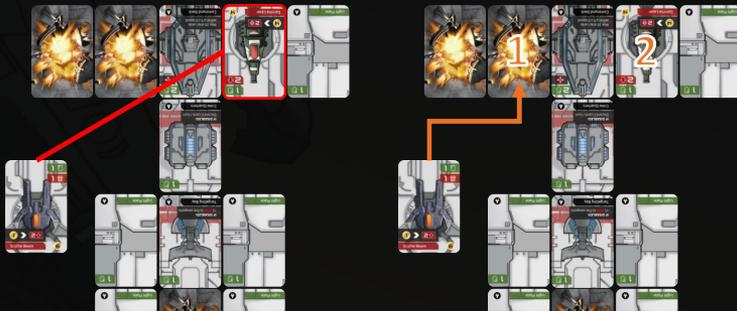
- The Automata fires all ship weapons in play and targets the player's ship cards in this order:
- Command Deck, Crew Quarters, OR Targeting Bay
  - Ship weapons
  - As many lowest defense ship cards as possible

You decide the sequence in which weapons are fired. The Automata must sum the attack level of its weapons if it helps to hit a higher priority target. If there are multiple targets with the same priority, you can pick which card(s) are targeted.

INSTALL WEAPON

- 1 Replace a disabled ship weapon card directly to the left or right of the Command Deck, else...
- 2 Replace a lower cost ship weapon card, prioritized by lower cost (count Alpha Lasers as 3), else...
- 3 ...if neither case applies, scrap the card

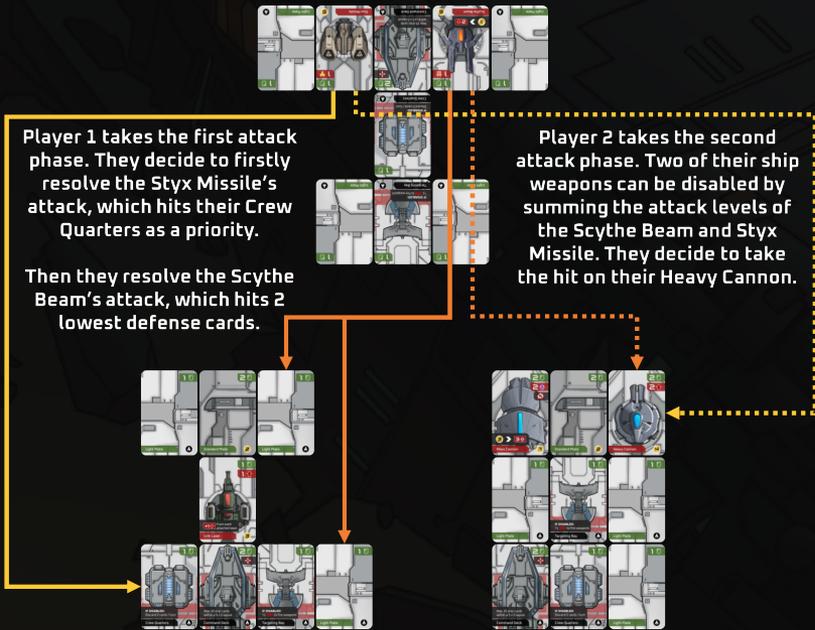
If there are multiple cards that can be replaced, prioritize from left-to-right. Note that **Nova Mines** are attached to the target player's ship cards based on the ATTACK priority.



**Example:** The Automata drew a Scythe Beam (6 cost). In the Attack phase, you take up to 2 damage front attack from the Gamma Laser. In the Install Weapon phase, the Scythe Beam replaces the left disabled ship weapon.

**NOTE:** In **co-op mode**, players decide which ship takes all of the damage for the Automata's first Attack phase. Future Attack phases alternate between players; use a face-down Ship Layout card to track which player is the next target.

Here is an example of how co-op players resolve two Attack phases by the Automata (top) against their ships (bottom):



### ENDING THE AUTOMATA'S TURN

After resolving all drawn cards, end the Automata's turn by **drawing 1 new card (2 for co-op mode)** from the main market pile for its next turn. If it is not a **ship card**, scrap it and draw again until it is a ship card. Resolve any Automata AI effects if applicable. Then it is the player's turn again.

## GAME END

To win, you must disable the Automata's Command Deck. You are defeated if the Automata disables all players' **Command Decks** or when **no cards remain in the main market pile**.

## HIGH SCORE CHALLENGE

To calculate your score upon defeating the Automata:

- +15 points for each Automata AI Card in play
- +15 points for Hard Difficulty Automata ships
- +3 points for each unused Field Repair card
- +1 point for each face-down card in the main market pile

20+

**Pyrrhic Victory:** The Orion Centauri system is devastated and will take centuries to recover, but the few survivors are thankful to be alive and share what little they have remaining

40+

**Close Victory:** Citizens emerge from small enclaves and start to rebuild over the next few decades; in time, one of the new frontier settlements is named in your honor

55+

**Strong Victory:** Surviving communities across the core worlds are inspired by your victory and recover within a few years; everywhere you go, people look up at your ship with gratitude

70+

**Epic Victory:** Leaders across Orion Centauri are awed by your tactical brilliance and grateful for the lives you saved; a huge memorial is built on the capital world to recognize your deeds

80+

**Legendary Victory:** You have averted the gravest threat to the Orion Centauri system; tales of your valor are shared through generations, inspiring millions across the galaxy



## RULES CLARIFICATION

### // GENERAL //

If your **Crew Quarters** are disabled, you must choose 2 cards to discard from your hand at the beginning of your turn. The only exception is if you use a non-Field Repair card that instantly repairs your Crew Quarters (e.g., Backup Hub).

If your **Targeting Bay** is disabled, each ship weapon requires 1 extra Arming Crew or Mercenary Crew to fire. Boarding Pods are unaffected as they do not need to be armed.

**Crew Coordinator** can only scrap 1 card in hand if you spend 1 additional credit from another source (e.g., playing a Cargo Crew with the Crew Coordinator to scrap another card in hand).

**System Inhibitor** cards are added to the opponent's deck, reducing the chance they draw useful cards. They can only be scrapped using the Crew Coordinator card.

If the **main market pile is empty** during a multiplayer game, shuffle the market scrap pile to form a new main market pile (remove any starter cards if they were mixed in).

## // SHIP LAYOUT //

**Attached cards** refer to any cards that directly touch the current card on any of its four orthogonal sides. Disabled ship cards can be attached for placement purposes, but do not provide any attachment bonuses (e.g., a disabled Alpha Laser will not boost an attached Link Laser).

**Moving a ship card** (e.g., by using a Hauling Crew) allows you to place it anywhere, provided it stays within ship size limits and is attached.

**Swapping** the places of 2 ship cards counts as 2 moves (e.g., requiring the use of 2 Hauling Crew).

**Replacing** a ship card is possible by scrapping the original ship card, and then immediately placing the new ship card from your hand or moving another ship card in its place via Hauling Crew.

**OPTIONAL MODE:** Allow all players to fully customize their starting ship layout within standard grid size limits. Use the Ship Layout cards to just determine the starting player.

## // SHIP COMBAT //

**Combining damage from different weapons** (including Boarding Pods) is possible if you have sufficient Arming / Mercenary Crew to fire each weapon simultaneously and if each weapon can hit the same target.

**Boarding Pods** are played from your hand and do not need to be armed. They must be scrapped during your next turn and perform a flanking attack.

**Auto Cannons** that are attached together are automatically armed when one is armed. They can be fired sequentially or combined. Once fired, they cannot be armed again this turn.

**Link Lasers** and **Gravity Lasers** gain +1 attack level from each directly attached, non-disabled ship weapon with "Laser" in its name (e.g., Alpha Laser, Mining Laser). Attached ship weapons are not armed when firing the Link Laser or Gravity Laser.

**Flux Beams** cannot target disabled ship cards, and cannot move ship cards with the  symbol (e.g., Command Decks).

**Nova Mines** when drawn into your hand can be attached to any cards on the opponent's ship. Nova Mines ignore layout and ship size limits. Opponents cannot scrap a Nova Mine unless it is disabled, but they can move it with Hauling Crew.

**Phase Cannons** can ignore the first ship card in a column when activating their special ability, hitting the next card in the column. Disabled ship cards are always treated as absent.

## // AUTOMATA //

**Automata ship cards** only use base attack and defense levels and do not activate any special effects in text (e.g., no bonus damage on Link Lasers; no discards from firing Shock Cannons; disabled Volatile Lasers do not disable the Automata's cards). The only exceptions are the Flux Beam, Disruptor Missile, and Nova Mines (see [page 20](#)).

**Automata draws a new card** at the END of its turn, which allows the player to preview the Automata's next turn and plan ahead.

**Attack order** of Automata ship weapons is always determined by the player, with one exception: You must sum the damage of its weapons by firing them together if it enables the Automata to hit a higher priority target (e.g., Command Deck).

**Attack target** of Automata ship weapons is always determined by the Attack priority (see [page 22](#)). If there are multiple targets with the same priority, the player can decide which target gets hit.

**Nova Mines** when drawn by the Automata are placed on your own ship and not added to the Automata's ship. Attach Nova Mines on valid targets on your ship based on the Automata's Attack priority (e.g., place beside your Crew Quarters or Targeting Bay, followed by ship weapons, followed by as many lowest defense ship cards that can be affected).

# CREDITS

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## OPEN SOURCE

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## QUICK SETUP OVERVIEW



### STEP 1 – PICK SHIP LAYOUT

Shuffle the 8 **Ship Layout Cards**. Each player takes 2 cards and picks one as their starting ship.



### STEP 2 – BUILD SHIP

Each player places 8 **Starter Ship Cards** (1 Command Deck, 1 Crew Quarters, 1 Targeting Bay, 1 Alpha Laser, 4 Light Plate) face-up on the table to match their ship layout.



### STEP 3 – ADD FIELD REPAIRS

Each player begins with 5 **Field Repair Cards** numbered 1 to 5. Place them face-up in an ordered pile with the largest on top.



### STEP 4 – ADD CREW

Each player begins with 10 **Starter Crew Cards** (7 Cargo Crew, 1 Crew Coordinator, 2 Arming Crew). Shuffle and place these cards face-down to form your draw pile, then each player **draws 5 cards**.



### STEP 5 – PREPARE MARKET

Place 12 **Mercenary Crew** and 12 **Hauling Crew** into 2 face-up piles on the table. Shuffle and place the 80 **Main Market Cards** into a third face-down pile, and draw 6 cards to a face-up **market row**.

## QUICK REFERENCE



**DEFENSE LEVEL** This ship card blocks attack levels less than 2



**NO REPAIR** This ship card cannot be repaired



**NO MOVE** This ship card cannot be moved



**NO SCRAP** This ship card cannot be scrapped (unless disabled)



**SCRAP** Move the card to the market scrap pile



**PREP** Save card to use on future turns



**ATTACK LEVEL** This ship weapon hits with attack level 2



**FRONT ATTACK** Hits the first card on any column



**PIERCE ATTACK** Hits the first card on any column; leftover damage carries to next card(s)



**WIDE ATTACK** Hits the first cards on two adjacent columns



**FLANK ATTACK** Hits one left-OR right-most card on any row



**UPGRADE** Gain 1 attack level on the current turn if conditions are met



**CHARGE** Spend  to set weapon as front attack level 2 for the current turn

### PLAYER TURN

#### ACTION PHASE

Play cards from hand to perform one or more action(s) in any order:

- **Buy Market Cards:** Use ; spend  to  the highest cost market row card
- **Fire Weapons:** Use Arming / Mercenary Crew cards
- **Modify Ship:** Place ship cards from hand, move with Hauling Crew, or  placed ship cards

#### END TURN PHASE

1. Discard played + unused cards
2. Use **Field Repairs** (optional)
3. Draw 5 new cards

### FIRING WEAPONS

#### 1 – ARM WEAPON

Fire a ship weapon by playing an Arming / Mercenary Crew. Each ship weapon can only **fire once per turn**.

#### 2 – PICK TARGET

Choose a target ship card based on your weapon's **attack type**. Ignore any disabled ship cards.

Your weapon's **attack level** must be equal or greater than the target's **defense level** to disable it. You can **sum** attack levels by firing multiple weapons at the same target.