

STORM the BRIDGE

RULEBOOK

WORK IN PROGRESS
FINAL RULEBOOK MAY VARY!



Welcome to the FSS Polemus,

The starship FSS Polemus is on a multi-year voyage deep in unfederated territory when her captain passes away from a sudden, horrible bout of acute Galactic Mumples. Several members of the crew and visiting dignitaries see this as an opportunity to further their own goals.

In *Storm the Bridge*, you play as both a leader in charge of a party of crew members and as writer able to change the narrative. You will recruit crew members, sabotage other players, and fight for control of ship sections. Action is cut-throat, a well-played card can change the direction of the game, and in the end, only one leader will arise as the new Captain of the FSS Polemus.

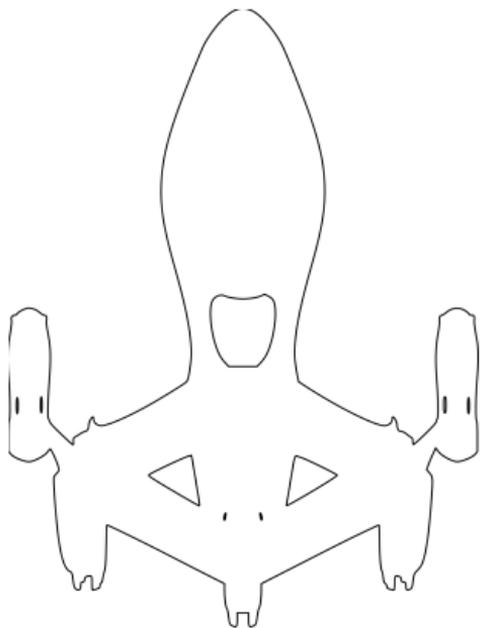


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GAMEPLAY OVERVIEW

The goal of the game is to gain control of the bridge (See Victory, p4). This is achieved by using influence to recruit crew members into your party and build your combat strength.

During a player's turn, that player is referred to as the *active* player. Players take turns as active player, with each turn involving three phases (Details on page 8):

Reset Phase

The active player cycles the available crew pool, untaps their cards, and draws action cards to refill their hand.

Action Phase

The active player can recruit crew members from the available crew pool (once per turn) and attack sections. In addition, *both active and non-active* players can play action cards, being sure to following all restrictions on the cards.

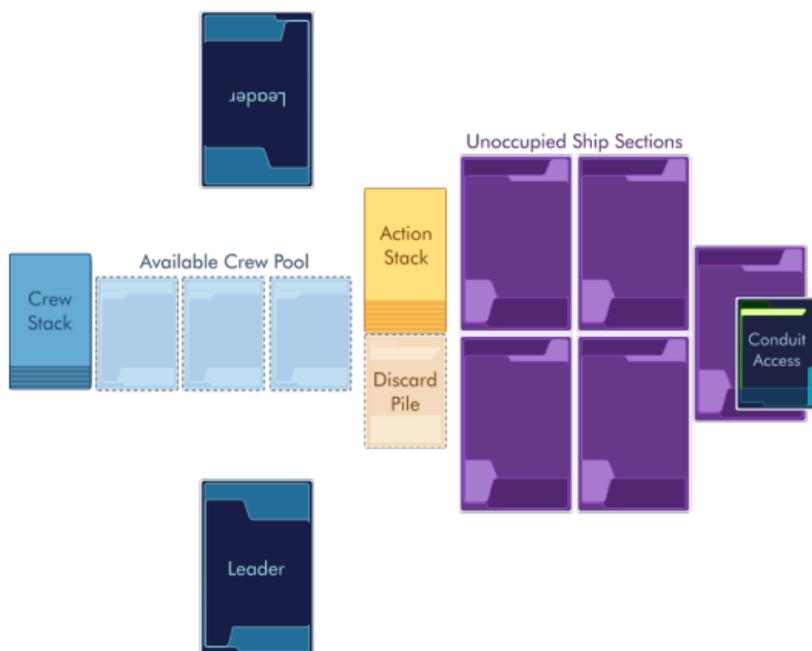
Redeployment Phase

The active player places crew members in that party's occupied sections for defense. Afterward, the turn passes to the next player.

Victory

A player wins by capturing the bridge and tapping it for its special ability: Victory.

SET-UP



- Shuffle the Leader cards, and deal one to each player. Set the remaining Leader cards aside for the rest of the game. For each Leader card, there is a matching crew member card in the crew deck. Find the matching crew member card and set it aside for the rest of the game.
- Set the Ship Section cards in the middle of the table, to one side. Find the Conduit Access passive action card and set it with the Engine Room.
-
- Shuffle the Action cards and deal each player their default hand size (usually 5 cards) and place the remaining Action deck face-down near the middle

of the table. This is the Action Stack. Keep a space beside this for the Discard Pile. It will be used only for Action cards.

- Shuffle the Crew cards and place them face-down near the middle of the table. This is the Crew Stack. Turn the top two cards face-up onto the space beside the Crew Stack, leaving room for a third. This is the Available Crew Pool.

CARD TYPES

Leader Cards, (9) oversized cards, blue border. Leader cards act as the player's avatar. Each leader card displays the character's

- (A) name
- (B) rank/title
- (C) affiliation
- (D) combat
- (E) influence and
- (F) special ability.

The player's leader card will remain in front of them the entire game.





Ship Section Cards, (5) oversized cards, purple border.

Each section card displays the section's

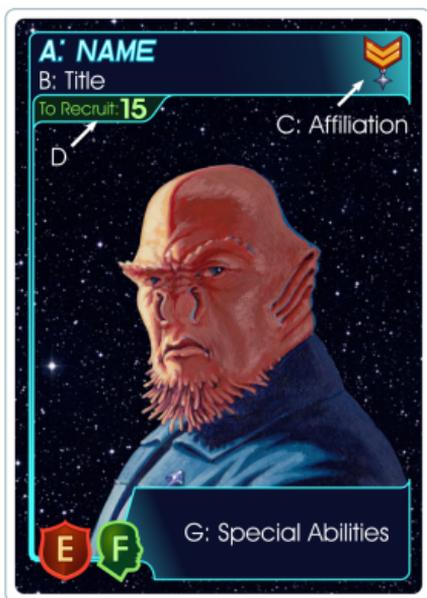
- (A) name
- (B) To Take value
- (C) affiliation
- (D) occupier bonuses
- (E) special abilities.

Ship Sections begin in the center of the board until overtaken by a player, and may move from one player to another during play.

Crew Cards, (32) standard cards, blue border.

Crew cards display the crew member's

- (A) name
- (B) title
- (C) affiliation (if any)
- (D) To Recruit value
- (E) combat strength
- (F) influence strength
- (G) special abilities (if any).



Crew members begin in the Crew Stack until drawn into the Available Crew Pool. Crew members are never killed or discarded; instead, they are sent to the bottom of the Crew Stack.

Action Cards, (104) standard cards

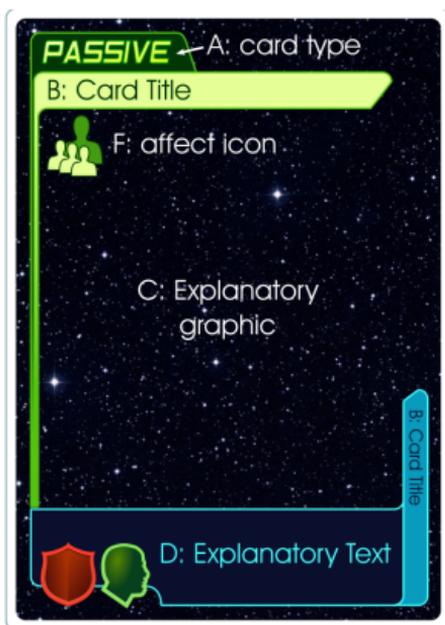
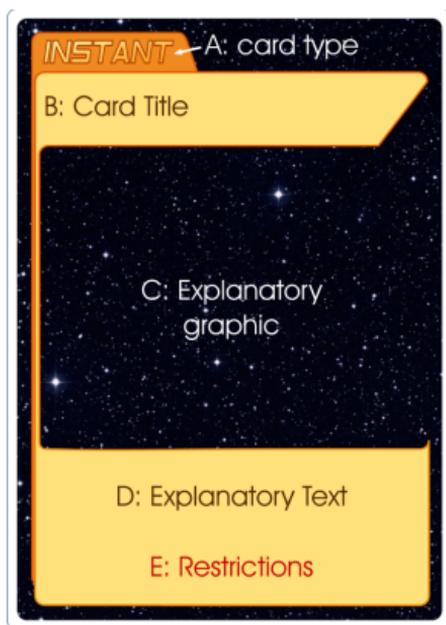
Action cards display the

- (A) action type
- (B) title
- (C) explanatory graphic
- (D) explanatory text

Some action cards also display:

- (E) restrictions
- (F) an icon indicating the type of card it can affect

Instants occur once, or for one turn, then placed face up on the discard pile. Passives are attached to other cards and remain in effect until removed by another action or ability.



TURN PHASES

RESET PHASE

During the Reset Phase, the active player cycles the available crew, untaps their own cards, and draws action cards to return their hand to its default size (usually 5).

No action cards can be played during this phase.

Cycle Available Crew:

Unless noted by cards, there will always be two crew members available on the *first turn of the game* and three thereafter. During the Reset phase, move the crew cards toward the stack to fill any open spots and flip cards face up from the top of the Crew Stack to fill any open spaces. This ensures that the crew members who have been revealed the longest are always near the Crew Stack.

If there are no open spots to fill, cycle the crew members by moving the member closest to the Crew Stack (the member who has been out the longest) to the bottom of the Crew Stack. Shift the remaining available crew members over, and flip a new crew member from the Stack to the farthest spot.

Untap Cards:

A card is turned sideways to indicate it has been tapped for the turn. To untap, simply rotate the card back to vertical so that it can be used again.

During the reset phase, untap all of your tapped cards, excepting any which specifically say should remain tapped.

Draw Action Cards:

Draw from the Action Stack the number of action cards needed to refill your hand (5 by default).

If you draw the last card from the Action Stack, shuffle the Discard Pile and place it face down in the Action Stack spot.

After these three actions are completed, the Reset phase is done and the Action Phase can begin.

ACTION PHASE

During the Action Phase, the *active* player can perform several action types: recruiting crew members from the available crew pool (once per turn only, unless modified by a card), attacking sections (limited only by the party's ability), and using special abilities.

In addition, *both active and non-active players* can play instant and passive action cards during the action phase, following any restrictions noted on the card.

Note: Players do not draw to refill their hand until their next Reset phase, so use cards wisely.

All actions can be immediately challenged or countered. Once reasonable chance to counter has been given and the action is allowed to proceed, it is resolved and another action can occur.

Play Action Cards (any player):

There are two types of action cards, *instants* and *passives*. Instants (yellow border) either have an instant effect or are only active for a short period, typically the remainder of the active phase. They are *temporary* by design.

One-time instant cards, such as cards that send crew to the stack or untap them, should be moved to the discard pile once played.

Any instant cards which modify through the turn should remain on the table and in effect, to be discarded at the end of the turn.

Passives (green border) become attached to either a

crew member, leader, or ship section, and remain until removed by another card or special ability. They are *persistent* by design. In addition to the green border, they have an area at the bottom of the card containing stats and information, with a border color matching the type of card they are designed to attach to. For example, a passive with a purple border at the bottom is designed to be attached to a ship section.

When attached, place the passive card below their host card as shown, so that the passive information shows beneath the host card.

Action cards and special abilities often contradict or modify basic rules. When this happens, the card always takes precedent over basic rules.



Passive attached to crew card

Recruit (active player only):

Recruiting is the process of bringing crew members into your party from the available crew pool in the middle of the table. This is done by tapping your leader and/or crew members in order to use their combined influence points. When you tap a leader or crew, that card is turned sideways and remains tapped until the beginning of your next turn.



Discard Bonus: The active player can also discard action cards for an influence bonus of 1 point per card.

When you recruit a crew member, its card comes into your party *tapped*.

Notes:

The active player is only allowed to recruit one crew member per turn in this way. However, other cards and abilities may allow additional recruiting.

Attack (active player only):

The active player takes over/occupies a ship section by attacking. Like recruiting, this is performed by tapping the leader and/or crew members in order to use their combat points. When you tap a leader or crew, that card is turned sideways to indicate it has been used, and it remains tapped until the beginning of your next turn.



Discard Bonus: The active player can also discard action cards for an attack bonus of 1 point per card. This bonus is only available to the active player.

You can attack either unoccupied sections in the center of the table or ones occupied by opponents. When attacking an unoccupied section in the center of the table, your attack points must match or exceed

its To Take number. When you attempt to take a section from an opponent, however, you must instead match or exceed the section's current *defense* points.

Determining attack and defense points: Your attack points are determined by adding together the combat/attack points of the leader and/or crew you are tapping for the attack, including any special abilities or action cards modifying leader and crew combat or *attack* points (but not defense points).

A section occupier's defense points are determined by adding together the following:

- That leader's combat/defense points
- The combat/defense points of any crew stationed in that section
- The defense bonus points of the occupied section (sections only have defense points)
- Any special abilities or cards that modify any of the above combat or *defense* points (not attack points)

Notes:

- Combat points apply when either attacking or defending, but "attack" and "defense" points only apply when performing those actions.
- Leader combat points apply toward the defense of *all* party-occupied sections.
- Attacking crew remain assigned to their section during an attack but can attack any section,

whereas defending crew can only defend the section they are assigned to, so deploy wisely.

- Defending crew members defend whether they are tapped or untapped, and doing so does not tap them.

Once an attack has begun, any player can play action cards or use special abilities which affect the attack. This can be in the form of combat modifiers, crew availability (for example, sending party members back to the crew stack), crew tap status, or other special conditions.

Rule note: A single crew member or leader cannot be used/tapped twice on the *same* action. For example, a crew member used in an attack cannot be untapped by an action card and used again in the *same* attack.

Resolution: Once all actions and reactions are finished, the attack is resolved: If the attacker still has the number of combat/attack points equal to the section's defense, the attack is successful. Attacking crew become tapped and the section changes from one player's party to the other's, entering the party tapped.

Attacking crew only become tapped if the attack succeeds. If unsuccessful, the attacking crew remain untapped and may be used for another action.

REDEPLOYMENT PHASE

Once the active player has made all of their desired actions, and all actions are resolved, the action phase is complete and the redeployment phase begins.

No action cards can be played during this phase.

If the active player has no ship sections, this phase is skipped.

During the redeployment phase, the active player places crew members beside an occupied sections for defense. Although short, redeployment is important because once the phase is over, crew members cannot change sections until that player's next redeployment phase. If a player's occupied section is taken, the crew defending that section become unassigned until the following redeployment phase.

Remember that leaders do not need to be deployed; their combat/defense strength applies to all sections.

Note: If all players accept, one player can redeploy while the next player begins their Reset phase.

Good luck storming the bridge. Onward to victory!

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ENZYME
GAMES