Phobos Falling Rule Book

Dragon Phoenix Games

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Background

The earth corporation Telemark has set up a mining operation for Xenite ore on Mars' moon, Phobos.   The asteroid pirates, who are competing with the Telemark corporation to sell Xenite, destroyed Phobos, sending the orbiting space station, *Valhalla*, hurtling off toward the asteroid belt after the cataclysmic explosion. The station is badly damaged and getting worse, keeping the crew busy with repairs. As senior officers of the *Valhalla* crew, you must find a way to get the surviving crew back to Earth safely.

Overview

Phobos Falling is a cooperative card based variable player-power survival game for 2-8 players in which you play senior officers (crewmen) of the space station *Valhalla*. In most cases, each player will only play as one officer, but in some cases players may have more than one officer each. They each use their special skills to keep the station habitable long enough to outfit the shuttle *Valkyrie* with the necessary equipment for the long trip back to earth before the marauding pirates destroy them.

Use the skills of the commander, first officer, engineer, science officer, security officer and others to gather equipment to help you keep the station functional, fend off the pirates, and outfit the shuttle *Valkyrie* for the trip home.

Open-ended Nature of the Game and Rules

Although every effort has been made to document the rules for every situation that will occur in this game, the format of the game is somewhat open-ended akin to what you would find in a role-playing game.   As such, it is likely that occasions will arise where the rules are not specific about how to handle some situations. It is left to the players to use their best judgment, keeping within the theme of the game to make a decision about what would or can happen in specific situations. The most likely areas in which this might occur are the officer turns and pirate boarding party actions.

General Notes for Playing the Game and Reading These Rules

Even though some of the officers that the players can choose from have higher ranks such as Commander or First Officer, this is intended to be a fully cooperative game and no player should pull rank and attempt to boss the other players around.

The officers each have a hand of cards and these cards should not be shown to other players except when playing them or exchanging them. The players may discuss what cards they have, but they

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should not show their cards. This is intended to try to get everyone involved in solving the problems rather than having one player look at all the cards and tell everyone what they should do.

Beginning in the next section of these rules . . .

. . . when word or phrase is shown in italics, then it is the name of a game card such as *Jefferies Tube*.

. . . when a word or phrase is underlined, then it is the name of a zone on the Valhalla space station such as <u>Core Life Support</u>.

. . . when a word or phrase is bolded and italicized, then it is a reference to the name of another section in the rules or the reference guide such as ***Setup***.

. . . when a word is bolded but not italicized then it is a key word such as **Explore** (except for the actual section titles).

Included in the Game

These instructions

1 Game board	1 Pirate Ship Mat
1 Play Aid Card	10 Role cards

10 Officer Avatars

6 Security Robots Figures

12 Pirate Figures

6 5x Pirate Figures

1 Cataclysm Stage Marker

1 Computer Tech Marker

1 Aux Power Marker

6 Fire Markers

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16 Access damage Markers

23 System damage Markers

16 Power damage Markers

8 Depressurization Markers

12 Force Field Markers

5 Stabilize Power Markers

10 Special Event Cards

20 Standard Event Cards

30 Engineering Cards

30 Bridge Cards

30 Security Cards

30 Science Cards

43 Resource Cards

18 Hydroponics Cards

5 Shuttle Cards

16 Zone Markers

Figure 1. Setup

Setup

1. Allow the players to select officer roles and then distribute the appropriate role cards (2-8 players). For two players, it is recommended that each player play two or three officers each. For a more challenging game, you can play with only 2-3 total officers. For three or four players, consider taking two officers each. For inexperienced players, it is recommended to include at least one good fighter such as Taze or Rock and one engineer type such as Paddy or Kit.

2. Place the game board between the players.

3. Select the scenario that will be played from the available scenarios (See *Scenarios* in the Reference Guide). For first time players, it is recommended that you start with scenario 1A.

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4. Using the selected scenario, place the appropriate damage markers (system, power, or access) on the game board spaces as described in the scenario.

5. Put all zone markers in the zone marker bag.

6. Place a Power Marker (with the symbol) on the "5" for Auxiliary Power.

7. Place the Stage Marker (with the symbol) on the "1" of the Cataclysm stage track.

8. Separate the regular Event cards from the Special Event cards (marked with a symbol). Randomly select two of the Special Event cards (while keeping them all face down so as not to see which are selected) and add them to the regular Event cards & shuffle to create a deck to form your Event Card Draw Pile. Set the remaining Special Event cards face down on the Special Event card space for later use.

9. Shuffle each of the four Specialty Card decks (Engineering, Science, Bridge, and Security) and place them face-down on their respective draw piles.

10. Place the Tech Data marker (with the on the "zero" space on the Technical Data Track in the Bridge zone.

11. Shuffle and place the Hydroponics cards on their draw pile.

12. Shuffle the Resource cards and divide them equally between the two Cargo Bay draw piles.

13. Each officer draws two specialty cards from their specialty area (as denoted on their officer card, then draws their remaining starting cards from any specialty deck they choose.

    Two-officer games, draw four more each

    Three-officer games, draw three more each

    Four-officer games, draw two more each

    All other games, draw one more each

14. Place each officer in their respective specialty area. If an officer's specialty area is currently without Life Support, and the officer does not have a spacesuit, then the officer's controlling player chooses where start, but must choose a zone that has functional life support).

15. Determine who will be the first officer to play by any means the players desire.

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Sequence of Play

1. Players take turns for their officers in clockwise order (see ***Officer Turns***) until all officers have had a turn. If players are controlling more than one officer each, then the players can decide at the beginning of the game to play all of their officers' turns before play passes to the left or to have each player play a certain character on the first time around the players and then a different one the next time and so on. Just keep the order of officers' turns constant.

2. If there are pirates on the station, they take their turn following the rules given in the section titled ***Pirate Boarding Party Actions***.

3. If all officers are dead or injured with no hope of healing, the players lose.

4. If the shuttle *Valkyrie* is ready to launch for Earth having met all the launch requirements, and all the officers are in the shuttle bay, then the players win.

5. If the station was on Auxiliary Power this turn, move the power marker down one point (minimum 0).

6. If the station was on Main Power this turn, move the aux power marker up one point (maximum of 5) if there is power in the Auxiliary Power zone and the system is online.

7. Repeat until the players either win or lose.

Officer Turns

The basic officer turn sequence is:

> 1 **Move** to a different zone (optional)
>
> 2 **Explore** station (draw cards – if possible) (optional)
>
> 3 **Fight** (if in a zone with pirates)
>
> 4 **Play** cards (optional)
>
> 5 **Discard** cards (if over the officer's limit)
>
> 6 **Reveal** Event Card and implement as required. (See ***Events***)

The following expands on this sequence:

1. **MOVE**: The officer **may** move to a new zone following the appropriate movement restrictions (see ***Officer and Pirate Movement Restrictions***). The officer may move OUT of a zone even if pirates are present in the zone in which the officer starts.

2. **EXPLORE:** If the zone the officer is in has access to either Hydroponics, resource, or specialty cards, the officer **may** draw up to the number of cards he/she is allowed. See the sections on ***Station Power*** and ***Officers*** (in the reference guide) to determine the limits for card drawing.

3. **FIGHT:** If there are pirates in this zone, combat occurs. Combat related cards may be used here. *Jefferies Tube* cards may be used to escape.

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4. **PLAY:** If the officer has not been defeated in a combat, then he may play any cards in his hand according to the applicable restrictions. Used resource and Hydroponics cards are removed from the game.

5. **DISCARD:** If the officer has more than his card limit in his hand at the end of turn, he must discard until he is down to his limit or less. Discards may be placed on the discard pile for the zone the officer is in. If the officer is not in a zone that has a discard pile, then the discarded cards are removed from the game.

6. **REVEAL:** Draw an Event Card and implement as required (See *Events*).

   The Fusion Beam, Torpedo, and Tractor Beam can only be used from the Bridge (or from Aux Control) in response to an event. Any officer can respond with one of these devices if they have the right card and are in the right place, regardless of which officer drew the event. The appropriate systems and power must be operational, i.e. you can't use Aux Control if Aux Control has no power or the system in that area is not operational.

   Officers can use the Mass Mover, Medical System, and Fabrication System once per turn, at any time during their turn in which they are in the zone with the system and the system is fully operational.

   If officers are in the same zone, an officer may give, take, or exchange any number of cards at any time during the turn up till the time the Event card is drawn. Once the Event card is drawn, no cards may be moved between officers.

   An officer can use their active or passive abilities at ANY time during their turn. They may only use each ability once per turn.

Officer and Pirate Movement Restrictions

The following restrictions are placed on both officer and pirate movement.

1. If there is a zone with blocked access in the path the officer needs to follow to their desired destination, then they can go no farther this turn than that zone. See **Figure 2** for movement paths. If they do go to a blocked zone, the only actions they can take there are to clear the access either by card or special ability, and to engage in combat.

2. If a section on the space station that the officer needs to enter or pass through does not have functional life support (either the life support system box is not functional or the power is down in the zone where the life support system is located), then the officer may only enter or pass through this section if he has equipped a *Space Suit* or *Exoskeleton* or has activated a Personal Force Field.

3. Using a *Jefferies Tube* card does not follow a path through any of the station's zones. Consider it a point-to-point movement card. Access blockage restrictions can be ignored when moving with a *Jefferies Tube* card

4. An officer always needs a *Space Suit*, *Exoskeleton, or Personal Force Field* to enter the airlock or the external zone.

5. If there is a pirate boarding party in a zone the officer would pass through this turn, then the officer may not move farther than the zone with the pirates this turn. If the pirates are delayed outside the station by a force field, then their presence there will not hinder movement of the officer until the pirates have removed the force field.

6. A pirate boarding party may not move through a force field. They must stop one zone short of the force field and may remove the force field on their turn.

7. Hubs are part of the core, not the ring, for purposes of movement.

Playing the Cards

1. Your officer can hold as many cards as you want during your turn, but at the end of their turn they must discard down to their hand limit.

   The hand limit for officers is:

   7- to 8- Officer games: 6 cards

   5- to 6- Officer games: 7 cards

   4- Officer games: 8 cards

   2- to 3- Officer games: 9 cards

   +3 cards if a Utility belt is equipped

2. When officers draw cards, they may draw one card if the relevant system is working, the power is on and the station is on battery power. If the same conditions apply and the station is on Auxiliary power, they may draw two cards. Only if the station is on main power and the officer has a special ability can they draw three cards. If the draw pile is in a ring then the relevant Grav System (in the hub for that ring) must be functional as well or else a maximum of one card can be drawn.

3. If the officer moved into this zone this turn and the access is blocked, then they can use a *Security Bypass* card to clear it (or Taze can use her special ability to clear it) but then no other cards may be played in this zone on this turn.

4. Since a player draws cards from an available deck BEFORE playing cards, they may always draw before playing cards, unless prevented by rule 3 above. **Exception**: if an officer chooses to use a *Jefferies Tube* card early in their turn, it is possible to do so BEFORE drawing cards.

5. Used specialty cards are placed on the appropriate discard pile. Used Resource cards and Hydroponics cards are removed from the game.

6. An officer may ALWAYS play a *Jefferies Tube* card at any point in their turn. The *Jefferies Tube* card does not work in the airlock or outside the ship.

7. At any time during your turn you can equip or unequip a card that is equippable.

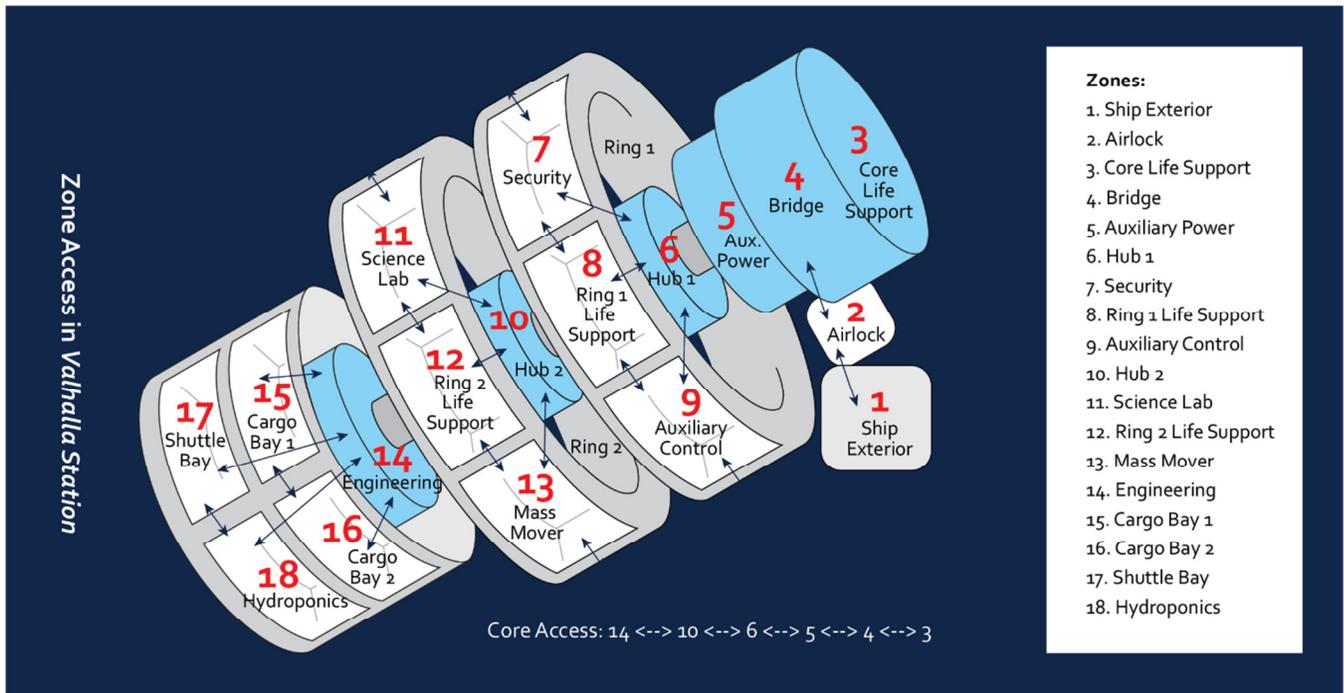8. All cards are discarded after use unless otherwise specified.

Figure 2: Access Determination Chart

Station Power

The station has Main Power available if both the Stabilizers and Solar Panels are functional. These systems are located on the external part of the station, just outside the Bridge and Airlock.

If either one is not functional and the Auxiliary Power System is functional (and the Auxiliary Power Zone has power and the Auxiliary Power System has fuel which means not on zero), then the station has Auxiliary Power available.

If the station is not on either Main Power or Auxiliary Power, then it is only has Emergency Battery Power available.

An individual zone has no power if the zone's Power System is not functional. If the zone's Power Systems are functional, then the zone is on whatever power is available on the station.

There are no power restrictions on the use of systems by the officers if the zone the officer is in is on Main Power unless the zone is in a ring. Rings do not rotate unless on Main or Auxiliary power, the Artificial Gravity system is functional, and the power is functional in the Hub. If a ring is not rotating, then the maximum cards that can be drawn from a zone in the ring is one, regardless of the level of power in the station.

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If a zone has a Force Field and the Power System goes down, the Force Field is lost.

If your officer is in a zone that has cards and the station is on Auxiliary Power, then the only power related restriction you have is that you cannot draw more than two cards from a specialty cards draw pile regardless of your officer's special ability.

If the officer is in a zone that has cards and the station is on Emergency Battery Power, then the only system that may be used is Life Support. Only one card can be drawn from a Resource Card draw pile or a Specialty Card draw pile.

The *Stabilize Power* card can be used to protect the power system in an individual zone from future power losses. See the Specialty Deck card descriptions.

Boarding Party Combat

When an Event Card Indicates that the ship is boarded, use the following rules:

When officers and pirates are in the same zone, combat will be initiated when it is the pirates turn or when it is an officer's turn that is in the zone with the pirates. Combat is resolved as follows:

1. Any officer in the combat zone can immediately use a *Jefferies Tube* card to move to safety. They may also use one at any point in the combat, for example to defeat some pirates and then move to safety.

2. Any officer may play a card to defeat one or more pirates. If it is a *Security Detail* card, then the card is returned to the Security discard card pile and an appropriate number of pirates are removed. One pirate for a *Security Detail 1* card, two pirates for a *Security Detail 2* card, etc., unless the Security Chief is present and chooses this as the *Security Detail* card she will double for this combat, in which case take two pirates out for each security detail member.

3. An officer may also remove a pirate with a *Field Medikit*, an *Exoskeleton*, a *Weapon*, or a *Personal Force Field* card. Only one *Exoskeleton, Weapon, or Personal Force Field* card can be used by each officer. The *Field Medikit* is returned to the originating specialty deck discard pile after use.

4. A *Stim Pack* has the same effect as the Security Chief's doubling ability. Play it at the same time as the *Security Detail* card.

5. In addition to all other cards played, an officer can defeat one more pirate by themselves with no effect. The officer can defeat a second pirate but becomes wounded. If there are still more pirates, then the officer is killed (while killing one more pirate) If the officer survives (even wounded) then his/her *Exoskeleton* and *Weapon* are retained, even if used in the combat. Otherwise they are discarded to the originating discard pile or removed from the game if they originated from the resource cards.

6. The *Team-up* card (or the Commander's summon officer ability) can be used at any time to get help in defeating the pirates.

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7. The *Ambush* card allows all *Security Detail* cards played by any officer to count double.

Officer Health

An officer that is wounded can only move and trade cards with other officers (and must still draw an event card). Another officer with a heal card can use the Medical System to heal the injured officer.

An officer that is dead can be moved by another officer to the Medical System and then a *Revive* card can be used to bring them back to a wounded state. The medical system must be operational and the <u>Science Lab</u> must have power. While an officer is dead they can do nothing and their turn is completely skipped (they do not draw an Event Card).

Pirate Boarding Party Actions

When an Event Card Indicates that the ship is boarded, use the following rules

1. An officer on the <u>Bridge</u> with a *Fusion Beam* card, *Torpedo* card, or *Tractor Beam* card can use it on the pirate ship now even if it is not their turn. This will cancel or delay the boarding event before the pirates board. See the card descriptions for more details. If you don't use one of these cards immediately after the Event card is drawn, then you cannot use it on this pirate boarding party later.

2. If the *Tractor beam* is used on the pirate ship, then the pirates are delayed one round of play and the crew has an opportunity to board the pirate ship, although there will be two extra pirates on their ship. This is useful if the officers wish to steal a pirate ship's singularity engine.

3. If the pirate ship is attacked with the *Torpedo* or *Fusion Beam*, it is destroyed.

4. If the pirate ship was not destroyed, randomly select a zone from the zone markers for the place of boarding.

5. If the boarding location has a Force Field erected, the boarding is delayed until the pirates can remove the Force Field, which will be their only action when it is their turn.

6. If there is no Force Field in the zone, use the Cataclysm Stage number next to the Event deck to look up the number of pirates boarding the station from the chart on the Event Card.

7. Once the boarding party is past the force field (if present), place the appropriate number of figures on the zone where they entered. Even if there are officers present, combat will not be initiated until either an officer takes a turn and moves into the area, or it becomes the turn of one of the officers in the zone, or else it is the pirate's next turn (which comes after the last officer in the turn sequence). An officer caught in the boarding zone can escape immediately with a *Jefferies Tube* card, or the Mass Mover Officer can use her mass mover skill to escape.

8. An officer starting in or moving into a zone containing pirates can choose to draw cards before the combat if there are cards available in this zone.

9. On the pirates' turn, each pirate group on the ship will take an action. Start with the <u>External</u> area, then <u>Airlock</u>, then continue with <u>Core Life Support</u> zone and work back in zone number order through all the zones listed in Figure 2.

10. As with officers, pirates move and then perform actions at their new location.

11. The pirates will choose their move action from the following priority list:

   A. Move to attack an apparently inferior officer group in an adjacent zone (or up to 2 zones away). Anytime there is a decision to be made between multiple choices for the pirates, choose in favor of a zone with a higher priority target as defined in D below.

   B. Move to team up with an adjacent pirate boarding party (the new group cannot move again)

   C. Remove an adjacent Force Field or Security Robot that is adjacent or up to two zones away. Make choices based on the priorities list in D. below.

   D. Move to the nearest zone with an undamaged system (unless they are already in one in which case they do not move). Priorities are

      a. Life support

      b. Main Power

      c. Steal shuttle *Valkyrie* (if engine, nav, and structure on the shuttle are undamaged and power and access are good in the shuttle bay). If the shuttle is damaged, they will spend one round to repair the damage and will steal the shuttle on the following round.

      d. <u>Auxiliary Power</u>

      e. Miscellaneous shuttle *Valkyrie* systems

      f. Artificial Gravity

      g. <u>Auxiliary Control</u>

      h. Auxiliary Power Fuel

      i. Special Systems (<u>Security</u>, <u>Engineering</u>, <u>Bridge</u>, and <u>Science</u> Systems in that order)

      j. Medical System

      k. Fabricator

      l. Local power

      m. Access

E. Pirates will choose to move up to two zones to reach one of the first 6 (a.-f.) priorities. If any of the choices require confronting an equal or superior crew group, they will continue down the priority list looking for an easier target.

12. If the pirates end up in a zone with officer(s) they will attack, otherwise, they will damage something in the zone. Each set of six pirates will add to the number of things damaged. So, if there are between six and eleven pirates, they damage two things. Twelve to seventeen damage three, etc.

Technical Data

There are three pieces of software that can be developed using the *Technical Data* cards that can be found in the Bridge and Science cards: *Earth Orbit Insertion (EOI) Course Software*, *Singularity Engine Software*, and *Cryogenic Software*. Every time a *Technical Data* card is drawn, it is placed in the discard card pile of the originating deck and the Tech Data level is raised one point. If, however, the Bridge system or power is not functional, then the Technical Data card cannot be used to raise the Tech Data completion card until they are both functional. In such a case, an officer can hold onto the card until such time that they are both functional.

To obtain a piece of software, the officers must raise the Tech Data completion level to 5. When a piece of software is finished, reset the Tech Data level to 0 and take one of the remaining software cards into the hand of the officer who completed it. The card must be physically carried to the shuttle *Valkyrie* to install it.

Preparing the Shuttle *Valkyrie*

In order to win the game, the players must get the shuttle *Valkyrie* ready for a return trip to earth. The following are the requirements for getting the *Valkyrie* ready:

1. All basic internal shuttle systems must be functional
   a. Nav
   b. Life Support
   c. Structure
   d. Shuttle Engine
2. The EOI course must be calculated and installed (from Tech data)
3. One of the Main Drive engines must be operational:
   a. Ion engine and Ion fuel (both found in the cargo holds)
   b. Singularity Engine and Singularity Software (see **Scavenge Engine** and **Technical data** respectively)
4. Crew accommodations – one of the following must be met and installed in the shuttle *Valkyrie*:
   a. Have *Water, Food*, *Hydroponics*, and *Water Reclamation* installed (available from Hydroponics and Science) along with a *Hab module* (found in the cargo bays)
   b. Cryo Suspension for crew
      i. *Cryo Tubes* (find *Cryo Systems* in Science and use Fab system in Engineering to convert to *Cryo Tubes*)
      ii. *Cryogenic software* (from Tech data)

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Installing items in the shuttle *Valkyrie* is a free action for an officer except for engines, which take one full round to install.

When an item is installed in the shuttle *Valkyrie*, place a shuttle marker on the appropriate space.

Scavenge Engine

The existing shuttle engine is only good for maneuvering and short distances. The pirates use a singularity engine on their ships for long distance travel in the solar system. Note that the pirate ship is too small to take all the crew (there are hundreds besides the playable officers) back to Earth and therefore the station's much larger shuttle must be modified instead. If the officers can steal a singularity engine, they can use it to power the shuttle *Valkyrie* for the long trip home.

To steal a singularity engine, the officers must first find the *Scavenge Engine* card from the Engineering card deck. With this, the officers will know how to remove the singularity engine and transfer it to the shuttle *Valkyrie*. Next, the tractor beam must be in working order, the Bridge must not have a power outage or damaged Bridge System, and the station must be operating on Main Power. If all of these criteria are satisfied, then when a pirate boarding party arrives, any officer on the Bridge (not Aux Control) can use a *Tractor Beam* card to hold the pirate ship in place for one full round. Determine the number of pirates as usual but add two to the total and place them on the pirate ship card. Determine the location of boarding and place the zone token on the pirate ship. Place the *Tractor Beam* card inverted (facing away from the player) to indicate when the tractor beam duration is over. The players have until the END of that officer's NEXT turn to capture the engine. Otherwise the pirates board as usual (minus the two extra pirates) and their ship gets away.

Next, the officers must attack the pirate ship and win the battle. One officer, who must be wearing a *Spacesuit* or *Exoskeleton* can attack the ship. The initiating officer can summon others via a *Team Up* card, the Commander's power, or the Mass Mover Officer's power. All officers participating in the battle must wear a *Spacesuit* or *Exoskeleton*. If the battle is won and one of the officers has the *Scavenge Engine* card, then replace the card with the *Singularity Engine* card. This card may be moved to the shuttle *Valkyrie* manually or using the Mass Mover.

Victory Conditions

If the shuttle Valkyrie is prepared for the trip to earth according to the directions in the **Preparing the Shuttle Valkyrie** section, and all the officers are alive and in the shuttle bay with functioning power in the Shuttle Bay after any officer's turn, then the players win the game. It is assumed that if the playable officers are all on the shuttle *Valkyrie*, then all of the other survivors are also. The players do not need to do anything special to get the other survivors onto the shuttle *Valkyrie*.

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Adjusting the Difficulty Level

If the players want to increase the difficulty level of the game, there are several options that can be used. The players can use any one or combination of these options to increase the difficulty level of the game.

1. Remove the event card titled *Crew Removes Blockage*
2. Remove the event card titled *Crew Restores Power in One Zone*
3. Remove the event card titled *Crew Repairs One System*
4. Remove the event card titled *Crew Restores One Power or Clears One Access or Repairs One System*
5. Remove the event card titled *Cancel One Event*
6. Randomly distribute any number of additional damages to the station. Use the zone markers determine a random zone. Be careful to make sure some part of the station remains habitable by leaving at least one Life Support system functional.

EXAMPLES

You can find videos of the following examples by following the link below:

http://dragonphoenixgames.com/phobos-falling-training-videos

Example of a Round of Officer turns:

The following is an example of a round of officer's turns. In this example, Bash, Kit, Angel and Newt are all stuck on Ring 2 since life support is down in the core and on ring one. All four officers start this round in the Science Lab.

Kit found a spacesuit in the Science Lab on the previous turn. For this turn, she moves to the Mass Mover and uses her Active Ability to Restore Power to restore the power in the Mass Mover room. The Mass Mover system was already functional and so it is now possible to use the Mass Mover station. Wanting to repair the Core Life Support system and with movement from here to the Core Life Support zone blocked by a blocked access zone in Hub #1, she uses the Mass Mover to send herself directly to Core Life Support. There she uses her *Repair Systems* card to repair the Core Life Support system. Finally, she uses her Active Ability to remotely use the Mass Mover to bring Bash down to join her in Core Life Support. Although he does not have a *Space Suit*, he can now move safely in the core since

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life support in the core has been restored. She then draws an event card and gets *Cosmic Radiation Burst*. Since the players do not wish to deal with this, they decide to let Angel use her Passive Ability and discard four of her cards to negate the event card.

For Bash's turn, he starts by using his Active Ability to borrow another officer's ability to borrow Kit's Mass Mover ability. He then moves to the Bridge and uses the ability to bring Newt from the Science Lab to the Bridge. Bash then draws two cards from the Bridge Systems cards. This is because the station's external power is not operational due to the Solar Power systems on the external area of the station being damaged. The Aux Power system is functional, however, and so the maximum number of cards that can be drawn is two. He draws a *Force Field* card and a *Fusion Beam* card. He passes the *Force Field* card to Newt since Newt has a special ability with force fields. Bash is, however, still one card over the hand limit and so he passes the *Fusion Beam* card to Newt as well, who is well below his hand limit. Then he ends his turn by drawing an Event Card. He draws *Station Boarded*. The card indicates that the event could be ignored if the card had been drawn by Rush or The Baron, but since it was not, then the card must be used. Furthermore, the Cataclysm Stage is 2 and therefore, according to the Event Card, the number of pirates boarding will be 7. However, since Newt has a *Fusion Beam* card and is on the Bridge, and the Fusion Beam system is functional, Newt decides to use the *Fusion Beam* to prevent the pirate boarding. He must make this decision before the location of the boarding is determined.   Since the station is on Aux Power, the Aux Power fuel must be reduced by one to use a *Fusion Beam.* Newt reduces the Aux Power fuel by one by moving the marker from three to two and then removing the *Fusion Beam* card from the game. This ends Bash's turn.

For Newt's turn, he draws two Bridge System cards – A *Torpedo* card and a *Technical Data* card. He immediately discards the *Technical Data* card and moves the Tech Data marker up one point from zero to one. He decides to use the *Force Field* card he got from Bash the previous turn, and since he has the Active Ability to use one Force Field card to place two force fields, he places force fields on the Bridge and Core Life Support. There had previously been a force field on the Science Lab and he uses his Active Ability to move force fields to move it to Aux Power. He then draws an Event Card. It is *System Reset* and the Tech Data saved is about to be lost. But since the card says ignore if drawn by Newt or Robin, then he is able to ignore the event and end his turn and the Tech Data marker stays at one.

Angel stays in the Science Lab and draws two cards. She then draws an event card and gets *Power Out, One Zone.* After drawing a chit from the zone allocation chits, she finds that the power outage is in Engineering and places the appropriate damage marker.

Example of Combat:

In this example, the Commander (Rush) and the Security Chief (Taze) are attempting to defeat 17 pirates who have boarded the ship in Cargo Bay 1. The cargo bay currently has blocked access and power is operational.

Rush starts her turn on the Bridge and has the following cards in her possession:

Spacesuit (equipped), *Weapon, Security Detail 3, Personal Forcefield, Torpedo, Field Medikit*, and *Repair System*

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Taze is currently located in <u>Security</u> and has the following cards in her possession:

Exoskeleton (equipped)*, Security Detail 1, Jefferies Tube, Stimpack, Stabilize Power*, and *Repair Droid*

Rush starts her turn by moving to <u>Cargo Bay 1</u> since there are no blocked access zones in her path before she gets to <u>Cargo Bay 1</u>.

Since access IS blocked in the cargo bay, Rush cannot draw cards. She can only clear access and engage in combat. She does not have a *Clear Access* card so that option is out. If she had a *Jefferies Tube* card, that could be used in any situation, but she does not.

She starts combat by summoning Taze to help her using her passive ability to summon another officer to her side. Taze is able to come because there are no blocked zones in her path to <u>Cargo Bay 1</u>. Additionally, the player controlling Taze agrees to be summoned, which is required.

As it stands, Rush and Taze, using their own cards, can defeat 11 pirates without taking wounds, 12 if Taze takes a wound and 13 if Taze fights to the death. Rush can survive by using the Personal Forcefield. Clearly that is not the result they intend. Here is the breakdown for the combat:

<u>Rush</u>	Combat points	<u>Taze</u>	Combat Points
Self	1	Self	1
Weapon	1	*Exoskeleton*	1
Security Detail 3	3	*Security Detail 1*	2 (doubled with her ability)
Personal Forcefield	1		
Field Medikit	1		
------------------	--		--
Total	7		4

Grand Total = 11 pirates defeated without officers taking wounds.

If Rush were to give her *Security Detail* card to Taze and let her use her *Stim Pack* to double it, the new total would be 14. Still not enough to defeat all the pirates. But then remembering that Taze's next turn comes before the pirates get a turn, Rush gets an idea how to make this work. She quickly does some card trading with Taze (which you can do at any time during your turn before the event phase if the officers are in the same zone).

When they are done, Rush and Taze have the following cards in their hands:

Rush: *Spacesuit* (equipped), *Torpedo, Field Medikit*, *Stabilize Power*, *Repair Droid, Jefferies Tube,* and *Repair System*

Taze: *Exoskeleton* (equipped)*, Weapon, Security Detail 3, Personal Forcefield, Security Detail 1, and Stimpack*

The combat now looks like this:

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Rush	Combat points		Taze	Combat Points
Self	1		Self	1
Field Medikit	1		*Weapon*	1
			Exoskeleton	1
			Personal Forcefield	1
			Security Detail 3	6 (doubles with the *Stimpack*)
			Security Detail 1	2 (doubled with her ability)
-----------------	--			--
Total	2			12

Grand Total = 14 pirates defeated without officers taking wounds.

Note that Rush must use the *Field Medikit* and not Taze, since it allows the officer to take a wound and immediately heal it, thus allowing the officers to inflict one more combat damage by fighting recklessly. Taze will be using the *Personal Forcefield* and thus will not take any wounds. This is not any more than previously calculated, but the difference is that now, after Rush defeats two pirates, she uses her *Jefferies Tube* card to escape to another zone (she chooses to go to Security).   After Taze defeats 12 pirates, she is left with three pirates who cannot harm her due to the *Personal Forcefield*. Rush then draws an Event Card to complete her turn and gets a No Event.

After another officer's turn, something unrelated to this pirate situation, it is Taze's turn. Since Taze has the Active Ability to clear access (abilities can be used at any time during an officer's turn, but only once per turn), she uses that at the start of her turn. Since she started her turn in Cargo Bay 1, she would get to draw cards from the Cargo Bay 1 deck even if she had not cleared the access because the power system is functional in the cargo bay and she did not move into the bay this turn. She draws two cards, getting a *Habitation Module* and a *Clear Access* card.

For the combat portion of her turn, she has the following combat points:

Taze	Combat points
Self	1
Weapon	1
Exoskeleton	1
Personal Forcefield	1
-----------------	--
Total	4

Grant Total = 4 pirates defeated, one more than needed to win the combat

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Note that the *Security Detail 1, Security Detail 3, Field Medikit*, and *Stimpack* were discarded after use in the previous combat. Also, note that the *Personal Forcefield* is still in effect since it lasts one full round from when it was activated, which was on Rush's turn. It will expire at the beginning of Rush's next turn and will be discarded. Taze ends her turn by drawing an Event Card.

Example of Determining Boarding Party Actions

In the example below, it is the pirates' turn. Looking at Figure 3, we see that the pirates have boarded the station in three zones – seven pirates in Auxiliary Power (the grey meeples represent one pirate each and the orange and black meeple represents 5 pirates each), eight pirates in Cargo Bay #2, and three pirates in Hydroponics. The first task is to determine the order in which pirates will take their turns.

According to Item 9 of the **Pirates Boarding Party Actions** section, and referring to **Figure 2: Access Determination Chart**, the pirates in the Auxiliary Power section will go first since Auxiliary Power is zone number 5, a smaller number than Cargo Bay #2, which is zone number 16, or Hydroponics, which is number 18. Looking at the close-up in Figure 3, we see that the Auxiliary Power zone is near Hub #1 and the Bridge, which Figure 1 confirms as the only two station zones directly connected to Auxiliary Power.

Using the priority list in item #11 of the **Pirate Boarding Party Action** section, we see that the highest priority is to attack an apparently inferior officer group. Since there are no officers within two zones of the pirates, this is not an option. Item 11B indicates that the next priority is to join another pirate group. Although there is another pirate group, it is more than two zones away.

Following the diagram in Figure 2, Aux Power to Hub #1 to Hub #2 to Engineering to Cargo Bay #2 is a total of four zones away. Therefore, they will not choose this option.

The next priority, 11C, is to remove a force field or attack a security robot. The Bridge zone qualifies on both counts and is only one space away. Therefore, the pirates will use their turn to remove the adjacent Bridge force field because the force field surrounds the bridge and they cannot take out the robot without removing the force field first. Since there are at least six pirates and less than twelve, they can damage two things. They cannot move out of this zone to do so, however, since they have already taken an action in this zone. Since the Aux Power system, Power, and Access are all undamaged in this zone, item 11D.d on the pirate's priority list tells us that the Aux Power system is the highest priority of the three and so they will damage this system. This completes this pirate group's turn.

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Figure 3: Pirate's Turn – Station Overview

The next pirate group to take an action will be the one in <u>Cargo Bay #2</u>, since this zone is numbered 16, which is lower than number 18 for <u>Hydroponics</u>. Referring to the pirates' priority list, item 11A indicates that they should attack either the officers in <u>Engineering</u> or in <u>Cargo Bay #1</u>. Both groups are apparently inferior (the pirates have no knowledge of what cards the officers have). They could see an Exoskeleton that is worn by an officer, but that is all. As it turns out, both groups look inferior, eight to one for <u>Engineering</u> and eight to two for Cargo Bay #1. Item 11A also tells us to choose between these based on the priorities of the zone they are in. <u>Engineering</u>, as a Specialty system, is higher priority than the most valuable item in <u>Cargo Bay #1</u>, the access (since local power is already damaged and 11D.i says <u>Engineering</u> is higher priority than 11.D.m for access). Therefore, the attack on <u>Engineering</u> is the higher priority. But then closer examination shows that there is a force field marker in <u>Engineering</u>. Since an actual attack on officers in <u>Cargo Bay #1</u> is a higher priority than removing a force field in <u>Engineering</u>, the final selection is to attack the officers in <u>Cargo Bay #1</u>.

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Figure 4: Pirate's Turn – Bridge Section Close-Up

The two officers being attacked do not have any cards to help them with combat, therefore, each officer defeats one pirate, then another as they become wounded and one more as they are killed. That is a total of six pirates defeated and two officers killed. The pirates win with two pirates remaining. Next, we move on to the final pirate group in Hydroponics. Since the officers are gone from Cargo Bay #1, and the officer in Engineering is still protected by a force field, we do not find a target with priority item 11D. However, moving to priority item 11E, there is a pirate group within two zones that they can join, and so the three pirates in Hydroponics will move to Cargo Bay #1 to join the two pirates there and end their turn. This ends the pirate boarding party action phase since all pirates have taken some action.

Figure 5: Pirate's Turn – Engineering Section Close-Up

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