



Rules v15

Copyright 2020 MM Tabletop LLC  
Blake Myers

Art templates used from [game-icons.net](http://game-icons.net) under Creative Commons 3.0  
Card template courtesy of [LiveInAMoment of Deviantart](https://www.deviantart.com/LiveInAMoment)

## STARSHIP SHOWDOWN

*As a starship captain, you've made a lot of enemies in the depths of space. Out here, ships are in a constant state of repair, and the captain that can cobble together the best hunk of junk usually wins. Limping back to the scrapyards from your most recent "trade negotiation", you'll have to hire crew, install engines and weapons systems, and maybe even adapt some alien technology to your battered vessel and fast! You're not the only captain at this particular scrapyards...*

### **Components**

72 upgrade cards

- 15 Engines
- 15 Weapons
- 15 Crew
- 9 Xenotech
- 18 Countermeasures

18 Xenotech tokens

- 4 hacking tokens
- 8 AI tokens
- 4 psionic tokens

6 privacy screens

30 hull tokens





48 energy tokens

29 Dice

- 10 attack dice (red)
- 10 defense dice (green)
- 8 teleporter dice (orange/blue)
- 1 repair die (white)

6 unique Captain cards and 12 corresponding crew indicators

## **SETUP & SHOWDOWN OVERVIEW**

Give each player three hull tokens, one energy token, a privacy screen, and a Captain card with corresponding colored clips. The player with the most experience playing Starship Showdown should go first when the game begins. That way new players will get to see a good example of play before their turn. Otherwise, randomly select the first player. Then place the remaining hull tokens and energy tokens in the middle of the table. Each player will then put up their privacy screen to block other players' views of their cards. Next, create the upgrade deck based on the number of players. For example, if you're playing with 4 players, return all cards marked with a  5 or a  6 to the box, but include all cards marked  3 and  4.

Once the upgrade deck is complete, shuffle it well and deal six cards to each player. Set aside the remaining cards, and follow the instructions in the Upgrade Phase section below. When all cards have been played, pick up the remaining cards and deal six to each player once more.

### *Teaching The Game*

Explain the different card types and what they do, while players are allowed to look at the cards they have. It's important that players have a general idea of what's out there, since they'll be making permanent decisions with a limited perspective of the entire deck. See the "CARD/TOKEN DETAILS" section for more information.

Your goal in Starship Showdown is to build the best ship and use that combination of upgrade cards to be the last captain standing. The game is played over the course of several rounds, which are broken into two phases.

## **Upgrade Phase (2 rounds)**

Simultaneously, players will review the cards in their hand and do one of the following:

- Choose a card (from their hand) and play it onto the table in front of them. This is a permanent\* upgrade.
- Discard a card to gain an additional hull token.

Once each player has selected their card, they pass their hand clockwise around the table. Repeat this until all players are out of cards, and then start again with the second stack, again dealing six cards to each player. The actions are the same, but instead you will pass counter-clockwise. When the second stack has been exhausted, the players remove their privacy screens and the showdown begins!

### *\*Permanent upgrade?*

A player may choose to discard an upgrade card that they had played on a previous turn so that they can instead play a card in their hand. This is allowed, but the player does **not** receive a hull token. *Example: Han picks the AI Xenotech out of his first hand of cards. After a few hands, he sees the Psionics Xenotech and wants to have it instead. A player can't have more than one Xenotech card, so he chooses to discard the AI card and play Psionics to the table. He does not receive a hull token for this discard.*

## Showdown Phase

Make sure that all of your cards are clearly visible to other players (and yourself!) in front of you. You'll use the red/green set of dice whenever you're attacking, defending, or attempting a crew action **on your own ship**. There are two colors so that the attacker and their target can roll simultaneously without fear of mixing up their results. If you're trying to fight enemy crew using the teleporter, use the white teleporter dice (more on that later!).

Starting with the first player, play proceeds clockwise. On your turn, you can take two actions.

The following action can be taken twice:

- *Attack*: Roll red dice equal to Weapons and attack another player

While the actions below can only be taken once:

- *Use Xenotech*: pay energy to activate special abilities
- *Charge Reactor*: gain energy equal to Engines
- *Repair Hull*: roll white die to flip a damaged hull token back to intact
- *Teleport*: Send crew to an enemy ship to sabotage or fight

## Player Elimination

A player is eliminated if all of their hull tokens are flipped to damaged OR if their Captain is killed. If their ship is destroyed due to weapons, each other player flips one hull token (collateral damage!). It is possible for cascading eliminations to happen due to this! However, if their Captain is eliminated, there is no collateral damage. The player that eliminated them gets to take one card, one intact hull token, or two energy tokens when their crew returns to their ship, equipping it if possible. The eliminated player's ship remains in play, but all of their cards are discarded and they become a spectator until the end of the game. Their hull tokens remain, however, making them an easy target to cause collateral damage...

## CARD/TOKEN DETAILS

While most of the information you'll need about the different cards in Starship Showdown is written on them, this section can help you understand how cards work in relation to each other, and how to properly use your tokens.

### Hull

*Limit:* None

Each player begins with three hull tokens placed with the green "**intact**" side facing up. If they choose to discard any cards during the upgrade phase, they can gain additional hull tokens and place them in front of them. Whenever another player does damage to your ship, flip these tokens to the red "**damaged**" side. When all of your hull tokens are flipped to "damaged", you are eliminated from the game. To keep that from happening, use the Repair action on your turn for a chance to flip a token from damaged back to intact. Having an Engineer can improve your chances!

### Energy

*Limit:* None

Each player begins with one energy token and gains one additional at the end of each turn. Energy is also gained by using the Charge Reactor action, when attack dice fail, and when defense dice generate excess successes. These tokens are used to power Xenotech abilities, boost countermeasures, and manipulate red/green dice so keep a close eye on your resources. However, you don't have to spend energy on your turn, and are free to save it without a maximum.

## Engines/Weapons

*Limit:* None

*Rarity:* Common

*Types:* 2

The simplest cards in the game, but arguably the most important! If you don't have at least one Engine card, you can't roll to defend (same for Weapons/attacking)! Each additional Weapon/Engine card adds a die to your pool. These cards share a dark silver border. The Charge Reactor action also generates energy equal to the number of Engine cards you have.

## Crew

*Limit:* None

*Rarity:* Uncommon

*Types:* 4

Crew not only have handy passive (on your ship) or sabotage (on an enemy ship) abilities, but they also keep you in the game! Apart from losing all of your hull tokens, the only other way to be eliminated is if your Captain is killed. Your other crew are there to protect him/her!



Each one also has a combat rating, indicated at the top of their card next to the laser pistol symbol. This number (from 0-3) tells you how many teleporter combat dice you'd roll when attacking or defending with this crew member. These cards share a light platinum border.

- **Captain (1)** - a brave and fearless leader, your captain must stay on the bridge at all times (no teleporting!). If they are ever killed, you are eliminated from the game, so be sure to hire extra crew to protect them!
- **Engineer (1)** - your ship's resident grease monkey, engineers allow you to re-roll one failed die when you take the Repair action. If teleported to an enemy ship to sabotage, engineers can damage one hull token!
- **Gunner (2)** - better than a targeting computer, gunners allow you to re-roll one failed die when you take the Attack action. If you Attack twice, re-roll twice too. If teleported to an enemy ship to sabotage, gunners force a re-roll of one successful die anytime that captain takes the Attack action.

- **Pilot (3)** - a hotshot ace at the helm, pilots allow you to re-roll one failed die whenever you need to defend. If defending twice with the Nitro Fuel Countermeasure, re-roll twice too. If teleported to an enemy ship to sabotage, pilots force a re-roll of one successful die anytime that captain must defend.
- **Cryo-Crew (0)** - spare hands on ice, cryo-crew are the crew equivalent of a hull token. They have zero combat effectiveness and no special abilities. Cryo-crew only provide a temporary buffer to your other crew and keep you in the game!

There is no limit on the amount of Crew cards that you can have, but note that crew abilities do not stack! E.g. two Engineer cards will only repair one hull token, and three Pilot cards will only allow one re-roll. Having more than one of the same type of crew is still beneficial though, since if one of your crew is killed, mind-controlled, or currently on an enemy ship, your other crew of the same type allow you to still use that ability!

## Xenotech

*Limit:* 1

*Rarity:* Rare

*Types:* 3

You only get one, but Xenotech are very powerful alien artifacts that allow you to take a unique action in the game. There is no limit to the amount of times you can use it, but it costs energy to use. These cards share a bronze border.

There are three types of Xenotech in the game - details are below:

- **Artificial Intelligence** - an onboard AI allows you to reuse each countermeasure once. Select one of your countermeasures (deployed or not), and place your AI token on it. The second time you deploy that countermeasure, remove the AI token and discard the countermeasure.
- **Hacking** - complex intrusion software allows you to disable cards on another player's ship. On your turn, select a single card on another player's ship and give them a hacking token to place on top of it. They cannot use that card until after your next turn. You may select any card except Crew. Remember, if you are Hacking the Weapons or Engines, it's just a single card - so the targeted player would roll one fewer die on their next turn.
- **Psionics** - this alien mind control device allows you to disable Crew on another player's ship. On your turn, select a single Crew card on another player's ship

and give them a Psionics token to place on top of it. That crew member cannot act until after your next turn.

## Countermeasures

*Limit:* 2

*Rarity:* Uncommon

*Types:* 6

Sometimes the best offense is a good defense! Countermeasures are defensive one-shots that are deployed as a reaction on another player's turn. Some are very specific, while others are more general, so choose wisely. You may spend two energy to "boost" a deployed countermeasure, activating an improved or secondary effect. Boosted or not, they expire at the end of your next turn and are discarded permanently. These cards share a gold border.

- **Adrenal Stim** - while deployed, all of your crew get one additional re-roll.
  - BOOST - +1 to the die result
- **Armor Plating** - take three additional hull tokens from the pile in the middle of the table and place them separate from your other hull tokens. If you take any damage this round, *discard* these new tokens BEFORE you flip your own hull tokens. If any remain at the end of your next turn, discard them with the countermeasure card.
  - BOOST - if any tokens remain when you discard this countermeasure, keep them
- **Energy Shields** - this countermeasure is a hard counter to the Teleporter. It blocks all effects from that action from any player while deployed.
  - BOOST - trap the enemy crew for an additional round. Place an energy token on the crew card to indicate this.
- **Frequency Scrambler** - this countermeasure acts as a hard counter to specific Xenotech. The Frequency Scrambler prevents all Hacking and Psionics while deployed.
  - BOOST - reflect the Xenotech back on the player that targeted you
- **Nitro Fuel** - whether it's attacks from multiple players or a double attack from a single player, this countermeasure increases your chances of avoiding damage. Any time you'd roll once to defend, you'd instead roll twice and add the total successes together.
  - BOOST - your successes deal damage to the hull of players that target you.



- **Security Drone** - designed for the captain that just couldn't hire a good soldier, the Security Drone allows you to roll one additional teleporter combat die when boarded.
  - BOOST - this bonus die is a guaranteed success.

## **ACTIONS**

**ATTACK** - fire your weapons at another player's ship!

- This is the only action that can be taken twice on the same turn.
- Count up your Weapon cards and take an equal amount of red dice.
- Declare your target, taking into account any active countermeasures.
  - If you're attacking twice, this must be declared now, too!
  - **If you use your second action to attack the same target, they do not roll to defend again. Their total from a single roll is compared to your total from a double roll.**
- You may spend energy tokens to add +1 to a die for each energy spent. Set aside any energy tokens committed to this attack.
- Your target will deploy any countermeasures, if they choose to.
- Roll your dice simultaneously with your defender.
  - If you have a Gunner, you may reroll once (twice if double attacking).
- If you have spent energy, increase your die results accordingly. Excess energy is lost.
  - Example: You set aside four energy for the attack and rolled [1][2][3][4] (one success). You then spend one energy to turn the [2] to a [3], two energy to turn the [3] to a [4], and the remaining energy can't increase the [1] to a success so it is discarded. Your end result is three successes.
- If you have more successes ([3]'s & [4]'s) than your target, they flip that number of hull tokens to the damaged side.

**CHARGE REACTOR** - overclock your engines to generate extra energy!

- Count up your Engine cards and gain an equal amount of energy tokens.

**REPAIR** - desperately patch your damaged hull!

- Roll the white repair die
- On a 4 or higher, you may flip one hull token from damaged back to intact.
  - If you have an Engineer, you may reroll once.

TELEPORT - Quantum transportation allows boarding of other player's ships!

- On your turn, declare the use of the Teleporter and a target. Then select one of your Crew cards and move it in front of the targeted player's cards.
- Your target may deploy appropriate countermeasures. If Energy Shields are deployed, your crew does not carry out the rest of the action but is still unavailable for a round.
- Then choose Sabotage or Combat:

#### Sabotage

- These are actions that happen automatically without needing a roll. Each crew is different:
  - Engineer - flip one hull token from intact to damaged.
  - Pilot - when defending, your target must re-roll one successful die
  - Gunner - when attacking, your target must re-roll one successful die

#### Combat

- Killing a crew member on an enemy ship requires a roll, unlike sabotage.
- Your target will select one of their crew to defend. Compare combat ratings of these two crew and gather up teleporter combat dice accordingly.
- Roll the orange teleporter dice. 4, 5, or 6 is a **success**.
- If the attacker has more successes, the selected defending crew member is killed. If the defender has more successes, then the selected attacking crew member is killed instead!
- If a player is eliminated in this way, the attacker chooses one card, one intact hull token, or two energy tokens to install on their own ship when their crew returns. The rest of their cards are discarded, but the hull tokens remain as the ship floats lifeless (and a target for those wishing to inflict some collateral damage!).
- Regardless of whether Sabotage or Combat was selected, the crew member sent by the attacker will remain on the enemy ship until the end of the attacker's next turn. At that time it will return to their play area.

### *Teleporting is risky business!*

Keep in mind that your crew **stay** on the enemy ship until the end of your **next** turn.

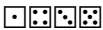


This not only means that you can't use their abilities on your own ship, but that if your target is destroyed during that time, you lose your crew member! Teleporting can be a quick path to victory, but it's not without risks.

USE XENOTECH - unique and powerful alien devices!

- Xenotech cards allow you to do something unique and out of the ordinary
- They cost four energy to use, however there is no limit to how many times they can be used per game, as long as you have the energy to pay for it.
- Pay your energy and resolve the instructions on the card.
  - Hacking, Psionics - unlike Artificial Intelligence, these require you to select a target.
  - Your target will have an opportunity to deploy countermeasures, if they choose. If not, give your target the appropriate token to place on the targeted card, indicating it is disabled.
- Play then passes to the next player. Your token will be active until the end of your next turn, at which time it will be returned to you.

## **FREE ACTIONS**

DEFEND - use your engines to evade enemy fire!

- Players will always roll green dice equal to their Engines when attacked during another player's turn.
- When you are targeted, you have the opportunity to deploy countermeasures, if you choose, before dice are rolled.
- You may spend energy tokens to add +1 to a die for each energy spent. Set aside any energy tokens committed to this attack.
- Count up your Engine cards and take green dice equal to that number.
- Roll your dice simultaneously with your attacker.
  - If you have a Pilot, you may reroll once (twice if double attacking).
- If you have spent energy, increase your die results accordingly. Excess energy is lost.
  - Example: You set aside four energy for the defense and rolled  (one success). You then spend one energy to turn the  to a , two

energy to turn the ☐ to a ☑, and the remaining energy can't increase the ☐ to a success so it is discarded. Your end result is three successes.

- If you have more successes (☑'s & ☒'s) than your attacker, gain a number of energy tokens equal to the difference.
- If you have fewer successes than your attacker, flip a number of hull tokens to the damaged side equal to the difference.
- **If you are attacked twice on another player's turn, keep your first roll. That total is what you'll compare to their total from a double roll.**

COUNTERMEASURES - last-ditch defensive technology!

- Countermeasures are played *face-down* to hide them from other players
- When you choose to deploy a countermeasure, flip it over. Choose at that point whether you want to boost it by paying two energy. Discard it at the end of your next turn.
- Countermeasures are deployed as a reaction to another player's turn.
  - *Example:* Kathryn targets Malcolm with her Hacking Xenotech on her turn. As a reaction, Malcolm deploys his Frequency Scrambler Countermeasure so he cannot be hacked. Kathryn's action has been spent, and her Xenotech goes on cooldown.
  - *Example:* Han targets Leela with his Weapons (3). **Before** either of them roll dice, Leela deploys her Armor Plating Countermeasure. Han's attack proceeds, but Leela has extra hull this turn.

### Example Showdown Round

Leela, Malcolm, Han, and Kathryn remove their privacy screens and begin the Showdown Phase.

#### **Kathryn's Turn:**

Kathryn uses her first action to teleport one Pilot (☒) over to Han's ship, choosing Combat. Han chooses his Gunner (☒) to defend. They roll teleporter combat dice and compare results. Kathryn rolled two successes, while Han only rolled one - his Gunner is killed and discarded. For her second action, she selects Charge Reactor. Since she has three Engine cards, she gains three energy tokens.

#### **Han's Turn:**

Han decides to fire on Kathryn's ship in revenge - twice! He has three Weapon cards, so he rolls six dice. Similarly, Kathryn rolls dice equal to her Engine cards in defense. Kathryn also commits three energy to the defense. Han is lucky and gets three successes, while Kathryn only rolls one success. Spending energy gets Kathryn an additional success, but she must still flip one hull token, and Han's turn is over.

**Leela's Turn:**

Leela chooses to activate her Psionics Xenotech, targeting Kathryn's Pilot so she won't get to re-roll defense this round. With her second action, she fires her three Weapons at Kathryn, but Kathryn deploys her Nitro Fuel Countermeasure, giving her double defense this round. Kathryn has three Engines, so after they both roll she easily avoids damage.

**Malcolm's Turn:**

Malcolm wants to give everyone a better chance at shooting Leela, so he first targets her engines with his Hacking Xenotech, forcing her to roll one fewer die when defending. He fires his four Weapons, and Leela rolls only two dice to defend this time. After comparing results, Leela flips 3 hull tokens. She'll probably want to Repair on her next turn!

## Edge Cases

**Q:** During the upgrade phase, what happens if Malcolm has already played a Xenotech card onto his mat, but now decides he wants to play a different card in a later round of that phase?

**A:** A player may choose to discard an upgrade card that they had played on a previous turn so that they can instead play a card in their hand. This is allowed, but the player does **not** receive a hull token. *Example: Han picks the AI Xenotech out of his first hand of cards. After a few hands, he sees the Psionics Xenotech and wants to have it instead. A player can't have more than one Xenotech card, so he chooses to discard the AI card and play Psionics to his mat. He does not receive a hull token for this discard.*

**Q:** What happens if Malcolm targets Leela with his Xenotech, but Malcolm's ship is destroyed BEFORE Leela's turn?

**A:** As soon as Malcolm is eliminated, Leela removes his Xenotech token and returns it to the game box. It will not affect her next turn.

**Q:** One of Kathryn's two Engines is currently Hacked, and Malcolm wants to hack the other one before her turn. Is that allowed?

**A:** Of course! There's no limit to the amount of Xenotech tokens a player can have in a round. In a 6-player game a particularly unfortunate player could find themselves Hacked twice with a Psionized Engineer and Pilot before play rotated back to them!

**Q:** Two players remain, each with one remaining hull. On Kathryn's turn, she successfully destroys Han's ship with her weapons, but as a result she must take 1 point of collateral damage. Who wins?

**A:** Technically, Kathryn would win, but her victory is VERY short-lived!

**Q:** The final two players are in a stalemate! What can we do?

**A:** As soon as there are only two players facing off, both player's ships are now on fire! At the beginning of each round, each player secretly (using the privacy screens) must discard a card or intact hull token from their mat. Play continues as normal, with this action repeating at the start of each round. This continues until one player has been eliminated, either through another player's attacks, or when they're forced to discard their last crew card or last intact hull token.

[back page]

## Turn order

1. Take two actions (in any order)



**Attack** another player with weapons - roll dice and resolve the attack (you may use both actions)



**Charge Reactor** to generate energy tokens.



**Teleport** crew to an enemy ship - choose Sabotage or Combat

- Sabotage - automatically give your target a crew-specific detriment
- Combat - roll teleporter combat dice and resolve the attack



**Use Xenotech** - pay four energy and follow the instructions on your xenotech card. Distribute tokens as necessary



**Repair** - roll one die to attempt to repair one hull (flip from **damaged** to **intact**)

2. Reclaim any tokens played on other players *last* turn.
3. Retrieve crew teleported *last turn*.
4. Discard any deployed countermeasures.
5. Gain one energy token.
6. Play passes clockwise to the next player.