

Escape Velocity Nova

The Card Game of Galactic Adventure and Commerce

Escape Velocity Nova is an expandable card-driven board game based on the popular computer game of the same name. In this game, you will take the role of a trader captain in a vast and dangerous galaxy. There are pirates, aliens, and enemies lurking behind every asteroid, waiting to strike when you least expect it. Meanwhile, there are vast riches to acquire, intriguing missions to run, and new technologies to discover. Escape Velocity Nova can be played with 2 to 4 people and should take about 45 minutes to an hour to play. In the game, you will perform missions and run trade routes in order to build wealth. The wealth you accumulate allows you to buy better ships and weapons that will eventually give you the capability to attack and eliminate your opponents.

Your boxed set will include 120 Escape Velocity cards, 4 "Shuttle A Start Ship" cards, a game board, 5 colored pawns, 16 Hostile Markers and a rules sheet. Each Shuttle A Start Ship Card (also called Start Ships for short) contains a list of abbreviations that will be used on other cards in the game.

Learning the following basic concepts about the Escape Velocity card game system will help greatly when reading the rest of the rules, and the cards themselves.

IMPORTANT GAME CONCEPTS

Two Sided Cards: You will notice that the face of each card (except the Start Ship card) is reversible. That is, it can be read from its green side, or turned upside down and read from its red side. The green side of a card is always something you can have, such as a Ship, a Weapon, or an Outfit. The red side of the card will always be things to do or places to go. Such things and places might be Planets, Missions, Numbered Missions, Trade Routes, or Events. Any card can be played as the item on its green or red side. Once played, the item on a card's opposite side will be ignored until it is discarded.

Action Numbers: Aside from the Start Ship cards, all the cards have bold-faced numbers in the upper right and lower left hand corners. These are called Action Numbers (A# for short) and range from 0 through 9. They are used to generate random numbers during play.

Ship Decks and the Nova Deck: Each player will play with 1 Start Ship card, and 60 other cards. By adding cards from booster packs (sold separately) you may increase your deck size to as many as 80 cards. Any number of cards between 60 and 80 can make a legal deck. A legal deck can be any combination of cards, as long as they include at least 2 cards with each Action Number (2 zeroes, 2 ones, 2 twos, and so on). This is because each player will be required to contribute 2 cards with each Action Number to the space on the board labeled "Draw". This new deck, consisting of 20 cards from each player will be called the Nova Deck, and will be used by all players in the game. After the game, the Nova Deck will be divided up between the participants, so be careful which cards you contribute to this deck. Your remaining cards are called your Ship Deck, and will only be used by you.

Discard Stacks: Next to the "Draw" space on the board is another space called "Discard". This is where discards from the Nova Deck will be placed, and is referred to as **The** discard stack. Each player will also keep separate discard stacks to the right of their Ship Decks. Your personal Ship Deck's discard stack is referred to in the rules as **Your** discard stack. Whenever a deck is completely discarded, you will immediately shuffle the deck and reuse it.

Action Checks: Throughout the game, you will be instructed to make Action Checks. When an Action Check is called for, the text will name an Acting Value (AV) and an Opposing Value (OV). For the Action Check to have any chance of success, the AV must be at least equal to the OV. If not, then the opposition to the action is just too high to overcome. If however, the AV is equal to or greater than the OV, then the action may be successful. To find out, subtract the OV from the AV. This is the Success Number. The player performing the Action Check will flip a card from the Nova Deck into *the* discard stack. Ignore the contents of the flipped card, except for its Action Number. If the flipped card's Action Number is equal to or less than the Success Number, the Action Check is successful.

Setting up: Players choose a colored pawn that matches the color of the 4 tabs found on their side of the game board. Then, each player contributes 20 cards to the Nova Deck as described above in the section "Ship Decks and the Nova Deck". After placing their 20 cards in the Nova Deck, each player still has their Start Ship card and their remaining cards left. As mentioned above, these remaining cards are called the player's Ship Deck. Players will place their Ship Deck on the table near them and to their left. Take your Start Ship card and place it to the right of your Ship Deck, leaving room for *your* discard stack. Shuffle each deck of cards well, making sure they are all face down. You will notice on the game board, a line labeled ROUND & PHASE TRACK with 8 numbered hexes. During battles, this track will be used to keep track of what Round and Phase of Combat is ongoing (see Battle Procedure for details). Place the white pawn on the #1 hexagon on the Round & Phase Track. The white pawn is the Round & Phase Pawn.

Systems, Governments, & Hostile Markers: The colored dots in the middle of the board that are connected by green lines are solar systems. Each system is color coded to show what government controls it (see the key on the left hand side of the board). On each player's edge of the board, you will find 4 labeled circles to their left, and 4 to their right. Each circle represents a different government you may encounter during the game. In the game box, you will also find 16 round markers with the word "Hostile" on them. These are called Hostile Markers. During the game, when a government becomes hostile to a player, the player will place a Hostile Marker on the circle representing that government. When you have a Hostile Marker on a government's circle, your opponents can attack you with ships owned by that government (see Government Ships section). There is no circle for the Polaris government because they are hostile to everyone. Only by completing a mission that rewards you with a Clean Polaris Record can you go into Polaris space without fear of being attacked. Likewise, there is no circle for the Pirates. Pirates are, of course, hostile to everyone and will attack anyone who comes to their system.

Planets and Active Planets: Planets are not depicted on the board at all, but rather are shown on the red side of certain cards. A Planet card could represent an actual planet, or a manmade space station. Either way, in its white field, it will list the Government that controls it, the System it is found in, and the Sector that its system can be found in. Sometimes during the game you will want to do something that requires an "Active Planet" card. An Active Planet card is a Planet card that is atop your own discard stack, or the Nova Deck's discard stack. Usually an Active Planet is called for when there is a need to read information from the Planet Card. For many of the actions you will take during the game, you will have to be at particular planets. Being "at" a planet is merely having your pawn on the system that is listed on the planet's card. To be clear, when these rules refer to placing or moving your pawn to a planet, this means to place or move your pawn to the system that is listed on that planet's card. Likewise, if these rules indicate that your pawn needs to be at an Active Planet, that means that your pawn must be at the system listed on the Active Planet's card.

Launch Procedure: To the right of your Ship Deck will be your discard stack. It will start out empty since no cards have been discarded. To avoid confusion, remember that a player's own discard stack will be called **your** discard stack, while the Nova Deck's discard stack will be called **the** discard stack. To the right of *your* discard stack is a spot reserved for your Current Ship. The Current Ship is the ship you are

personally piloting in the game. You will recall that while setting up, you placed your Start Ship card in this spot. When a card is placed in the Current Ship spot or any other spot except a discard stack, it is considered "Deployed". So, at the start of the game, the only cards "Deployed" are each player's Start Ship. Before a player can begin trading and adventuring, they must first be "Launched". Starting with the youngest player, going clockwise around the table, each player flips 1 card from his Ship Deck into his discard stack. Each player is hoping to flip up a Planet Card. Planets in this game include actual planets, as well as manmade space stations. You can tell a card is a planet card by reading the top of its red side. If it is a Planet card, it will say "Planet: " and then give the name of the planet. If you have flipped a Planet card, you may place your pawn at that planet. If you don't like the planet you flipped up, and want to try to launch from a different planet card, you can pass your turn. If you decide to place your pawn, you are considered Launched, and may draw 3 cards into your hand immediately. The number of cards in your hand measures your wealth during the game. Everything you buy later on will require you to discard a number of cards, and every time you gain wealth, you will be instructed to draw cards. Be sure not to show other players the cards in your hand. On your next turn you will be able to take your first real game turn (see Turns, Actions, and Non-Combat Game Play below). The game board is divided into sectors that make it easier to find systems. The large gray numbers on the board (1-9) are the sectors. So, if the Planet Card you flipped up was Earth, and you wanted to launch from it, you would look on the Planet Card and read the white field. The System listed on it is Sol, and its Sector listing is 5. So, you would place your pawn on the Sol system that is found in sector 5.

Turns, Actions, and Non-Combat Game Play: Once you are launched, when your turn comes around, you may Move and perform 1 Action. You may perform your Action first and then Move if you prefer. When you move, you will move your pawn from its current system to another system on the board. You do so by following the lines to a connected system. When you follow a line and hit another system, it is called a Jump. On each Ship card, there is a rating called "Jumps". For the Start Ship, that rating is 3. This number indicates the maximum number of Jumps that can be made each turn. If you do not wish to move, you may choose not to, but you **MUST** perform an action each turn. Aside from moving, you must perform any one of the following actions:

- 1) **Play or Cash in a Mission Card:** You play mission cards to collect the reward listed on them. Usually the reward is a number of cards that you will draw when the mission is complete. If you have a Mission Card in your hand, you will notice it has a "Play From" entry in its white field. Your pawn must be at the listed system in order to play the mission card. You will notice that some mission cards have their "Play From" line in brackets, while others do not. If the "Play From" line is in brackets, such as, "*Play From: [Earth at Sol]*", you may play the mission card simply by going to the Sol system. Other missions have the "Play From" line without brackets, such as, "Play From: Any Federation Planet that exports food". To play such a mission card, your pawn will need to be at an Active Planet that matches the description. Remember, that an Active Planet is a Planet Card on top of your discard stack or on top of the Nova Deck's discard stack. For instance, assume your mission card says "**Play From: Any Federation Planet**" and the mission text is, "**Go to Earth at the Sol System (Sector 5) and pick up UNS cargo. Take it to Port Kane at Kania (Sector 5)**". You would need to be at an Active Planet that matches the description "Any Federation Planet". Looking at the top card in your discard stack you see that it is "Viking". Luckily for you, it happens to be a planet card, but is it a Federation planet? To find out, you look in its white field and read the Government (GOV) listing. It just so happens to say "Federation" so it is a Federation planet. The only thing left for you to do is to make sure that you are in the right system. Once again, look at the planet card's white field and find its System listing. It says "Tichel". So, in order to play your mission card, all you have to do is go to the system "Tichel" which, according to your Planet card, is in sector 5. Once you have determined that you can play the Mission card, you do so by placing it face up on the Mission's & Events tab on your edge of the game board. Now your mission has begun. To complete the mission, you must do what it says. In our example, we said the mission text was "**Go to Earth at the Sol System (Sector 5) and pick up UNS cargo. Take it to Port Kane at Kania (Sector 5)**". So, you would move to Earth in the Sol system. You check your ship's Jumps rating and find it is 3, which is higher than necessary to move to Sol, so your move your pawn to the Sol system. This ends your turn since you have performed an action (played the mission card) and moved (to the Sol system). Even though you only moved 1 jump, and your ship has a Jumps rating of 3, you would not be able to move any more this turn, since you were told to make a stop at Earth. Next turn, you would move to the Kania system to complete the mission. Simply count the number of jumps it takes to get to Kania from Sol (which is 2). Since it is equal to or less than the Jumps rating of your ship, you may move to it. This completes the mission. Whenever you complete a mission, you will discard the mission card and collect the reward listed on it. In this case, the mission card might have "3 cards" listed as the reward, so you would draw 3 cards into your hand. This is called Cashing In a mission card. Cashing in the card takes up your action for the turn, and so your turn would be over. *Note: The Play From planet and the first destination listed on a mission card may not be the same. For instance, if you had the Earth card on top of your discard stack, it would be an Active Planet that lists "Federation" as its government, but since the first instruction in the mission text is to go to Earth, you may not play the mission card from that planet. However, if the Port Kane card happened to be an Active Card, you could play the mission from there, since you would be going to Earth first and then returning to Port Kane.*
- 2) **Play a Numbered Mission Card:** Numbered Mission Cards are just like normal mission cards, except that they are part of a series of missions that must be played in a certain order. For instance "Federation Mission #01", is the first mission in a series of missions that you can run for the Federation Government. Numbered missions usually have pre-requisites listed. Any prerequisites must be met before you play the numbered mission card. When a numbered mission is completed, instead of discarding it, place it in your Cargo & Assets space. This card will be discarded only when a card with the same storyline (i.e., Federation Mission #02) is completed and placed in the Cargo & Assets space. If the reward line of a Numbered Mission card is highlighted white with black text, the mission card is **never** discarded, since its reward has a continuing effect. Such rewards might be "Access to Federation Ships and Outfits". As you collect more and more cards, you will find that Numbered Missions become increasingly important. However, when you start with a small number of cards to choose your deck from, you may choose to exclude them from your deck because you may not own the prerequisites to play them.
- 3) **Cycle a Card:** If you don't have a card in your hand that you can play, or you just want to see if you can get a better card, you may discard 1 card into your discard stack and draw a card from your Ship Deck. On the other hand, if you want to change the Active Card on the Nova Deck's discard stack (perhaps you want to prevent your opponent from using the its top card as an Active Planet, or the card is not an Active Planet and you need one, but you don't want to discard), you can flip a card from the Nova Deck into the discard stack.
- 4) **Swap a Card:** If the top card of the Nova Deck's discard stack is a card you need, or it is a card you don't want your opponent to get, you may swap a card in your hand for it as long as both cards have the same Action Number.
- 5) **Buy an item:** The green side of the cards is always a Ship, Outfit, or Weapon. These are items that you might want to buy. If it is a ship, see the "Buy a Ship" section below. If it is an Outfit or a Weapon, you can buy it by going to a planet that sells that kind of item. Follow these steps to buy the item:
 - a. **Check for a planet that sells your item:** Look at the Outfit or Weapon card and find the "Tech Level" number. Then look at the 2 Active Cards (the cards on top of your discard stack and the Nova Deck's discard stack) to see if either of them are planets that have an "Outfits" listing. If they do, then a series of numbers will be listed next to the word "Outfits" on the Planet Card. If the Tech Level

number of the Outfit or Weapon card is in that list of numbers, the planet can sell that outfit. To buy the item, you must be at that Active Planet. Once you arrive at that planet's system, proceed to the next step.

- b. **Check to see if you are allowed to buy the item:** All players may buy outfits with a Type listing of "Trader" or "Pirate". Other outfits can be made available by completing numbered missions. Everyone can buy any weapon they wish with one exception. Weapons listing tech levels 8 or 9 (Polaris weapons) are available only to those who have completed a mission with a reward listing that says, "access to Polaris Outfits".
 - c. **Make sure your ship has room for the item:** Look on your ship card and find the Spaces line. If the number of spaces listed on your ship is equal to or larger than the number of spaces listed on the weapon or outfit you are buying, then it will fit. Note that spaces add up, so if you want to buy 2 items that each take up 3 spaces, and your ship has 5 spaces available, you could not fit them both on the ship.
 - d. **(Weapons Only) Make sure you have enough Gun or Turret Slots:** If the item is a weapon, it may also cost you a Gun Slot or a Turret Slot. Check the Weapon card to see if it lists 1 Gun or 1 Turret under its "Costs". If it does then it takes up a Gun or Turret slot on your ship. Your ship has a Guns listing and a Max T listing. The Guns listing is how many Gun slots your ship has, and the Max T is how many Turret slots your ship has.
 - e. **Don't go over the Universal Limit:** Weapons & Outfits also list a Universal Limit. This is the maximum number of that particular item that may be on a ship. Be sure to add any items listed on your Ship Card to the ones you are buying before determining if you will be exceeding the Universal Limit for that item with your purchase.
 - f. **Buy the item:** Finally, to actually purchase the item, discard the number of cards listed as the item's Card Cost. Once this is done, you can deploy (place) the weapon face up underneath your ship card.
- 6) **Buy a Ship:** It is not safe to run around in your Start Ship the whole game. It has weak shields, doesn't move very far each turn, and can't carry very much cargo. So, if you have a better Ship card in your hand, you may want to buy it. To do so, you must go to an Active Planet that sells that type of ship. Look at the Ship card you wish to buy and find its Tech listing. Then, look at the Active Planet. If the Active Planet card has a Ships listing, then it sells ships of some kind. To see what kind of ships it sells, look at the numbers listed to the right of the word "Ships" on the card. If your desired Ship card's Tech listing is included in the list of numbers next to the word "Ships" on the Active Planet card, then the planet sells the ship you are trying to buy. At first, players may only buy ships of Types "Trader" or "Pirate". There are special numbered missions however, that reward you with access to other types of ships. To purchase the ship, you must first trade in your current ship and all of its deployed outfits. To do this, add up the card costs of your current ship and all of its deployed weapons and outfits. Divide by 2 and round down. That is your Trade Value. Place your old ship and its deployed outfits in your discard stack. Draw a number of cards equal to your Trade Value. Next, discard the number of cards listed on your desired ship's Card Cost listing. Finally, deploy the desired ship in your Current Ship space.
 - 7) **Buying Fighters:** If your ship has a Fighter Bay, it will tell you how many of what type of fighter it can carry. If you have a fighter of that kind in your hand, you may buy it at any planet that sells that type of ship (see Buy a Ship above). Instead of replacing your Current Ship with the fighter, you will simply place the fighter under your Current Ship as if the fighter was a weapon or an outfit. Don't worry about spaces when buying fighters, because the Fighter Bay Outfit accounts for the spaces that the fighter itself would take up. You will have to discard the Card Cost of the fighter, of course. Fighters bought in this way can enter a battle to help you fend off your enemies. Fighter bays can contain any fighter of the general type they list. For example, if you have a Viper Bay that holds up to 4 Vipers, you might stock it with 2 Vipers, 1 Pirate Viper, and 1 Federation Viper.
 - 8) **Buying Escorts:** In addition to buying outfits and weapons for your Current Ship, you may buy other ships to tag along and help you in your adventures. These ships are called Escorts. When you purchase an escort, it is placed to the right of your Current Ship in what we will call your Escort Stack. To buy an escort, you must have the desired ship in your hand. You must have an Active Planet Card that lists "Ships" of some kind in its white information field. If you have such an Active Planet Card, and you can move your pawn to the system indicated on the planet card, you may buy Escorts there. All players can buy Escorts of Type Pirate or Trader. If you have completed a Numbered Mission that allows you to buy other types of ships, you may also buy those types of Escorts. To do this however, the government of the Active Planet must be the same as the Type of Escort ship you are trying to buy. Any time you buy an escort, you must discard the number of cards listed on the Ship's Card Cost as payment for the ship. Escorts purchased in this way will stay with you until they are killed. Escorts can be sold for 1/2 of their Card Cost at any Active Planet that sells Ships (see Selling Items below).
 - 9) **Upgrading Ships:** Some ships can be upgraded to better versions at any shipyard. Such ships have the name of a ship printed on their "Upgrade To" listing. Upgrading a ship requires that your pawn be located at an Active Planet, but only requires that the Active Planet sells Ships of some kind. There is no need to match Tech listings to upgrade a ship. Look at the ship you wish to upgrade. Find the name of the ship that it "Upgrades To". If you have that ship card in your hand, you may upgrade the ship. Sell any items deployed in the ship (see Selling Items below). Next, pay for the upgrade by discarding the difference between the Card Costs of the 2 ships. Finally, discard the old ship, and deploy the ship you are upgrading to in its place. Both Current Ships and Escorts may be upgraded.
 - 10) **Play a Government Ship or Pirate Ship Card:** You will want to play Government Ships to protect you, or Pirate Ships to distract the Government Ships of your opponents (See Government Ships below). A Government Ship is a Ship that has a Type matching one of the Governments in the key on the lower left hand part of the board. You may deploy a Ship card face down on the Pirate Ships Tab or the Government Fleet Tab on your edge of the game board. Any ship (except Pirate Ships) may be placed in the Government Fleet stack. Only Pirate Ships may be placed in the Pirate Ships stack. Either way, after you deploy a ship to one of these Tabs, draw a card from the Ship Deck into your hand.
 - 11) **Play a Trade Route Card:** If you have a Trade Route card, it will have a line listing a system to Buy and a system to Sell. Like Mission cards, brackets are used to show that you don't need an Active Planet card to use the Trade Route. For instance, if the line says "Buy: [Codec at Codehaven]" or "Sell: [Moash at Moash]" then you don't need the planet. You will however need a matching Active Planet card if brackets are not present, such as, "Buy: Any Food Exporter" or "Sell: Any Food Importer". To play a Trade Route that says "Buy: Any Food Exporter" you will have to be at the system of an Active Planet Card that lists Food as an Export. To cash a Trade Route in that says "Sell: Any Food Importer" you would have to be at the system of an Active Planet card that lists Food as an Import. Follow the instructions on the Trade Route card.
 - 12) **Play an Event Card:** Event cards are played differently based on the instructions they list. There are Precision Shot / Evasive Maneuver cards, Incursions, Strikes, Attacks, Auroran Drop Bears and others. While an Event card is in effect, place it on your Missions & Events space. Follow the instructions on the card to play it, and then discard the Event card.

13) **Attack an Enemy:** If you are at the same system as another player, you may initiate a battle with them (see the Section on Battle Procedures). Beware, however, that Governments dislike people attacking merchant ships at their system. Before you attack an opposing player, look at the system you are in. Check the key on the lower left of the board to see what the Host Government of that system is. If the Host Government is not Hostile to the player you are about to attack, you must be aware that when you attack, you will have to place a Hostile Marker showing that the Host Government is now Hostile to you. Ships belonging to the Host Government may immediately attack you (see Government Ships below).

14) **Welfare:** If you are completely broke (have no cards in your hand). You may draw 1 card from your Ship Deck.

Selling Items: Besides moving and performing one of the actions above, you may sell items as well, in the same turn. In fact you can sell as many items you want in the same turn that you move and perform one of the above actions! If you have items taking too much space in your ship, or just need extra cards in your hand, you can sell them. To do so, go to the an Active Planet that lists your item's tech level on its Outfits list. Then, discard the item and draw a number of cards equal to 1/2 of the item's Card Cost (rounding down) from your Ship Deck.

Government Ships: Not all ships in the game belong to the players. Ships you deploy to your Government Fleet stack and your Pirate Ships stack do not belong to you. They represent the "opposing forces" in the game. On an opponent's turn, you may want to "introduce" Government Ships to the system that he is in. To do this, find the system that the opponent is in, and check the key on the lower left of the board to see what its Host Government is. You may "introduce" any or all deployed Government Ships that have a "Type" matching the Host Government. When you introduce your deployed ships, you are merely announcing their arrival by flipping them over. If you have Trader ships in your Government Ships stack, they may be flipped over along with any government ship. However, at least 1 ship belonging to the Host Government must be flipped over with the Trader ships. If the opponent has a Hostile Marker on that government's circle, then the ships will attack him. See the section below on Battle Procedure for details. If the opponent has no Hostile Marker on that government's circle, however, the ships will not attack. The opponent may however, decide to attack the Government Ships if he so desires. If he does so, he must immediately place a Hostile Marker on his Host Government's circle. Any time a player fires at a Government Ship for any reason, that player must place a Hostile Marker to show that government is now hostile to them. See the section on Battle Procedure below to resolve the combat. In all cases, after any battle, all Pirate ships and Government ships (including Traders accompanying them) are discarded.

Telepath Ships and Outfits: There are some ships in the game which are actually Telepathic vessels. They cannot be boarded or purchased by players, but they can be deployed as Government Ships. These ships all share the tech level AL-1. Once such ships are deployed, players may deploy any outfit of type "Telepath" to the government ships tab. When such ships enter a battle, you may assign the telepathic outfits to the telepathic ships in any way you choose. Discard the telepathic outfits along with their ships after the battle.

Pirate and Government Ship Interactions: Now, for an example, let's assume that it was your turn and you moved your pawn from Sol to Kania. Let's also assume that your Federation circle had a Hostile Marker on it. If your opponent has any Federation ships deployed, he might "introduce" them into Kania (the system your pawn is on). His government ships attack you and you can either fight them or try to withdraw at your earliest opportunity. You do have one other option though. You could introduce your deployed Pirate Ships to distract the Federation Ships. Any time Government Ships are introduced, each player has the option of introducing Pirate Ships as well. Government Ships must disable all pirate ships before attacking players. Likewise, Pirate Ships must disable all Government Ships before attacking players. EXCEPTION: If a player actually fires at either the Pirate Ships or the Government ships, he becomes a legitimate target for the side he fired against. Aside from that exception, Government Ships and Pirate Ships must disable each other before attacking players. This is a dangerous tactic however, because once your Pirate Ships disable or destroy all the Government ships, and any other players present, they will turn on you and attack your ship as well. When this happens, you must deal the Pirate Ships you have left in the battle to the other players. This way, you are not in the awkward position of attacking your own ship. For each Pirate Ship a player receives, he has the choice of giving you a card from his hand, or giving you the top card of his Ship Deck. If a player does not wish to accept the Pirate ship (perhaps he doesn't want to give you one of his cards), he may refuse. If he does so, that Pirate ship is assumed to have withdrawn, and is discarded into the original owner's discard stack.

The Scheall system's Host Government is Pirate. Only in this system can Pirate ships be introduced without Government ships being introduced first.

Event Cards for Pirate and Government Attacks: The only other way Pirate Ships can be the aggressor in combat is when someone plays a Pirate Scourge Event card. There are also Event cards that allow Government ships to make attacks in systems they don't own. These cards include: Polaris Attack, Rebel Strike, Auroran Incursion, and Federation Incursion. If any of these cards are played, the attacking ships will attack the type of ships listed by the event card, followed by Pirates, and then attack any players present (except the player who played the event card to start with), even if the players are not hostile to their government. If you play such a card to introduce government ships to the system your pawn is in, and you are hostile to the government that owns those ships, they will in fact attack your ship as well, once all other opposing ships are disabled. In these rare cases, deal them to your opponents as you would with pirate ships who have disabled all opposing ships but your own.

Trade Protection: When a player is in a system whose Host Government is not hostile to them, the government of that system will protect them from attacks by other players, pirates, or other governments. This means when someone attacks the non-hostile player, any player may flip over any deployed ships belonging to the Host Government to defend the player who was attacked. This does not apply if the attackers are the same as the host government (this may happen in some opposed missions).

Feudal Imperialism: The Auroran Empire is a feudal society. It contains both imperial systems, as well as systems owned by lower governments called "Houses". They are represented on the board as systems with red centers, and different colored outside rings. Auroran planets have white rings, while Systems controlled by the Houses have different colored rings. Auroran Ships may be flipped over for battles in any system with a red center, while ships belonging to a particular house (Dani, Heraan, Moash, Tekel, or Vella) may only be flipped over for only for battles in systems color coded for their specific house (see the key in the left corner of the board). When a Mission card calls for an "Auroran" planet, this includes Auroran Planets, as well as Dani, Heraan, Moash, Tekel, and Vella. If however, an Opposed Mission card calls for "Auroran Ships" it means exactly that, only Auroran ships. This is because the Aurorans and their 5 Feudal houses often clash for political gains within their empire.

Fighter Bays on Government or Pirate Ships: Some ships have internal bays that carry fighters. When a government ship that has a fighter bay enters a battle, the player who owns the ship flips the number of cards from his Ship Deck that corresponds with the maximum number of fighters that the bay can hold. Each card flipped that matches the type of fighter carried by the bay, is instantly deployed to the battle as if it were a fighter carried on that ship. These fighters are placed under the carrier ship at first, and can be launched as described in the Bays in Battle section of the Battle Procedure below. Such fighters can be any version of the fighters carried by the bay; for instance, a pirate thunderhead bay can carry pirate thunderheads, thunderheads, rebel thunderheads, etc.

Aliens and Uninhabited Planets: There are 3 Alien races that wander around the uninhabited planets in sectors 1, 2, and 3. They are the Krypt (Sector 1), the Wraith (Sector 2), and the Hyperoids (Sector 3). You may deploy these beings like you would any Government Ship to your Government Fleet tab. When an opponent ends his turn on an uninhabited system in the sector listed above for the alien race, you may flip the alien ships over and attack with them. That is of course, unless the opponent has completed a numbered mission card granting them a "Clean Record" with that particular alien type. In addition to the uninhabited planets of sector 2, the Wraith also own 2 systems (see the key on the lower left corner of the game board). Unlike with other government fleets, Trader ships in your Government Ships space may not be flipped over as part of an Alien fleet.

Opposed Missions: Numbered Mission cards have an Opposition line. If that line says "NONE," then there is no opposition to the mission. Otherwise, the Opposition line will tell you what kind of ships oppose the mission, where they will attack, and give a "Flip" and a "Players" value. An example of an opposition line from a numbered mission card might be: "Opposition: Fed ships at Sol. Flip: 6 Players: 2". This would mean that when the player running the mission gets to the Sol system, Federation Ships attack to oppose the mission. The Flip value is the number of non-deployed cards that will be flipped to check for ships that must enter the battle. Starting to the left of the player who is running the mission and going clockwise around the table, the players (except the one running the mission) take turns flipping cards from their Ship Deck into their discard stacks. This continues until the total number of cards flipped reaches the "Flip" value of the mission. If any of the cards flipped are ships of the type listed on the Opposition line (in this case Federation ships), those ships will take part in the battle to oppose the mission. Next, starting to the left of the player running the mission and going clockwise around the board, each player (except the one running the mission) looks at their deployed Government Ships. If any of their Government Ships match the type called for by the Opposition line of the Numbered Mission card, they may choose to flip those over and add them to the battle as well. The "Players" value on the Numbered Mission card sets a limit on the number of deployed ships each player can add to the battle. If the player running the mission is hostile to the Host Government of the system where the battle is taking place, and the ships opposing the battle are from the Host Government, then opposing players may flip up any or all matching government ships to oppose the mission, including Trader ships.

Hostile Landings: If you want to take any action that requires an Active Planet, but the Host Government of that planet is hostile to you, you must bribe customs officials to let you take the action. To do so, you must discard the number of cards listed on the Active Planet Card as its "Hostile Landing Fee" before performing the action.

BATTLE PROCEDURES

Starting a Battle: A battle begins whenever 1 ship or a group of ships attack another. Remember that any time a player fires at a Government Ship, that player must immediately add a Hostile Marker to their circle representing that government. However, the reverse is not necessarily true. A battle may begin as part of a mission card's "Opposition" line, or as the result of an Event card. In those cases, the Government ships will fire at the player, but if the player does not return fire, they do not have to place a Hostile Marker on the government's circle.

Aggressors & Firing Phases: The general rule is that the side that declared the attack is the aggressor, and all other ships are merely participants. There is one exception. When a player runs an Opposed Mission, the player running the mission is the aggressor, even though the Government Ships opposing him initiated the battle. All battles are fought in an unlimited series of Rounds, each broken down into 5 firing phases. The firing phases help reflect the range at which ships engage each other. Long ranged weapons fire in early phases, while shorter range weapons fire in later phases. All rounds are the same, except for the first round, which is called the Attack Round. At the end of the last phase of a round, a new round will begin starting with firing phase 1 again. This continues until only one side still has non-disabled ships in combat.

Firing a Weapon: First, it is important to understand how to fire the weapons aboard a ship. For this purpose, let's use a Federation Viper as the example. In the white field on this ship card, you will find the following weaponry listed: "Phase 4: 3 Light Blasters (Sh: 11 Ar: 8) Sac: 3". This means, it has 3 Light Blasters that fire together at a single target in phase 4. Their cumulative Attack rating is 11 vs. Shields and 8 vs. Armor.

Disabling Shields: Lets say our Federation Viper is in battle with another player who has a standard Shuttle A. The shuttle has a Shield rating of 3 and an Armor rating of 3. When firing at a ship, which has not been hit yet, you will target its Shields. To score a hit, you must make a successful Action Check with the weapon's Shield Attack rating (11) as its Acting Value (AV) and the target ship's Shield rating (3) as the Opposing Value (OV). If the Action Check is successful (see Action Checks on page 1), then the ship's shields have been disabled. If not, then the shields have held. When a ship's shields are disabled, turn the ship 90 degrees to its left to show it has been hit.

Penetrating Armor: The next round, since the shuttle's shields have already been taken down, you would target the ship's Armor. In our example, the Viper has an Attack rating of 8 vs. Armor and the Shuttle has a 3 Armor rating. To penetrate the ship's armor, the viper would have to make an Action Check using its Armor Attack rating (8) as the AV and the target ship's Armor rating (3) as the OV. So, the success number would be 5 (8-3=5). If the card flipped in the Action Check has an Action Number of 5 or less, then the armor would be penetrated, while a 6 or more would have no effect. When a ship's Armor is penetrated, the ship is disabled. To show a ship is disabled, place an upside-down Hostile Marker on it. The disabled ship can take no further actions, and may be destroyed automatically by shooting it with any weapon. Alternatively, the disabled ship can be "Boarded" after firing phase 5 of any round (see Boarding below).

Sac Ratings: Sac ratings are listed to the right of the Attack Ratings of each weapon system. This rating measures the weapon's ability to add its firepower to that of another weapons system that fires in the same phase. A ship can use its weapon's Sac rating in one of two ways.

1) A player has a ship with more than one weapon system that fires in the same phase, he may sacrifice all but one of his shots in that phase to add their sac numbers to the one shot he will take. If any of the weapons involved in the shot have a Pursuit rating (Pur), then a weapon with the Pursuit rating must be the weapon that is supported. However, for each weapon system sacrificing to add to it, you will also add 1 to its Pursuit rating. For instance, a Modified Enterprise might have the following weapons listed in its white field: "Phase 2: 2 100mm Railgun Turrets (Sh: 16 Ar: 17) Sac: 4", "Phase 2: 2 Raven Turrets (Sh: 13 Ar: 15) Sac: 4 Amo: 3 Pur: 15". Now lets also assume that the owner of the ship has added to the ship a 200mm Railgun weapon card which lists the following in its white field: "Phase 2: 200mm Railguns (Sh: 12 Ar: 17) Sac: 2". When firing phase 2 comes around, the owner has the option of firing each of the 3 weapons systems separately, or he can sacrifice two of the shots to add their sac values to the 3rd shot. In this case, you would have to add the Sac values of the 200mm Railgun and the 100mm Railgun Turrets (4+2=6) to the Attack ratings of the Raven Turrets since the Raven Turrets list a Pursuit rating. This would allow a single attack by the ship on phase 2 with a Shield Attack rating of 19 (13+6=19) or an Armor Attack rating of 21 (15+6=21). Additionally, the attack would have a Pursuit (Pur) rating of 17, since 2 weapon systems were being sacrificed to add to the Raven Turrets (15+2=17).

2) The other option is to sacrifice ALL of the ship's shots for the phase to add their cumulative Sac values to another of the player's ships. In our example, this would allow the player to add a whopping 10 points to another of his ship's Attack Ratings (4 for the 100mm Railgun Turrets, 4 for the Raven Turrets, and 2 for the 200mm Railgun). To show that the ship is Sacrificing to support a second ship, until the end of the firing phase, you must place a corner of the sacrificing Ship card under a corner of the Ship card it is supporting. If the ship being supported has

more than one shot in that phase, only one of the shots receives the bonus. In addition, even if the attack is not made by a weapon that has a Pursuit rating, it will be treated as having the Pursuit rating of the highest pursuing weapon involved in the shot, plus 1 for each weapon being sacrificed for the shot. So, if our Modified Enterprise sacrificed to add those previously mentioned 10 points to a second ship's Radar Missiles (showing a Pur of 16), then the Pur of the 1 collective shot would be 19 (16 for the Radar Missiles, since they have the highest Pur score, plus 1 for each of the 3 weapons supporting the shot).

In general, you cannot sacrifice a weapon system's attack to support a system that is firing in another phase, but there is 1 exception to this rule (See: The Flannigan maneuver below).

The Attack Round: The Attack Round is the first round of every battle. In the attack round, the player who initiated the battle has the upper hand. They will fire first in each phase. Also, except in Opposed Missions, the Aggressor decides what phase will be the starting phase of the round (in Opposed Missions, the Attack Round must begin with Firing Phase 1). At the start of the Attack Round, the Aggressor announces which firing phase the battle will start in. You will notice on the Round & Phase Track that there are circles around each hexagon with numbers in them. Move the Round & Phase pawn to the circle on hexagon 1 that has the number of the declared first phase of the round in it. Then, the firing begins. Starting with the Aggressor, look at the ships he has in battle. Each ship belonging to the Aggressor fires all weapons listed for the phase declared as the starting phase. Hits are recorded immediately after each successful shot. Then, go clockwise around the table with each player firing all weapons systems listed in the selected phase. When all players have fired all their weapons for that phase, each player (starting again with the aggressor) has an opportunity to try to Withdraw. (See below for Withdrawal Procedure). Once everyone has had an opportunity to withdraw, the next phase begins. Move the Round & Phase pawn to the next numbered circle on hexagon 1. Repeat these steps for each phase until the end of firing Phase 5. At the end of firing phase 5 of the Attack Round, move the Round & Phase Pawn to the Number 2 hexagon on the track.

Regular Rounds: All other rounds are played out exactly like the Attack Round, with 2 major exceptions. First, since the surprise of the Attack Round is over, you must determine which player now has the "Initiative". Initiative is determined by which player has the ship in the battle with the highest Pursuit score. Each player looks at his ships and announces his highest Pursuit score. Be sure to factor in all engine upgrade outfits and afterburners and such before announcing your highest Pursuit score. The player with the highest Pursuit score gets the initiative. If there is a tie, then the player with the most ships in the battle has the Initiative. If this is still a tie, each player flips a Nova Deck card and the player who flips the card with the highest Action Number has the initiative. Secondly, regular rounds will always start with Phase 1, and the player with the Initiative will decide what phase will be the *last* phase of the round. After the last phase of the round, move the Round Tracker pawn one hexagon to the right. After round 8, move it back to the 1st hexagon.

Withdrawal and Pursuit Procedure: At the end of each firing phase, each player may attempt to withdraw all of his ships from the battle. Note that Pirate ships and Government ships *never* withdraw. When a player wishes for his ships to withdraw from combat, he places a corner of the ship(s) on the leftmost corner of the game board on his side. Each player, starting with the player to the left may assign one or more ships to pursue the withdrawing ship. Show this by placing a corner of each pursuing ship on the rightmost corner of the board on your side. You may not pursue with ships that are obligated to attack other ships. The rule of thumb is, that if you are not allowed to fire at a withdrawing ship, you may not pursue it either. For instance, a government ship may not pursue a fleeing player's ships if there are still non-disabled pirate ships present. If no one chooses to pursue the withdrawing ships, then the withdrawal is automatic. Remove the withdrawn ships from the battle, and place them back in the spaces they came from. The withdrawing player must move his pawn one system away from where the battle occurred. If ships do in fact pursue the withdrawing ship(s), then the pursuing ships must make a Pursuit Attempt. To do so, he finds the ship with the highest Pursuit Score, and the withdrawing Player(s) ships find the one with the highest Escape score. Add the number of withdrawing ships to the Escape of the ship with the highest Escape score. Then add the number of pursuing ships to the Pursuit of the ship with the highest Pursuit score. Finally, the Pursuing player makes an Action Check using the modified Pursuit score as the AV and the withdrawing ship's modified Escape score as the OV. If the check is successful, then the pursuing ships successfully keep the withdrawing ships in the battle. Otherwise, the withdrawing ships escape, and are placed back in the stacks they came from. Any player whose ships escape a battle must immediately move their pawn 1 jump away from the system where the battle took place. Example: our Shuttle A is attempting to escape from the 2 Vipers. Each of the Vipers has a Pursuit of 14, and the Shuttle A has an escape of 6. If only one of the Vipers is assigned to pursue the Shuttle, the Pursuit would be 15 and the Escape would be 7, since 1 ship was withdrawing and 1 ship was pursuing (14+1=15, and 6+1=7). However, if both of the Vipers are assigned to pursue, then the Pursuit would be 15 and the escape would be 7, since 2 ships were pursuing and only 1 was withdrawing (14+2=16 and 6+1=7).

Downsides of the Chase: Ships that make a failed attempt to withdraw, cannot attempt to withdraw again until next round. Also, such ships can only fire Turret Weapons and Weapons that have Pursuit scores (Pur) listed for the remainder of the round. On the other hand, for the rest of the round, ships that were assigned to Pursue may only target ships that attempted to withdraw during that round. Note: Once all player-controlled ships are disabled or withdrawn from a battle, simply discard the remaining pirate, alien, or government ships, since the result of the battle will have no bearing on the game.

Ammunition and the (Amo) rating: Some weapons list an Ammunition (Amo) rating. This means that the weapon can only be fired during rounds with a number equal to or less than the Amo rating listed. After that, the weapon system is expended until the next battle. Buying Ammunition Cards increases the number of rounds in which a weapon may be fired. For instance, if a Radar Missile has an Amo rating of 2, the weapon can be fired in round 1 and 2, but not 3. If however, you have a Radar Missile Ammunition card in your ship, it will allow you to fire in Round 3 as well.

Pursuit Weapons: Some weapons have Pursuit ratings. This means that it is possible for faster ships to run away from them. Such weapons are also "fire and forget" weapons, which is why they can be fired at enemies while you are running from them. If you hit a target with a weapon that lists a Pursuit (Pur) rating, the target may attempt to negate the hit by "Escaping" from the weapon. Place a corner of the Escaping ship on the leftmost corner of the board on your side. Look at the pursuit of the weapon system that is pursuing the ship. If other weapon systems that have a pursuit rating were sacrificed to add to the attack scores of the pursuing weapon, add 1 for each of them to the Pursuit score as well. The weapon itself then must make an Action Check using the weapon's adjusted Pur as the AV and the escaping ship's adjusted Escape rating as the OV. If the check is successful, the hit stands, if not then the escaping ship has avoided the hit. Each time a weapon system with a PUR rating hits a ship, the target gets a chance to escape from it. However, once a ship tries this, it may only fire Turret Weapons or weapons that list a Pursuit score for the rest of the round. Some weapons have a Pur rating expressed as a modifier, like +1, +2, or +3. This means that the pursuit of the weapon is actually the pursuit of the ship that fires it *plus* the modifier. This is because such weapons are unguided and are aimed by the pilot by pointing his ship at the target. For instance, if a Raven Pod with a Pur of +1 is fired by a Federation Viper that has a Pursuit rating of 14, the weapon's Pur score is 15 (14+1=15). If that same Raven Pod was fired by a Starbridge that has a Pursuit score of 12, then the Pur score of the weapon is 13 (12+1=13).

PD Weapons: Weapons with the word PD before them, such as the PD Quad Lt Blaster Turret, or the PD Storm Chaingun are Point Defense weapons. They are used to shoot at incoming missiles and fighters only. When you wish to fire this weapon at a ship, look at the target ship to

see if it has a special entry that says, "PD weapons can fire at this vessel." If it does, then the PD weapon may target the ship, otherwise it cannot. Even if it cannot target the vessel itself, the PD weapon can still be sacrificed to add its attack to another weapon firing in the same phase. The other use of a PD weapon is to shoot down missiles. Any time you are hit by a weapon system that shows a Pursuit (PUR) rating you may attempt to negate the hit by firing your PD weapons at the projectile before it impacts your ship. To determine if this is successful, make an Action Check using the PD weapon's Armor Attack as the AV and the weapon's Pur rating as the OV. If the check is successful, the hit is negated since the missiles were shot down before impact. If the check fails however, the hit stands. Either way, the PD weapon will still be able to fire in its normal phase, even though it made this defensive shot. Such a defensive shot can be made each time you are hit by a weapon that has a Pursuit Score. If the attacking weapon has a special that says "No Point Defense" however, you may not attempt to intercept it with your PD Weapons.

Red Alert: Players can use this option to attempt to avoid an unwanted battle. Any time a battle is about to start, the player being attacked may declare a "Red Alert". This means that the targeted player is giving up their right to flip up any Pirates or Government ships to assist in the battle until after the Attack Round. In return, the player executing the Red Alert may immediately attempt to withdraw (see Withdrawal and Pursuit Procedure above) *before* the Attack Round.

Bays in Battle: A fighter bay can launch 1 ship carried inside it on the phase in which it fires. For instance, let's say you had a Pirate Carrier that has the following in its white field: "Phase 1: 4 Pirate Viper bays: Can hold up to 16 Pirate Vipers". Let's also assume that you had purchased 5 Vipers of various kinds before the battle. On your firing Phase 1, you may launch 4 of your 5 on-board Vipers, taking them out from under the Pirate Carrier and placing them as separate ships in the battle. They may immediately take part in the current firing phase 1 along with all of your other ships. The remaining Viper in your bay will have to wait until the next Round of combat to launch. At the end of Firing Phase 5 of each round, you may place any damaged or disabled (but not destroyed) Vipers back under your Pirate Carrier, as long as the total number does not exceed the number the bay can carry (in this case 16). This instantly repairs them. Note that disabled Vipers collected in this way need not be your own. You may instantly capture and repair fighters that fit in your bay (without making boarding attempts) if the owner of those fighters neglects to do so with a Carrier of his own. As always, you must compensate the player you are taking the fighters from with an equal number of cards from your hand or the top of your Ship Deck. Place all such compensation cards in the receiving player's discard stack.

The Flannigan Maneuver: Eamon Flannigan, a famous leader of the Wild Geese Mercenaries developed a maneuver that allows a ship to focus its firepower for a high-risk, but very effective shot. To run the Flannigan Maneuver, at the start of a round, move the ship in question behind the line normally created by the Ship Deck, *your* discard pile, and your Current Ship. Declare that the ship(s) is running the Flannigan Maneuver. The ship may not attempt to Escape and cannot fire until after you "spring" the maneuver. At the start of any firing phase, you may announce that you are springing the maneuver. At that time, you may make a single shot with any weapon that usually fires in that **or any earlier phase**, adding all the Sac values from all of the ship's other weapons that fire in this or any previous phases. Alternatively, you may choose to apply the ship's cumulative Sac ratings to a weapon system on any other ship that is scheduled to fire in the current phase.

Battles at Armed Planets: If you are in a battle at a system with an Active Planet Card, the planet can fire at any target that is hostile to it's Government. If the planet card is atop the Nova deck's discard stack, place it aside until the battle is over, so that it is not buried by the flipping of the Nova Deck cards during the battle. Additionally, if a battle begins in a system for which you have a planet in your hand, you may play that discard that planet immediately into your discard stack, thus making it active and allowing it to participate in the battle. Once a planet becomes involved in a battle, there is the question of who controls its weapons. If there are players present who are friendly to the planet's government, one of them will direct the fire of the planet's weaponry. If the planet's government is friendly to more than one of the battling players, or all players in the battle are hostile, the planet will fire at the hostile ship that has the highest Pursuit score. Once there are only ships from one side left in battle, the planet will take no more shots. Of course, the planet itself cannot be attacked.

Asteroids & Nebulae: If you are in a battle at a system and any player has an Active Planet Card that refers to that same system, check to see if there are any Asteroid or Nebula listings on that planet card. If there is an Asteroid listing, then subtract that number from the Attack Number of all weapons during the battle. This is to factor in stray asteroids getting in the way of aimed shots. If there is a Nebula listing, subtract that number from the Pursuit scores of all weapons and ships during the battle. This shows the effect of sensor interference making it easier to hide and escape in such conditions.

Boarding & Looting: If a ship is disabled at the end of the last firing phase of a round, non-disabled hostile ships may attempt to board and either loot or capture the ship. To do so, the ship wishing to board declares his intentions. If the intent is to loot the ship, the looting player flips a card from the Nova deck. If the action number on the card is less than 6, then the looting attempt was successful. The boarding player may take any Ammunition Outfits in the boarded ship and place them in their own ship (assuming they have the spaces). When this is done, the boarding player will compensate the boarded player by passing him an equal number of cards from the top of the boarding player's Ship Deck. The boarding player will also get to draw 1 card from his own Ship Deck for each 3 Card Cost of the target ship (rounding up). This simulates taking money from the crew. If you successfully loot a ship, you may immediately attempt to capture the ship as well (see below). Failed attempts at looting automatically destroy the target ship.

Capturing a Ship: Capturing a ship is a bit harder than looting it. To capture a disabled ship, look at the boarding ship's Boarding rating, and subtract the target's Fend Off rating. If there are multiple boarding ships, use the highest Boarding rating, and add 1 for each other ship that will be assisting. The boarding player then makes an Action Check using the modified Boarding score as the AV and the Fend Off rating of the target ship as the OV. If the check is successful, the ship is captured. The boarding player then has the option of either using the captured ship as his own, or using the captured ship as an escort. If the captured ship is taken as an escort, place it to the right of the Current Ship. You can have up to 8 escorts in this stack (not counting fighters in bays of larger ships). When a captured ship is used as an escort, all outfits and ammunition cards are discarded by the original owner before the capture, with the exception of fighters in the ship's internal bays. If the captured ship is used as your own ship, then place your current ship to the right of the Captured ship. Your old ship is now an escort. When you capture a player's Current Ship and keep it for your own Current Ship, you get to take any outfit or weapon card that is stacked under the captured ship, as well as any cards in the opponent's Cargo & Assets space (except any numbered mission cards). *NOTE: Capturing a ship takes a card from an opposing player. As with any other time you take a card from an opposing player, you must compensate him by passing him a card from your hand, or from the top of your Ship Deck. Cards received as compensation are always placed in the discard stack of the receiving player. The idea is to make sure that all players end with the same number of cards that they started with.* Of course, if any Capture attempt fails, the target ship is destroyed automatically.

Repairing Disabled Ships: If you happen to win a battle in which one or more of your ships are disabled, you may automatically repair any non-destroyed disabled ships so long as you had at least one non-disabled ship left. In addition, if your Current Ship is disabled, and the only remaining non-disabled ships are non-hostile Government Ships, you may pay them to repair your ship. To do so, discard 1 card for each 4 Card Cost of your Current Ship (rounding up). If you cannot afford this, and you have no escape pod, you are considered lost in space, and your game is over. If there are no non-hostile government ships around, you can try to convince another player to repair your ship. Another

player may be convinced to do so by offering him a number of cards from your hand. Your opponent will not have to compensate you for these cards like they normally will when they take cards from your deck, so negotiate well if you do this. If they agree to do so, they must have an undamaged ship at the same system as your disabled ship, and must spend their action for the turn repairing your ship. Cards you pay them for this repair service go directly from your hand into their hand. Once your Current Ship is repaired, you may automatically repair any non-destroyed disabled escorts you have.

Shield & Armor Regeneration: Armor and Shields that are damaged in combat are repaired automatically at the end of the battle. Certain outfits you can add to a ship can also allow a ship's shields and armor to repair itself periodically during battle.

Self-Destruct: If you have an escape pod, and your Current Ship is disabled, you may self-destruct to prevent boarding. It is important to note that only Current Ships may self-destruct and only if they have escape pods.

Being Outlived by Escorts: Escorts are helping you for money. So, if you are dead, they are discarded immediately since you can no longer pay them. However, if your Current Ship is destroyed, and you have an escape pod that launches successfully, the escorts will finish out the battle before being discarded.

FINISHING THE GAME

Winning and Losing: A player loses the game when his Current Ship is destroyed. Escape Pod cards can be added to a ship to give you some chance of continuing play after your Current Ship is deployed (See Escape Pod card for details). You win the game when you are the last player in the game. This is called an Attrition Victory, and for tournament purposes would be worth 2 points. The other way to win would be to complete a mission that gives you "Access to the S7evyn system". This is called a Total Victory, and for tournament purposes is 7 points. When this occurs, simply move your pawn to the S7evyn system and declare victory over all of your opponents.

Redistributing the Nova Deck: At the end of the game, the Nova Deck must be divided and cards returned to their original players. Depending on who you are playing with, there are different ways to do this. If it is a friendly game, you could simply deal the Nova deck evenly between the players. If you are playing with a competitive bunch, you could have the winner deal the cards, and deal himself 2 cards each time around, to reward him for winning. If you are playing with a very uptight crowd, it is recommended that you play the game with your cards in different colored protector sleeves, and everyone gets back the cards they started with. You may come up with other ways to divide the Nova Deck in your group, and that is fine as well. Regardless of how you handle this, it should be agreed upon at the start of the game.

QUICK REFERENCE

1. Attack Round: Aggressor fires first and chooses which phase the round BEGINS in.
Exception: In opposed missions, the player running the mission is the aggressor. He fires 1st in each phase, & decides which phase the round will END in. The attack round must start in phase 1 in opposed missions.
2. Regular Rounds: Player whose ship has the highest pursuit score has the initiative. Tiebreaker is the player who has the most ships in the battle.
3. Player with initiative fires first in each phase and decides which phase the round will END in.
4. At the end of each firing phase players may attempt to withdraw.
5. Pirates cannot pursue or fire at player's ships until all Government Ships present are disabled or destroyed.
6. Government Ships cannot pursue or fire at player's ships until all Pirates present are disabled or destroyed.
7. If a battle occurs in an Active Planet's system that has an Asteroid rating, subtract the Asteroid rating from all Attack Ratings.
8. If a battle occurs in an Active Planet's system that has a Nebula rating, subtract the Nebula rating from all Pursuit Ratings.
9. Any time you fire at a Government Ship you must place a Hostile marker on that government's circle.
10. If you end your turn in a system owned by a hostile Government, other players may attack you with that Government's ships.
11. If you are attacked by Government Ships, you may flip over your Pirate ships to distract them.
12. If you are attacked in a system that has a non-hostile government, you may flip over that government's ships to protect you.

BATTLE PROCEDURE ACTION MATRIX

ACTION	Acting Value (AV)	Opposing Value (OV)	SUCCESS RESULT	FAILURE RESULT
Disable Shields	Weapon's Shield Attack Rating (Sh:)	Target's Shield Rating (Shield:)	Target's shields down, Turn target ship 90 degrees left.	No effect.
Penetrate Armor	Weapon's Armor Attack Rating (Ar:)	Target's Armor Rating (Armor:)	Target disabled. Target may take no action until repaired.	No effect
Looting a Disabled Ship	6	0	Draw 1 card for each 3 card cost of the target (round up)*	Target destroyed
Capturing a Disabled Ship	Boarding Rating (Boarding:)	Target's Fend Off Rating (Fend Off:)	Take ship for your own ship, or for an escort.**	Target destroyed
Destroying a Disabled Ship	Automatic when fired at by any weapon.		Ship destroyed.	N/A
Pursuing a Withdrawing Ship	Pursuit Rating (Pursuit:)	Target's Escape Rating (Escape:)	Withdrawing ship remains in battle & can only fire Pursuing Weapons & Turrets for the rest of the round. Pursuing ships may only fire at withdrawing ships for the rest of round.	Withdrawing ships removed from battle. Withdrawing player moves his pawn 1 jump away from system where battle occurred.
Point Defense	PD Weapon's Armor or Shield Attack (Ar: or Sh:)	Pursuing Weapon's Pursuit Rating (Pur:)	Pursuing weapon's hit is negated.	Pursuing Weapon's hit stands.
Pursuit Weapon Pursuing an Escaping Target	Pursuit Rating of Weapon (Pur:)	Escape Rating of Target (Escape:)	Pursuing Weapon's hit stands.	Pursuing weapon's hit is negated.

* If you loot a player's Current Ship, if you have room, you may take any or all his ammunition outfits and place them in your ship.

** If you capture a player's Current Ship, all weapon cards, outfit cards, and cards in the Cargo & Assets space are taken too.

Contact Information: For FAQs, discussions, updates, and worldwide tournament standings for this game, visit our website at www.dgagames.com. If you have any questions about the Escape Velocity Nova Card & Board Game, feel free to contact DG Associates at jonathan@dgagames.com, or call us at 256-882-2008. To buy Escape Velocity Card & Board Games for you and your friends, ask for it at your local game shop, or visit the Ambrosia Website at www.ambrosiasw.com. While you're there, download and try out the classic single-player computer game that inspired this game!

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