VLAADA CHVÁTIL

SPACE ALERT

RULEBOOK

Space Alert is a team survival game. Players take on the role of a crew of space explorers sent out through hyperspace to survey a dangerous sector of the Galaxy.

The spaceship automatically maps the sector in 10 minutes. The crew's task is to defend the ship until the mission is complete. If they succeed, the ship brings back valuable data. If they fail... it is time to train a new crew.

Space Alert is not a typical board game. Players do not compete against each other. Instead, they work together against the challenge presented by the game. The difficulty of this challenge can be chosen by the players themselves. Completing the most difficult missions requires close teamwork.

The game contains two books: this Rulebook and the handbook How to be a Space Explorer.

You should start with the handbook. It is designed to teach you how to play, while simultaneously presenting the atmosphere of the game. The presentation in the handbook is based on our experience in teaching the game to numerous gaming groups. The material in the handbook is organized by complexity, so that beginners can focus on basic concepts before they have to learn more advanced rules.

This Rulebook is a brief presentation of the rules, organized in the order in which the game is played. Once the handbook has taught you how to play, you can look up specific rules as needed in this Rulebook. Explanations of the more complicated threat cards can be found in the Appendix.

Soundtracks

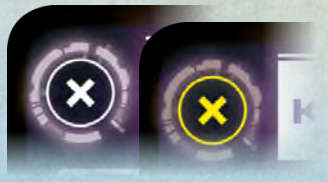
This game is played with a soundtrack. The soundtrack describes various events that happen during play and serves as an important timing mechanism. All soundtracks can be found at **https://cge.as/sa-soundtracks**, which you can also find by scanning this QR code.

If you have no way to play the game's soundtrack, designate one player to be the timekeeper. The game can be played with printable Scenario cards dowloadable from https://cge.as/sar which the timekeeper can read at the appropriate times. The timekeeper does not get to play, but it is a good role for someone who knows the game well and is helping new players learn it.

1. SETUP

The standard rules are for a four- or five-player game. Rules for fewer players are given in Chapter 5.

Choose a difficulty level for common threats: lower (white-symboled cards), higher (yellow-symboled cards), or random (both types mixed together). Prepare an external common threat deck and an internal common threat deck with this difficulty level.



Common external threats.



Common internal threats.

Choose a difficulty level for serious threats and prepare external and internal serious threat decks. The difficulty level for serious threats can be different from that chosen for common threats, but in each case, the internal and external threat deck should be at the same level.



Serious external threats.



Serious internal threats.

Choose colors. Choose players to take the roles of captain, communications officer, and chief of security. One player may take multiple roles.

Set up the game boards according to the illustration on the next page.

Choose a soundtrack. Training simulations and actual missions can be found at **https://cge.as/sa-soundtracks**. The Mission button will play a randomly selected full-game soundtrack.



2. ACTION ROUND

Start the soundtrack or start reading the Scenario card.

Pick up your 5 first phase action cards. You are not allowed to show your cards to other players, but talking about them is allowed. You plan your actions for the first phase by playing your cards face down on the 1-3 spaces of your Action Board.

Action card.



Action half: activates a system or gives order to battlebot squad.

Movement half: left, right, or change of decks.

You can play your card with either half on top. From the back of the card, anyone can see whether the action half or the movement half is on top. Your action for that turn is determined by the top half of the card. The bottom half has no effect. If no card is played on a space, you take no action on that turn.

When planning actions for a phase, you can change the cards you played any time before you end the phase. You end the first phase by picking up your second phase cards (and adding them to the cards left over from the first phase).



Planned actions: movement on turn 1, nothing on turn 2, an action on turn 3.

Once you pick up your second phase cards, you start planning actions for turns 4-7. You can look at your first phase cards, but you can no longer change them.

You can plan second phase actions until you pick up your third phase cards. This starts your third phase, during which you plan actions 8-12 until the end of the Action Round.

Heroic actions also have a movement half and an action half. They are played the same way.

During the Action Round, you are allowed to use the game boards and pieces to indicate what you are planning, but only your planned actions have any effect on the game.

2.1 COMPUTER ANNOUNCEMENTS

Alert. Enemy activity detected. Please begin first phase.

This indicates the beginning of the Action Round.

Time T+1 (2, 3, etc.). Threat. (Serious threat.) Zone red (white, blue). Repeat ...

The communications officer draws the top card of the common (or serious) external threat deck, places it face up near the Trajectory Board corresponding to the specified zone, and gives it a polygonal token with the number corresponding to the indicated time.

Time T+1 (2, 3, etc.). Internal threat. (Serious internal threat.) Repeat ...

The chief of security draws the top card of the common (or serious) internal threat deck, places it face up near the internal threat Trajectory Board, and gives it a polygonal token with the number corresponding to the indicated time.

Unconfirmed report: ...

The announcement following these words is for a five-player game. With fewer players, it should be ignored.

Incoming data. Repeat ...

Each player may draw one card from the action card deck.

Data transfer. Repeat. Data transfer in five, four, three, two, one, <beep>. Data transfer complete.

Each player can give one card to any other player. The card must pass from hand to hand before the beep. Heroic actions cannot be transferred.

Communication system down ... Communications restored.

Between these two announcements, players are not allowed to communicate with each other.

First (second) phase ends in one minute.

First (second) phase ends in twenty seconds.

First (second) phase ends in five, four, three, two, one. First (second) phase has ended. Begin second (third) phase.

When the end of a phase is announced, you can no longer plan actions for that phase. Pick up your cards for the new phase (if you have not already done so) and begin planning actions for it.

You can end the phase you are working on and begin the next one even before these announcements, independently of the other players.

Operation ends in one minute.

Operation ends in twenty seconds.

Operation ends in five, four, three, two, one. Mission complete. Jumping to hyperspace.

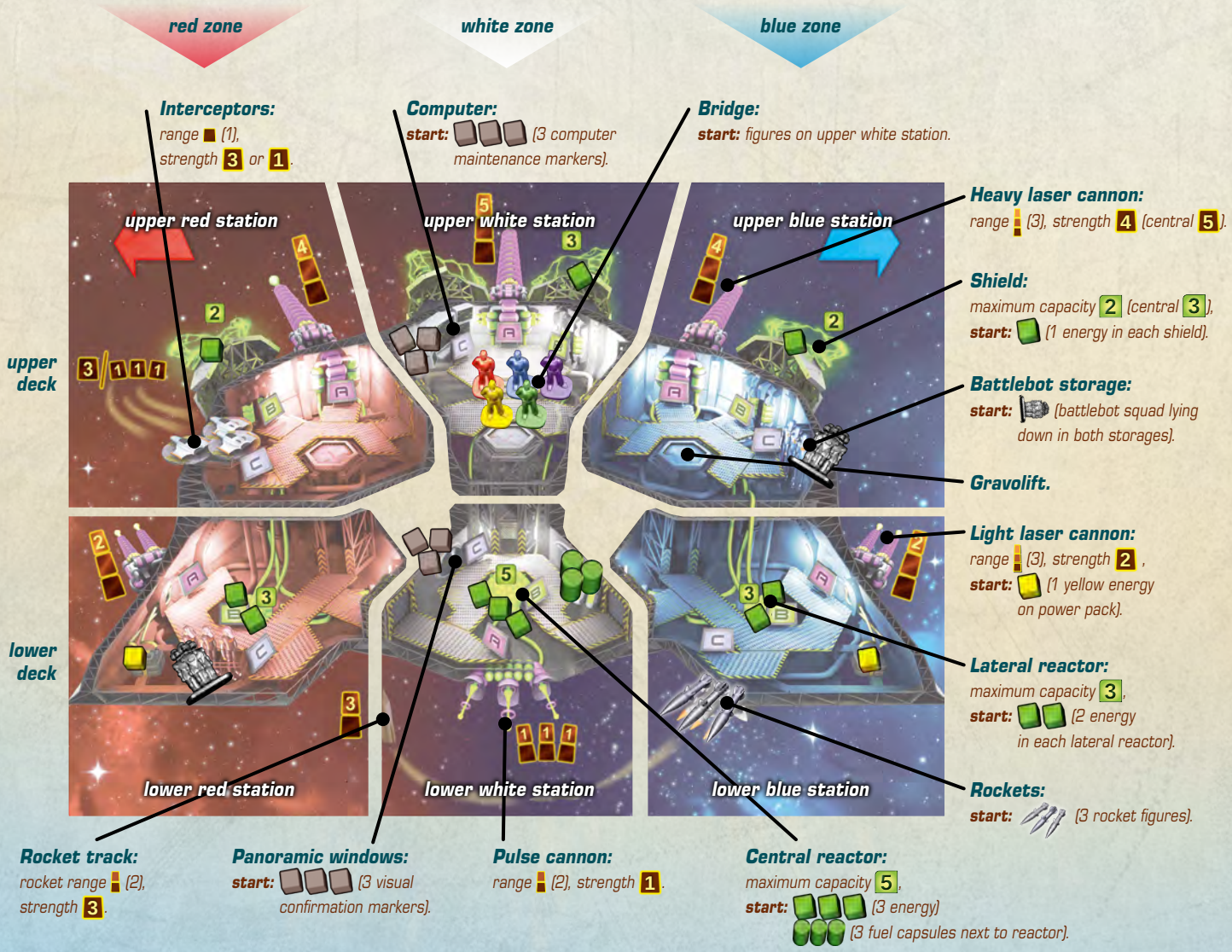
This ends the Action Round. Players can also agree to end the Action Round at any time after the end-of-second-phase announcement.

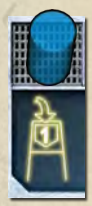
3. RESOLUTION ROUND

Return the game pieces to the initial setup position.

Use the Scenario card to check that the communications officer and chief of security assigned the threat cards the proper trajectories and numbers. Correct any mistakes, adding any missing threats.

Move the mission step marker along the Mission Steps Board and handle the indicated steps.





3.1 THREAT APPEARS

If there is a threat card with this number, place a second token with the same number on the first space of the threat's Trajectory Board.

For an external threat, this token represents its position. For an internal threat, this token keeps track of its progress.

Internal threat – malfunction (denoted by B or C).



Hit points. (Number of repairs required.)

Affected station.

Malfunctions.

Internal threat – intruder (denoted by or).



Hit points.

Initial station.

indicates that it fights back,
indicates it does not.

For a malfunction, take an oval token with the indicated letter and use it to cover the letter of the affected system in the indicated station. (Do this for each affected system if more than one is indicated.)

For an intruder, take the oval token with the intruder's picture and place it in the indicated initial station.



3.2 PLAYER ACTIONS

Players reveal their action for this turn. (Cards should be turned over left-to-right so that the top half remains on top.) Players take their actions in order, starting with the captain, and proceeding clockwise.

If you realize that you mis-played your card either by playing it upside-down or by mixing up red and blue arrows, you can say, "Oops, I tripped." You perform the action you intended instead of the one shown by your mis-played card, but your next turn's action is delayed.

A delayed action means: the card, if any, that was planned is moved to one turn later. If there is a card there, it is moved one turn later as well, and so on until you move a card into an empty space or until you reach your last action. If your last turn's action has to be moved, it is moved off your board and you do not get to execute it.



Red and blue arrows – Move your figure through the door and into the adjacent station in the indicated direction. It does not switch decks. If your figure is already in the zone of the ship of that color, it does not move.



Gravolift move – Move your figure to the adjacent station on the other deck. It does not change zones.

If the gravolift between those stations is damaged or if another player used that gravolift before you on this turn, you make your move anyway, but your next turn's action is delayed.



System activation or repair – Activate or repair the indicated system in your figure's station.

If the system is malfunctioning (as indicated by an oval token) this action is a repair. Add one red block to the malfunction's card. If the card now has at least as many red blocks as it has hit points, the malfunction is repaired. In this case, give the card to the captain and remove its token from the internal threat Trajectory Board; also remove its oval token (or tokens) from the Spaceship Board.

If the malfunction cannot be repaired (because it executed its Z action – see below) your action has no effect.

If the system is affected by several malfunctions, the repair action acts on the repairable malfunction with the lowest numbered token (even if the system is also affected by an unrepairable malfunction). The oval token is removed only if all malfunctions affecting the system are repaired.

If the system is functional (no oval token), this action indicates activation of the system. Action A is firing the weapon at that station. Action B is an energy transfer. Action C has a station-specific meaning.



Firing a heavy laser or the pulse cannon – Take a green energy block from the reactor in the same zone and place it on the weapon you are firing to denote activation. If the reactor has no blocks or if the weapon already has one block, this action has no effect.



Firing a light laser cannon – Take the yellow block from the power pack below the cannon and place on the cannon to denote activation. If this has already been done this turn, your action has no effect.



Transferring energy to shield – Add green blocks to the shield from the reactor in the same zone until the shield is at maximum capacity. If there are not enough green blocks to fill it, move all there are.



Transferring energy to lateral reactor – Add green blocks to the lateral reactor from the central reactor until the lateral reactor is at maximum capacity. If there are not enough green blocks to fill it, move all there are.



Re-fueling central reactor – Return one fuel capsule to the bank. Add green blocks to the central reactor from the bank until it is at maximum capacity. If there is no fuel capsule, your action has no effect.



Maintaining the computer – Take one block from the computer on the bridge and place it on the Computer Maintenance step of the Mission Steps Board in the row corresponding to the current Player Action step.



If a block is already there, this action has no effect.



Launching a rocket – Take one rocket figure from the station and place it on the first square of the rocket track. If there are no rockets left in the station or if this square is already occupied, your action has no effect.



Activating or re-activating a battlebot squad – If you are not leading a battlebot squad, take the battlebot squad figure lying in storage in that station and set it upright next to your figure. For the rest of the game, the battlebot squad figure moves with your figure. If the battlebot squad in this station has already been activated, your action has no effect.

If you are leading a disabled battlebot squad (lying next to your figure) set the battlebot squad figure upright. Your battlebots are active once again.

If you are leading an active battlebot squad, your action has no effect.



Taking off in the interceptors – If you are leading an active battlebot squad, move your figure and the squad figure off the ship into space. If you have no battlebot squad, if you are leading a disabled battlebot squad, or if another player's figure is already in space, your action has no effect.

When you are in space, you are not in any station or zone. Threat actions and effects that knock out, delay, or otherwise affect players on the ship do not apply to you. Delays due to failure to maintain the computer do not affect you either.

The interceptors will attack threats on the turn you take off.

Attacking with the interceptors on subsequent turns: If you start the turn in space, your only legal action is . Action keeps you in space and initiates another attack with the interceptors. If you take no action, you and your battlebot squad return to the ship in the upper red station. Any other action or movement is delayed. (The delayed action is shifted ahead one turn, creating a "no action" indicating return from space.)



Performing visual confirmation – At the end of the Player Actions step, take a block from the window and place it on the numbered square on the Mission Steps Board that corresponds to the current phase and the number of players that performed visual confirmation on this turn.



If there is already a block on a lower square, move it to the new square instead of taking a new block from the Spaceship Board. If there is already a block there on that square or a higher square, visual confirmation has no effect.



Attacking with the battlebot squad – If you are leading an active battlebot squad in a station, your battlebot squad

attacks an intruder in that station. Place one red block on the intruder's card. If the intruder has at least as many red blocks as hit points, it is destroyed. Give the card to the captain, remove the intruder's numbered token from the internal threat Trajectory Board, and remove the intruder's oval token from the Spaceship Board.

If the intruder has the symbol, it returns fire. Your battlebot squad is disabled. Lay its figure down next to yours. It continues to follow your figure.

If there are multiple intruders in your station, your battlebot squad attacks the one with the lowest numbered token.

If you are leading a disabled battlebot squad, if you are not leading a battlebot squad, or if there is no intruder in your station, your action has no effect.

Attacking with interceptors – If you are leading an active battlebot squad in space, this action keeps you in space as described above.



Heroic movement – Move your figure directly to the indicated station, regardless of how many other stations and damaged gravolifts are in between.



Heroic shooting – Fire the weapon at your station according to the rules for executing action A. For this turn, the weapon has 1 extra strength. This even applies to the pulse cannon.



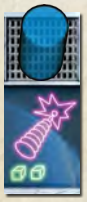
Heroic energy transfer – Transfer energy according to the rules for executing action B. If this transfers at least one block of energy, add an extra block from the bank to the receiving energy system. This may allow a reactor or shield to exceed its maximum capacity. This even works when re-fueling the central reactor.

Heroic repair – If this is used as a repair action, give the malfunction 2 red blocks instead of 1.



Heroic battlebot attack – Battlebots attack an intruder according to the rules for action . Even if the intruder returns fire , the battlebots are not disabled.

In space, interceptors attack according to the rules for action but with 1 extra strength.



3.3 COMPUTE DAMAGE

Damage to external threats is computed in this step. Internal threats have already been dealt with in the Player Actions step. Nothing in this section applies to internal threats or the internal threat Trajectory Board.

All cannons with a green or yellow block do damage. A rocket on the second square of the rocket track does damage. (A rocket fired on one turn does damage on the following turn.) Interceptors do damage if there is a player in space. (Interceptors attack on the turn they take off via action C as well as on turns when they remain in space via action .)

Trajectories are divided into three distances. The five squares nearest the ship are at distance 1. The next five squares are at distance 2. The rest of the trajectory is at distance 3. Each weapon has a range (indicated by 1, 2, or 3 squares) and a strength (yellow number).

First determine which threats are targeted by which weapons. The text on the card may modify the ways in which it can be targeted. If a weapon has no targetable threat within range, it does no damage.



A heavy or light laser cannon will only target 1 threat in its zone. Laser cannons have a range of 3, so they can target a threat at any distance. If there are multiple threats in a laser cannon's zone, it targets the one closest to the ship, i.e., the one whose token is closest to its trajectory's Z square. If multiple threats are on the closest occupied square of the Trajectory Board, the lowest numbered one is targeted. If there is no targetable threat on a zone's trajectory, that zone's laser cannons target nothing.

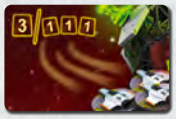


The pulse cannon targets all threats in all zones within range on all, that is, at distance 1 or 2.



A rocket targets the closest threat on any zone's trajectory. If multiple threats are the same number of squares away from the Z square on their trajectories, the rocket targets the one with the lowest numbered token.

Rockets only have a range of 2. If there is no targetable threat at distance 1 or 2, the rocket is returned to the bank without doing damage.



Interceptors target all threats within range, but they only have a range of 1. If there is only one threat at distance 1, interceptors attack it at strength 3. If there are multiple threats at distance 1, interceptors attack all of them at strength 1.

External threat card.



Hit points.

Shield points.

For each threat, add up the strengths of all weapons that targeted it. Subtract the threat's shield points to get the damage dealt to the threat. If the result is zero or less, the threat takes no damage. Otherwise, place one block on the threat card for each point of damage dealt.

If the number of damage blocks on the threat card is equal to or greater than its hit points, the players have destroyed the threat. Give the card to the captain and remove the threat's numbered token from the Trajectory Board. Excess damage is not applied to other threats, not even if it is from multiple weapons. All targeting happens before any threat is removed.

After all damage is computed, remove any green energy blocks from the cannons and place them in the bank. Remove any rocket on the second square of the rocket track and place it in the bank. Remove any yellow energy blocks from the light laser cannons and return them to their cannons' power packs.



3.4 THREAT ACTIONS

Threat tokens advance in order, starting with the one with the lowest number. When a threat's token advances, it may perform one or more actions.

After all threat tokens have advanced, move any rocket on the first square of the rocket track to the second square.

Speed.

Actions.



Speed.

Actions.



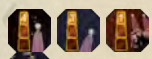
A threat's token advances on its Trajectory Board a number of squares equal to its speed. If it lands on or passes over a square labeled X, Y, or Z, it immediately performs the indicated action. If it passes over multiple such squares, it performs all the actions in order.

When a threat gets to the end of its Trajectory Board it performs its Z action and can no longer be affected by the players' actions. The players have "survived" the threat. Give its card to the communications officer and remove its token from the Trajectory Board. It will take no more actions.

For an intruder that has performed its Z action, you also remove its oval token from the Spaceship Board. For a malfunction, however, the oval token remains. The affected system becomes unrepairable once the malfunction has performed its Z action.

Attack n – This indicates an external threat's attack of strength n on the zone corresponding its trajectory. The attack does n damage to that zone, but this damage can be reduced. Each energy block in that zone's shield reduces the damage by 1, but the block must be returned to the bank. If the shield has at least n blocks, you remove n blocks and the ship takes no damage. Otherwise, you remove all blocks and the remaining damage is applied to that zone.

For each point of damage remaining, draw one octagonal damage tile from the zone's damage tile stack and place it on the part of the ship depicted. That system becomes less effective.

 Reduces strength of light or heavy laser cannon.

 Reduces range of pulse cannon.

 Reduces capacity of shield or reactor. Any excess energy is immediately returned to the bank.

 Damages gravolift. Gravolift actions in this zone will delay the following turn's action.

 Structural damage has no special effect.

Each zone has six damage tokens. If you have to draw a seventh, the zone is destroyed and your crew loses the game.

Attack n on all zones. – Attacks on multiple zones are dealt with from left to right (red, white, blue). Each zone has to deal with an attack of strength n.

Attack equal to its remaining hitpoints. – The strength of this attack is determined by subtracting the red blocks on the card from the threat's hit points.

Deal(s) n damage. – Internal threats deal damage that is not affected by shields. The damage is done to the zone where the internal threat's oval token is. Draw that many damage tiles.

+(-)n shield point(s). +(-)n speed. Shield points = n. – Some threats can change their parameters. Use black blocks to indicate reductions and white blocks to indicate increases.

Heals (repairs) n damage. – Remove n red damage blocks from the threat's card. If the threat has fewer than n damage blocks, remove them all.

Move(s) left. Move(s) right. Change(s) decks. – Internal threats use these actions to move about the ship. Move the threat's oval token into the indicated adjacent station. Internal threats can change decks regardless of the state of the gravolift.

(All players on ship, players in this station, players in this zone) are delayed. – Players in the specified group have their next turn's action delayed.

(All players, players in that station, etc.) are knocked out. – The specified players are knocked out of the game. Lay their figures down on the game board. Their remaining actions have no effect. It is possible to complete the mission even with all players knocked out.

If a player leading a battlebot squad is knocked out of the mission, lay the battlebot squad figure on its side as well. It will be disabled for the rest of the mission.

Takes over ship. Destroys ship. Ship breaks apart. – An action indicating that something final has happened to the ship means that the players immediately lose, regardless of damage.

If you need clarification on a specific card, see the Appendix in this Rulebook.



3.5 COMPUTER MAINTENANCE CHECK

There should be a block here when the mission step marker gets to this space. If there is not, it means the players have failed to maintain the computer in the first two turns of the phase. Each player's next turn's action is delayed.



3.6 ROCKET RESOLUTION

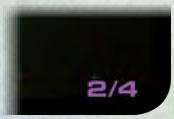
In the thirteenth turn, just before the ship jumps into hyperspace, players get no actions. However, a rocket fired in the twelfth turn will still be flying toward its target. Compute its damage in this step. Any player out in space with the interceptors also returns to the ship at this time.

The threats also get one more Threat Actions step on the thirteenth turn.

4. SCORING

If you complete the mission, you can count up your score. You don't get any score when you lose.

Threat card's point values



Points for surviving threat. / Points for destroying threat.

Threats you survived (which are kept by the communications officer) earn you the lower point value. Threats you destroyed (which are kept by the captain) earn you the higher point value.

Add up these points and from the total subtract the following penalties:

- Total damage done to all zones of the ship.
- Damage done to the most damaged zone.
- 2 points for each player knocked out of the mission.
- 1 point for each battlebot squad that is still disabled when the mission ends.

Finally, add in any points for visual confirmation. (These points should have been marked with blocks on the Mission Steps Board.)

The result is your score, which you can write into your ship's log.

4.1 SHIP'S LOG

Each page of the ship's log is for a single crew.

The first line is for the names of the crew members. You can use marks to denote roles: a star for the captain, head phones for the communications officer, and an exclamation point for the chief of security.

Date of the mission.

Sound track used.

Difficulty level of common threats: 1 for white-symboled, 2 for yellow-symboled, 1+2 for both mixed together.

Difficulty level of serious threats: 1 for white-symboled, 2 for yellow-symboled, 1+2 for both mixed together.

Points for threats survived (kept by communications officer).

Points for threats destroyed (kept by captain).

Penalty for damage, knocked out players, and disabled battlebot squads.

Points for visual confirmation.

Total score.

You can also record failed missions in the flight log. In this case, do not fill in the scores. You can use the space to write in the name of the threat that finally destroyed your ship.

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Czech Games Edition

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5. WITH FEWER THAN FOUR PLAYERS

For a three-player game, use one android. For a two-player game, use two androids. An android is a crew member with no designated player. It has an Action Board and a crew member figure.

5.1 SETUP

An android only gets one card – a heroic action card dealt face down on the first row of its Action Board.

In a three-player game, each player gets 6 cards per phase. (In the first phase, one of the 6 is a heroic action card.)

In a two-player game, each player gets 9 cards for the first phase and 6 cards for the other two phases. (In the first phase, one of the 9 is a heroic action card.)

Decide the order in which the androids will play (i.e., where they would be sitting if they were players).

5.2 ACTION ROUND

Any player may plan an action for any android by playing one of his or her own action cards on the android's action board face up. Once a card is played for an android, it cannot be moved or taken back.

You cannot play your heroic action on an android's Action Board.

An android's heroic action is revealed at the start of the first phase. The android is the only crew member who can use its heroic action card.

Unconfirmed reports do not apply.

5.3 RESOLUTION ROUND

Each android should be assigned a player to execute its actions during this round. Treat all android actions exactly as you do player actions. Cards and rules that refer to players also apply to androids.

5.4 VARIANT – FIFTH CREW MEMBER

You can use androids to bring your crew size up to five instead of four. In this case, unconfirmed reports will apply to your game.

Deal out as many cards as you would for a crew of four (without the extra android) except that in the first phase, each player gets one extra card.

5.5 VARIANT – SOLO SPACE ALERT

Space Alert is designed to encourage communication and cooperation among multiple players, so it is better with a group of people. However, there are rules for a solo game, too.

Play with 4 androids (ignore unconfirmed reports). Deal each android a face-down heroic action for the first phase. Spread the entire action card deck face up in front of you.

Start the soundtrack, and reveal the heroic actions. Begin planning first phase actions. Each android can use any action card, but only its own heroic action. Unlike androids in multi-player game, it is allowed to change planned cards until the soundtrack announces end of the respective phase. Ignore announcements like Data Transfer, Incoming Data, and Communication System Down.

Warning: The solo game is not easy. Planning actions for four androids within the time limit can be exhausting. If you just want to practice the game mechanics, deal the enemies according to a scenario card and play without the soundtrack.

6. EXPLORATION CAMPAIGN

An Exploration Campaign consists of up to three consecutive missions. Your goal is to score as many points as possible. Damage to your ship is cumulative throughout the campaign, but you can make a few repairs. You get to choose a difficulty level before each mission, and you can even decide to quit the campaign and score points for only one or two missions. If you lose on any mission, you lose the entire campaign.

When choosing a difficulty level for normal and for serious threats or deciding whether to continue, you should all agree. If not, the most careful proposal wins.

6.1 INDIVIDUAL MISSIONS

Before each mission, first choose a difficulty level for normal and for serious threats, and then choose a random soundtrack.

Play through the mission as normal. If your ship is destroyed, the campaign is unsuccessful.

6.2 REPAIRS BETWEEN MISSIONS

All oval tokens are removed, so systems that were affected by malfunctions are automatically repaired. Knocked out players, damage tiles, and disabled battlebots are repaired according to the following rules:

- A player who was knocked out returns for the next mission, but cannot repair anything. (Even a player who was knocked out while in space gets to return; the interceptors automatically return disabled crew members and battlebots to the ship.)
- A player who was not knocked out can repair one damage tile or one disabled battlebot squad. Repaired damage tiles are removed from the Spaceship Board and shuffled back into their stacks.
- In each zone, no more than two damage tiles can be repaired.

After discussing repairs, players play in order, starting with the captain. Each player either recovers from being knocked out, repairs one damage tile, or repairs one battlebot squad. Androids can make repairs according to the same rules. Their repair decision is handled by a designated player.

Remaining damage tiles have their usual effects in the next mission. In addition:

- Unrepaired reactors and shields have (besides reduced capacity) one less block during setup.
- Unrepaired structural damage means that damage to its zone is doubled. (Draw 2 damage tiles for each point of damage that gets past the shields.) This only applies to structural damage from a previous mission.
- An unrepaired battlebot squad is not placed on the Spaceship Board. If you only get to place one squad, you choose its initial station.

6.3 SCORING AND SHIP'S LOG

Record missions as usual, one per line. Penalties and total score are computed only at the end of the campaign.

If the ship is destroyed on any mission, you lose and the campaign is over. Do not compute a score. Record the name of the threat that destroyed the ship.

After the third mission (or after your last mission, if you decide to quit early) do not repair the ship. Record penalties.

To compute the campaign's score:

- Add up points for threats destroyed and survived in all missions.
- Subtract the penalties at the end of the last mission only.
- Divide the total points for visual confirmation in all missions by the number of missions completed. Round down (2/3 = 0). Add this result to the total score.

Record the total at the end of the last line. Draw a bracket to indicate that all the missions belonged to the same campaign.

7. APPENDIX

Note each card has a code in the lower left corner. This has no meaning for the game; it is only for identification purposes.

7.1 EXTERNAL THREATS

Stealth Fighter, Phantom Fighter

Until they perform their X action, all weapons systems ignore them.

If the Phantom Fighter is targeted by a rocket (after it has revealed itself) the rocket is destroyed with no effect.

Cryoshield Fighter, Cryoshield Frigate

The cryoshield absorbs all damage the first time the threat is targeted. In the first Compute Damage step in which the threat is targeted by at least one weapon, the threat is not damaged, regardless of its shield points and the total strength of your weapons. Instead, put a black block on its cryoshield icon to denote that the cryoshield has been destroyed. In later turns, the threat can be targeted and damaged as normal.

Destroyer

Compute the result of the attack at the specified strength, but draw 2 damage tiles (instead of 1) for each point of damage that gets through the shield.

Energy Cloud, Maelstrom

If the threat is in range of the pulse cannon and the pulse cannon is fired, the threat's shield points are 0 for that turn. The pulse cannon also does damage as normal. On subsequent turns, the threat will again have the number of shield points specified on the card (unless hit by the pulse cannon).

Scout

A heavy laser cannon will ignore the Scout, instead targeting the nearest other threat on its trajectory.

Once the Scout performs its X action, all other external threats have +1 strength on their attacks until the Scout is destroyed. (Threats which are higher numbered than the Scout will get this +1 bonus on that same turn.) This bonus applies to all attacks (including the special attacks of Nemesis and Asteroids) and even applies to threats that did not appear before the Scout's X action. If the Scout performs its Z action (i.e., is not destroyed) this bonus lasts to the end of the mission.

As soon as the Scout performs its Y action, move the other threats ahead 1 square. They move in order, according to their numbered tokens. If a threat advances onto an X, Y, or Z square, it performs the indicated action immediately.

Swarm

The Swarm can only be destroyed by hitting it on 3 separate turns, regardless of the strength of the weapons that target it. (Exception: Swarm can get two damage on the turn Leviathan Tanker is destroyed.)

Jellyfish

The -2 shield points means that if the Jellyfish is targeted, you add 2 points to the strength of the attack instead of subtracting. Of course, if it is not targeted, it takes no damage.

Marauder

Once the Marauder performs its X action, all external threats (including the Marauder) have +1 shield point until the Marauder is destroyed. This bonus even applies to threats that do not appear until after the Marauder's X action. If the Marauder performs its Z action (i.e., is not destroyed) this bonus lasts to the end of the mission.

Leviathan Tanker

When the Leviathan Tanker is destroyed, all external threats get an extra red block, regardless of shield points and special effects. (So untargetable threats, cryoshielded threats, and even the Swarm will also take a point of damage.)

Psionic Satellite, Pulse Satellite

If a Satellite is at distance 3, all weapons systems ignore it.

Behemoth

Interceptors targeting only the Behemoth have strength 9 instead of strength 3. The player leading them is knocked out when computing damage done to the Behemoth and his or her battlebot squad is disabled for the rest of the mission. This will give your crew a -3 score penalty and prevent other players from taking out interceptors on this mission. The heroic battlebot action increases the interceptors' strength to 10, but the player will still be knocked out and the squad will still be disabled.

If there is at least one other threat at distance 1, the interceptors will attack all such threats, including the Behemoth, with the usual strength 1, and the player will not be knocked out.

Juggernaut

If the Juggernaut is on a trajectory, rockets ignore all other threats. They will always target the Juggernaut, even if it is out of their normal range. The Juggernaut gains +1 shield point after the rocket's damage to it has been computed.

Nemesis

The Nemesis attacks all zones at the end of any Compute Damage step in which it gained at least 1 red block (even if the block came from a destroyed Leviathan Tanker).

The Nemesis takes damage from its own X and Y actions. This damage ignores its shield points. If the Nemesis destroys itself in this way, it still counts as a destroyed threat and the captain keeps the card as a trophy.

If the Nemesis performs its Z action, you lose. The fact that the Nemesis is also destroyed might be some consolation, but you don't get any points for losing.

Minor Asteroid, Asteroid, Major Asteroid

At the end of any Compute Damage step in which an Asteroid is destroyed, it performs an attack based on the number of X and Y squares it has already passed (or landed on). If there are multiple such attacks, they are dealt with in order, starting with the threat with the lowest numbered token.

7.2 INTERNAL THREATS

Unstable Warheads

The malfunction has 1 hit point for each rocket still on the ship, so it may be possible to reduce its hit points by launching rockets before it appears. (Once the malfunction appears, it is not possible to launch rockets until it is repaired.) If there are no rockets left on the ship when the threat appears, the threat is immediately destroyed. The card is given to the captain.

Rockets on the rocket track do not count toward the malfunction's hit points.

If the threat performs its Z action, take the number of rockets on the ship and subtract the number of red blocks on the card. Multiply the result by 3. The malfunction does this much damage to the zone.

Slime

Whenever you move your figure into a station with an oval Slime token, your next turn's action is delayed.

The red zone Slime disables the battlebot squad as its X action, but only if they are not following a player. The battlebot squad is already lying down, so give it a black block to indicate that it is disabled. When you activate the squad (action ) remove the black block, but do not stand its figure up. It will follow your figure around as a disabled battlebot squad until it is repaired (via another action ).

The blue zone Slime destroys a rocket. This reduces the hit points of Unstable Warheads if that threat is in play.

The Slime spreads as its Y action. Put an oval Slime token in the indicated station (the lower white station the first time it spreads). This is a progeny Slime.

Progeny Slime acts just like the original Slime. It delays players who enter, spreads in the same direction on Y, and does 2 damage to its zone on Z.

Progeny Slime only has 1 hit point, while the original still has 2. When your battlebot squad damages a progeny Slime, remove its token. This does no damage to the original Slime. If the original Slime has at least 2 damage blocks, you remove its original Slime token, but the threat card and numbered token stay in play until all the Slime's progeny tokens have been destroyed or have executed the Slime's Z action.

Slime will not spread into a station that already has a Slime token, so you will never need more than 3 tokens: one for each station on the lower deck. Note that if you eliminate the progeny Slime, the orignal Slime can spread into that station again if it executes another Y action.

When Slime executes its Z action it can no longer be destroyed. Its oval tokens remain on the board until the end of the mission. Any player entering any of these stations will be delayed.

Note: Delays on the same turn are not cumulative. Moving to a slimed station using a damaged gravolift on turn 2 when computer maintenance was not done results in nothing more than a standard delay of your turn 3 action... even if you trip when doing so.

Overheated Reactor

Order of play is important. You check for players at the other stations when you perform the action that destroys the threat. Players who enter those stations later in the same turn are not affected, nor are players who leave before you perform your action.

Alien

If it has not yet performed action X, it will not disable battlebots that attack it. If it has already performed action X, battlebots that attack it are disabled.

Fissure

To repair the Fissure, you have to perform two interceptor attacks (each deals 1 damage to the threat). Note that the interceptors attack even on the turn they take off. Until the Fissure is destroyed, interceptors do not target external threats.

After the Fissure's X action, you draw two damage tiles instead of one for each point of damage to the red zone. After its Y action, this applies to the entire ship. Once the Fissure is repaired, things go back to normal and damage is no longer doubled.

Battlebot Uprising

To repair the malfunction, players can perform action  in either of the two locations. If players do at least one such action in each location in a single turn, the malfunction receives one extra red block at the end of the Player Actions step.

The malfunction's X action knocks out players leading an active battlebot squad, except for a player in space. When the player is knocked out, the battlebot squad is "disabled".

The Y and Z actions are executed no matter where the squads are.

Power System Overload

To repair the malfunction, players can perform action  in any of the three locations. If players do at least one such action in each location in a single turn, the malfunction receives two extra red blocks at the end of the Player Actions step.

Seeker

When the Seeker moves, count up the number of players in every adjacent station (i.e., the 2 or 3 stations that can be reached in 1 move). Move the Seeker into the adjacent station with the most players. In case of ties, do not move the Seeker.

Note that the Seeker may move to a station with fewer players than the one it left: when it seeks, it does not take its current station into account.

If you destroy the seeker, you are knocked out and your battlebot squad is disabled. This will give your crew a -3 penalty during scoring, but the Seeker's points compensate for that.

Contamination

Initially, four stations are contaminated. (Denote them with oval Contamination tokens.)

The threat's X, Y, and Z actions apply to each station that still has a Contamination token at the time of the action.

When you (and your battlebot squad) perform action  in a contaminated station, remove the Contamination token there. When you remove the third token this way, you can also remove the fourth – Contamination only has 3 hit points.

If Contamination performs its Z action, leave the remaining Contamination tokens on the board for the rest of the mission. Players entering contaminated stations will be immediately knocked out. (This includes players returning from space if the upper red station is still contaminated.)

Nuclear Device

The threat has only one hit point, but it can only be repaired by three players playing action  in that station on the same turn. If only one or two players perform action  it has no effect.

If you encounter a situation not covered by this rules, please check FAQ section at www.czechgames.com.