

BATTLING SPACE SHIPS

For 2 to 6 players

Battling Space Ships is a game of high adventure, set in the asteroid belt of a nearby solar system in the not too distant future. Players assume the role of pirates or legitimate traders or both. Your goal is to assemble a fleet of space ships that allow you to score victory points. The ships are put together from pieces dealt from the deck of player cards. When a player has completed a ship, he may send it to attack the ships of other players, attack the space lanes as a pirate, or he may earn an honest living by delivering cargo. When any one player completes three space ships, the round ends and the players tally their score. Points are scored for delivering cargo, destroying each other, raiding the space lanes, and the parts of the space ships themselves with possible bonus points for the size of your space ships. Two rounds make a complete game. The game is best with 3 or 4 players, but can be played with 5 or 6 players by adding the 22 extra Player Cards with blue letters.

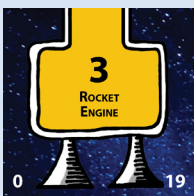
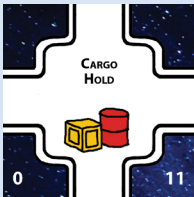
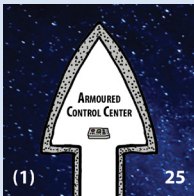
OVERVIEW

The game is played in two rounds. Each round consists of a series of turns starting with a Senior Player dealing Player Cards (cards), choosing one and allowing the other players to do the same in a clockwise manner. All players then meld cards as desired. The Senior Player then decides whether he wishes to transport cargo or fight (with flyable ships) before passing the Senior Player designation to the next player. A round ends when one player completes three “flyable” space ships or the Player Card deck runs out of cards. After the first round has been scored, reshuffle all the decks (Player Card, Space Lane, and Cargo) and start again.

At the beginning of the second round, the player with the least points becomes Senior Player. During and at the end of each round, the scorekeeper tallies player points on a sheet of paper. The game ends after the second round with the high score from both rounds being the winner.

THE GAME PARTS

Battling Space Ships contains a set of 120 Playing Cards (98 for 2-4 players plus 22 extras for 5-6 players), 24 Cargo cards, 12 “In Transit” cards, 20 Space Lane cards, 6 Asteroid Bases, 6 six-sided dice, and these rules. You will also need a pen and paper to keep score.



PLAYER CARD BASICS: Most Player Cards represent various parts of a space ship. There are two basic types of parts: hull components (Control Centers, holds, Fuel Pods, Engines, etc.), and hull attachments (weapons). In addition to the ship parts, there are 2 Mysterious Asteroids, 2 Alien Saucers, and 1 Mad Doctor.

Printed on each card is the name, attack and defense values (if any), and any special info. The number in the lower left is the combat value - only weapons have combat value. Some hull parts have a number in parenthesis (such as Control Centers) that indicates the value that part adds to the combat value of each weapon attached to that ship. The number in the lower right is the defense value of the part. The number printed in the center of an Engine is its power value. The larger the power, the faster the engine. In addition, some cards have special abilities and might possibly be worth 5 bonus points when scoring.

PREPARE FOR PLAY

1. Each player takes an asteroid base and places it on the table. The base is a reference point for ship construction. See Ship Construction for details.
2. With 5 or 6 players, shuffle all the Player Cards (98 +22 extra) into the deck. With 4 or less players,

leave the extra cards (the ones with blue text) in the box. This deck should be placed within easy reach of all players.

3. Once the deck has been shuffled, deal 3 face-down cards to each player. This forms the player's starting hand.
4. Shuffle and place all Cargo cards in the Cargo Pool (to the side of the playing area). The "In Transit" markers are kept near the Cargo Pool.
5. Shuffle the Space Lanes deck and place it face down near the Cargo Pool.
6. Appoint the best mathematician among you to be the scorekeeper.
7. All players now roll two dice. Highest total becomes Senior Player. Play is ready to begin. (NOTE: At the beginning of the 2nd round, the Senior Player is the player with the lowest point total from the first round.)

SEQUENCE OF PLAY

DEAL PHASE: The Senior Player draws Player Cards equal to the number of players and lays them face up in the center of the table. Each player, starting with the senior player and proceeding in a clockwise order now takes one of these cards and has the opportunity to:

- A. PLACE IN HAND:** Place the card face-down in your "hand" for play at a later time. Cards in your hand can be played only during the Deal phase. A maximum of 5 cards can be held in your hand.
- B. MELD:** Play (or meld) the newly drawn card (or any card in your hand) face-up on the table in front of you (see Ship Construction for details on what is considered a legal play).

NOTE: The Deal phase is the only time you can add to an existing ship, start a new ship (up to a maximum of 3), or reconfigure your ships (moving parts around within a ship or between ships).

DISCARD PHASE: When a player has completed the Deal, he should count the cards in his hand and discard down to a maximum of five (5).

ACTION PHASE: Once all players have completed the Discard phase, the Senior Player now may take one of the following actions with each of his "completed ships" (see Ship Construction for details on what is considered "completed"):

- A. SCORE CARGO:** Any ship carrying cargo from the previous turn should remove the "In Transit" marker and reveal the Cargo cards. The scorekeeper duly notes each value and the Cargo cards are discarded.
- B. LOAD CARGO:** If your ship has a Cargo Hold and/or Armoured Cargo Hold you may load Cargo. Draw one Cargo card and place it in each of the holds. Place a "In Transit" marker in front of this ship. Cargo will be delivered during your next Action Phase if it makes it back safely.
- C. ATTACK:** If your space ship has one or more weapons, you may attack one other player at their base, attack one other player's ship(s) in the Space Lanes, or become a pirate and attack the Space Lanes. (See Attacking for more details.)

D. Pass: If all you have are incomplete ships, or you cannot or do not wish to Load Cargo or Attack, you just say “pass.”

ENDING A TURN: The person to the left now becomes the Senior Player.

ENDING A ROUND: Play continues in this manner until one of the following occurs:

1. One or more players has three “completed” space ships (see Ship Construction), finish this turn and then score the round.
2. After the last card of the deck of Player Cards has been drawn. If there are not enough cards left in the deck, play stops immediately and the round is scored. If there are just enough cards left for everyone, finish this turn and then score the round.

After the first round has been scored, reshuffle all the decks (Player Card, Space Lane, and Cargo) and start again.

ENDING A GAME: The game is played in two rounds. The game ends after the second round with the high score from both rounds being the winner.

SHIP CONSTRUCTION

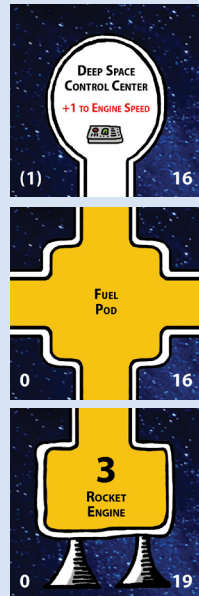
All players are considered to have a base somewhere in the vast asteroid belt, it's represented abstractly by your Asteroid Base card. This is where you construct your space ships. Ship construction is done by playing (also known as melding) Player Cards (or ship parts) face up on the table in front of you according to the Basic Ship Construction Rules. Don't worry though, the space ships of the future are modular and are easily disassembled and built into new configurations on later turns.

WHEN TO MELD: During the Deal phase of each player's turn, you obtain at least one new Player Card. At that time you may meld it into play, put it in your hand, meld other cards from your hand into play, and/or place cards from play into your hand. In other words, you can rearrange all of your Player Cards whether they are in your hand, connected to your base, or on one of your ships any way you like during the Deal phase.

With one exception (see Resolving Combat Damage), the Deal phase is the only time in the game that you're allowed to meld Player Cards and/or modify your ships.

BASIC SHIP CONSTRUCTION RULES:

1. A player may have no more than three ships under construction at any one time. A ship under construction may consist of one or more legally connected pieces of a ship, just floating in space above your base.
2. An Engine must always comprise the bottom component of a ship. A Fuel Pod must always be played directly above an Engine. A Control Center is always



the top or foremost part of a ship. These three components, therefore, are the minimum configuration for a “complete” or “flyable” ship.

3. Cargo Holds and all other Ship Modules must be played between the Control Center and the Fuel Pod. A ship may only be one long continuous entity (not counting weapons attached to the sides). There is no limit to the length of a ship.
4. NO DUPLICATE parts (exact same name) may be played in one ship (right and left versions of weapons are NOT considered duplicates).
5. Weapons may only be attached on the sides of a ship, and they only fit on either the right or left side of a space ship so that the words thereon may be read by the owner (not upside down). A weapon will attach to the Fuel Pod, the Holds, or any other Ship Modules that show a connector on the left or right edge of the card (see Player Card Inventory for a full list).
6. A Ship that is “In Transit” (sent to the Space Lanes with Cargo) may not be modified (see *Resolving Combat Damage* for a limited exception).
7. Although it is not part of a ship, you may meld up to two weapons on your Asteroid Base for added defense. There are connectors for one left- and one right-sided weapon. Such a weapon gets a 2-die bonus in combat (if you are attacked at your base).

Example: At the start of this turn, Jim has a Nuclear Engine and a Fuel Pod already melded, representing a ship under construction. He has three Blasters in his hand (two Left and one Right) that he has chosen not to play. As his Deal, he gets a Cargo Hold that he immediately melds above the Fuel Pod. Since he is also allowed to play cards out of his hand, he melds a Left Blaster and the Right Blaster onto his ship. Now all he needs is a Control Center to complete his first ship. Since he is unable to attach his last weapon to that ship, he also chooses to attach the other Left Blaster to his Astroid Base for extra defense.

LOADING CARGO

Loading Cargo may only be done by the Senior Player during the Action Phase. If the Senior Player has one or more completed ships that have a Cargo Hold, he may draw one Cargo card from the deck and place it face down (no peeking) onto each Cargo Hold. (There will never be more than two Cargo cards per ship since a ship may have only one normal Cargo Hold and one Armoured Cargo Hold.)

The Senior Player then takes a “In Transit” marker and places it in front of the Command Center of the ship with Cargo. Each ship “In Transit” has gone to the Space Lanes and is now far away from the Asteroid Base. Cargo aboard ships will be delivered during that player’s next Action Phase (when he is Senior Player again). While “In Transit,” ships delivering cargo are considered to be in the Space Lanes and unable to be modified.

ATTACKING

During the Action Phase, the Senior Player may choose to attack one other player (at his base or his ships in transit) or become a Pirate and attack the Space Lanes. To make an attack, a ship must be able to fly (see *Basic Ship Construction*) and have at least one weapon attached. If you have a second ship that qualifies you can decide to send one or both to the attack, however, they must both go to the same place and they must stay together if they chase a fleeing ship. You may, however, decide to send a slower ship back to your base to improve the speed of pursuit.

ATTACKING A PLAYER: You may attack ships under construction at another player's Asteroid Base or go after that player's ship(s) "In Transit."

1. ATTACKING A SHIP "IN TRANSIT": If you choose to attack a player's ship "In Transit" you must first catch him. Both players roll 2 dice. Each adds the engine power value (the large number ranging from 2-5 in the center of the engine) to the result. When there are two ships on either side of the chase, that player must choose the slower power value of the two ships. If the attacker's roll exceeds that of the defender, proceed to Combat. If not, they got away and your Action Phase is over. Of course, the defending ship may choose to stand and fight, in which case no chase is necessary, just go straight to combat.

NOTE: As stated above, if there are two "In Transit" ships under attack and they choose to stay together, they operate at the speed of the slower ship. The ships may split up, however, and the attacking player must then choose which one to pursue. Attacking ships must stay together (unless one goes home). When ships stay together (attacking or defending) they fight as a single unit - choosing any part of any ship involved in combat to shoot at.

2. BASE ATTACK: If you choose to attack another player's base, you have Combat with all partial or complete ships at that base (including any weapons mounted on the base). If the defending player has any ships that can fly they may attempt to flee. If this is the case, you must decide whether to stay and shoot at stuff that cannot move or chase one of the fleeing ships. If you go after a fleeing ship, your chase and attack are resolved in the same way as if you were attacking a ship that is "In Transit."

ATTACKING THE SPACE LANES (become a pirate): When you are the Senior Player and you are out for adventure (and maybe some combat), you could choose to be a pirate. If this is the case, you identify which ship(s) are going to the Space Lanes (they must be able to fly and should have weapons). You then draw three cards from the Space Lanes deck, choosing one and handing it to the player on your right (he acts for the ship you encounter) and the other card goes back to the bottom of the deck. If the ship drawn is a merchant of any sort, it will attempt to flee (see Attacking a Ship "In Transit" above). Four of the cards in the Space Lanes deck are Navy

Warships. Navy will always attempt to catch and destroy you. They are VERY difficult to beat, but worth a lot of victory points if you succeed.

THE SPACE LANE DECK: There are 20 cards in the Space Lanes deck. These represent everything from dirty space pirates to luxury yachts to fat merchants to angry navy ships out to get you! The four navy ships will attack you if you encounter them (giving chase if you flee). The rest of the ships will attempt to flee from you. Listed on each card is:

- 1. SPEED:** The ship's speed (same as an engine power) which is added to a roll of 2 dice when giving chase.
- 2. GUNS:** How many guns it has (and how many dice each gun rolls in combat). When you see "2 (4d ea.);" this means the ship has 2 guns that each roll 4 dice in combat. Beware the Battleship that has 4 guns that roll 6 dice each!
- 3. ARMOUR:** The number you must equal or exceed to "hit" the ship.
- 4. HITS:** The number of hits you must make to get the reward.
- 5. VALUE:** The reward you get for destroying the ship. If the reward says cargo, you draw that many cards from the Cargo deck and immediately score them. If the reward says points, you immediately score them. If the reward says draws, you draw that many cards from the Player Card deck - you must be able to bolt anything you find on to your attacking ship(s) place them into your hand. If a reward says d6 of something, you roll a die and collect that many whatever's.

COMBAT

Combat in this game consists of one round of fire from each weapon at a target of choice. Fire is simultaneous, but for ease of play, the attacking player always rolls his dice first, and then the defending player returns fire. Parts of a ship destroyed by combat are not removed until both sides have had a chance to roll dice.

Each weapon on attacking ships may fire once. Each of a defender's weapons may fire once. For each weapon (fired separately), the firing player declares the target (the specific ship part) before rolling of the dice. The target may be any part of your opponent's ship.

The number of dice rolled by a weapon is printed in the lower left corner of the card. This number is augmented by all numbers in parenthesis on the lower left corner of other modules of that ship (such as the Control Center, Computer Center, or Top Secret Military Module). It's also possible for the the defense to be augmented as well (Defense Shield).

Example: Dave has a single Laser Cannon mounted on his ship (attack value 2), but he has a Computer Center (2) and an Armoured Control Center (1) on the same ship. He would roll a total of 5 dice for the Laser. If he also had a Blaster (attack value 3), it would roll 6 dice.

To hit a target, the total of all dice rolled for a weapon must exceed the defense value (printed in the lower right corner) of the targeted ship part.

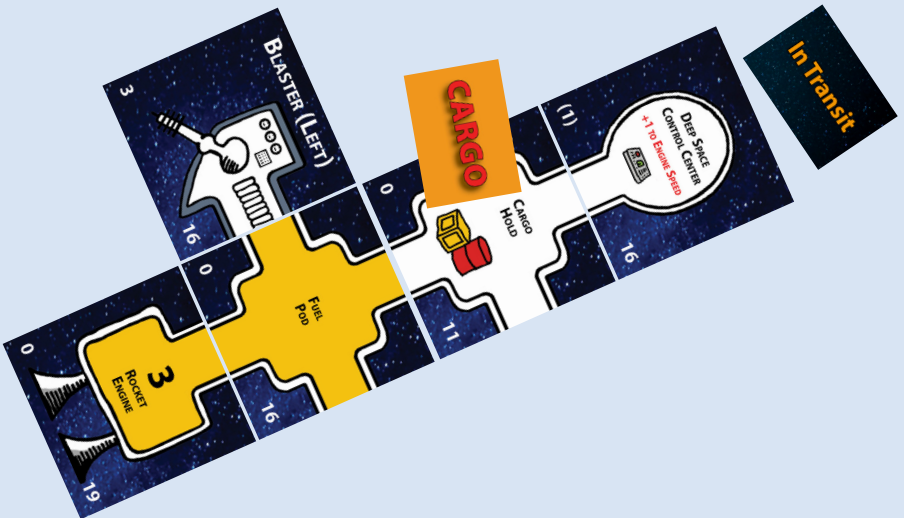
Any ship part hit by a weapon is destroyed (5 points are scored for the player who fired the shot) and placed in the Discard Pile after the combat. Remember, combat is simultaneous so if any of the parts destroyed are weapons, be sure they still get their shot back.

Once both sides have fired their weapons, the Combat is over as soon as you resolve any damage that has been done to your ship.

RESOLVING COMBAT DAMAGE: After combat, any ship that has lost one or more parts must be reassembled if possible - this is the one limited exception to the rule of not being able to alter your ship other than during the Deal phase. In this phase, you're still not able to "rearrange" the parts of your ship, but you are allowed to "reassemble" sections of your ship back together if a connecting module was destroyed. For example, you may move a disconnected weapon to a different module or reconnect the bottom half of your ship to the upper half - **all changes must be legal plays**. Parts you are unable to reconnect are discarded. If your ship is still "flyable," then you're done with combat and your ship will either continue to deliver any remaining cargo or fly back to its base.

If players are unable to make their ship "flyable," the parts drift back to their owner's Asteroid Base, where he must remove face up cards to his hand until there are only a maximum of three partial ships under construction there. **A player may not combine any parts onto other existing ships at this time** - that is only allowed during a Deal. If the player's hand becomes full (more than 5 cards), the extra cards may be kept until the next Deal, at which time the hand limit applies.

If, as a result of combat, a ship "In Transit" is no longer able to fly, the cargo is returned to the deck and the "In Transit" marker is returned to the supply.



SPECIAL PLAYER CARDS EXPLAINED

DEEP SPACE CONTROL CENTER: Adds 1 to your engine speed.

TRACTOR BEAM: This is a special weapon. It has no attack value of its own. The number of dice it rolls is dependent upon the ship parts with numbers in parenthesis (Control Centers, Computer Centers, and the Top Secret Military Module) aboard your ship plus one half the value (rounded up) of your ship's engine. Example: Tractor Beam aboard a ship with an Armoured Control Center (+1) and a Computer Center (+2), with a 5 point Nuclear Engine (+3), would roll 6 dice in combat.

Any ship part that a Tractor Beam successfully hits (exceeds the defense number) in combat may be bolted immediately to your ship (if possible). If the stolen part can't be bolted to your ship, it is destroyed (put it in the discard pile) and 2 points are scored. When a Tractor Beam attached to an Asteroid Base steals a ship part, that part may be left floating in space provided it does not begin construction of a 4th ship. If there are already 3 partial or completed ships in your base, the part is destroyed (score 2 points).

COMPUTER CENTER: Adds 2 dice to all weapons.

DEFENSE SHIELD: Every part on a ship that has a Defense Shield adds 5 to the defense number (this includes the Shield itself).

INVISIBILITY SPHERE: If a ship with the Sphere is attacked, roll a die. If the result is an even number, the ship is invisible and the combat is over. If the result is an odd number, proceed with combat.

DAMAGE CONTROL CENTER: If a part on a ship that has a Damage Control Center is hit in combat, the owning player may roll a d6 for repairs. In effect this adds 1 to 6 to the defense value of the ship part that was hit. If the repair and the defense added together are still exceeded by the hit, the part is destroyed. The Damage Control Center may be used once per combat.

MANUFACTURING MODULE and the **PLANT GROWTH MODULE:**

When melded, each of these ship parts allows the owner to draw 1 extra Player Card when he is the Senior Player. Draw this card(s) before the Deal! Put it in your hand. If you forget and start the Deal, it is too late, you missed your chance! In addition, each of these cards are worth 5 bonus points when scoring.

TOP SECRET MILITARY MODULE: Adds 1 die to all weapons...and is worth 5 bonus points when scoring.

XERO SCOPE: A ship equipped with this far seeing device draws three additional cards when it is raiding the Space Lanes. The owning player then chooses which one Space Lane card to encounter. In addition, this card is worth 5 bonus points when scoring.

LARGE ALIEN SAUCER: This must be kept face-down in a player's hand and may only be used when you are the Senior Player. You may choose

one of the following during your Action phase:

- Send the Saucer to attack any one other player, even if you chose to Load Cargo with your ships.
- It may accompany your ship(s) during an attack.
- It may accompany your ship(s) while "In Transit" to defend your cargo.

It has two 6-die weapons and has a defense number of 21. If it is destroyed by defensive fire, the player who shot it down scores 6 points. If it is captured by a Tractor Beam, the player who captured it may discard it or put it in his hand (he must discard another card if his hand is already full). When an Alien Saucer is played (any of the options above) it is discarded after the venture regardless of it's success.

SMALL ALIEN SAUCER: Same as the Large Alien Saucer except it has two 4-die weapons, has a defense of 14, and is worth 4 points to the player who shoots it down.

THE MYSTERIOUS ASTEROID: Play this card during the Deal. When you meld this card you may choose to take the "sure thing" and immediately draw two cards from the deck... Or you can take a risk and roll a die. If the result is a:

1, 2, 3, or 4: The asteroid hits an opponent's ship. You may take any melded ship part from another player,

5 or 6: The asteroid hits your ship. The player on your left picks two of your melded ship parts. You must discard one of them.

Since the Mysterious Asteroid is played during the Deal, players may still alter their ships when affected by this card. After the Asteroid has been played, it is placed in the discard pile.

MAD DR. FRED: When you play the good doctor, he comes to your aid in one of two ways before being discarded:

1. Deck Draw: draw three cards from the Player Card deck. You must choose one to keep (put it in your hand or meld it) and the others are discarded.
2. Discard Draw: take one card from the discard pile (meld it or keep it in your hand).

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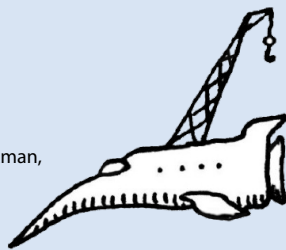
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SOME GAME TERMS

If you are learning how to play the game, you may skip this section and refer to it as needed.

SENIOR PLAYER: At the start of the game, the Senior Player is determined by roll of the dice. In the second round, the player with the lowest score is Senior. The Senior Player is the player currently taking his or her turn. They draw a number of cards equal to the number of players and places them face up in the center of the table. The Senior Player then gets first pick of these cards. When the Deal is done, the Senior Player is the only player that may take actions.

THE DEAL: Occurs when the Senior Player is drawing cards from the Player Card deck. When you take your card(s) during the Deal, you may rearrange any or all of your ships as you see fit (they are very modular). **IMPORTANT NOTE:** Any ship that is "In Transit" during a Deal, may not be altered, because it is not at the Asteroid base, it is out in the Space Lanes delivering cargo.

MELD: Cards played face up on the table in front of a player are that player's meld. Players score points at the end of each round for melded cards. You may only meld cards during the Deal with one limited exception - after combat, you may have to reconnect a damaged ship if you lost internal hull components to make it flyable again.

HAND: Cards that you don't want to or can't meld face up on the table must be kept in your hand. You may keep up to 5 cards in your hand. If, during the Discard phase you have more than 5 cards in your hand, you must Discard down to five. If kept, the two Alien Saucers must be stored in your hand until your "Action Phase" (when you are Senior Player). After combat, if you're unable to make your ship flyable again, you're allowed to pick up your ship parts into your hand until the next Deal phase.

DISCARD PILE: When a ship part is destroyed in combat, you have too many cards in your hand during the Discard phase, or a Mysterious Asteroid or Dr. Fred is played, such cards are placed face up near the Cargo Pool to form a "Discard Pile".

FLYABLE / COMPLETED: A spaceship is able to "fly" or is considered "complete" if it has three important parts: a Command Center, a Fuel Pod, and an Engine! However, just because a ship can fly, does not mean it can do anything useful. If, as a result of combat, a space ship loses one of these parts, it is no longer able to fly. When one player completes three ships that can "fly," finish the turn and then score the round.

IN TRANSIT: A ship that is delivering Cargo is considered to be in the Space Lanes and is therefore not available for modification during a Deal. If you wish to modify your cargo ship on the next player's deal, do not send it out to deliver more cargo on the Action Phase of your turn.

SCORING

During play, points are scored by players as follows:

1. Delivered Cargo is worth the point value of the cargo.
2. Destroying a part of an opponent's ship is worth: 5 points.
3. Destroying the Small Alien Saucer is worth 4 points.
4. Destroying the Large Alien Saucer is worth 6 points.
5. Defeating Navy ships in the Space Lanes are worth points indicated on the cards.

At the end of each round, melded cards are scored as follows:

1. Completing three space ships is worth: 10 points.
2. Each melded ship part is worth: 1 point.
3. Each complete space ship with less than 7 parts is worth: 3 points.
4. Each complete ship with 7 to 10 parts is worth: 7 points.
5. Each complete ship with 11 or more parts is worth 11 points.
6. Bonus modules (Xero scope, Mfg., etc.) are worth value shown in red.
7. Cargo still aboard ships (In Transit) is scored at half value (round up).
8. Large and Small Alien Saucers still in hand are worth 3 points.



PLAYER CARD INVENTORY

Player Cards for up to 4 players (cards with red text) are the primary numbers shown below. Extra Player Cards for 5 or 6 players (cards with blue text) are shown below in parenthesis.

Control Centers = 16 (3)

- Armoured Control Center - 5 (1)
- Control Center - 6 (1)
- Deep Space Control Center - 5 (1)

Fuel Pods = 16 (5)

Engines = 16 (6)

- Nuclear (5) - 4 (1)
- Nuclear (4) - 4 (1)
- Rocket (3) - 4 (2)
- Rocket (2) = 4 (2)

Weapons = 22 (4)

- Blaster - 6 (2)
- Laser Canon - 8 (2)
- Torpedo Launcher - 4
- Tractor Beam - 4

Ship Modules = 11

- Computer Center - 2
- Defense Shield - 2
- Invisibility Sphere - 1
- Damage Control Center - 2
- Manufacturing Module - 1
- Top Secret Military Module - 1
- Plant Growth Module - 1
- Xero Scope - 1

Cargo Holds = 12 (4)

- Armoured Cargo Hold - 3 (2)
- Cargo Hold - 9 (2)

Weird Things = 5

- Large Alien Saucer - 1
- Small Alien Saucer - 1
- Mysterious Asteroid - 2
- Mad Doctor Fred - 1