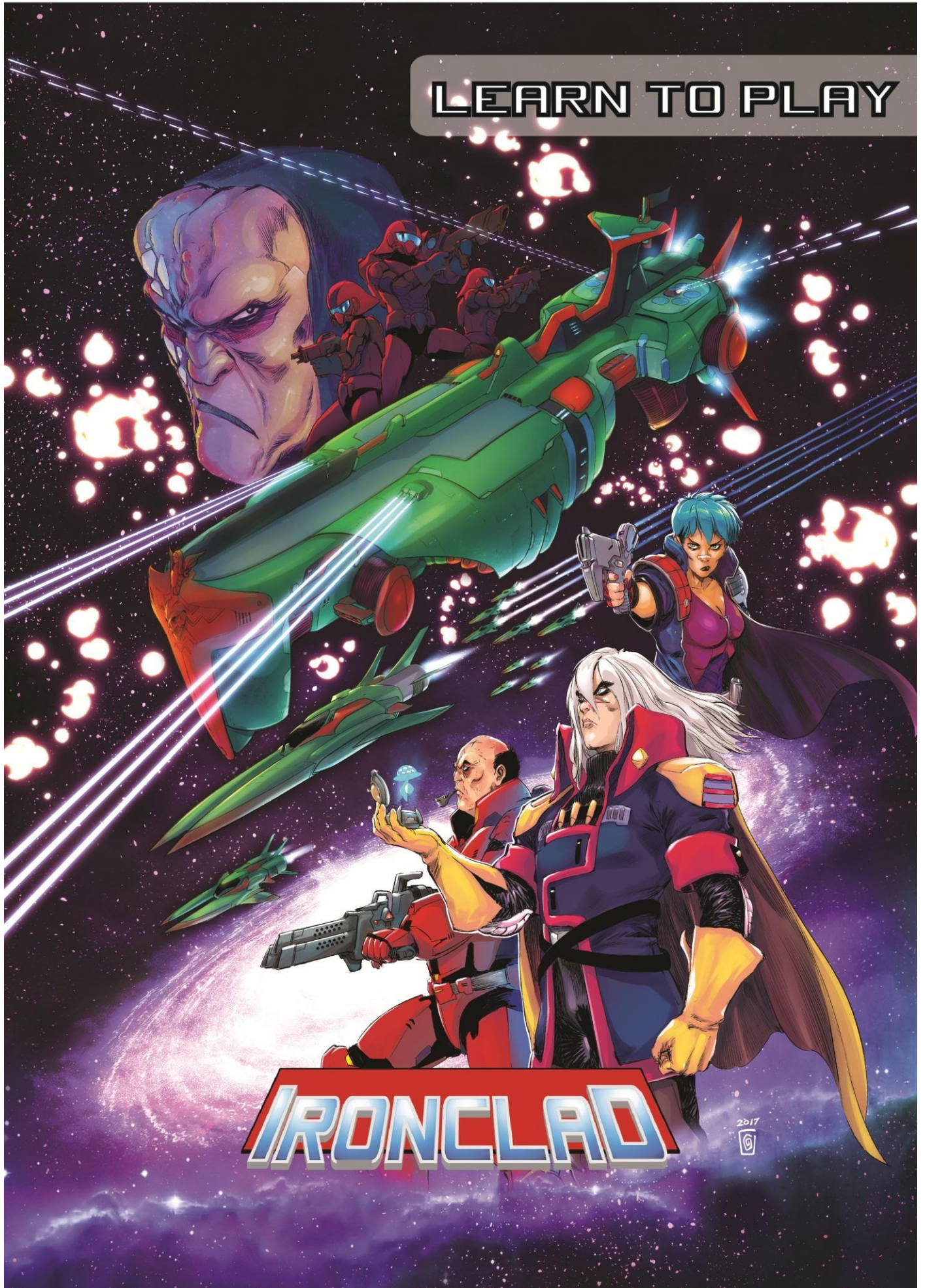


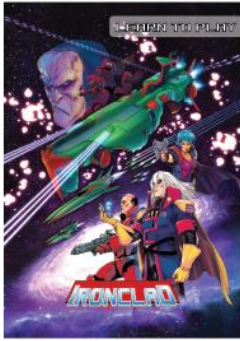
LEARN TO PLAY



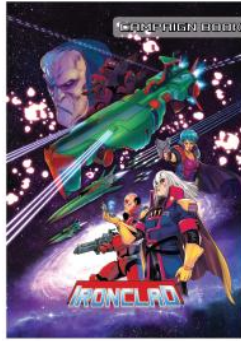
IRONCLAD

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GAME CONTENTS



Learn to play book



Campaign book



Ironclad mat



5 Villain cards



5 Enforcer cards



1 Cosmic Condition Card



4 Ironclad Section tiles



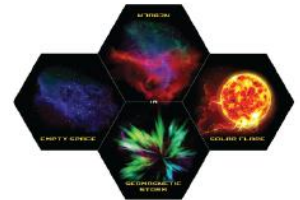
15 Enemy ship cards



1 Starport reference card



3 Triple Sector tiles



3 Quadruple Sector tiles



20 Hero cards & 5 Faction Hero cards



6 Ships for Hire cards



10 Intel cards



3 Orders cards



9 Planet tiles



22 Intel tokens



3 Action tokens



14 Gear tokens



5 Module tokens



12 Damage tokens



6 Shield Damage tokens



4 Damage (Indicator) tokens



12 Exhausted/Wounded tokens



1 Hull token



1 Morale token



1 Crew token



5 Energy tokens



1 Ironclad token



1 d6 die



1 Salvage token



1 Ammo token



1 Turn token



1 Threat token



1 Scripted Event token

IRONCLAD LEARN TO PLAY DRAFT BETA VERSION 5

STORY OVERVIEW

The infamous battleship, *Ironclad*, is a remnant of the First Galactic War between the Gaia Nova Federation and the warmongering race of the Firstborn. As the war was coming to its end, the *Ironclad's* crew was dismayed to learn that the Federation was no better than its enemy, having committed atrocities rivaling those of the Firstborn. The Captain along with his crew mutinied and denounced the Federation, hoisting their flag of independence. The *Ironclad* is now a battleship for hire, her crew doing freelance work for the highest bidder, their tasks ranging from smuggling and gunrunning to escort duty or fulfilling bounties. Soon they will be entangled in a spiraling course of events which will reignite the flames of war across the galaxy.

As all the power holders and factions will actively promote their agendas in their bid for galactic domination, powerful assets like the freelancer *Ironclad* will find their services in high demand during these times of turmoil.

GAME OVERVIEW

Ironclad is a cooperative game for 1 to 3 players, where players collectively control the battleship and follow a campaign of 10 scenarios. Each scenario will feature certain points where players will be called to make a choice. These choices will have benefits and/or repercussions within the current game and also for future scenarios played. With each passing scenario the story unfolds according to the choices made by the players.

Players will have to make sure that their ship and her systems remain intact, while also paying attention to the Crew and their Morale. *Ironclad* is designed to provide players with a challenging game and a highly replayable campaign. Players may very well lose during the course of the campaign as they are learning the game. In order to emerge victorious, players will need to customize their Hero Roster and Battleship according to the challenges they expect to face, as well as work together to overcome the dangers that lie ahead.

In a 3 player game, each player will be responsible for one of the three Sections of the battleship and a squad of up to 4 Heroes assigned to it (in a 2 player game, 1 player is controlling 2 systems and 2 squads and in a solo game the player controls all 3 systems and their assigned squads). These vital Systems of the battleship are the Bridge, the Weapons and the Hangar. Each system plays a unique role when it comes to space combat.

Most of the game revolves around the Heroes taking part in each mission. These Heroes with their skills and unique special abilities are the key to survive unforgiving space and all the hardships and adventures which will be encountered along the way. Players will have to make sure that their ship's hull and her Systems remain intact, while also paying attention to the Crew (these are the average crew members, not to be mistaken with the Heroes) and their Morale.

At the start of each mission, players: a) **set up** the sector tiles according to the scenario specifications b) **place** face down Intel tokens (which are events to be resolved once the ship moves there c) **read** the scenario briefing and d) **choose** Heroes among their available roster as well as modules and gear to customize their set up. They are then ready to play.

In *Ironclad*, all players play simultaneously and in a way, collectively. Thus, each turn players will have to discuss and decide how they will use their available actions to maximize their efficiency. The starting available actions are: a) **Moving** around the hexagonal map, 1 hexagonal sector at a time, b) doing **reconnaissance**, scanning nearby sectors and revealing the hidden Intel tokens or c) **resting** (readying) their exhausted (spent) heroes, thus making them available again.

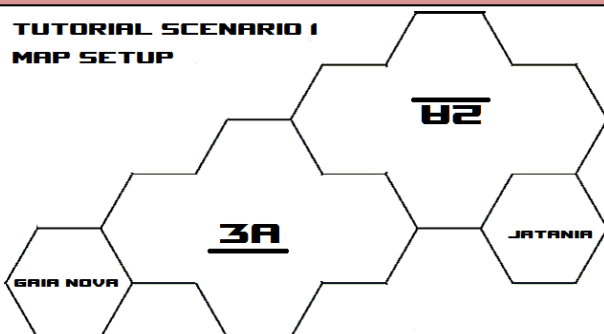
When resolving Intel (events, encounters & operations) players will collectively choose which of their Heroes will be used for the challenge, from among the ones they have available. During Space Combat, after players decide on their tactics, they play cooperatively with each one utilizing the unique orders of her system (eg. The Bridge is responsible for maneuvering the ship and evading enemy fire, the Hangar will launch *Ironclad's* fighter squadron and the Weapons will direct the battleship's firepower to the enemy). Discussion among players is essential for the *Ironclad's* survival.

The easiest way to learn the rules for *Ironclad* is to play the two Tutorial Scenarios. The purpose of the first fully scripted Scenario is to teach the gameplay basics. After that, players can play the second Tutorial Scenario, which will delve deeper into more advanced rules (all rules can be found after the two Tutorial Scenarios further in this document). By completing both Tutorial Scenarios, players are ready to proceed to the Campaign Book and play the Campaign.

All the sections in pink color are part of the Tutorial. The first Tutorial is separated in 2 parts, the Game Setup and the Scenario itself. In between players will find in detail, all the rules that will be presented in the 1st Tutorial Scenario.

Number of players	Systems controlled
Solo	3
2	1 Player controls 2 Systems and the other controls 1 System
3	1

Table 1. Systems per player



TUTORIAL SCENARIO I - TRAINING

The following subjects will be explained during the first Tutorial Scenario:

- Game setup
- Actions per Turn
- Cosmic Conditions and Intel
- Using Heroes

1. Assign System Orders cards to the players (consult table 1.)

2. Find and place the following tokens on the Ironclad mat as instructed:

- The Crew token is placed on the Space indicating 7.
- The Hull token is placed on the Space indicating 5.
- The Morale token is placed on the Space indicating 7.
- The Salvage token is placed on the Space numbered 0.
- Place an Energy token on each space of the Energy track. All spaces of the Energy track must be covered.
- The Ammo token is placed on the Ammo track space numbered 4.
- Place the Turn token on the Turn track space numbered 1.

"All Systems nominal Captain!" said the ensign. "Set coordinates, we're going to planet Theia" Xavier ordered his navigator as he sat on the comfortable tall Captain's chair.

3. Prepare the following Sector tiles:

- Planet GAIA NOVA
- Planet JATANIA
- Sector tile 2A
- Sector tile 3A

The champagne bottle smashed on the battleship's metal hull. The thrusters hummed to life and after a while, Captain Xavier gave the command and after the last docking restraint was retracted, the mighty Federation Battleship "Ironclad" set sail for its first mission. Her Crew was mainly comprised of inexperienced rookies and a handful of veterans who took up the task of training them to full-fledged warriors.

4. Prepare the Intel tokens and their respective Intel cards:

- 1 x Friendly Outpost Intel token & card
- 1 x Probe Intel token & card
- 1 x Sickness Intel token & card
- 1 x Sabotage Intel token & card

5. Place the Sector tiles and Intel tokens as shown on the Map Setup.

"According to the star maps, this Sector seems dangerous Captain" said Gabriel, Xavier's subordinate. "It will do just fine Lt. Gabriel" replied Xavier with a grin on his face.

6. Place the Intel tokens face down as follows: Probe on Empty Space (3A), Sickness on Solar Flare (3A), Friendly Outpost on Nebula (2A), Sabotage on Geomagnetic Storm (2A).

7. Assign Heroes: Find the following Hero cards and distribute them (their "Promoted" side face down – see Heroes section below)

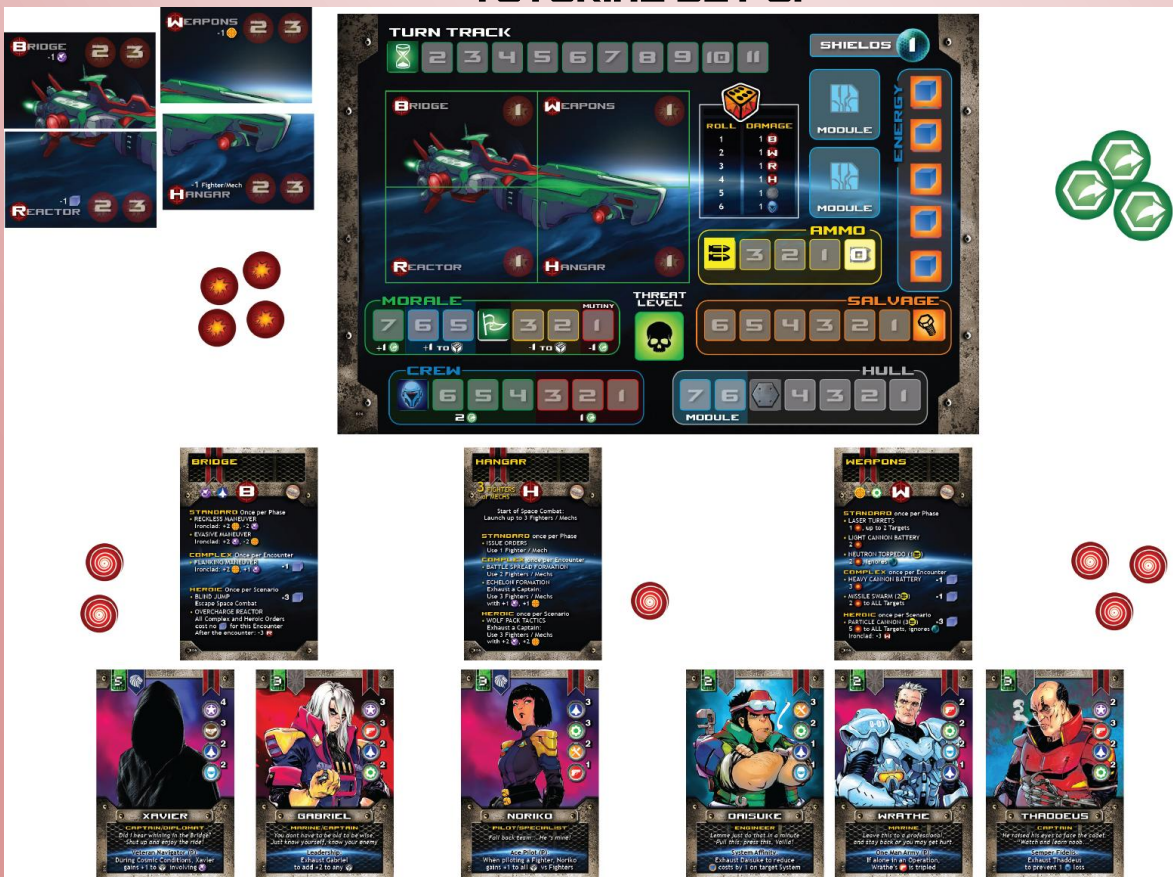
to the player controlling that System card:

- Daisuke – Weapons
- Gabriel - Bridge
- Noriko - Hangar
- Thaddeus - Weapons
- Wrath - Weapons
- Xavier – Bridge

Additionally keep 6 "Exhausted/Wounded" tokens handy.

8. Place the Ironclad miniature on Planet GAIA NOVA (starting point).

TUTORIAL SET UP



HEROES

On a Hero card you may find valuable information such as her Class (under the Hero's name), her Skills (depicted with icons and numbers), her Special Ability, her Recruitment cost (in Credits), her Faction (if she belongs to one), her Experience level (Veteran or Elite) and finally some flavor text (in italics). All Hero cards are dual side printed with the back of the card featuring the Hero's "Promotion" (more regarding Promotions in the *Advanced* rules). All Heroes start with their "Regular" side, easily recognizable from the Hero's nameplate:



CLASSES

In **Ironclad** Heroes may have one (or more) of the following classes: **Agent, Captain, Diplomat, Engineer, Marine, Pilot** and **Specialist**. Aside from giving the player a feel on the Hero's strengths, a Hero of specific Class is either required to be Exhausted on certain events or when docked on Planets/Space Stations in order to gain access to services provided there.

SKILLS

You may use a Hero either for her Skills, class or Special Ability. Typically players may use a Hero to add her Skill rating as a modifier on a Skill check during Encounters or Events (usually single Hero and class specific participation), for example: *"Exhaust an Engineer and add her Engineering Skill to the Roll"*, or an Operation where multiple Heroes participate (up to 3 Heroes on non class specific Skill checks), for example: *"Exhaust up to 3 Heroes. Choose Combat or Stealth"*. Players may also use Heroes for their Class in order to use Services when docked in Starports or Space Stations. Finally, players have the alternative option of using the Hero for her Special Ability. Using a Hero in this fashion exhaust her. More on "Exhausting" below.

Heroes are distinguished for a variety of Skills. Some are Skilled in combat or stealth, while others are tech savvy or silver tongued. The Skills are the following:	
	Combat
	Diplomacy
	Engineering
	Leadership
	Operate
	Piloting
	Stealth

SPECIAL ABILITIES

These powerful Abilities give players the edge to persevere. There are two types of Special Abilities, **Active** and **Passive (P)**. Using a Hero for her Active Special Ability will Exhaust her. Passive Special Abilities are symbolized with a (P) and give a cumulative bonus on Actions taken by the Hero i.e. in Combat, Operations etc. This type of Special Ability doesn't (usually) require for the Hero to be Exhausted in order gain its benefit.

EXHAUSTED & WOUNDED



Using a Hero in any manner Exhausts her and the "Exhausted" token is then placed on the Hero.

Exception: Using a Hero (to execute System Orders) during a Space Combat encounter doesn't Exhaust her (unless otherwise stated). If however you use a Hero's Active Special Ability during Space Combat, the Hero is Exhausted normally. You may rest a Hero (and remove the Exhausted token) by using the R&R action or by visiting a Saloon on a Planet/Space Station.



If a Hero is already Exhausted, you may still use her by "Exhausting" her again. This time however, the Hero becomes "Wounded" and you have to flip the "Exhausted" token to its "Wounded" side. When a Hero is Wounded she is rendered unable of any kind of Action until she is "Healed" (at a Medical Facility found on Spaceports/Space stations or by other means like a Special Ability). You may heal a Hero (and flip the token to the Exhausted side) by using the Heal action (if available) or by visiting a Medical Facility on a Planet/Space Station.

NOTE: Healing and Resting a Hero in the same Turn (thus flipping and removing the token altogether from the Hero) is allowed.



IRONCLAD MAT BREAKDOWN

The Ironclad mat's purpose is to track the Ironclad's integrity, its vital Systems' status and other important information like Crew and Morale.



1. IRONCLAD STATUS: This section is used to track the Damage received in each of Ironclad's Systems. Printed on the Ironclad mat is the battleship in pristine condition. When a Section sustains 1 point of Damage, players place a Damage token on the designated space of the damaged Section. When that Section receives more Damage, players place the Status tile of that Section which depicts the number of Damage it currently has (example: if the Bridge Section already has suffered 1 Damage and now sustained another point of Damage, bringing the total to 2, players place the Status tile on the side that has a "Damage track" with "2" and "3" printed). That Status tile also imposes a relevant penalty (for example, -1 Evasion when the Bridge is damaged). The first side of the Status tile can sustain 2 points of Damage before it moves to a worse state. When that happens, players flip the Status tile to its second side which shows that System in an even more damaged state and features a higher penalty. This side can also receive 2 more points of Damage (the maximum it can receive is 5). Likewise, when players repair that Section, they move the Damage token that many spaces as the Damage they repaired. If the Damage token moves from the 4th position to the 3rd position of the track, then the Status tile is flipped to its better State. Similarly, when the Damage token moves from the 2nd position to the 1st position of the track, then the Status tile is removed altogether. **If a System receives more Damage than its maximum (5) then the Hull sustains all overflow Damage.**

2. CREW TRACK: This track shows the number of Crew members aboard the Ironclad. A full Crew provides players with 2 Actions per Turn. If the Crew suffers enough losses, then the number of Actions per Turn drops to 1 (minimum Actions per Turn 1). Crew can be replaced by recruiting Crew members from Guilds found on Planets and Space Stations. If you receive Crew losses which would drop the Crew below 1, then you lose that many Morale points instead.

3. MORALE TRACK: This track shows the Crew's Morale. A high Morale provides players with a bonus modifier to all Rolls and an extra Action per Turn (max 3). Likewise, when Morale is low, players suffer a penalty to all Rolls and if Morale reaches its lowest point, players suffer a -1 Action per Turn (minimum Actions per Turn 1) penalty. **Additionally, when players reach a Morale score of 1, after resolving their current Action and before taking the next Action, they have to resolve the Mutiny Event. This Event is resolved only on the first time the Morale score reaches 1 during a Scenario. NOTE: This Event is resolved only ONCE per Scenario, thus reaching a Morale score of 1 again later in the current Scenario will NOT trigger the Mutiny Event again.**

4. HULL TRACK: This track monitors the status of Ironclad's Hull integrity. **If the Hull drops below 1, players lose the game (the game's losing condition).**

5. SALVAGE TRACK: This track shows how many Salvage parts are stored in Ironclad, usually used for repairs. Players cannot store more Salvage than 6 (maximum capacity).

6. TURN TRACK: The token on this track moves when all available Action tokens for the current Turn are spent.

7. THREAT LEVEL: This color-coded indicator shows the Threat level of the current Scenario. The Threat Level can be Green, Yellow or Red. Each Scenario specifies its Threat Level. When players resolve Intel cards, they use the same color difficulty printed on the Intel card as the Threat Level.

8. MODULE SLOTS: Players may equip Ironclad with up to 2 different Modules, providing them with useful benefits (more info on Modules in the Module section of this rulebook).

9. AMMO TRACK: The available Ammo. Ammo is consumable and is required for some Weapons to function.

10. ENERGY TRACK: Ironclad's Core output. Players place an Energy token on each space of the Energy track. Certain powerful System Orders require Energy to function. Players remove as many Energy tokens from the Energy track as the System Order requires. Each Energy track space uncovered features a negative effect which is immediately resolved. This is to show that players may push their ship to its limits but at a cost. **Example:** Removing the 1st token will disable Ironclad's Shields, rendering the battleship vulnerable to enemy fire. Removing the 2nd token will impose a -1 Accuracy penalty to Ironclad's weapons. Players replace Energy tokens on the Energy track (up to their maximum according to any Damage the Reactor has sustained) after the end of the Space Combat Encounter. If the Reactor Section of the ship receives damage, then players will have to remove that many Energy tokens as indicated on the Reactor Status tile (either 1 or 2). In effect, this means that when the Reactor receives Damage, the Shields will be disabled first and then the Targeting System (hence the -1 Accuracy), until the Reactor Damage is repaired.

11. SHIELD RATING: Ironclad's Shield rating. As long as the top most space of the Energy track is covered by an Energy token, then the Ironclad's Shields are active and may absorb Damage during combat.

12. DAMAGE CONTROL TABLE When Ironclad sustains a Hit, players have to roll the Damage Die (designated with a red d6) and consult this table to determine where the Damage is dealt.

PLAYING THE GAME

Ironclad is a Turn based Cooperative game with free movement on a hexagonal modular board, in which all players play simultaneously.



Action Tokens

- At the beginning of each Turn (after the 1st), players move the Turn Token 1 step forward.
- After this step is resolved, players determine their available Actions. The number of Actions per Turn is determined by Ironclad's Crew number and the Crew's Morale. The minimum number of Actions per Turn is always 1 and the maximum is 3. The available Actions per Turn are shown with the **Action tokens**. When an Action is taken, players **flip** an Action token to indicate that the Action is no longer available. You can select any combination of the following Actions up to your maximum Actions per Turn. The available Actions are:

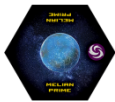
1. **RECON:** Select an Intel token placed on an adjacent Sector and reveal it. You can now see what Intel you will have to resolve when you visit that Sector.
2. **MOVE:** Move to an adjacent Sector. Moving to a Sector with a face-down Intel token is a risky, yet legal move and is called a "blind-jump". Moving to a Sector instantly reveals the Intel token, which players have to immediately resolve (after resolving the Cosmic Conditions – if any).
3. **REST:** (R&R - Rest and Recreation) – you may select and rest up to two (2) Exhausted Heroes (remove the Exhausted token from the Heroes).

Additionally, if the players equip the Ironclad with certain modules, they gain access to the following actions during their turn. All the above limitations apply normally.

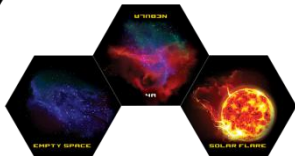
4. **HEAL:** (Unlocked by the Med Bay Module) Healing a Hero means you may flip the Exhausted/Wounded token to the "Exhausted" side. The Hero now recuperates and is in need of additional Rest in order to be available again. **REMINDER: Healing and Resting a Hero in the same Turn (thus flipping and removing the token altogether from the Hero) is allowed.**
 5. **REPAIR:** (Unlocked by the Repair Bay Module) Players may exhaust an Engineer, spend 1 Salvage and repair 1 point of Damage.
- When you move to a new Sector the Intel token is revealed. You first resolve the Cosmic Condition (if the Sector features a Cosmic Condition) and then the Intel card specified by the Intel token and the Threat level of the Scenario.
 - Ending your Move Action on an Empty Space Sector, means that the Ironclad won't suffer any Special conditions and players resolve the Intel card immediately.
 - Finally, if your Move Action ends on a planet or Space Station, you may dock your battleship and use the Spaceport's or city's services. When players first arrive at a Planet or Space Station, they may use up to 2 Services from the available Services. Additionally, players may spend another Action to remain on the Planet and use 2 more Services. This however, means that players lose precious time.

SECTOR TILES (HEXAGONS)

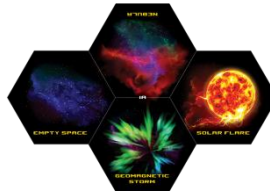
Ironclad's game map is a modular board built to each Scenario's specifications. As mentioned before, there are 3 Sector tile types:



1. **Planets / Space Stations (Single Sector tiles):** these are points of interest, where usually players have the opportunity to regroup. A description of each Planet (or Space Station), available Services can be found on the relevant Reference sheet.



2. 3 Sector tiles



3. 4 Sector tiles

When visiting a Sector with a Cosmic Condition, players reveal the Intel token, resolve the Cosmic Conditions as per the relevant Reference card and then they resolve the Intel revealed on the Intel token. Most Cosmic Conditions deal Damage to spaceships both Ironclad, her Fighter/Mech Squadron (**if/when launched**) and enemy ships alike. Regular Shields cannot protect from this Damage and are ignored. Enemy Ships feature a Radiation Shield (Green bubble) which allows them to ignore as many points of Damage as that Shield's rating (players may equip Ironclad with a Radiation Shield Module once they acquire it). If players encounter the enemy (Enemy Ships, Pirates or Enemy Outpost), the Cosmic Conditions apply on the enemy as well. It is advised to keep the Cosmic Condition Reference Card handy. The Cosmic Conditions are explained below in alphabetical order:

BLACK HOLE: Deal 3 points of Damage to Ironclad (and any Enemy encountered). **This Damage ignores all Radiation Shields.** Ironclad receives an additional point of Hull Damage and players lose their next Action (flip an available Action token).

EMPTY SPACE: This Sector has no special conditions or effects.

GEOMAGNETIC STORM: Deal 2 points of Damage to Ironclad (and any Enemy encountered). Ironclad receives an additional point of Bridge Damage. Players may not use the Repair Action while being on a Geomagnetic Storm Sector.

NEBULA: Players may not use the Recon Action while being on a Nebula Sector.

PULSAR: Deal 2 points of Damage to Ironclad (and any Enemy encountered). Ironclad receives an additional point of Reactor Damage. Players may not use the Heal Action while being on a Pulsar.

SOLAR FLARE: Deal 2 points of Damage to Ironclad (and any Enemy encountered). Players may not use the R&R Action while being on a Solar Flare Sector.

SUPER NOVA: Deal 2 points of Damage to Ironclad (and any Enemy encountered). Ironclad receives an additional point of Weapons Damage. Players must select and Wound a Hero.

INTEL TOKENS



During Scenario set up, after placing the Sector tiles, players place face down Intel tokens on each Sector Hexagon, according to each Scenario's set-up rules. When visiting a Sector, as mentioned before, players reveal the Intel token and then search for the same Intel card with instructions as to how it is resolved. **When an Intel card is resolved, then the Intel token from that Sector is discarded. Some Intel cards have 3 different difficulty numbers printed in 3 different**

colors, namely Green, Yellow and Red, depicting the Threat Level of the Intel. Each Scenario has a Threat Level of either Green (Normal), Yellow (Hard) and Red (Very Hard) and players will have to resolve all Intel cards using the Scenario's Threat Level.

INTEL CARDS

There are 3 different kinds of Intel cards.

- **Events** are not optional and must be resolved.
- **Operations** are either optional (mentioned on the Intel card) and can be skipped at no cost, or mandatory which must be resolved (Operations can be skipped by using certain Hero Special Abilities).
- Finally, **Encounters** are either optional (mentioned on the Intel card) and can be skipped at no cost, or mandatory, but there is an option to skip them at a cost.

Players are now ready to play the following Tutorial. Please note that the Tutorial is fully scripted with fixed results for all necessary Rolls. After completing the tutorial, players can proceed to the more advanced rules in order to learn the rest of the gameplay mechanisms required to play through a single Scenario.

TURN 1: A Morale score of 4 and a Crew score of 7 provides player with 2 Actions per Turn.

ACTION 1 – RECON: The adjacent Intel token is revealed. It is a Probe. **Flip the first Action token.**

ACTION 2 – MOVE: Move the Ironclad from Gaia Nova to the Empty Space tile. **Flip the second Action token.**

Since the Sector is Empty Space, no Cosmic Conditions apply and the Probe Encounter is resolved immediately. Consult the Probe Intel card. According to the card, you need to Exhaust a Specialist to Roll the d6 and add the Specialist's Operate skill to the result. Exhaust Noriko (Hangar). Place an Exhausted token on Noriko's card. You Roll the d6 and the result is 3. Noriko has an Operate Skill of 3 which is added to the Roll for a total of 6. According to the table on the card, your reward is one Free Adjacent Recon Action, usable immediately. You *Recon* (reveal) the adjacent Intel token and it is the Sickness event. The Probe Encounter is now complete. The Probe Intel token is discarded.

Spending your two available Actions concludes the first Turn.

TURN 2: At the start of each Turn, the Turn track token is moved one Space forward. Move the Turn track token to the Space numbered 2. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – REST: You rest Noriko. Remove the Exhausted token from Noriko's card. **Flip the first Action token.**

ACTION 2 – MOVE: Move the Ironclad to the Solar Flare Sector. **Flip the second Action token.** Before resolving the Sickness Event card, you have to resolve the Cosmic Condition which is in effect in this Sector. By consulting the Cosmic Condition Reference card, we see that the Ironclad suffers 2 Damage. In order to determine what kind of damage is sustained, the d6 is Rolled that many times as the hits sustained, in this case twice. The d6 produces Rolls of 4 and 5. Consulting the "Damage Control" table found on the Ironclad mat, you find out that 1 Damage is dealt to the Hangar Section and 1 Damage to Ironclad's Hull. Place a Damage token on the Hangar Section of the Ironclad mat **indicating 1** and move the Hull token (on the Hull track) from 5 to 4. Additionally, during the time you are on a Solar flare sector, you cannot Rest a Hero.

You now resolve the Sickness Event. Consult the Sickness Intel card. Roll the d6. The result is 4. According to the card, you lose one Crew and one Morale point. Move the Crew token from 7 to 6. You have the option to exhaust a Diplomat or any Hero with the Leadership Skill to ignore the Morale loss. You exhaust Gabriel and you ignore the Morale loss. Place the Exhausted token on Gabriel's card.

Turn 2 is now over.

TURN 3: Move the Turn track token to the Space numbered 3. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – MOVE: Move the Ironclad to the Nebula Sector. **Flip the first Action token.** Reveal the Intel token. It is a Friendly Outpost. First you must resolve the Nebula Cosmic Condition. By consulting the Cosmic Condition Reference card, you find out that while you are on a Nebula sector you cannot perform a Recon action.

Now the Friendly Outpost Encounter is resolved. By consulting the Friendly Outpost Intel card you determine your reward by Rolling the d6 and consulting the table found on the Friendly Outpost card for the result. In addition, you can exhaust a Diplomat to add his Diplomacy Skill as a modifier to the final result. You Exhaust Xavier (place an Exhausted token on his card) who has a Diplomacy Skill of 3. You Roll a 4 on the d6 for a total of 7. The Friendly Outpost offers a free Rest for 1 Hero of your choice and free Repair of 1 Hull Damage. Rest Gabriel, removing the Exhausted token from his card and move the Hull token from 4 to 5.

Captain's Log 15/04/85GN – Today our scanners located a colonial probe drifting in the void. We decided to take a closer look.

Captain's Log 20/04/85GN – In Space, even a training mission can be fatal. First, we were struck by a local star's Solar Flare and our already weary Crew fell ill. We lost good men and women today, but now all the soldiers aboard the Ironclad know what they signed up for.

ACTION 2 – REST: Use this Action and remove the Exhausted token from Xavier’s card. **Flip the second Action token**

Turn 3 is now over.

TURN 4: Move the Turn track token to the Space numbered 4. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – MOVE: Move the ship to the Geomagnetic Storm Sector. **Flip the first Action token.** Reveal the Intel Token. It’s Sabotage!

Captain’s Log 03/05/85GN – In what can only be interpreted as a deliberate act of treason, Ironclad fell victim of sabotage. To make things worse, the saboteur’s devices were timed to detonate when Ironclad would be traversing through a deadly Geomagnetic Storm. To their dismay though, they failed their goal as we survived both threats.

Captain’s Log 27/04/85GN – The Crew is content, or so my XO reports. Regardless it was a blessing to reach the Federation outpost, a valuable opportunity for the Crew to blow some steam and for the Ironclad to mend her wounds.

First resolve the Geomagnetic Storm condition. Consult the Cosmic Condition Reference card. Ironclad suffers 2 hits. Roll the d6 twice to determine where the Damage is sustained. You Roll a 2 and a 4 and according to the Damage Control table found on the Ironclad mat, the Weapons and Hangar Sections suffer 1 point of Damage each. Place a Damage token on the Weapons Section indicating 1 and place the Damaged Status tile on the Hangar Section with the token indicating 2 on the Ironclad mat. You also suffer one point of damage to the Bridge section. Place a Damage token on the Bridge section. Finally while you are on a Geomagnetic Storm you cannot make any repairs.

Resolve the Sabotage Event. By consulting the Sabotage Intel card you find out that Ironclad must suffer 4 hits but you can ignore 1 Hit with every Engineer or Specialist Hero Exhausted (or Wounded). Exhaust Noriko (place Exhausted token) and Daisuke (place Exhausted token). You ignore 2 Hits and suffer 2. You Roll the d6 twice for a Roll of 1 and 3 and by consulting the Damage Control table found on the Ironclad mat, you find out that the Bridge and Reactor Systems suffer 1 point of Damage each. Place a Damage token on the Reactor Section and the Damaged Status tile on the Bridge Section with the token indicating 2 of Ironclad on the Ironclad mat.

ACTION 2 – MOVE: Move to the Planet Jatania. **Flip the second Action token.**

The Ironclad landed safely and her Crew members were very happy to walk on a planet’s surface once more. They went through hell while wet behind the ears, but they came back, rookies no more.

Turn 4 and the Tutorial is now over. Please proceed to the Advanced Rules and the 2nd Tutorial Scenario.

ADVANCED RULES

After playing the first scripted Tutorial, players have a basic understanding of the available Actions per Turn, how to resolve Cosmic Conditions and Intel cards and how to use Heroes. The following section will provide players with the rest of the rules that are necessary to play a single Scenario.


SHIPS





- SHIP CARD LEGEND**
1. Faction
 2. Ship name and type
 3. Ship attributes
 4. Tactics & Speed
 5. Target priority
 6. Special Ability


Ship cards come in 3 varieties. There are Faction ships, Neutral ships and the Ships that the players can acquire and use to form Ironclad’s Squadron. As for the Ironclad’s Ships, they have the same attributes as an Enemy ship. The difference lies in the way the ship’s attributes are portrayed. Each attribute, (accuracy, evasion etc.) are shown in colored bars. If there are no bars above a given attribute, then the attribute is 0. If above an attribute there is a skill icon this means that the attribute equals the number of bars (if any) and the relevant skill of the pilot assigned to the ship. These ships also have a Speed rating and may also have a special ability and/or a radiation shield (green bubble). All Ships encountered are


treated as enemies. Additionally, Ships are described by their Speed. Fighters and Mechs are usually **Fast** ships. All larger ships are usually **Slow**. The ship cards provide information regarding each Ship’s capabilities which are described from the following attributes:


 **Accuracy.** This shows the pilot’s accuracy in using the ship’s weapons. The Accuracy score is in effect a target number you must Roll against in order to evade the enemy’s Attack (see Space Combat for more info).

 **Damage.** This is the amount of damage dealt by the ship’s weapon on a successful hit.

 **Evasion.** This depicts the pilot’s Ability in evading enemy fire. The Evasion score is in effect a target number you must Roll against in order to successfully hit an enemy (see Space Combat for more info).

 **Hull Points.** This shows the amount of damage the ship can receive before being destroyed.

 **Radiation Shield.** Enemy ships have a Cosmic Condition Damage reduction rating shown with a green shield. When applying Damage suffered from a Cosmic Condition, ignore as much Damage as this shield’s rating.

 **Shield.** The deflector shields (if available) of the Ship. When receiving a hit (that doesn’t ignore Shields), Shields are reduced instead, protecting the Ship from Damage. Once Shields are depleted, any Damage received is applied normally and now reduces the Ship’s Hull. For example, a ship with 1 point of shields receiving 2 points of Damage, will only receive 1. Shields do not regenerate during Space Combat.

All Ship cards come with a text section called **Tactics**. This script shows how the Ship is played during Space Combat. Tactics contain the Ship's number of Attacks per Phase, its Target Priority (as in which target it attacks), possibly some targets that it ignores (will never attack), its Special Ability as well as its speed rating (Fast/Slow).

ORDERS CARDS



At the start of each Scenario, players assign up to 4 Heroes on each Section. Players may assign Heroes freely, although they can find suggestions below. **NOTE: It is strongly suggested to assign the maximum number of Heroes on each Section.** Each Section comes with its own unique card. These cards provide each player with an array of Orders like maneuvers (Bridge), firing weapons (Weapons) or launching Ironclad's Fighter squadron (Hangar). Ironclad's 3 vital Sections (which players control via their respective Order cards) are the following:

- **BRIDGE:** This is the room from which Ironclad can be commanded. It is manned by the Captain and able Pilots. The player controlling the Bridge will Roll for Ironclad's Evasion and will be responsible for Ironclad's maneuvers. **Recommendation: Heroes with the Piloting skill.**

- **HANGAR:** The battleship has a small hangar of 3 bays holding Fighters or Mechs that form Ironclad's support Squadron, able to provide additional firepower when necessary. The player controlling the

Hangar will have up to 3 Fighters or Mechs at his disposal along with the 4 Heroes to pilot them, selected in the beginning of each Scenario. During Space Combat, that player may issue the Sortie Order, bringing 1 or more Fighters/Mechs to the fight. **You have to "Sortie" a Fighter/Mech only once per Space Combat.** Before the Sortie, the player assigns a Hero to the Fighter/Mech she will use. **Recommendation: Most Fighters require the Operate and Piloting Skills. Most Mechs require the Operate and Combat Skills.**

- **WEAPONS:** Skilled Specialists control Ironclad's mighty cannon batteries and turrets. The player controlling the Weapons will Roll for Ironclad's Accuracy and will be responsible for firing Ironclad's mighty weapons. **Recommendation: Heroes with the Operate Skill.**

TYPES OF ORDERS

- **STANDARD:** Standard Orders are the basic Orders that each System offers to the player controlling it. These Orders usually are Ironclad's simple maneuvers or using small caliber weapons. **These may be used without any Energy cost.**
- **COMPLEX:** These are more powerful and complicated Orders that cannot be used as frequently as the Standard ones. Instead a player may issue only 1 of these Orders (like daring maneuvers, issuing multiple orders to Fighter escorts or firing heavy cannon batteries) per Space Combat. Issuing a Complex Order costs (usually) 1 Energy point. Players remove the uppermost available Energy token in the Energy track and immediately resolve the effect found underneath the token.
- **HEROIC:** These Orders are immensely powerful and can be used only **once per Scenario**. Firing Ironclad's Superweapon, or Overloading the Reactor Core to generate more Energy are such examples. Issuing a Heroic Order costs (usually) 3 Energy points. Players remove Energy tokens from the Energy track starting from the uppermost available token and moving downwards and immediately resolve all the effects found underneath the token. These Orders also cause a lot of strain on the Ironclad's Systems, thus each one comes with a negative effect that players have to resolve after Space Combat is resolved.

SPACE COMBAT

When encountering enemy Ships, Combat commences. These Combat encounters are always divided in 2 Phases according to the distance between Combatants, i.e. Long and Close. **NOTE: there are some Scripted Encounters where this rule doesn't apply and these exceptions will be described in each Scenario, if any.**

Before Combat starts, players have an opportunity to discuss which course of action they should take. They decide their plans about how to use their Heroes. However, when for example you use a Hero to fire the cannons on the Long Range Phase, you cannot use the same Hero on the Close range Phase, rather you have to select from the remaining three Heroes of that System available. Usage of Special Abilities will be decided during each Phase and a Hero's Passive Ability (P) is applied only on the Phase when the current Hero is being used to execute a Section Order. **NOTE: Using a Hero for his Special Ability is allowed even if that Hero has been used to issue a System Order in the previous Phase.**

ISSUING ORDERS

Each Orders card provides the player controlling it with an array of various **Orders** which are divided in 3 categories based on their complexity and the frequency that they can be used. Please note the following:

- each Section can issue only **1 Order** per Phase (either Standard, Complex or Heroic),
- each Section can issue 1 Complex Order per Space Combat (Some Systems feature more than 1 Complex Order),
- each Section can issue 1 Heroic Order per Space Combat.

The Order of each Phase is executed by the Hero assigned on that Phase. **Please note that using a Hero to execute a System Order does NOT Exhaust (or Wound) her (unless otherwise noted).**

RULE OF 6 AND 1

When rolling a die in order to Attack, Evade or resolve a check and the result is a natural 6, then the check is considered an automatic success, even if the final result with its modifiers is lower than the difficulty number. Likewise, a natural roll of 1 is considered an automatic failure regardless of any modifiers.

RESOLVING COMBAT

After assigning a Hero to the current Phase, you may start resolving Combat. As mentioned previously, **Space Combat is resolved in 2 Phases.** Players first resolve Combat Actions made by **Fast ships** (namely Fighters and Mechs) **simultaneously**, (i.e. 2 Fighters take part in a dogfight and might both manage to take a shot at each other at the same time!) and then players resolve Combat Actions made by **Slow ships** (all the rest ship types). **IMPORTANT: Ironclad's Hangar may "Sortie" up to 3 Fighters or Mechs at the start of each Phase.**

ATTACKING AND EVADING

Attacking and Evading involves rolling the d6. **A higher or equal result counts as a success (ties are always in favor of the Heroes).**

<p>When players attack, Roll the d6 and add or subtract all relevant modifiers:</p> <ul style="list-style-type: none"> Hero relevant Skill, Morale bonus/penalty (if applicable), Special Ability bonus (if applicable), Gear/Module bonus (if applicable) and System bonus/penalty (if applicable). <p>If the result is equal or higher than the target enemy ship's Evasion stat, you score a hit. E.g. a Hero firing Ironclad's cannon batteries will Roll the d6 and add her Operate Skill (and any Morale or System bonus or penalty or Passive Special Ability). A Hero piloting a Fighter or Mech will Roll the d6 and add her relevant Skill for Accuracy as specified by the Fighter or Mech she is piloting, plus any Morale bonus or penalty and Passive Special Ability.</p>	<p>Similarly, when an enemy is attacking, you attempt to Evade by Rolling the d6 and adding or subtracting all relevant modifiers:</p> <ul style="list-style-type: none"> Hero relevant Skill, Morale bonus (if applicable), Special Ability bonus (if applicable), Gear/Module bonus (if applicable) and System bonus/penalty (if applicable). <p>If the result is equal or higher than the target enemy Ship's Accuracy stat, you evade the attack. E.g. A Hero responsible for piloting the Ironclad will Roll the d6 adding her piloting Skill to the Roll (plus any Morale or System bonus or penalty or Passive Special Ability). A Hero piloting a Fighter or Mech will Roll the d6 and add her relevant Skill for Evasion as specified by the Fighter or Mech she is piloting, plus any Morale bonus or penalty and Passive Special Ability.</p>
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DEALING DAMAGE



On a successful hit, if the Defender has Shields, they reduce Damage received by their rating and once they are depleted, Damage is sustained normally. When a Shield point is lost, place a Shield Damage token on the Defender. **As previously mentioned, Shields do not regenerate at the start of each Phase.**



Likewise, when a Defender sustains Damage, place a Damage token on the Defender's card. Once a ship's Hull Points are depleted, the ship is destroyed. Friendly Ships are disabled and need off-Combat repairs (similar to repairing the Ironclad) to be used again. **When Ironclad receives Damage, Roll a d6 and consult the table found on the Ironclad mat and deal Damage accordingly.**

COMBAT RESOLUTION

- Victory:** Defeating all **Slow** enemy Ships in a Space Combat Encounter (if no **Slow ships** are encountered, then players have to defeat all enemy Fighter and/or Mech Squadrons they encounter). You may also claim loot (shown on the Enemy Ship's card).
- Draw:** Enemy **Slow** Ships survive
- Defeat:** If the Ironclad's Hull is reduced below 1, **the game is lost.**

OPERATIONS

Not all threats can be evaded by masterful maneuvers or dealt with by Ironclad's mighty cannon batteries. Heroes will be called upon to take part in overt or clandestine operations. Operations can be encountered by revealing Intel tokens or they can be scripted events like boarding an enemy Capital Ship, raiding an enemy Stronghold, infiltrating a high security facility etc. These are events which are resolved by making a Skill check (equal of higher than the printed difficulty), or rolling the D6 and consulting a table. For example, a boarding operation will require Heroes with Combat or Stealth Skill to breach and take over the enemy capital ship by force or through the shadows. The series of checks in which operations are resolved is mentioned on the Intel card or the Scenario entry. Usually these checks are either a Roll (plus relevant modifiers) vs. the difficulty specified or a Roll (plus relevant modifiers if applicable) is made and a table is consulted for the result. Operations are resolved as follows:

- Assign Heroes on each task of the Operation.** I.e. assign Heroes with Combat Skill to deal with the enemy, or assign a Specialist Hero (with the Operate Skill) to attempt and disable the enemy ship's security measures. Checks are either intended for **one Hero or a group of up to 3 Heroes** to accomplish. The Intel card (or scripted event) will state if it requires 1 or more Heroes to be Exhausted.
- Assigned Heroes are Exhausted.** Passive Special Abilities, if applicable in the operation, may be used. **NOTE: Players may also choose to exhaust non participating Heroes for their Active Special Abilities.**
- Add all assigned Heroes' Skill (as a modifier)** as well as any situational modifiers (such as Morale bonus or penalty, Passive Abilities etc.). **NOTE: Morale bonus or penalty is applied once on the result (and not on each Hero).**
- Roll the die** to determine the Heroes' performance and compare it to the check's difficulty number. **A higher or equal result counts as a success (ties are always in favor of the Heroes).**

The overall success of an Operation depends on each one's goals. Consult each Operation to resolve its outcome. Some Operations are more straightforward than others, for example a boarding Operation might be simpler (less checks) to resolve than a carefully executed infiltration Operation on a fortified facility. **Depending on the outcome of the Operation, players either gain its rewards or suffer its consequences. Usually, both success and failure in Operations means that the players emerged victorious, but in the case of a failure, they suffered way more losses.**

SPACEPORTS

Planets and Space Stations offer players a much needed reprieve and a chance to gather their strength for what lies ahead. Each Space Station or planetary Starport will feature a different variety of available Services which will be clearly mentioned on the Planet/Space Station Reference card. Usually Planets and Space stations fall under the jurisdiction, influence or control of a Faction. If the players are on good terms with the planets' dominant Faction, they will get a warm welcome, which will be translated in a wider variety of services offered. Likewise, if they are hostile towards that Faction, they shouldn't be surprised if they are greeted by the end of a gun barrel first.

		COST			
		neutral	friendly	ally	
SERVICES	Saloon	Rest 1 or more Heroes.	2/	1/	1/
		Gain +1 (once per scenario)	3	2	2
Medical Facility	Heal 1 or more Heroes.	3/	2/	2/	
Trader	Buy SALVAGE	1/	1/	1/	
	Buy AMMO	2/	2/	2/	
	Buy GEAR	5/	5/	5/	
Shipyards	Repair 1 or more (Hull, Section or Fighter/Mech)	3/	3/	3/	
Guild	Recruit 1 or more CREW	n/a	3/	2/	
Tech Center	You may upgrade a Section, Fighter/Mech or Module	n/a	n/a	Upgrade cost	

Spaceport Reference Card

Players will be able to use up to two (2) available Services. Each Service may be selected once. Players may spend another Action token from the pool of available Action tokens for that Turn and remain on the Planet to use 2 more Services. (Some Services are still once per visit though or regardless of how many Actions were spent to remain on the planet, like the Trader which has a limited stock available). The number of available services will be depending on the players' reputation with that Faction. Neutral Planets / Space Stations offer their services regardless of Faction reputation (see table 2).

Players may visit:

1. TRADER: Players can buy Salvage, Ammo or Gear at the indicated price. **IMPORTANT: The Trader's stock is not replenished if players remain docked by spending an additional Action.**

2. SHIPYARD: Pay the cost in Credits and do any combination of the following:

- Repair Ironclad's Hull
- Repair Fighters and/or Mechs
- Repair System Damage

3. SALOON: These fine establishments offer a chance for cheap entertainment and even cheaper spirits. Players choose **one** of the following:

- They may Rest a Hero. Players select an Exhausted Hero, then pay the cost in Credits and remove the Exhausted token. Players may Rest as many Exhausted Heroes they afford.
- They may entertain the Crew: players pay the cost and the Crew gains 1 Morale point. **This Service may be used only once per Spaceport per Scenario.**

4. MEDICAL FACILITY: Players may heal Heroes by paying the indicated cost in Credits/Hero and flip her status token from Wounded to Exhausted. Players may Heal as many Heroes as they can afford.

5. THE GUILD: The Guild offers players the opportunity to hire Crew members by paying the indicated cost in Credits/Crew.

6. TECH CENTER: This facility offers upgrades which once bought, **are persistent throughout the Campaign.**

- Upgrade Ironclad's Systems: Players pay the cost in Credits and Salvage and may upgrade a System. The cost in Credits and salvage can be found in the upgraded version of each System card.
- Upgrade Fighters/Mechs: Players pay the cost in Credits and may upgrade a Fighter / Mech. The cost in Credits can be found in the upgraded version of each Fighter/Mech card.
- Upgrade Modules: Players pay the cost in Credits and may upgrade a Module. The cost in Credits can be found in the upgraded version of the Module token.

CREDITS

Ironclad is a battleship of freelancers, her captain and Crew working mainly for Credits and not necessarily fame. Credits are the necessary fuel that keeps our mercenary Heroes going. Additionally, Credits are vital in order to upgrade the ship and her Systems if Ironclad is to survive the dangers that lie in Space. Maintaining a Healthy credit balance is thus essential.

SPENDING CREDITS

From paying for services while docked in a Spaceport to paying Hero Recruitment costs or paying for necessary ship upgrades, Players will spend Credits in a variety of ways. Players should keep in mind that when the next Scenario starts, they'll need to pay recruitment costs. Not having enough Credits to field enough Heroes in order to man all 12 positions of their battleship could very possibly lead to defeat.

Players are now ready to play the 2nd Tutorial. Please note that this Tutorial is fully scripted as well, with all results fixed for all necessary Rolls. After completing the 2nd tutorial, players can proceed to the Campaign book with more rules relevant to playing Ironclad's Campaign.

TUTORIAL SCENARIO 2 - MUTINY

Steps 1 and 2 are the same with Tutorial 1.

In addition you start this Scenario with 10 Credits and a Morale score of 4.

3. Prepare the following Sector tiles:

- Planet THEIA (Federation)
- Space Station EUROPA (Neutral)
- Sector tile 5A

4. Prepare the Intel Tokens and their respective Intel Cards

- Signatures Detected Intel token & card
- Asteroid Field Intel token & card

5. Place the Sector tiles and Intel tokens as shown on the Map Setup.

6. Place the Intel tokens face down as follows: Signatures Detected on Solar Flare (5A) and Asteroid Field on Empty Space (5A).

7. Assign Heroes: Find the following Hero cards and assign them on the System specified:

- Daisuke – Weapons
- Gabriel – Bridge
- Thaddeus – Weapons
- Wrathé – Hangar

8. Assign Fighter. The player controlling the Hangar also receives the **Skadi** Fighter card (usable from its Regular side)

9. Place the Ironclad miniature on Planet THEIA.



TURN 1

Our Heroes attempt to take over the Ironclad by defeating the loyalist Federation Crew. This is a Scripted Operation and it will be resolved like the Infiltrated Intel card.

"It is decided; we'll take the Ironclad for ourselves and hoist our flag of independence. We will no longer be the tools of the warmongering Federation, we'll make our own fate."

– Gabriel to his loyal Crew, hours before taking over the Ironclad

Consult the Infiltrated Intel Card, which is an Operation. First you must commit the Heroes that will participate in the Operation. You decide to resolve a Combat check, thus Gabriel, Wrathe and Thaddeus are selected. Since the threat level is Green, the total Combat skill needed is 12. Marines gain a +1 to their Combat Skill (according to the Intel card), so Wrathe and Gabriel both get a +1 to their Combat making your Heroes' total Combat Skill $4+3+3=10$. Rolling the d6 for the players has a result of 4. The Combat check is successful since $10+4=14$ of the Heroes is higher than the 12 of the Operation's difficulty. You successfully complete the Operation and the Reward is +1 to Morale (Morale goes from 4 to 5 and that gives a +1 modifier to all Rolls). Place an Exhausted token on each of the three Heroes that participated on the event. According to the Infiltrated event card you also suffer 1 Crew loss (move the Crew token from 7 to 6) and 1 Damage. You roll the d6 for a Roll of 4. Place a Damage token on the Hangar section on the Ironclad mat indicating 1.

Turn 1 is now over.

TURN 2

Move the Turn track token to 2.

ACTION 1 – REST: Rest Thaddeus and Gabriel (remove the "Exhausted" token from their cards). **Flip the first Action token.**

"Captain, we're picking up Federation signatures, they found us! yelled a young officer. "Well, that was quick..." Gabriel thought and yelled "Battlestations!"

ACTION 2 – MOVE: Move the Ironclad to the Solar Flare. Flip the second Action token. Reveal the Intel Token. The Intel token is "Signatures Detected" so you must now face the enemy in Space Combat. First you must resolve the Solar Flare Cosmic Conditions. By consulting the Cosmic Condition Reference card, we see first that Ironclad suffers 2 hits. In order to determine what kind of damage is sustained, the d6 is Rolled that many times as the hits sustained, in this case twice. The d6 produces Rolls of 1 and 3. Consulting the "Damage Control" table found on the Ironclad mat, you find out that 1 point of Damage is dealt each to the Bridge and Reactor Systems. Place a Damage token on the Bridge and Reactor Sections **indicating 1** on the Ironclad mat. Additionally, while on the Solar Flare you cannot Rest any Heroes.

Enemy Ships: For this Space Combat you will face a Skadi Fighter Squadron and a Valkyrie Frigate. Please find the Skadi Fighter Squadron and Valkyrie Frigate cards and place them face up on their regular versions (and not their Elite variants). The enemy ships are also affected by the Cosmic Conditions. The Skadi fighter's radiation shield absorbs 1 damage and suffers one. Place one Damage token on the Skadi card. The same applies for the Valkyrie. 1 Damage is absorbed by the radiation shield, and one is dealt. Place one damage token on the Valkyrie card.

Players decide their course of Action. The player controlling the Hangar would like to launch his Skadi Fighter with Wrathe as the pilot. Issuing this order has no requirement. The player controlling the Weapons System would like to fire with the Heavy Cannon Battery. According to the Weapons Orders Card this Order drains Energy. On the Ironclad Mat, remove the first Energy token and the penalty revealed is resolved immediately (Shields are disabled for this phase).

Hangar: Make a Free "Sortie" Action and launch the Skadi Fighter with Wrathe as the Pilot. Skadi's Radiation Shields absorb both Damages from the Solar Flare, so no Damage is dealt by the Cosmic Condition.

Combat is resolved as follows:

Fighters (Fast ships) are resolved first.

Wrathe – Skadi Fighter: Ironclad's Skadi Fighter targets the enemy Valkyrie Frigate. Wrathe's total Accuracy is his Operate Skill (2), +1 from high Morale, + 1d6. You Roll 4 for a total of $(2+1)+4=7$. The Enemy Frigate has an Evasion score of 3. This means that Wrathe is successful and deals 1 successful hit on the Valkyrie, which is absorbed by its Shield with a rating of 1. However, the enemy Valkyrie Frigate is now vulnerable to damage.

Enemy Skadi Fighter squadron: According to the Target Priority the Squadron targets Ironclad's Fighters first. The Accuracy score is $5+1$ vs Fighters = 6. Wrathe's total Evasion is his Piloting Skill (1), + 1 (high Morale), +1 (Skadi Fighter's Evasion score) and +1 (Skadi Fighter's Special Ability) + 1d6. You Roll a 3 for a total of $(1+1+1)+3 = 7$. With a result higher than the Enemy's score, Wrathe evades the shot successfully.

Ironclad and Valkyrie (Slow ships) are resolved last.

Ironclad: The player controlling the Weapons targets the Valkyrie Frigate with a Complex Order using the Heavy Cannon Battery. Thaddeus is used to issue the Order and fires the Heavy Cannon Battery. Thaddeus' total Accuracy is his Operate Skill (2), + 1 from high Morale + 1d6. A Roll of 5 gives a final result of $2+1+5 = 8$. Valkyrie's Evasion score is 4. The attack is successful and deals 3 Damage, reducing the Valkyrie's Hull Points (HP) to 0, thus destroying it.

Valkyrie: According to its Target Priority, the Valkyrie targets Ironclad, with an Accuracy score of 5. Ironclad's total Evasion is determined by adding Gabriel's Piloting Skill (2), +1 from high Morale + 1d6. With a Roll of 1, it's considered a failure (don't forget the 6 and 1 rule) regardless of any modifiers, meaning that the Valkyrie deals 2 successful hits on the Ironclad. The Damage Control die is Rolled twice to determine Damage. The Rolls are 2 (place a Damage token on the **Weapons section** on the Ironclad mat) and 6, which means that some Crew members are killed (normally -1 Crew). However the player controlling Thaddeus decides to use his Special Ability by exhausting the Hero (place the Exhausted token on the Hero's card) and thus negating a Crew loss of 1.

Remember, Space Combat is resolved simultaneously, meaning that both Combatants might deliver lethal blows and could be destroyed simultaneously.

By destroying the Valkyrie Frigate (Capital Ship), the enemy is defeated.

Turn 2 is now over.

"Our victory will certainly be short lived. The Federation Navy will unleash its hounds upon us. I'm afraid we'll have to prepare for the worst". - Thaddeus to Gabriel

TURN 3

Move the Turn track token to 3. **Flip both Action tokens to indicate that Actions are once again available.**

ACTION 1 – MOVE: Move to the adjacent Empty Space Sector tile. **Flip the second Action token.** Reveal the Intel Token. It's the Asteroid Field Encounter.

Since there are no Cosmic Conditions, you resolve the event immediately. Consult the Asteroid Field Intel card.

You may Exhaust a Pilot to add his Piloting skill to a d6 roll and then consult the result's table. Since there are no Pilot Heroes available, the d6 roll produces a result of 3 with a +1 modifier (high Morale) bringing the total to 3+1=4. Players consult the table to determine the extent of the damage sustained. Their result means the Ironclad is dealt 4 hits and Morale is reduced by 1 point. Ironclad's Shields apply and negate 1 hit. The d6 is Rolled 3 times to determine damage. Rolls are 1, 5 and 6. The Bridge System as well as the Hull both suffer 1 point of Damage each and Ironclad's Crew suffers one loss. **Place the Status tile on the Bridge Section and the Damage token indicating 2** on the Ironclad mat and move the Hull token from 5 to 4, the Crew token from 6 to 5 and the Morale token from 6 to 5.

"Captain, in our attempt to evade the Federation I had to draw a course for the Ironclad through this Asteroid Field. Unfortunately, the Stellar Mass prohibits us from using our Warp Drive" said Thaddeus, Gabriel's XO. "The Solar Flare doesn't make things easier either. Very well, it seems we'll have to navigate through the old fashioned way old friend" replied Gabriel with a grim face, knowing full what was at stake.

ACTION 2 – REST: Rest Thaddeus and Wrathe (remove the "Exhausted" tokens from their cards). **Flip the second Action token.**

Turn 3 is now over.

TURN 4

Move the Turn track token to 4. **Flip both Action tokens to indicate that Actions are once again available.**

ACTION 1 – MOVE: Move the Ironclad to the adjacent Europa Space Station. **Flip the second Action token.**

You can use up to 2 Services. By consulting the Space Station table players decide to use the following services:

You can use up to 2 Services. By consulting the Spaceport Reference card, the players decide to use the Shipyard. They pay 8 Credits and repair 2 points of Damage. Repair the Bridge and Reactor Systems, **removing the Status tile from the Bridge, placing the Damage token indicating 1 and removing the Damage token from the Reactor Section** on the Ironclad mat.

This is the end of the 4th Turn and of the 2nd Tutorial Scenario.


The Space station Europa will probably be the last safe haven offering its hospitality to the Ironclad and her Crew, at least for some time.

After playing the second scripted Tutorial, players have a grasp of the more advanced rules, like resolving Space Combat, using Ironclad's Systems and the different types of System Orders and finally using Spaceport/Space Station services. Players are now ready to play the first Scenario of the Campaign. To set up the 1st Campaign Scenario, please follow the instructions found on the Campaign Book. Before proceeding with playing the Campaign, it is highly advised to study the following section of this rulebook as it adds more rules to sections explained by the previous Tutorial missions, as well as sheds light to other necessary rules for playing the Campaign.

MORE RULES!

HEROES

RECRUITMENT COST

 Ironclad is a battleship of mercenaries. As such, Heroes require payment if they are to offer their services. The Recruitment cost is shown on each Hero's card. At the start of each Scenario, players select Heroes from their available Hero roster to "hire", but in order to do so, the Recruitment cost must be paid. This means that players **must** manage their finances and spend wisely, in order to save enough Credits from each Scenario's reward to recruit Heroes for the next Scenario. Also, when a Hero is promoted, her Recruitment cost is increased (see next: *Promoting Heroes*).

PROMOTING HEROES

During their adventures, Heroes gain valuable experience, which entitles them to a promotion. Promotions can be received as rewards for fulfilling Milestones (see below). **Players may promote only Heroes that have participated in the current Scenario** (Players can keep track of these details on the Hero Roster found on the Campaign Log). A promotion bestows a Hero with a considerable Skill increase and usually her Special Ability becomes stronger as well. Promotions don't come cheap though, since a Promoted Hero now has a higher Recruitment cost. Hero cards are dual side printed. When Promoted, flip the Hero's card to the other side in order to find her new upgraded Skills and characteristics. You can recognize a promoted Hero from her nameplate (see below). NOTE: each Hero can be promoted **only once per campaign and the promotion is permanent.**



Regular side

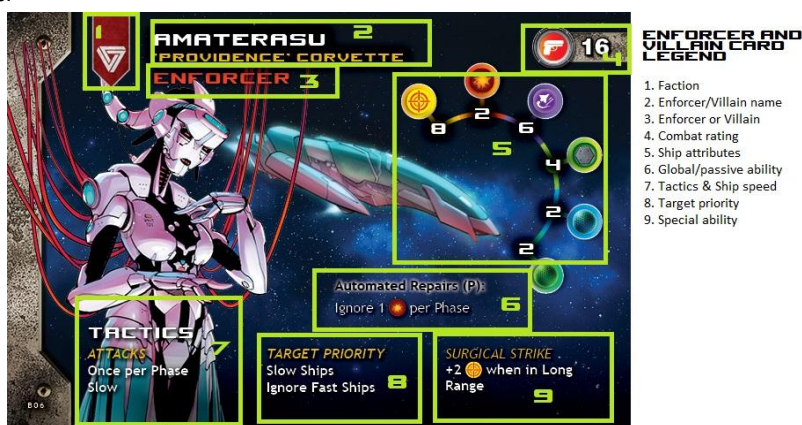


Promoted side

ENFORCERS

Some Heroes are affiliated to one of the five Factions. This affiliation is shown by a symbol on each Faction Hero. A Faction Hero joins the roster of available Heroes if players have achieved a specific reputation level with that Faction. Until then, these Heroes are unavailable to hire. Typically, the first Hero joins when players achieve Friendly status with that Faction and the second Hero when players achieve Ally status.

However, when players choose a course of action that will bring them to Hostile or Enemy status with a specific Faction, the Heroes affiliated with that Faction will become enemies of the players, or Enforcers of their Faction. Enforcer characters have a separate card with different attributes and Abilities than their Hero card counterpart. Players will either face Enforcers in Space Combat (using the Enforcer's ship attributes) or in Operations (using his Combat Strength). Please note that when an Enforcer is defeated she typically doesn't perish, unless specifically specified in the Scenario. Instead, she lives to fight another day and keep interfering with the Heroes' affairs.

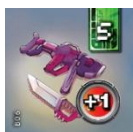


GEAR



Either bought from a Trader, loot from Space Combat or received as a Reward from events or objectives, the players may gain useful Gear during a Scenario. Gear tokens are placed face down and shuffled. When a Gear is gained or purchased, players randomly draw 1 from the pile. These items are persistent and can be assigned to a Hero to bolster the final result of a Roll where Skills are involved. Players add the Gear's rating to their Roll as a positive modifier.

There is a limit in the number of Gear per Section of the Ship. Each Basic Section can have 1 piece of Gear equipped to one of its assigned Heroes. The Upgraded Sections may have 2 pieces of Gear equipped to 2 of its assigned Heroes. Gear may be switched between Sections at the start and end of a Scenario or when docked on a Planet/Space Station. Players may replace an equipped Gear with a new one, but if the limit of Gears / Section has been reached, then the previous Gear is discarded (and its token placed again on the loot pile).



Gear tokens may include lesser Modules for the Ironclad (non upgradeable). These may be equipped after the Scenario that they have been acquired. Players may equip Ironclad with up to 2 Modules.

(More on Modules, see later).

UPGRADING IRONCLAD'S SYSTEMS

During the Campaign, the game's difficulty will scale at a steady pace. Players will have to adapt and prepare for tougher opponents or events. Thus, they will have the opportunity to upgrade Ironclad's Systems by paying a considerable cost in Credits and/or resources. Upgrading a System will improve the effect of its Orders. For example, upgrading the Weapons System will improve the damage dealt by some of Ironclad's weapons. Spending Credits on Upgrades is considered vital for Ironclad's survivability.

SYSTEM MODULES



Ironclad features 2 Module Slots where players may select and attach available Modules. Attaching a Module is allowed only on the beginning of the Scenario and is a choice permanent until the end of the Scenario, similar to hiring Heroes. Some Modules may be upgraded in a similar fashion to Systems and Fighters/Mechs. Information on all modules can be found in the relevant Reference sheet. Modules serve as customizable upgrades for Ironclad providing players with a bonus on particular rolls, they could reinforce Ironclad's Hull, or add a Radiation Shield (reducing Cosmic Condition Damage), they upgrade Actions like the R&R Action by allowing players to Rest up to 3 Heroes per R&R Action taken (instead of 2) or they unlock new Action types (as long as they are equipped) like Heal (with the Medical Bay) or Repair (with the Repair Bay). Modules can be found as loot or gained as a reward. **NOTE: There is a Module Reference table on the last page of this rulebook.**

VILLAINS

Along their journey, players will make valuable allies and sworn enemies out of the five Factions of **Ironclad**. These Factions are ruled, governed or managed by powerful figures with various backgrounds (political, militaristic etc.). If players systematically foil a Faction's plans, they shouldn't be surprised if they find themselves on the receiving end of those powerful individuals' wrath. A Villain card, similar to an Enforcer's card, has the Villain's Abilities and attributes, **as well as a Global Ability which is in effect for the Scenario in which the Villain is active and symbolized with (G)**. If a Villain is active in a specific Scenario, players are advised to keep her card handy, as a constant reminder of who they will be facing in the Scenario's climax, as well as the Global Ability effect which will have to be resolved. Players will face Villains in either Space Combat (using the Villain's ship attributes) or in Operations (using his Combat Strength). In a similar fashion with Enforcers, when a Villain is defeated she doesn't perish, unless specifically specified in the Scenario.

INTEL CARDS EXPLAINED

Following is a detailed explanation of the Intel cards:

ALIEN INFESTATION (Operation – not optional):

To win this event, players Roll the d6 and have to score higher than the printed difficulty (according to the Scenario's Threat level). In order to do that, players first select which Skill they will use, in this case either Combat or Operate. Then they select and Exhaust up to 3 Heroes, adding the selected Skill to the die Roll. If equal or higher, the Players are victorious and resolve the Victory condition. If not, they suffer the Defeat condition.

ANCIENT RELIC (Encounter – optional):

Players may choose to Decipher the Ancient Relic to fully understand the ancient message it bears. Players Exhaust a Specialist and add her Operate Skill as a modifier to the result of a d6 Roll and then consult the table found on the Intel card for the result.

ASTEROID FIELD (Encounter – not optional):

You may choose to spend an Action (if available) and skip this Event. Players may attempt to evade the Asteroid Field by Exhausting a Pilot and adding her Piloting Skill to the result of a d6 Roll and then consult the table found on the Intel card for the result.

BAD INTEL (Operation – not optional):

"We have received bad Intel" which results in losing the next 2 Actions. To mitigate the negative effect, players may Exhaust an Agent and lose 1 Action instead of 2.

CROSSFIRE (Encounter – not optional):

Players have to talk their way out of a lethal crossfire. Players may Exhaust a Diplomat to add her Diplomacy Skill to the d6 Roll and then consult the table.

DERELICT SHIP (Operation – optional):

If the players choose to resolve it, they first have to approach the derelict ship by Exhausting a Pilot. Then players may Exhaust Engineers and Specialists to gain 1 Salvage per Engineer and 1 Gear per 2 Specialists Exhausted.

DISTRESS BEACON (Encounter – optional):

Players may choose to ignore the distress signal. Otherwise, they Roll the d6 and consult the table below for the result. If the result is "Ambushed" players are under surprise attack and suffer Damage according to the Scenario's Threat level. If the result is "Rescue Civilians", players may Exhaust 3 Heroes with either Combat or Stealth Skill to gain 1 Gear and 1 Salvage. Finally, if the result is "Recruit Survivor", players may Exhaust a Hero with Leadership or Diplomacy Skill and gain 1 Crew.

ENEMY OUTPOST (Encounter – not optional):

Players may choose to skip this event, but they incur a loss of 2 Morale points. Players encounter an enemy outpost which they have to engage in Space Combat. This is treated as a regular Space Combat (2 Phases). Players have to destroy the enemy outpost, which has "Hull Points", difficulty to hit and is equipped with Shields (as printed on the Intel card). If the players are victorious they gain the rewards.

FRIENDLY OUTPOST (Encounter – optional):

Players encounter a friendly outpost willing to offer some of its services to Ironclad and her Crew. Players Roll the d6 and consult the table below for the result. Optionally, players may Exhaust a Hero adding her Diplomacy Skill as a modifier to the Roll.

INFILTRATED (Operation – not optional): This event is resolved in a similar manner as the Alien Infestation Event (see above).

MUTINY (Operation – not optional):

When the Morale drops to 1, players have to resolve the Mutiny Intel card right after resolving their current Action and before taking their next Action. This Event is resolved only on the first time the Morale score reaches 1 during a Scenario. Reaching a Morale of 1 again won't trigger the Mutiny anew, as it can be resolved only once per Scenario. The Event is resolved in a similar fashion to the Alien Infestation Event.

PROBE (Encounter – optional):

Players may choose to uncover what secrets the probe might hold. Players Exhaust a Specialist and add her Operate Skill as a modifier to the result of a d6 Roll and then consult the table found on the Intel card for the result.

RICH ASTEROID (Operation - Optional):

If the players choose to resolve it, they first have to approach the Rich Asteroid by Exhausting a Pilot. Then players may Exhaust Engineers and Specialists to gain 1 Credit for each Engineer and Specialist Exhausted.

SABOTAGE (Event – not optional):

Ironclad receives Damage corresponding to the Scenario's Threat level (4, 5 or 6 d6 Rolls to determine). Players may ignore Damage suffered this way by exhausting Engineers or Specialists (1 Damage ignored per Engineer or Specialist Exhausted).

SICKNESS (Event - not optional):

Players Roll the d6 and consult the table for the result. Players may also exhaust a Diplomat or any Hero with the Leadership Skill to lose 1 less point of Morale (loss can be reduced to 0). If Ironclad has the Medical Bay Module equipped, players ignore 1 Crew loss (loss can be reduced to 0).

SIGNATURES DETECTED (Encounter – not optional):

Players may choose to skip this event, but they incur a loss of 2 Morale points. Each Scenario features Encounter tables for each of the Factions that participate in that Scenario. Players will Roll the d6 and consult the table of the Faction that they have the **worst reputation with**. For example: In a Scenario where the active Factions are the Gaia Nova Federation and the Cartel, and the players have higher reputation with the Cartel (friendly terms) they will Roll for a hostile encounter and face the Federation's ships (since they have negative reputation).

SPACE DEMENTIA (Event – not optional):

This event is resolved in a similar manner as the Sickness Event (see above).

SPACE LEECHES (Operation – not optional):

This event is resolved in a similar manner as the Alien Infestation Event (see above).

SYSTEM FAILURE (Operation – not optional):

This event is resolved in a similar manner as the Alien Infestation Operation (see above).

TRADING OUTPOST (Encounter – optional):

Players may trade normally. Players may Haggle by Exhausting a Hero with Diplomacy to reduce an item's cost by 1 Credit.

CAMPAIGN

Ironclad features a main Campaign of 10 Scenarios separated in two Acts. Both Acts are 5 Scenarios long. Afterwards, players will follow the path dictated by their choices so far, playing the 2 end-game Scenarios of the Faction they chose to support along the first 10 Scenarios.

THREAT LEVEL

Each Scenario will be characterized by its Threat level. As players move forward in Ironclad's Campaign, the Threat (difficulty) will increase to provide a sense of escalation. The first 3 Scenarios are Threat level Green (Normal), then the Threat level increases to Yellow (Hard) from Scenario 4 until 7, and from Scenario 8 until 12 (End game Scenarios included) the Threat level becomes Red (Very Hard).

DIFFICULTY MODES

Ironclad has 3 difficulty modes, namely Easy, Normal and Hard. The Normal mode is the default difficulty level. Each Scenario will show which threat lvl should be used in order to play the Scenario on Easy, Normal or Hard mode. In addition, when played on the Easy difficulty, only the rule of 6 applies, with a roll of 6 being an automatic success and a roll of 1 treated normally. Respectively, on Hard difficulty, a roll of 6 isn't an automatic success but a roll of 1 is an immediate failure.

SCENARIO MILESTONES

Each Scenario will have 3 Achievements that when their conditions are met, will grant players with Promotions, 1 for each Milestone achieved. Typically the 1st Milestone is to accomplish the main objective of the current Scenario, the 2nd to find and accomplish the side mission and the 3rd can give a variety of tasks to the players, for example, to reveal (either by Moving directly to the Sector or by the Recon Action) a certain amount (e.g. 12 out of 18) of the Scenario's Intel tokens. These milestones will require players to push themselves to the limit, especially if they intend to complete all 3 Achievements that each Scenario features. **Given their importance (each one equals 1 promotion) players should strive to achieve as many Milestones as possible.**

THE CHOICE

Players will be called to make choices. This means choosing one Faction over another, or sometimes walking the path of neutrality. This choice will follow players all the way through each scenario. In the 1st scenario, players will have to choose from the start whether they will work for the Federation or the Cartel. This will dictate which passages will be read and what kind of enemies will be encountered along the way. In our example, if the players decide to help the Federation, they will use the Cartel table for their hostile encounters.

DURING THE SCENARIO

The player tasked with reading the passages and following the Scenario's progress, will read color coded passages, according to the choice the players made. Each Scenario has a summary of Events table, which helps as a reminder of the scripted events found in the current Scenario. Each Scenario is full of many surprises that provide a sense of exploration for the players. The Faction specific events and Faction relevant choices are shown inside colored rectangles featuring that Faction's Symbol (and color hue).

ENDING THE SCENARIO

The same player is also responsible for checking if the Scenario objective is met and declares when a Scenario is over by reading the respective debriefing text. Players receive rewards according to their overall performance in the Scenario. The rewards improve as players complete more Objectives. These rewards may include Credits, new Hero additions to the Hero roster, Ship customizations etc.

LOSING THE GAME

The game's losing condition is basically Ironclad's Hull Track. If at any point of the game the Hull track is reduced below 1, then the Ironclad is obliterated and the game is lost. Completing Scenarios may result in Victories or Defeats but that will merely affect the way future events pan out.

CAMPAIGN STRUCTURE

Playing a campaign is rather simple. Once players resolve their first Scenario, they have the opportunity to use their accumulated wealth and purchase various upgrades, repair their ship and hire Crew to replace losses sustained. **Important: players must keep in mind that recruiting Heroes for a mission comes with a considerable cost so they have to spend wisely and definitely keep Credits from the previous Scenario's reward for that purpose.**

CAMPAIGN LOG

Before proceeding to the next Scenario, players have to keep track of their progress and Scenario results on the Campaign Log. Vital information such as Scenario performance, available Heroes, ship and System status, Morale and Crew need to be noted. Exhausted Heroes will start their next Scenario well rested. Wounded Heroes will be marked as such and when recruited again will start the Scenario as Exhausted. Please note that Damage and casualties sustained are persistent and move over to the next Scenario. So, if for example players finish a Scenario battered and bruised, with Hull damage, Crew casualties and low Morale, they will start the next Scenario with the same status.

FACTIONS

In Ironclad's world there is a number of Factions active and promoting their agendas (either through the shadows or in plain sight). These Factions are the following:



Firstborn



Gaia Nova Federation



Galactic Council

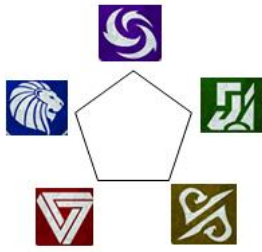


The Corporation



The Cartel

The relations of the Factions can be found in the following diagram. Adjacent Factions are friendly with each other and the Factions found on the opposite corners are enemies (for example, the Federation is friendly with the Council and the Corporation but an enemy of the Firstborn and the Cartel).



These Factions will hand out missions to the players offering great rewards upon completion. Rewards may include new equipment, extra services, resources, personnel etc.

REPUTATION

Completing a mission for a Faction will award the players Reputation points for that Faction. However, it will also cause the displeasure of the opposing Factions. Reputation gains are followed by an equal loss of reputation from **one or both** the opposing Factions. Players' choices have consequences. Thus gaining for example 2 reputation points with the Gaia Nova Federation, will also mean losing 2 reputation points with the Firstborn **and/or** the Cartel. Typically, Main Objectives award 3 Reputation points and Side missions award 1 Reputation point.

Gaining reputation with a Faction improves the players' standing with that Faction. When gaining reputation there are 2 milestones to be achieved, **Friendly** and **Allied**.

When the players reach a **Reputation score of 5** with a Faction they are on **Friendly** terms. Being **Friendly** with a Faction ensures a non aggression treatment from Forces affiliated to that Faction and a better treatment when visiting Planets / Space Stations controlled by that Faction. Becoming Friendly also awards players certain rewards. Typically these are 1 Faction Hero and / or Faction Modules / Fighters / Mechs.

When the players reach a **Reputation score of 10** with a Faction they are considered that Faction's Ally. Being **Allied** with a Faction ensures an even more favorable treatment when visiting Planets / Space Stations controlled by that Faction. Becoming Allied also awards players greater rewards. Typically these are 1 greater Hero and / or Faction Modules / Fighters / Mechs.

Losing reputation with a Faction worsens the players' standing with that Faction. When losing reputation there are 2 milestones to be reached, **Hostile** and **Enemy**.

When the players reach a **Reputation score of -5 or lower** with a Faction they are considered **Hostile** from that Faction. Being **Hostile** with a Faction ensures a hostile attitude of all forces affiliated to that Faction and a less welcome treatment when visiting a Planet / Space Station controlled by that Faction. Becoming Hostile with a Faction will also mean you will be facing that Faction's Enforcers in battle.

When the players reach a **Reputation score of -10** with a Faction they become their sworn **Enemies**. Being **Enemies** with a Faction ensures a Kill on Sight order from that Faction's Forces, when encountered in Space or when reaching Planets / Space Stations controlled by that Faction. It also means players will now face the Villains of that Faction.

POINT OF NO RETURN

Upon reaching Allied status with a Faction, there is no way to turn back from that Faction. Your Actions from the opposing Factions are henceforth irredeemable and players will remain allied to that Faction for the remainder of the Campaign. After the 1st Act (5th Scenario) players will no longer have the option to choose sides at will, rather their past actions will choose for them. Thus, for the Scenarios 6 to 10, players will follow the faction with which they have more reputation. When finishing the 2nd Act of the Campaign (10th Scenario), players will then have to play the Act 3 Scenarios of their Allied Faction.

WINNING THE CAMPAIGN

The players' ultimate goal is to win the last Scenario of the campaign. Certain choices and their standing with the various Factions will also steer the direction of the narrative and will dictate which of the finale Scenarios players will have to resolve. The players who win the Finale emerge victorious and have won the Campaign.

READY TO PLAY

After players have learned the basic rules in the tutorial, they are ready to play the full Campaign. To start playing a new Campaign, players perform the following steps:

1. Choose Section Orders cards: Players decide which Section card they will control in the beginning of each Scenario. Players are not obligated to retain their Section for the entirety of the Campaign, and it is recommended not to switch Section cards during a Scenario.

2. Tokens: Retrieve the following tokens and place them on their respective places on the Ironclad mat:

- Ammo token
- Crew token
- Energy tokens x 5
- Hull token
- Morale token
- Salvage token
- Turn track token

Also retrieve the 4 Ironclad Status tiles and 4 Damage tokens and place them next to the Ironclad mat.

3. Prepare the starting Hero roster. Retrieve the Hero cards specified in Scenario 1 and place the other Hero cards back in the box.

























4. Assign Heroes to Systems. Players assign **4 Heroes** from their Roster to man each of the ship's Systems.

5. Prepare the Sector tiles (hexagons). Retrieve and sort the Sector tiles. Sector tiles are numbered and dual side printed.

6. Set up the Scenario map. Place the Sector tiles following the instructions on the 1st Scenario. Some Scenarios have specific instructions on how to place Intel tokens face down on top of the different Sectors.

7. Read Mission Briefing. One of the players will be tasked with following the progress of the Scenario and reading aloud the Texts to the other players. He also indicates named Sector tiles (Planets / Space Stations) shown in the diagram to all other players. She keeps the rest of the Scenario rules and texts to herself until instructed to read them aloud. Each Scenario may provide specific rules of play, such as objectives for the players to achieve. This information, including how and when the Scenario will end, is described in each Scenario's entry in the Campaign Book.

8. You are ready to proceed to the 1st Scenario!

MODULES REFERENCE TABLE				
Basic Modules		Special Faction Modules		
Module	Function	Module	Function	Faction
	The Recon Action has a +1 Sector radius. -1  as long as it is equipped		Ignore 1st successful hit (once per Space Combat). -1  as long as it is equipped	 Council
	Weapons Orders require 1  less		As long as it is equipped, the Ironclad has +1 max 	 Federation
	+1 to all  Rolls		Heal Action unlocked! Exhaust Specialist: Heal 1  Hero (counts as 1 Action)	 Firstborn
	Ironclad gains +1  (vs. Cosmic Condition Damage)		Rest Action rests 3 Heroes (instead of 2). To equip, pay 5 Credits	 Cartel
	+1 to all  Rolls		Repair Action unlocked! Exhaust Engineer: repair 1  from the Ironclad or a Fighter/Mech. (counts as 1 Action)	 Corporation

CREDITS

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Special thanks to all our beta testers.

IRONCLAD QUICK PLAY GUIDE

At the start of each turn, move the turn track 1 step forward.

Determine available Actions based on  (Crew) and  (Morale) track (minimum 1, maximum 3).

AVAILABLE ACTIONS

1. **MOVE** – Move to an adjacent Sector. After moving, first resolve any Cosmic Conditions and then reveal the Intel token. Moving to a Planet or Space Station counts as an action. You may use up to 2 Services. You may spend an additional Action to use 2 more Services (and so on).
2. **RECON** – Reveal an adjacent Intel token without moving to its Sector.
3. **REST** – “Rest” 2 Exhausted Heroes. Remove the  token from them. (More types of actions are available when the appropriate modules are equipped)














COSMIC CONDITIONS

Empty Space Sectors have no special conditions. Sectors with Cosmic Conditions have special rules which can be found on the relevant Cosmic Condition reference card.



: Radiation Shields reduce damage sustained from Cosmic condition.

Apply these conditions **first** (e.g. roll for Damage sustained) and then resolve the Intel token. Important: Cosmic Conditions apply on Enemy Ships as well, before resolving Space Combat.

HERO SKILLS		SHIP ATTRIBUTES	
	COMBAT		ACCURACY (add this modifier to the d6 roll when attacking)
	DIPLOMACY		DAMAGE (the amount of damage dealt by this ship)
	ENGINEERING		EVASION (add this modifier to the d6 roll when evading)
	LEADERSHIP		HULL (the amount of damage that can be sustained before destroyed)
	OPERATE		SHIELDS (reduce Damage sustained by the rating of the Shields. Once depleted, Damage is sustained normally. Shields do not regenerate until after the Encounter is resolved)
	PILOTING		RADIATION SHIELD (ignore cosmic condition damage by this shield's rating)
	STEALTH		

IRONCLAD SECTIONS	CATEGORIES OF ORDERS
<p>Each System offers a different array of available Orders to the player controlling it. Orders usually have either Energy or Engineering costs.</p> <p>The Bridge. This system is responsible for Evasion and combat maneuvers.</p> <p>The Weapons System. Controls Ironclad's weapon systems, Rolls for Accuracy.</p> <p>The Hangar. Contains a squadron of Fighters and/or Mechs to support Ironclad in Space Combat.</p>	<p>Each System can issue 1 Order regardless of its type per phase.</p> <p>Free. (They do not count towards your 1 action per round)</p> <p>Standard. Issuing these Orders has no limitation (i.e. using Laser Turrets once on each Phase of an Encounter).</p> <p>Complex. Can be used only once per Encounter.</p> <p>Heroic. Can be used only once per Scenario. Issuing these Orders comes with a cost.</p>

SPACE COMBAT		
<p>When Encountering hostile ships (enemy ships or outlaws) you must resolve Space Combat.</p> <ol style="list-style-type: none"> 1. Plan. First players plan their course of action. 2. Assign Heroes. Decide which System Orders (i.e. firing weapons, maneuvers, deploying Fighters etc.) will be issued and assign a Hero to the current Combat Phase of each System. 3. Resolve Combat. Keep in mind the following: <ol style="list-style-type: none"> a. Space Combat is divided in two Phases, Long and Close. b. Each Phase is divided in two Stages. Fast ships play first. Slow ships play second. Each Stage's Actions are resolved simultaneously. 	<p style="text-align: center;">Players Attacking</p> <p>Roll the d6 and add or subtract all relevant modifiers (if applicable):</p> <ul style="list-style-type: none"> • Hero relevant Skill, • Morale bonus/penalty, • Special Ability bonus, • Gear/Module bonus and • System bonus/penalty. <p>If the result is equal or higher than the target enemy ship's Evasion stat, you score a hit.</p>	<p style="text-align: center;">Players Evading</p> <p>Roll the d6 and add or subtract all relevant modifiers (if applicable):</p> <ul style="list-style-type: none"> • Hero relevant Skill, • Morale bonus, • Special Ability bonus, • Gear/Module bonus and • System bonus/penalty. <p>If the result is equal or higher than the target enemy Ship's Accuracy stat, you evade the attack.</p>
<p>RULE OF 6 AND 1</p> <p>When rolling a die in order to Attack, Evade or resolve a check and the result is a natural 6, then the check is considered an automatic success, even if the final result with its modifiers is lower than the difficulty number. Likewise, a natural roll of 1 is considered an automatic failure regardless of any modifiers.</p>		

OPERATIONS	USING HEROES
<ul style="list-style-type: none"> • Assign Heroes on each task of the Operation • Assigned Heroes are Exhausted. • Add all assigned Heroes' Skill modifier as well as any situational modifiers • Roll the die. A higher or equal result counts as a success (ties are always in favor of the Heroes). <p style="text-align: center;">RULE OF 6 OR 1 APPLIES</p>	<ol style="list-style-type: none"> a. You may use a Hero either for her skills, class or special ability. b. Using a Hero in any such manner exhausts her. Place the Exhausted token on the Hero. c. Using a Hero (to issue System Orders) during Space Combat doesn't Exhaust her (unless otherwise stated). Using a Hero's Special Ability during Space Combat Exhausts the Hero normally. d. Using an already Exhausted Hero, Wounds her (flip the Exhausted token to the Wounded side). That Hero is now unavailable until healed. e. Using a Hero's Special Ability twice per Turn is not allowed. (using the Ability, Resting the Hero then using the Ability again) f. Healing a Hero flips the token to the Exhausted side. Resting a Hero on the same Turn he was healed is allowed.