

SPACESHIP REDOUBT



5-7 Players 30 Minutes 14+ Ages

The Story so far

The U.S.S Redoubt is the last bastion of defense as it patrols the outer ridges of the United Star Systems (U.S.S) territory. This small team of 21 Spacefleet officers crew the battleship Redoubt as it brings safety and comfort to the united planets. Until without a moment to react, a powerful cannon shot from the inky darkness disables the engines, causing explosions through the decks, and killing the captain.

Moments later a small craft docks onto the side of the hull, and a small struggle is heard, afterwards two crew emerge saying there is no problem, and you are suspicious they are not the crewmembers that you know and love...

Jail the invader shapeshifters, and repair the Engine before the Redoubt Orbit decays and crashes into the nearby moon!

Set up

Place the following cards in the centre of the table: The Captaincy, Orbits Remaining, Engine Repair, 7 Jailed cards, and place the smaller crystals next to the repair track, and the large red crystal by the Orbits track. Assign a player to be the first player who managed the two tracks, and deal everyone a reminder card.

Shuffle of all of the character cards, then deal 3 cards to ever player, and place the remaining cards face down in the centre of the table.

Players select one of these cards and play it facedown under their reminder card. If there is a red card, you must choose that card. This card represents the team you are on.

Gameplay

Starting with the first player, each player takes turns selecting a character ability from the list to be their action to perform that turn. If no one calls "Doubtful", that action resolves successfully and the next player takes their turn. If a player does call "Doubtful" and you do not have the corresponding character card for the action in your hand (not alignment) you will shuffle a card from your hand into the deck. If a player calls "Doubtful" and you are able to reveal that character from your hand, that player shuffles a card into the deck instead. This continues as players take their turn, with the added action of when the first player takes their turn, the Orbits Remaining track crystal moves up one space.

Victory Conditions

If you have a red card as your alignment card you win when the Orbit's Remaining track's Crystal has no spaces left to move to. You also win if the Engine Repair track reaches the final space. If you have a blue card as your alignment card you win when both the Engine Repair track is on Green or Orange and the end of the game is called successfully.

To call the end of the game, any player at anytime says "I believe my team has won" the game ends immediately, and all players reveal their alignment cards. If all players of the opposite alignment of the player who called for the end are jailed, the calling player's team wins. If a single player of the opposite alignment is unjailed, their team wins instead.



Jailing

If a player at any time has no cards in hand they are immediately jailed. When a player becomes jailed, place a jailed reminder card across their reminder card and alignment card.

When you are in jail you may perform the following actions:

- Call "Doubtful" at any time.
- Discard a card to break out of jail on your turn.
- Discard a card to break another player out of jail on your turn.

During the game players can be jailed using the Security action, or the Captain acting as Security. On the final Orbit any player may jail other players by discarding a card from their hand. Whenever a card is discarded for a jail action it is shuffled into the deck without being revealed.

When a player is in jail, another player may use the Security character action to unjail them. If a player would be jailed by a Security action, the player who is the Captain, may forfeit the Captaincy to prevent the jailing.

The Characters

Admiral (3*) - Give a player (not yourself) the Captaincy.

Engineer (5*) - Place a repair crystal on the engine.

Medical (2) - Choose another player and exchange your alignment card for theirs. On the final Orbit, any player may successfully call doubtful on this action.

Recruiter (4*) - Shuffle your hand into the deck, and draw that many cards.

Science (4*) - Look at a player's alignment card.

Security (2) - Jail a player, or free a jailed player. Any player may unjail other players using this action by discarding a card, and cannot be called "Doubtful" on. On the final Orbit, any player can Jail other players, using this action, by discarding a card, this cannot be called "Doubtful" on.

Tactical (4) - Look at a player's hand, or the deck.

A player who is the Captain may use any of these abilities on their turn without penalty, A player may forfeit the Captaincy to prevent a jailing.

The characters above with an Asterix (*) have one red card. The number in the brackets is the number of cards of that type in the deck. The half red Admiral card is only a red card in a 7 player game.



A Keith D Franks III game

Remember to be nice



Spaceship Redoubt



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