



ERRATA

ASTRAL

There is an “or” missing in the section that explains what you can do at the beginning of your turn.

You may either shop OR enter the game area. You cannot do both.

GAME END

There are two game end conditions. The game ends in either of two ways:

1. (in the rules) When the last row is removed and all players are scroll pushed off the board.
2. When all glory is gone from the boss.
 - a. After the player's turn when the last square on the boss that has collectible glory is covered by sensor cards.
 - b. After the last collectible glory on the boss is scrolled out from the game area.

LIST OF POWER-UPS

NAME	EFFECTS
Wormhole generator	Play before your move. Replaces all moves this turn. Spend 1 energy to relocate to any square and resolve that square. Reduce threat to 0.
Nuke	Simultaneously inflict 2 damage each to all 8 surrounding squares. Does not damage other players. Always gain 1 Bellonium and no other rewards, regardless of what reward you should have got.
Pirate license	You may choose to play this card when destroying a cruiser (see image on the card). Gain an additional 2 Bellonium.
Rear sonic blast wave	Played whenever during your Battle turn as an additional attack. Starting from the direction your Rotary cage is facing, three shots are fired simultaneously, to the left, right and backwards. Treat these shots as if they were fired with the base gun turret, inflicting 1 damage. Other targeted players add threat instead of taking damage. PvP markers are handed out as usual.
Bellonium matrix	Gain 2 Bellonium. Remember that you are not allowed to play power-up cards during a Powerdown action.
Solar shield	Increase your energy by two, not above your current maximum.
Heat seeking missile	Inflict 1 damage to any square. The Heat seeking missile cannot target a player or a square where a player is situated.
Crazy maneuver	Gain two extra free Move actions during this Battle turn.
Flares	Reduce your threat level two steps.
Space-time control device	Switch places of two orthogonally adjacent Space cards. Everything on top of these Space cards move with the cards.
Quantum sensors	Play immediately (not optional) when drawn. Gain one more Sensor card for the rest of the game.

Charge attack	Play during a Fire action. Increase the damage of a single shot by two. This means that having Laser 3, the four shots can inflict for example 1, 3, 1 and 1 damage. Firing Gamma 2, everything that is hit receives 4 damage. Having the Missile weapon, the Charge attack does not affect the power of the splash damage.
Research	Play when a black hole is adjacent to your ship in any of the eight directions, regardless of the direction of your rotary cage. Gain 2 Glory.
Supercharge	Treat all your weapons as maximum level for the remainder of the turn.
Jerry Can	You may choose to play this card when you are destroyed. Instead of getting destroyed, set energy to 4, then continue as normal, keeping all PvP markers. Get inevitably destroyed immediately after your next turn. Cannot be played when destroyed in a Black Hole; Jerry Can't save you from the Black Hole. Basically, using the Jerry can means that you may stay alive for one extra round. If the game ends before the end of your next turn, you will not get destroyed.
Autofire	When overcharging, you may use a weapon more than once during a turn, e.g. you may overcharge twice to fire with your Missile, then your Flamethrower, then your Missile again.
Déja vu device	At the end of your turn, you may choose to play this card. Remember to still resolve threat that turn.
Reinforcements	When playing this card, immediately get destroyed and end your turn. Other players gain no Glory, not even from the PvP markers. Return PvP markers.
Minibar	[Out of turn] Reveal at the end of the game. Gain 1 Glory immediately when revealing the card.
(PVP) Self-destruct button	Freely distribute damage equal to the sum of 2 + one per current energy, applied simultaneously to the eight adjacent squares. Get destroyed. Other targeted players add (and PvP markers accordingly) threat instead of taking damage. E.g. if your current energy is 3, you may distribute 5 damage to the adjacent squares, which could be 2 to one square and 3 to another, or 1 damage to five different adjacent squares.
PVP Heist device	[Out of turn] You may play this card when being attacked by another player, after that attack has been applied. Steal 1 Bellonium from that player, which you add to your own stash. In this context, either of these counts as an attack: targeted by a weapon, damage inflicted or threat added.
PVP Omni blast	All other players must add one threat (not one threat level). No PvP markers.
PVP Crazy Ivan	[Out of turn] You may play this card when being attacked by another player. The attack has no effect on you (but may have on other squares, e.g. if the Missile or the Gamma weapon is used). Receive no threat nor PvP markers, shift positions with that player. The attacking player has still spent his Fire action. In this context, either of these counts as an attack: targeted by a weapon, damage inflicted or threat added.

LIST OF MISSIONS

NAME	CHECK MISSION PROGRESS WHEN...	COMMENT
Sentry	Immediately after your turn.	If there are still space cards left in the draw pile and you are positioned in the top row. As given in the rules (p.13 4c2), remember to add threat from the new row after scrolling has been performed.
Mining	When performing a Fire action (Player Turn A1) and the selected weapon hits an asteroid.	The splash damage of the Missile weapon also counts as a hit. All forms of asteroids can be mined, both destructible and non-destructible. You may only place one counter on the mission card per turn.
Kamikaze	When moving (Player Turn A1) or getting scroll-pushed (Round Phase 4a) onto a square where there is a destructible alien enemy (see page 15). Other effects, such as the special attack from the boss Behemoth, may also make a player move onto a square that would trigger this.	Remember that you may deliberately move into enemies (page 9). You will receive a token even if you do not survive running into the enemy.
Shepherd	When getting Scroll-pushed (Round Phase 4a).	X
Lowrunner	Immediately after your turn.	If you have exactly one energy left.
Shopoholic	When Shopping (Player Turn B4).	The player must buy something. Only one time per shop action.
Energizer	At the beginning of a Powerdown turn.	You receive a token even if you do not survive the turn.
PVP Destroyer	When adding threat to another player, which is normally due to a Fire action (Player Turn A1), but can also happen as the effect of Power-ups such as the Omniblast.	Every player only counts as one per turn. Example: Adding threat to player A two times during a turn and to player B one time during the same turn yields two mission tokens for that turn.

LIST OF ACHIEVEMENTS

NAME	CHECK FUFILLMENT WHEN...	COMMENT	REWARD
Pilot Ace	During the Resolve Threat Phase (Player Turn A2).	During a turn where your threat level reached 7, you must survive the whole Resolve Threat Phase.	2 Glory
Fodder	When moving (Player Turn A1) or getting scroll-pushed (Round Phase 4a) onto a square with a boss part on it. Other effects, such as the special attack from the boss Behemoth, may also make a player move onto a square that would trigger this.	You do not need to survive. Can be combined with the Kamikaze mission.	2
Rocky	Crash into an asteroid, normally as a result of the scroll-push (Round Phase 4a) or subsequent pushes. Also, as the effect of the special attack from the boss Behemoth.	Any asteroid will do, destructible or non-destructible. You do not need to survive.	1
Big spender	During the Shop Phase (Player Turn B4).	Spend a total of at least 5 Bellonium in one Shop Phase. You probably need to buy more than one upgrade or Power-up to spend 5+ Bellonium.	1
Lombard	As soon as you have 8 Bellonium.	X	2
Weapons expert	During the Shop Phase (Player Turn B4).	Have three purchased weapons. If, for some reason, you manage to acquire a third weapon out of turn, this will also trigger this achievement. If you started the game with a Weapon upgrade, this needs to be upgraded in order to count towards the fulfillment of this achievement. Each weapon only counts once towards this achievement.	3

Daredevil	Immediately when your threat level reaches 7, normally during the Add New Threat Phase (Player Turn A3) or if another player fires at you during their turn (Player Turn 1B).	X	1
Collector	During the Shop Phase (Player Turn B4).	Have two purchased weapons. If, for some reason, you manage to acquire a second weapon out of turn, this will also trigger this achievement. If you started the game with a Weapon upgrade, this needs to be upgraded in order to count towards the fulfillment of this achievement. Each weapon only counts once towards this achievement.	1
Alien tech specialist	During the Shop Phase (Player Turn B4).	Have three purchased Ship Mods. If, for some reason, you manage to acquire a fourth upgrade out of turn, this will also trigger this achievement. If you started the game with a Ship Mod, this needs to be upgraded in order to count towards the fulfillment of this achievement. Each Ship Mod only counts once towards this achievement.	2
Event Horizon	At the end of your move (after Player Turn A1) with a black hole in front of you.	It is the Rotary Cage that needs to be facing the Black Hole, at the distance of exactly one square. If no Rotary Cage is mounted, use the direction of your whole ship. Getting scroll-pushed so that your end up in front of a black hole does not trigger this achievement. Due to the timing of this achievement, you get it even if you later during your turn get destroyed when resolving threat.	1
Death wish	As soon as you get destroyed, whatever the reason.	The other player's still get their rewards for your destruction.	1
The Cleaner	When you have just destroyed a third enemy during your turn.	Destroying enemies by running them over also counts towards the fulfillment of this achievement. You get this achievement even if you get destroyed.	1
Full Throttle	When you have just Moved (as described in the rules page 9, section 3A1A) for the fourth time during your turn.	You get this achievement even if you do not survive the fourth move.	1

PVP Backstabber	When you add a PVP marker to a player during your turn when you have already added a PVP marker to another player during the same turn.	It does not matter how many PVP markers each player gets from you.	1
Bulletproof	When Resolving threat (page 11, section 3A2 and page 12, section 3B2) and your threat level is three or higher.	You get this achievement even if you do not survive resolving the threat.	1
Explorer	When receiving Glory from an Alien structure, normally during a Battle turn.	The result of this achievement is basically that, as soon as it comes into play, the next Alien structure to yield Glory, will yield one extra Glory.	1
Ram	When getting Scroll-pushed (Round Phase 4a) into another player.	You get this achievement even if you do not survive the effects of the scroll-push.	1
Roundhouse Kick	When destroying a third object in a third direction (orthogonal) during your turn.	It does not matter how many objects are destroyed in each direction, you still need to cover three of the four orthogonal directions, in straight lines originating from your space ship. This achievement applies to any object, such as mines, enemies, boss parts, asteroids etc, but normally not players since they most commonly get destroyed during their own turn.	2
Tank	At the end of the game.	If more than one player lacks the Engine Ship Mod at the end of the game, all those players get the reward for this achievement.	1
Chicken race	At the end of a round, when adding a new row of space cards at the top (page 13, section 4C2)	You get the achievement if you raise your threat level with at least one step. Thus, if you are at threat level 5 and get one threat, your threat level will not increase and you will not get this achievement.	1
PVP I'm not dead yet	When this achievement is turned up or at any time when a PvP marker is placed on your Captain board.	You receive this achievement immediately when there are three or more PvP markers on your Captain board.	1
PVP Big Badaboom	When you raise another player's threat level.	The player's threat level must increase four steps or more. Notice that this is not the same as getting four threat or more.	1

WEAPON	COMMENT
Laser	The Laser weapon is described in the FAQ.
Missile	You are allowed to splash damage yourself, inflicting direct damage (not threat); congratulations.
Gamma	An enemy with 3 energy that is hiding behind an asteroid cannot be destroyed using a Gamma level 2 plus overcharging with the Gun turret, since the latter would only hit the asteroid. A Gamma plus a Missile would destroy it though.
Flamethrower	Can only fire at the adjacent square along the direction of the weapon.

SHIP MOD	COMMENT
Engine	An overcharge used for moving gives you only 1 extra Move so you cannot get extra free moves from the Engine multiple times.
Shield	Remember to reduce threat when Resolving threat, not when Adding threat.
Generator	The effect of the 400 Sensor card, "2nd overcharge costs 3" takes precedence over the effect of the 2nd level Generator, "2nd overcharge costs 1".

FAQ

WHAT ARE THE OPTIONS FOR THE FIRST ROUND OF THE GAME?

You start below the game area and have to choose the Battle Turn, spending your free move to enter the bottom row.

Your Rotary Cage faces the top of the game area.

(See page 8, "Round" point 3 & page 10, "1.B. Fire" paragraph 2.)

HOW DOES OVERCHARGES AND FIRING DIFFERENT WEAPONS WORK?

You have ONE free fire action. You can use it to either fire with your base weapon or one of your upgrade weapons. If you want to fire more than once you have to overcharge, once or twice depending on if you want to fire 1 or 2 more times.

You can only fire each of your upgraded weapons once per turn.

The base weapon (called the gun turret) can be fired more than once.

For example: Captain Brock has a Laser and a Flamethrower. He decides to do two overcharges so that he may fire three times.

He can either fire one time with the Laser, Flamethrower and the Gun turret

OR

He can fire twice with the Gun turret and once with one of the other two weapons. He is free to choose in what order he decides to fire his weapons.

(See page 10, "Firing at enemies")

IS THERE A LIMIT TO THE AMOUNT OF THREAT YOU CAN GET?

Yes! You cannot get more than threat level 7. Keep in mind that threat level 6 and 7 requires one additional threat to be reached. That means that in order to go from 0 to threat level 7 you have to have at least 9 threat added up.

Threat is stackable during the same turn so Captain Brock may raise Brix's threat level from 5 to 6 by giving him 1 threat at two different occasion during Captain Brock's own turn (just like with enemies that have more than one energy)

(see Page 11 "3. Add new threat" & page 10 "firing at another player")

IS THERE A LIMIT TO HOW MANY UPGRADES A PLAYER CAN HAVE?

No. The only limit is that you can only have one of each upgrade. Even though there are only four spaces on the player board you can have as many as you want. (see the box on page 12)

CAN I RUN OVER A BOSS PART THAT HAS NO ENERGY?

No. A Boss part without energy is considered indestructible and cannot be moved into or destroyed. It will also block gun fire (except for Gamma that will go straight through without harming it)

(See bottom of page 9 "Space squares that players can't move into" & bottom of page 13)

DOES DISTANT THREAT ADD UP WITH THREAT WHEN I AM STANDING ADJACENT TO AN ENEMY?

No. Distant threat is just an indicator that that enemy also fires long distant in the direction of the distant threat.

(See page 11 "Add new threat example", Purple or Red Player)

WHAT HAPPENS WHEN A PLAYER GETS SCROLL-PUSHED INTO ANOTHER PLAYER STANDING ON TOP OF A WORMHOLE, ALIEN STRUCTURE OR AN ENERGY SHIP?

Since the player ship is on top of the object, the player ship blocks the object underneath.
(See page 9 “Space squares players can’t move into”)

HOW DOES THE SPECIAL RULE FOR TUNDRAEIST WORK?

If a Boss part with the “!” symbol gets destroyed all players (except Astral players) immediately gains one threat. (NOT one threat level, so players with threat level 5 or 6 do not raise their threat level if they do not receive additional threat in the same turn)

HOW DOES THE SPECIAL RULE FOR BANSHEE WORK?

The boss parts with the “!” symbol and the green threat icons are treated like Gamma level 3.

HOW DOES THE SPECIAL RULE FOR BEHEMOTH WORK?

At the start of a game round before determining player order, draw two sensor cards face up. Look at the small symbols in the bottom right corner and compare them to the symbols on Behemoth’s boss warning card. Every player whose corresponding column appears at least once move their ship one row closer to the top of the board. Treat this move as a scroll push and use last turns played sensor cards to determine scroll push order if needed. You cannot be moved off the top of the board.

For example, in a 3 player game the two symbols drawn are blue and yellow. All players standing on the space cards furthest to the right of the game area moves their ship one row closer to the top of the game area. There’s no effect with the yellow symbol since there are only 3 columns in a 3 player game.

PUPs WHEN ASTRAL?

As during a Powerdown action, you may not play power-up cards when you are astral.

CAN I CHOOSE TO OVERCHARGE BEFORE I TAKE MY INITIAL MOVE ACTION?

No. You must have already done your normal moves before you overcharge. The same reasoning goes for fire.

IF YOU HAVE TWO ENEMIES IN FRONT OF YOU, CAN YOU SHOOT AND DESTROY THE FIRST, THEN SHOOT AGAIN AND DESTROY THE SECOND?

Yes. When you have accumulated enough damage to destroy an enemy, you destroy it.

DOES DISTANT THREAT ADD TO SHIPS IN THE 3RD, 4TH AND 5TH ROWS WHEN A NEW ROW IS REVEALED? RULES MENTION THREAT ARE ONLY ADDED TO SHIPS ON THE 2ND ROW

No. Think of it like this. Being at the top of the screen when new things scroll into view is dangerous and you do not have the same amount of time to react.

Rules page 13, section 4C2: “Add Threat from the new row immediately to players positioned on the now second row”. So, you add row to players on the second row from the new cards in the first row, using the normal rules for adding threat. For normal threat and Distant threat, this would by logic only apply to adjacent squares, meaning the three (or two if in a corner) squares near the player. But! If an mono omni threat appears, that square would, in orderly fashion, start splurting shots all over the screen as soon as it enters the board, also yielding threat to all players on the second row.

CAN A PLAYER FIRE INTO AN INDESTRUCTIBLE OBJECT, SUCH AS AN ASTEROID OR BLACK HOLE, WITH A MISSILE TO DO SPLASH DAMAGE ON AN ADJACENT SHIP? IF YOU CAN, COULD THE SPLASH DAMAGE BE APPLIED TO THE OPPOSITE SIDE (EFFECTIVELY GOING OVER IT)?

Yes and yes. Recent studies have shown that explosive ball of flames travel really well in vacuum.

So you can do splash damage from wherever the missile impacts.

In space, there's always a big explosion.

WILL POWERING DOWN ON THE TURN AFTER PLAYING JERRY CAN DITCH YOUR ATTACHED PVP MARKERS BEFORE YOU BLOW UP?

Yes, since you inevitably get destroyed at the end of that turn.

WHEN USING THE JERRY CAN, WILL YOUR FELLOW PLAYERS GAIN GLORY FROM YOUR DESTRUCTION TWICE?

No. Using the Jerry Can prevents you from getting destroyed during the turn where it is used.

I USE A MISSILE TO DESTROY A BOSS SQUARE ON A CARD WITH THE FLIP ICON AND WANT TO APPLY THE SPLASH DAMAGE TO THE OTHER HALF. DOES THIS DAMAGE HAPPEN BEFORE OR AFTER I FLIP THE CARD?

All splash damage is considered to be applied at the same time as the original hit. So, the flip occurs after the splash.

THE LASER WEAPON IS A TRICKY ONE. CAN YOU PLEASE EXPLAIN IT?

As stated in the rules, under Weapon's section on page 16:

"One fire action [with the laser] allows you to fire several shots. The shots can be distributed across the player's turn".

On page 10, in section 1.B, under "Firing at enemies", it reads:

"The base weapon (Gun Turret) can be fired multiple times in the same turn when overcharging. However, the other weapons can only be used once per turn".

Basically, all weapons except from the gun turret are so powerful that they would overheat if used more than once per turn.

So, having both a flamethrower and a laser 3 would for instance allow you to shoot like this during your turn (G = gun, F = flame, L = laser):

- FG (single overcharge)
- GF (single overcharge)
- GGG (double overcharge)
- LLLL (laser = 4 shots) (single overcharge)
- LLFLGL (yes, quite possible!) (double overcharge)

Illegal combos would be:

- FF
- LLLLGL

Also remember they you have one free move to put in there anywhere. Or, if you save overcharges for the engine, you can out two moves anywhere in a fire sequence.