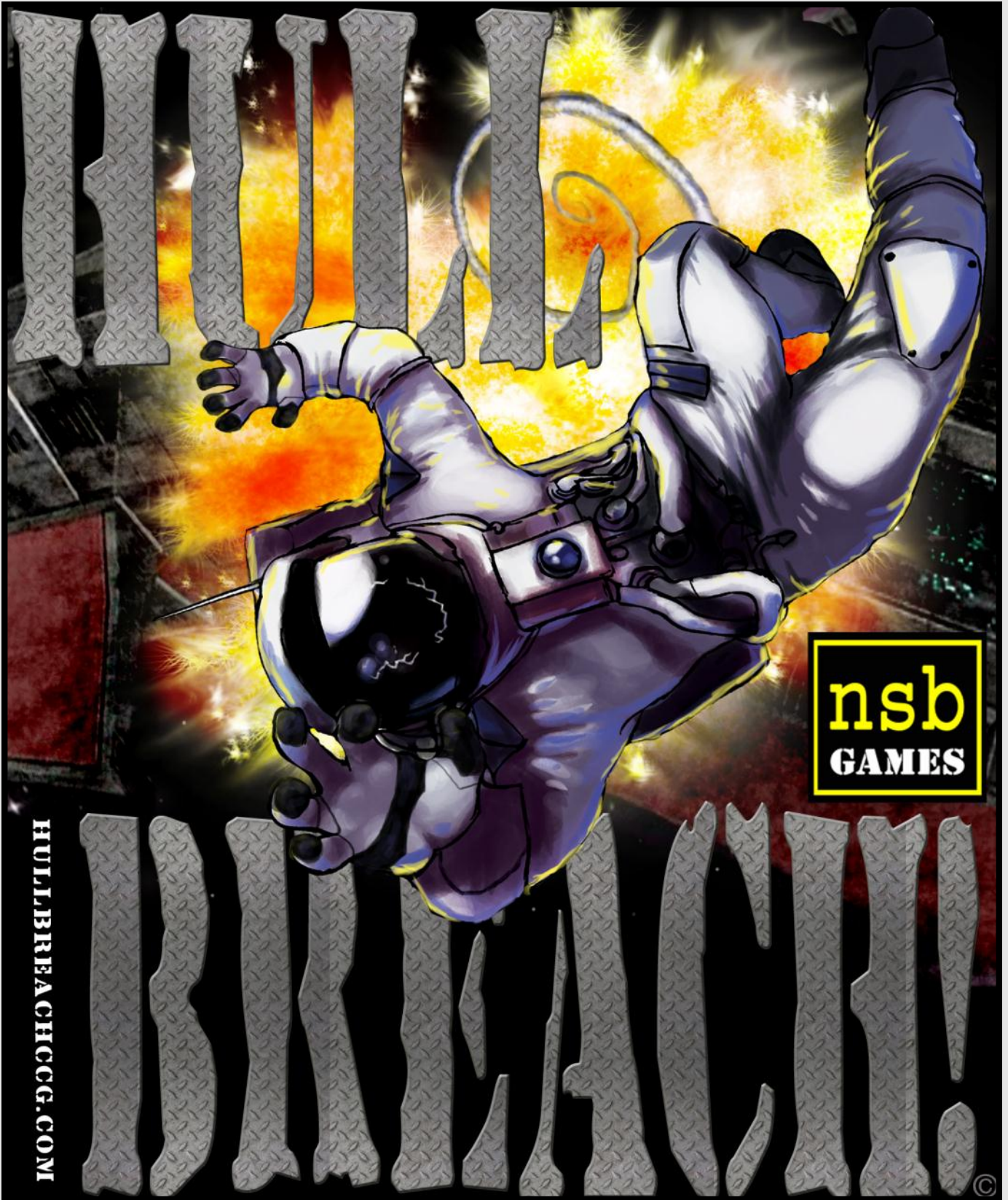


HULL BREACH!© THE COLLECTABLE CARD GAME COMMANDER'S BASIC RULEBOOK



HULLBREACHCCG.COM



Welcome to the **Hull Breach!**© Commander's Rulebook. This introduction will provide a brief outline of the game. Specific rules, game play mechanics, and definitions appear in the following pages.

Hull Breach! is a tactical, operational, and strategic space-combat and logistics card game for two or more players.

Each player has his or her own deck of cards consisting of a Station, ships, modules, Marines, technological Breakthrus, events, and tactics. Players compete head-to-head to destroy each other's fleets and space station; the last player or team standing is the victor.

This rulebook will provide detailed information on how to play Hull Breach!©, including a reference section that explains the various printed rules and game concepts.

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“Space is dangerous. Warfare in space is extremely dangerous. Heroism in space warfare is almost always fatal.”

Admiral Roger Baker, 2482



“There is not enough darkness in all the cosmos to put out the light of even one small candle. We must stand against the darkness or be consumed by it. Our enemy will afford us no mercy, no quarter. We must fight until the last man falls in combat and with him extinguishing the last light of our resistance.”

Senator AJ Fletcher, 2498



Getting started with a game of **Hull Breach!**© may seem intimidating given the sheer number of rules, traits, and game concepts. So, we'll get started with the basics and cover the more complicated stuff later. You'll need a total of 50 cards in your constructed deck to play a game of Hull Breach!© **Remember your Station Commander Core Set comes ready to play, but eventually you will want to customize your deck.** Here's a numerical breakdown of what cards you'll need to assemble a legal deck:

One “Station” card. *This is the space station that serves as your home base. If your station is destroyed or hijacked then you lose the game. You cannot have more than 1 Station card. This card does not count against your 50 card limit.*

Two “Module – Station” cards. *You will play these for free when the game starts.* These are specialized structures that are part of your space station that grant different bonuses, discounts or effects. Collectively the Station and the two Module – Station cards comprise your space station (you can have more than two, but remember, complicated stuff later!). **These 2 cards do not count against your 50 card limit either.**

To keep track of your economy, we've provided you with two numbered cards which are not counted as part of the 50 cards in your deck. If you don't have these or want to use them, you can use any other means you devise of keeping track of your Resources and Currency. You'll also need some additional tokens or dice to track any wounds dealt to your ships or station along with several 10-sided dice used for volley fire. These tokens and dice are not included with your deck but are available from your game shop or vendor at a very reasonable cost.

Fifty other cards, consisting of Events, Tactics, Breakthrus, Marines, Ships, or Modules; Events are just that – events that happen during the course of the game. Tactics are specific military maneuvers or gambits used in combat. Breakthrus are scientific accomplishments that grant some universal bonus or ability to your cards, Marines are military forces used to hijack other ships and stations, and Modules come in three flavors and are attached to Ships, Stations, and Marines to dramatically enhance their abilities and attributes. **You can only have one of a specific Event, Tactic or Breakthru card in your deck** – you can have several different Events, Tactics or Breakthrus, but only one copy of any specific card. **Ships, Marines, and Modules, however, are limited at up to five copies of a specific card in your deck.** You as a *Commander* decide what your deck is made of. There are the three must-have cards in addition to your deck, but as long as you abide by these limits on copies of specific cards, the other fifty are up to you. **You may never have more or less than 50 cards in your constructed deck.**

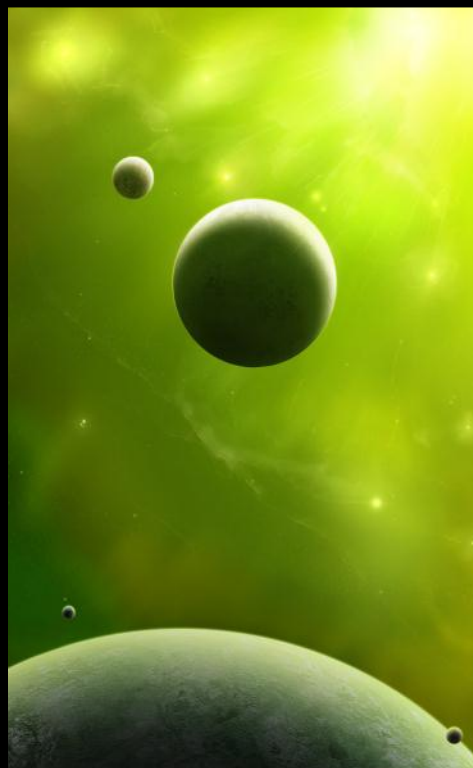
But how do you decide what cards to include in your shipyard? What type of Commander will you become and what assets will you need to exact your will upon the galaxy?

To figure this out, you'll need to get familiar with some Hull Breach!© terms and game play concepts.



“Welcome to flight school, pilots! You are charged with a duty and often a fate far worse than that of Stellar Marines. If you survive your first tour as a Star Fighter pilot, you'll be commanding a Frigate. Onwards and upwards until you finally fail, in death, for Dreadnaught Captains are a rare breed. Your bravery will kill you; but your absolute diligence, awesome technical proficiency, and attention to detail will save lives, maybe even your own.”

Lt. Cmdr. Tyrone Vandewater, 2488



The Orion System, the anomaly of life among the stars. For here, five 'Earth-like' planets, and two habitable moons orbit, perfectly fit for our biology. Called the "Seat of the Galaxy" by many, never has human warfare cursed such a paradise or Gaia.

SECTION 1.0 - UNDERSTANDING YOUR CARDS

Card Name: The proper name for the card.

Resource Cost, or Gain: How much Resource must be spent to deploy this card from your Stockpile. The Smaller Circle, if any, indicates Resource is gained from this card during your Logistics Phase.

Card Information Bar: Set Name, Card #, Rarity, and Artist Name is located here.

Attack, Wounds, and Defense: Attack is the number of 10-sided dice rolled per volley, Wounds is the number of successful hits a unit may sustain before being destroyed, and Defense is the number result that must be rolled, equal to or higher than, to deal a successful wound.

EXAMPLE CARD // DOES NOT EXIST.



Type, and Sub-Type: Denotes its use in the game and what other cards may affect it or be attached to it.

Currency Cost, or Gain: How much Currency must be spent to deploy this card from your Stockpile. The Smaller Circle, if any, indicates Currency is gained from this card during your Logistics Phase.

Card Text Block: Story text, additional instructions or effects, and *traits* are listed here.

Marine and Fighter Wing Capacity: White Icons indicate space given, while Red Icons represent space used by a unit. If there is no icon assume zero for both capacity and/or consumption of space.

GENERAL OVERVIEW OF HULLBREACH!© CARDS



Fighter Wings are a special ship class; they can “hide” or be garrisoned on larger ships equipped with Fighter Bays. Ships that can hold Fighter Wings have a white Fighter icon with the number they can load, Fighter Wings have a red Fighter icon which shows how much capacity they use when loaded. Fighter Wings may be deployed directly into open space from your hand or ship, and may not have module cards attached. Fragile, but cost effective, Fighter Wings can improve your fleet strength and firepower significantly.

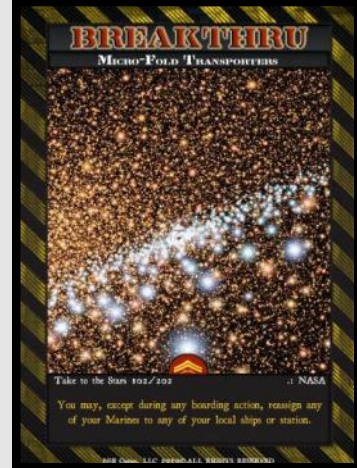
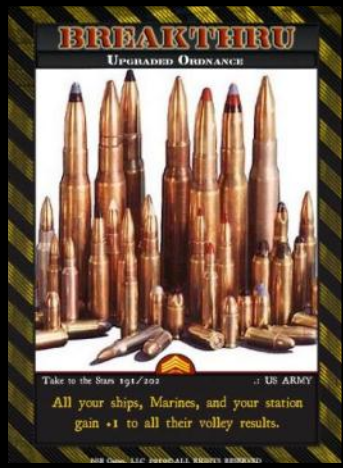
Marines are the military assault and defense forces aboard ships. Trained for the dangerous task of hijacking or scuttling opposing ships, Marines vary widely in firepower, fortitude, and even the physical size. You may attach Module - Marines cards to them which *drastically* improves their effectiveness. Unique Marine Character cards represent subordinate Commanders, and a small security detachment, that significantly augment your combat power through their exceptional talent, vast experience, or technical and tactical expertise.



Event cards represent the influence of tragedy, fate, and boon on a Commander. Harsh unexpected solar weather, high-level political intrigue or industrial sabotage, even economic failures and windfalls to name only a few. Tactic cards represent your fleet leadership prowess as a Commander. Risky but high-yield gambits and strategies, superior planning, or perhaps a strange and “unexpected” cosmic effect on your fleet battle. In any case, simply read the card and perform its effects then discard it unless it says otherwise.



Technological Breakthrus or “Breakthru” have been altering the course of warfare throughout human history. It is assumed that everyone, no matter how different their tactics or equipment are, has access to all the combined technology in the galaxy. A Technological Breakthru is an advantage achieved by your scientists and capitalized on by your leaders. This technology - whatever it is - is so new and complex that the other factions have not yet been able to countermand or reproduce it, giving your faction a vast advantage.

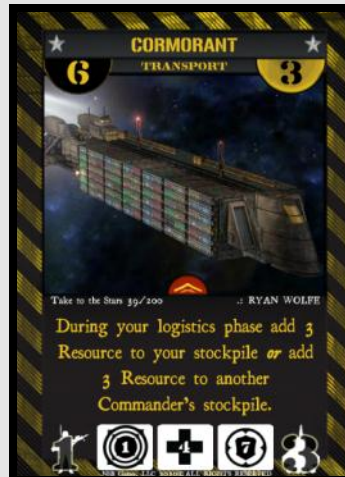


Ships are the most common unit of Hull Breach!© and although not specifically marked on the card as a “Ship” you’ll see that in the sub-type block of the card, listed therein, is the class of ship. Later on in this chapter this is described more in depth. Frigates and Destroyers are the only ships with Escort and Hunter respectively. While not the most powerful ships, they are very cost effective and are required to execute certain tactics as a Commander. A good mix of different classes of ships works best during combat engagements.

Cruisers are the most common class of ship in Hull Breach!© and vary widely in function and effectiveness at certain combat tasks and tactics. Due to their excellent ratio of cost vs. effectiveness they usually become the basic building block of any Commander’s fleet. Cruisers, more so than any other class of ship, have the most varied types of outfitting; from support vessels to assault ships, light carriers to troop transports, and the uncommon but stealthy infiltrators and electronic warfare ships. Cruisers are relatively cheap and very effective en masse in fleet engagements.



The Battle Cruiser's role generally revolves around a specific function for a fleet, such as command and control or electronic warfare, by providing significant bonuses to an entire fleet of ships, although some Battle Cruisers are built as cost-effective warships which can support assaults on opposing Stations. Battle Cruisers are the smallest size-class ship able to attach the special version Module - Ship cards with the trait **FACE UP - FACE DOWN**.



Transports are a special class of their own, although the same size to a Battle Cruiser, they have stripped down hulls which sacrifice almost all of their weapon systems for additional cargo space. They are the only ships that actually produce Resource and Currency per turn during your Logistics Phase and you may decide instead to help a possible ally by providing Resources and Currency to their stockpile. Transports because of their design to haul cargo as their primary mission, can never attach any Module - Ship cards.

Battleships range from troop transports designed to assault major objectives to hull types specifically designed to overpower opposing ships in engagements. Tough armor, numerous large and powerful fleet weapons, and tenacious fortitude for absorbing damage are just a few of their trademarks. Capital Ships are large enough to house an entire city of support personnel and able unleash a hail of devastating volley fire. These giant hulks require vast amounts of resources and logistics to maintain. They are very powerful and very rare.



CLASS - SIZE TABLE

(From smallest to largest)

- Fighter Wing
- Frigate
- Destroyer
- Cruiser
- Transport*
- Battle Cruiser*
- Battleship
- Capital Ship
- Station

* Transports and Battle Cruiser are treated as if the same size.

The class-size of a ship determines its mass and size relative to other ships in the game. Although there are many different hulls within a certain class-size or subtype of ship, they are all treated as roughly the same. Certain effects in the game may only effect ships of a certain size (larger than a Cruiser for instance.) Other times certain Modules or Marine units require the additional space of larger ships, as they are simply larger in physical size and cannot be fit or attached to a smaller ship.

Modules modify the attributes or abilities of the specific card that its attached to and in general significantly improve the unit's overall performance. There are three distinct subtypes of Modules: *Module - Station*, *Module - Ship*, and *Module - Marine*. Modules of a certain sub-type can only be attached to the correct type of card, hence a *Module - Ship* card can only be attached to a *Ship*, and you may only attach one Module per card as a general rule on any *Ship* or *Marine* unit. Here are some general rules regarding attaching Modules:

Any ship or Marine card may only have one Module card attached to it.

You may still choose to attach a new Module card onto a unit that currently has one, however the current module attached is destroyed, placed onto your scrapheap, and the new one takes its place.

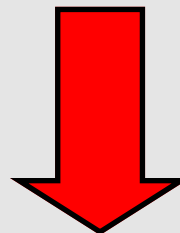
You may not attach *Module - Ship* cards to *Fighter Wings* and *Transports*, they are unable to be retrofitted.



Attaching cards happens frequently in *Hull Breach!* and during the course of a game you will be instructed to do so numerous times. Attaching a card means that a specific card is linked or associated with another card. So for instance, a *Module - Ship* card is attached to a ship. This *Module* once deployed and attached cannot be 'moved' for any reason. Perhaps the *Module* is a new weapon system for the ship, once 'installed' its fate is tied to the attached ship. If the ship is destroyed so is this module card, all of which goes onto your scrapheap or discard pile.

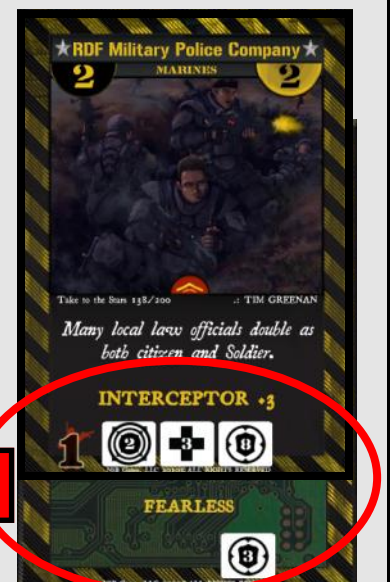
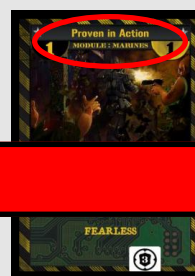
In this example you can see the *Proven in Action* *Module - Marines* card being attached to the *Marines* card *RDF Military Police Company*. Being attached, if the *MPs* are destroyed, so too is that *Module*. You can easily adjust the card so that only the card text and attributes are showing. This makes it very easy to calculate your totals and additional benefits on your cards.

Module attached to Marine



So if this Ship is destroyed, so too are any of her attached cards.

Marine attached to Ship



Stations are at the very heart of your Command. Protect it at all costs, for losing your Station means losing your game of Hull Breach!©. In order to win you must eliminate all other opposing Commanders' Stations by either destroying them outright with your fleet of mighty ships or by hijacking them with your powerful Marine forces. Stations vary widely in purpose and design; some are focus built toward an economic, industrial, or military victory. While others may offer a more utilitarian option, providing a Commander various options and outcomes for success.



Stations, like ships and Marines, may have Modules attached which increase their overall performance. Stations have a maximum limit of 4 Module - Station cards that may be attached at any one time, none of which may be duplicates of each other. During the Setup Phase of Hull Breach!© you will deploy two Module - Station cards at no cost (meaning they are deployed for free) along with the station of your choice. These Module - Station cards and your Station often determines the disposition of your constructed deck, in other words, how you plan to take advantage of your starting position to win the game.



Above are a few examples of the many different Module - Station cards, while some are powerful military modules which grant generous bonuses to the attack or defense values of a Station, others focus mainly on economic strength by producing many Resource or Currency per turn to their Commander. Most modules fall somewhere in between, providing a special ability or an additional trait. Attaching the right modules to your station can be the difference between success or failure, as the Station Commander, you must decide which modules are correct for your Command style. All Module - Station cards must be destroyed before targeting a station to destroy it. Each module must be targeted individually and they do not share or pool wounds with its attached station, however each module does share the defense value of its attached station plus any other bonuses from its attached Station - Module cards. This is explained in greater detail later.

SECTION 2.0 - CARD TYPES

2.1. There are 7 major card types in **Hull Breach!**©: Stations, Ships, Modules, Marines, Events, Tactics and Breakthrus. ***There are restrictions on the numbers of each card you may include in your custom deck.***

2.1.1. You may use up to five of any of each specific Marine, Ship or Module card to build your constructed deck (*for example, you may have only five RDF “Sons of Orion” Marine cards in your deck.*)

2.1.2. You may only have one copy of a specific Event, Tactic or Breakthru, although you may have several different Events, Tactics or Breakthrus in your deck (*for example, you may **not** include two copies of the event card “An Unexpected Turn of Events” in your deck, but you may have many other event cards.*)

2.1.3. You may only have one Station card, since you may only have one station deployed – you may not include a second “backup” station card in your deck, since when your station is destroyed or hijacked you lose the game immediately.

2.2. Stations: This is your home base in the game. **If your station is destroyed by opposing ships, hijacked or scuttled by opposing Marines, you lose the game immediately. The maximum number of Module - Station cards that may be attached to any station is 4, and you may never attach more than one copy of any specific Module—Station card.** You begin the game with two modules attached **at no cost** and you may attach new *Module – Station* cards **at cost**. **No Station card may be targeted by volley fire until all its attached Module – Station cards have been destroyed.** Gained Resources or Currency and attack or defense values are cumulative for a station with all its attached modules. So, for example, any attached *Module – Station* card has a defense value equal to the space station's defense value plus any additional defense granted by all other modules. **Stations may never board a ship or another Station but they may be boarded by other ships with Marines. Stations may never participate in an engagement at an opposing Commander’s Station, except by specific exceptions such as “Stellar War Gate”.**

2.3. Modules: Modules modify the attributes of the card they are attached to. There are three distinct subtypes of Modules: *Module - Station*, *Module - Ship*, and *Module – Marine*. To deploy a Module, simply deduct the number of Resources and Currency listed on the card from your stockpile and attach that card to the target Station, Ship, or Marine respectively. Modules can only be deployed during your Manufacturing Phase and can be replaced by new Modules if desired – the Module being replaced is placed onto your Scrapheap. If the Station, Ship, or Marine the module is attached to is destroyed then the attached mods are also destroyed, all of which go onto your Scrapheap. **You may never have more than one Module card attached to any ship or Marine. However, in the rare event that a card grants an exception to the limit-one rule, you may furthermore never attach more than one copy of any specific Module card to a Ship, Station, or Marine for any reason.**

2.4. Marines: This is a generic term for military assault forces in play. Although all ships have personnel aboard them and in many cases they number in the thousands, these naval personnel who crew the ship are specifically trained for the difficult technical jobs on board. Marines, on the other hand, are both an attack and defense force and are specifically trained to board opposing ships or repel boarding attempts by opposing Marines. Any ship larger than a Fighter Wing may generally garrison one Marine aboard, however, larger ships have the capacity to attach several Marines (see below). Note that some Marines are further class-size restricted to the classes of ships they may be assigned to or attempt to board; this restriction is noted on the Marine card. Although there is no rule against it, no deck should ever be without a few good Marines! **Any Marines with additional traits do not add, or “stack” in any way to the ship’s traits that they are attached to - their traits are reserved only for Marine engagements during boarding actions unless otherwise specified.**

2.4.1. Marine Capacity Restrictions: Marines may be attached to any ship larger than a Fighter Wing, but larger ships have more capacity for the Marines and their supplies. The specific capacity of a ship is marked on the card itself with a white icon and number. Marine cards also have an red icon and number indicating how much space they consume when attached.

2.4.2. Marines – Character: These cards are characters who, although treated like Marines, are generally used to affect other units already deployed. ***Marine Characters ignore space requirements when being attached*** (meaning they can fit on any ship or station that can carry Marines, regardless of how many are already aboard), ***may not attach Module – Marines cards to them, and must always be deployed at cost from your hand of cards. Furthermore, these card may not be deployed in conjunction with the trait Regimented -Marines.***

EXAMPLE

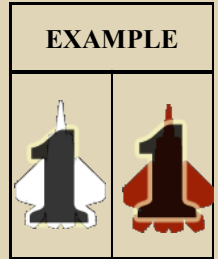


2.5. Ships: Ships are broken down into various size classes, and some modules can only be equipped to a ship of a certain size. All subtypes listed here are treated as ship cards for the purposes of Type. Here are the ship subtypes:

2.5.1. Fighter Wing: The smallest of the ship units, this card actually represents a wing of fighters consisting of approximately 48 to 60 star fighters. They deal little damage in respect to other ships but are better used to distract, antagonize, or support larger ships. **You may not attach Module or Marine cards to Fighter Wings.**

2.5.1.1. Fighter Wings may attach themselves to a ship or Station with the printed capacity for them. These ships or stations have fighter bays in which the fighter wings reside until they are needed. A Fighter Wing in a bay cannot be targeted by an opposing Commander's volley fire and is immune to most Event or Tactic card effects, with the exception of an card that requires the Commander deploying it to name a specific ship. If not attached to a ship then they deploy into open space and function like any other ship. **Note that ships and stations can be Regimented with Fighter Wings, just like Marines.**

2.5.1.2. Fighter Wings carried in a fighter bay may be deployed into space at any time, but may only return to a fighter bay in combat on their turn to volley fire, and must sacrifice their turn to fire to do so. Fighter Wings can also be reassigned into or out of the fighter bays of a ship or station with the capacity to hold them during your Manufacturing Phase or at the end of an engagement before the end of your turn.



2.5.2. Frigate: Larger than a Fighter Wing, these ships are generally the size of a 20th century 747 commercial jet. Small, fast, and agile, these ships are generally used in a support role or as skirmishers and scouts. Most possess the trait *Escort* (See Section 4.4.3 Traits) and are best used in that role.

2.5.3. Destroyer: These ships are roughly 150% larger than a frigate and carry additional weapons and support equipment used for large fleet engagements. Destroyers possess the trait *Hunter* (See Section 4.4.6 Traits), which allows them to detect and fire at stealth enemies.

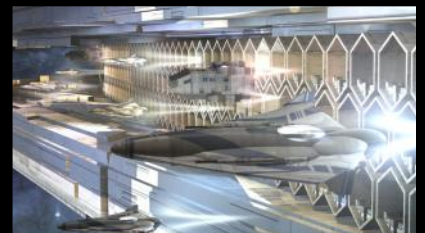
2.5.4. Cruiser: Larger than a Destroyer, these ships are the basic spacecraft of many fleets. These ships are approximately 1200 to 1500 feet in length and possess naval crews of 500 or more. Cruisers are the most common ship class across the galaxy due to the ratio of its effectiveness vs. cost and this makes them the basic building block of any fleet.

2.5.5. Battle Cruiser: Larger and tougher than a Cruiser, these ships are about 150% larger than the size of their cruiser counterpart to carry additional weapons, armor, sensors, and Marines. The Battle Cruiser's role generally revolves around a specific function for the fleet such as command and control of a fleet providing bonuses to a large task force. Battle Cruisers are also the smallest ship class that can attach *Module-Ship* cards with the trait *Face Up - Face Down* (See Section 4.4.4 Traits).

2.5.6. Transport: Roughly the same size as a Battle Cruiser, it instead has a stripped-out hull to allow for additional cargo space. These ships are used to conduct military trade and shipping around the galaxy; specifically, during your Logistics Phase they provide additional assets. **Transports may not attach Module cards.**

2.5.7. Battleship: These ships are significantly larger than a Battle Cruiser. Battleships are generally 5000 to 7500 feet long and are large enough to house ammunition depots, logistical systems, and small factories to produce the beans, bandages and bullets needed for supporting large fleets. Battleships range from large troop transports designed to assault major objectives to hull types specifically designed to overpower opposing ships in volley fire engagements. Tough armor, numerous large and powerful fleet weapons, and tenacious fortitude for absorbing damage are just a few of its trade marks. These Battleships generally crew thousands of naval personnel and few go undefended without a garrison of Marines aboard.

Unmanned and heavily armed 'Stalker' MK II Fighter Drones launch from the Wyvern-class Capital Ship "Final Warning" to attack opposing Fighter Wings and Frigates without mercy.



2.5.8. Capital Ships: Larger than a Battleship, and up to 3 miles long, these ships are monuments to a Commander's technological know-how and determination to dominate fleet engagements. From super carriers to command fortresses these ships naturally unnerve an opposing fleet and their Commander. Large enough to house an entire city of support personnel, as well as to unleash a hail of devastating volley fire, these giant hulks require vast amounts of resources and logistics to maintain. These Capital Ships have naval crew that number nearly ten to fifteen thousand and civilians aboard to provide the various ship functions and in fact run businesses within the ship itself. Capital ships are all *Unique* (See Section 4.4.12 Traits), meaning you may only have one of a specific type in play at a time, although you may have several copies in your deck.

Note: Size Matters! Often Marines and Module cards are *class-size restricted*, meaning they are unable to be used on or attached to certain ships above or below the class-size restriction written on the card. **Remember that all cards with the FACE UP - FACE DOWN trait may only be used on Battle Cruiser or larger class-size ships.**

Reference the class-size chart below to determine the relative size of any star ship.

CLASS - SIZE TABLE

SHIP TYPE	LENGTH	UNLOADED WEIGHT	CREW	RETROFIT OPTIONS	COST IN ZETA
Fighter Wing	18m (x15)	21 m/tons each	30 (2 each)	NO MODULES	(each) 1,250,000
Frigate	75m - 150m	180 - 375 m/tons	75	1 MODULE	18,000,000
Destroyer	110m - 225m	275 - 563 m/tons	150	1 MODULE	33,000,000
Cruiser	400m - 500m	1K - 1.25K m/tons	500	1 MODULE	92,000,000
Battle Cruiser	625m - 725m	1.68K - 1.94 m/tons	150	NO MODULES	1,350,000,000
Transport	600m - 750m	1.95K - 2.32 m/tons	900	1 MODULE	4,000,000,000
Battleship	1.5Km - 2.2Km	4.87K - 7.15K m/tons	2750	1 MODULE	25,000,000,000
Capital Ship	> 4 Km	> 14K m/tons	12000	1 MODULE	131,000,000,000
Station (RDF)	> 6 Km	> 22.5K m/tons	40000	4 MODULES	2,450,000,000,000

*For purposes of game play both the Transport and the Battle Cruiser classes are treated as the same size.

--- 1 m = 1 meter (3 ft.), 1 km = 1000m (3000 ft.), 1 m/ton = 1 metric ton (1.05 tons or 2204 lbs.), K = 1000 ---

2.6. Events: Events are special cards that may be deployed at any time during the game. Many events say very specifically when they may be deployed, but in general can be played at any time unless they say otherwise, even during another Commander's turn or engagement. These are all game-altering effects that are naturally unbalancing to the game. For this reason, **you may only have 1 of any specific named Event card in your constructed deck.** Simply read the card text and perform its effect on the Event card when the card is deployed. Unless the Event card says otherwise, an Event card is always placed on the Scrapheap after its effect has been resolved. **If an Event card is deployed directly on to the battlefield, then this Event card stays in play indefinitely. If an Event card is deployed and then attached to another card, then this Event card remains attached to this other card until that card is destroyed.**

2.7 Tactics: Tactics are special cards that may only be deployed during an engagement and grant some specific effect on the combat. Tactics cards are highly situational, but can tip the results of fleet combat dramatically when used correctly. Tactic cards may on occasion be deployed into other Commanders' engagements, even if you are not specifically involved, the card will always tell you specifically when this is a possibility. **Much like Event cards, you may only have one copy of any specific Tactic in your deck.**

2.8. Breakthrus: It is assumed that everyone, no matter how different their tactics or equipment are, has access to all the combined technology in the galaxy. You could consider it as black market acquisitions, trade and science alliances, or stolen and reverse-engineered equipment or hull designs. In general, no matter how your people "get it done," all factions have access to the same pool of technology. A Breakthru is an advantage achieved by your scientists and capitalized on by your leaders. For whatever reason, you have created a new weapon, computer chip, or even trade tactic that makes your faction have "state-of-the-art" equipment or strategic thinking. This technology - whatever it is - is so new and complex that the other factions have not yet been able to countermand or reproduce it, giving your Command a vast advantage. **You may only play a Breakthru card only during your Logistics Phase.** Simply read the card text to determine its effect on the game. This card stays deployed on the battlefield indefinitely. **You may only have 1 copy of any specific named Breakthru in your deck.**

SECTION 3.0 - TRAITS

3.1. It's All About the Traits. Traits are used to denote and abbreviate basic and/or special governing rules within the game. Traits are listed in **gold** and usually **capitalized** text For example: **STOIC, HUNTER, and REPAIR +3**. Some of these special abilities are “stackable,” meaning there is a specific value of X granted by the trait which can be added together with similar bonuses from other cards to produce a final value associated with that specific trait. The “stackable traits” are **Interceptor, Jammer, Overload, Repair, and Target Painter**. The cards that grant these traits specify how and when they are granted, how they are effected by deploying additional cards.

*For example, if you have a Zephyr Fighter Wing deployed with **Interceptor +2** and a Sparrow Fighter Wing with no **Interceptor** at all, then you deploy an Eagle-class Battle Cruiser that adds **Interceptor +1** to all ships in your fleet, your Zephyr Fighter Wing now has **Interceptor +3**, your Sparrow Fighter Wing now has **Interceptor +1**, and your Eagle has **Interceptor +1** as well.*

*You gain no additional effects by having two of the same “non-stackable” traits on the same ship, Marine, or Station. For example, if you have a Cockatrice-class Cruiser deployed she already has the trait **Annihilate**. If you then deploy the Marines: Character card Heroic Fleet Commander that adds **Annihilate** to all ships in your fleet, technically she'd have this trait twice, although this grants no additional benefits at all.*

3.2. The Differences Between Active and Passive Traits. There are two types of traits: Active and Passive. **Active traits or “stackable traits”** are used primarily in combat, and are typically activated during a unit's turn to volley fire. Since these traits offer a special kind of attack or ability, units intending to use them must abide by the rule “Trait or Fire!” - use the desired trait that round of volley fire, or use the unit's normal attack volley fire. The active traits are: **Interceptor, Jammer, Overload, Repair, Target Painter**. When a unit uses an active trait in combat, *a Commander denotes that the unit is using its trait rotating the card 180 degrees to face the opposing Commander*, and by returning the unit to its normal position at the start of your next volley fire. **Passive traits** are traits that are always available regardless of what your unit is doing; thus the rule “trait or fire” does not apply to the traits **Annihilate, Escort, Face Up – Face Down, Fearless, Hunter, Regimented, Resistant, Stealth, Stoic, or Unique**. These traits, as explained later, do not interrupt your unit's normal volley fire and must be used as the trait rules describe. **In the case that a unit has two or more active, or stackable traits, you may only use one of them in lieu of your normal volley fire.** Remembering all the trait effects can seem a lot to deal with at first. On the next pages there are a list of the 17 traits and their effects on the game or engagements. It won't take long to memorize this list once you start playing. They are all listed in alphabetical order so you may reference them quickly from this manual during game play.

3.3. The Active Traits

3.3.1. Interceptor +X: Any unit that has the trait **Interceptor** is assumed to be extra-vigilant and always ready for a fight, often equipped with powerful sensors, super long range missiles, or perhaps taking advantage of static patrol procedures in this sector of space. This unit does not have to scramble to an alert unlike all other ships, Marines, and stations **and receives an additional volley fire, when local to their station as the “defender”, during the Interceptor Phase of an engagement.** The +X represents the number of volley dice this ship, or station has to assign at the beginning of combat during the **Interceptor Phase** of an engagement.

Any ships or Marines destroyed by **Interceptor** volley fire are considered **immediately destroyed** and may not use the trait **Stoic**, if applicable. Ship and station **Interceptor** may only fire once at the during the **Interceptor Phase** of an engagement, or in the case of Marine units at the start of a boarding action, and this additional attack does not count as part of your normal volley fire during your turn to do so.

This additional attack is used as a powerful defensive tool often deterring other opposing fleets from attacking your station. Remember that only defensive units local to your station gain this special attack, and that offensive or attacking units and fleets never gain this advantage even if they have the trait **Interceptor** printed on the card. **Interceptor volley fire may be used in conjunction with the passive traits such as Annihilate or Hunter.**

3.3.2. Jammer +X: Any unit with this trait has Electronic Countermeasures or ‘ECM’ that dazzle, distract, or countermand another unit's targeting and weapons systems. This results in poor performance or limited range from the targeted ship's offensive and defensive systems. **During your volley fire, a unit with the trait Jammer +X may instead of volley firing as normal, jam one local opposing ship. The unit being jammed loses X from its current attack value. Any ship with the trait Jammer may not be targeted by Interceptor fire for any reason.** This unit may not fire as normal during its volley fire phase if it is using this trait. Jammer may never be used against an opposing Station or Module - Station card as the target Station and her electronic and special systems are too powerful for Jamming ships to have any meaningful effects and **the trait Jammer may never be split between multiple targets.**

3.3.3. Overload +X: Any unit with Overload may choose once per engagement to use this trait instead of its usual attack value. This unit has built in capacitors, or special weapons, that are charged prior to an engagement and may be fired only once per engagement. Instead of rolling the unit's normal number of volley dice during a volley fire you may choose instead to select one target and roll X number of volley dice associated with the trait. **Overload dice may not be split between multiple targets.**

*For example, your Cockatrice-class Cruiser has **Overload +6**, meaning she gets 6 volley dice against one target once per engagement in lieu of her normal volley fire. Keep in mind, she also has **Annihilate**. If any of these volley dice results are a ‘natural 10’ she'll do additional damage to the ship unless that ship has **Resistant**.*

Finally, a unit using its Overload trait must skip her next turn to volley fire as her weapon systems recover from the Overload volley. This is called the Overload Drawback. She may still attempt boarding actions, use any passive traits, or attempt to retreat from combat while her other weapons are temporarily offline.

3.3.4. Repair +X: This unit is equipped with the means by which it may remove X wounds in combat. This trait represents any way that a ship, station, or Marine may repair itself while actually engaged in battle; automated repair drones, damage control repair crews, or regenerative bio-armor to name just a few. A unit with Repair +X may choose to repair X wounds instead of its normal volley fire. If the unit is destroyed it may not repair itself, regardless of its Repair trait value. **If the unit has both the Repair and Stoic traits it may still use Stoic, but it may not Repair itself during its last Stoic volley fire before going onto the scrapheap.**

*For example, your Osprey-class Battle Cruiser has **Repair +3**, meaning she may remove up to 3 wounds from her current damage instead of her normal volley fire.*

Any wounded ship, station, module—station card or Marine with the Repair trait may remove all wounds during its owner's Logistics Phase. All other wounded ships, station, and Marines may remove only one wound during their Commander's Logistics phase regardless of whether they have the trait Repair or not.

3.3.5. Target Painter +X: This unit uses specialized targeting lasers to “paint” a target unit for other friendly units. This allows for other units to target this “painted” unit more easily, perhaps highlighting specific weak points. **Target Painter allows for +X to be added to the result of the volley fire from your local units when targeting this “painted” ship.** This unit may not fire as normal during its volley fire phase if it is using this trait. Target Painter may never be used against an opposing Station or Module - Station card and may not be split between multiple targets. Remember you may still choose to Target Paint a ship with the trait **Stealth** to help override the Stealth penalty and aid ships without the trait **Hunter**, or even further increase or bonus your chances to hit with your ships that have the trait Hunter already.

*For example, your Seagull-class Cruiser with the trait **Target Painter +3**, instead of its volley fire, paints the opposing Roc-class Battleship with a defense value of 7. All your other ships that fire upon that “painted” Roc gain +3 to all results against this opposing ship. Now all your other ships only need to roll a 4 or greater on their volley dice to wound this Roc. The Seagull may choose to retarget or discontinue the target painter at the beginning of her next volley fire. Ships with Target Painting are crucial to damage and destroy ships with difficult defense values.*

3.4. The Passive Traits

3.4.1 Alpha Strike: Any unit with this trait has a powerful first strike volley for which you'll add 3 to the results of all the volley dice rolled in that one attack. Keep in mind that you may still choose to *split fire* if you wish, and all your volley dice will still gain this bonus to their results. This trait may only be used once per engagement and must always be used on the first volley fire from a unit. Alpha Strike may be used in conjunction with *Interceptor*, *Overload*, and *Stoic* volley fire.

3.4.2 Annihilate: Any unit with this passive trait has an awesome and devastating special attack. Any volley fire result from a ship, station, or Marine that has this trait and is a 'natural 10' deals two additional wounds – a total of three - instead of only one. Rolling a result of two or more natural 10s in the same volley means the *immediate* destruction of the target. This trait is always considered and applied in addition to any other volley fire from this unit. The Annihilate trait can be used in conjunction with *Interceptor*, *Overload*, and *Stoic* volley fires; a ship that has the trait *Resistant* is immune to all additional damage effects from *Annihilate*, but will still suffer the 1 wound when successfully hit by this unit's volley fire as normal.

3.4.3. Escort: A ship with the trait Escort exists primarily to guard other ships during the *Boarding Phase* of an engagement. Especially fast and agile, generally only Frigates can obtain the speed and accuracy necessary to perform this action against the opposing ships boarding systems. Before the attacker *and* the defender resolve boarding actions, during the *Escort Phase* of an engagement any ship with the trait Escort may cancel one opposing ship's boarding action. Each ship with the trait escort may only perform this action once per Escort Phase during an engagement and no Escort ship may cancel another board from any other Escort ship.

3.4.4. Face Up - Face Down: Certain Module – Ship cards possess the trait *Face Up - Face Down*. These modules function much like the majority of Module – Ship cards: they are deployed during your Manufacturing Phase, they grant the ship to which they are attached some bonus or special capability, and a ship may only have one attached module. **However, they are restricted to ships larger than Cruisers, are deployed at no cost, and are always deployed face-down on your attached ship.** Modules with this trait are kept face-down until their 'trigger' occurs – the trigger is always specified in the card's printed text. Once the trigger occurs, you may choose to flip the card face-up, at which point you immediately perform whatever action the card describes. While face-down the card has no effect on the game. If the ship it is attached to is destroyed, it too is discarded onto your Scrapheap, but otherwise it cannot be interacted with by other Commanders until it is Face Up and grants no additional bonuses or advantages while Face Down. **At the end of your engagements you may choose to turn this module Face Down again.** These Face Up - Face Down cards when used correctly give you, as a Commander, an element of surprise during fleet engagements.

3.4.5. Fearless: A unit with Fearless is exactly that – fearless. Whether the unit is under the influence of mind-altering combat drugs, or is elite and exceptionally well-trained, this unit fights as if it's unconcerned for its own safety, giving up valuable defense for a drastic attack bonus. Any unit with *Fearless* may choose once per engagement, at any time, to invert its attack and defense values. This exchange lasts until the end of the engagement and cannot be reversed for any reason. **Note that the 'Fearless Swap' is made before any bonuses to attack or defense are applied, any additional bonuses to this unit are added as normal after the fact.**

3.4.6. Hunter: A ship with the trait Hunter is designed to be the eyes and ears of a fleet against opposing *Stealth* ships. *Hunters* use sophisticated sensor suites to track down these ships and *ignore the trait Stealth altogether*. These units may volley fire, use other traits against them, or even board them. Hunter may be used in conjunction with *Interceptor*, *Overload*, and *Stoic* volley fire. Although, there is no rule against it, every Commander's deck should have a few Hunter ships to avoid being overrun by *Stealth* ships. Destroyer-class ships are generally used as cheap and effective defense against *Stealth* ships, but there are many ways to obtain this very necessary trait for your fleet. If you don't use at least **some** Hunter, other Commanders **will** use *Stealth* to defeat you.

3.4.7 Micro-Fold: A unit with the trait Micro-Fold has Transporter Portals aboard ship or station that literally open a rift of hyperspace for personnel and materials to travel thru over much shorter distances. This technology is expensive and unfortunately unforeseen miscalculations during combat may lead to the death of boarding Marines or evacuating personnel. Many Commanders shy away from its use believing that that subsequent use can lead to DNA mutations, Star-blind Syndrome, and catastrophic damage to ships and stations.

A unit with the trait **Micro-Fold** has the ability to reassign itself to a local ship or station under your control, with the Marine capacity to garrison them, at anytime except when immediately destroyed or currently involved in a boarding action. However to do this make a *'Micro-Fold Test.'* On the result of a 1 or a 10 this unit is immediately destroyed and on any other result this reassignment happens successfully and without further incident.

A unit with the trait **Micro-Fold** may also choose to declare a boarding action “without the use of a ship” during an engagement. Units attempting to do so make their declaration and roll for the Micro-Fold test during their turn to declare a boarding action. Keep in mind, if this unit had a successful test, if their sending ship is destroyed [and not immediately destroyed] then this board still happens. **Furthermore, a unit with Micro-Fold may also attempt to retreat as well.** In lieu of their attack volley fire they may choose instead to withdraw via the Micro-Fold to another local ship or station under your control. The opposing Marines still have the opportunity to volley fire at the retreating Marines and a successful Micro-Fold Test must be made.

3.4.8. Regimented: A unit with this trait deploys with Marines or Fighter Wings attached to it for free. When a unit with **Regimented** is deployed, you may search and deploy any legal and applicable unit from your shipyard (any unit in your hand must be deployed as normal) at no cost and immediately attach it to that Regimented unit. In the case of **Regimented x 'X'** simply perform this action X times as marked on the card. **Marines and Fighter Wings deployed in this fashion must be assigned to the Regimented ship or station first, but may be reassigned afterward as normal.** If for whatever reason, you do not have the capacity to garrison Marines or Fighter Wings aboard or do not have any left in your shipyard then simply ignore part or all of this trait depending on the situation. Note that you cannot draw a Marine - Character for a **Regimented - Marines** card.

3.4.9. Resistant: A unit with this trait is very difficult to wound. Whether the ship has improved shield or armor defenses or the Marine unit is exceptionally hardy, the result is always the same. **This unit ignores any damage effects from compulsory wounds. Note that any wound that is inflicted on a unit, without rolling volley dice, is considered a compulsory wound.** In the case of the trait **Annihilate**, although you will ignore all additional damage effects from this trait, your Resistant unit still suffers the normal one wound from each successful volley fire on that unit.

3.4.10. Stealth: A unit with the trait **Stealth** is equipped with cutting-edge technology that renders it nearly impossible to detect by conventional scanners. **Any unit that volley fires against a unit with the trait Stealth receives a -5 result penalty** (remember that a natural 10 always hits) **but may add any other result bonuses if applicable** (such as Target Painting effects) and it **cannot be boarded**. A unit with the trait **Hunter** is the natural enemy of Stealth units as **Hunters ignore the trait Stealth**, boarding and targeting as normal. Note that Marines attempting to board a **Stealth** ship “without the use of a ship” must be aboard a unit with **Hunter** to do so.

3.4.11. Stoic: For whatever reason - fanatical determination and zeal, ruthless tactics, blinding faith, or unusual fortitude and morale - these units can hold out long enough to fight to the last moment possible. A unit with the trait **Stoic**, when destroyed by volley fire (note that **Interceptor** fire does not trigger **Stoic**, nor do any cards that **immediately destroy** the unit), may immediately respond with one last attack volley of its own – against any valid target, not necessarily the unit that destroyed it - before it is officially destroyed and discarded onto the scrapheap. Once the unit has volley fired back in retaliation, it then goes on the Scrapheap. If a unit has both **Repair and Stoic** it may not repair itself while using her Stoic volley fire after being destroyed. Any bonuses to attack or traits such as **Annihilate**, **Hunter**, or **Fearless**, remain in effect during a unit's Stoic volley fire. Note that a unit that is **Stoic** may not choose to activate **Fearless** for this final volley – in order to use Fearless in this way the unit must have already been in that state before it is destroyed.

3.4.12. Unique: A card with the trait **Unique** is, for whatever reason, unusually important or exceptionally rare in some way. Commanders may only deploy one copy of a card with the trait **Unique** at a time, but Commanders may have multiple copies of cards with this trait in their constructed deck. Multiple copies of a card with this trait may be in play simultaneously provided they were each originally deployed by different Commanders. If your Marines hijack an opposing Commander's **Unique** ship, you may keep it even if you have already deployed that same ship yourself. **Note that some Module - Ship cards have the trait Unique, and only the module is treated as Unique and NOT the ship to which this module is attached.**

SECTION 4.0 - SETUP PHASE

4.1. The Setup Phase. During the Setup Phase of the game you will deploy your Station, build and array your initial military forces before the game officially begins. Keywords will be in *bold italicized* letters, feel free to consult **Section 9.0 Definitions** for any questions you may have about these keywords. There you'll also find a Index as well. This process, and that of taking turns in the game, is explained in greater detail later on in **Section 5.0 Turn Anatomy**.

4.2. Arraying Your Forces. To start a game of Hull Breach!©, first *deploy* your Station Card onto the *Battlefield* in front of you. Then pick any two Module - Station cards from your deck and deploy them at no cost, in other words, for free. Selecting your first two Module - Station cards can be very important for determining the initial disposition of your deck. *Are you a fiercely defended military node, a factory complex pushed into open conflict, or something in between? As you collect more Hull Breach!© cards you'll be able to better hone a more specific concept for your Station.* Some Stations and Module - Station cards have effects on the game as they are deployed. At this time, read those instructions - if any - and resolve them accordingly.

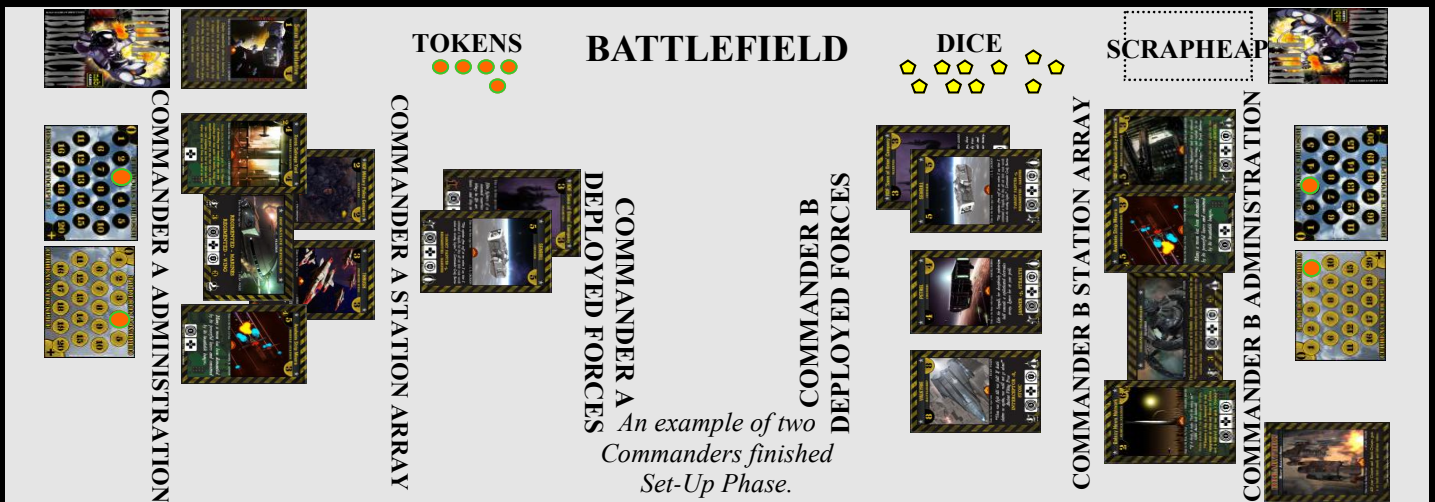
4.3 Resource and Currency Stockpiles. Next find your Resource and Currency Stockpile cards and place them somewhere visible to both you and your opposing *Commander*. During this Set-up phase, add 10 *Resource* and 10 *Currency* to your *Stockpiles* by obtaining some *tokens* (glass beads, spare change, small dice) and placing them on the "10" positions on both cards respectively.

4.4 Drawing Cards. Now draw 5 cards from your *Shipyards*. Take a moment to examine them.

4.5 Collect Your Resources and Currency. Look for the Black and Gold "Blips" on your station and station module cards. These little circles (unlike the larger half circles that indicate cost) denote the amount of Resource and Currency you'll collect at the beginning of your turn after your draw your cards. Add together the total of these 'blips' both black for Resource and gold for Currency then add them to your respective Stockpiles. *You'll now notice that you have a significant amount of both Resources and Currency, now you can deploy some or all of the cards from your hand.*

4.6 Deploying Your Forces. While you cannot play any Event cards or Tactic cards during your Setup Phase (unless otherwise stated specifically on the card) and you cannot *engage*, or *attack*, another *Commander* you may however deploy as many ships, modules, and Marines as you can afford. Deploying this cards is as simple as deducting the number of Resource and Currency denoted in the large-sized half circles on the top of the card, announcing the deployment, and placing the card face-up on the Battlefield. When you are finished with this process you have completed both your *Logistics Phase* and your *Manufacturing Phase*. You must ignore your *Engagement Phase* during the Set-up Phase portion of the game as you cannot attack another *Commander* until the game officially begins.

4.7 Finishing Your Set-Up Phase. Lastly, you have the option to discard any cards in your hand you do not want or need. They may be discarded to your *Scrapheap*, or in other words your discard pile. This action ends your turn whether you decide to discard additional cards to your scrapheap or not.



4.8 Determining Initiative. All Commanders will roll a volley die, or in other words, a 10-sided die. The Commander, who rolled highest, takes his or her turn first and all other Commanders act in clockwise order thereafter. Reroll any ties if necessary.

4.9 Your First Official Turn. *Let's assume you've won the initiative roll, and are going to take your turn first ahead of the other Commanders.* It is important that you follow the sequence of events in the table to the right. Keep it mind that **Section 5.0 Turn Anatomy** and **Section 6.0 Engagements** will better explain this series of events. Try your best to do these actions in the order as described. While there is no rule against this, once you've taken an action in the next Phase, there is no going back. Developing a habit of doing the same things in the same order every time will aid you in never forgetting a step. **See Section 8.6 Golden Rules.** *In essence, you'll be taking the same actions as you did during your Setup Phase. Refer to the Logistics Phase block in the table to the right and complete each step, if applicable, and in order. Next, complete your Manufacturing Phase by following the steps listed on the right. This, for the most part, will be exactly the same as the turn taken prior during your Set-Up Phase.*

Take a look at what's changed and look for the red circles. These circles indicate new cards that you've managed to deploy from the last example. You've deployed; two Harpy-class Cruisers, a Sons of Orion Marine and attached it to your Valkyrie-class Battleship for her defense against other Marines if necessary, an ECM Module - Ship card which you've attached to your Seagull-class Cruiser adding 2 additional attack value and the additional trait of Jammer, and attached a Module - Station card to your Station improving her attack and defense and giving her the trait Jamming. Your stockpile is now completely depleted but you have much to show for it. It may be time to attack on an opposing commander.

Logistics Phase: Draw up to your maximum hand size, generally 5 cards. Gain *Resource* and *Currency* from your Station, and other applicable cards then add them to your respective stockpiles. Repair one wound on all your units, and deploy any Breakthru's if applicable.

Manufacturing Phase: Deploy any Ship, Marine, or Module cards from your hand at cost. Deduct the cost from your Stockpile as you deploy each card. You may reassign Marines or Fighters to your ships or Station at this time as long as they have the *capacity*.

Engagement Phase: You may choose to engage another Commander in combat. Choose the units you wish to engage with and enter then resolve the engagement. At the end of this engagement you may reassign any Marines and Fighters and discard any cards you do not want onto your *scrapheap*.

BATTLEFIELD

COMMANDER B DEPLOYED FORCES

COMMANDER B STATION ARRAY

COMMANDER B ADMINISTRATION

SCRAPHEAP

4.10 Deciding to Engage an Opposing Commander. Now you *may choose* to use your **Engagement Phase**, unlike in the Setup Phase prior. It is not uncommon for a Commander to take advantage of taking the first official turn by engaging another Commander. *Now comes a difficult decision. Do you decide to engage another Commander in combat? Here's a few things to think about...*

Engagements are always destructive both for you and the opposing Commander. In a 3 or more player game of Hull Breach!© it is important to debate your chances about not only winning the engagement against the opposing Commander should you decide to attack, but whether you'll have enough forces left over to defend your Station afterwards against other opposing Commanders while waiting to take your next turn (See Section 7.0 Multiple Commanders). Does the Commander you're deciding to engage have cards left in his hand? An opposing Commander with cards left in hand could have powerful Event and Tactic cards (See Section 3.0 Card Types) that could ruin your chances for victory during an engagement. Or do you have an Event or Tactic card that could change your chances in the battle significantly? Be cautious, but don't be gun-shy. The longer you wait to attack, the more defenses they'll have.

See Section 6.0 Engagements for a full explanation on how to engage an opposing Commander.

SECTION 5.0 - TURN ANATOMY

SETUP PHASE (BY THE NUMBERS)

- 1 - Deploy your one Station card, at no cost, and resolve its effects, if any.
- 2 - Deploy your two Module - Station cards, at no cost, and then resolve their effects, if any.
- 3 - Deploy your Resource and Currency Stockpile cards, and use 2 tokens to add 10 Resource and 10 Currency to them.
- 4 - All Commanders take their first turn simultaneously, this speeds up the Setup Phase significantly.

- 5 - Review the table below, and follow the instructions for your Logistics Phase and Manufacturing Phase. *Omit the Engagement Phase for this turn only, however you may still discard any unwanted cards onto your scrapheap at the end of your turn.*
- 6 - Roll one volley die, a ten-sided die, for initiative with all opposing Commanders. Highest result wins the roll, and everyone else acts in clockwise order one at a time. **The game has now officially begun.**

More on the Setup Phase: Keep in mind that your ‘initial’ Setup Phase, whereas you deploy your station, starting modules, and resolve any other effects *and* your first simultaneous turn with other Commanders are both included in your Setup Phase. No Commander may engage any other Commander and no Event or Tactics cards may be deployed at all.

Mulligan Rules: if on your *Setup Phase* turn you are unhappy with the hand of cards you drew, you may discard them onto your Scrapheap and draw 5 new cards from your Shipyard. This costs 1 Resource and 1 Currency from your Stockpile every time you Mulligan your hand. You may do this as many times as you wish and only during your first draw of the game. **You may only Mulligan on your draw step during your Setup Phase.**

5.1. Actions in the Setup Phase: Hull Breach!© has what you might call a “no-rush” rule, meaning Commanders cannot attack one another or deploy most Event cards on the first turn of the game - in the Setup Phase. The first player to start could, in theory, destroy an opponent before that Commander had anything more than his or her starting Station on the table. **Event cards which are legally deployable on your first turn, in the Setup phase have the phrase, “May be deployed during your setup phase” written on them. All other Event cards may not be deployed for any reason during your Setup Phase and first turn.**

5.2. Anatomy of Your Turn: Your turn is divided into three phases: **the Logistics phase, the Manufacturing phase, and the Engagement phase.** Certain actions may only be taken during certain phases of your turn, so it is very important to do them in order.

Logistics Phase: Draw up to your maximum hand size, generally 5 cards. Gain *Resource* and *Currency* from your Station, and other applicable cards then add them to your respective stockpiles. Repair one wound on all your units, and deploy any Breakthru's if applicable.

Manufacturing Phase: Deploy any Ship, Marine, or Module cards from your hand at cost. Deduct the cost from your Stockpile as you deploy each card. You may reassign Marines or Fighters to your ships or Station at this time as long as they have the *capacity*.

Engagement Phase: You may choose to engage another Commander in combat. Choose the units you wish to engage with and enter then resolve the engagement. At the end of this engagement you may reassign any Marines and Fighters and discard any cards you do not want onto your *scrapheap*.



5.3. Logistics Phase. During the Logistics phase, you'll restock the cards in your hand, update the amount of Resource and Currency at your disposal and deal with the logistics of managing your forces.

5.3.1. Reinforcements: Draw up to your maximum hand size, generally 5 cards, from your Shipyard. Simply replace the cards you deployed or discarded last turn with new ones drawn from the top of your Shipyard. If you have no cards left in your shipyard, you have exhausted your Command's allotted reinforcements and may not draw any cards and you must continue to make do with what you have.

5.3.2. Taxes and Collections: Add Resources and Currency commensurate with your station, Module-Station cards, and any other cards that have the gain Resource or Currency icon on marked them to your Stockpile. Every Station card has a gain Resource and/or Currency icon on its face, which indicates how much of each you gain per turn during your logistics phase. *Many Module-Station cards also add Resource or Currency, as well as some Event cards on the battlefield and Transport ship cards, so be sure to total these numbers up accordingly.*

5.3.4. Space Dock Operations: Repair up to one wound on every ship, station, Marines unit, and Module - Station cards you own with damage tokens on it. If a ship, station, or Marine has the trait **Repair +X**, repair **all** wounds on that card regardless of your repair value.

5.3.5. Research and Development: You may deploy onto the Battlefield any Breakthru cards that you may have in your hand at no cost.

5.3.6. Logistical Events: Deploy and resolve, if you wish, any card effects that specifically state, "during your logistics phase."

5.4. Manufacturing Phase. This is the part of your turn when you are able to deploy new ships, Marine units, or module cards.

5.4.1. Deploy Reinforcements: You may deploy any ship, module, or Marine card from your hand you may legally deploy at cost. Remember to take into account any discounts or penalties you may gain from your Station, Module-Station cards, or Event cards deployed on the Battlefield.

5.4.2. Conscript or "Drafting" of Forces: You may choose to **Conscript** one Ship or Marine unit during this phase. You may search your Shipyard and choose one Ship or Marine you wish to deploy, pay double its face value (*any discounts you may ordinarily get on this unit's deployment cost are ignored*) and then deploy it onto the Battlefield – such is the price for gaining access to a unit you absolutely need this turn.

5.4.3. Manufacturing Events: Deploy and resolve, if you wish, any card effects that specifically state, "during your manufacturing phase."

5.4.4. Assign and Reassign Your Assets: You may reassign any Marines or Fighter Wings already in play to a new legal host ship or station and attach them accordingly.

5.5. Engagement Phase. This is the phase of your turn where you *may* send your fleet out to attack another Commander at his or her Station. Combat is explained in the following chapter, but the basic steps are:

5.5.1. Declare an Attack on an Opposing Commander. You may declare an attack on an opposing Commander **OR** skip to Section 5.5.4.

5.5.2. Select Your Attacking Fleet. You may select any number of ships from your current fleet and proceed to your engagement with an opposing Commander. You may only attack one Commander at a time, and you may only attack once per turn.

5.5.3. Engagement Begins. Enter and resolve the engagement with this opposing Commander.

5.5.4. Discarding Options. You may choose to discard on your Scrapheap any cards left in your hand that you no longer want or need.

5.5.5. End Your Turn Officially. Declare the end of your turn.

5.6. Continuing on with the Game. Once you have declared the end of your turn, play passes clockwise to the next Commander, who takes his or her turn in a similar fashion. As a new Commander, be cautious moving from step to step during your turn, as only certain actions can be done legally during certain phases of a turn. If you make a mistake, and 'forget' to do something there is no going back -- being a Commander is stressful so expect to make some mistakes.

See Section 8.6 Golden Rules

SECTION 6.0 - ENGAGEMENTS

6.1. Winning a Game of Hull Breach!©: The object of the game and the win condition for any Commander in Hull Breach!© is to hijack or destroy all opposing Stations. In order to do that, you need a strong and effective fleet of ships and Marines.

During the Engagement Phase of your turn, you may choose to declare an engagement against an opposing Commander. Since all combat takes place at a Station, with only a few very special exceptions, you'll need to decide which of your ships are going to be heading out on the attack – it can be wise to leave a few ships at your Station to defend it in case your attack fails. Once you've decided on your attacking fleet composition of ships, Fighters, and Marines, declare your attack aloud to the other Commander and slide the attacking cards (your attacking fleet) towards your opponent so that they are easily distinguished as being a separate fleet from anything you choose to leave at your Station in a defensive posture. *Remember that no Commander may engage during the Setup Phase and turn of a game of Hull Breach!©*

6.2. How Combat Works: Each unit has an attack and defense value marked on its card. The attack value represents the number of volley dice (ten sided dice) the unit rolls in its attack during its turn to volley, and the defense value represents the result an opposing Commander must roll equal to, or greater than, to wound the unit. When one unit rolls a volley die against an opposing unit, the opposing unit suffers one wound if the die result is equal to or greater than its defense value. There are many cards which provide bonuses to a unit's attack and defense values, or even influence or completely change the results of volley dice. **When a unit volley fires, turn them *slightly* to the right or left to indicate that they have fired this round of the engagement and then remember to turn them straight again at the beginning of your turn to volley fire. This will help to alleviate any confusion about which units have fired during the course of this round. This is only to aid you visually when determining your volley fire.**

When a unit sustains a number of wounds equal to or greater than the number of wounds printed on the card, it is destroyed. Any shots that are 'overkill' are considered to fly off into space and do not affect any other unit. **You must decide where to target all your unit's volley dice before you roll them** - you may choose to roll all these dice against one target or '*split fire*' them among several targets, but you must abide by your decision no matter what the result of those rolls were. For example, you **may not** roll one of your unit's volley dice at a target, see what the result is, and then decide to roll another of that unit's volley die at that same target.

For example, your Griffin-class Battleship has an attack value of 5. This means this ship has 5 volley dice to target and volley fire with on an opposing unit. You target with all the Griffin's volley fire on the opposing Dragon-class Battleship which has a defense value of 7. You choose to use all of your volley fire on this ship, so you declare your attack aloud, "This Griffin targets that Dragon with 5 volley dice," and you roll. The results of this volley fire are 3,6,7,9,10. The 3 and 6 deal no wounds on the Dragon since her defense value is 7. However, your other volley results score 3 wounds. The Dragon suffers 3 wounds due to this volley fire, and is marked with damage tokens, but has 5 wounds before she is destroyed. Severely wounded perhaps but certainly not destroyed.

*For example, your Phoenix-class Capital Ship has tremendous firepower available to her, with 8 volley dice in her normal volley. Since your opponent has a Cockatrice-class Cruiser and 2 Zephyr Squadron Fighter Wings you decide to **split fire** between the three targets, so you declare your attack aloud, "This Phoenix targets that Cockatrice with 6 volley dice and both Zephyrs with 1 volley die each," and you roll. The volley results are rolled individually so there is no confusion. The first volley of 6 dice versus the Cockatrice results in a 4,5,5,6,8,8. Since the defense of the Cockatrice is 6 and she only has 3 wounds available - she is destroyed outright. Your second volley of 1 die versus the Zephyr and it's a 3, since the Zephyr's defense is a 5 - there is no effect. Your third volley of 1 die versus the other Zephyr is a 8, since the Zephyr's defense is a 5, you score one wound destroying the Fighter Wing.*

NOTE: In the case of any effect that adds, subtracts, or otherwise changes the results of a volley fire, each volley is treated separately even if it was fired from the same ship. If you split fire, and then deploy a card that changes the results - only one volley from one ship at one target is changed as directed by that card. A volley, in this instance, is defined as the dice in hand you just rolled to determine a result on an opposing ship. **All split fire is considered simultaneous although you must roll each allotted volley separately.**

ABBREVIATED ENGAGEMENT

6.3. A Brief Overview of Engagement Continuity: When engaged, each fleet volleys at the other in turn. Event cards are deployed that have “deploy at the start of an engagement” printed on them and then defending units with the trait *Interceptor* may fire one free volley against an attacking fleet after the engagement begins. Then the attacker's ships may fire at the defender, and choose targets of boarding actions, followed by the defender's ships volley in return, and choose boarding actions if not already ‘locked up’ by an attacker’s boarding action. Any ships with the trait *Escort* may cancel unwanted boarding actions from their opposition and all other boarding actions are resolved one by one until complete. The engagement continues in this fashion until one side is destroyed or the attacker *retreats*.

1. Deploy any *Event* or *Tactic* cards that say, “deploy at the start of an engagement.”
2. Resolve any *Interceptor* volley fire, if any
3. Attacker volley fires
4. Attacker declares boarding actions
5. Defender volley fires
6. Defender declares boarding actions
7. Resolve all *Escort* effects, if any
8. Resolve all boarding actions
9. Return to Step 3, until either the defender's station is destroyed/ *hijacked* or the attacker's fleet is destroyed/ *successfully retreats*

If you destroy or successfully board and then hijack an opposing Commander's Station, you eliminate that Commander from the game immediately. If there were only two Commanders playing, the game ends and you win. If there were three or more Commanders playing the game, the eliminated Commander picks up his or her cards and the victorious Commander receives his or her *Spoils of War* (See Section 7.1.3 Multiple Commanders) then the game continues until there is only one Commander or team left standing.

6.4. General Rules For Engagements:

6.4.1. Declaring and Resolving an Engagement: An engagement begins after a Commander declares his or her intention to attack and ends when one of the sides has been destroyed or the attacker *retreats*.

6.4.2. Fleet and Space Travel Logistics on the Attack: Although thanks to Franklin Space Fold Technology the actual journey from one station to another in the Hull Breach!© universe is nearly instantaneous, they do however take several hours to plan and execute correctly, **if you as the attacker leave any ships behind at your own station they may not join an engagement after it begins for any reason.**

6.4.3. How to Target, Damage, and Destroy a Station: When volley firing against a Station you must destroy all attached Module - Station cards first. The defense value of a Module - Station card is the combined defense of the Station itself plus any bonuses from attached Module - Station cards and other applicable cards such as: Events, Tactics, or Breakthrus. The module's number of wounds is always the number printed on the module card itself. Unlike defense value, wounds are not pooled among the Station and her modules. **A Station may never be the target of volley fire, or a boarding action, during the first round of an engagement unless there are no other legal ships to target.** Your fleet is considered to be closing the distance between the jump point and the combat zone, and naturally prioritizes its fire to the defending ships. After the first round of the engagement, regardless of the number of defending ships — that Station is now a legal target and may be volley fired on as described above.

6.4.4. Deploying Cards into an Engagement: The only cards that you may deploy from your hand during an engagement are **Tactics** cards, or a card that specifically states in the card text to deploy during an engagement, boarding action, or at any time. Remember that **Event** cards, in general, unless they specifically state otherwise may be played at any time. Some other cards may be deployed directly onto the battlefield or attached to another card during an engagement but this is generally on a rare occasion.

“The battle is won by those who are firmly resolved to win it.”

Senator A.J. Fletcher, 2485

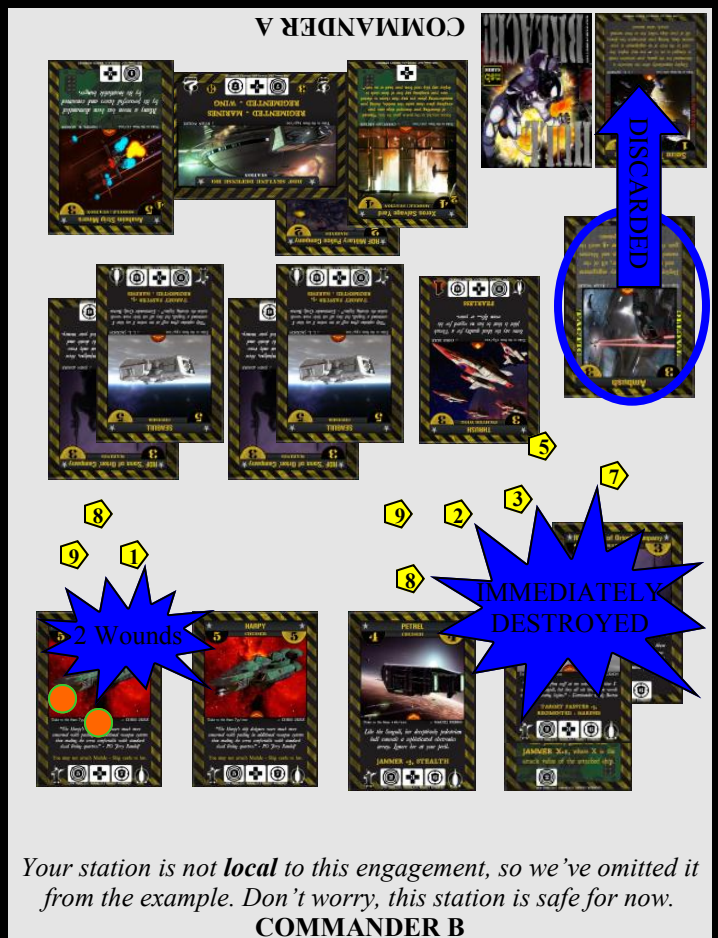
6.5. An Example Engagement. Refer to the diagrams on the right. *Commander B* has finished her Logistics Phase and Manufacturing Phase. She is currently deciding on an engagement with *Commander A*. *Commander B* decides to engage with everything but a Valkyrie-class Battleship, leaving her at the station for it's defense just in case this attack fails so the station will not be left defenseless.

Commander B pushes forward all her attacking ships towards *Commander A* and then pushes the Valkyrie-class Battleship backward towards her Station. This shows graphically that the Valkyrie is staying back at the station for the duration of this engagement. **Note the Red Arrows depicting the movement of the attacking ships.**

Now both *Commanders* have the opportunity to play certain Event and Tactic cards if applicable to the engagement. *Commander B* has no cards in hand, so she does not play any cards. *Commander A* however, has two cards in hand - and luckily for him both of them are Tactic cards.

Commander A first deploys his Tactic Card "Ambush", **but not before** he deploys his Thrush Fighter Wing into open space maximizing the effects of this card. **Note the blue markings depicting this reaction and deployment of the Tactic Card "Ambush"**. *Commander A* reads the tactic card aloud, "Deploy at the start of any engagement and name a Commander, all of the named Commander's ships and Marines gain the trait Interceptor +3 until the end of this engagement." *Commander A* states, "I name myself, so all of my ships gain Interceptor +3. Now let me perform my Interceptor volley fire. I have 3 ships available to volley fire for this, and 3 times 3 is 9. I have 9 volley dice to volley fire with." *Commander A* decides to volley fire 6 dice at the Seagull-class Cruiser and 3 at one of the two Harpy-class Cruisers. "I choose to volley fire 6 dice at your Seagull and 3 at that Harpy there. I'll roll for the Seagull first and then the Harpy."

He rolls for his first volley at the Seagull. The results are 2,3,5,7,8, and 9. The defense of the Seagull is usually a 6, but now a 7, thanks to *Commander B*'s Breakthru "Heavy Assault Ships" adding an additional 1 attack and defense value to all her Cruisers. 3 of the 6 volley dice cause wounds, and she only has 3 wounds. The Seagull is destroyed, along with the Marines onboard and the attached Module - Ship card. His second volley fire at the Harpy results in a 1,8,and 9. A very lucky shot! The defense of the Harpy is a 8, so 2 wounds are inflicted, the Harpy is badly damaged but still able to fight back. Now that the Interceptor Phase of the engagement is over, the "Ambush" Tactic card no longer has any effect so it is discarded onto his Scrapheap. **Now *Commander B* will have her chance to strike back as she declares her attacker's volley fire on *Commander A*.**



Your station is not local to this engagement, so we've omitted it from the example. Don't worry, this station is safe for now.

COMMANDER B

COMMANDER A



COMMANDER B

COMMANDER A



COMMANDER B

Commander B is furious with the results of the Interceptor volley fire from Commander A. She decides to not use the Petrel-class Cruiser's trait of Jammer +3 instead she'll use her volley fire against Commander A's Seagull. "My Petrel will volley fire at your Seagull there for 3 volley dice." The roll results in a 6,8, and 10. The Seagull's defense is a 6, so 3 wounds are inflicted and the Seagull and her Marines aboard are destroyed. Next she decides to volley fire with her Harpy at the other Seagull. "My Harpy volley fires for 6 dice at your remaining Seagull." The roll results in a 1,1,3,4,5, and 8. What terrible luck! The Seagull has only 1 wound inflicted on her. "Ok, fine. My other Harpy fires her 6 dice at that Seagull." The roll results in a 2,4,5,6,7, and 9. The Seagull takes 3 more wounds, although she only has 2 to lose, the effect is the same and the Seagull is discarded onto the Scrapheap. All of her ships now have volley fired, so she has an opportunity to declare her boards. **Having no Marines available, she skips this phase of the engagement and now Commander A can use his defensive volley fire.**

Commander A is worried now, but the engagement is far from over. He decides to volley fire with his Thrush Fighter Wing, but first announces that he'll be using the Thrush's Fearless trait. Turning this card 180 degrees to indicate the trait's use, his attack and defense values are now inversed for the rest of the engagement. The Thrush now has a 6 attack and 2 defense. "I target that Harpy with no wounds on her and fire for 6 dice." The roll results in a 2,5,7,8,8, and 10. The Harpy suffers 3 wounds and is destroyed. "Now my Station will volley fire for 8 dice. I'll split-fire these dice by targeting your wounded Harpy with 3 dice and your Petrel with the other 5 dice. I'll roll the Harpy's dice first." This roll results in a 1,3, and 9. The Harpy suffers 1 wound and is destroyed. The next roll results in 7,8,9,9,10. What would ordinarily be an outstanding result, is minimized by the fact the Petrel has the trait Stealth. Since the station does not have the trait Hunter, a -5 result penalty is applied. The new results are 2,3,4,4, and would have been a 5 - except for the fact - that a natural 10 always hits. So only 1 wound is applied to the stealthy Petrel. Commander A is not however without any options at this point. So he decides to deploy his other Tactics card "The Bigger They Are" which states, "Deploy at anytime during your engagement, sacrifice any one of your Fighter Wings to immediately destroy an opposing ship." He chooses to sacrifice his Thrush, discarding it, and destroying the Petrel outright. **Since the Attacking Fleet has been completely destroyed, the engagement ends. Commander A has defended his station successfully.** Commander B still has the right to discard any unwanted cards in her hand onto the scrapheap before the end of her turn. It **may** have been a smart move after all to leave her Valkyrie at her station.

6.6. Engagements and Combat – a Step by Step Guide:

STEP 1: Any Commander may deploy any legal Event or Tactic cards that says, “deploy at the start of an engagement,” then pay any costs associated with those cards and resolve all their effects. Remember, most Event cards can be deployed at anytime unless they specifically say otherwise.

STEP 2: Any defending ships or Station with the trait *Interceptor* may volley fire at the attacking fleet.

STEP 3: The attacking fleet may use any applicable traits and/or volley fire on any opposing ships, or Module - Station cards or Station it may *legally* target. The attacking fleet, or ships within this fleet may attempt to **RETREAT**. If a ship, or ships decide to *retreat* they may not volley fire, use any traits, or declare a board during this round of volley fire. If they are not destroyed by the end of STEP 9, they are returned to their Commander’s Station safely.

STEP 4: The attacking fleet declares any legal boarding actions against opposing ships or Station. Note that this is a **declaration of the intent** to board, and although the attacker has the initiative when boarding, **the boarding action has not happened yet**. Move your boarding ships to in front of their boarding targets, respectively. This action is so the defending Commander knows which ships are about to be boarded.

STEP 5: The defending fleet may use any applicable traits and/ or volley fire on any opposing ships it may *legally* target, such as the opposing ships that may be attempting a boarding action.

STEP 6: The defending fleet declares any boarding actions with opposing ships. However, any defending ship that already has been declared the target of a boarding action by an attacking ship may not board any other ships except the attacking ship that has declared its intention to board it. Nor can the defending fleet “interrupt” an attacking ship attempting to board by jumping in with a third ship, unless its an *Escort*. **If at this point neither commander has declared any boards, skip to STEP 9**. The attacker, already having the benefit of volley firing first, does not get to respond to boarding actions declared by the defending fleet with volley fire from his or her ships.

STEP 7: Ships with the trait *Escort* may “cancel” an opposing boarding action, you may choose to cancel one boarding action per each of your ships with the trait Escort. Defending Escorts choose first if applicable, then followed by attacking ships with Escort, if any.

STEP 8: All Boarding Actions happen and both Commanders reveal their involved Marines and deploy them slightly forward of the ships involved to make identification of the involved parties easier. **If a ship involved in a boarding action has no Marines attached to it, the Marines attempting to board are automatically successful**. All boarding happens at the same time; but simply start with one and resolve all of them in any order. The attackers fire first, the same as in a normal ship-to-ship volley fire.

STEP 8A: Any defending Marine with *Interceptor* may fire at attacking Marines, if applicable.

STEP 8B: All attacking Marines target and volley fire at defending Marines.

STEP 8C: All defending Marines target and volley fire at attacking Marines.

STEP 8D: All Marines continue to volley fire, in turn, until one or the other boarding party is destroyed. Marines may attempt to retreat from a boarding action, but the defending Marines have the option of pursuing the retreating Marines back to their own ship and continuing the boarding action with the roles of attacker and defender reversed. However, no ship may ever retreat from a boarding action unless the opposing Commander decides not to pursue the retreating Marines back to their ship. This is explained in greater detail in **More on Boarding Section 6.10**.

STEP 8E: Resolve all boarding actions. **The victorious Marine boarding party may choose to either Hijack the opposing ship or Scuttle it. In either case, ships engaged in boarding actions must wait for their new Commander's next volley to perform any other action after a boarding action has been resolved. If you have successfully boarded a Station, that Commander is immediately eliminated from the game.**

STEP 9: The engagement continues from STEP 3 until either a) the attacking fleet has been destroyed thereby ending the engagement, b) the attacking fleet successfully hijacks or destroys the opposing station, or c) the attacking fleet retreats with all its ships as explained in STEP 3. **Remember that this engagement continues until there is a clear winner by meeting one of the three conditions listed above in STEP 9.**

6.7. Destruction and the Concept of *Immediate*: When a unit is destroyed by volley fire, it is important to make the distinction that it is *not immediately destroyed* – this can be important in several situations. *One example is a unit possessing the trait **Stoic**. The unit is destroyed by the volley dice but the last action it performs before being discarded on your Scrapheap is to fire its last-gasp **Stoic** volley fire. Another example is certain cards which immediately reduce the results of volley dice rolled against your unit. Another example is that Fighter Wings garrisoned aboard a ‘mother-ship’ that is destroyed, or even hijacked, can deploy out into open space. Or, if you have deployed the Breakthru Micro-Fold Transporters, your Marines can make use of this brief moment of time between the killing shot and the ship’s actual destruction to teleport to another ship in your fleet. However, any card that is the target of a card that specifies that the target is **immediately destroyed** is discarded onto your Scrapheap and cannot perform any actions whatsoever – and all Marines and/ or Fighter Wings aboard are instantly killed.*

6.8. Notes on Event and Tactic Deployment and Timing: A Commander’s timing in warfare is of the utmost importance, and this is particularly true when a Commander intends to deploy an Event or Tactics card. Most of the time this is as simple as deploying the card, reading the card’s printed text and resolving its effects. Remember that a card’s effects are resolved upon deployment, and if the cards effects are immediate then nothing else can happen until those effects are resolved. The action is complete once volley dice have been rolled or another card has been deployed.

However, it is likely that at some point two Commanders will find themselves each trying to deploy a card against the other and be unsure as to which card effect resolve first. *For example, on his turn, Commander A intends to attack Commander B. He declares the engagement and slides his cards across the table, then deploys “Shipboard Spies,” which compels Commander B to discard the cards in her hand. Commander B simultaneously deploys “Diplomacy First,” which immediately cancels the engagement. Since the cards essentially invalidate one another, only one of them may have an effect on the game.*

The first measure of which card will take precedence is the printed text. In this case, both specify that they should be deployed at the start of an engagement, which is normally enough to determine priority of the effects, but here it is not. **Note: that any Event or Tactic card deployed during an engagement, that has “deploy at the start of an engagement” takes precedence over a card that may be deployed at “anytime”.** Keep in mind that any Event card that does not specify timing to be deployed it is assumed to be deployed at anytime.

The next step is determining who deployed their card first, which in the simplest terms is who managed to get it down on the table fastest, since card effects resolve immediately upon their deployment. If there was no clear ‘faster’ Commander, then the matter must be resolved by a roll-off so See Section 8.7. Golden Rules.

The intention of these instructions is not to cultivate a habit among Hull Breach!© Commanders of attempting to throw cards down faster than the other Commanders, but rather to bring order to what admittedly can be a vague area of the game rules. We wish to reward quick thinking Commanders without making the relaxing social, albeit competitive, game a race to the finish.



Have you noticed that the Drake and King Fisher-class Cruisers share the same design? This was no accident. You may have also noticed that both the Eagle and Hawk-class Battle Cruisers, and Phoenix and Wyvern-class Dreadnaughts also share the same basic design. As you may imagine, designing any star ship and especially building warships is an amazing undertaking and in these instances our engineers had decided to change the outfitting of the vessel rather than head back to the drawing board.



6.9. How to Target and Destroy an Opposing Station.

Refer to the diagram to the right. You can plainly see that Commander B has a powerful fleet and that Commander A has no ships to defend himself with. In order to destroy the Skyline Defense HQ itself, and win the game, Commander B must first attack and destroy all the Module - Station cards attached to the station. Commander B decides to volley fire first with her Valkyrie-class Battleship for 5 dice targeting the Anaheim Strip Miners Module attached to the Skyline Defense HQ. The roll results in a 4,5,5,6, and 7. Remember that Module - Station cards share the collective defense of the entire station. So, in this instance, the basic defense of the Skyline Defense HQ is a 7, and there are no other defensive bonuses from other attached Module - Station cards. So the defense value of the Anaheim Strip Miners is a 7 as well. Therefore, only 1 wound is inflicted, and since the Anaheim Strip Miners has 2 wounds before it is destroyed, it survives the volley fire. Next the one of the three Harpies targets the Anaheim Strip Miners and the Xeros Salvage Yard with her volley fire. Commander B decides to split-fire the Harpy's volley fire targeting 2 dice at the Strip Miner and 3 dice at the Salvage Yard. The result of the first roll is 4 and 8, destroying the Strip Miner. The second volley results in a roll of 2,3, and 9. Since the Salvage Yard's defense is also a 7, one wound is inflicted. Now take a look at the diagram below as you read along.



COMMANDER A



COMMANDER B

Then the second Harpy targets the Salvage Yard and the Skyline Defense HQ attempting to effectively use her fire-power. Commander B decides to split-fire the Harpy's volley fire targeting 2 dice at the Salvage Yard and 3 dice at the Station itself. Remember you must roll the Salvage Yard dice first as the Station isn't a legal target until all the Module - Station cards have been destroyed. The first volley results in a 3 and 4. This is unfortunate for Commander B, as it does not destroy or even wound the Salvage Yard. The second volley is lost, and not rolled at all, due to the fact the station is not currently a legal target. The last Harpy in Commander B's fleet uses all her volley fire to target the Salvage Yard, using all 5 dice to ensure that it is destroyed. The result of this roll is 5,7,8,8, and 10. An amazing roll, the Salvage Yard suffers 4 wounds, although it can only take but one more it is destroyed nonetheless.

Now the Skyline Defense HQ is a legal target.

Profit, Profit, Profit. Our profit is all that truly matters.

Finally, the last of Commander B's ships will volley fire, a Cockatrice-class Cruiser, with the devastating traits of Annihilate and Overload +6. The Commander B chooses to use the trait Overload; allowing the Cockatrice to volley fire 6 dice instead of 3 and all of them with the trait Annihilate. She targets and volley fires at the station directly. The result of the roll is 3,6,6,9, 10 and 10. Since two natural 10's were rolled as a result, the Skyline Defense HQ is immediately destroyed, losing all of it's 7 wounds to this one very destructive volley. Commander A's game is now over, sadly, he never even had a chance to volley fire back during this engagement. Commander B, if playing a two player game has won the game. If Commander B was playing a multiple Commander game will collect her Spoils of War. (See Section 7.0 Multiple Commanders)

NOTES:

Remember that any Station is treated as a whole unit, except when targeting it with volley fire, and may still be the lawful target of a boarding action regardless of whether or not it currently has Module - station cards attached or not.

Stations may not be targeted until the second round of an engagement, unless they are no other legal targets.



Anaheim Manufacturing Inc., is the home goods and sundry mega-corporation of the galaxy; not a single home, ship, or star base doesn't contain thousands of their products. A clever commander uses their abilities to augment and refit available technology in ships and Marine war-gear to gain massive advantages in armed combat.

Some people say the RDF Skyline Headquarters are watching the people on the ground more than the ships in the sky. But those people are probably traitors to our Republic.



6.10. More on Boarding: Boarding can be somewhat confusing, so here are some good points to keep in mind regarding boarding actions.

Your ship may volley fire at **and** attempt to board different targets, but you may only board one ship at a time. *For example, the **Double-Regimented** Griffin-class Battleship cannot attempt to board two different ships because she carries two or more Marines. All her Marines attack the same opposing ship simultaneously in the same boarding action.* Remember that the target ships Marine capacity is not a factor until after the boarding action is complete and these Marines are reassigned.

You may declare and attempt only one board, per ship, per boarding action. *In other words, you may not take that Griffin-class Battleship, successfully board an opposing ship with one of her Marines, and immediately attempt to board a second opposing ship. If you wanted to do so you must wait for the next round of volley fire and then declare the other board.*

Only one ship is allowed to attempt to board one opposing ship or station at a time. You may not declare two or more of your own ships to board against the same target during any boarding action.

A Marine unit attempting to board a ship or station without Marines aboard automatically succeeds in that boarding action, barring a few special cards which may be deployed to prevent this board. Note: that if your attacking Marines are destroyed by the defending Marines, and the ship that transported them is left undefended as a result, any surviving opposing Marines involved in that boarding action (meaning, the ones that just killed yours) may immediately **Hijack** or **Scuttle** your ship unopposed if they so choose by means of **Pursuit**.

Marines attached to a Station that is defending may not attempt to board opposing ships – the Station is a stationary object and can't physically get them there. In this situation, defending Marines aboard a Station may only get involved in the action if the attacker attempts to board the Station. **A Station may never declare a board.**

If a boarding action occurs between ships with different Marine capacity limits, all Marines still participate in the boarding action, except if class-size restricted. *For example, if the Griffin-class Battleship declares a boarding action on the Merlin-class Frigate with one Marine aboard, both Marines aboard the Griffin participate in the attack. Capacity limits reflect the difficulties of supplying and berthing Marines aboard for long periods of time, and these considerations are irrelevant in a firefight.* Note that some Marines are class-size restricted to what ships they can board, or even be assigned to.

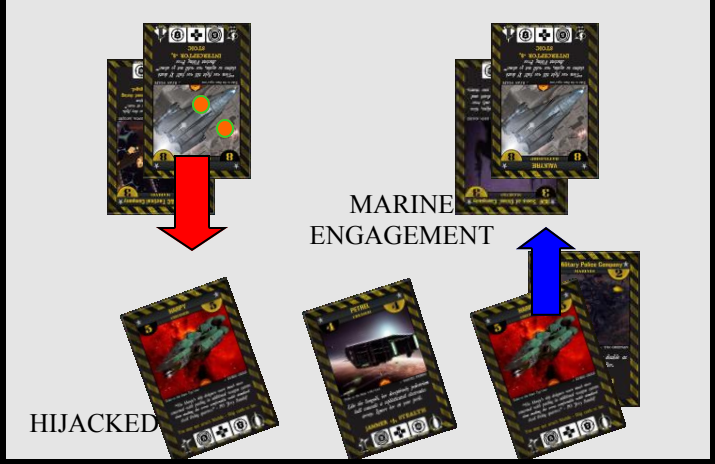
You must have a Marine attached to a ship in order to declare a boarding action with it.

Marines who have hijacked a ship must stay garrisoned aboard it (or be relieved by other Marines if reassigned either at the end of an engagement or during the end of your Manufacturing Phase), otherwise the surviving crew revolts and the ship is returned to its previous owner. Most crewmen in the Hull Breach!© galaxy would rather surrender and stay alive than fight to the death, but if the opportunity presents itself, they will return to their old employer and immediately defecting back to their original Commander.

Even the most powerful fleet assets are susceptible to assault by smaller ships and seizure by Marine boarding parties. If a ship without her own Marines aboard is assaulted by hostile Marines, her crew will generally surrender, preferring life and a paycheck from their new employers to the alternative of fighting to the death against a vastly superior foe.



6.10.1 Some Examples of Boarding Actions. Refer to the diagram at right. During the attacker's phase to declare boards, the attacker chooses to use her Vakyrrie-class Battleship to board the defender's Harpy-class Cruiser. This Harpy has no choice but to yield to this boarding and will be boarded. The defender will have an opportunity to try and destroy this Valkyrie during the defender's volley fire before the boarding actually happens. In this example, the defender volley fires and does not destroy the Valkyrie. During the defender's phase to declare boards, he chooses to board the other Valkyrie. Since there are no Escorts in this engagement, skip this step and resolve all your boarding actions.



6.10.2. Examples of Resolving a Boarding Action. As in the example above, the Valkyrie boarding the Harpy with no Marines garrisoned aboard loses the board without a fight. The attacker has the option to *hijack* the Harpy attaching the Marine aboard the Valkyrie to the Harpy and control of the ship or to *scuttle* the Harpy destroying her. In the example to the left, the Marines will battle for control of the Valkyrie. Unlike ship engagements, this battle will continue until one or the other Marine force is destroyed. **On the occasion that the attacking Marines are destroyed, the defending force may choose to use their Marines to hijack or scuttle the opposing ship instead as in the example to the left.**

6.10.3. An Example of Retreating Marines. Refer to the diagram to the right, Marines, much like ships, may choose instead of volley firing to retreat back to the ship from where they boarded. However, the defending Marines reserve the right to pursue the retreating Marines by boarding onto their ship instead of volley firing as well. If this happens the roles of attacker and defender are reversed and the boarding action continues as normal. If the defender has Interceptor he may this interceptor fire as a last ditch defense against the pursuing Marines. Otherwise Marine combat continues until there is a clear winner. **If the defending Marines choose not to pursue the retreating Marines, this ends the boarding action.**



6.10.4. Boarding Without a Ship. Certain cards in the game will allow you to declare a board without the use of a ship using the *Micro-Fold* trait. You must still declare the board, just as you would with ships and the boarding does not actually happen until all your boards would normally resolve. You may choose to send transporting Marines into another boarding action in support of other local Marines. If the ship or station module attached to the transporting Marines is not immediately destroyed but is destroyed because of volley fire - your Marines may still board regardless, assuming they successfully pass the roll and tests to transport as indicated by the trait. See **Section 3.4.6** for details regarding Micro-Fold tests and results.

SECTION 7.0 - MULTIPLE COMMANDERS

7.1. Most of the rules and examples on the previous pages have been written without any special mention made of a game involving three or more Commanders. Very little actually changes in this case; the Setup Phase's first turn is still taken simultaneously and always play passes clockwise, and engagements still occur between only two Commanders. Remember that some Event and Tactic cards can be played during an engagement that your forces are not involved in, it is common place for a 3rd party to meddle with your engagement or vice versa. Many seasoned Commanders generally prefer games with 3 to 4 other Commanders involved.

7.1.1. Treaties, Truces, and Alliances: Commanders may make unofficial alliances or truces if they wish but there is no such in-game mechanism to enforce any such agreement. Moreover, any pooling or sharing of Resources or Currency, cards in hand, and especially any ships, stations, or Marines is strictly prohibited and considered illegal. Some cards will allow you to pay or trade with, or even take from, another Commander however these cards say very specifically when and how these transactions take place.

7.1.2. Multi-Commander Engagements: Engagements still occur only between two Commanders; there is no provision for a three-way fleet fight in the 'usual course' of a game of Hull Breach!©

7.1.3. The Spoils of War: If you destroy or hijack another Commander's Station in a game with more than two Commanders, you are entitled to some spoils of war.

7.1.3.1. Your Stockpile is Mine: You may add that Commander's current total stockpile to your own.

7.1.3.2. The Victor go the Spoils: You may search your Shipyard for one card that you may legally deploy and deploy it immediately at no cost.

7.1.3.3. Get Out of My Galaxy: You may not keep any of that Commander's cards (to ensure that an eliminated Commander can leave the table without having to wait around for hijacked cards to be returned to him).

Ships you have *hijacked* from that Commander are destroyed, and the Marines that you have aboard them are immediately reassigned to any of your local ships with available capacity to accommodate them. If you have no more room in your fleet, those Marines must be discarded in your scrapheap. *In story terms, Hijacked ships are discarded in this fashion to represent your superiors taking possession of the ships for use elsewhere, and Marines that you cannot reassign are discarded because they are assumed to be ensuring that those ships are delivered hassle-free to where they're going.*

7.2.1. Quitting a Game of Hull Breach!©: A Commander may, if he or she so chooses, voluntarily withdraw from the game at any time. This act of surrender is referred to as "scooping" or "folding." The same *Spoils of War* rule is in effect if a Commander that you declare an attack against scoops rather than fights back.



Some say the ideal quality for a Thrush pilot is that he has no regard for his own life... or yours.



SECTION 8.0 - GOLDEN RULES

8.1. WE BREAK OUR OWN RULES, except the golden ones. Any card text with printed text that is in opposition to the basic rules of the game takes precedence, just simply follow all instructions on the card ignoring any basic rules if so instructed or ordered.

8.2. NEVER EVER PERFECT. Any 'natural' roll result of a 1 is *always* a miss/failure, and any 'natural' roll result of a 10 is *always* a hit/success during an engagement with volley fire regardless of any other penalties or bonuses.

8.3. ALWAYS SHUFFLE. Anytime you search your shipyard for any card, as is the case when deploying a card with the trait *Regimented* or deploying the card "An Unexpected Turn of Events," you must reshuffle your deck after deploying any card from your shipyard.

8.4. NEVER SOMETHING FROM NOTHING. Regardless of any reduced cost bonuses, such as, "All your ships cost 2 less Resource and Currency to deploy" you may never gain Resource or Currency from any card being deployed unless the card says specifically to do so. For example, if you have a card that reduces cost by 2 Resource and the card only costs 1 Resource, it would deploy for 0 Resource. You cannot gain 1 Resource from deploying this card even if basic math would suggest otherwise.

8.5. ALWAYS TELL/ SHOW THEM WHAT YOU'RE DOING. Always clearly state the effect of a card and what you're specifically doing with it when the card is deployed, and always specify your targets exactly during volley fire. All cards deployed on the battlefield must be exposed and easily seen at all times, you may not 'stack' or 'hide' your cards for any reason and your discarded cards in your scrapheap are a matter of public record.

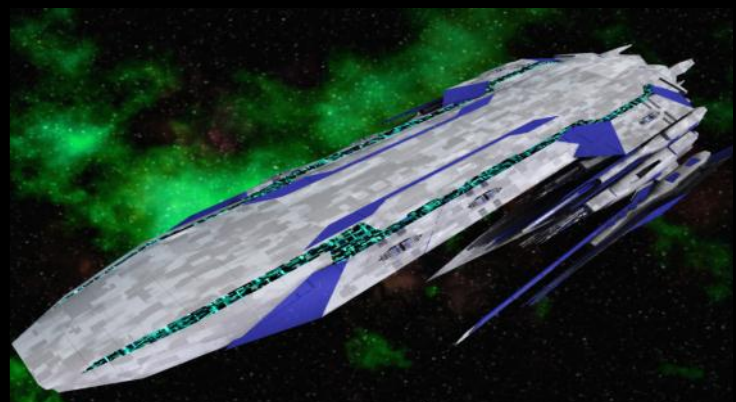
8.6. WHAT'S DONE IS DONE. A Station Command is stressful, expect to make mistakes, however if you made a decision in anything that *MAY* (any optional action) happen there is no going back, once either another card is deployed, destroyed, or volley dice are rolled. Any game rule effect that *MUST* happen (any card effect or game mechanic that is enforced by the rules) always will, even after the fact, but there's a limit to that too - if any card is destroyed anytime after that rule was 'missed' or the effect was 'forgotten about' it's simply too late to rewind the game and any illegal deployments discovered after the fact are discarded to the scrapheap. Chalk it up to carelessness.

8.7. SOLVE YOUR ARGUMENTS FAIRLY. Roll-offs: If the Commanders encounter a game rule or mechanics dispute that cannot be clearly and easily resolved, Commanders may decide among themselves what the most reasonable course of action is. All Commanders in the game will roll a volley die. The Commander who rolled the highest result decides the outcome of the situation – obviously, re-roll ties if necessary. However, if the Commanders can resolve the dispute without resorting to a roll-off, please do so.

8.8. PROTOTYPE CARDS. These are special cards generally given as a reward to tournament winners to play-test new card concepts for Hull Breach!©. Any Commander using these cards must tell all other Commanders they have prototype card(s) in their deck, and all other Commanders must agree to their use or they are considered illegal to use.

8.9. DON'T BE 'THAT' GUY. Be fair. Although everyone loves to win this game, do not do so at the expense of an opposing Commander's 'fun.' Good sportsmanship is regarded as an important virtue throughout the galaxy.

You won't see her real weapons until they're burning through your hull and tossing in the grenades.



SECTION 9.0 - DEFINITIONS

9.1. Attached – a card that is linked or committed to another card. If a basic card with attached card(s) is destroyed, then all other attached card(s) associated with it are all also destroyed. Generally, a *Commander* partly tucks an attached card underneath the card he or she is attaching it to.

9.2. Battlefield – a general term for the play area where all **deployed** cards are used in play.

9.3. Battlefield Effect - certain Event and Tactic cards remain deployed and have a constant effect on the game. When you deploy a Battlefield Effect simply place it on the Battlefield and use its effects as instructed on the card. This card remains deployed until effected by it's own instructions for whatever reason or a card is deployed that specifically targets Battlefield Effects.

9.4. Boarding Action — a special engagement where Marines fight for control of a ship or station.

9.5. Capacity – indicates a ship or station's ability to attach *Fighter Wings* and *Marines*. Given the extra infrastructure required for both, capacity varies between classes of ships and per station. Specific Marine and Fighter Wing capacity is marked on cards that may attach them, and those numbers represent the maximum number of Marines of Fighter Wings that may be attached.

If, for whatever reason, you suddenly lose capacity in your ship or station, check to ensure your Wings and/or Marines still have the capacity necessary to hold them. If not, your Wings must deploy into open space and any Marines that no longer fit aboard are discarded on to your scrapheap as casualties of this lost Module or event.

9.6. Commander – any player in the game of Hull Breach!©

9.7. Compulsory Damage - Compulsory damage is any damage that is *not* inflicted or suffered on a ship, station, or Marine by rolling volley dice, but rather by cards. Some card effects deal *wounds* and damage regardless of the ship, station, or Marine's defense value. The trait **Resistant** ignores this damage altogether.

9.8. Conscription – this refers to the ability to search your deck of cards, or *shipyard*, and deploy a Ship or Marine of your choice, provided you pay twice its normal *Resource* and *Currency* cost. You may do this once per turn during your Manufacturing Phase. Note that you cannot Conscript any *Unique* ships or Marines.



The Albatross-class Capital Ship "Hades" engages three cruisers while attempting to board an opposing battleship.

9.9. Counter – a marker that is used as a reminder for certain effects within the game, most commonly your *Resources and Currency*, or *Wounds* inflicted on a *unit*.

9.10. Currency – the amount of money in your treasury, or your tangible influence of you as a Commander. This is vital for deploying ships, modules, and Marines – and the powerful, game-altering *Event* and *Tactic* cards. **Currency is one of two parts of your Stockpile.**

9.11. Dead Space – a part of space where no stations are located or *local*, this is only used in special *engagements*.

9.12. Deploy – to play a card from your deck or your hand into the game. A card must be deployed to use its effects.

9.13. Destroyed – a unit that has suffered fatal damage or a card that, for whatever reason, must be placed on to your *scrapheap* with no further effect on the game.

9.14. Engagement – *Fleet* or Marine combat within the game of Hull Breach!©

9.15. Faction - your faction is the *sub-type* of the Station you have deployed. For example: RDF, Colonial, or Corporate. Some cards may only be used in certain decks by Commander's using a particular Station and faction.

9.16. Fleet – a collective term for all your *local* ships. If you have ships attacking an opposing station, and ships currently defending your station, then you have two separate Fleets.

9.17. Hijacked – generally as the direct result of winning a boarding action - a ship has been taken out of the owners control and placed under the control of another commander or vice-versa. **If you hijack an opposing ship, you must leave a Marine aboard; otherwise as soon as it is left undefended it immediately reverts to its former owner.** Always return hijacked cards to their owner after it has been destroyed or at the end of a game.



Citizens of the Republic, come and enjoy the capital of Ithaca on Orion IV! Experience the glory of the Sky Marshal Museum, the wisdom and honor of the RDF Government Center, and marvelous food and recreation of Gaia just 70km from the hospitality center. Two-week vacation packages start at just 9,900 Zeta! Shuttle costs and jump gate fees included. Offer good until 12.30.2367 EST, reserve your seats and accommodations via omni-net or at your local RDF Space Travel Office.

9.18. Immediately – anything that must happen directly after something else happens, and before anything else can have an effect on the game. For example, an Event card with the printed text “immediately” has its effects on the game resolved as soon as the Commander announces his or her intent to use it, before absolutely anything else can happen.

9.19. Local – This term is used to describe a Ship, Marine or Station's physical proximity to others. Local indicates that one ship is near another, as opposed to being on the other side of the galaxy. For example, two ships both attacking the opposing Commander's Station are local to one another. A third ship remaining at your Station and not participating in the attack is not local to those two ships.

9.20. Natural 1 or Natural 10 - the *result* of any *volley die, or dice* rolled in an engagement that is unmodified by any other cards or their effects. See **Section 8.1 Golden Rules**.

9.21. Module – a module card is attached to a Ship, Marine, or Station, and grants a specific bonus or ability to the card it modifies.

9.22. Opposing – any card that is controlled by another Commander, or a general term for your enemy in the game.

9.23. Printed Traits, or Printed Text – the actual physical print on a given card. In game terms, as explained later, certain attached cards can add a trait or ability or even remove it depending on the circumstance.

9.24. Pursuit - when attacking Marines attempt to retreat from a boarding action, the defending Marines may choose to launch a counterattack. If this occurs, then the roles or attacker and defender are reversed and combat continues, if you choose not to pursue then the Marines and their ship successfully withdraw from the boarding.

9.25. Resources – represents a Commander's accumulated raw materials, such as metal, fuel, electronic components, etc at his or her disposal. Resources make up one part of your *Stockpile*.

9.26. Result – the rolled number of any *volley die, or volley dice* rolled.

9.27. Shipyard – your constructed deck of cards. This is where you draw the cards in your hand from.

9.28. Stockpile – This is a general term for your command's accumulated resources and currency. At the beginning of the game every Commander starts with 10 Resources and 10 Currency in their own stockpiles. Your station, whichever you choose, gives +X Resource and +X Currency per turn, where X is the number specifically marked on the card itself in the circular black or gold icon respectively. **Your Resources and Currency are limited to 20 of each respectively and they both can never fall below 0 for any reason.**

9.29. Retreat, or Retreating – a term used when an attacking fleet leaves or is attempting to leave an engagement prior to the destruction of one of the involved fleets or station. Marine units may attempt to retreat as well back to their boarding local ship. All retreating units do this in lieu of their normal volley fire, and before this retreat is effected all defending units may choose to volley fire at them as they retreat away.

9.30. Sacrifice – to destroy a card under your command; you may not sacrifice a card that is not under your control or that has already been destroyed. You may only sacrifice cards when instructed to do so by a card's printed text; this action is not generally available to you.

9.31. Scrapheap – a pile of discarded cards, whether they have been discarded deliberately or destroyed.

9.32. Scuttle – the act of destroying a ship your Marines have hijacked from an opposing Commander. **You may only scuttle a ship immediately after you've won that boarding action.** If scuttled, that ship is immediately destroyed. It does not revert to its former Commander nor may it use the trait Stoic, if applicable. The Marines who scuttled the ship return to the ship they boarded from.

9.33. Station – your home base, which you must defend at all costs. **If your station is hijacked, scuttled, or destroyed you lose the game immediately.**

9.34. Subtypes - a division of a *type* of card, such as Module, Marine, Ship, or Station that further defines its use or effect on the game. *For example: Module - Station.* If a card targets a type of card, it also targets any of its subtypes as well. If a card targets a specific **type and subtype** it can only be used in the fashion stated on the card against that specific type and subtype of card.

9.35. Types - There are 7 types of cards in the game: Station, Module, Ship, Marine, Breakthru, Event, and Tactics. Some types cards have subtypes, which state more specifically how they are used or deployed in the game.

9.36. Unit – a generic term for Ships, Stations and Marines, mainly used in this manual.

9.37. Volley , or Volley Fire – a generic term used to describe the action of an attack, or the firing upon of an opposing ship, station, or Marine. *Volley dice* are 10-sided dice used when volley firing, but are occasionally use to determine the effects of certain Event cards.

9.38. Volley Die, or Volley Dice – a ten-sided die, or dice used to determine a result in the game. There are a few situations in Hull Breach!© which call for the rolling of volley dice to determine non-combat results or effects.

9.39. Wound, or Wounds – represent how much *damage* a ship, station, or Marine can withstand before it is considered destroyed, or how much damage it has already suffered marked with wound tokens. Every time a volley successfully damages a target unit, that unit suffers a wound. Multiple wounds may be inflicted per volley, depending on how many volley dice are rolled successfully in the volley. A ship, station, or Marine is destroyed when the number of wounds it has suffered equals or exceeds the number printed on the card. **Of special note is Compulsory Damage, which is caused immediately as a result of a card's printed text rather than by normal volley fire.** It is important to understand that a unit that is destroyed by volley dice rolled against it is *not immediately* destroyed – for example, units with the trait *Stoic* may fire one last volley after they have been ruled destroyed but before they are sent to your Scrapheap.

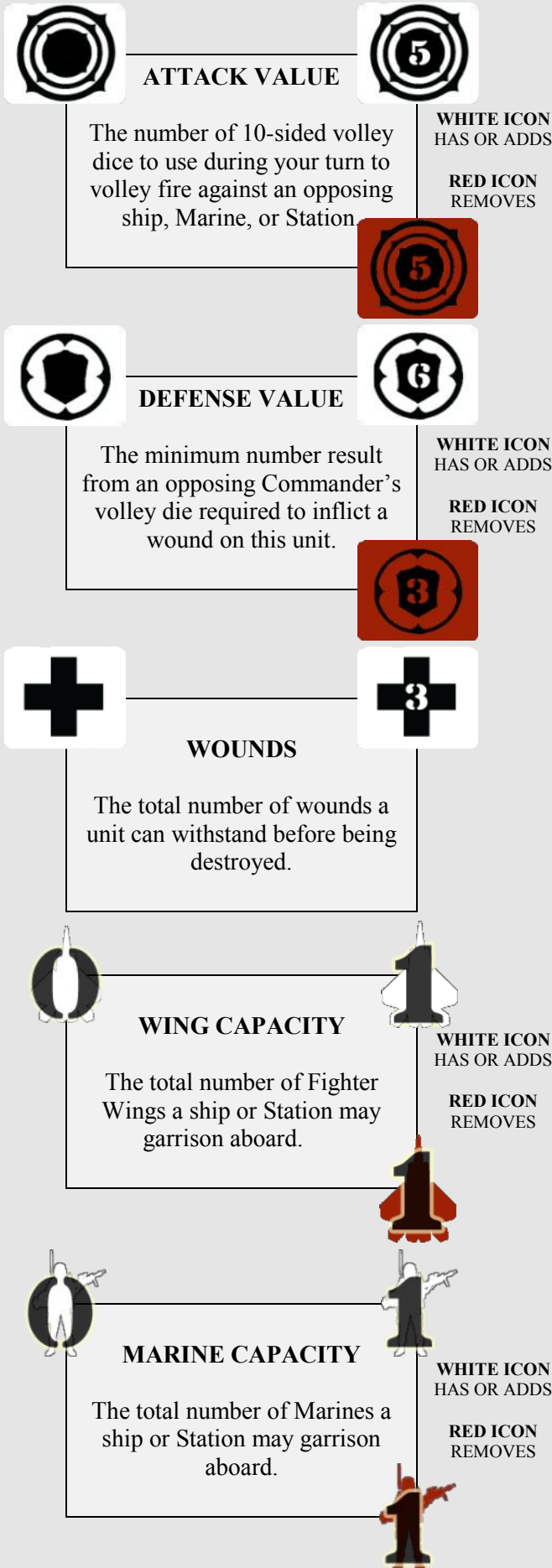
CARD ANATOMY



CARD TYPES & SUBTYPES

<p><u>STATION</u> RDF CORPORATE COLONIAL</p> <p><u>BREAKTHRU</u></p> <p><u>EVENT</u></p> <p><u>TACTICS</u></p> <p><u>MODULES</u> MARINE SHIP STATION</p>	<p><u>MARINES</u> MARINE CHARACTER</p> <p><u>SHIP</u> FIGHTER WING FRIGATE DESTROYER CRUISER TRANSPORT BATTLE CRUISER BATTLESHIP CAPITAL SHIP</p>
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In this dystopian vision of our galaxy in the year 2489, Hull Breach!© places you in Command of a massive space station with powerful ships and mighty Marines. With a unique and clever game design, HB!© uses a combination of cards, dice and tokens to simulate space combat. Featuring a logistical system to organize and build your forces and an intense combat engagement system, HB!© is easy to learn but very difficult to master. Our art, stories and game system will immerse you in a galaxy where corporations war for profit, the RDF struggles to maintain galactic control and the Colonials fight to preserve their freedoms from both. Lock in, ready up, and blast off with Hull Breach!©



PRESENTS:

HULL BREACH!© THE COLLECTABLE CARD GAME

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Special thanks to Ryan Wolfe, and to all those who play-tested our game whose names are too numerous to list!

For Nathan E. Foster
1981 - 2009

Recommended For Ages 13 to Adult

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