

← HULL BREACH →

TACTICAL QUICK START GUIDE

CARD DETAILS



1. Card Name
2. Card Type and Sub-Type
3. Faction Ribbon
4. Deployment Cost
5. Regimented - Marines, Fighters & Drones Icons
6. Card Art
7. Flavor Text
8. Traits – special abilities this card possesses.
9. Marine Capacity Icon
10. Attack Value
11. Wounds
12. Defense Value
13. Fighter and Drone Capacity
14. Initiative Value

TURN ANATOMY

1. LOGISTICS

- Add Resource and Currency
- Draw to max hand size

2. MANUFACTURING

- Deploy cards from your hand

3. ENGAGEMENT

- Option to attack an opposing Commander

4. DISCARD

- Discard any number of Cards from your hand

ENGAGEMENT PHASE

- 1. EVENTS AND TACTICS** -Deploy any cards that read “at the start of the engagement” or “at any time.”
- 2. SKIRMISH** -Ships with the traits Raider (Attacker) and Interceptor (Defender) volley first at any local target.
- 3. VOLLEY** -In initiative order (lowest to highest), ships volley fire or use traits. The station cannot be targeted during the first Volley. Initiative tiebreakers go to the Attacker.
- 4. MANEUVER** -Ships with Marines may declare boarding actions against ships of equal or greater initiative. Tiebreakers go to Defender.
- 5. BOARDING** -Resolve boarding actions in any order. If a ship is successfully boarded, the attacker can hijack or scuttle the ship.
- 6. REPEAT** -Engagement restarts at the Volley phase and continues until there is a victor or the Attacker retreats.



TRAITS DETAILS

THE ACTIVE TRAITS

Interceptor - Unit may participate in the skirmish phase during an engagement at your station. Use the number associated with the text “Interceptor X” as the ship’s attack value during Skirmish phase.

Jammer X - Reduces attack value of one opposing ship by X, where X is the number in the text “Jammer X.” This unit cannot be targeted by Interceptor Fire.

Raider - Unit may participate in the Skirmish Phase when attacking another station and may fire at station modules during that phase. Use the number associated with the text “Raider X” as the ship’s attack value during Skirmish Phase.

Overload X - Instead of this unit’s normal attack value, use the number associated with the text “Overload X” against one target, once per engagement. This unit cannot fire the following turn.

Target Painter X - Reduces defense value of one opposing ship by X, where X is the number in the text “Target Painter X.”

THE PASSIVE TRAITS

Alpha Strike - Add 3 to all the die results of this unit’s first volley fire during an engagement.

Annihilate - Rolls of a “Natural 10” inflicts 3 wounds. Two “10s” in a single volley against the same target immediately destroys the target.

Escort - Ship may cancel one boarding action declared against any of your ships during each boarding phase.

Hidden - Deploy this card face down. It has no effect on the game until turned face-up as directed by the card’s text. Must be attached to ships with initiative 6 or higher.

Fearless - At any time, swap this unit’s attack value for its defense value and vice versa. Lasts for the duration of the engagement and cannot be reset until the engagement ends.

Hunter - Ignores the trait Stealth.

Repair - During this Unit’s turn to volley fire, remove one wound. During your Logistics Phase remove all wounds.

Resistant - Ignores the Annihilate trait and compulsory wounds.

Stealth - Unit gains 5 to its defense value. It may not be boarded.

Stoic - Unit may immediately volley one last time when destroyed, before being removed from play. May not be hijacked, only scuttled.

Regimented: Search your hand or shipyard for a unit of this type and deploy for free.

Marine



Fighter



Drone

