This is only the "First Strike" of a long, long War...

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Credits

Concept & Design - Steve Wood
Ship & Card Artwork - Luca Oleastri
Developers / Playtesters
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Playtesters
Tim Carver   Roy Johnson   Charles Kinsey

GUNSHIP: FIRST STRIKE!

The War

Having conquered and colonized all of Known Space and the frontiers of practical Hyperspace range, the Galactic Regent ushered in a new Era of Peace. The mighty War Fleet, battle-tested and forged with the blood of a dozen generations, was ordered to be disarmed and sentenced to further the causes of commerce and diplomacy. The proud warrior society, dedicated to a life of noble warfare passed down from their ancestors, was given one final command: lay down your arms and fight no more.

This "peaceful era" lasted only a few scant months. The Industrial Sectors, led by the greedy warmongers of the Warship Guild, launched a deadly and unexpected assault on the Galactic Capitol. The unarmed Senators and bored security detail were no match for the hordes of Warbots that burst in and laid the entire assembly to waste. Energized by the prospect of new leadership and a return to the old way of life, the people watched and waited for new orders. Dissent, if it existed, was silent.

Filling the newly created vacuum of power was not as easy to achieve as staging the coup. Dozens of competing factions, fueled by the bitter animosity of old grudges, emerged throughout the galaxy. These groups, many having a small fleet to back them up, fought vigorously for control of key resources. Loyalty to the Regency was replaced by loyalty to homeworld, clan and occasional brief alliance. Treaties of convenience were signed and quickly broken when no longer useful. A new Era of War had begun.

A year later, a few of the more powerful groups have established uneasy truces and new territories. Troops who once fought side by side are now sworn enemies. Ships that once belonged to the same task force now destroy each other in fierce combat. But for the millions of officers, pilots, soldiers and engineers of the shattered Fleet, it's a better life than being a farmer or merchant. To die in combat is to join those who went before them to Paradise. Many will rejoin their defeated brothers in the times soon to come.

The Battle

In a far-flung sector of space, two Assault Groups are about to emerge from Hyperspace at exactly the same time. Each Commander has orders to establish an outpost on the planet below - but only one side is going to survive to make planetfall. Battle alerts sound, Fighters launch, and last-second adjustments are made to the Gunships. The Carriers take their first ranging shots as their hangars launch spirited combatants into the fray. As targeting data calibrates and pulses accelerate, glorious battle is joined once more.

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The Ships

GUNSHIPS - Versatile, durable and heavily armed, the Gunship is the most widely used and popular ship class in the fleet. Crewed by the best and brightest that the Navy has to offer, Gunships are capable of engaging a variety of targets, including capital ships, fighter craft, other Gunships and every vessel in between. Equally suited for a ground attack role, Gunships are also used for planetary assault missions that include air support, transport of troops and equipment, and tactical bombing raids on valuable targets.

As a unit in the game, your Gunship is the most valuable weapon in your arsenal. Gunships are the only units that use cards, and the only unit that can consistently do heavy damage to the enemy Carrier. Keep it protected and properly equipped and it will serve you well.

FIGHTER SQUADRONS - Fast and agile, Fighter Squadrons use a combination of offense and defense in an attempt to provide their forces with control of the space surrounding the battle. Fighters serve as escorts for the Gunships in addition to engaging the enemy squadron in fierce dogfights. On defense, Fighter Squadrons establish zones of control, attacking any vessel that tries to move through. The first side to lose all of their Fighters is going to find itself at a major disadvantage!

Your Fighters lack the firepower needed to damage the enemy Carrier, but they offer protection for your Gunship and help in other ways.

ASSAULT CARRIERS - Loaded with a mission-specific combination of Fighters, Gunships, Bombers, Dropships and Troops, Assault Carriers are sent in to capture vital planets, orbital facilities and military installations. Far from being as powerful as a Battle Cruiser, Assault Carriers are armed with enough weaponry to engage other capital ships at long range and deploy multiple batteries of Defense Cannons to defend themselves from smaller craft. Carriers possess excellent hangar facilities and highly-trained mechanics and crew. Having a Carrier available in the battle zone to use as a safe place to get repairs and new weapons is a Gunship's greatest asset.

In <u>Gunship: First Strike</u>, your Objective is the destruction of your opponent's Carrier. In addition to defending your own Carrier, all of your efforts should be directed at doing as much damage to his as possible every turn.

Learn more about these and other upcoming ships at
www.EscapePodGames.com!

Table of Contents

Box Contents

In addition to this Rulebook, the box should contain the following items:

18 Boards

- 4 Gunship Boards, one of each color
- 8 Gunship Wings, two of each color
- 2 Carrier Boards, one Blue, one Red
- 4 Fighter Boards, one of each color

158 Cards

(Separate into 5 Decks as shown below)

MAIN DECK -
82 cards

BLUE DECK - 19 cards

| 10 Weapon | 3 Shield | 3 Armor | 2 Unit Cards (Gunship & Fighter Squadron) and 1 Action Loss Card |

RED DECK - 19 cards

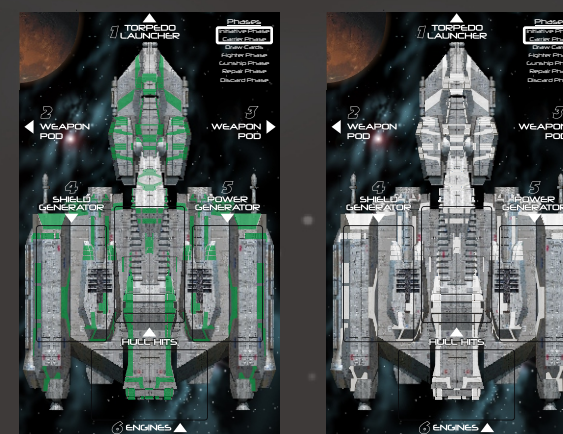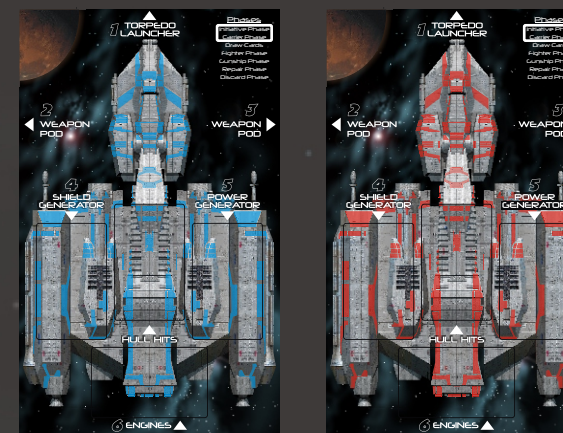| 10 Weapon | 3 Shield | 3 Armor | 2 Unit Cards (Gunship & Fighter Squadron) and 1 Action Loss Card |

GREEN DECK - 19 cards

| 10 Weapon | 3 Shield | 3 Armor | 2 Unit Cards (Gunship & Fighter Squadron) and 1 Action Loss Card |

WHITE DECK - 19 cards

| 10 Weapon | 3 Shield | 3 Armor | 2 Unit Cards (Gunship & Fighter Squadron) and 1 Action Loss Card |

Gunship Boards

Gunship Wings

Carrier Boards

Fighter Boards

Misc.

- 48 Fighter Tokens • 12 Carrier Armor Tokens
- (2) 12-sided Dice, (1) 8-sided Die
- (4) Engraved 6-sided Battle Dice
- Additional Rules Sheet (4-Player and Expansions)

Next Section - "Basic Set-Up"

Basic Set-Up

NOTE - Actual Set-Up may vary due to size and shape of your table, etc. Feel free to make slight changes and customizations as needed.

Players sit across from each other and place their Gunship Boards & Wings Ⓐ as shown, leaving space for cards to be played later in the areas represented by the dashed yellow outlines Ⓑ

Each player places their Armor & Weapon cards Ⓒ near their Gunship Board. These cards will be chosen and deployed before play begins. (see "Gunship Set-Up" on Pages 4-6) Card color should match Gunship color.

Each player deploys his 3 Shield cards on his Gunship's Shield Generator Ⓓ

Each player places his Fighter Board where it can be easily accessed. Ⓔ Place 12 Fighter Tokens near each player's Fighter Board.

Place the two Carrier Boards as shown Ⓕ leaving room for a Center Zone Ⓖ between them.

Place each player's 2 Unit Cards in the Center Zone as shown.

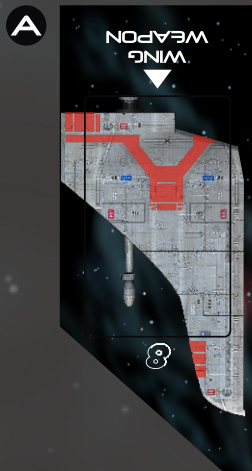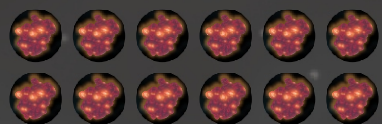Place a 12-sided die, turned to the number "12" on each Carrier Board in the space shown Ⓗ

Place the Main Deck of cards where each player can get to them, leaving space for a Discard Pile. Ⓘ

Place (1) 8-sided die and (4) Battle Dice where both players can easily grab them.

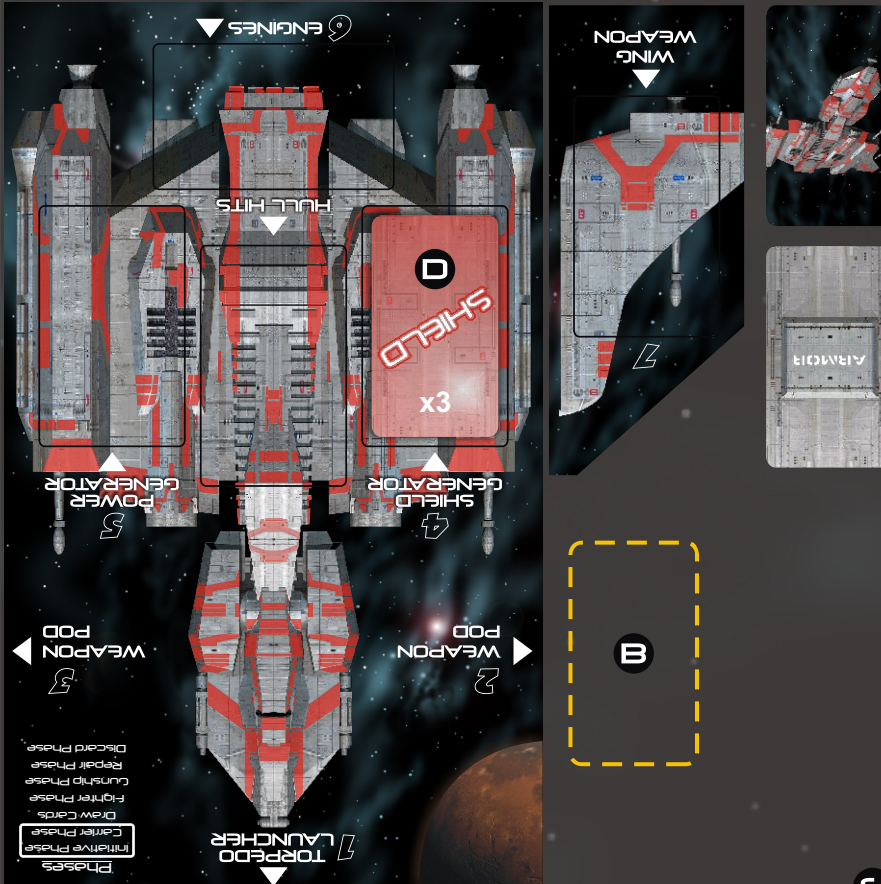Basic Set-Up is now complete! Each player will now build their Gunship and prepare for battle.

Proceed to the next section, "Gunships".

Ⓔ Fighter Board

Gunship Board & Wings

Ⓐ

Ⓓ
SHIELD
x3

Ⓑ

Ⓑ

Phases
Initiative Phase
Carrier Phase
Draw Cards
Fighter Phase
Gunship Phase
Repair Phase
Discard Phase

Ⓑ

Ⓑ

Carrier Board

Carrier Zone

Ⓗ

Ⓕ

ASSAULT CARRIER

Center Zone

Ⓖ

Ⓘ

Draw Pile / Discard Pile

Carrier Zone

Ⓕ

ASSAULT CARRIER

Ⓗ

Carrier Board

Gunship Board & Wings

Ⓐ

1 **TORPEDO LAUNCHER** ▲

Phases
Initiative Phase
Carrier Phase
Draw Cards
Fighter Phase
Gunship Phase
Repair Phase
Discard Phase

2 ◀ **WEAPON POD**

3 **WEAPON POD** ▶

4 **SHIELD GENERATOR**

5 **POWER GENERATOR**

Ⓓ
SHIELD
x3

HULL HITS

Ⓑ

Ⓑ

Ⓒ

Armor Cards (3)
ARMOR

Ⓒ

Weapon Cards (10)

7

8

WING WEAPON

6 **ENGINES** ▲

WING WEAPON

Gunship Board & Wings

Ⓔ Fighter Board

FIGHTER SQUADRON
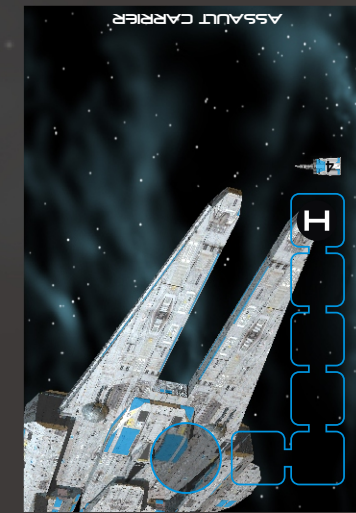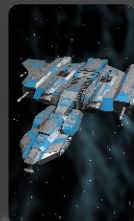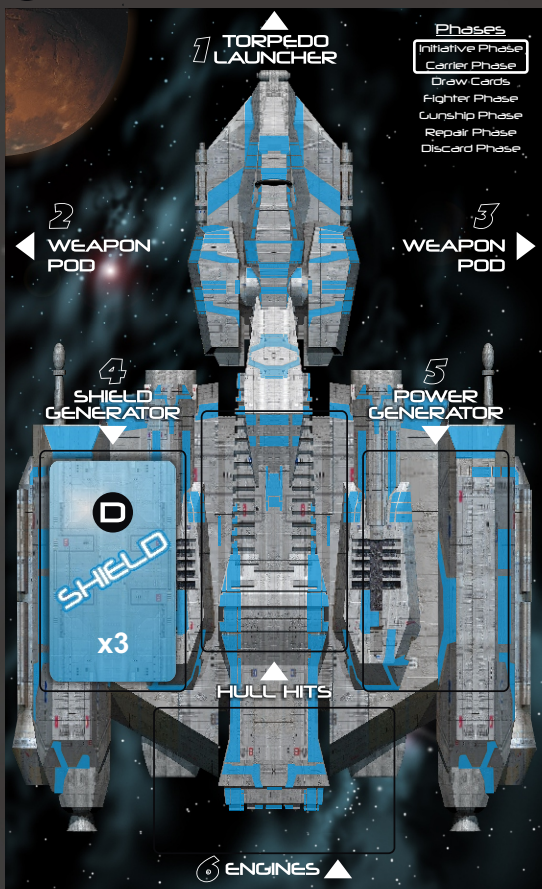
Gunships

NOTE - This section is intended to familiarize you with how your Gunship is put together and what kind of systems it has. Movement and combat will be fully explained in detail in later sections.

Your Gunship is made up of 8 Hit Locations and a Hull.

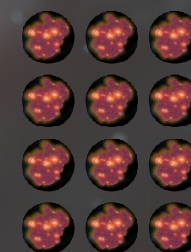As each Hit Location (also called a Component) takes damage during combat, you will begin to lose functions until they are repaired. Your Gunship Board (which includes the 2 Wing Boards) is there to let you know the following at a glance:

- Which Weapons are currently deployed on your ship
- Current Shield status
- Which Components on your ship are Armored
- Where you have taken damage - and how bad it is

Knowing the status of your Gunship's systems will aid you in making the right tactical decisions to win the battle. Knowing when to attack and when to go in for repairs and new Weapons is a critical part of commanding a Gunship.

Components

Each of the 9 Components of your Gunship has a Hit Location Number (see diagram) that is used in combat to determine what part of your ship has been hit by enemy fire. Below is an explanation of what each Component does in the game:

1 - TORPEDO LAUNCHER - This is every Gunship's main Weapon for attacking enemy Carriers. A functional Torpedo Launcher allows the play of Torpedo cards. If it is damaged or Ionized, you may not fire Torpedoes.
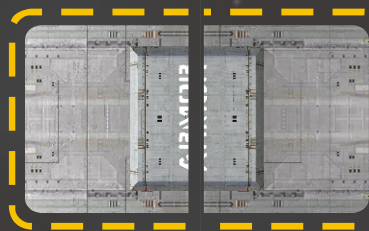
2/3 - WEAPON PODS - This is where your Gunship's main Blaster Cannons and/or Ion Cannons are attached. These are used primarily for engaging enemy Gunships. Damaged or Ionized Weapons cannot fire.

4 - SHIELD GENERATOR - Shield cards protect your ship from taking damage until they are depleted. If your Shield Generator is incapacitated, you will no longer be able to maintain or raise Shields until it's fixed.

5 - POWER GENERATOR - This is the main energy source for your Weapons and Engines. Once it begins taking damage, you will get fewer and fewer Actions each turn. If your Power Generator is ever Ionized, your Gunship will shut down completely!
(effects of Ionization are explained on Page 12)

6 - ENGINES - Having functional Engines allows your Gunship full Movement and Evasive Action ability. Losing one will slow you down, making you less effective. Lose both and you'll be an easy target!

Each Gunship gets 3 Armor cards. You may place up to 2 on any desired Component. The ship below has 1 Armor deployed on its Torpedo Launcher, and 2 on the Power Generator for extra protection.

Blaster Cannon deployed in left Weapon Pod

Hit Location Numbers (used in combat)

Blaster Cannon deployed in right Weapon Pod

Thruster Bombs deployed on left Wing

Ion Cannon deployed on right Wing

Phases
Initiative Phase
Carrier Phase
Draw Cards
Fighter Phase
Gunship Phase
Repair Phase
Discard Phase

1 TORPEDO LAUNCHER

2 WEAPON POD

3 WEAPON POD

4 SHIELD GENERATOR

5 POWER GENERATOR

7 THRUSTER BOMBS UP TO

SHIELD x3

ARMOR x2

HULL HITS

8 ION CANNON

WING WEAPON

6 ENGINES

WING WEAPON

Each Gunship has 5 Weapons. The ship in the diagram is deployed with a good balance of Weapons to make a variety of different attacks. This can be adjusted during the game.

7/8 - WINGS - Each Gunship has 2 Wings that give you 2 additional Weapon mounts. Wings are the only part of your Gunship where you can deploy Thruster Bombs. Wings can be blown off your ship and may only be repaired while Aboard your Carrier. (See "Repair Phase" for details)

HULL - Damage to your Hull does not affect game play, but it cannot be repaired. This can wear your ship down toward the end of the battle.

Any card that is placed on one of your Components (Damage, Armor, Ionized, etc.) is fit within one of these rectangular borders. This makes it easy to keep track of the status of your Gunship's systems.

There are no such areas for the Torpedo Launcher or the 2 Weapon Pods - these are handled by playing the cards "off the Board" as seen in the diagram above.

Weapons

In addition to the standard Torpedo Launcher, a Gunship has 3 basic Weapon options. Each has a unique combat ability described below:
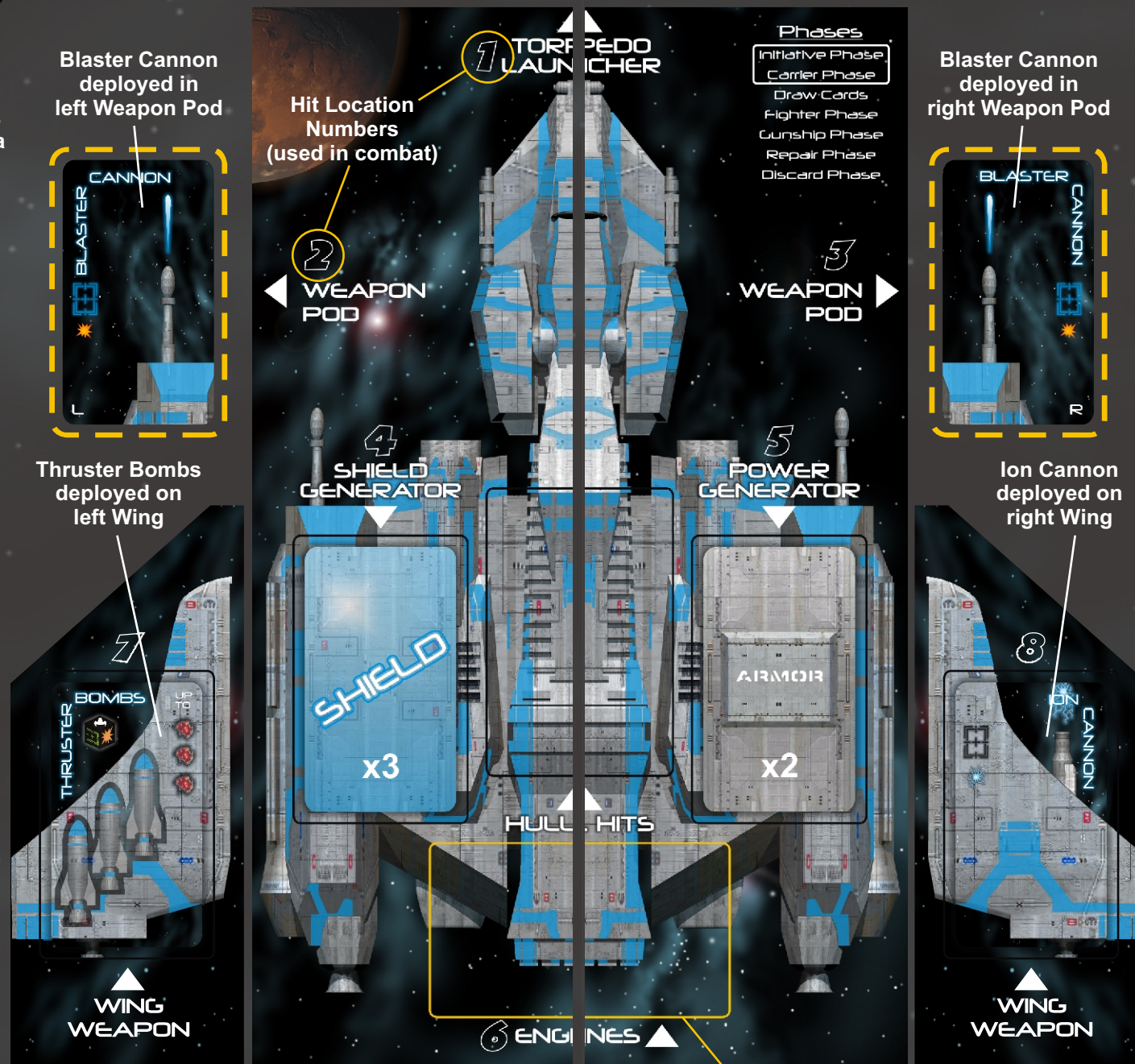
BLASTER CANNONS - Blaster Cannons are the most accurate Weapons and are used against enemy Gunships and Fighters. Blaster Cannons allow the use of "Hit" cards in combat. (See "Gunship Combat" for details)

ION CANNONS - Ion Cannons are used to disrupt and slow down enemy vessels. While they do not inflict much actual Damage, they have a lasting effect that can eventually leave a Gunship completely defenseless! Ion Cannons allow the use of "Ionized" cards in combat.

THRUSTER BOMBS - Not as accurate as Torpedoes, Thruster Bombs have the power to severely damage an enemy Carrier if you're lucky enough to score hits in the right places! Once you run out, you can return to your Carrier and reload again and again!

NOTE - When choosing Weapons, please note that some are for Wings only and that there is different artwork for the left and right sides of your Gunship.

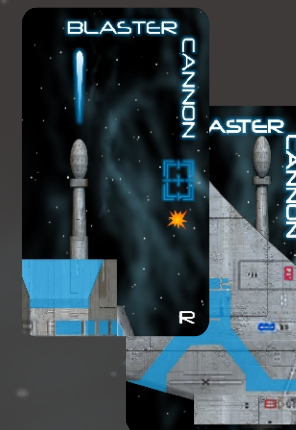Here are some Weapon Stats to help you decide:

BLASTER CANNONS
Accuracy: GOOD
Range: SHORT or LONG
Damage: LIGHT to MEDIUM
Targets: GUNSHIPS & FIGHTERS

ION CANNONS
Accuracy: AVERAGE
Range: SHORT or LONG
Damage: LASTING EFFECT
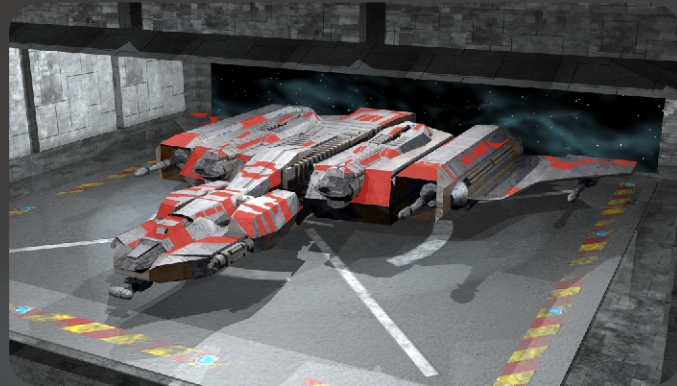Targets: GUNSHIPS & FIGHTERS

THRUSTER BOMBS
Accuracy: RANDOM
Range: SHORT
Damage: MEDIUM to CRITICAL
Targets: CARRIER

TORPEDOES
Accuracy: GOOD
Range: SHORT
Damage: MEDIUM to HEAVY
Targets: CARRIER

Proceed to "Gunship Set-Up" on the following page.

Gunship Set-Up

Now that you are somewhat familiar with Gunships and how their Components affect game play, it's time to complete Set-Up and start the battle! If this is your first game, we strongly suggest that you set both Gunships to the standard layout as seen in the diagram on pages 4 and 5. This is a balanced ship and will allow you to see how all of the different Weapons work during play.

Once you have played a game or two, you should try experimenting with different combinations and other tactics. The Gunship Series is designed to create a new game experience each time based on the choices made by the players. Test things out and have fun!

Flight Checklist

- Choose 2 Weapons for your Weapon Pods (Right and Left)
- Choose 2 Weapons for your Wings (Right and Left)
- Pick 3 Components to Armor and place your 3 Armor cards on them (or choose 2 Components, placing 2 Armor cards on one of them)
- Make sure you have 3 Shield cards on your Shield Generator
- Deal 5 cards to each Player from the Main Deck

x4   x3   x3   x5

Game Set-up is now complete.
The next several sections deal with the rules for carrying out the battle.

Play Sequence

- Game is played in turns, which are split into Phases. The Initiative Phase and Carrier Phase are conducted at the start of each turn - both Players participate.
- After the Carrier Phase, play alternates. Player 1 draws cards, performs Phases 1-4, then Player 2 does the same.
- After Player 2 discards, A new turn begins. Initiative and Carrier Phases repeat. Players will end up going first on some turns, and second on others.
- Play continues until one or both Players have destroyed the other's Assault Carrier. See "Winning the Game" on Page 15.

Phases

Initiative Phase
Players roll to see who goes first this turn

Carrier Phase
Assault Carriers fire at each other via drawing cards

Draw Cards
Active Player draws enough cards to bring his hand to 5

1 - Fighter Phase
Active Fighters Move and Attack

2 - Gunship Phase
Active Gunship Moves and Attacks

3 - Repair Phase
Active Gunship undergoes repairs and switches Weapons

4 - Discard Phase
Player discards 1 or 2 unwanted cards

Initiative Phase

Initiative is decided at the start of every turn. Each Player rolls the 8-sided die. Highest score goes first this turn. In the case of a Tie, the Player who has the most active Fighters wins. Otherwise, reroll.
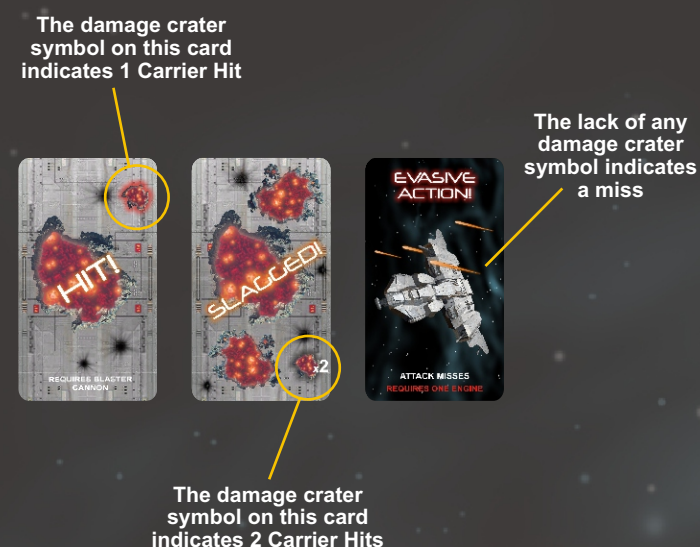
Carrier Phase

As the Players concentrate on moving and attacking with their Fighters and Gunships, another aspect of the battle is taking place "behind the scenes" as the crews of the two Carriers fire their cannons at each other.

Carrier combat is random and out of the control of the Players. Sometimes the Carriers' gunners will do light damage, sometimes heavy - sometimes they will miss completely. This is determined by the draw of a card.

Carrier combat is simple. Each Player draws the top card off the deck and flips it over. The result will be either 1 hit, 2 hits or a miss. The damage indicated is immediately applied to the enemy Carrier.

Take a look at the figures below to learn how to easily read these results from the cards drawn:

The damage crater symbol on this card indicates 1 Carrier Hit

The lack of any damage crater symbol indicates a miss

The damage crater symbol on this card indicates 2 Carrier Hits

See the next Subsection, "Carrier Damage" to see how to apply these results.

Carrier combat is always considered to be simultaneous. It does not matter which Carrier fired first because the results are always applied at the same time. However, the Player who currently has Initiative should always be the first one to draw.

NOTE: Some damage crater symbols have a red glow. This has no extra effect in the core game but will come into play soon in future expansions!
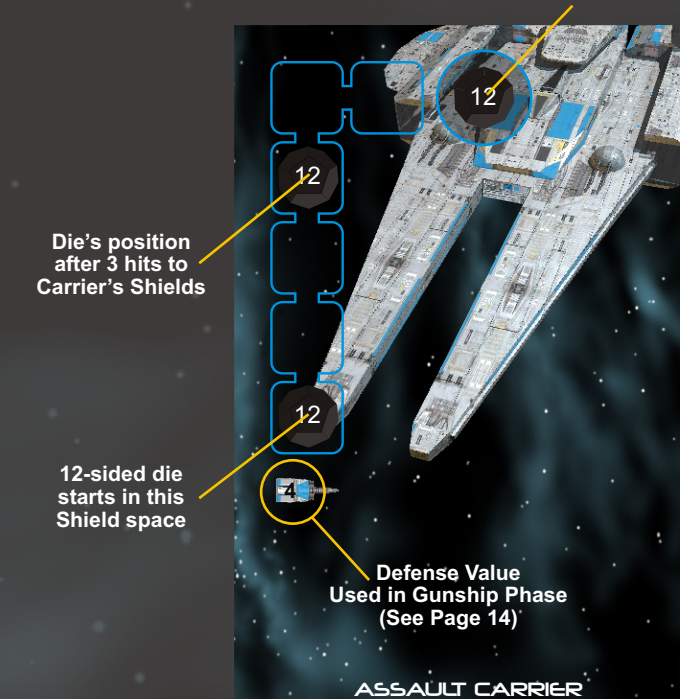
Carrier Damage

An Assault Carrier can take 12 hits of damage before being destroyed. On the 12th hit it is removed from play and the game potentially ends. See "Winning the Game", Page 15.

Damage to Carriers is kept track of with the use of a 12-sided die. The first 6 hits that a carrier takes will not cause actual damage but will be absorbed by its Shields. Once the Shields have been knocked down, the die will be used as a countdown to destruction.

As Shields are lost, move the die from its starting position (see Page 3) one space per hit, until it gets to the circle at the end. Once the die reaches this point, Shields are down and subsequent hits will result in turning the die to show the next lowest number. Example: A Carrier with no Shields and a die showing "12" takes 2 hits: The die is turned so that the "10" is now showing.

After 6 hits to the Carrier's Shields, die ends up here

Die's position after 3 hits to Carrier's Shields

12-sided die starts in this Shield space

Defense Value Used in Gunship Phase (See Page 14)

Some important notes regarding Carrier Combat:

- Carriers never move in the game
- Carrier Shields can be damaged by other Carriers, Torpedoes and Thruster Bombs.
- Carriers can never be damaged by Fighters, Blaster Cannons, or Ion Cannons
- Carriers roll 4 Battle Dice when defending against Gunship attacks. See "Attack Runs" on page 13 for details.

Next Section - "The Battle Zone"

The Battle Zone

Before moving on to how Fighters and Gunships operate, it is important to understand how the area in which the battle is being fought is laid out.

There are 3 possible places that any Unit (Gunship or Fighter Squadron) can be at any time:

A Friendly Carrier Zone
This is the Board representing YOUR Assault Carrier.

An Enemy Carrier Zone
The Board representing your OPPONENT'S Carrier.

The Center Zone
This represents the area BETWEEN the two Carriers.

At the start of every battle, the Gunships and Fighters of both sides are racing toward each other, cannons blazing. Therefore the cards that represent these forces (called Unit Cards) start the game in the Center Zone (See Page 3). **No Unit may leave the Center Zone until Turn 2.**

Should a Player choose to move one or both of his Unit Cards to a Carrier Zone, it is important that the Unit Card(s) overlap the Carrier Board on at least one side. Any Unit Card that does not touch a Carrier Board in this way is always considered to be in the Center Zone, regardless of intent. In the example to the right, it is obvious that the Fighter Squadron of the Red Player is in a Friendly Carrier Zone and all other Units are in the Center Zone.

Movement and Combat within these Zones is covered in the next several Sections.

Draw Cards

Right before your Fighter Phase, Draw enough cards from the Main Deck to bring your hand to 5. Reshuffle the Discard Pile if the Deck ever runs out.

I - Fighter Phase

Fighter Squadrons (or Fighters) perform several important roles in the game. Below is a list of things that Fighters can do during the course of a turn:

- Protect your Gunship from attacks by enemy Fighters (called Escorting)

- Attack enemy Units that enter the Zone they occupy (called Defending)

- Engage an enemy Fighter Squadron in combat (called a Dogfight)

- Engage an unescorted enemy Gunship in combat (called Strafing)

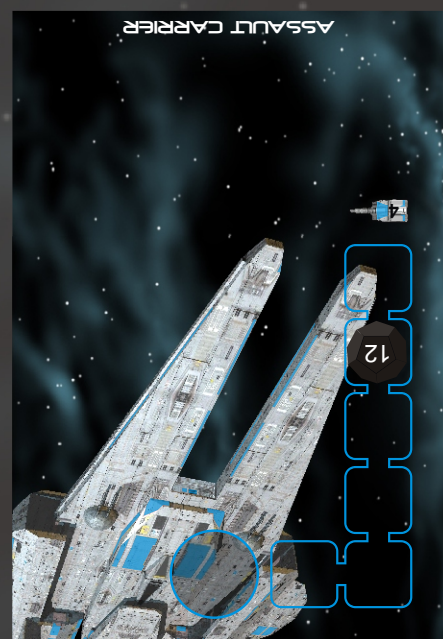Proceed to "Fighter Combat" in the next Section

Carrier Zone

ASSAULT CARRIER
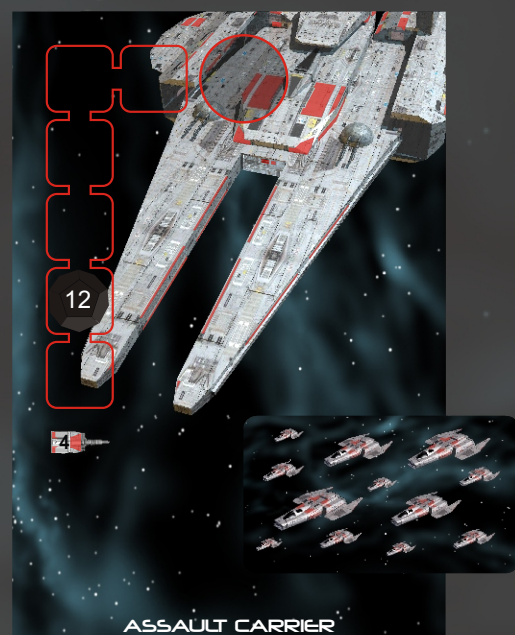
Center Zone

Carrier Zone

ASSAULT CARRIER
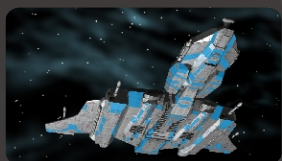
Fighter Combat

Fighters are not limited to a certain number of actions or movements. They may move and attack freely but must stop if they enter a Zone that contains an enemy Fighter Squadron.

Any time that a Fighter Squadron enters or remains in a Zone with an enemy Squadron, a mandatory Dogfight ensues. Combat is resolved (see below) and their movement ends for that turn.

A Fighter Squadron may LEAVE a Zone that contains an enemy Fighter Squadron if they started their turn in that Zone. This does not require any combat. If a Fighter Squadron starts its turn in a Zone with enemy Fighters and does NOT move, the Dogfight continues.

A Fighter Squadron may move into, or remain in, a Zone containing an unescorted enemy Gunship, Strafe it, and continue moving to any other Zone.

A Fighter Squadron may never attack an enemy Carrier, but they may enter an Enemy Carrier Zone.

Fighters may Escort a friendly Gunship into or through a Zone containing Defending Fighters. Simply move the Fighters into this Zone to start a Dogfight. Your Gunship will then be free to move into or through this Zone during the Gunship Phase because the enemy Fighters will already be in combat.

Fighters may never attack a Gunship that has friendly Fighters in its Zone. The Gunship is considered to be under Escort and a Dogfight will take place instead.

Now that you know how Fighters move, and when they attack, it's time to learn how Fighter Combat is resolved.

When engaged in a Dogfight, place the two Fighter Squadrons as shown to show that Gunships may move safely through the Zone.

Fighters that are engaged in a Dogfight may still be attacked by a Gunship.

Some important things to know about Fighter Combat:

- Fighter combat is always in same Zone as target.

- Fighters roll a number of Battle Dice determined by how many Fighters are remaining in the Squadron. For every result of a [symbol] symbol, one hit is scored.

- Each hit rolled destroys an enemy Fighter. Destroyed Fighters are marked using Fighter Tokens.

- Every hit rolled while Strafing a Gunship results in a Hit card being applied to the target. This damage may be modified by other cards (see Gunship Damage). Hit cards from Fighters are pulled from the Discard Pile.

How many Dice do I roll?

Each Fighter Squadron starts with the ability to roll 4 dice in every combat. Each time that you lose a Fighter in combat, you place a Fighter Token to cover up one of the Fighters on your Fighter Board. You lose 1 die for every 3 Fighter Tokens showing. So a Squadron with 10 Fighters (as seen in Diagram F) still gets to roll 4 dice but if they lose one more Fighter, they will then be reduced to 3 dice. A Squadron with only 6 Fighters remaining would roll 2 dice, etc.

Resolving a Dogfight

The Attacker (active Player) rolls his Fighter dice and totals up damage. The Defending Player then rolls his dice and does the same. Like Carrier combat, Fighter combat is considered simultaneous so you always roll the total dice that you started the Dogfight with. Each side only rolls its dice once per Fighter Phase. The Dogfight will continue on future turns unless a Squadron leaves the Zone.

A Strafing Run

In the Diagram on Page 8, the Blue Fighters are free to Strafe the Red Gunship because there are no enemy Fighters present in the Center Zone. They roll their dice, applying any successful Hits, and may then either stay in the Center Zone, move to their Friendly Carrier Zone, or move into the Enemy Carrier Zone and engage in a Dogfight with the enemy Squadron. Fighters may only Strafe the same Gunship once on their turn.

Losing your last Fighter

When your last Fighter is destroyed, remove your Fighter Squadron Unit card from the game. Your Gunship is now extremely vulnerable to attack!

Diagram F - Fighters are always lost one group of 3 at a time.

FIGHTER SQUADRON

Proceed to the next Section, "Gunship Phase"

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2 - Gunship Phase

The Gunships are the "Hero" Units of the game. You'll spend more time planning out how to best make use of your Gunship than any other Unit. Using your hand of 5 cards and an assortment of Weapons and defenses, every turn will present a new range of challenges and opportunities.

Gunships have 3 basic missions to which they are well-suited. The choices that you make at the start of the game and adjustments that you make while Aboard your Carrier will give you the tools to:

● Attack the enemy Gunship in order to damage and slow down its ability to attack your Carrier

● Engage enemy Fighters where possible to help thin out their numbers

● Make Attack Runs on the enemy Carrier in order to destroy it and win the game.

Your Gunship gets 3 Actions per turn to do one or more of the following at the cost of 1 Action each:

● Move 1 Zone (maximum of two moves per turn)

● Attack an enemy Fighter Squadron

● Attack an enemy Gunship

● Make an Attack Run on an enemy Carrier

● Land inside a friendly Carrier (requires 1 move Action)

These Actions may be completed in any order you want. For example, a Gunship may move from the Center Zone to the Enemy Carrier Zone, Attack the enemy Gunship, and then make an Attack Run all in one turn.

An unescorted Gunship entering a Zone containing an enemy Fighter Squadron will be Strafed by them but does NOT have to stop. It may either continue moving or return fire if desired (at the cost of 1 Action).

An enemy Gunship will not block movement or attack on your turn. Gunships may only attack when it is their turn.

A damaged Power Generator will reduce the number of Actions that you get in a turn (See Gunship Damage).

Gunship Combat

Like Fighters, most Gunship combat will take place in the same Zone as the target Unit. Some Weapons can make attacks at longer range. (See Long Range Combat on the next Page)

Unlike Fighters, most of a Gunship's attacks are made by playing one or more Cards from your hand. To be able to attack a target you must have the appropriate card matched up with a functional Weapon that is on your Gunship Board. The only exception to this is the use of Thruster Bombs, which is a combination of cards and dice (see Attack Runs, Page 13).

To make an attack on an enemy Gunship or Fighters, you will need to play one of the following 2 cards:

Playing a Hit card will eliminate 1 Shield card on an enemy Gunship or do Light Damage to a Component if no Shields are present. A Hit card can also be used to roll one Battle Die against Fighters. A result of [⚔] destroys one Fighter.

For each Hit card that you want to play, you must have 1 functional (undamaged) Blaster Cannon. If you have 3 Blaster Cannons, you may play up to 3 Hits per Turn, for example.

Playing an Ionized card against Fighters also allows a Battle Die roll, with a result of [⚔] destroying

one Fighter. If played against a Gunship, it will ignore Shields and Armor and be placed on whichever Hit Location was rolled (see below).

For each Ionized card that you want to play, you must have 1 functional (undamaged) Ion Cannon. If you have 3 Ion Cannons, you may play up to 3 Ionized cards per Turn, for example.

Using an Action to make an attack on a Gunship or Fighters allows you to play as many eligible cards as you wish against that target. You do not have to use 3 Actions to play 3 Hits against a Gunship, for example.

However, if you attack a different target in the same turn, you will have to use another Action to do so.

If your target was an enemy Fighter Squadron and you rolled one or more hits, your opponent simply places the required number of Fighter Tokens on his Fighter Board.

If your target was a Gunship, you will need to find out where your shots hit and how much damage they did. In the next Section you will learn how to determine:

● If the enemy was able to dodge your Attack

● What part of his Gunship was hit

● Whether his defenses absorbed any of the damage

● How much damage was done and what effect it has

Hit Determination

Attack cards are played one at a time and laid down on the table near your opponent's Gunship Board. Any cards that you play against his Gunship have a chance to be evaded. If he has any Evasive Action cards in his hand, he may play one after any card that you lay down, to cancel it. Otherwise, the attack succeeds and the next step is to determine if Shields will come into play.

ONE Evasive Action card cancels ONE Hit or Ionized

Evasive Action may only be played if the target Gunship has at least one functioning Engine.

Evasive Action can NOT be played by a Gunship that is Crippled or Stranded (See Ionization Effects on Page 12 and Engine loss notes on Page 15)

Evasive Action can be used to evade attacks from Gunships and Carrier Defense Cannons but NOT attacks from Fighters.

A Gunship has 3 Shield cards in place to absorb damage and keep it from affecting your Components.

Shields are lost one at a time. One Shield is removed for each hit from a Fighter Squadron, Gunship or Carrier's Defense Cannon roll. Place lost Shields to the side. They are replenished during the Repair Phase.

Ionized cards are not affected by Shields.

Any attack that is not evaded or absorbed by a Gunship's Shields rolls an 8-sided die to determine Hit Location.

Each Component on a Gunship has a Hit Location Number (see Page 4) between 1 and 8. The roll of the die tells you where to place the attack card. Play of a "Bullseye" card along with an attack allows the attacker to CHOOSE the Hit Location. This card is explained in the next section.

Armor cards are a Gunship's last line of defense against taking damage. If the result of a Hit Location roll leads to an Armored Component, remove the Armor card and cancel one hit. If more than 1 hit of damage was done, only one is cancelled per Armor card.

Armor offers no protection from Ionized cards, Place the Ionized card on the Component per standard rules.

Armor cards are replenished during the Repair Phase.

Attack cards are placed within the rectangular border of the affected Hit Location as seen in the diagram on Page 4/5. They are then referred to as Damage cards or hit markers. Physical damage will remain in place and affect the function of the Component until repaired. Ionized effects are found on Page 12.

Long-Range Combat

Gunships have experienced gunners and the latest in targeting systems. This allows them the ability to make attacks at Long Range and perform precision strikes at crucial times.

Blaster Cannons and Ion Cannons may be used to attack Gunships that are one Zone away. Fighters and Carriers cannot be attacked by Gunships at Long Range.

Lay down the attack cards that you plan to use and roll a Battle Die for each one. A [⚔] hits the target and you

may determine Hit Location individually.

If the target plays Evasive Action, ALL of the attacks miss. The target must decide whether or not to play Evasive Action BEFORE any die rolls are made.

Use of a Bullseye card allows one Long Range attack to succeed with no die roll. This is treated as a separate attack from those being made by rolling dice and requires a separate Evasive Action card to avoid.

Bullseye has several other game effects that are listed on Page 13. It is one of the game's most useful cards.

In a same-Zone attack, Bullseye may be played along with any Hit or Ionized card to allow you to CHOOSE your Hit Location instead of rolling the die. With a little planning, you can use this to devastating effect.

Bullseye may also be played with a Hit or Ionized to score an automatic Hit against an enemy Fighter instead of the usual required roll of [⚔]

You may play one Bullseye card to attack at Long Range followed by a second Bullseye card to also allow choice of Hit Location.

Bullseye must be announced when the attack is made. You can't wait to see if the attack is evaded or where it hits, then decide to play it. A Bullseye attack can be evaded like any other attack.

Gunship Damage

For the most part, a Component is either:
Undamaged (fully functional)
Lightly damaged (has taken 1 hit)
Heavily damaged (has taken 2 hits)

A damaged Component cannot be used. The effect of this on the game is different for each Component type. See Damage Effects on Page 12 for a complete list of each Component and how it affects your Gunship when a Hit or Ionized card is placed on it.

Once a Hit card is placed on a Gunship, it goes from being an attack card to being a damage marker.

Light damage can be repaired In Flight with the use of a Damage Control card or it can be repaired quickly while Aboard your Carrier. (See Repair Phase)

When a Component that is already Lightly damaged receives a second Hit, the damage is then upgraded to Heavy. Flip the Hit card over to the back side. It now counts as 2 Hits.

This damage cannot be repaired In Flight. A Gunship must land inside the Carrier to fix Heavy damage.

Heavy damage takes longer to repair.

NOTE: If a Gunship ever has 12 total hits of damage on it's Gunship Board, it is destroyed and removed from play immediately. Hull Hits DO count toward this total but Wing hits DO NOT.

Damage Effects

(1) TORPEDO LAUNCHER

No Torpedo cards can be played by the Gunship.

(2 or 3) BLASTER CANNON or ION CANNON

No attack cards may be played for the Weapon. If damage is upgraded to Heavy, it is removed from the Gunship Board entirely. Heavy Damage card remains on the affected Weapon Pod Hit Location.

(4) SHIELD GENERATOR

No Shield cards may be added until it is repaired. If an Ionized card is played on this Component while Shields are in play, they are turned sideways until the Ionized is moved. Shields that are turned sideways do not absorb damage. If the Shield Generator is damaged while Shield cards are turned sideways, those Shields are lost.

(5) POWER GENERATOR

If a Power Generator receives Light damage, the Gunship loses one Action per turn. Place an Action Loss card on the Gunship Board to remind you. If damage is upgraded to Heavy, Gunship loses two Actions per turn, leaving one. If an Ionized card is ever placed on a Power Generator, the Gunship loses all power (See "Ionization" for complete effects) and is Crippled!

(6) ENGINES

The Engines Hit Location is unique in that it actually represents both Engines and can therefore hold up to 4 Hits of damage. For simplicity, here are the game effects for each level of damage:

Ionized - NO MOVEMENT

1 Hit - Light Damage to 1 Engine
MOVEMENT LIMITED TO ONE ZONE PER TURN

2 Hits - Heavy Damage to 1 Engine
MOVEMENT LIMITED TO ONE ZONE PER TURN

3 Hits - Damage to Both Engines - NO MOVEMENT

Slagged - Permanent loss of one Engine - MOVEMENT LIMITED TO ONE ZONE PER TURN (rest of game)

Slagged + any other damage - NO MOVEMENT

A Gunship that cannot move is Stranded. See Page 15 for full rules and effects.

(7 or 8) WINGS

One Hit or Ionized card on a Wing will keep the Weapon on that Wing from functioning. If a Wing ever receives Heavy damage, the Wing and Weapon are removed from the Gunship Board and must be replaced. Wings cannot be repaired In Flight.

A Component on a Gunship (except Engines) can only hold 2 hits of Damage. Any damage above 2 hits that is added later is applied to the Gunship's Hull. The Hull does not have a Hit Location Number but can hold cards just like a Component. There is no limit to how many hits can be done to a Gunship's Hull. Hull Hits cannot be repaired during the game andt count toward the 12 hits required to destroy a Gunship.

The other exception to the 2 hits per Component rule is the Slagged card:

Slagged is a special attack card that modifies damage.

In Gunship combat, Slagged may be played at the instant when a hit of Light Damage is upgraded to Heavy.

Slagged may also be played when a Component that is already Heavily damaged takes a third hit that goes to the Hull. Slagged is never played as Hull Hits.

Slagged counts as 3 Hits to the affected Component and can never be repaired during the game.

Another card that modifies damage is Critical Damage:

In Gunship combat, a Critical Damage card may be played immediately after any Hit of damage has been done to a Shield, Armor, Component or Hull.

Play of this card adds 1 hit to the attack. If this results in Heavy damage, a Slagged card may also be played.

Critical Damage may be played BY Strafing Fighters but may never be played AGAINST Fighters.

Critical Damage is never played with an Ionized card.

If a Gunship fires a Hit at another Gunship that has 1 Shield, and also plays Critical Damage, treat the attack as two Hits, with the first Hit removing the Shield and the second one rolling for Hit Location as if it were a typical attack. Same rule applies to Armor except that the Component beneath the Armor is hit automatically.

Ionization Effects

Ionized cards do not usually damage a Component, but they do keep it from functioning until they move on to the next one.

Ionized cards are moved to a new Hit Location each turn. (See "Repair Phase")

You may not make repairs to a Component that is currently Ionized.

If an Ionized card ever hits or reaches your Power Generator, you must discard your entire hand. Remove all Ionized cards from your Gunship Board and place one of them on your Gunship Unit card. If you have Shields on your Shield Generator, turn them sideways. Your Gunship is now Crippled for one turn!

Your opponent will automatically get Initiative on the next turn. On your next turn you will perform the following steps to restore power to your Gunship:

- Draw 5 cards
- Perform Fighter Phase
- Skip Gunship Phase and Repair Phase
- Remove Ionized Card from Unit card
- Turn any sideways Shields back to original position
- Discard up to 2 cards

Operation of your Gunship will return to normal on your next turn.

Attack Runs

A Gunship can perform many missions, but the one job it was built for is attacking capital ships at high speed and point-blank range. To win the game, you'll have to destroy the other Assault Carrier. To do that, you'll have to make some Attack Runs.

An Attack Run takes place when a Gunship engages an enemy Carrier, suffers it's defensive barrage, and then either fires a Torpedo or drops 3 Thruster Bombs. The rules for carrying out an Attack Run are as follows:

- A Gunship may make 1 Attack Run for every Action it has left in the turn.

- A Gunship may attack a Carrier's Shields using a Torpedo or Thruster Bombs. Either attack does one hit of damage and may NOT be modified to do more. Thruster Bombs are removed but no roll is required.

- Only Torpedoes and Thruster Bombs can damage a Carrier. The attacking Gunship must have an eligible Weapon and at least one functional Engine in order to make an Attack Run.

- The Carrier will get a chance to fire at the incoming Gunship before each attack. Carrier rolls 4 Battle Dice for its Defense Cannons. See Diagram below:

⬧ or ⬧ = MISS   ✶ = 1 Hit   ✶ = 2 Hits

Defense Cannon hits can be evaded or modified, and use Hit Location, etc. just like any other attack. Apply them one hit at a time using Hits from the Discard Pile.

- If the Gunship is still able to attack after damage is applied, it may play a Torpedo card or drop Thruster Bombs by removing any Thruster Bombs card on one of its Wings.

- A Gunship may only make one attack per Attack Run.

- A Gunship may only fire one Torpedo per turn.

Attack Run Damage

As discussed back on Page 7, Carriers handle damage a little differently than Fighters or Gunships. A Carrier is destroyed if the 12-sided die is ever turned down to zero. Each hit of damage will move the 12-sided die closer and closer to the end.

In the examples on Page 7, Carrier combat, it was noted that Carriers do either 1 or 2 hits of damage to each other, depending on what card was drawn.

Gunship Weapons always do 1 hit of damage to a Carrier for each successful attack. This damage can be modified with the use of Modifier cards.

Torpedoes always do 1 hit of damage to a Carrier. They never miss. Simply play the card and subtract the damage.

Thruster Bombs are dropped in groups of 3. Roll 3 Battle Dice and do 1 hit of damage for each result of a ✶.

Modifier cards can greatly affect the damage of your Attack Runs. Modifier Effects are listed below:

Play a Bullseye card along with a Torpedo strike to do 1 extra hit of Carrier Damage.

A Torpedo may only have one Modifier added to it per attack (Maximum 2 hits)

You may also play up to 3 Bullseyes when you drop Thruster Bombs. Each Bullseye that you play is an automatic hit so you roll one fewer die for each card that you play.

Play a Critical Damage card with a Torpedo strike to do 1 extra hit of Carrier Damage.

A Torpedo may only have one Modifier added to it per attack (Maximum 2 hits)

Critical Damage may also be added to the damage from any Thruster Bomb that scores a hit. Each Bomb that hits may only have one damage modifier (Maximum 6 hits per Thruster Bomb attack)

Play a Slagged card with a Torpedo strike to do 1 extra hit of Carrier Damage.

A Torpedo may only have one Modifier added to it per attack (Maximum 2 hits)

Slagged may also be added to the damage from any Thruster Bomb that scores a hit. Each Bomb that hits may only have one damage modifier (Maximum 6 hits per Thruster Bomb attack)

When the Damage Die gets down to zero, the Carrier is destroyed! See Page 16, "Winning the Game"

Repair Phase

Space combat can take a very heavy toll on a Gunship. Shields are depleted, Components are shot to pieces, and Weapons, Armor and Wings can be blown right off.

Fortunately for you, you have a team of Engineers on board. And anything they can't fix can be taken care of with a quick "pit stop" aboard your Assault Carrier. Here are the steps you need to take to keep your Gunship running at peak performance.

Repairs to your Gunship occur either In Flight or Aboard your Carrier. Simpler tasks like restoring Shields and fixing Light Damage can happen while your ship is out in space (In Flight) with the use of a Damage Control card.

Damage Control gives you the option of adding a Shield card or removing one Hit card.

Damage to a Wing cannot be repaired In Flight.

Heavy Damage cannot be repaired In Flight.

An Ionized Component cannot be repaired until the Ionized card moves away.

If you want to repair anything more serious, you'll have to land inside your Carrier for one or more turns. This requires 1 Move Action from your Friendly Carrier Zone after any other Actions you have used that turn. For each Action you have left over, you may perform one Repair.

The Blue Gunship is going to land inside the Carrier to undergo repairs and has moved to its Friendly Carrier Zone from the Center Zone. It has 2 Actions left this turn and uses one of them to land.
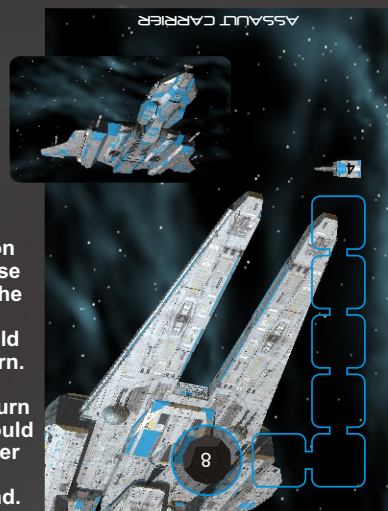
In the upcoming Repair Phase, the Gunship will have one Action remaining, and will be able to use one Repair Action this turn. If the Gunship had started the turn in its Friendly Carrier Zone, it would receive 2 Repair Actions this turn.

If the Gunship had started the turn in the Enemy Carrier Zone, it could have reached the Friendly Carrier Zone but would not have had enough Move Actions left to land.

Flip the Gunship Unit card over to its Hangar side to show that it's not available as a target or any other activity while Aboard the Carrier. A Gunship may not leave the Hangar on the same turn that it landed.

Starting with the next Repair Phase after the turn that the Gunship landed, it will receive 3 Repair Actions per turn that can be used to fix damage, change Weapons, and restore Armor and Shields, etc.

Repair Actions

While Aboard your Carrier, the following repairs may be carried out on your Gunship by using 1 Repair Action. These may be done in any order and each Action may be done more than once in a turn. The only limit is that you may only do 3 Actions per turn.

- **Remove 1 Hit of Light Damage**

- **Remove 1 Ionized card**

- **Restore 1 Shield**

- **Restore 1 Armor card**
  (original or new location)

- **Move 1 Armor card**

- **Remove a Weapon**

- **Add a Weapon**
  (you may choose new weapons or replace any Weapon cards lost or used on previous turns))

The following two repairs are more involved and will use up all 3 of your Repair Actions:

- **Remove 1 Heavy Damage card**

- **Replace a Wing**

Remember: Hull Hits and Slagged Components can _never_ be repaired during a game.

While your Gunship is Aboard the Carrier, you may still move and conduct combat with your Fighters, draw and discard cards, etc.

If you have a Damage Control card in your hand or if you draw one while Aboard the Carrier, you may play it in the Repair Phase to add an extra Repair Action that turn. Discard after use.

There is no limit to the number of Damage Control cards that may be used to give you extra Repair Actions.

When you are ready to get back into the battle, you may spend a Repair Action and declare that your Gunship is Launching. Flip your Gunship Unit card back to it's space side and place it back in the Friendly Carrier Zone.

The Gunship may neither move nor attack this turn as the Gunship Phase has already passed.

If there are enemy Fighters in the Friendly Carrier Zone, and no friendly Fighters, the Gunship is subject to being Strafed as it leaves the Carrier.

The last thing that is done in the Repair Phase is the movement of all Ionized cards from one Component to another.

Starting at the top of your Gunship Board, roll a Hit Location for each Ionized card on your ship, one at a time, and move them. This shows which Components will be affected on the next turn.

If an Ionized card rolls the same Hit Location that it is already on, it does 1 hit of Damage and remains where it is. Take a Hit from the discard pile and place it in the space.

If an Ionized card moves from one Hit Location to a new Hit Location that already contains another Ionized card, 1 hit of damage is added to the Component. Two Ionized cards may occupy the same Component with no additional effect.

Ionized cards do not move while Aboard the Carrier.

Discard Phase

At the end of your turn, you have the option of getting rid of some cards. You may always discard 1 card. If you did not play any cards during your turn you may discard 2.

If you had Initiative this turn, the other Player now draws up to 5 cards and takes his turn as normal.

If you did not have Initiative, the turn is now over and a new Initiative Phase will begin the next turn.

Winning the Game

If a Carrier is destroyed by fire from the other Carrier, the game ends and the Player whose Carrier survived is victorious. Since Carrier combat is simultaneous, a Tie Game is a possible result.

If a Carrier is destroyed by the Gunship of a Player who did not have Initiative that turn, the game is over and that Player has won.

If the Player with Initiative destroys his Opponents's Carrier with his Gunship, play continues. Immediately move any Unit cards that were in the destroyed Carrier's Zone to the Center Zone. The active Player finishes his turn and then the other Player gets to take one last turn in an attempt to create a Tie Game.

If there is no chance of this happening (ex. he has no eligible Weapons for an Attack Run, etc.) Player may concede the game instead of playing out the turn.

Depending on time available, Players may agree to play best 2 out of 3, etc. **For extended play options where the results of every game can affect a larger Campaign, check out our website!**

Misc. Notes

Below are some rules and notes that may not have fit in elsewhere in the rulebook.

What if there are no Hits in the Discard Pile?

When a Fighter Squadron or Carrier's Defense Cannon scores hits on a Gunship, it is called with dice. So any hits that are scored are pulled from the Discard Pile. In the rare event that there are no discarded Hits, take what is needed from the Main Deck and reshuffle.

What happens if I lose both Engines / become Stranded?

If both Engines are damaged/Ionized, your Gunship may not move or attack. This is called being Stranded. If you become Stranded in a Friendly Carrier Zone, your Carrier can automatically pull you in with a tractor beam next turn at the cost of all of your Actions.

If you are in the Center Zone, roll 2 Battle Dice at the start of your Gunship Phase. On a roll of 🎲 your Carrier will pull you to the Friendly Carrier Zone. This also costs all of your Actions.

If you are in an Enemy Carrier Zone, you will have to rely on emergency thrusters to limp to the Center Zone. Roll Battle Die and move on a roll of 🎲 You may attempt this roll once per turn at the cost of all Actions.

What happens if my Power Generator is damaged on my Attack Run?

If you use an Action to conduct an Attack Run and the enemy Carrier scores a Hit to your Power Generator, your Attack Run is cancelled and the Action is wasted. This happens even if the Power Generator is already Heavily damaged and the hit goes to your Hull. If you have any Actions remaining, you may make a new Attack Run if desired. The same principle applies to Engines. If you have one damaged Engine and you lose the second Engine during an Attack Run, the run is cancelled and the Action wasted.

If I replace a Wing while Aboard my Carrier, does it come with a Weapon already attached?

No. You must Add a new Weapon as a separate Action.

Does a Gunship with a Slagged Power Generator get any Actions?

Yes, it still gets 1 Action per turn but it cannot ever be repaired so the Action Loss is permanent for this game!

Check out the FAQ on our website to find answers to other questions like these! We will be sure to keep it updated as we receive your emails and other feedback.

Card Reference (in alphabetical order)

ARMOR
- Each Gunship gets 3
- Up to 2 per Component
- Absorbs 1 hit of damage
- Does not protect against Ionized cards
- Can be added or moved for 1 Repair Action

BULLSEYE! x2
- Allows choice of Hit Location
- Allows one automatic hit in Long Range combat, when attacking Fighters, or when dropping Bombs
- Counts as two hits if drawn in Carrier Phase
- Modifies Attack Run hits

HIT! (REQUIRES BLASTER CANNON)
- Represents Light damage
- Targets Fighters and Gunships only
- Can be repaired with a Damage Control card while In-Flight
- Requires 1 Repair Action to remove from Gunship while Aboard the Carrier

SHIELD
- Each Gunship gets 3
- Deployed on Shield Generator
- Absorbs 1 hit of damage each
- Replenished by Damage Control card
- Can be added for 1 Repair Action each (Aboard the Carrier)

BLASTER CANNON
- Deployed in Weapon Pods
- Allows play of 1 Hit / turn
- May attack at Long Range
- Damages Fighters and Gunships only
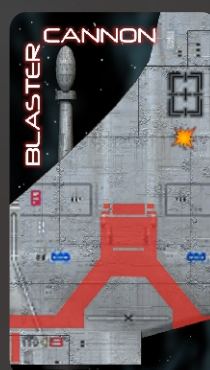- Removed if Heavily damaged (Heavy damage stays on ship)

DAMAGE CONTROL
- Removes one Hit card
- Restores one Shield
- Counts as a Miss if drawn in Phase 2
- Adds a Repair Action if Aboard Carrier

REMOVE 1 HIT OF LIGHT DAMAGE OR ADD 1 SHIELD LEVEL (REQUIRES SHIELD GENERATOR)
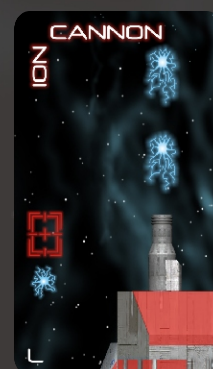
ION CANNON
- Deployed in Weapon Pods
- Allows play of 1 Ionized / turn
- May attack at Long Range
- Affects Fighters and Gunships only
- Removed if Heavily damaged (Heavy damage stays on ship)

SLAGGED! x2
- Played when Heavy damage is applied
- Counts as 3 hits to Gunship
- Cannot be repaired
- Cannot be applied to Hull
- Modifies Attack Run hits
- Counts as two hits if drawn in Carrier Phase

BLASTER CANNON
- Deployed on Wings
- Allows play of 1 Hit / turn
- May attack at Long Range
- Damages Fighters and Gunships only
- Removed if Heavily damaged, along with Wing

EVASIVE ACTION!
- Cancels one attack card or hit (except from Fighters)
- Requires one Engine
- Must be played before Long Range die rolls
- Counts as a Miss if drawn in Phase 2

ATTACK MISSES REQUIRES ONE ENGINE

ION CANNON
- Deployed on Wings
- Allows play of 1 Ionized / turn
- May attack at Long Range
- Affects Fighters and Gunships only
- Removed if Heavily damaged, along with Wing

UP TO THRUSTER BOMBS
- Deployed on Wings
- May only target Carrier
- Rolls 3 Battle Dice
- Each Bomb hits on a [ ]
- Does 1 damage to Carrier for each hit
- Modifiers apply

CRITICAL DAMAGE! x2
- Adds 1 hit of damage
- Counts as two hits if drawn in Carrier Phase
- Modifies Attack Run hits
- Not applied to Ionized damage

+1 DAMAGE TO HIT LOCATION

(Card Backs)
- Used to show Heavy damage
- Cannot be repaired In-Flight
- Takes 3 Repair Actions to remove from Gunship while Aboard the Carrier

IONIZED! (REQUIRES ION CANNON)
- Ignores Shields
- Disables Components
- Prevents repairs
- Moves on each turn
- Requires 1 Repair Action to remove from Gunship
- Gunship loses power if placed on Power Generator

TORPEDO! (REQUIRES TORPEDO LAUNCHER)
- May only target Carrier
- Hits automatically
- Does 1 hit of damage to Carrier Shields or Does 1 hit of damage to Carrier
- Modifiers apply
- One Torpedo per turn

There are two Bonus Cards included in this set: Lucky Shot and Second Chance.
See the Additional Rules Sheet for more details on these two cards.