FIRST TURN

1. All players set their base's durability to 30.

2. Each player shuffles their arsenal, then draws five cards from the top of their arsenal.

3. If a player does not have any ships or structures in their hand that can generate resources for free (without a cost and with income), they may reveal their hand to all other players, place it at the bottom of their arsenal, and draw five new cards.

4. Repeat step 3 until all players have a hand with at least one ship or structure that generates resources for free.

5. Determine who plays first (rolling dice is a common method).

6. The game can now begin.

7. On the first turn of a new game, ships do not attack, except those belonging to the last player to take their turn.

TURN STRUCTURE

1. Reset any leftover resources to zero.

2. Calculate your available resources by adding the income from all your deployed ships and structures.

3. Draw a card from the top of your arsenal, then choose between the two following options:

4a. Deploy any number of ships and structures from your hand by paying their cost.

4b. Choose not deploy any ships or structures this turn and instead draw a second card from the top of your arsenal.

5. Proceed to combat. Each of your ships must attack in front of them. You decide the order in which they attack.

6. Once all of your ships have attacked, your turn ends. The player to your right begins their turn.

REMINDERS 1/2

Each faction only accepts its own resources, except for Neutral resource costs, which can be paid using resources from any faction.

When a ship or a structure with an income is destroyed, it goes into your scrap pile. If it does not have an income, place it at the bottom of your arsenal.

You may recycle cards from your scrap pile at any time. To recycle a card, send it to the bottom of your arsenal, and gain resources equal to the card's income.

At the end of your turn, any leftover resources remain available until the start of your next turn. These resources can be used to pay for actions or reactions during your opponents' turns.

At the start of your turn, if you have any leftover resources, you may spend them on actions before resetting your resources to zero.

REMINDERS 2/2

When a player uses an action or a reaction, the game is paused until its effect is resolved. The only thing that can override this pause is using a reaction in response to that action or reaction, which starts a chain reaction.

When you replace one of your ships or structures with another, the card being replaced is not considered destroyed and cannot be scrapped. Instead, place it at the bottom of your arsenal.

Ships, structures, and bases cannot be repaired beyond their initial durability value.

If a reaction causes a card to fail to deploy, the card is not destroyed or scrapped. Instead, it is placed at the bottom of its owner's arsenal.

In games with more than two players, your 4x2 grid is divided into two 2x2 grids, each facing the players closest to you.
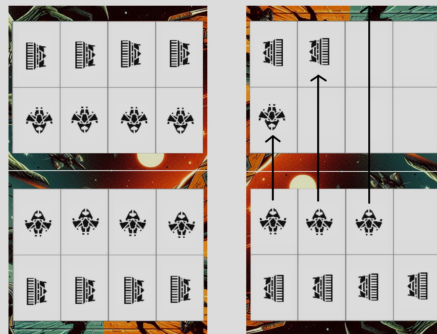
REMINDER IMAGES

CARD NAME

COST   FACTION+TYPE   INCOME

WEAPONS   RARITY   DURABILITY