

Freespace CARD GAME

VERSION 1.1

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► INTRODUCTION

Freespace CG is a card game based on the universe of the Freespace computer game franchise. In this card game, the player impersonates the fleet commander of one of three major factions in the Freespace universe. From the available cards, the player creates and leads an armada of ships into battle.

The players can choose one of the following factions:

TERRANS: The Terrans lost contact with Earth after the Great War when the Lucifer, a Shivan superdestroyer, exploded in the subspace jump node that connects Sol with its neighboring systems. Despite this enormous loss, the Terrans managed to maintain their GTA (Galactic Terran Alliance) government structure while dealing with the economic collapse caused by the Shivan invasion. After signing a declaration of peace with the Vasudan Empire, the GTA worlds experienced rapid economic growth and they managed to rebuild their fleets. These new fleets were designed to quickly adapt to new conditions on the battlefield and to deal with unpredictable improvements in both GTA and alien technology.

Terran fleets are characterized by highly specialized craft and well-balanced fire power and damage resistance. Due to a wide range of interchangeable equipment, skilled commanders can significantly improve combat conditions by adjusting their units to meet the situations at hand.

VASUDANS: The Vasudans are a proud, ancient race whose civilization dates back from over 10000 years in the past. Vasudans were never flesh-and-bone warriors until they met the Terrans, when 14 years of the Terran-Vasudan War transformed this race of thinkers and philosophers into a well-organized war machine with an emphasis on honor, unconditional loyalty, and devotion to the Emperor.

Vasudan ships are designed to withstand great punishment while firing their own attacks back at the same time. Capital ships are massive and relatively slow, so the Vasudan fleet avoids these flaws by supporting many agile and light fighters. If this isn't enough, a prominent weapon in the Vasudan arsenal is a kinetic weapon that is able to slow down and sometimes even stop hostile craft.

SHIVANS: 30 years ago, these mysterious destroyers came to the systems settled by the Terrans and Vasudans. Even so, the culture, ultimate intent, and origin of the Shivans remain unknown. One of the more plausible theories mentions that Shivans are part of a hive mind. This theory is likely because the Shivans were unable to perform coordinated attacks on Terran and Vasudan units after the Lucifer was destroyed in Sol.

It also seems that the Shivans' area of dominance is offensive combat. As aggressors, Shivans are persistent, extremely precise, and remain absolutely focused on their targets. Their units employ an excessive and brutal frontward offensive force with a high degree of mobility. Shivans are also infamous for their perfection of subspace, as they sometimes take advantage of it in battle in order to swing the balance toward their favor.

THIS GAME ALLOWS TWO TO FOUR PLAYERS TO PLAY, EACH EQUIPPED WITH A CARD DECK CONTAINING NO MORE THAN 75 CARDS. A PENCIL AND A FEW SHEETS OF PAPER ARE ALSO REQUIRED FOR WRITING DOWN VARIOUS IMPORTANT FACTS AND FIGURES, SUCH AS COMMAND POINTS AND VICTORY POINTS.

► IMPORTANT RULES

VICTORY CONDITIONS: IN ORDER TO WIN, YOU MUST DECIMATE THE ENEMY FLEETS AND REMOVE YOUR OPPONENTS FROM THEIR COMMAND POSTS. IN OTHER WORDS, THE GAME ENDS WHEN ONE OF THE PLAYERS RUNS OUT OF CARDS (IN THE DECK AND IN THE HAND), OR WHEN ONE OF THE PLAYERS ACCUMULATES 200 VICTORY POINTS.

VICTORY POINTS ARE GIVEN TO YOU FOR EVERY ENEMY UNIT YOU DESTROY DURING THE BATTLE PHASE. YOU GAIN ONE VICTORY POINT FOR EACH COMMAND POINT THAT WOULD NORMALLY BE USED TO PUT THE NOW DESTROYED UNIT INTO PLAY.

YOU ALSO GAIN VICTORY POINTS FOR CONTROLLING THE BATTLE ZONE. IN ORDER TO RECEIVE VICTORY POINTS FOR THIS, YOU MUST BE THE PLAYER WITH THE GREATEST NUMBER OF UNITS IN THE BATTLE ZONE CONTINUOUSLY FOR ONE WHOLE TURN (I.E. THE DURATION BETWEEN TWO CARD PLAY PHASES). IF YOU QUALIFY, YOU GAIN ONE VICTORY POINT FOR EACH POINT THAT YOU WOULD NORMALLY HAVE USED TO PUT EACH OF YOUR CURRENTLY PLAYED UNITS INTO THE BATTLE ZONE. IF AN OPPONENT PUTS ONE OF HIS UNITS INTO THE BATTLE ZONE, EVEN IF IT IS DESTROYED IN THE BATTLE PHASE BEFORE YOUR TURN STARTS, YOU DO NOT GAIN ANY VICTORY POINTS FOR CONTROLLING THE BATTLE ZONE.

THE TEXT ON CARD ABILITIES TAKES PRIORITY OVER ALL OTHER RULES. APPLY CARD ABILITIES EVEN IF THEY BREAK THE RULES INCLUDED IN THESE INSTRUCTIONS. HOWEVER, IF A CARD STATES THAT YOU MAY DO SOMETHING, BUT ANOTHER ONE STATES THAT YOU MAY NOT, THE CARD DENYING YOU FROM TAKING THE ACTION TAKES PRIORITY OVER THE ONE THAT GIVES YOU THE ABILITY TO TAKE THE ACTION.

THE PLAYER'S DECK CAN BE COMPOSED OF CARDS FROM ONLY ONE FACTION. COMBINATIONS OF DIFFERENT FACTIONS ARE STRICTLY FORBIDDEN.

► DECK CONSTRUCTION

EACH PLAYER MUST CONSTRUCT HIS OWN DECK BEFORE THE START OF THE GAME. EACH DECK MAY HAVE NO MORE THAN 75 CARDS IN IT. EACH DECK MAY CONTAIN NO MORE THAN FIVE CARDS OF THE SAME NAME. FINALLY, EACH DECK CAN ONLY CONTAIN CARDS FROM ONE RACE.

THE CARD LIST CAN BE FOUND ON THE OFFICIAL FREESPACE CARD GAME WEB SITE (WWW.FSCG.HARD-LIGHT.NET). THERE IS ALSO A SIMPLE CARD GUIDE AVAILABLE.

► CARD TYPES

UNITS ARE THE CARDS THAT THE PLAYERS WILL USE DURING SPACE BATTLES. THERE ARE THREE MAIN TYPES OF UNITS:

BOMBER AND FIGHTER WINGS: SMALL, AGILE, AND DEADLY, THESE NUMEROUS AND DANGEROUS CRAFT ARE TRANSPORTED BY THE HUNDREDS IN CAPITAL SHIPS' HANGARS. AA (ANTI AIRCRAFT, I.E. ANTI-FIGHTER) WEAPONRY IS DESIGNED TO COMBAT FIGHTERS ("F" SUFFIX) AND BOMBERS ("B" SUFFIX).

CAPITAL SHIPS: CAPITAL SHIPS COMPRISE THE MAIN STRIKE FORCE OF A FLEET. THEY ARE FAR LESS AGILE THAN BOMBER AND FIGHTER WINGS, BUT BOAST SUPERIOR ARMOR AND WEAPONRY. CAPITAL SHIP TYPES INCLUDE CRUISERS ("C" SUFFIX), CORVETTES ("CV" SUFFIX), DESTROYERS ("D" SUFFIX), AND JUGGERNAUTS ("J" SUFFIX). AC WEAPONRY IS USED TO ATTACK CAPITAL SHIPS.

IMPORTANT: DURING THE BATTLE PHASE, DESTROYERS AND JUGGERNAUTS ARE NOT FORCED TO RESPOND TO FIGHTER WINGS. IN OTHER WORDS, YOU HAVE THE CHOICE TO IGNORE FIGHTERS THAT ATTACK YOUR JUGGERNAUTS AND DESTROYERS. THE DESTROYER OR JUGGERNAUT CAN TARGET ANY OTHER UNIT IN THE BATTLE ZONE INSTEAD OF RESPONDING TO FIGHTER ATTACKS, BUT THE ATTACKING FIGHTERS STILL DEAL DAMAGE TO THE DESTROYER OR JUGGERNAUT AS USUAL.

EXAMPLE: A TD Hecate is under attack by two SF Manticore wings. The TD Hecate decides to ignore the fighters and targets an SC Cain instead. While determining the results of the battle, the SF Manticore wings deal 2 damage points to the TD Hecate. The destroyer does not deal damage to the fighters; it attacks the SC Cain, dealing 2 damage points to the cruiser rather than the fighters that turn.

INSTALLATIONS: INSTALLATIONS ("I" SUFFIX) ARE IMMOBILE; THEY POSSESS NO MANEUVERABILITY AND CANNOT PERFORM JUMPS. AC WEAPONRY IS USED TO ATTACK INSTALLATIONS. INSTALLATIONS CAN BE PLACED DIRECTLY IN TO BATTLE ZONE.



CARD DESCRIPTION:

- 1 - NAME OF THE CARD
- 2 - PRICE TO PLACE THE CARD
- 3 - FIREPOWER AC (ANTI-CAPITAL) / AA (ANTI-FIGHTER)
- 4 - COST TO MAKE A SUBSPACE JUMP
- 5 - MANEUVERABILITY \ HULL STRENGTH
- 6 - TYPE OF THE UNIT/CARD
- 7 - ABILITIES

EQUIPMENT: EQUIPMENT CARDS MODIFY SINGLE UNITS OR SMALL FLEETS. THERE ARE THREE TYPES OF EQUIPMENT CARDS:

SINGLE-USE EQUIPMENT: AFTER BEING ATTACHED TO THE UNIT, ITS ABILITY CAN BE ACTIVATED AT ANY TIME, BUT ONLY ONCE. ONCE ACTIVATED, THE CARD IS CONSIDERED USED UP AND SHOULD BE PLACED IN THE USED CARDS POT.

MULTI-USE EQUIPMENT: THESE CARDS PERMANENTLY MODIFY OR ADD TO THE ABILITIES OF THE CARD(S) TO WHICH THEY ARE ATTACHED. NORMALLY, THEY STAY IN THE GAME UNTIL THE ATTACHED CARD(S) ARE DESTROYED.

TECHNOLOGY: THIS TYPE OF EQUIPMENT CARD IS PLACED DIRECTLY INTO THE FLEET ZONE. TECHNOLOGY CARDS PERMANENTLY MODIFY ALL ALLIED UNITS OR THE PARAMETERS OF THE GAME IF APPLICABLE.

ORDERS: ORDERS GIVE THE PLAYER EXTRA STRATEGIC POSSIBILITIES WITH SKILLFUL USE. THESE CARDS CAN ONLY BE PLAYED DURING ONE OF THE PLAYER'S OPPORTUNITIES TO DECLARE ACTIONS DURING THE BATTLE PHASE. ONCE PLAYED, ORDER CARDS' EFFECTS ARE IMMEDIATE. AN ORDER CARD STAYS IN THE GAME UNTIL THE OWNING PLAYER DECIDES TO PERMANENTLY REVOKE IT AND PLACE IT IN THE USED CARDS POT.

EVENTS: THESE CARDS CAN BE FREELY PLAYED WHENEVER IT IS YOUR TURN TO DO ANYTHING, OR WHENEVER APPROPRIATE TO BE USED AS A COUNTER OR RESPONSE TO A CARD PLAYED BY AN OPPONENT. ONCE PLAYED, EVENT CARDS' EFFECTS ARE IMMEDIATE. AN EVENT CARD STAYS IN THE GAME UNTIL THE OWNING PLAYER DECIDES TO PERMANENTLY REVOKE IT AND PLACE IT IN THE USED CARDS POT.

SPECIAL CARDS: THESE CARDS CAN BE FREELY PLAYED TO MODIFY SINGLE UNITS OR EVEN PERMANENTLY MODIFY ALL ALLIED UNITS OR THE PARAMETERS OF THE GAME IF APPLICABLE. MOSTLY THERE CAN BE ONLY ONE SPECIAL CARD IN GAME WITH SAME NAME. THERE ARE FOUR MAIN TYPES OF SPECIAL CARDS:

SPECIAL UNITS: THEIRS DESCRIPTION IS SIMILAR TO NORMAL UNIT CARD TYPE.

CHARACTER: THESE CARDS PERMANENTLY MODIFY OR ADD TO THE ABILITIES OF THE CARD(S) TO WHICH THEY ARE ATTACHED. NORMALLY, THEY STAY IN THE GAME UNTIL THE ATTACHED CARD(S) ARE DESTROYED.

SQUADRON: THESE CARDS PERMANENTLY MODIFY OR ADD TO THE ABILITIES OF THE CARD(S) TO WHICH THEY ARE ATTACHED. NORMALLY, THEY STAY IN THE GAME UNTIL THE ATTACHED CARD(S) ARE DESTROYED.

CREW: THESE CARDS PERMANENTLY MODIFY OR ADD TO THE ABILITIES OF THE CARD(S) TO WHICH THEY ARE ATTACHED. NORMALLY, THEY STAY IN THE GAME UNTIL THE ATTACHED CARD(S) ARE DESTROYED.

► GAME ZONES

IN FREESPACE CG, CARDS ARE PLACED IN THE FIVE GAME ZONES:

DECK: CONTAINS THE PILE OF DOWN-FACED CARDS. THE DECK IS SHUFFLED AT THE BEGINNING OF THE GAME. AT THE START OF EACH TURN, THE PLAYER "DRAWS" ONE CARD FROM THE DECK. UNLESS OTHERWISE DRAWN OR STATED, THE CARDS IN THE DECK MUST NOT BE SHOWN TO ANY PLAYER.

HAND: USUALLY HELD IN A HAND, THIS CONTAINS THE CARDS ONE WILL BE PLAYING OUT TO OTHER AREAS. THE HAND MAY HOLD A MAXIMUM OF FIVE CARDS.

FLEET ZONE: UNIT CARDS ARE PLAYED, DAMAGE MARKERS ARE REMOVED, AND EQUIPMENTS ARE ADDED TO OTHER UNITS HERE. UNITS JUMP TO THE BATTLE ZONE FROM THE FLEET ZONE.

BATTLE ZONE: THE FIGHTS BETWEEN UNITS TAKE PLACE HERE. PLAYERS CAN USE ORDER CARDS IN THE BATTLE ZONE.

USED CARDS POT: EFFECTIVELY A DISCARD PILE, THIS IS THE PLACE WHERE DESTROYED OR USED CARDS ARE PUT. CARDS IN THE USED CARDS POT ARE NO LONGER PART OF THE GAME. THESE SHOULD BE CLEARLY VISIBLE.



► GAME INFO

BEFORE THE START OF THE GAME:

FLIP A COIN OR USE SOME OTHER METHOD OF DECIDING WHICH PLAYER WILL HAVE THE FIRST TURN.

BOTH PLAYERS MUST SIMULTANEOUSLY SHUFFLE THEIR DECKS.

BOTH PLAYERS MUST SIMULTANEOUSLY TAKE FIVE CARDS FROM THEIR DECKS AND PUT THEM INTO THEIR HANDS. IF THE PLAYER WISHES, HE/SHE MAY EXCHANGE THESE FIVE CARDS BY PUTTING THE UNWANTED ONES INTO THE DECK AND SHUFFLING IT, AFTERWARDS DRAWING ONLY FOUR CARDS. ONLY ONE EXCHANGE MAY BE DONE PER PLAYER.

THE DESIGNATED PLAYER STARTS THE GAME BY TAKING THE FIRST TURN. THE PLAYER TAKING THE FIRST TURN IS REFERRED TO FOR THE REST OF THE GAME AS THE PLAYER WITH THE PRIORITY OF PLAY).

TURNS: FREESPACE CG CONSISTS OF A SERIES OF TURNS, EACH OF WHICH IS DIVIDED INTO PHASES WHICH TAKE PLACE IN A CYCLE.

CARD PLAY PHASE:

1. THE PLAYER DRAWS ENOUGH CARDS FROM THE DECK TO FILL HIS HAND WITH 5 CARDS, IF POSSIBLE.

2. 20 COMMAND POINTS ARE ALLOTTED TO THE PLAYER.

3. THE PLAYER WITH THE PRIORITY OF PLAY MAY PLAY ANY UNIT CARD OR EVENT CARD, OR ATTACH ANY EQUIPMENT CARD TO AN APPLICABLE UNIT. THE PLAYER CAN ALSO REMOVE DAMAGE MARKERS FROM HIS/HER UNIT. THE COST OF REMOVAL FOR DAMAGE MARKERS IS 2 COMMAND POINTS EACH (SEE DAMAGE MARKER - PAGE 4).

4. THE OPPOSING PLAYER BEGINS HIS/HER CARD PLAY PHASE.

MOVEMENT PHASE:

1. THIS PHASE BEGINS AFTER BOTH PLAYERS HAVE FINISHED THEIR TURNS IN THE CARD PLAY PHASE.

2. THE PLAYER WITH THE PRIORITY OF PLAY BEGINS THE MOVEMENT PHASE.

3. THE PLAYER MAY MOVE ANY OF HIS UNITS FROM THE FLEET ZONE TO ANYWHERE IN THE BATTLE ZONE AND VICE-VERSA. EACH UNIT CAN BE MOVED ONLY ONCE DURING A SINGLE TURN. THE COST OF THIS MOVEMENT (SUBSPACE JUMP) IS FOUND ON UNIT CARD AND IS EXPRESSED IN NUMBER OF COMMAND POINTS.

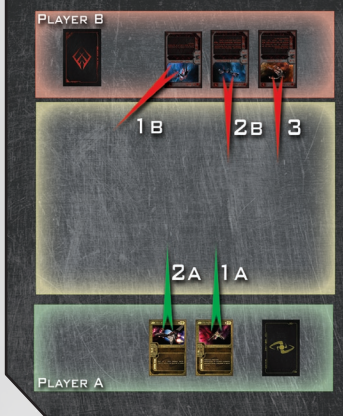
FIGHTERS CAN BE MOVED FREE OF CHARGE IF IT IS ACCOMPANIED BY A CAPITAL SHIP EQUIPPED WITH HANGARS (SEE HANGAR BAY - PAGE 4). ALL UNITS IN A HANGAR ARE ATTACHED TO THE MOTHER SHIP AND ARE TOGETHER CONSIDERED AS ONE UNIT PERFORMING A JUMP.

THE ORDER OF UNIT MOVEMENT ALTERNATES BETWEEN EACH PLAYER. THE FIRST MOVE IS PERFORMED BY THE PLAYER WITH THE PRIORITY OF PLAY. THE SECOND JUMP BELONGS TO THE OPPONENT, WHO CAN EITHER MAKE A MOVEMENT OR PASS. AFTER THIS, THE OTHER PLAYER MOVES AGAIN OR PASSES.

4. THE CYCLE OF MOVEMENT STOPS WHEN FURTHER MOVEMENTS ARE IMPOSSIBLE OR WHEN BOTH PLAYERS PASS. THEREFORE, IT IS POSSIBLE FOR ONE OF THE PLAYERS TO MOVE MORE UNITS THAN HIS/HER OPPONENT.

5. DURING THE MOVEMENT PHASE, BOTH PLAYERS MAY PLAY EVENT CARDS.

EXAMPLE: Player A has a VF Tauret wing and a VCv Sobek in his Fleet Zone. Player B has a SF Mara wing and a SB Seraphim wing with a SC Cain in his own Fleet Zone. Player A starts the Movement Phase with moving the VF Tauret wing by paying for the jump (1a). In reply, player B moves his SF Mara wing (1b). After this, player A moves the VCv Sobek while player B replies with moving the SB Seraphim bombers to the Battle Zone (2a and 2b). Player A has no more units to move, but player B one in his Fleet Zone, so he moves his SC Cain to the Battle Zone (3).



BATTLE PHASE

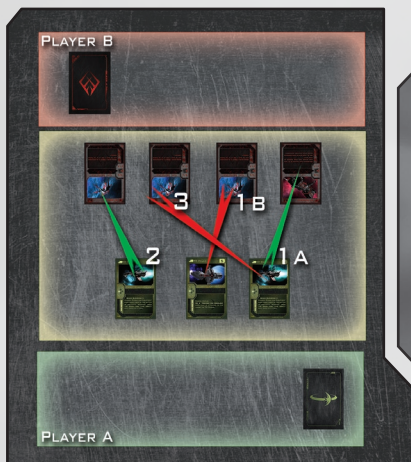
1. ONLY THE UNITS IN THE BATTLE ZONE AT THIS POINT MAY PARTAKE IN THE BATTLE PHASE. THE BATTLE PHASE STARTS AFTER BOTH PLAYERS HAVE FINISHED MOVING SHIPS IN THE MOVE PHASE.

2. THE PLAYER WITH THE PRIORITY OF PLAY CHOOSES ONE OF HIS/HER UNITS AND DETERMINES A TARGET TO ATTACK AMONG HIS OPPONENT'S UNITS.

3. IF POSSIBLE, THE OPPONENT CHOOSES ONE OF HIS/HER UNITS (THIS UNIT MUST NOT ALREADY BE A TARGET OF AN ATTACK) AND SETS A TARGET FOR THAT SHIP (AGAIN, THIS UNIT MUST NOT ALREADY BE A TARGET) AS WELL. THE TURN IS THEN PASSED TO THE OTHER PLAYER AGAIN IN A CYCLE UNTIL BOTH PLAYERS EITHER PASS OR HAVE NO MORE POSSIBLE TARGETS.

4. MOST UNITS IN THE BATTLE ZONE GENERALLY WILL HAVE A TARGET OR WILL BECOME A TARGET. THE UNITS WHICH ARE NOT GIVEN TARGETS BECOME SUPPORT UNITS (SEE SUPPORT UNIT - PAGE 4). EACH SUPPORT UNIT MAY BE GIVEN A TARGET FROM AMONG THE OPPONENT'S UNITS IN THE BATTLE ZONE, EFFECTIVELY IGNORING THE FACT THAT THE TARGET HAS A TARGET OF ITS OWN. SUPPORT UNIT TARGETS ARE ALSO GIVEN IN THE ALTERNATING METHOD DESCRIBED PREVIOUSLY.

EXAMPLE: Player A has two TF Perseus wings and a TC Fenris in the Battle Zone. Player B has three SF Mara wings and a SC Raksasha there as well. Player A begins the targeting cycle by having his first TF Perseus wing target the SC Raksasha (1a). Player B then targets the TC Fenris with the first SF Mara wing (1b). After this, player A targets the second SF Mara wing with his second TF Perseus wing (2). Player B still has one SF Mara wing with no targets set while not being a target itself. Therefore, it is considered a support unit. Player B chooses the TF Perseus that is attacking his SC Raksasha as the SF Mara wing's target (3).



5. AFTER THE TARGETS ARE SET, THE UNITS COMBAT EACH OTHER IN THE SAME ORDER AS THE TARGETS WERE SET. THE RESULTS ARE DETERMINED BY THE FOLLOWING:

A. FIRST, THE MANEUVERABILITY OF BOTH UNITS IS COMPARED. THE DIFFERENCE BETWEEN THE MANEUVERABILITY SCORES IS PENALIZED TO THE FIREPOWER (BOTH AC AND AA) OF THE UNIT WITH THE LOWER MANEUVERABILITY.

B. BASED UPON THE TYPE OF THE UNITS INVOLVED, THE POWER OF THE AC AND AA WEAPONS OF BOTH UNITS ARE COMPARED WITH THE HULL STRENGTH. IF THE TARGET IS A FIGHTER OR BOMBER, THE AA WEAPONRY IS USED. IF THE TARGET IS A CAPITAL SHIP OR IS OTHERWISE A LARGE VESSEL, THE AC WEAPONRY IS USED.

C. IF THE DAMAGE INFLICTED BY THE ARMAMENT IS HIGHER THAN THE HULL STRENGTH OF THE TARGET, THE ATTACKED UNIT IS DESTROYED. IF THE DAMAGE INFLICTED ON THE TARGET EQUALS OR EXCEEDS HALF OF THE TARGET'S HP (ROUNDING UP), THE TARGET UNIT RECEIVES A DAMAGE MARKER.

D. EACH UNIT DOES DAMAGE TO ITS TARGET EVEN IF ANOTHER UNIT DESTROYS THAT SAME UNIT.. EACH UNIT WITH A TARGET ATTACKS THAT TARGET. THE UNIT BEING TARGETED BY THIS SHIP ATTACKS THE ATTACKING SHIP. SUPPORT UNITS, HOWEVER, ARE NOT FIRED BACK UPON BY THEIR TARGETS.

E. IF A UNIT IS FIRED UPON BY MORE THAN ONE SOURCE, DAMAGE RECIEVED FROM EACH OF THESE ATTACKS STACK.

6. DURING THE BATTLE PHASE, BOTH PLAYERS MAY PLAY ORDER CARDS AND EVENT CARDS AND ALSO USE THE ABILITIES OF UNITS AND EQUIPMENT CARDS.

EXAMPLE: A GTC Aeolus chooses a SB Nahema wing as its target. The GTC Aeolus's maneuverability equals 5 points, whereas Nahema wing's equals 8 points. The GTC Aeolus' firepower is penalized by 3 (reducing it to 2 AC and 12 AA). The GTC Aeolus must use its AA weaponry to combat the SB Nahema wing, which responds by using its AC weapons. The SB Nahema wing receives 12 damage points and is destroyed (5 HP - 12 AA = -8 HP). The GTC Aeolus receives the full damage from the SB Nahema wing. The damage dealt to the GTC Aeolus is less than half of its agility, meaning it receives a Damage Marker (7 HP - 5 AC = 2 HP).

FINAL PHASE

1. THE FINAL PHASE BEGINS AFTER ALL OF THE COMBAT IN THE BATTLE PHASE IS COMPLETED.

2. DESTROYED UNITS AND EXPENDED ORDER CARDS, EVENT CARDS, AND EQUIPMENT CARDS ARE REMOVED FROM THE GAME AND PLACED IN THE USED CARDS POT. UNITS THAT HAVE BEEN DAMAGED BEYOND HALF OF THEIR HP (ROUNDING UP) RECEIVE A DAMAGE MARKER.

3. AFTER THE FINAL PHASE ENDS, THE NEXT TURN BEGINS WITH THE CARD PLAY PHASE. THE PLAYER WITH THE PRIORITY OF PLAY FOR THE NEW TURN IS THE OPPONENT OF THE OLD PLAYER WITH THE PRIORITY OF PLAY.

CARDS AND ABILITIES

PLAYING A CARD COSTS COMMAND POINTS. IF A CARD IS PLAYED, THE PLAYER PLAYING IT MUST PAY THE AMOUNT OF COMMAND POINTS STIPULATED ON THE CARD. THE CARD CANNOT BE PLAYED IF ITS COST IS HIGHER THAN THE AMOUNT OF COMMAND POINTS HE/SHE POSSESSES.

COMMAND POINTS ARE GIVEN TO EVERY PLAYER IN THE BEGINNING OF THE TURN. BY DEFAULT, THE AMOUNT OF POINTS GIVEN IS 20.

ALL UNUSED COMMAND POINTS ARE DESTROYED AT THE END OF THE TURN. NO COMMAND POINTS ARE RECYCLED FOR USE IN THE NEXT TURN. IT IS STRONGLY ADVISABLE TO WRITE DOWN THE NUMBER OF EACH PLAYER'S COMMAND POINTS IN ORDER TO AVOID POTENTIAL MISUNDERSTANDINGS.

THE COST OF SUBSPACE JUMP IS EXPRESSED IN NUMBER OF COMMAND POINTS THAT PLAYER MUST SPEND.

PLAYING THE CARDS

UNIT CARDS CAN ONLY BE PLAYED DURING ONE'S CARD PLAY PHASE. ORDER CARDS CAN ONLY BE PLAYED DURING THE BATTLE PHASE. EVENT CARDS CAN BE PLAYED AT ANY TIME IN THE GAME. THE PRIORITY OF PLAY BELONGS TO THE PLAYER WHO STARTS THE TURN.

WHEN ONE PLAYS A CARD, HE/SHE MUST INFORM HIS/HER OPPONENT OF THE CARD BEING PLAYED AND CLEARLY DISPLAY IT TO HIM/HER. IF THE CARD BEING PLAYED IS A SINGLE USE CARD, IT STAYS ON THE TABLE UNTIL THE FINAL PHASE, DURING WHICH IT SHOULD BE PLACED IN THE USED CARDS POT. IF THE CARD IS TO BE ATTACHED TO A PARTICULAR UNIT, IT SHOULD BE ARRANGED IN THE FASHION THAT IS PRESENTED BELOW.

EXAMPLES: Player A has a SCv Moloch in the Battle Zone while player B has a VC Mentu there as well. During the Battle Phase, player A targets the VC Mentu with his SCv Moloch and then plays the "Side by Side" Order Card on it in order to ignore the maneuverability check. This measure allows the SCv Moloch to attack the VC Mentu with the full power of its AC weapon. During the Final Phase after the battles, the "Side by Side" Order Card is placed in Used Cards Pot.

During the Battle Phase, player A's VB Bakha wing deals 6 damage points to player B's GTC Fenris. In order to save the GTC Fenris, player B plays the "Evasive Maneuvers" Order Card, negating 2 of the damage points dealt by player A's Bakha. During the Final Phase after the battles, the "Evasive Maneuvers" Order Card is placed in the Used Cards Pot.

During the Movement Phase, player A plays the "Awaiting Orders" Event Card on player B's GF Pegasus wing before he has a chance to move it to the Battle Zone. Thus, the GF Pegasus wing cannot jump in this turn. During the Final Phase after the battles, the "Awaiting Orders" Event Card is placed in the Used Cards Pot.

PLAYING THE ABILITIES

IN ORDER TO USE A CARD'S ABILITY IN FREESPACE CG, ONE MUST FULFILL ITS ACTIVATION REQUIREMENTS, WHICH ARE FOUND IN THE ABILITY'S DESCRIPTION. IN MOST CASES, ONE NEEDS TO PAY FOR THE ACTIVATION. IF A CARD DICTATES THAT THE REQUIREMENT IS TO "PAY" SOMETHING (USUALLY IN THE BEGINNING OF THE ABILITY DESCRIPTION),

THE NUMBER FOLLOWING THE WORD "PAY" REPRESENTS THE COST OF THE ABILITY ACTIVATION IN THE FORM OF COMMAND POINTS.

CARD ABILITIES MAY BE ACTIVATED AT ANY TIME SO LONG AS THE ACTIVATION REQUIREMENTS ALLOW IT. THE PLAYER MAY USE ANY ABILITY AS MANY TIMES AS HE/SHE WISHES UNLESS THE REQUIRED PAYMENT CANNOT BE MADE OR THE ABILITY DESCRIPTION FORBIDS IT.

THE POT

THE POT IS THE AREA USED TO HOLD EVENT CARDS, ORDER CARDS, AND EQUIPMENT CARDS THAT ARE IN EFFECT. UNIT CARDS CAN ALSO BE PLACED IN THE POT IF ONE OF THEIR ABILITIES IS USED OR IF THEY BECOME THE TARGET OF ABILITY. DURING THE FINAL PHASE, ALL OF THE NON-UNIT CARDS IN THE POT ARE PLACED IN THE USED CARDS POT.

THE PLAYERS MAY USE ABILITIES AND PLAY THESE CARDS IN NO PARTICULAR ORDER IN TERMS OF TURN STRUCTURE. THE EFFECTS OF ABILITIES AND CARDS IN THE POT ARE CONSIDERED IN THE ORDER OF THEIR ACTIVATION FROM EARLIEST TO LATEST.

PLEASE NOTE THAT THE POT CAN BE USED AS A VISUALIZATION TECHNIQUE RATHER THAN AN ACTUAL PHYSICAL SPACE (DUE TO CLUTTER).

EXAMPLE: During the Battle Phase, player A plays the "Lamaris Warhead" Equipment Card in order to deal 2 damage points each to three bomber wings belonging to player B. He responds by using the "Interceptor" ability of the GF Perseus wing. Therefore, the three bomber wings targeted by player A's "Lamaris Warhead" Equipment Card are placed in the Pot first. The "Lamaris Warhead" Equipment Card itself and the GF Perseus wing (for its ability) are placed in the Pot second and third accordingly. The GF Perseus' ability counters the effect of the "Lamaris Warhead" Equipment Card on the bomber wings due to the order of activation. The "Lamaris Warhead" Equipment Card's ability is effectively negated.

► TERMINOLOGY

TARGET: IN CARD DESCRIPTIONS, THIS MEANS THAT IN ORDER TO ACTIVATE THE ABILITY THE PLAYER MUST CHOOSE A CARD TO BE INFLUENCED BY IT.

INSTANT: IN CARD DESCRIPTIONS, THIS MEANS THAT THE ABILITY IS ENACTED INSTANTLY AFTER AND IS NOT ABLE TO BE NEGATED BY ABILITIES PLAYED AFTER IT.

PAY: IN CARD DESCRIPTIONS, THIS MEANS THAT IN ORDER TO ACTIVATE THE ABILITY, THE PLAYER MUST PAY THE STATED NUMBER OF COMMAND POINTS.

DAMAGE MARKER: THIS IS A TOKEN PUT ON A UNIT CARD AFTER IT HAS BEEN DAMAGED BEYOND HALF OF ITS HP DURING BATTLE (ROUNDING UP). IN FUTURE TURNS, UNITS WITH A DAMAGE MARKER BEGIN WITH HALF OF THEIR HP (ROUNDING UP). DAMAGE MARKERS CAN BE REMOVED IN THE PLAYER'S FLEET ZONE AT THE COST OF 2 COMMAND POINTS.

INDESTRUCTIBILITY MARKER: UNITS WITH AN INDESTRUCTIBILITY MARKER CANNOT BE DAMAGED. THE EXCEPTIONS TO THIS INVULNERABILITY ARE SINGLE USE EQUIPMENT CARDS AND EVENT CARDS. INDESTRUCTIBILITY MARKERS DISAPPEAR DURING THE FINAL PHASE. UNITS CAN REGAIN IT IN THE PLAYER'S FLEET ZONE FOR THE COST OF 4 COMMAND POINTS.

HANGAR BAY: SOME CAPITAL SHIPS HAVE THIS ABILITY. A HANGAR BAY ALLOWS THE AFFECTED SHIPS TO TRANSPORT FIGHTER AND BOMBER WINGS FROM THE FLEET ZONE TO THE BATTLE ZONE AND VICE VERSA WITHOUT PAYING THEIR JUMP COSTS. THE SHIPS BEING TRANSPORTED MUST BE MOVED AT THE SAME TIME AS THE CAPITAL SHIP THEY ARE HELD IN. THE NUMBER AMOUNT OF FIGHTER AND BOMBER WINGS ABLE TO BE TRANSPORTED IN THE SAME HANGAR BAY IS LIMITED TO THE QUANTITY STATED IN THE ABILITY DESCRIPTION.

EXAMPLE: The player has a GD Orion and three GF Hercules MK2 Wings in his Fleet Zone. The GD Orion's hangar has a capacity of 4. During the Movement Phase, the player moves his GD Orion and his three GF Hercules MK2 Wings to the Battle Zone but only pays for the GD Orion's jump.

SUPPORT UNIT: SUPPORT UNITS ARE THE SHIPS OR INSTALLATIONS THAT HAVE NOT BEEN TARGETED AND HAVE NOT DECLARED A TARGET DURING THE BATTLE PHASE. SUPPORT UNITS CAN PICK ANY HOSTILE UNIT TO ATTACK DURING THE BATTLE PHASE. COMBAT WITH SUPPORT UNITS IS DONE IN THE SAME WAY AS WOULD NORMALLY HAPPEN, EXCEPT FOR THE FACT THAT SUPPORT UNITS, UNLIKE NORMAL ATTACKING UNITS, ARE NOT FIRED BACK UPON (COUNTERATTACKED) AFTER ATTACKING THE TARGET.

► MORE THAN TWO PLAYERS

IN A MULTIPLAYER GAME, THERE MAY BE UP TO 4 PLAYERS WITH DECKS CONTAINING 75 OR FEWER CARDS. A MULTIPLAYER GAME USES THE RULES DESCRIBED PREVIOUSLY IN THIS INSTRUCTION MANUAL, WITH A FEW EXCEPTIONS:

AT THE END OF THE FINAL PHASE, IF ONLY ONE OF THE PLAYERS STILL POSSESSES UNITS IN HIS FLEET ZONE, THAT PLAYER WILL BE GIVEN THE PRIORITY OF PLAY IN THE NEXT TURN'S BATTLE PHASE.

MULTIPLE PLAYERS ARE ALLOWED TO TARGET THE SAME UNIT IF EACH ATTACKING UNIT IS OWNED BY A DIFFERENT PLAYER. IF SEVERAL PLAYERS TARGET THE SAME SHIP, THE PRIMARY COMBAT (ATTACK AND COUNTERATTACK) INVOLVES THE TARGETED SHIP AND THE UNIT THAT TARGETED IT FIRST. THE REMAINING ATTACKING UNITS ARE REGARDED AS SUPPORT UNITS IN THE ENSUING COMBAT. IN THIS CASE, ANY VICTORY POINTS GIVEN FOR THE TARGET'S DESTRUCTION ARE GIVEN TO THE PLAYER WHO TARGETED IT FIRST.

EXAMPLE: The participants of the turn's Battle Phase are a GCv Deimos owned by Player A, a VD Typhon owned by Player B, and a GC Aeolus owned by Player C. Player C starts the Battle Phase by targeting Player A's GCv Deimos. Player B joins in by targeting the GCv Deimos, making the VD Typhon automatically become a Support Unit. During the battle, the GTC Aeolus and the GCv Deimos are destroyed. Player A receives Victory Points for destroying the GTC Aeolus while Player C receives some for the GCv Deimos' destruction.

► CREDITS

• GAME DESIGN AND IDEA:
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• GRAPHIC DESIGN OF ALL GAME CONTENTS:
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• TRANSLATION FROM POLISH INTO ENGLISH:
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