

Rules 1

Setup: Shuffle & deal evenly among players. Each player draws 5 cards. Randomize for first player.

Card Piles: Initial decks are face down, these are the "Draw" piles for each player. Each player will have two discard piles. Cards "played" are put in a "Re-use" pile. Cards "destroyed" as damage are put in a "Destroyed" pile. When all your cards are "Destroyed", your Devastator is destroyed and your out.

Ranges: Short, Medium, Long. Ships begin at Long from all others. Keep track of ranges.

Turn sequence per player:

Draw: Draw two cards. Shuffle "Re-use" pile as needed. Discard to "Re-use" pile if over 8 cards in hand. Play up to one "Draw" class card, including any just drawn.

Rules 2

Move: Play up to one Drive card to change the range to one other Devastator by one step.

Launch: Play up to one Fighter/Swarm or other "Launch" class card. Fighters/Swarms remain in play for you until destroyed by an opponent.

Attack: Play up to one Attack card against each opponent. Opponent must be at the proper range for the card used. Long will not work at Medium or Short, etc. Each opponent Fighter/Swarm may also be attacked, but with any range of attack. Your Fighters/Swarms may also attack any Devastator at the proper range or any opponent's Fighter/Swarm at any range.

Defense: Opponents play various Defense cards to negate your attacks or play Drive cards to evade attacks.

Rules 3

Fighter/Swarm Defense: The opponent can evade attacks against their Fighters/Swarms by playing an Armor or Drive card. If they do not, they **must** discard one card from "Draw" to "Re-use". If this discard is an Armor or Drive the Fighter/Swarm evades anyway.

Damage: Remaining attacks cause damage. Opponents discard the specified # of cards to their "Destroyed" pile. They discard from hand or draw pile, in any order of their choice. If an Armor card is discarded, stop discarding for that attack.

Fighters and Swarms which did not evade are Destroyed.

Certain cards specify that they are played outside this normal sequence. Play as per the card's instructions.

Tachyon Drive



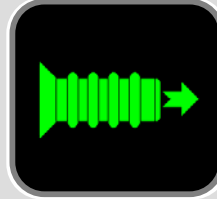
Class: Move / Defense
Effect: Change range to one player by one increment.
<or>
Evade one attack.

Tachyon Drive



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Nanotech Swarm



Class: Launch
Range: Short
Damage: 2 / attack until destroyed

Heisenburg Targetting Matrix



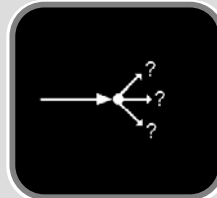
Class: Attack
Effect: Negates a Tachyon Drive used to Evade your attack.

Core Penetration



Class: Damage
Effect: Attack does 3 additional damage. Play after damage from your Attack is done and an Armor was not played or discarded.

Quantum Battle Computer



Class: Draw
Effect: Draw 3 additional cards.

Tactical Superiority



Class: Launch
Effect: An opponent must discard 3 cards to the Reuse pile.

Tachyon Drive



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Effect: Change range to one player by one increment.
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Evade one attack.

Tachyon Drive



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Tachyon Drive



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Tachyon Drive



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Gamma Phasic Laser



Class: Energy Attack
Range: Short
Damage: 2

Blackhole Singularity Generator



Class: Gravitic Attack
Range: Medium
Damage: 4

Super Nova Bomb



Class: Nuclear Attack
Range: Long
Damage: 3

Photon Torpedo Spread



Class: Energy Attack
Range: Medium
Damage: 3

Wave Motion Gun



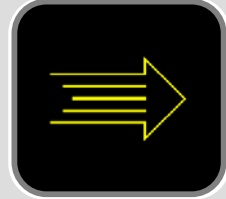
Class: Energy Attack
Range: Long
Damage: 4

Matter Disruptor Bank



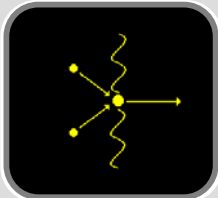
Class: Gravitic Attack
Range: Short
Damage: 3

Force Beam Array



Class: Gravitic Attack
Range: Long
Damage: 2

Megaton Fusion Drone



Class: Nuclear Attack
Range: Medium
Damage: 2

Antimatter Vortex Emitter



Class: Nuclear Attack
Range: Short
Damage: 4

Cybernetic Fighter Squad



Class: Launch
Range: Short / Medium
Damage: 1 / attack until destroyed

Gaussian Warp Shield



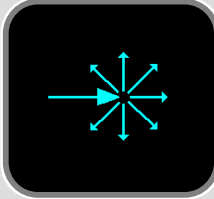
Class: Defense
Effect: Negates one current Nuclear attack.

Graviton Field



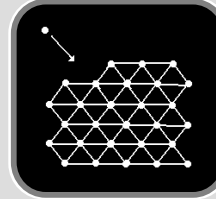
Class: Defense
Effect: Negate one current
Gravitic attack.

Dissipater Grid



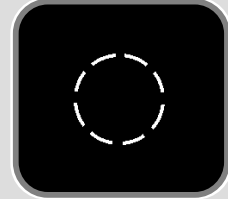
Class: Defense
Effect: Negate one current
Energy attack.

Molecular Reintegration



Class: Draw
Effect: Put one random card from
your Destroyed pile into
your hand.

Cloaking Device



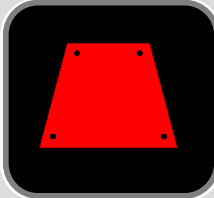
Class: Launch
Effect: Play during an opponent's
launch phase to prevent
them attacking your
Devastator this turn.

Super-Dense-Matter Armor



Class: Damage
Effect: Terminates the damage from
one attack if Destroyed from
hand or Draw pile.
Saves one Fighter/Swarm if
discarded.

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