Game:	**BATTLESHIP GALAXIES**	**v1**
Pub:	**Hasbro (2011)**	
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

BATTLESHIP GALAXIES

SETUP

Choose a **mission** and follow the setup instructions.

For 2 player missions, each player chooses a fleet and sits facing his opponent. Take your faction's screen, and an energy board and faction marker.

For a team game, teammates sit together facing their opponents. Teammates play the game separately but can discuss strategy and show each other their tactic cards. They may pass any number of tactic cards to each other during their energy phases.

Ships, Ship Cards and Tactic Cards

There are 2 methods of gathering ships, ship cards and tactic cards. Some missions may combine these methods.

Mission Selected: The mission tells you exactly which ships and cards to use.

Player Selected: The mission gives you a **fleet cost**; the combined launch cost of all the ships in your fleet cannot exceed this. You may have only 1 copy of any ship card in your fleet; and you can never have multiple ships with the same name (even different versions). If you have multiple copies of the game, you and your opponent may have the same named ship.

You may have a number of **tactic cards** equal to half the fleet cost (rounded down). You may have up to 3 copies of the same card in your deck.

STARTING THE GAME

Each player places his **energy marker** on spot 15 of his **energy board**, then draws 5 **tactic cards** from his deck. Look at your cards but keep them secret from your opponent.

Roll the number die (re-roll ties). The high roller chooses who goes first; play passes clockwise from the starting player.

The first player gains only 5 energy on his first energy phase instead of the normal 10).

GAME ROUND

Your turn consists of 3 phases.

Once your turn is complete the player to your left has his turn.

At any point during your turn, you can discard any number of tactic cards from your hand.

You gain **1 energy** for each card discarded this way.

1. ENERGY PHASE

At the start of your energy phase, **gain 10 energy**, then **draw 1 tactic card** and add it to your hand. Your energy can never go below 0 or exceed 40.

2. DEPLOY PHASE

Pay the **launch cost** in energy to launch any number of ship cards that haven't yet been launched, as long as you have enough energy and enough available spaces.

If a ship card is behind your screen, pay the launch cost to place the card in front of you and place its ship(s) onto any spaces in your starting zone.

You must position a ship's base to cover at least 1 full starting zone space. When launching a squadron, you must place each base adjacent to at least 1 other ship in that squadron, as well as each base covering at least 1 full starting zone space.

A ship may be able to transport other ships. If a ship launched on a previous turn is transporting ships, you can pay the transported ship(s) launch cost to launch them adjacent to the ship that was transporting them. A squadron's ships must also be placed adjacent to at least 1 other ship in that squadron.

When you launch a ship, place a number of blue **shield pegs** on its base equal to its **Shield** number. Each ship in a squadron gains that many shield pegs.

If there are not enough spaces to place a ship, or all ships in a squadron, you cannot launch the ship(s).

Transporting Ships and Capacity

A ship may never transport more spaces worth of ships than its **capacity number**. A ship or squadron takes up space equal to the number of spaces the ship(s) cover when they are placed on the board.

A ship can only transport ships smaller than itself.

If you are transporting a squadron, you must be able to transport the entire squadron. A ship that is being transported cannot itself transport ships.

When launching a ship into your starting zone that is transporting other ships, secretly place their ship cards under the launching ship's ship card. They remain hidden until they are launched or destroyed. You do not pay their launch cost until they are launched out of the transporting ship.

If a ship transporting other ships is taken over or destroyed, all of the ships it is transporting are immediately destroyed.

3. ACTION PHASE

You may **activate** as many ship cards you can afford to pay for in energy, one at a time. You cannot activate the same ship card more than once per turn.

1. Choose a Ship Card and Pay the Activation Cost

Choose a ship card to activate and pay its **activation cost**.

2. Move the Ship(s) on Your Chosen Ship Card

Move any or all of the ships on your chosen ship card. A ship may move in any direction up to its move number.

Squadron ships are moved in any order, one at a time.

Choose to lead with the front or back end of a **medium ship**, then move it so the trailing end follows the spaces he leading end just left.

Any movement onto 3 new spaces in any direction counts as 1 space for a **large ship**.

A ship can pass through spaces occupied by other ships, but if the space is occupied by an opponent, it may take damage when it initially moves adjacent. A ship cannot end its movement on any space occupied by another ship.

A ship cannot be placed onto a half hex, or be moved through or into one.

Electronic Countermeasure (ECM) Damage

If your ship moves onto or through a space that would put it adjacent to an enemy ship, it may take damage as it passes. Your opponent may roll the number die: on a 5+, the move ship takes direct damage as follows:

– if it moved adjacent to a small ship, it takes 1 direct ECM damage.

– if it moved adjacent to a medium ship, it takes 2 direct ECM damage.

– if it moved adjacent to a large ship, it takes 3 direct ECM damage.

Ships launched adjacent to an opponent's ship, or those 'placed' onto an adjacent space due to some effect, do not take ECM damage.

A ship can take multiple ECM damage as it moves, but only as it moves adjacent to *each* ship. The spaces it moves in without leaving adjacency do not cause additional damage.

3. Attack with the Ship(s) on Your Chosen Ship Card

Attack with the primary weapon, and secondary/additional weapons if appropriate.

ATTACKING

CHARGING

To attack with a weapon, you must **charge** it. Pay the **charge cost** (normally 0) in energy in order to attack a number of times up to its **attacks number.**

You must finish attacking with one weapon before charging the next. You may attack different targets with each attack, unless otherwise noted.

You can charge a weapon only once per ship's activation, unless otherwise noted.

All ships in a squadron attack separately with all weapons on or attached to their ship card. All the ships must pay their charge costs separately.

TARGETING

A targeted ship must be within the attacking ship's **weapon range** in spaces. You can attack through any ships (count the occupied spaces).

ATTACKING

Check weapon's attacks number: This is the maximum number of times the ship can attack with that weapon during that charge.

Announce your target: Declare which of your ships is the attacker, and which ship it is targeting. You may target different ships with the same weapon if you have multiple attacks, or a ship becomes un-targetable.

Check weapon's strength: The amount of damage the weapon inflicts when it hits.

Roll coordinate dice: Roll both dice then call out your roll. Your opponent checks the coordinate on the target's ship card, and announces whether it's a hit (gray box) or a miss (white box). If a ship is hit, deal damage.

If the ship is hit on a critical damage box (red star) while its shields are down, it is immediately destroyed (if the damage caused when you hit critical damage brings the shields down, the ship is not destroyed).

DAMAGE

If your attack hits, remove shield pegs equal to the weapon's **strength number** from the target ship. Once shield pegs are gone, add hull damage pegs instead.

A ship's **shields** are *up* if it has blue pegs on its base, and *down* if it has none.

Direct Damage

Direct damage dealt by some tactic cards and powers are *not* considered attacks.

Direct Damage: Applied like normal damage; remove shield pegs and add hull damage pegs as normal.

Direct Shield Damage: Applied only to shields. If a ship's shields are done, no damage is applied. Do not add hull damage pegs if the damage goes over the available number of shield pegs.

Direct Hull Damage: Applied as hull damage pegs, even if the ship's shields are up. A ship may be destroyed in this manner even while its shields are up.

Specific Types: Unless otherwise noted, treat specific types of damage as generic shield, hull, or direct damage.

TACTIC CARDS

You have a **tactic card hand limit of 10 cards**. If drawing a card would put you over this limit, discard a card before drawing (you still gain 1 energy for the discarded card).

If you draw the last card in your tactic deck, immediately shuffle the discards and create a new facedown deck. Do not create a new deck if you go through it a second time—you can no longer draw tactic cards for the rest of the game. If you are the last player to go through your deck a second time, the game immediately ends.

You can always replace an additional weapon, hero, or ship upgrade card on a ship card. You must pay the full energy cost to attach the new card, then choose an existing attached card of the same type and discard it.

When you take control of an opponent's ship due to a card or power, you take control of the ship card, all attached cards, and all ships that card represents. Any ships it is transporting are immediately destroyed. If the ship has a hero attached that is already in your fleet, you must choose one to discard.

Events: Normally a one time effect then discarded.

Hero: May be attached to a solo ship card you control. You cannot have 2 heroes with the same name attached to ships in your fleet at the same time.

Solo/Squadron Ship Upgrade: May be attached to a solo or squadron ship you control, depending on whether it has a solo or squadron icon on it.

Solo/Squadron Additional Weapon: May be attached to a solo or squadron ship you control, depending on whether it has a solo or squadron icon on it. Any time you activate that ship card, you may charge this weapon along with any of the card's other weapons, in any order.

Solo/Squadron Sabotage: May be attached to a solo or squadron ship your opponent controls, depending on whether it has a solo or squadron icon on it. There is no limit to the number of sabotage cards a ship may have on it. It is permanently attached unless it is removed by another card or power or the ship is destroyed.

Mission Prepped Cards

When a mission lists a card as prepped, it is placed aside at the start of the game, and is not part of your tactic deck total. They do however subtract from the total number of that card you can have in your deck.

OBSTACLES AND DISCOVERIES

Unless otherwise stated, obstacles and discoveries are stationery. If they can move, treat them as double space ships.

OBSTACLES

Obstacles are placed faceup on the battlefield at the start of the game.

Debris Field: If a ship moves onto a debris field, roll the number die. On a 1-6, it takes 1 direct debris damage; on a 7 or higher, no damage. A ship takes damage from a debris field only when it moves onto it, not if it is launched or placed onto it. A ship does not take additional damage if it stays on the field or moves onto the second space of the field.

Asteroids: When a small or medium ship next to an asteroid field is hit by an attack, roll the number die. On a 6+, the attack misses. Ships cannot move through or be placed onto an asteroid field space, however you can target an enemy through such a space.

DISCOVERY TILES

Discovery tiles are placed power-side up or black-side up, depending on the mission.

When a ship ends its movement on a black-side up tile, the tile is turned power-side up and its powers take effect immediately. When a ship ends its movement on a power-side up tile, its powers take effect immediately.

Ships can move over and attack through discovery tiles.

Alien Artifact: While a ship is on an alien artifact, add 7 to its primary weapon range.

Energy Source: If one or more ships you control are on energy sources at the start of your energy phase, gain 2 additional energy.

Observation Station: If one or more ships you control are on an observation station, all ships you control add 2 to the range of their primary weapon.

Orbital Market: If one or more ships you control are on an orbital market at the start of your energy phase, you may draw 1 additional tactic card.

Shield Regenerator: If a ship you control is on a shield regenerator at the start of your energy phase, you may add 1 shield peg to that ship (you cannot raise its shields above their starting value).

Warp Gate: When a small or medium ship you control begins its activation on a warp gate, instead of moving that ship during its activation, you may choose an empty space that is within 14 spaces of that gate, and place the base of the activated ship on that space. A medium ship must be placed so that both sides of the base are on empty spaces.

WINNING THE GAME

Victory Conditions

Each mission has specific **victory conditions**.

If the conditions state **destroy all your opponent's ships**, after the second round of play, victory is achieved when your opponent has no ships left on the battlefield.

Victory cannot be achieved before the third round of play.

Running Out of Tactic Cards

If all player's tactic card decks run out twice, the game immediately ends when the last player draws his final card.

All players total the launch costs of ships still in play (excluding transported ships and those that have not yet been launched).

Score full costs for squadron cards if all of their ships are on the battlefield, and divide the cost for partial squadrons.

The player with the highest total launch cost wins. On a tie, the player with the most ships on the battlefield wins, then the player whose deck ran out for the second time first.