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Game: **SPACE ALERT**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SPACE ALERT

SETUP

✕ Choose a difficulty level for **common threats**: lower (white icon), higher (yellow icon), or random (a mix of both types). Shuffle an **external common threat deck** (purple cards) and an **internal common threat deck** (green) with this difficulty level.

!!! Choose a difficulty level for **serious threats** as above and prepare **external** and **internal serious threat decks**. The difficulty level for serious threats can be different from that chosen for common threats, but in each case, the internal and external threat deck should be at the same level.

Each player chooses a color. Choose players to take the roles of **captain**, **communications officer**, and **chief of security**. One player may take multiple roles.

Set up the boards as shown in the rulebook. Choose a **soundtrack**. For a full game (a **mission**) choose one of the 8 mission tracks from the soundtrack's mission folder.

Fewer than 4 players

For a 3 player game, use 1 **android** (a crew member with no designated player). For a 2 player game, use 2 androids. Each android has an action board and a crew member figure, but only gets 1 card – a **heroic action card** dealt facedown on the first row of its action board. The android is the only crew member who can use its heroic action card.

In a 3 player game, each player gets 6 cards per phase (in the first phase, one of the 6 is a heroic action card).

In a 2 player game, each player gets 9 cards for the first phase and 6 cards for each of the other 2 phases (in the first phase, one of the 9 is a heroic action card).

Decide the order in which the androids will play (ie, where they would be sitting if they were players).

Any player may plan an action for any android by playing one of his own action cards (not a heroic action card) facedown on the android's action board. Once a card is played for an android, it cannot be moved or taken back.

Reveal an android's heroic action at the start of the first phase.

Unconfirmed reports do not apply in games with less than 5 players.

Each android should be assigned a player to execute its actions during the resolution round. Treat all android actions exactly as you do player actions. Cards and rules that refer to players also apply to androids.

ACTION ROUND

Start the **soundtrack** or start reading the **scenario card**.

All players pick up their 5 first phase **action cards**. You cannot show your cards to other players, but you may talk about them.

All players plan their actions for the first phase by playing their cards facedown on the 1-3 spaces of their **action board**.

You can play your card with either half on top. From the card back, anyone can see whether the action half or the movement half is on top. Your action for that turn is determined by the top half of the card; the bottom half has no effect. If no card is on a space, you take no action on that turn.

When planning actions for a phase, you can change the cards you played any time before you end the phase. End the first phase by picking up your second phase cards (and adding them to the cards left over from the first phase).

Once you pick up your second phase cards, start planning actions for turns 4-7. You can look at your first phase cards, but you can no longer change them.

You can plan second phase actions until you pick up your third phase cards. This starts your third phase, during which you plan actions 8-12 until the end of the action round.

Heroic actions also have a movement half and an action half and are played the same way.

During the action round, you may use the game boards and pieces to indicate what you are planning, but only your planned actions have any effect on the game.

1. COMPUTER ANNOUNCEMENTS

Alert. Enemy activity detected. Please begin first phase.

Indicates the beginning of the action round.

Time T+1 (2, 3, etc.). Threat. (Serious threat.) Zone red (white, blue). Repeat ...

The **communications officer** draws the top card of the common (or serious) **internal threat deck**, places it facedown near the **trajectory board** corresponding to the specified zone, and gives it a token with the number corresponding to the indicated time.

Time T+1 (2, 3, etc.). Internal threat. (Serious internal threat.) Repeat ...

The **chief of security** draws the top card of the common (or serious) **internal threat deck**, places it face up near the **internal threat trajectory board**, and gives it a token with the number corresponding to the indicated time.

Unconfirmed report: ...

The announcement following these words is for a 5-player game. With fewer players, ignore it.

Incoming data. Repeat ...

Each player may draw 1 card from the action card deck.

Data transfer. Repeat. Data transfer in five, four, three, two, one, <beep>. Data transfer complete.

Each player can give 1 card to any other player. The card must pass from hand to hand before the beep. Heroic actions cannot be transferred.

Communication system down ... Communications restored.

Between these announcements, **players are not allowed to communicate with each other.**

First (second) phase ends in one minute.

First (second) phase ends in twenty seconds.

First (second) phase ends in five, four, three, two, one. First (second) phase has ended. Begin second (third) phase.

When the end of a phase is announced, you can no longer plan actions for that phase. Pick up your cards for the new phase and begin planning actions for it.

You can end the phase you are working on and begin the next one before these announcements, independently of the other players.

Operation ends in one minute.

Operation ends in twenty seconds.

Operation ends in five, four, three, two, one. Mission complete. Jumping to hyperspace.

This ends the action round. Players can also agree to end the action round at any time after the end-of-second-phase announcement.

RESOLUTION ROUND

Return the game pieces to the initial setup position. Use the scenario card to check that the communications officer and chief of security assigned the threat cards the proper trajectories and numbers. Correct any mistakes, adding any missing threats.

Move the mission step marker along the **mission steps board**, executing the steps as follows:

1. THREAT APPEARS

! If there is a **threat card** with this number, place a second token with the same number on the first space of the threat's trajectory board.

For an **external threat**, this token represents its position. For an **internal threat**, this token keeps track of its progress.

For a **malfunction**, take an oval token with the indicated letter and use it to cover the letter of the affected system in the indicated station. Do this for each affected system if more than one is indicated.

For an **intruder**, take the oval token with the intruder's picture and place it in the indicated initial station.

2. PLAYER ACTIONS

1 Players reveal their action for this turn (flip cards left-to-right so the top half stays on top). Players take their actions in order, starting with the captain and going clockwise.

If you misplayed your card either by playing it upside-down or by mixing up red and blue arrows, you can say, "Oops, I tripped". Perform the action you intended instead of the one shown by your misplayed card, but your next turn's action is **delayed**.

A delayed action means: the card, if any, that was planned is moved to one turn later. If there is a card there, it is moved one turn later as well, and so on until you move a card into an empty space or until you reach your last action. If your last turn's action has to be moved, it is moved off your board and you do not get to execute it.

! Red and blue arrows: Move your figure through the door and into the adjacent station in the indicated direction. You do not switch decks. If your figure is already in the zone of the ship of that color, it does not move.

! Gravelift move: Move your figure to the adjacent station on the other deck. You do not change zones. If the gravelift is damaged, or another player used it before you on this turn, make your move anyway, but your next turn's action is delayed.

A B C System activation or repair: Activate or repair the indicated system in your figure's station.

If the system is **malfunctioning** (indicated by an oval token) this action is a **repair**. Add 1 red block to the malfunction's card. If the card now has at least as many red blocks as it has hit points, the malfunction is repaired: give the card to the captain and remove its token from the internal threat trajectory board; also remove its oval token (or tokens) from the spaceship board.

If the malfunction cannot be repaired (because it executed its Z action) your action has no effect.

If the system is affected by several malfunctions, the repair action acts on the repairable malfunction with the lowest numbered token (even if the system is also affected by an unreparable malfunction). The oval token is removed only if all malfunctions affecting the system are repaired.

If the system is **functional** (no oval token), this action indicates **activation of the system**. Action A is firing the weapon at that station. Action B is an energy transfer. Action C has a station-specific meaning.



Firing a heavy laser or the pulse cannon: Take a green energy block from the reactor in the same zone and place it on the weapon you are firing to denote activation. If the reactor has no blocks or if the weapon already has one block, this action has no effect.



Firing a light laser cannon: Take the yellow block from the power pack below the cannon and place on the cannon to denote activation. If this has already been done this turn, your action has no effect.



Transferring energy to shield: Add green blocks to the shield from the reactor in the same zone until the shield is at maximum capacity. If there are not enough green blocks to fill it, move all there are.



Transferring energy to lateral reactor: Add green blocks to the lateral reactor from the central reactor until the lateral reactor is at maximum capacity. If there are not enough green blocks to fill it, move all there are.



Re-fueling central reactor: Return 1 fuel capsule to the bank. Add green blocks to the central reactor from the bank until it is at maximum capacity. If there is no fuel capsule, your action has no effect.



Maintaining the computer: Take 1 block from the computer on the bridge and place it on the Computer Maintenance step of the mission steps board in the row corresponding to the current player action step. If a block is already there, this action has no effect.



Launching a rocket: Take 1 rocket figure from the station and place it on the first square of the rocket track. If there are no rockets left in the station or if this square is already occupied, this action has no effect.



Activating or re-activating a battlebot squad: If you are not leading a battlebot squad, take the battlebot squad figure lying in storage in that station and set it upright next to your figure. For the rest of the game, the battlebot squad figure moves with your figure. If the battlebot squad in this station has already been activated, this action has no effect.

If you are leading a disabled battlebot squad (lying next to your figure) set the battlebot squad figure upright. Your battlebots are active once again.

If you are leading an active battlebot squad, this action has no effect.



Taking off in the interceptors: If you are leading an active battlebot squad, move your figure and the squad figure off the ship into space. If you have no battlebot squad, or if you are leading a disabled battlebot squad, or if another player's figure is already in space, this action has no effect.

When you are in space, you are not in any station or zone. Threat actions and effects that knock out, delay, or otherwise affect players on the ship do not apply to you. Delays due to failure to maintain the computer do not affect you either.

Interceptors attack threats on the turn you take off.

Attacking with the interceptors on subsequent turns: If you start the turn in space, your only legal action is **IA**: this keeps you in space and initiates another attack with the interceptors. If you take no action, you and your battlebot squad return to the ship in the upper red station. Any other action or movement is delayed (the delayed action is shifted ahead one turn, creating a 'no action' representing your return from space).



Performing visual confirmation: At the end of the Player Actions step, take a block from the window and place it on the numbered square on the mission steps board that corresponds to the current phase and the number of players that performed visual confirmation on this turn.

If there is already a block on a lower square, move it to the new square instead of taking a new block from the spaceship board. If there is already a block on that square or a higher square, this action has no effect.



Attacking with the battlebot squad: If you are leading an active battlebot squad in a station, your battlebot squad attacks an intruder in that station. Place 1 red block on the intruder's card. If the intruder has at least as many red blocks as hit points, it is destroyed. Give the card to the captain, remove the intruder's numbered token from the internal threat trajectory board, and remove the intruder's oval token from the spaceship board.

If the intruder has the symbol, it **returns fire**. Your battlebot squad is disabled. Lay its figure down next to yours (it continues to follow your figure).

If there are multiple intruders in your station, your battlebot squad attacks the one with the lowest numbered token.

If you are leading a disabled battlebot squad, if you are not leading a battlebot squad, or if there is no intruder in your station, this action has no effect.

Attacking with interceptors: If you are leading an active battlebot squad in space, this action keeps you in space as described above.

Heroic Actions



Heroic movement: Move your figure **directly to the indicated station**, regardless of how many other stations and damaged gravolifts are in between.



Heroic shooting: Fire the weapon at your station according to the rules for executing action . For this turn, the weapon has **1 extra strength**. This also applies to the pulse cannon.



Heroic energy transfer: Transfer energy according to the rules for executing action . If this transfers at least 1 block of energy, **add an extra block from the bank** to the receiving energy system. This may allow a reactor or shield to exceed its maximum capacity, and even works when refueling the central reactor.

Heroic repair: If this is used as a repair action, give the malfunction **2 red blocks instead of 1**.



Heroic battlebot attack: Battlebots attack an intruder according to the rules for action . Even if the intruder returns fire , **the battlebots are not disabled**.

In space, interceptors attack according to the rules for action but with **1 extra strength**.

3. COMPUTE DAMAGE



Compute damage to external threats in this step. Nothing in this section applies to internal threats or the internal threat trajectory board.

All cannons with a green or yellow block do damage. A rocket on the second square of the rocket track does damage. Interceptors do damage if there is a player in space.

Trajectories are divided into three distances. The five squares nearest the ship are at distance 1. The next five squares are at distance 2. The rest of the trajectory is at distance 3. Each weapon has a range (indicated by 1, 2, or 3 squares) and a strength (yellow number).

Determine which threats are targeted by which weapons. Text on a card may modify the ways in which it can be targeted. If a weapon has no targetable threat within range, it does no damage.

Laser cannons can target a threat at any distance but only target 1 threat in their zone. If there are multiple threats, they target the threat closest to the ship. If multiple threats are on the closest occupied square of the trajectory board, the lowest numbered one is targeted.

The **pulse cannon** targets all threats in all zones within its range of 1 or 2.

Rockets target the closest threat on any zone's trajectory. If multiple threats are the same number of squares away, the rocket targets the lowest numbered one is targeted. If there is no targetable threat at distance 1 or 2, the rocket is returned to the bank without doing damage.

Interceptors target all threats within a range of 1. If there is only one threat at range 1, interceptors attack it at strength 3. If there are multiple threats at range 1, interceptors attack all of them at strength 1.

For each threat, add up the strengths of all weapons that targeted it, then subtract the threat's shield points to get the damage dealt to the threat. If the result is 0 or less, the threat takes no damage. Otherwise, place 1 block on the threat card for each point of damage dealt.

If the number of damage blocks on the threat card is equal to or greater than its hit points, the threat is destroyed. Give the card to the captain and remove the threat's numbered token from the trajectory board. Excess damage is not applied to other threats, not even if it is from multiple weapons. All targeting happens before any threat is removed.

After all damage is computed, remove any green energy blocks from the cannons and place them in the bank. Remove any rocket on the second square of the rocket track and place it in the bank. Remove any yellow energy blocks from the light laser cannons and return them to their cannons' power packs.

4. THREAT ACTIONS



Threat tokens advance in order, starting with the one with the lowest number. When a threat's token advances, it may perform one or more actions.

After all threat tokens have advanced, move any rocket on the first square of the rocket track to the second square.

A threat's token advances on its trajectory board a number of squares equal to its speed. If it lands on or passes over a square labeled X, Y, or Z, it immediately performs the indicated action. If it passes over multiple such squares, it performs all the actions in order.

When a **threat** gets to the end of its trajectory board it performs its Z action and can no longer be affected by the players' actions. Give its card to the communications officer and remove its token from the trajectory board. It will take no more actions.

For an **intruder** that has performed its Z action, also remove its oval token from the spaceship board. For a **malfunction**, however, the oval token remains: the affected system becomes unrepairable once the malfunction has performed its Z action.

Attack n: An external threat's attack of strength n on the zone corresponding to its trajectory. The attack does n damage to that zone, but each energy block in that zone's shield reduces the damage by 1 (return the block to the bank). Remove all blocks and the remaining damage is applied to that zone.

For each point of damage remaining, draw 1 octagonal **damage tile** from the zone's damage tile stack and place it on the part of the ship depicted. That system becomes less effective.

Tiles may reduce the strength of light or heavy laser cannons, reduce the range of the pulse cannon, reduce the capacity of a shield or reactor (any excess energy is immediately returned to the bank), or damage a gravolift (gravolift actions in this zone will delay the following turn's action). Structural damage has no special effect.

Each zone has 6 damage tokens. If you have to draw a seventh, the zone is destroyed and your crew loses the game.

Attack n on all zones: Attacks on multiple zones are dealt with from left to right (red, white, blue). Each zone has to deal with an attack of strength n.

Attack equal to its remaining hitpoints: The strength of this attack is determined by subtracting the red blocks on the card from the threat's hit points.

Deal(s) n damage: Internal threats deal damage that is not affected by shields. The damage is done to the zone where the internal threat's oval token is. Draw that many damage tiles.

+(-)n shield point(s). +(-)n speed. Shield points = n: Some threats can change their parameters. Use black blocks to indicate reductions and white blocks to indicate increases.

Heals (repairs) n damage: Remove n red damage blocks from the threat's card. If the threat has fewer than n damage blocks, remove them all.

Move(s) left. Move(s) right. Change(s) decks: Internal threats use these actions to move about the ship. Move the threat's oval token into the indicated adjacent station. Internal threats can change decks regardless of the state of the gravolift.

(All players on ship, players in this station, players in this zone) are delayed: Players in the specified group have their next turn's action delayed.

(All players, players in that station, etc.) are knocked out: The specified players are knocked out of the game. Lay their figures down on the board; their remaining actions have no effect. You may still complete the mission even with all players knocked out. If a player leading a battlebot squad is knocked out of the mission, lay the battlebot squad figure on its side as well. It will be disabled for the rest of the mission.

Takes over ship. Destroys ship. Ship breaks apart: An action indicating that something final has happened to the ship means that the players immediately lose, regardless of damage.

5. COMPUTER MAINTENANCE CHECK



There should be a block here when the mission step marker gets to this space. If there is not, the players have failed to maintain the computer in the first two turns of the phase. **Each player's next turn's action is delayed.**

6. ROCKET RESOLUTION



In the thirteenth turn, players get no actions. However, a rocket fired in the twelfth turn will still be flying toward its target: compute its damage in this step. Any player up in space with the interceptors also returns to the ship.

Threats also get 1 more Threat Actions step on the thirteenth turn.

SCORING

If you complete the mission, you can count up your score. You don't get any score when you lose.

Threats you survived (kept by the communications officer) earn the lower point value. Threats you destroyed (kept by the captain) earn the higher point value.

Add up these points and from the total subtract the following penalties:

- Total damage done to all zones of the ship.
- Damage done to the most damaged zone.
- 2 points for each player knocked out of the mission.
- 1 point for each battlebot squad that is still disabled when the mission ends.

Finally, add in any points for visual confirmation (these should have been marked with blocks on the mission steps board). The result is your score, which you can write into your **ship's log**.

VARIANTS

Fifth crew member

Use androids to bring your crew size up to 5 instead of 4. In this case, *unconfirmed reports* apply to your game. Deal out as many cards as you would for a crew of 4 (without the extra android) except that in the first phase, each player gets 1 extra card.

Solo Space Alert

Play with 4 androids (ignore *unconfirmed reports*). Deal each android a facedown heroic action for the first phase. Spread the entire action card deck faceup in front of you.

Start the soundtrack, and reveal the heroic actions. Begin planning first phase actions. Each android can use any action card, but only its own heroic action. You are allowed to change planned cards until the soundtrack announces the end of the respective phase. Ignore announcements like *Data Transfer*, *Incoming Data*, and *Communication System Down*.

EXPLORATION CAMPAIGN

An **exploration campaign** consists of up to 3 consecutive missions. You may decide to quit the campaign and score points (see rulebook for scoring) for only one or two missions. If you lose on any mission, you lose the entire campaign.

Before each mission, first agree on a difficulty level for normal and for serious threats, and then choose a random soundtrack. Play through the mission as normal. If your ship is destroyed, the campaign is unsuccessful.

Repairs

Damage to your ship is cumulative throughout the campaign. All oval tokens are removed, so systems that were affected by malfunctions are automatically repaired. Knocked out players, damage tiles, and disabled battlebots are repaired as follows:

- A knocked out player (even one knocked out in space) returns for the next mission, but cannot repair anything.
- A player who was not knocked out can repair one damage tile or one disabled battlebot squad. Shuffle repaired damage tiles back into their stacks. In each zone, no more than two damage tiles can be repaired.

After discussing repairs, players play in order, starting with the captain. Each player either recovers from being knocked out, repairs one damage tile, or repairs one battlebot squad. Androids can make repairs according to the same rules; their repair decision is handled by a designated player.

Remaining damage tiles have their usual effects in the next mission. In addition:

- Unrepaired reactors and shields have (besides reduced capacity) one less block during setup.
- Unrepaired structural damage means that damage to its zone is doubled (draw 2 damage tiles for each point of damage that gets past the shields). This only applies to structural damage from a previous mission.
- An unrepaired battlebot squad is not placed on the spaceship board. If you only get to place one squad, choose its initial station.