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Game: **PIRATES OF SKYDOCK**

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# STARFINDER PIRATES OF SKYDOCK

## SETUP

Place the game board on the table, with the **D20** nearby.

Place the *Bridge*, *Drift Engine*, and *Dock room* tiles on their labeled spots on the board. These tiles are always in the same locations. Randomly place a room tile (either side) in each available spot on the board.

Shuffle the **objective cards** and place 3 faceup beside the board. Return the rest to the box. If 2 of the objectives have a requirement of needing to be in the same room, discard the second one drawn and replace it with another from the deck.

Shuffle the **scheme cards**, the **loot cards**, and the **encounter cards**, and place the decks beside the game board.

Place the **launch token** on the highest numbered spot of the launch track, and the **alert token** on the first spot of the alert track.

Shuffle the support tokens facedown into a pile.

Place 1 **guard token** on the *Drift Engine* tile and 1 guard token on the *Bridge*. Place the remaining guard tokens below the alert level track.

Sort the **ability tokens** by type and place them with the **neutralization tokens** in piles accessible to all players.

Each player takes a **character board** and 4 **energy markers**. Place the remaining energy markers in a pile by the board.

Each player chooses a **character** and places the matching standee and plastic base on the *Dock* room tile. Each player also takes their **character card**, the starting **glory** shown on the card, and a set of **character abilities** shown on the card, placed in the corresponding spots on their character board. Finally, place your character card on your character board (special power side faceup).

Deal 2 random **secret backer cards** to each player and return the others to the box. Each player selects 1 and returns the other to the box. You may look at your secret backer card, but they are always kept secret from other players.

The player who most recently was on a ship becomes the **start player** and takes the **first player token**.

The start player chooses an available **level 1 character ability** to start the game with and slots it into their character board. Then the next player in clockwise order chooses. This continues until it is the last player's turn to choose. They choose 2 character abilities and then the other players choose their second starting ability in a counterclockwise order. The start player will be the last player to choose their second starting character ability.

## ROUNDS

### 1. PLANNING PHASE

Players do the following, simultaneously and in any order:

#### DRAW 2 CARDS

Each player draws 2 cards (any combination of scheme cards or loot cards) and adds them to their hand.

*During the first turn of the game, each player draws 4 cards instead of 2.*

#### UPGRADE

Players can **upgrade their character**, and can use loot cards they drew this phase. If multiple players want to gain the same character ability and there are not enough in the supply, the player closest to the first player token (in clockwise order) gains their ability first.

#### PLACE ENERGY MARKERS

Each player places their 4 **energy markers** on their **character board**. Each marker must be placed on a single character ability, and each ability can only have a single marker on it. Some cards may be used during this phase to give players additional energy markers or change the rules for placing them.

## 2. ACTION PHASE

Starting with the first player and continuing clockwise around the table, players take turns to remove any **energy marker** from their character board and take the corresponding **action** under it.

If you choose to remove an energy marker and take no action (or gain any bonus), **claim the first player token** if it has not already been claimed. You can do this even if you currently have the first player token. Take the token and flip it to the **claimed** side. You cannot claim the first player token if it has already been claimed.

If you have no energy markers on your character board, you are skipped and play proceeds to the next player clockwise.

If no players have any energy markers, proceed to the upkeep phase.

You can **play any number of loot cards** on your turn for their effect, unless the card indicates it needs to be played during a different phase. You can also use loot to acquire or upgrade abilities, and you can use loot on the turn you acquired it.

You can also play 1 **scheme card per player turn** for its ability. Some scheme cards can be played on other player's turns (if you do so, you can still play one on your turn).

#### SCHEME



You must be in a room with this icon. Gain a number of **scheme cards** based on the level of your scheme ability. You may immediately use a scheme card after drawing it if you have not already played one this turn.

#### LOOT



You must be in a room with this icon. Draw a **loot card** and then attempt a **challenge** to see if you are caught. If you pass, nothing happens. If you fail, spawn a guard token in the same room.

#### MOVE



Move from one room on the ship to an adjacent room. Rooms are adjacent if connected by a corridor. Each move ability has a number indicating the number of adjacent rooms you may move with that action. You do not need to use all of your movement.

The arrows on corridors do not affect player movement and are only used by guards.



**Random encounters:** If you end your movement in a room with this icon, draw an **encounter card** and resolve its random encounter. The encounter only occurs if the current alert level is marked on the encounter card.



**Guard encounters:** If you leave a room with any guard tokens, draw an **encounter card** and resolve the guard encounter on the card at the end of your movement. If there is a **challenge**, take into account the penalties of the guard tokens from the room you left. Those in the room that you moved into have no effect. Guard encounters always take effect, regardless of alert level.

If both the above conditions are met, draw a single encounter card and resolve both halves of it, starting with the guard encounter, then the random encounter.

If you take a move action and do not move, do not draw an encounter card.

#### INTERACT



Take the action associated with your current room. If the room's ability has an associated challenge, you must spend the energy marker before attempting it.

The interact action is also used to complete objectives, in which case the objective may have additional requirements to fulfill.

#### ATTACK



This action enables you to attack a guard in your room, and always requires passing a challenge. If the attack fails, you gain a **neutralization token**. If the attack succeeds, choose one:

**Knock the guard out:** Flip the guard token to the *stunned* side and gain a loot card.

**Airlock the guard:** Return the guard token to the box, and gain 2 glory.

#### HEAL



Remove a neutralization token from the target character ability. You can target any character in the same room, including yourself.

If the healed ability still has an energy marker on it, it can be used later this round. The player doing the healing gains 1 glory per neutralization token that is removed (an upgraded heal action can heal multiple neutralization tokens with 1 action).

## UPKEEP PHASE

Perform these steps in order:

- Discard to 5 cards:** Any character with too many loot or scheme cards must discard down to their hand limit (5 cards in total by default).
- Launch track:** Move the launch token 1 space closer to launch. If it has reached the final space, the game ends. Skip the rest of the upkeep phase.
- First player:** If the first player token is not claimed, rotate it 1 spot clockwise. If it is claimed, flip it to the unclaimed side.
- Guards patrol:**
  - Each active guard token not in a room with a character moves to the next room following the arrows on the board.
  - Any rooms with a **guard icon** and at least 1 character gain a guard token.
  - Increase the **alert token** 1 space for each character that is in the same room as a guard token.
  - Each character in a room with at least 1 active guard token must pass a challenge or gain a neutralization token (remember the -2 penalty per guard token present).
  - Flip each *stunned* guard token to its active side.
  - If there are 3 or more guard tokens in any room, remove all but 1 of the tokens and return them to the supply. Each character in the room with those guard tokens gains 1 neutralization token. If there are no characters in the room, increase the alert token by 1 space.
- Characters recover:**
  - Remove any neutralization tokens with the recovering side faceup.
  - Flip any neutralization tokens from the assigned side to the recovering side.

## NEUTRALIZATION TOKENS



When you gain a **neutralization token**, roll D20 and place it on your character board on the slot with the matching number.

If the slot already has a neutralization token or is an empty slot, you may place it anywhere on your character board. You must cover a filled-in slot. If every available slot has a neutralization token, you do not gain the token.

When assigning a neutralization token, place the token with the *assigned* side (X) faceup.

Neutralization tokens may be placed over a character ability with an energy marker. If the character isn't healed before removing that energy marker, they won't be able to use the character ability this turn.

**Character abilities that have a neutralization token covering them cannot be used.** This is true both when removing energy markers and when a player can activate character abilities as a result of card text.

## CHARACTERS

When you gain a character ability, place it in any row in the left-most empty spot of that row (if there is still space in that row). If there are no spaces in any row, you may not gain an ability.

The **level** of a character ability token is indicated by the number of colored slots, and the total number of slots indicates the maximum level possible. If an existing ability is upgraded, the previous one is either flipped, or replaced with a new token that is 1 level higher. The relative position of the other character abilities does not change.

**Scheme cards** and **loot cards** are added to a player's hand and kept hidden from other players. The total hand size for players is 5 cards, which can be any combination of scheme cards and loot cards. You may **draw over your hand limit**; the hand size is only checked, and cards discarded, during the upkeep phase at the end of every round.

### IMPROVING A CHARACTER

You can use **loot cards** to acquire new character abilities or upgrade existing ones. The symbols along the left edge of a loot card indicate which ability can be gained or upgraded. If the card has multiple symbols, it can be used for any of the matching abilities.

If you wish to gain or upgrade an ability and there is no corresponding character ability token with that ability, you cannot gain that new ability. During the action phase, you can acquire a new ability or upgrade an existing one at any point on your turn, even immediately after acquiring the loot. You can upgrade your character even if the ability you are upgrading currently has an energy marker on it. You can also upgrade your character during the planning phase.

You may **discard any loot on your turn to acquire a level 1 ability of any type matching one of the icons on the edge of the card**. Insert the appropriate character ability token into your character board at the end of one of the rows. Once an ability has been added, it cannot be moved or removed.

To **upgrade a character ability, discard a loot card with a symbol matching the ability you are upgrading**. After discarding the loot card, remove the character ability token and slot the upgraded ability in the same slot. Character abilities are double-sided, so you may be able to just flip the character ability to the other side; but when you upgrade from level 2 to level 3, find a new character ability token with the corresponding level 3 ability.

If you are replacing an ability token, return the lower-level ability token to the box: it is no longer available for players to use.

## ALERT LEVEL

When the alert increases, move the **alert token** to the next space on the alert track. The track's multiple rows of different colors correspond to different alert levels which can impact encounters, rooms, or objectives.

When the alert is at the end of a row and the alert increases, it moves to the first spot on the following row. The end of any row is indicated by the number of players; when playing with 3 or 4 players, additional spots are available.

**Every time the alert token moves to a new level, place 1 guard token on the Dock room.**

If the alert token ever reaches **LOCKDOWN**, the game immediately ends and all players lose.

If players ever need to add guard tokens and there are no more in the supply, increase the alert token 1 space for each guard token that cannot be added. If this increases the alert token to a new alert level, do not increase the alert token for the guard token that would be added for moving to a new alert level.

## CHALLENGES

To succeed at a **challenge**, roll D20 and, after modifiers, equal or beat the challenge's **difficulty class** (DC).

There is no penalty for failing unless the challenge indicates otherwise.

The DC for objectives is given on the objective card; for other challenges, the DC is based on the current level of the alert track.

Bonuses are always good and are added to the roll, while penalties are always negative and subtracted from the roll. Regardless of modifiers, a roll of a 1 on the die always fails and a roll of a 20 always succeeds.

**Each active guard token in the same room as a character applies a -2 penalty** to any challenges attempted by that character. *Stunned* guards do not modify the challenge roll.

After rolling, you may **discard any number of scheme cards to increase the value of your roll by 2 per scheme card discarded**. The text or symbols on the scheme card do not matter.

## COMPLETING OBJECTIVES

To complete an objective, you must meet the conditions described on the card and take the **interact** action.

Every objective has a number of required symbols on it that correspond to symbols on scheme cards. Scheme cards must be discarded that match all of the required symbols on the objective.



The **wild** symbol can be used to fulfill any single symbol requirement.

If you don't have enough scheme cards to cover the requirements for the objective, you may **ask for help**.

In addition, an objective may have one or more of the following requirements, all of which must be met:

- Your character must be in a specific room.
- You must pass a challenge. The scheme cards are only discarded if you succeed at the challenge.
- You are on the last space of the track on the objective card. Some objectives have instructions on you advance your character token on the track. When it is on the last space of the track, you may take an **interact** action to complete the objective.

After completing an objective, add one of your character tokens to the objective card.

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If you completed the challenge without asking for help, you gain the **glory** indicated on the card. You do not gain this glory if you asked for help to complete the objective.

You cannot attempt to complete an objective that already has your character token on the objective card.

### ASKING FOR HELP

When attempting to complete an objective, a player can **ask for help** before removing the energy marker on the **interact** action. If another player agrees, they are obligated to provide that help after you spend the energy marker.

Indicate which symbol you need to complete the objective. You may **only ask for help with 1 symbol on the objective**, and you must supply the other symbols with scheme cards from your own hand. You may ask for help even if you have a scheme card you could use to complete the objective.

**The player who agrees to help can be located anywhere on the ship.**

If the objective card has a challenge, attempt the challenge. If you succeed, the player providing help must discard a scheme card containing the asked-for symbol. You then need to discard scheme cards for the other required symbols.

Both players place their character tokens on the objective card, marking it as completed for both of them. However, neither player gains any glory.



Instead, each player draws a **support token** and places it facedown near their character board (you may check the value of your support tokens at any time).

Players can provide help on objectives they have already completed, in order to gain the reward of a support token for providing help.

### CREATING ICONS

When you are attempting to complete an objective and have to discard scheme cards with matching symbols, you can **discard any 2 scheme cards to represent any 1 symbol** (it doesn't matter what symbols are on the card or how many there are).

You can trade in any number of scheme cards when completing an objective. However, you **cannot trade in scheme cards to represent any icon when you are answering a call for help**.

## END OF GAME

The game ends in one of 2 ways:

- The alert token reaches the **LOCKDOWN** space of the alert track. The game ends immediately and all players lose.
- The launch token reaches the **LAUNCH** space of the launch track during the upkeep phase. Determine the winner.

To be eligible to win the game, you must have a character token on at least 1 objective card. If no character tokens are placed on any objectives, all players lose.

Each player determines their score by adding together their **glory** and **support**. Glory is indicated by the glory tokens next to your board. Support can come from:

- Your **secret backer card**, if you met the requirements on the card. This is the only time the conditions are checked.
- **Support tokens**.

**The player with the highest score wins the game.**

On a tie, the player with the greatest total support wins the game. On a further tie, the player who completed their secret backer objective is the winner. On a further tie, players share the victory.



# STARFINDER PIRATES OF SKYDOCK

## 1. PLANNING PHASE

Do the following, simultaneously and in any order:

### DRAW 2 CARDS

Each player draws 2 cards (any combination of scheme cards or loot cards). During the first turn, each player draws 4 cards.

### UPGRADE

Players can upgrade their character.

### PLACE ENERGY MARKERS

Each player places their 4 energy markers on their character board, each on a single character ability.

## 2. ACTION PHASE

Starting with the first player and continuing clockwise, players take turns to remove any energy marker from their character board and take the action under it.

If you choose to remove an energy marker and take no action (or gain any bonus), claim the first player token if it has not already been claimed. Take the token and flip it to the claimed side. You cannot claim the first player token if it has already been claimed.

If no players have any energy markers, this phase ends.

You can play any number of loot cards on your turn, unless it needs to be played during a different phase. You can also use loot to acquire or upgrade abilities. You can also play 1 scheme card per player turn for its ability.



### SCHEME

You must be in a room with this icon. Gain a number of scheme cards based on the level of your scheme ability.



### LOOT

You must be in a room with this icon. Draw a loot card and attempt a challenge. If you fail, spawn a guard token in the same room.



### MOVE

Move between adjacent rooms up to a number of times equal to the number on the ability.



**Random encounters:** If you end your movement in a room with this icon, draw an encounter card and resolve its random encounter if the current alert level is marked on the card.



**Guard encounters:** If you leave a room with any guard tokens, draw an encounter card and resolve its guard encounter at the end of your movement. If there is a challenge, take into account the penalties of the guard tokens from the room you left.

If both the above conditions are met, draw a single encounter card and resolve both halves of it, starting with the guard encounter, then the random encounter. If you take a move action and do not move, do not draw an encounter card.



### INTERACT

Take the action associated with your current room. The interact action is also used to complete objectives.



### ATTACK

Attack a guard in your room. If the attack fails, you gain a neutralization token. If the attack succeeds, either:

**Knock the guard out:** Flip the guard token to the stunned side and gain a loot card.

**Airlock the guard:** Return the guard token to the box, and gain 2 glory.



### HEAL

Remove a neutralization token from the target character ability from any character in the same room. Gain 1 glory per token removed.

## UPKEEP PHASE

- Discard to 5 cards.
- Launch track:** Move the launch token 1 space closer to launch. If it has reached the final space, the game ends.
- First player:** If the first player token is not claimed, rotate it 1 spot clockwise. If it is claimed, flip it to the unclaimed side.
- Guards patrol:**
  - Each active guard token not in a room with a character moves to the next room following the arrows on the board.
  - Any rooms with a guard icon and at least 1 character gain a guard token.
  - Increase the alert token 1 space for each character that is in the same room as a guard token.
  - Each character in a room with at least 1 active guard token must pass a challenge or gain a neutralization token.
  - Flip each stunned guard token to its active side.
  - If there are 3 or more guard tokens in any room, remove all but 1 and return them to the supply. Each character in the room gains 1 neutralization token. If there are no characters there, increase the alert token by 1 space.
- Characters recover:**
  - Remove any recovering side up neutralization tokens.
  - Flip neutralization tokens from assigned to recovering.

## ABILITY TOKENS

	LVL 1	LVL 2	LVL 3	LVL 4
<b>MOVE</b>				
<b>INTERACT</b>				
<b>SCHEME</b>				
<b>LOOT</b>				
<b>ATTACK</b>				
<b>HEAL</b>				