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v1

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Game: **STARSHIP SAMURAI**
Publisher: **PLAID HAT GAMES (2018)**

Page 1: **Rules summary front**
Page 2: **Play reference x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



STARSHIP SAMURAI

SETUP

Arrange the **alliance board**, and a number of **location boards** equal to the number of players, in the center of the table.

Remove the following **location cards** from the game based on the number of players:

2 players: Remove all location cards with 2 pips in the lower right corner.

3 players: Remove all location cards with 2 pips and 3 pips in the lower right corner. Shuffle them, then add 1 back into the deck.

Shuffle the remaining location cards to form a location deck, then draw and place a card onto each location board.

Give each player 1 *Elite General* and 1 *Change Strategy* action card and remove all other copies of those cards from the game. Shuffle the remaining action cards to form an action deck.

Create a pile of **wealth tokens** within reach of all players.

Place all of the **clan markers** on the neutral space of the alliance track on the alliance board.

Each player takes 1 **large ship unit card** and 1 **small ship unit card**, a **player board**, **order markers**, **ship figures**, and **score marker** in their chosen color. Slot your ship unit cards into your player board, add your ship figures to your **unit supply**, and place your **score marker** on the 0 space of the honor score track.

Randomly determine who is first player and give them the **first player token**.

The first player takes all of the **samurai mech unit cards** and secretly drafts 1 of them. Each other player does the same in clockwise order. Once all players have drafted 1 samurai mech, the last player to do so drafts a second samurai mech, and then each other player does the same in counter clockwise order. Reveal your drafted samurai unit cards and slot them into your player board.

Take the **samurai figures** that match your samurai mech unit cards and add them to your unit supply.

The game begins with the first player and play proceeds in clockwise order.

ROUND SEQUENCE

1. PLAYER TURNS PHASE

Starting with the first player and going clockwise, players take turns until all of the order markers have been placed.

On your turn, you must perform the following 2 steps.

Additionally, before and/or after performing an order, you may **play 1 order action card** and perform any number of **free orders**. Each order or action card must be fully resolved before the next order or action card.

1. CLAIM LOCATION REWARDS

At the start of your turn you gain the **reward** of each location where you have more power than any other player.



Move the clan marker shown spaces on the alliance track up to the number shown.



Move 1 clan marker of your choice spaces on the alliance track up to the number shown.



Advance your player score marker spaces on the honor score track up to the number shown.



Gain wealth tokens up to the number shown.



Draw action cards up to the number shown.

2. PERFORM 1 ORDER

To perform an order you must spend 1 of your 4 order markers by placing it on the order of your choosing.

When placing an order marker, you may also spend any number of wealth tokens to increase the number value at that order marker by the number of wealth tokens spent.

You may place an order marker onto an order even if that order has already been used. The newly placed order marker is not affected by the value of the prior order marker.

MOVE 1 CLAN MARKER UP TO X SPACES: Move 1 clan marker of your choice on the alliance track. The clan marker may be moved a number of spaces up to the number value of the order marker placed to perform this order. You may move a clan marker down one branch, through the neutral space, and up another branch in a single move. Multiple clan markers can occupy the same space.

MOVE UP TO X UNITS: One at a time, move figures you control. You may move a number of figures up to the number value of the order marker placed to perform this order.

To move a figure, move it from your unit supply to any location or move it from a location to a different location. A figure cannot be moved more than once per order. A ship cannot be moved to a location if all of that location's spaces are already occupied.

When moving a samurai mech to a location, if all of that location's spaces are occupied, destroy the weakest ship at that location and place the samurai mech in its place. If multiple ships are tied for weakest ship, choose one of those ships to destroy.

DRAW UP TO X ACTION CARDS: Draw a number of action cards up to the number value of the order marker placed to perform this order.

You have a hand limit of 5 action cards. If you ever have more than 5 action cards, you must immediately discard down to 5. If the action deck ever runs out of cards, shuffle the discard pile and form a new deck.

GAIN UP TO X WEALTH TOKENS: Gain a number of wealth tokens from the supply up to the number value of the order marker placed to perform this order.

PLAYING AN ORDER ACTION CARD

Once per turn, before or after you perform an order, you may **play 1 order action card**. First pay its **cost**, then resolve its effects, then discard it.



To pay this cost, move your score marker back X number of spaces on the honor score track.



To pay this cost, return X of your wealth tokens to the supply.



To pay this cost, destroy X ships you control. The ships can come either from a location in play or from your unit supply.

2. BATTLE PHASE

Once each player has taken all of their turns (spending all 4 of their order markers), play moves to the Battle phase.

For each location that has units, perform the following steps, resolving a battle if the location is contested and then granting a reward to the victor. Locations are resolved in numerical order, based on the location board's number.

If only 1 player controls units at a location, they are the victor and proceed directly to step 4. If no players control units at a location, skip these steps and proceed to the next location.

To resolve a battle at a contested location (where 2 or more players control units) perform these 3 steps:

1. COMMIT BATTLE CARDS

In turn order, each player in the battle chooses whether they will commit a battle action card to the battle. To commit a card, places the card facedown in front of you.

Each player can commit at most 1 card to the battle.

2. RESOLVE BATTLE CARDS

Once all players have had an opportunity to commit a card, in turn order, each player reveals their committed card (if any), pays its cost, resolves its effect, then discards it.

If a player cannot pay the cost of a battle card they have committed, the card is discarded without effect.

3. DECLARE VICTOR

Once all committed battle cards have been resolved, each player totals up the **power** of all of their units at that location, plus any bonus power from card effects, and declares their **total power**.

The player with the highest total power is the victor. On a tie, the player who is earliest in turn order (among the tied players) wins the tie.

Then do this for all locations with a victor, including locations where only 1 player controls unit(s):

4. GAIN LOCATION AND REWARD

The victor gains **5 honor** plus the reward on that location's card, then claims that card by placing it facedown next to their player board.

The victor then removes all of their figures from that location board and returns them to their supply (this is not considered a move). All other players with figures on that location board leave them there (they will start the next round already on that location board).

3. RESOLUTION PHASE

Once battle has been resolved at each of the locations, play moves to the Resolution phase. Perform the following steps in order:

1. GAIN REWARDS FROM ALLIANCES

Each player gains a reward for each clan marker on their branch of the alliance track. The reward gained for each marker is determined by the reward listed for the tier of spaces that clan marker occupies.

2. REVEAL NEW LOCATIONS

Discard any location cards that were not claimed in the previous Battle phase. Draw and slot a new location card into each location board. If there are not enough cards to complete this step, the game is over.

3. RESTORE UNITS AND ORDERS

Each player returns all units in their unit graveyard to their unit supply and moves all their order markers off their player board.

4. PASS THE FIRST PLAYER TOKEN

The first player passes the first player token to the player on their left, who is now the first player.

END OF GAME

The game ends when, during the Resolution phase, players would need to draw more location cards, but there are no cards remaining in the location deck. At the end of the game, players gain:

+3 if they have claimed 2 different types of locations.

+6 if they have claimed 3 different types of locations.

+9 if they have claimed 4 different types of locations.

The player with the most honor wins the game. On a tie, break ties in this order:

1. Most wealth.

2. Most location cards.

3. Most clan markers on their branch of the alliance track.

4. Earliest in turn order during the last round.

VARIANTS

TRADING VARIANT

Players may choose to incorporate trading into the game. At any time during play, a player may suggest a trade. When a player agrees to trade action cards or wealth tokens or do some other immediate action, they must do so. If a player agrees to take some action in the future of the game, they are under no obligation to actually follow through.

2-PLAYER ACTION DECK VARIANT

During setup, after giving each player 1 *Elite General* and 1 *Change Strategy* action card, instead of shuffling all of the action cards together, create 2 identical action card decks (each deck containing 1 copy of every action card), shuffle them and give 1 to each player. During the game each player must draw from and discard to their own action card deck.

SHATTERED ALLIANCES ACTION DECK

Use the new deck in one of these ways:

1. Replace the original deck with the new deck.

2. Combine the 2 decks together to make one 80 card deck.

3. Design your own 40 card deck using any combination of cards from the 2 decks.

4. Shuffle both action decks together then deal 20 cards to each player. Each player must then select 1 card to place into their deck, then pass the remaining cards to the player on their left. Continue selecting 1 and passing the other cards until each player has 20 cards. During the game each player must draw from and discard into their own action card deck.

STARSHIP SAMURAI






1. PLAYER TURNS PHASE

Starting with the first player and going clockwise, players take turns until all order markers have been placed. On your turn, you must perform the following 2 steps.

Before and/or after performing an order, you may **play 1 order action card** and perform any number of **free orders**.

1. CLAIM LOCATION REWARDS

First gain the **reward** of each location where you have more power than any other player.

-  Move the clan marker shown spaces on the alliance track up to the number shown.
-  Move 1 clan marker of your choice spaces on the alliance track up to the number shown.
-  Advance your player score marker spaces on the honor score track up to the number shown.
-  Gain wealth tokens up to the number shown.
-  Draw action cards up to the number shown.

2. PERFORM 1 ORDER

Place 1 of your order markers on the order of your choice, even if it has already been used. You may also spend any number of wealth tokens to increase the number value on that order marker by the number of wealth tokens spent.

MOVE 1 CLAN MARKER UP TO X SPACES: Move 1 clan marker of your choice on the alliance track. The clan marker may be moved a number of spaces up to the number value of the order marker placed. You may move a clan marker down one branch, through the neutral space, and up another branch in a single move. Multiple clan markers can occupy the same space.

MOVE UP TO X UNITS: One at a time, move figures you control. You may move a number of figures up to the number value of the order marker placed.

To move a figure, move it from your unit supply to any location or move it from a location to a different location. A figure cannot be moved more than once per order. A ship cannot be moved to a location if all of that location's spaces are already occupied.




When moving a samurai mech to a location, if all of that location's spaces are occupied, destroy the weakest ship at that location and place the samurai mech in its place. If multiple ships are tied for weakest ship, choose one of those ships to destroy.

DRAW UP TO X ACTION CARDS: Draw a number of action cards up to the number value of the order marker placed. **You have a hand limit of 5 action cards.**

GAIN UP TO X WEALTH TOKENS: Gain a number of wealth tokens from the supply up to the number value of the order marker placed.

PLAYING AN ORDER ACTION CARD

Once per turn, before or after you perform an order, you may **play 1 order action card**. First pay its **cost**, then resolve its effects, then discard it.

-  Move your score marker back X number of spaces on the honor score track.
-  Return X of your wealth tokens to the supply.
-  Destroy X ships you control, either from a location in play or from your unit supply.

2. BATTLE PHASE

In numerical order, for each location that has units, resolve a battle if the location is contested. If only 1 player controls units at a location, they are the victor and proceed directly to step 4.

To resolve a battle at a contested location (where 2 or more players control units) perform these 3 steps:

1. COMMIT BATTLE CARDS

In turn order, each player in the battle chooses whether they will commit 1 battle action card to the battle. Place the card facedown in front of you.

2. RESOLVE BATTLE CARDS

In turn order, each player reveals their committed card (if any), pays its cost, resolves its effect, then discards it.

3. DECLARE VICTOR

Each player totals up the **power** of all of their units at that location, plus any bonus power from card effects, and declares their **total power**. The player with the highest total power is the victor. On a tie, the earliest in turn order wins the tie.

Then do this for all locations with a victor, including locations where only 1 player controls unit(s):

4. GAIN LOCATION AND REWARD

The victor gains **5 honor** plus the reward on that location's card, then claims that card.

The victor then returns all of their figures on that location board to their supply (this is not a move). All other players with figures on that location leave them there.

3. RESOLUTION PHASE

1. GAIN REWARDS FROM ALLIANCES

Each player gains a reward for each clan marker on their branch of the alliance track, as listed for that tier.

2. REVEAL NEW LOCATIONS

Discard any location cards not claimed in the previous Battle phase. Draw and slot a new location card into each location board. If there are not enough cards, the game is over.

3. RESTORE UNITS AND ORDERS

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