



STARS OF  
**AKARIOS**

**RULEBOOK**



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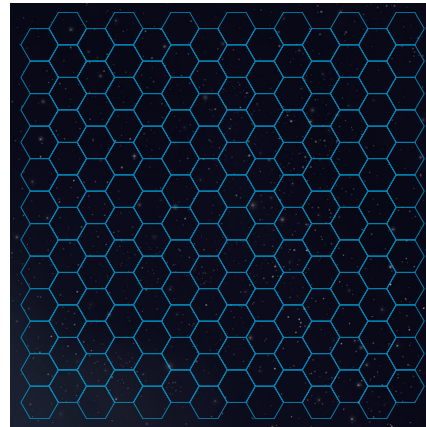
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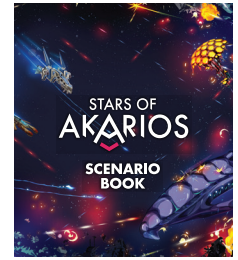
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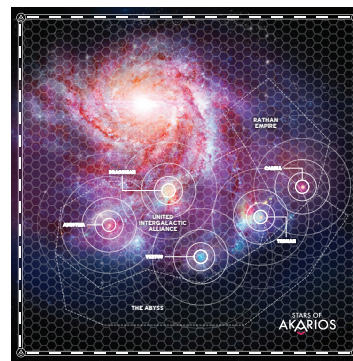
Game Board



200 Page Scenario Book



40 Page Rulebook



Galaxy Map



Base Tray



Card Tray & Lid



4 Player Trays & Lids

8 Enemyboards

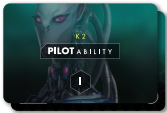


Sparrow Tray & Lid

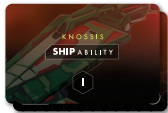


The Sparrow Mat

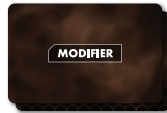
# COMPONENTS



32 Pilot Ability Cards



30 Ship Ability Cards



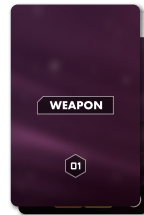
230 Modifier Cards



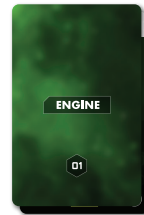
42 Enemy Cards



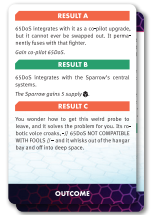
140 Enemy Combat Cards



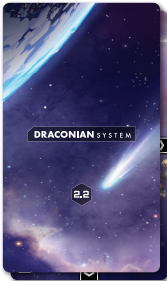
55 Weapon Upgrade Cards



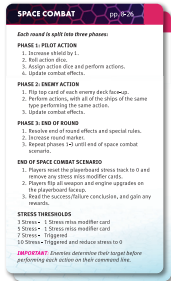
55 Engine Upgrade Cards



24 Event Cards



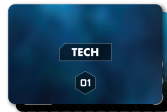
52 Space Exploration Cards



4 Reference Cards



30 Co-Pilot Cards



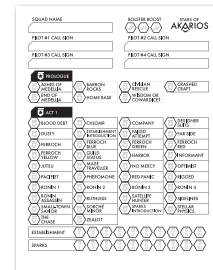
55 Tech Upgrade Cards



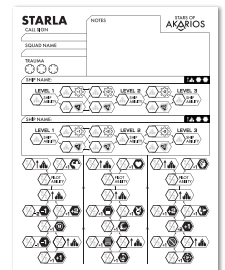
140 World Exploration Cards



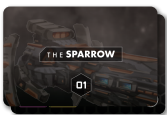
20 Trauma Cards



Squad Progression Pad



10 Pilot Progression Pads



25 Sparrow Upgrade Cards



8 Pilot Tiles



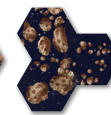
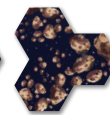
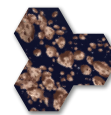
10 Ship Tiles



Purple, Blue, Green, Red, Black Cubes



The Sparrow Miniature and Stand



8 Asteroids



1 Custom 6-Sided Die (D6)



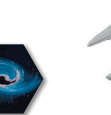
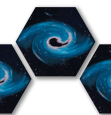
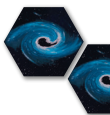
4 Small Planets



4 Nebula



4 Big Planets



4 Worm Holes



10 Player Ships



6 Scenario Markers



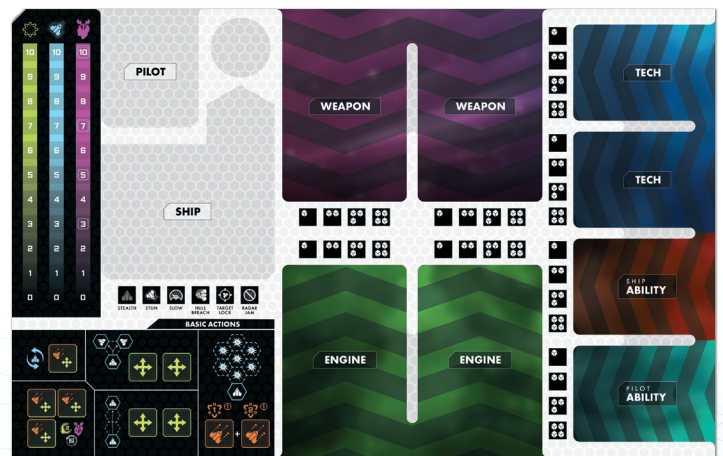
8 Pilots



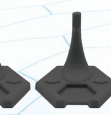
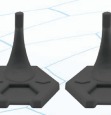
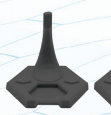
Pilot Tokens



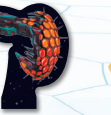
Numbered Tokens



4 Playerboards



4 Ship Stands



42 Enemy Punchouts



8 Yellow Stands for Punchouts



8 Black Stands for Punchouts



16 Action Dice



## THE STORY

You and your fellow cadets are close to completing your Akarios Institute pilot training when an unknown enemy attacks your home planet of Medellia. You must fight back with the war hero Captain Soma and her ship, the Sparrow.

Throughout *Stars of Akarios*, you will fight in epic space battles, upgrade your ship, and explore the fringes of space.

## GAMEPLAY OVERVIEW


Stars of Akarios is a narrative-driven, cooperative campaign game

for 1-4 players set in the Akarios Galaxy. A typical session of play will start as players interact with the galaxy map and scout their next scenario as part of space exploration. This scenario may result in space combat, world exploration, or discovering more about the galaxy. Players will progress in the story of *Stars of Akarios* as they explore and venture further across the galaxy. The story is a sprawling narrative with opportunities for players to choose how to shape the story. Players will meet many memorable characters, discover unexplored regions of space, and unravel the mysteries of *Stars of Akarios*.

## CAMPAIGN SETUP



### AT THE START OF A CAMPAIGN

1. Take the Sparrow tray **a** and place the Sparrow mat **b** into it.
2. Take a squad progression sheet **c**, create the squad's name and write it on the sheet.
3. Place a black cube into slot 5 **d** of the Sparrow's supply track .
4. Complete galaxy map setup and player setup (listed below).

### GALAXY MAP SETUP

Each system in the Akarios Galaxy has a system deck and space event deck. The first system players will explore is the Draconian System. To create the galaxy map, take the Draconian System deck (which is made up of sector cards) **e**, remove the sector card that says, "start here," on the back, and place this card faceup **f**. Place the Sparrow **g** on the faceup sector card and set the Draconian System deck and event deck (which only consists of 2 cards) facedown **h** to the side.



**c**

SQUAD NAME \_\_\_\_\_ BOLSTER BOOST \_\_\_\_\_ STARS OF AKARIOS

PILOT #1 CALL SIGN \_\_\_\_\_ PILOT #2 CALL SIGN \_\_\_\_\_

PILOT #3 CALL SIGN \_\_\_\_\_ PILOT #4 CALL SIGN \_\_\_\_\_

**PROLOGUE**

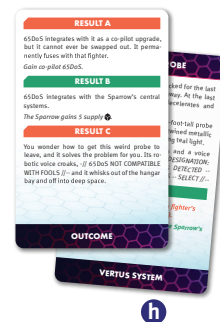
ASHES OF MEDELLIA	BARREN ROCKS	EVILINN RESCUE	CRASHED CRAFT
END OF MEDELLIA	HOME BASE	WISDOM OF COWARDICE	

**ACT 1**

MUDDY DEBT	CHICOM	COMPANY	DESIGNER ZONE
MUSTY	FAILED ATTEMPT	FAB-RIDE	
FEROCH	FEROCH	FEROCH ZONE	FEROCH ZONE
FEROCH TELLOR	GUILD	HARBOR	INFORMANT
MUSU	HAZEL	NO MERCY	OFFMIST
PACRIST	TRANZILLER		
RONIN 1	PHEROMONE	RED PANIC	FROGGED
RONIN 2	RONIN 2	RONIN 3	RONIN 4
RONIN ASSASSIN	RUTHLESS	SATELLITE HUNTER	SOULINES
SMALL-TOWN SAVOR	SORCERER	SPARKS	STELLAR PHYSICS
THE STAGE	ZENLOT		

ESTABLISHMENT \_\_\_\_\_

SPARKS \_\_\_\_\_



**NOTE**

D-1.2	D-2.2	D-3.2
D-1.1	D-2.1	D-3.1

Each sector card is labeled according to its position in the system. The labels show the first letter of the system name followed by X, Y coordinates of the sector card (eg. D-1.1 is the Draconian System and sector card 1.1).








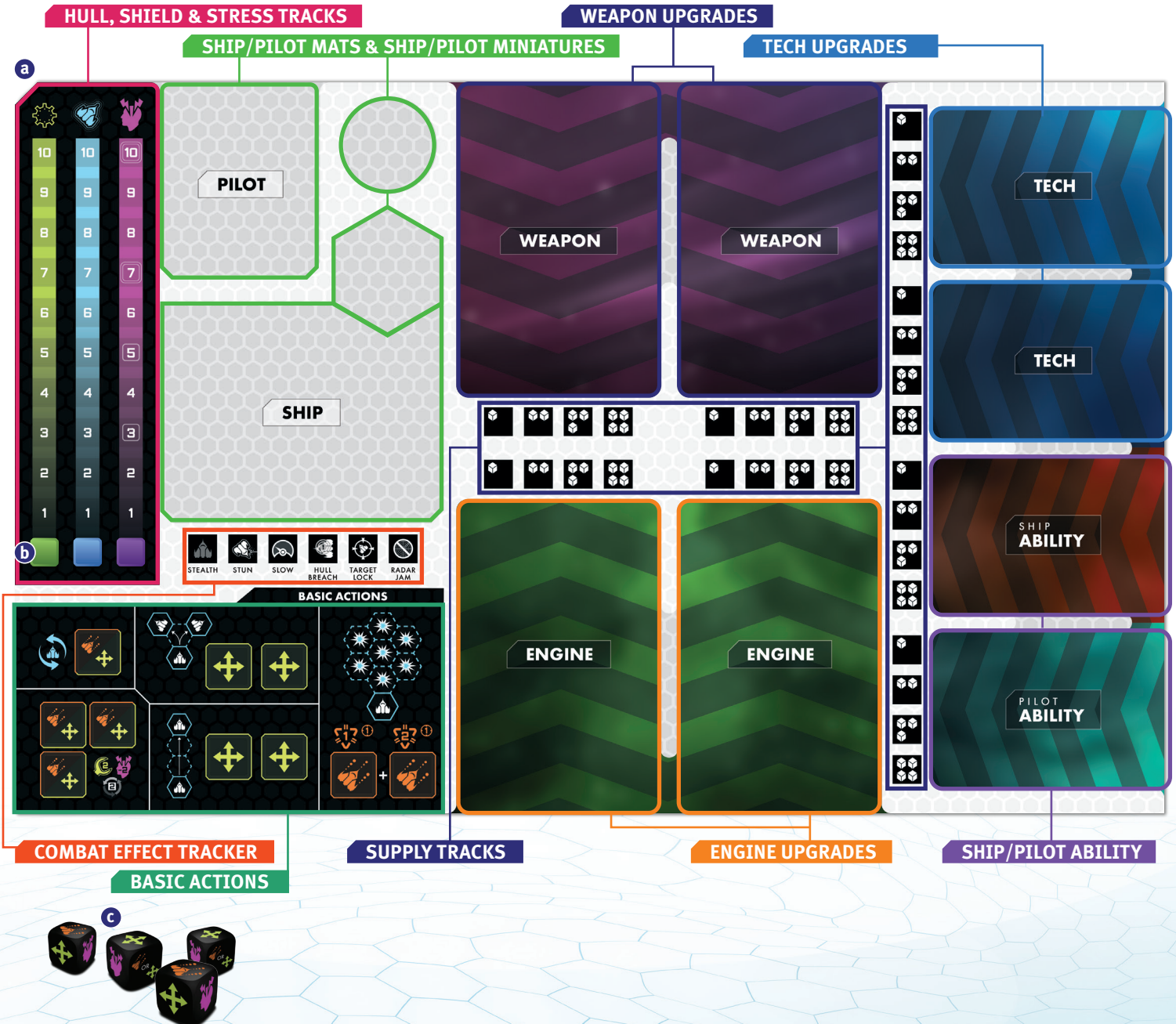
# PLAYER SETUP

## PLAYER SETUP WILL COVER:

1. Playerboard & Action Dice
2. Pilot
3. Ship

## PLAYERBOARD & ACTION DICE

Each player places 1 playerboard **a** in front of them. The playerboard is a user interface, and most information a player needs to play *Stars of Akarios* will be available on the playerboard. Take one green, blue, and purple cube and insert them into slot 0 of the hull , shield , and stress  tracks respectively **b**. Finally, take 4 action dice **c** and set them next to the playerboard.



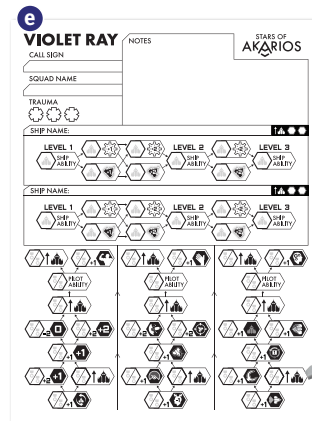


**PILOT**

Each player chooses one of the starting pilots (Starla, Violet Ray, Enver or G’Airdian). Place the corresponding pilot miniature **a**, pilot tile **b**, and level I pilot ability card **c**, into the playerboard, and put the other 3 pilot ability cards into the box. Choose one of the four starting modifier decks **d**, shuffle the deck, and place it facedown beside the playerboard. Take a pilot progression sheet **e** and write in a unique pilot call sign and the squad’s name.




CARD LEVEL




### MODIFIER DECK


There are 4 starting player modifier decks and 1 enemy modifier deck. Each starting modifier deck is composed of the following 20 cards:




x6




x5




x5




x1



x1



x1



x1

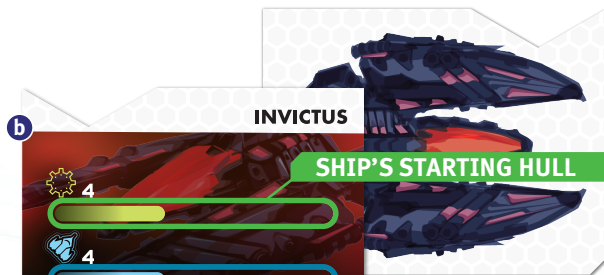
Starting decks are differentiated according to the number in the top-right corner. Player decks are labeled 1-4, and the enemy deck is labeled with an “E”. Modifier cards that do not have a number in the top-right corner will be added into your deck through progression and gameplay.

**SHIP**

Each player chooses one of the starting ships (Argonaut, Merkava, Knosis, Invictus, or Charis). Place the corresponding ship miniature **a** and ship tile **b** into the playerboard. The ship ability cards **c** stay in the box for now. Write the ship’s name on the pilot progression sheet. On the backside of the ship tile is the ship’s starting hull and shield, as well as the ship’s classes. Mark the ship’s starting hull and shield on the playerboard with the green and blue cubes currently in the 0 slot.

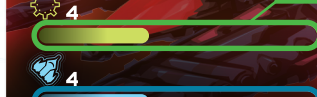
The ship class will determine what type of upgrades the ship can equip (these are listed on the following page). The starting engine and weapon upgrades do not have class restrictions.

Finally, take the pilot token and insert it into the ship stand **d**.



INVICTUS

SHIP'S STARTING HULL



SHIP'S STARTING SHIELD

S SCOUT H HEAVY

SHIP CLASS

CARD LEVEL





## PLAYER SETUP

### SHIP CLASSES

#### C COMMAND

Useful at commanding the battlefield and out-thinking opponents.

#### H HEAVY

Slow and strong. You don't want to get into a close fight with these ships.

#### A ASSAULT

Ready to equip the most powerful weapons available in the Akarios Galaxy.

#### R RESEARCH

At the forefront of technological advances. These ships excel at helping teammates and hindering enemies.

#### S SCOUT

Fast and nimble. These ships can travel great distances while often going unseen.

### STARTING WEAPON & ENGINE UPGRADES

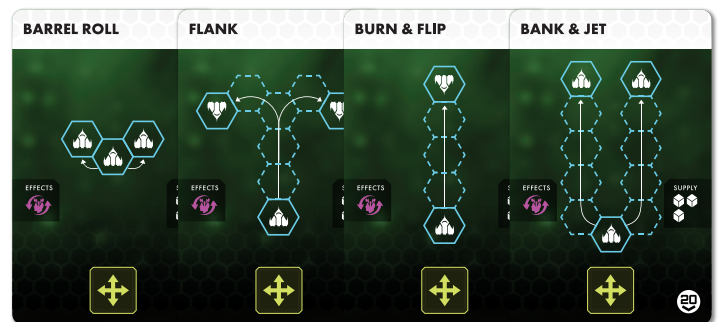
After selecting a ship, choose 1 weapon upgrade and 1 engine upgrade from cards 01-04 (shown on the right), and place the cards into the playerboard **a** (there are multiples of each of the starting upgrades available for players to choose from).

### NOTE

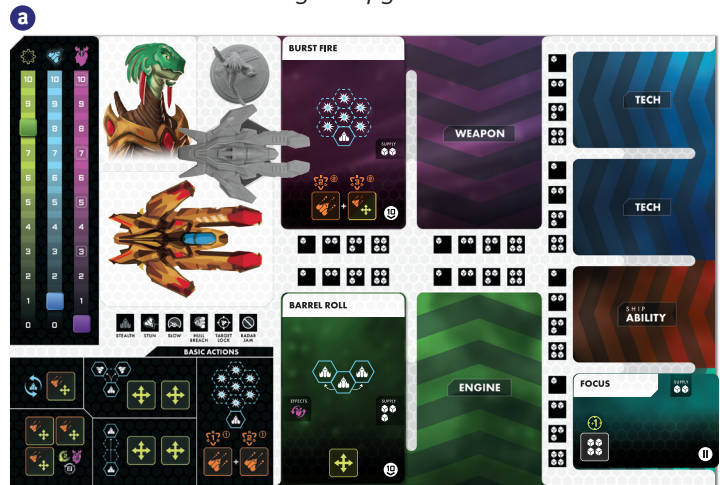
Players should have a pilot tile & miniature, ship tile & miniature, 1 weapon upgrade, 1 engine upgrade, and 1 level I pilot ability card equipped in their playerboard at the start of the campaign.



Weapon Upgrades



Engine Upgrades



Player Board



## BEGINNING THE CAMPAIGN

You are now ready to begin the *Stars of Akarios* campaign! In the prologue of the scenario book, you will be introduced to each type of gameplay in *Stars of Akarios*. Open the scenario book now and read, “Welcome to *Stars of Akarios*,” and the, “Learn to Play,” section below it. Good luck!

*If you are playing solo, see page 34 for instructions on solo play.*

### LEARN TO PLAY

When you encounter, “Learn To Play!” sections in the scenario book, stop reading and reference the indicated rulebook pages. Alternatively, you can scan the QR code to watch a how-to video. Videos can also be found at [StarsOfAkarios.com/HowTo](https://StarsOfAkarios.com/HowTo).






A large part of Stars of Akarios gameplay is made up of battles in space. Before engaging in space combat, players must first complete the scenario's setup.

## SCENARIO SETUP

### 1. PLAYER SETUP

- Each player sets their playerboard hull and shield track to their ship's starting values **a** (shown on the back of the ship tile) + any upgrades or special rules.
- Set the supply levels (page 11) using black cubes for the values shown on the upgrade and ability cards on the playerboard **b**.
- Players place their ships on any of the starting ship positions found on the scenario setup. Ships can face any direction.
- Insert x2 bolster modifier cards for each bolster boost  (page 26) filled in on the squad progression sheet and shuffle the modifier deck **c**.

### 2. SETUP MAP ACCORDING TO THE SCENARIO BOOK

- Place the game board in the middle of the table **d**.
- Gather corresponding terrain and enemy ship punch-outs according to the legend listed below the scenario map **e**.
- Place terrain and enemy ships on the game board **f** according to the scenario map. Enemy ships on the scenario map will be labeled according to the number of players. "1+" is one or more players. "2+" is two or more players, and so on. Only place enemy ships on the game board according to the number of players playing.
- Each enemy ship is numbered. Randomly select enemy ship numbers when placing them onto the game board.



**ENEMY SHIP**

- Forward Direction
- Player Count
- Enemy Type: ● Regular ● Elite

**ASTEROIDS AND NEBULA**

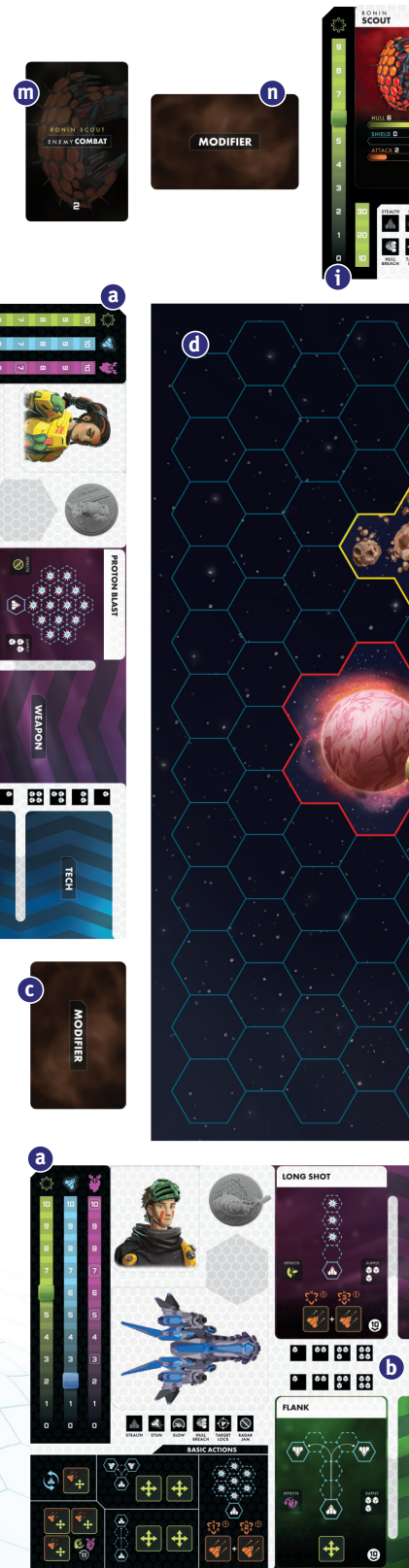
Tiles with orange borders are difficult terrain

**PLANETS**

Tiles with red borders are impassable terrain

**STARTING SHIP POSITIONS**

You may place your ship in one of these hexes facing any direction







## NOTE

When setting up enemy ships always include the numbers below your pilot count. For example, if there are 3 pilots playing, include all 1+, 2+, and 3+ ships.

### 3. SETUP ENEMY SHIPS

- Each enemy ship has a corresponding enemy card differentiated by the number in the hex on the top right of the card **9**. Place enemy cards into their own enemyboard **h**. For miniatures, insert the numbered tokens into the miniature stands to differentiate the ship's number **i**.
- Insert a green cube into the enemyboard's hull track to mark the starting hull value found on the enemy card **j**. Likewise, insert a blue cube into the enemyboard's shield track to mark the starting shield value on the enemy card **k**.
- Be sure to use the correct side of the enemy card (red for regular, yellow for elite).

### 4. SETUP SPECIAL UNITS, ROUND TRACK, SCENARIO MARKERS, AND TRAUMA DECK

- Scenarios may require that you use the Sparrow on the game board. The scenario's special rules will provide directions for the sparrow's hull. Mark the Sparrow's starting hull by using a green cube in the Sparrow mat's hull track. Scenarios may direct you to increase specific enemy ships' hull and shield values. Follow the scenario's special rules.
- Insert a black cube into slot 1 of the Sparrow mat's "round" track **l**.
- Place any scenario markers shown on the scenario map onto the game board.

### 5. GATHER DECKS

- Collect the corresponding enemy combat decks **m**, shuffle them separately, and place them to the side. Each enemy type has a unique combat deck. Each combat deck is shared by all ships of that type.
- All enemies share the same modifier deck. Shuffle the enemy modifier deck and place it to the side **n**.
- Shuffle the trauma deck and place it to the side **o**.
- Space combat is now setup, and you are ready to play!





Space combat takes place over a series of rounds. Rounds repeat until either the scenario objective is complete (resulting in a scenario success or failure) or all players' ships have 0 hull (resulting in a scenario failure). If the scenario objective is complete, immediately end the scenario and read the corresponding scenario book entry. Each scenario has the objective listed at the top of the page and a detailed objective inside the scenario.

### EACH ROUND IS SPLIT INTO THREE PHASES:

#### PHASE 1: PILOT ACTION

1. Increase shield by 1.
2. Roll action dice.
3. Assign action dice, lower supply, & perform actions.
4. Update combat effects.

#### PHASE 2: ENEMY ACTION

1. Draw a card from each enemy combat deck.
2. Determine enemy order.

3. Perform enemy combat actions.
4. Update combat effects.

#### PHASE 3: END OF ROUND

1. Resolve any end-of-round effects or special rules.
2. Players collect their assigned action dice.
3. Increase the round marker on the Sparrow mat 1 slot.
4. Repeat all phases until scenario success or failure.

#### END OF SPACE COMBAT SCENARIO

1. Players reset the playerboard stress track to 0 and remove any stress miss modifier cards.
2. Players flip all weapon and engine upgrades on the playerboard faceup.
3. Remove all stress miss and bolster X2 modifier cards from player and enemy modifier decks.
4. Read the success/failure conclusion, and gain any rewards.

### PHASE 1: PILOT ACTION



Players may take their actions in any order and can perform actions at the same time as other players as long as they are not interacting with the same hex or enemy. A player does not need to complete all of their available actions before another player performs their actions.

#### NOTE

Each pilot is linked via comms and allows players to communicate in the midst of the space battle. While it is discouraged to discuss “exactly” what actions you will perform, you can share with your squadmates the general idea of your actions.

#### THE PILOT ACTION PHASE CONSISTS OF 4 STEPS:

1. Increase shield by 1.
2. Roll action dice.
3. Assign action dice, lower supply, & perform actions.
4. Update combat effects.

#### 1. INCREASE SHIELD BY 1

All player ships are equipped with a regenerating shield. At the

beginning of each pilot action phase, players increase their ship's shield by 1. Shields can never exceed the starting shield value.

#### 2. ROLL ACTION DICE

Each player rolls all of their action dice. These are the following actions players can roll:



Move



Attack



Wild



Stress

- Wild action dice can be used as attack action dice or move action dice.
- Stress action dice can be used as wild action dice, but each time a stress action die is used, players increase their stress by 1 (marked on the playerboard stress track).
- Once per pilot action phase, immediately after rolling the action dice, players may increase their stress by 1 to re-roll any number of action dice. *Stress and its effects will be explained on page 17.*



## PHASE 1: PILOT ACTION

- If players roll 3 or more stress, they can choose to re-roll all of their dice without increasing their stress. Players can do this an unlimited number of times each round.

### 3. ASSIGN DICE, LOWER SUPPLY & PERFORM ACTIONS

To assign an action die, place it onto an action's empty matching action slot, reduce the action's supply by 1 (if available) and immediately perform that action. **If the assigned action die is a stress die, increase stress before performing the action and resolve any stress thresholds (page 15).**

All of a player's available actions are shown on their playerboard. Actions consist of basic actions, weapon upgrades, engine upgrades, tech upgrades, pilot abilities, and ship abilities.

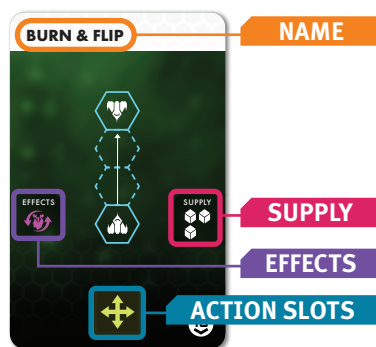
#### SUPPLY

Many upgrade and ability cards will have a limited supply (from 1-4). Track the current supply by using black cubes in the corresponding supply tracks on the playerboard.

#### ACTION SLOTS

Action slots show what type of action dice are needed to perform that action. There are several different combinations of action slots for performing different actions. *Those combinations can be found to the right.*

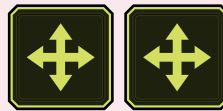
- If an action has no remaining supply, players cannot assign action dice to that action.
- Some actions do not have a listed supply. This means they can be used an unlimited number of times.
- Each action die can only be assigned once per pilot action phase.
- Players do not need to use all of their action dice each pilot action phase. Unused action dice do not carry forward to the next round.



#### NOTE

Remember to immediately perform the action after placing the action dice. This means players do not need to plan out their entire turn and instead perform 1 action at a time.

#### ACTIONS SLOTS SINGLE/SEPARATED



Each filled action slot performs the action once. Players may use the action once for each action slot, but must reduce its supply for each action performed if the action has limited supply.

#### ACTION SLOTS JOINED



Multiple action dice must be assigned in order to perform the action once.

#### ACTION SLOTS SEPARATED BY "+"



The action can be performed by assigning 1 or more action dice. If 1 action die is assigned, use the values above the left action slot. If more than 1 action dice are assigned, use the values above the corresponding action slot. Can only be used once per round.

#### WILD ACTION SLOT



Any action die can be assigned to this action slot.

#### STRESS ACTION SLOT



Only stress action dice can be assigned to this action slot.

#### SUPPLY ACTION SLOT



Players may reduce the action's supply by 1 to perform this action. Players do not need to assign an action die in order to perform the action. Supply action slots can only be used once per round.



## TYPES OF ACTIONS

Players can perform 3 types of actions on the pilot action phase:

- Move Action
- Attack Action
- Special Abilities

### MOVE ACTION

Players assign action dice to a move action, lower the action's supply (if limited), and **immediately perform the move action, following the steps below:**

- Movement.
- Stress rotate.
- Choose target and use ability.

### A. MOVEMENT

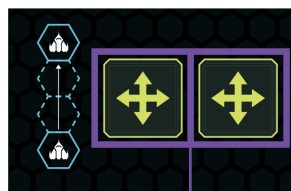
Each move action is described by the starting and ending location of a ship, including the ship's orientation. When performing a move action, players must align the orientation of the action with the ship's forward-facing direction. **A ship's forward-facing direction is the direction the front of the ship is facing at any given moment.** Each playerboard is equipped with 2 basic move actions and a rotate action.

#### BASIC MOVE ACTIONS

Both of the basic move actions require 1 move action die and have action slots separated. This means that a player can assign up to 2 move, wild, or stress action dice to perform the action up to 2 times.



Basic Move #1



Basic Move #2

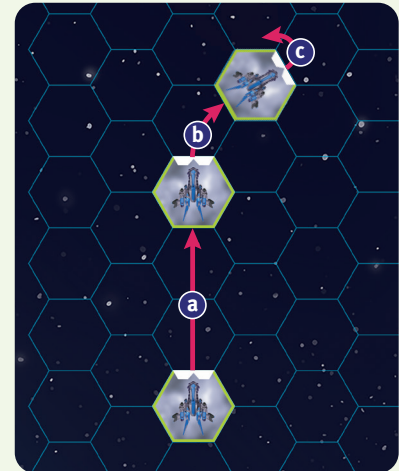
### ROTATE

The rotate action allows players to rotate their ship, staying on the same hex, up to 2 hexes (120°) by assigning any action die.



### EXAMPLE

1. It is the pilot action phase, and Merkava rolls 2 movement action dice and 2 stress action dice.
2. Merkava assigns 1 move die to basic move #2. They move forward 3 hexes **a**.
3. Merkava assigns 1 move die to basic move #1. They move forward 1 space and diagonally to the top-right 1 space, facing a new direction **b**.
4. Finally, Merkava assigns a stress die to the rotate action and increases their stress by 1. They rotate 1 hex (60°) to face up **c**.
5. Merkava, not wanting to spend their final stress dice, decides to end their actions.



### INTERRUPT MOVEMENT

At any hex during a movement action, players may increase their stress by 1 to interrupt the movement action and stop the movement before reaching the ending location. No stress action die is needed to interrupt movement.

### SHIP MOVEMENT

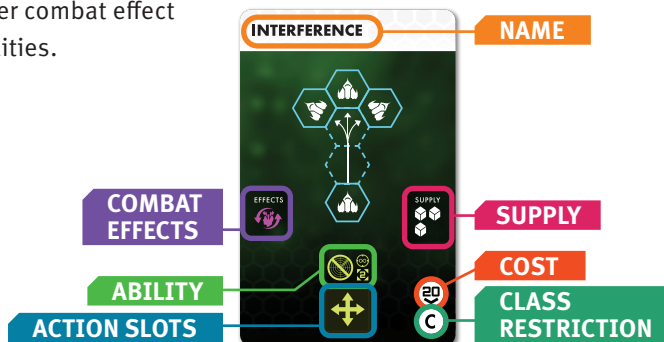
- Both player and enemy ships can move through other ships, but two ships cannot occupy the same hex.
- Ships cannot move off of the game board.
- If a player begins a move action but cannot complete it (e.g., another ship is in the ending location or the movement would take the ship off the game board), they must increase their stress to interrupt movement.




## PHASE 1: PILOT ACTION | MOVE

### ENGINE UPGRADES

Engine upgrades perform movement in the same way as basic move actions but may also have the stress rotate effect and other combat effect abilities.



### B. STRESS ROTATE

If a player assigns a stress action die to a move action that has the stress rotate  effect, they may rotate their ship (up to 2 hexes/120°) either before or after (but not both) performing the movement.

### C. CHOOSE TARGET AND USE ABILITY

Some move actions have a combat effect ability shown above the action slot. After completing the action's movement, players may choose a ship within range to target with the ability. Players may target themselves, an ally, or an enemy when selecting a target for their ability. Each ability consists of three elements:

- **Combat Effect** - The combat effect applied to the target (*page 15*).
- **Targets** - The number of ships that can be targeted with the ability. You cannot target the same ship more than once with a single action. The target must be in line of sight (*page 14*).

- **Range** - The number of hexes away from your ship that an enemy can be targeted.

COMBAT EFFECT



TARGETS

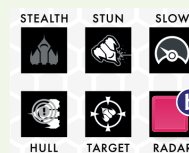
RANGE

### NOTE

Some cards may have an ability and combat effects.

### EXAMPLE

1. Merkava assigns a stress action die to the action slot on the "Interference" engine upgrade and reduces the engine upgrade's supply by 1. They could choose to do the stress rotate now, before performing the move action, but they decide they want to move the direction they are facing.
2. Merkava moves 3 hexes forward **a**.
3. A Ronin Scout is 2 hexes away. Perfect! Merkava can use the "Interference" engine upgrade's ability: radar jam, which has a range of 2.
4. Merkava inserts a red cube in the Ronin Scout enemyboard's radar jam slot **b**.
5. Merkava now decides to rotate 2 spaces **c** using the stress rotate effect.



## TERRAIN



### ASTEROIDS

Each time a ship moves into an asteroid hex, it reduces its hull by 1 (asteroid punch-outs consist of asteroid 3 hexes).



### NEBULA

Each time a ship moves into a nebula hex, it reduces its shield by 1 (nebula punch-outs consist of 3 nebula hexes). The ship gains a stun combat effect if their shield is at 0 when they enter a nebula hex.



### PLANETS AND MOONS

Planets and moons are impassable terrain. Ships cannot move through planets or moons.



### WORMHOLES

When ships move onto or through a wormhole, they immediately move to any other wormhole on the game board and face any direction. This immediately ends the ships movement action.



### ATTACK ACTION

Players assign action dice to an attack action, lower the action's supply (if limited), and **immediately perform the attack action, following the steps below:**

- Choose target of attack.
- Draw modifier card and calculate damage.
- Deal damage to target.
- Apply combat effects.

#### A. CHOOSE TARGET OF ATTACK

Choose a target within range of the attack action. Attack actions always have an ability that consists of three elements:

- Damage** - The base damage of the attack.
- Targets** - The number of ships that can be targeted with a single attack. Players cannot attack the same target more than once with the same attack.
- Range/Firing Arc** - The number of hexes away from the ship that an enemy can be targeted. If there is no range icon in the action's ability, use the action's firing arc to determine the target. Confirm that the enemy ship is within line of sight before targeting.



#### LINE OF SIGHT

Line of sight is established by drawing a straight line from the front center of the firing ship to the target. If the line touches any

#### NOTE

Ships do not deal damage to other friendly ships.

part of the target, the target is within line of sight.

- Other ships do not interfere with line of sight.
- Planets and moons block line of sight.
- Ships can fire into asteroids and nebula, but not through them.
- Ships can fire from an asteroid or nebula through adjacent hexes that are not asteroids or nebula.
- Wormholes do not interfere with line of sight.

#### EXAMPLE

- Merkava assigns 2 attack action dice to their basic action.
- According to the game board, Ronin Scout 1, 2, and 3 are all within range of the attack.
- Merkava checks line of sight to the potential targets and determines that only Ronin Scout 1 and 3 are viable targets. Ronin Scout 2 is not within range because the attack would have to go through an asteroid hex. Ronin Scout 3 is a viable target because while they are in the asteroid, Merkava does not need to shoot through it.
- The basic attack action's target is 1 and so Merkava can only choose to attack 1 enemy ship. They choose to attack Ronin Scout 3.



#### B. DRAW MODIFIER CARD AND DETERMINE DAMAGE

After successfully targeting an enemy with an attack action, players will draw a modifier card from their modifier deck and add the value to their attack action's base damage to determine the total damage of the attack. If the attack targets more than one enemy, draw a modifier card for each target and calculate their total damages separately. Place all drawn modifier cards into a discard pile.

If players draw a shuffle modifier card, resolve the current action's attacks and then shuffle all discarded modifier cards back into the modifier card deck.





- Miss modifier cards cancel the entire attack, including the combat effects.
- Attacks can never do negative damage.

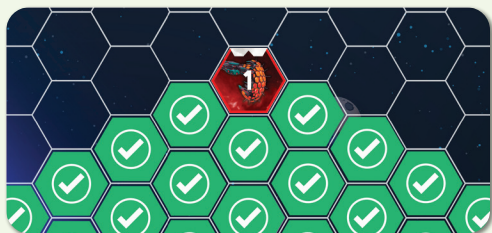
## ADVANTAGE AND DISADVANTAGE

Both player ships and enemy ships will become advantaged if they attack an enemy from behind (shown in the example below) or if their enemy has the target lock combat effect. Draw 2 modifier cards instead of 1 when advantaged, and choose which modifier card to apply to the attack's damage.

Ships will become disadvantaged when they have the radar jam combat effect. Draw 2 modifier cards instead of 1 when disadvantaged and choose the option which would do the least amount of damage. If there are 2 equal choices, it is the player's choice.

If a ship is ever both advantaged and disadvantaged, they cancel one another out. Perform the attack as usual and only draw 1 modifier card. Ships cannot gain advantage or disadvantage twice on one target.

### EXAMPLE



*If the pilot ship attacks Ronin Scout 1 from any of the hexes with a checkmark, they are behind and gain advantage.*

**Attacks that do not have a firing arc cannot gain advantage from direction, but can still gain advantage from the target locked combat effect.**

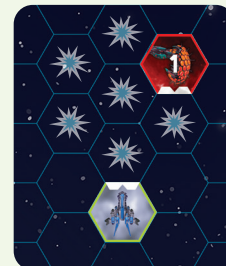
## C. DEAL DAMAGE TO TARGET

To calculate the total damage dealt to a target, add the modifier card's value to the attack action's damage. Deal damage to the target by first reducing the target's shield and then the hull on their enemyboard's shield and hull tracks. If a ship has 0 shield, all damage is applied to their hull. If the damage dealt to a ship is more than its shield value, reduce the target's shield to 0 before reducing their hull.

Immediately remove the enemy ship from the game board if it ever reaches 0 hull.

### EXAMPLE

1. Merkava assigns 1 attack die to the basic attack action and chooses Ronin Scout 1 as their target.
2. Merkava draws the top card of the modifier deck. The drawn card is a +2, and when added with the attack's damage of 1, it creates a total of 3 damage.
3. Reduce the Ronin Scout 1 enemy board's hull track by 3 (Ronin Scout 1 has 0 shield).



## D. APPLY COMBAT EFFECTS

Combat effects are essential to all space battles. Players and enemies both have actions that will apply combat effects. Combat effects will either be found above action slots or in the effect section on upgrade and ability cards (if the combat effect is augmenting the action). **Combat effects apply at the same time damage is dealt.** A full list of combat effects and their duration is found on page 22.



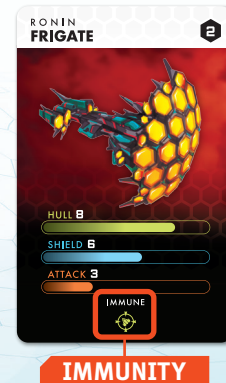
### COMBAT EFFECTS

When an action applies a combat effect, follow the instructions unique to each combat effect. Many combat effects will require you to insert a red cube into an enemyboard to track active combat effects.

Combat effects apply to the target ship after the modifier card is drawn. If the total damage of the attack is 0 or less, combat effects still apply. Combat effects do not apply if a miss modifier card is drawn.

## COMBAT EFFECT IMMUNITIES

Enemies may also be immune to certain effects. If an enemy card has the combat effect icon listed below its attack, it is immune to the combat effect and you cannot apply it to that enemy. Regular and elite types of the same enemy type will have different combat effect immunities.



### IMMUNITY



EXAMPLE

1. Merkava is surrounded by Ronin Scouts. Thankfully, they have equipped the EMP Blast weapon upgrade.
2. Merkava assigns 1 wild and 1 attack action die to the weapon upgrade's action slots. This means the attack is: damage (1), target (2), range (2); and it has the "stun" combat effect.
3. Merkava checks to see which Ronin Scouts are within range. Ronin Scout 3 is 1 hex away from Merkava, Ronin Scout 2 is 2 hexes away, and Ronin Scout 1 is 3 hexes away. Ronin Scout 2 and 3 are within range of the EMP Blast and Merkava targets both of them **a**.



4. Merkava now draws 1 modifier card for each enemy it is targeting. Ronin Scout 3 already has the target lock combat effect applied to it from a previous ability and so Merkava draws 2 modifier cards for that target.
5. A "+1" modifier card and "-1" modifier card are drawn for the attack on Ronin Scout 3. A "0" modifier card is drawn for the attack on Ronin Scout 2.
6. Merkava adds the modifier values to the EMP Blast damage (1). They deal 2 damage (1+1) to Ronin scout 3 and 1 damage (1+0) to Ronin Scout 2.
7. After dealing damage, the Merkava then applies the EMP Blast's "stun" combat effect to both enemies.



Special abilities, including basic, tech, pilot, and ship actions are performed similarly to attack and move actions. Players assign action dice to an action, lower the action's supply (if limited), and **immediately perform the action, following the steps below:**

- a. Choose target of the action.
- b. Perform an attack (if applicable).
- c. Apply combat effects.

**A. CHOOSE A TARGET OF THE ACTION**

Choose a ship within range and line of sight to target with the tech, pilot, or ship action. Players may target themselves, an ally, or an enemy ship. Targets must be in line of sight. If the action has no range icon, the player must target themselves.

**B. PERFORM AN ATTACK (IF APPLICABLE)**

If the tech, pilot, or ship action deals damage to an enemy ship, draw a modifier card, as per the attack action rules.

**C. APPLY COMBAT EFFECTS**

Follow the instructions unique to each combat effect. To track active combat effects you may be required to insert a red cube into the enemyboard. A full list of combat effects can be found on page 22. A detailed list of tech, pilot, and ship cards can be found in the appendices on pages 36-38.

**BASIC REPAIR**



The basic repair action allows players to repair 2 hull, reduce 2 stress, and resupply 2 (page 22) by assigning any 3 action dice to it. Do not increase stress when using stress action dice for basic repair.

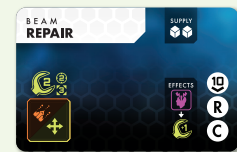
Players can never repair above their ship's starting hull value.

**PILOT ACTION PHASE END**

The pilot action phase ends after all players have finished performing their actions. Gather all action dice and resolve any end-of-round combat effects.

EXAMPLE

1. Merkava **a** assigns a stress action die to their Beam Repair tech upgrade and lowers its supply by 1.
2. Argonaut **b** is 2 spaces away and currently has 3 hull (their starting hull is 8).
3. Merkava targets Argonaut with the Beam Repair, and Argonaut increases their hull by 3 (2 + 1 from the effects). Argonaut now has 7 hull.
4. Merkava could target themselves, but they are currently at their starting hull and cannot increase their hull further.







## STRESS

As players gain stress they will be unable to perform at peak ability. Players mainly gain stress by using stress action dice, damaging upgrades (page 20), and combat effects (page 22).

The stress track on the playerboard has 4 stress thresholds, marked at stress levels 3, 5, 7, and 10. **Immediately perform the following actions when a player reaches a stress threshold:**

### STRESS THRESHOLDS

**3 Stress** - Take 1 stress miss modifier card from the box and shuffle it, along with the discarded modifier cards, into the modifier deck.

**5 Stress** - Take 1 stress miss modifier card from the box and shuffle it, along with the discarded modifier cards, into the modifier deck.

**7 Stress** - The player is triggered. Follow the triggered steps below.

**10 Stress** - The player is triggered. Follow the triggered steps below and reduce stress to 0.

- Stress thresholds reached a second time act in the same way as the first time reached.
- If a player lowers their stress below a stress threshold, they remove a stress miss modifier card from their modifier deck and shuffle their discards back into the deck.
- Do not remove stress miss modifier cards when reducing stress to 0 after being triggered at 10 stress.



### STRESS MISS MODIFIER CARD

Stress miss modifier cards act the same as other miss modifier cards, except that they are removed from the modifier deck after being drawn and resolved. Stress miss modifier cards are identified by a stress symbol in the bottom-right corner.



Remove stress miss modifier cards from your deck at the end of each scenario.

### TRIGGERED

When a player is triggered, perform the following steps:

- Draw trauma cards equal to the trauma level marked on the

pilot progression sheet + 1. If the trauma deck is empty, shuffle the discarded trauma cards to make a new deck.

- If able, perform the action described on the trauma card(s) immediately. Players may be told to wait until the next pilot action phase to resolve the trauma card. Resolve trauma cards in the order they are drawn.

- Place used trauma cards into a discard pile.

### TUNNEL VISION

Choose the enemy who has the most remaining health. You can only target them until they are defeated.

### TRAUMA CARDS

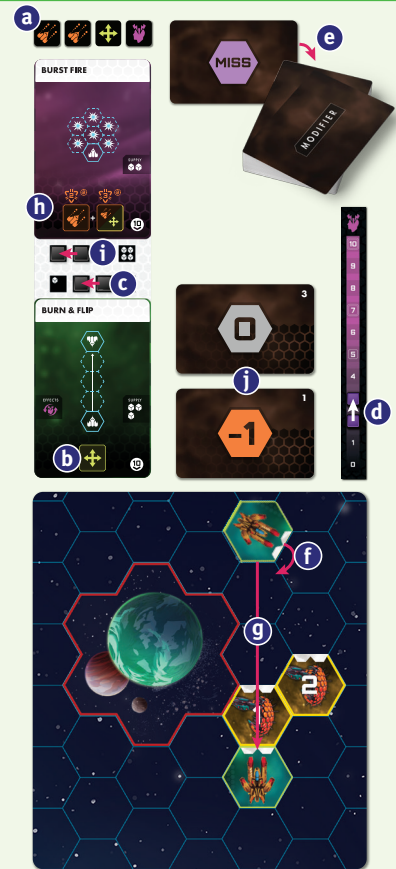
Each trauma card has a description of what actions players are supposed to perform.

### STRESS EXAMPLE

- Enver uses a stress die to perform a rotate action. He increases his stress by 1 **a** before rotating.
- Enver is now at 7 stress and is triggered. He looks at his pilot progression sheet and sees that he has 1 trauma **b**. Enver draws 2 trauma cards **c**.
- He draws Shield Overload and Spinning. Shield Overload immediately causes his to lose his 2 remaining shield and stun all ships (allies and enemies) within 3 range.
- Spinning will take effect in the next pilot action phase. Before he performs each action, Enver will have to rotate 180°. That sounds like a headache!
- Enver finally performs his rotate action.

## SPACE COMBAT EXAMPLE

- Argonaut rolls 2 attack, 1 move, and 1 stress action dice **a**.
- There are 2 Elite Ronin Scouts near Argonaut; he decides these will make a good target. Other than the basic actions, the Argonaut is equipped with a Burst Fire weapon upgrade and the Burn & Flip engine upgrade.
- Argonaut assigns the stress action die to Burn & Flip **b**. Argonaut first decreases Burn & Flip's supply by 1 **c** and then increases his ship's stress by 1 **d** because he used a stress die. He is now at 3 stress! This means Argonaut immediately shuffles a stress miss modifier card into his modifier deck **e** (along with his discarded modifier cards).
- Because Argonaut assigned a stress die to Burn & Flip, he is going to take advantage of the stress rotate effect, allowing him to rotate towards the Ronin before (or after) performing the move action **f**. Argonaut rotates towards the Ronin before performing the move action **f**.
- The Burn & Flip action positions **g** Argonaut directly behind the Ronin Scouts—a great move! Argonaut will now be advantaged (drawing 2 modifier cards instead of 1 and choosing the best option for each target) because he is positioned behind the targets.
- Argonaut now assigns his 2 attack dice to the Burst Fire weapon upgrade **h**, and decreases its supply by 1 **i**. This allows him to target both Ronin Scouts with an attack of 3 damage each!
- He attacks Ronin Scout 1 first and flips over 2 modifier cards because he is advantaged: "0" and "-1" **i**. Argonaut chooses the "0" modifier card, dealing 3 damage to Ronin Scout 1. He repeats this step for the other Ronin Scout and ends with a total of 4 damage to Ronin Scout 2.
- Argonaut has 1 move action die left unassigned. In this instance, he has no other actions he wants to perform, so he will choose not to use the die. The pilot action phase will end when all pilots are finished performing actions.



## PHASE 2: ENEMY ACTION

## THE ENEMY ACTION PHASE CONSISTS OF 4 STEPS:

- Draw a card from each enemy combat deck.
- Determine enemy order.
- Perform enemy combat actions.
- Update combat effects.

## 1. DRAW A CARD FROM EACH ENEMY COMBAT DECK

Flip the top card from each enemy card deck and place them faceup next to the game board. If there are no more cards in the enemy card deck, shuffle the discarded cards to form a new deck.

ENEMY ORDER NUMBER



## 2. DETERMINE ENEMY ORDER

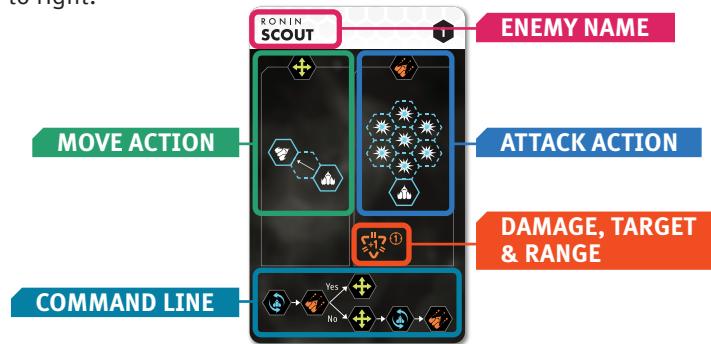
Enemy ships of the same type will perform the actions listed on their combat card one ship at a time. Begin with the enemy type which has the lowest numbered combat card deck. The enemy order number is on the back of each combat card deck. *The numbers on the front are there for reference only.*

- Elite enemies of each type of ship will act before regular enemies.
- Enemy ships of the same type will act in ascending order of their ship number.



### COMBAT CARDS

Enemy actions are controlled by unique combat cards, each with their own command line. This command line is the enemy's "AI" during the enemy action phase. Read the command line from left to right.



### 3. PERFORM ENEMY COMBAT ACTIONS

Each enemy will perform the following steps for every action on the command line:

- Determine target.
- Perform action.
- Advance on the command line.
- Repeat steps A through C.

Each enemy ship will complete all command line actions on the combat card before the next enemy ship acts.

#### A. DETERMINE TARGET

Before performing each action on the command line, the enemy determines their target.

Enemies will always target the nearest player ship (or objective). The nearest player ship is determined by counting the number of hexes between the enemy and the player ships. Terrain and other ships do not interrupt targeting.

If multiple ships are equal distance from the enemy, the enemy will target the ship with the highest current hull. If multiple ships have the same highest hull, the enemy will target the ship that has the highest shield. If it is still a tie, the players can choose which ship is the target.

#### B. PERFORM ACTION

After determining a target, the enemy will perform the action listed on the command line. **There are 3 types of actions the enemy can perform:**

- Rotate
- Move
- Attack/Ability



**ROTATE** - Enemies rotate up to 2 hexes (120°) in order to perform their attack on the target.

- If there are multiple spaces the enemy can rotate to in order to perform their attack on the target, they will choose to rotate so that they are forward-facing to the target. If 2 rotate options are similar, the players decide.
- If an enemy cannot perform their attack after a rotate, they will rotate in a way that their move action will bring them as close to the target as possible.
- Enemies do not perform a rotate if they can already perform their attack and are forward-facing to the target.



**MOVE** - Enemies perform their move action in much the same way players do. The combat card will include a move action with a starting and ending ship position.

- Enemies can move through other ships but cannot complete their movement on a hex already occupied by a ship.
- If an enemy would complete movement on a hex with a ship in it, the enemy stops short of its ending ship position instead.
- Enemies will move into asteroids and nebulas even if the damage received would destroy their ship.



**ATTACK** - Enemies perform their attack action in much the same way players do. The combat card will include an attack action with the damage, target, firing arc or range, and effects. **After determining the enemy's target, perform the following actions:**

- Draw a modifier card and calculate damage. The damage is calculated by adding the ship's attack (found on the enemy card), enemy combat card damage, and the modifier card together.
- Deal damage to target.
- Apply combat effects.



## PHASE 2: ENEMY ACTION



- If an enemy's firing arc does not attack the targeted ship, but still attacks another ship, that enemy will still perform their attack action.
- Enemies only focus on their target, ignoring opportunities to "maximize" their attacks.

### IMPORTANT

Enemies determine their target before performing each action on the command line.

### C. ADVANCE ON THE COMMAND LINE

After performing an action, advance to the next action on the command line. When there is a "yes or no" fork from an action (typically from an attack), move to the "yes" line if the enemy was able to perform that action, or move to the "no" line if they were not able to.

Repeat steps A through C for each action on the command line. If there are no remaining actions in the command line, that ship has completed their actions for the enemy action phase.

### NOTE

Sometimes enemies will miss an opportunity to attack as they chase their target. This is a good thing for you! It means you can count on enemies having tunnel vision at times and giving you a chance to re-group.

## PLAYER DAMAGE



### PLAYER DAMAGE

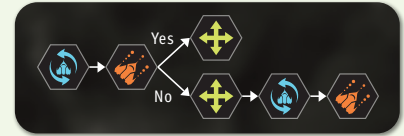
Unless otherwise indicated, ships always take damage first to their shield and then hull using the hull and shield tracks on their playerboard to mark the adjustment.

**Anytime a player's ship takes damage, they may choose to completely ignore the damage (including the combat effects) by damaging a weapon or engine upgrade.** Do this by choosing a weapon or engine upgrade card, flipping it facedown, and then increasing stress by 1. The upgrade does not need to have supply in order to be damaged. If the ship has no undamaged weapon or engine upgrades, they must take damage normally. Damaged upgrades cannot be used for the remainder of the scenario.

If the player's ship ever reaches 0 hull, the ship is critically damaged. Remove it from the game board and the player

### EXAMPLE

Ronin Scout 1 performed the first attack action on the command line action and now advances on the command line. Because it was able to attack, it moves up to the "yes" line from the fork in the command line.



### ABILITIES

Some combat cards do not have a typical attack action listed in the attack box and instead have abilities that will use combat effects (such as repair or shield charge). **Enemies will not target themselves with abilities unless it is specifically indicated, listed as an effect, or there are no range and targets listed on the ability.**

### 3. UPDATE COMBAT EFFECTS

The enemy action phase ends after all enemy ships have finished performing their actions. Resolve any end-of-phase combat effects.

becomes unconscious. Unconscious players are unable to play for the remainder of the scenario and gain 1 trauma. Unconscious players will still gain scenario rewards based on the outcome of the scenario.

### TRAUMA

When players gain a trauma, fill in 1 spot on the trauma track on the pilot progression sheet. Trauma affects how well the player performs when triggered.

### IMPORTANT

Only weapon and engine upgrades can be damaged to ignore attacks. Each time a weapon or engine is damaged, increase stress by 1.



## PILOT DAMAGE

### EXAMPLE

1. Merkava has 3 hull and is attacked for a total of 4 damage. Merkava has 1 undamaged weapon upgrade, Proton Blast.
2. Merkava decides to ignore the attack by damaging the proton blast upgrade. The card is flipped facedown and they increase their stress by 1. Merkava is now at 7 stress and is triggered. They must now follow the triggered steps.



## PHASE 3: END OF ROUND

After the pilot and enemy action phase, perform the end of round phase using the following steps:

1. Resolve any end-of-round effects or special rules.
2. Players collect their assigned action dice.
3. Increase the round marker on the Sparrow mat 1 slot. If the scenario lasts for more than 10 rounds, keep 1 cube in slot 10 and place another cube in slot 1.
4. Repeat all phases until scenario success or failure.



## SPECIAL RULES

Many of the space combat scenarios have unique special rules that are specific to that scenario. These are a few of the most common special rules you will encounter.

### SPAWN

The spawn special rule introduces new ships onto the board and will indicate the spawn location. **Spawn uses this type of format:**

- 1 : 1 Regular Ronin Frigate
- 2 : 2 Regular Ronin Frigates
- 3 : 3 Regular Ronin Frigates
- 4 : 4 Regular Ronin Frigates

The number of pilots () determines how many enemy ships spawn. The enemies listed next to the pilot number is the **total number** of ships that will spawn. Do not spawn the enemies listed at each scenario marker.

**Spawned ships use the following rules:**

- Each ship completes the enemy setup steps as usual (page 9). If there are no available ships or enemy boards, the ship does not spawn.
- Spawned ships do not act in the round they are spawned.
- Spawned ships start facing their nearest target.

- If directed to spawn enemies across multiple scenario markers, Randomly place the ships evenly spread across the scenario markers. Place enemy ships first onto the scenario marker location, and then adjacent to it if needed.
- Spawned ships are always considered part of the, "eliminate all enemies," objective.

### SCENARIO MARKERS

Ships can move onto and through scenario markers if the marker does not have a hull value. If the scenario marker has a hull value, treat them as impassable terrain, blocking line of sight. Track the hull of scenario objectives using an empty enemy card holder, or a set of cubes off to the side.

### HULL OR SHIELD "/" PILOT

Anytime a "/" is listed in the special rules, read this as "per." 8 / reads as "8 hull per pilot." In this case, if there are 2 pilots() , the total would be 16 hull ().

### THE SPARROW

The Sparrow is immune to all combat effects and will push enemy and pilot ships out of the hex the Sparrow would move to.

**When the Sparrow takes damage, a pilot may choose to sacrifice a part of their ship to protect it!** Pilots do this by increasing their stress by 1 and damaging their ship ability to ignore the damage that would be dealt to the Sparrow. Each pilot may do this once per scenario.



## ADVANTAGE

Gain advantage on the ship's next attack for the first target only.



## BOLSTER

Insert a x2 bolster modifier card into the target's modifier deck (look for the bolster symbol in the bottom-right corner). Remove when drawn.



## CANCEL EFFECTS

Remove any 1 combat effect from the target except hull breach.



## DISADVANTAGE

Gain disadvantage on the ship's next attack for the first target only.



## HACK

**Pilots** - Increase stress by 1.  
**Enemies** - Add 1 stress miss card to the enemy modifier deck.



## HULL BREACH

If the target is dealt hull damage they are hull breached and receive 1 hull damage at the beginning of each of their action phases. Remove hull breach when the target is repaired. *Use a red cube to track.*



## PIERCE

Attacks with pierce ignore the target's shield and deals damage directly to the hull.



## + DAMAGE, RANGE, TARGET

Increase the corresponding damage, range, or target of the ship's next attack. Damage increase only applies to the first target.



## PULL

The target is pulled towards the ship. If there are two hexes which a ship could be pulled into, the players may decide amongst themselves. Targets may be pulled multiple hexes if the effect is numbered. Targets cannot be pulled into other ships.



## PUSH

The target is pushed away from the ship. If there are 2 hexes which a ship could be pushed into, the players may decide amongst themselves. Targets may be pushed multiple hexes if the effect is numbered. Targets cannot be pushed off of the board or into other ships.



## RADAR JAM

Target is disadvantaged in all of their attacks until the end of their next action phase. *Use a red cube to track.*



## REPAIR

Increase the target's hull by the amount shown. The target cannot have more hull than their starting value.



## RESUPPLY

Increase the supply of a different upgrade or ability by 1. If resupply is greater than 1, increase the supply of multiple upgrades or abilities. Upgrades and abilities can only be resupplied once per resupply action. Supply cannot exceed the starting value. Target self if resupply is listed as a combat effect.



## SHIELD CHARGE

Recharge the target's shield by the amount shown. Target cannot have more shield than their starting value.



## SLOW

The target is unable to move or use engine upgrades on their next action phase but may still rotate and attack. *Use a red cube to track.*



## STEALTH

Pilots or enemies in stealth use the following special rules (*use a red cube to track*):

- Remain in stealth until the end of their next phase.

- The first attack while in stealth is advantaged - for all targets of the attack.
- Stealth is removed after attacking.
- Stealth ships cannot be targeted while in stealth and will only be damaged by an attack with infinity targets - the ship will remain in stealth.



## STRESS REDUCTION

Lower the target's stress by the indicated amount.



## STRESS EFFECT

When a stress dice is assigned to an action, there is a resulting combat effect added to the ability.



## STRESS ROTATE

If a player assigns a stress action die to a move action that has the stress rotate effect, they may rotate their ship (up to 2 hexes/120°) either before or after performing the movement.



## STUN

The target cannot attack or use weapon upgrades on their next action phase but may still move, rotate, and use abilities. *Use a red cube to track.*



## COMBAT EFFECTS



### TARGET LOCK

When a ship attacks an enemy with target lock they have advantage, regardless

of what direction they attack from. Remove at the end of the target's next action phase. *Use a red cube to track.*

## IMPORTANT

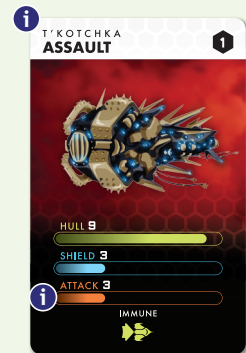
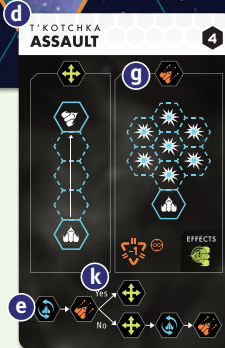
When applying a combat effect to a different action, the combat effect only applies to the first target of that action.



## SPACE COMBAT | EXAMPLE

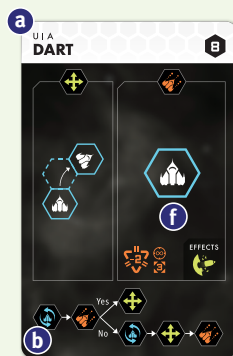
### ENEMY ACTION EXAMPLE #1

1. It is the enemy action phase. The T’Kotchka Assault **a** is between the Argonaut **b** and the Knossis **c**. The Argonaut has 2 hull and the Knossis has 4 hull.
2. The enemy combat card **d** is flipped and begins with a rotate action **e**. Before the Assault ship rotates, it needs to determine who its target is.
3. Both the Argonaut and Knossis are 2 hexes away, but the Knossis has a higher hull, making it the target.
4. The Assault ship rotates **f** towards the Knossis and advances on its command line.
5. After rotating, the T’Kotchka Assault ship performs its attack action **g** on the Knossis.
6. The T’Kotchka Assault draws a single modifier card of -1 **h**. The total attack adds together the ship attack (3) **i**, combat card (-1), and modifier card (-1), for a total of 1 damage.
7. The Knossis has 4 hull and 0 shield, so the Knossis ends with only 3 hull. The enemy ship's attack card as the added effect of hull breach and because the Knossis took hull damage, it adds a red cube to their playerboard's Hull Breach **i**.
8. The T’Kotchka Assault has performed its attack and moves up to the top of the command line **k**. It then performs the move action **l**, moving onto an asteroid and takes 1 hull damage.



## ENEMY ACTION EXAMPLE #2

1. It is the enemy action phase, and the UIA Darts have their enemy card drawn **a**.
2. Starting with the lowest number enemy (in this case UIA Dart 1), each enemy ship performs the actions listed on the command line **b**.
3. Before rotating, UIA Dart 1 **c** targets the nearest player. The Argonaut is 2 hexes away and the Knossis is 5. UIA Dart 1 targets the Argonaut **d**.
4. The enemy targeting rules state, "Enemies will rotate in order to perform their attack on the targeted pilot and/or to be forward-facing to the target," so even though UIA Dart 1 can perform their attack without rotating, they will rotate **e** to be "forward-facing" to the target.
5. The attack does -2 damage in a range of 3 **f**. This has no firing arc and cannot have advantage without target lock. UIA Dart 1 flips a +1 modifier card **g**, dealing a total damage of 2 to the Argonaut [ship attack (+3), combat card (-2), modifier card (+1)]. The attack has the pierce effect and ignores any shield the Argonaut may have, directly damaging the Argonaut's hull.
6. Since UIA Dart 1 completed the attack action, it now follows the top "yes" line of the command line and performs its move action **h**.
7. UIA Dart 2 **i** is equal distance to the Argonaut and Knossis, but the Argonaut has the higher hull, so it becomes the target.
8. UIA Dart 2 rotates **i** to be "forward-facing" the target.
9. UIA Dart 2 cannot perform its attack action (no enemies within range 3) and so follows the bottom "no" line on the command line.
10. UIA Dart 2 performs its movement, rotates once more, determines its target, and then performs its attack action **k**.
11. Both the Argonaut and Knossis are within range of UIA Dart 2's attack. It draws a modifier card for each enemy, calculating the damage done directly to the hull (because of the pierce effect) to be 3 to the Argonaut and 2 to the Knossis.







**After ending a space combat scenario, perform the following steps:**

1. Reset playerboard stress tracks to 0.
2. Flip all weapon and engine upgrades on the playerboard faceup.
3. Remove all stress miss and bolster X2 modifier cards from player and enemy modifier decks, and shuffle the discarded modifier cards into their modifier decks.
4. Read the success or failure section.


## TYPES OF REWARDS

**There are 4 types of rewards players can gain at the end of a scenario:**

1. Credits
2. Upgrades
3. Achievements
4. Pilot Skill Points

*Each player gains all of the listed rewards (except for achievements, which are marked on the squad progression sheet).*


### 1. CREDITS


Mark any credits gained from rewards by using a pencil or pen in the note section on the pilot's progression sheet. Credits are always displayed by a number using this icon  (5 credits).


### 2. UPGRADES

Any weapon, engine, or tech upgrades gained from rewards can be taken from the box and placed into the playerboard or player tray.


### 3. ACHIEVEMENTS

Mark the corresponding hex on the squad progression sheet with a pencil or pen when the scenario book tells you to gain an achievement  or the achievement is listed in the reward section. This tracks decisions the squad makes and will allow the squad to experience unique parts of the story.

Some sections in the scenario book will display an achievement icon  followed by the achievement name. If the squad has the corresponding achievement marked on the squad progression sheet, read the section. If the squad does not have the achievement, skip this marked section. Likewise, some sections in the scenario book will display the achievement


icon with a line through it . If the squad does not have the corresponding achievement marked on the squad progression sheet, read the section. If the squad has the achievement, skip this marked section.

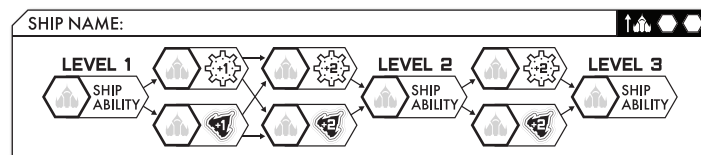
## 4. PILOT SKILL POINTS

Each time a player gains a pilot skill point , mark a spot in one of the pilot's skill trees on the pilot progression pad. It takes 2 pilot skill points to unlock a modifier deck upgrade, ship upgrade, pilot ability, or world exploration skill.

- Players must fill out skill trees from the bottom up.
- Players are able to mark any of the 3 trees when they gain a pilot skill point.
- Players do not need to complete a tree before working on the 2nd or 3rd tree.
- When players come to a split in the tree, they must choose either the left or right option before moving up. Players cannot fill in both options in a split.

### SHIP UPGRADE POINT

When players fill in a hex that has the ship upgrade icon  in the pilot skill tree, fill in a hex in the ship upgrade tree (starting from the left). Players can only choose one of the two options when there is a "split" in the tree. If a player has more than one ship, they can choose which ship to use the upgrade point on.



Ship upgrades either increase the ship's starting hull or shield, or unlock a unique ship ability. Ships cannot have more than 10 hull or 10 shield. Gain the next-level ship ability card available if a ship ability hex is filled in—starting with the level I ship ability card and increasing to level III. Player's may equip any gained ship ability card into their playerboard. *A list of ship abilities can be found on page 37.*

### PILOT ABILITY


Gain the next-level pilot ability card available if a pilot ability hex is filled in—starting with the level II pilot ability card and increasing to level IV. Players may equip any gained pilot ability card into their playerboard. *A list of pilot abilities can be found on page 36.*



## MODIFIER DECK UPGRADE

When players fill a hex on their pilot skill tree that does not have the ship upgrade symbol or pilot ability written in it, they have unlocked a modifier deck upgrade. Modifier deck upgrades will either remove or add cards into the player's modifier deck.

Remove modifier cards by placing the removed cards into the box. Keep removed cards separate from the modifier deck.

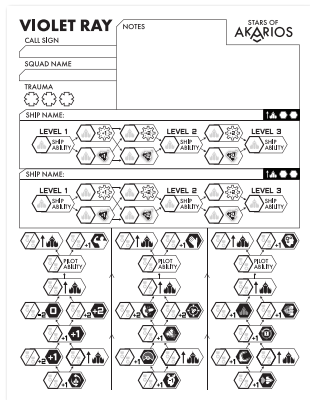
Add modifier cards from the extra modifier cards found in the box. Modifier cards added from an upgrade may include a rolling icon  in the bottom right of the card and are called rolling modifier cards.

If a player draws a rolling modifier card, continue drawing modifier cards until a modifier card without a rolling icon is drawn. All of the cards drawn will add together to form a modifier stack. Use the values (and combat effects) of the entire modifier stack to add to the ship's attack.

Players who are advantaged or disadvantaged may end up having two modifier stacks to choose from. If a player is advantaged, they can choose between the two stacks. If a player is disadvantaged, they use the stack with a miss card or the lowest total damage. If both are equal damage, it is the player's choice.

If a player draws a x2 card in a modifier stack, add all values drawn before and multiply the total by 2. Effects do not multiply.

If a player draws a miss card in a modifier stack, all of the drawn cards and values are negated and the attack misses as usual, dealing no damage and no combat effects.



### EXAMPLE

1. Merkava assigns 2 attack action dice to their basic attack and targets Ronin Scout 1.
2. Merkava draws a "+1" rolling modifier card. Merkava draws again and it is a "target lock" rolling modifier card. Merkava draws a third time and it is a normal "-1" modifier card.
3. Merkava adds the basic attack damage (2) to the modifier stack (+1, target lock, -1).

### EXAMPLE (CONT.)

4. Merkava deals 2 damage to Ronin Scout 1, and Ronin Scout 1 gains the target lock effect.



### WORLD EXPLORATION SKILL

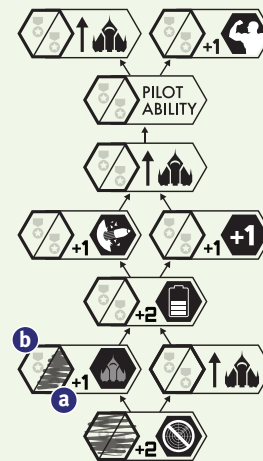
Gain an additional skill point for world exploration skill checks. See pages 29-32 for more information on world exploration.

### BOLSTER BOOST

Any time there is a scenario failure, fill in 1 bolster boost icon on the squad progression sheet. At the start of each space combat scenario, insert 1 bolster x2 modifier card into each player's modifier deck for each bolster boost icon is filled in.

### EXAMPLE

1. Ali completes a scenario and gains a pilot skill point as the reward! She looks at her pilot progression sheet and sees that she has already half-filled 1 hex **a** on her pilot progression sheet. Ali decides to use her pilot skill point to fill in the other half **b**. Since Ali decided to take the modifier deck upgrade on the left of the split, she now cannot ever take the ship upgrade on the right.
2. After filling in the hex, gain 1 stealth modifier card. This card immediately goes into her modifier deck.



Any time there is a scenario success, erase all filled in bolster boost icons on the squad progression sheet.

### CHOICES IN SCENARIOS

Scenarios may present a choice section to the players. When it does, players must collectively choose one of the options, gain any corresponding rewards associated with the choice, and continue to the instructed section.



In space exploration, players will control the Sparrow as they explore the Akarios Galaxy. The galaxy map will be created with the system deck to the system of the Akarios Galaxy the Sparrow is in. Each system deck has a corresponding event deck. Place the event deck to the side when setting up a system.

Follow the instructions inside of the scenario book to setup the galaxy map and event deck for each system.

To begin most scenarios, the Sparrow needs to perform a scout action as part of space exploration. Scenarios may link directly into other scenarios, but typically the Sparrow will need to navigate through space, exploring new sectors, and using the scout action to begin scenarios.

## THE SPARROW'S ACTIONS

Each action the Sparrow performs decreases its supply by 1 on the Sparrow mat's supply track. **The Sparrow can perform the following actions when the corresponding icon is shown on the sector card that the Sparrow is in:**

1. Explore & Move
2. Scout
3. Dock
4. Basic Move
5. Jump Point

**If the Sparrow is at 0 supply when it performs an action, all players must increase their starting stress by 1 on the player-board.** Resolve any stress thresholds at the beginning of the first pilot action phase. Players' stress will not reset to 0 until either the Sparrow has a supply greater than 0 or at the end of a space combat or world exploration scenario.

### 1. EXPLORE AND MOVE

To explore the adjacent sector indicated by the explore icon, flip the sector card faceup, and move the Sparrow to it. This sector remains explored for the remainder of the campaign.

#### STOP EVENT

If the Sparrow moves into a location with a stop event icon, immediately read the scenario number shown in the stop event.

#### SPACE EVENT

If the Sparrow explores and moves into a sector with a space event icon, immediately draw a space event card at random from

the system's event deck. Read the front of the space event card. If a choice is presented, players must agree on the option to choose. If there is no agreement, players roll 4 action dice and the player with the most rolled stress dice decides.

After choosing an option, flip the card and read the portion of the card that corresponds to your squad's decision. Place the space event card into the box after resolving it. Each space event is only used once during the campaign.

### IMPORTANT

Space events only trigger after performing the "explore and move" action. They do not trigger when performing a basic move action into an already explored sector.

## 2. SCOUT

Read the scenario number shown in the scout action. Scouting may result in space combat, world exploration, or a unique discovery. Black scout icons correspond to main scenarios, often with scenario requirements. Blue scout icons correspond to side scenarios, often without requirements.

### SCENARIO REQUIREMENTS

Scenarios may have requirements listed underneath the scenario number and title. These requirements reference squad achievements. If the squad does not have the required achievements for the scenario, the Sparrow regains the supply spent to scout this location and resumes space exploration.

### SCOUTING IN THE SCENARIO BOOK

Scenarios will tell players to scout using the header shown. The header will reference the scout number and the sector card.

This reads, "Scout 008 at Draconian

**SCOUT [008]: D-2.3**

sector card 2.3." In order to perform this action, the Sparrow must first travel to sector D-2.3 to use the scout action 008.

If the scenario book ever says "*continue exploration*," leave the scenario and continue with space exploration.

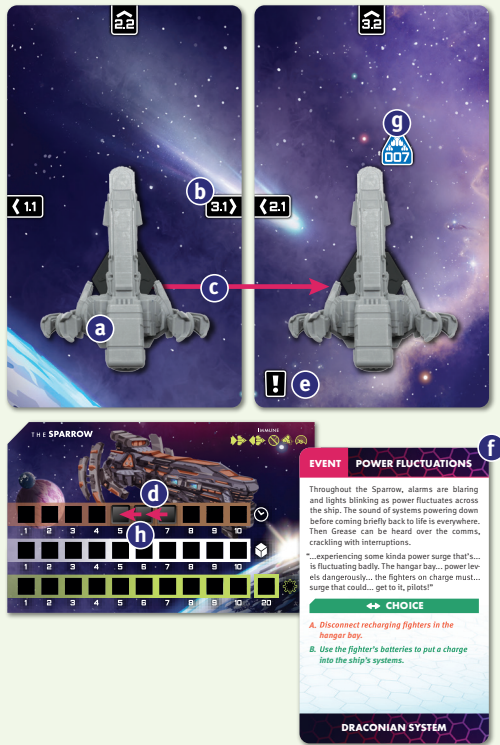
### NOTE

Jot down scouting locations on your progression pads for future reference!



**EXAMPLE**

1. The Sparrow **a** explores **b** sector 3.1 by revealing the card, moving the Sparrow **c** onto the new location, and decreasing the Sparrow's supply by 1 **d**.
2. Sector card 3.1 has a space event **e**! Draw an event card **f** and resolve it.
3. After resolving the action, the Sparrow decides to Scout 007 **g**. Decrease the Sparrow's supply by 1 **h** and read the corresponding scenario.



**3. DOCK**

When the Sparrow docks, read the scenario number shown in the dock action to access the market and see what is available to purchase and what the cost is to resupply the Sparrow.

**THE MARKET**

All players may perform the following actions while docked at a market:

**BUY**

Players use credits to buy any of the available upgrades listed

in the market (the list will provide the card numbers, which are displayed on the back of the upgrade cards). All available upgrades will have a cost shown on the front of the cards. Players reduce the number of their credits on their pilot's progression sheet after buying upgrades.

- Players may immediately equip bought upgrades into their playerboard.
- Players can only equip upgrades in their playerboard if the ship class icon matches their ship (or if there is no ship class icon on the upgrade).

**AVAILABLE UPGRADES**

- Engine: 1-6
- Tech: 1-23
- Resupply the Sparrow 1
- Weapon: 1-19
- Sparrow: 1-9
- : 1 CREDIT/

*Example Scenario Book Dock Entry*

**SPARROW UPGRADES**

The Sparrow can have 2 upgrades equipped to it using the Sparrow tray. Players can purchase upgrades for the Sparrow using any combination of credits between players. Keep all available Sparrow ability cards purchased in the Sparrow tray. *A list of Sparrow upgrade cards can be found in the appendix on page 37.*

Players can use Sparrow upgrades in any space combat scenario (even when the Sparrow is not on the map). Sparrow upgrades are activated by assigning action dice to the upgrade and then flipping the card facedown. Sparrow upgrades can only be used once per scenario. If the upgrade has no action slots, it is active as long as it is equipped on the Sparrow.

- Sparrow upgrades do use modifier cards with its attacks.
- The Sparrow cannot be resupplied during a scenario.

**SELL**

Sell upgrades for half of the purchase cost (rounded down). Sparrow upgrades cannot be sold.

**RESUPPLY**

Increase the Sparrow's current supply by 1. The cost is calculated per (/) player.

**BUY SHIP UPGRADES**

Players can buy up to 2 ship upgrade points for each of their ships. The cost is listed in the market entry and after purchasing mark off one of the 2 purchase ship upgrade hexes on the squad progression sheet.



## SPACE EXPLORATION & MARKET

### REDUCE TRAUMA

Players may spend credits to reduce their trauma by 1 for the amount of credits shown.

### 4. BASIC MOVE

The Sparrow may also perform a basic move action to any explored sector card in the system by decreasing its supply by 1.

### 5. JUMP POINT

Starting in act 3 of the campaign, the Sparrow can travel to previously discovered systems. Read the scenario number shown in the jump point action to see where the Sparrow can travel to.

### IMPORTANT

Players can equip and trade upgrades freely while not in a scenario. Store all unused upgrades in the player trays.



## THE SPARROW TRAY & CO-PILOTS

### THE SPARROW TRAY

The Sparrow tray stores the Sparrow board, squad progression sheet, trauma cards, sparrow upgrades, co-pilots, 6-sided die (D6), and marker cubes.

### CO-PILOTS

Squads will gain and lose co-pilots throughout the *Stars of Akarios* campaign. Co-pilots are unique ability cards. **Players can equip only 1** co-pilot in any tech, ship, or pilot ability slot

on the playerboard. Co-pilots can be equipped and unequipped between scenarios. *A list of co-pilot can be found on page 36.*



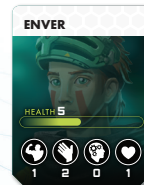
## WORLD EXPLORATION

While adventuring across the Akarios galaxy, players will need to step out of their ship and engage in world exploration. World exploration is discovery focused, and players will need to test their abilities and cunning against the obstacles and mysteries they will encounter. Before engaging in world exploration, players must first complete the world exploration scenario setup directed by the scenario book.

### SCENARIO SETUP

#### 1. PILOT SETUP

- Flip the pilot tile over to reveal its starting health and skill values.
- Set health using the playerboard's hull track.
- Set energy using the shield track determined by the number of players: **1 player** = 10 energy; **2 players** = 9 energy; **3 players** = 8 energy; **4 players** = 7 energy.



**2. WORLD EXPLORATION SETUP**

- a. Remove the world exploration deck associated with the scenario from the box. Place it facedown to the side. *Do not shuffle the deck!*
- b. Take the world exploration card that says “start here” on the back and place it faceup in front of the players.
- c. Place all pilot miniatures onto the faceup card.

**3. READ THE SCENARIO STORY INTRODUCTION** *(If applicable)*

**WORLD EXPLORATION GAMEPLAY OVERVIEW**

World exploration takes place over a series of rounds. Rounds repeat until either the scenario objective is complete (resulting in a scenario success or failure), all players are unconscious, or all players use the dock action.

**EACH ROUND IS SPLIT INTO THREE PHASES:**

**PHASE 1: REDUCE ENERGY**

**PHASE 2: PILOT ACTION**

**PHASE 3: END OF ROUND**

**PHASE 1: REDUCE ENERGY**

All players reduce their energy by 1 at the beginning of the round. If a player does not have energy, they increase their stress by 1. If a player is at 10 stress, they decrease their health by 1 each time they are directed to lose energy.

*Players ignore stress thresholds during world exploration.*

**NOTE**

Players can continue to use stress action dice even if they are at 10 stress!

**UNCONSCIOUS**

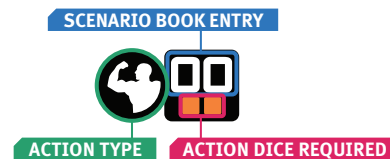
If a player reaches 0 health, they go unconscious and gain 1 trauma on the pilot progression sheet. If all players are unconscious, read the failure conclusion in the scenario book. Unconscious players will still gain the scenario reward.

If there is no specific failure conclusion in the scenario book, unconscious players restart the next round from the world exploration starting card. If there is a failure conclusion for the world exploration, the unconscious player is unable to play for the remainder of the scenario.

**PHASE 2: PILOT ACTION**

Players may take multiple actions in any order and can perform actions at the same time as other players as long as they are not interacting with the same action. A player does not need to complete all of their available actions before another player performs actions. Players take actions separately unless otherwise directed by the scenario book.

Players can perform the actions indicated by the icons on the card where the player is exploring. All actions are composed of 3 elements: action dice required, action type, and the scenario entry.



**ACTION DICE REQUIRED**

All actions require a specific selection of action dice. The required dice are represented by colored squares in the action icon: ■ - attack dice; ■ - move dice; ■ - either an attack or move dice; ■ - stress dice. Stress and wild dice can be used for any required dice.

**TO PERFORM AN ACTION, PLAYERS FOLLOW THESE STEPS:**

1. Choose an action.
2. Commit action dice. Players can choose to commit more dice than the action requires.
3. Roll committed action dice and assign dice required. Increase stress by 1 for every stress dice assigned.
4. Resolve the action. Continue world exploration after resolving the action.

**Players may increase stress by 1 to re-roll any number of committed action dice once per round.**

**NOTE**

Players can take multiple actions in a single round during world exploration. This means that while you may be guaranteed a success if you commit all of your action dice to an action, you won't be able to do as much in a single round! Consider how much energy your pilot has before committing action dice.



## ACTION TYPES

### EXPLORE AND MOVE

Reveal and place faceup the indicated adjacent, unexplored world exploration card. Move the pilot miniature to the explored card. This card remains explored for the remainder of the campaign. Players can move to an already explored card using this same action. Players may occupy the same card.

### STOP EVENT

If a player moves into a location with a stop event icon, immediately read the corresponding scenario entry for the entire squad. Stop events only activate the first time a card is explored and moved to.

- Scenario entries are numbered within the world exploration scenario in the scenario book. Continue world exploration after reading the corresponding entry.
- At times you will be instructed to “go to” within scenario entries. Each time you see “go to” (and then a number), read the corresponding scenario entry.

### INVESTIGATE

Read the corresponding scenario entry. Players gain credits individually during world exploration - not as a squad.

### SKILL CHECK

To complete a skill check, combine the total number of assigned action dice to the corresponding pilot’s skill value found on the back of the pilot tile.

#### There are four pilot skills:



Charm



Intelligence



Strength



Dexterity

After adding the assigned dice to the pilot’s skill value, check to see if the required action dice of the skill check is met or exceeded. If the player meets or exceeds the required value, read the success section in the scenario entry. If the player does not meet the required value, read the failure section in the scenario entry.

- Each player continues performing actions until all of their action dice are assigned or until they do not want to perform any more actions.
- Players must commit at least one action die to an action, even if the action is a guaranteed success (eg. if a dexterity skill check requires 2 successes and the player has a dexterity skill of 2. That player would still need to commit and roll 1 action


die in order to perform the dexterity skill check).

- If a skill check has the “/” icon, players must multiply the required value of the skill check by the number of players participating in the action. A player can contribute any number of assigned action dice (+ skill value) to the skill check.

## IMPORTANT

If a pilot is at 10 stress and takes an action which increases their stress, they lower their health instead.

### MARKING DISCOVERED ACTIONS

If the action is a skill check success or if it is a investigate action, place a black cube ontop of the icon on the world exploration card to indicate that the action has been discovered. Discovered actions cannot be performed again unless it is marked by the repeat action icon .

### REPEAT ACTION

Any investigate or skill check icon with this icon is a repeat action. Players can perform repeat actions as many times as they wish.

### DOCK

After using the dock action, players reset their stress track to 0, gain full energy, and full health (use the starting values for both).

Players can also board the Sparrow and begin space exploration when all players use the dock action. If a world exploration does not have a dock icon, the only way to finish the exploration is through a scenario success or failure.

### PLAYER DAMAGE

During world exploration, players may be instructed to take damage (DMG). When instructed to take DMG, lower the player’s health by the indicated value. If a player ever reaches 0 health, they are unconscious.

## PHASE 3: END OF ROUND

All players collect their assigned action dice. Repeat phases 1-3 until either the world exploration is complete, all players are unconscious, all conscious players board the Sparrow, or the scenario book instructs otherwise.

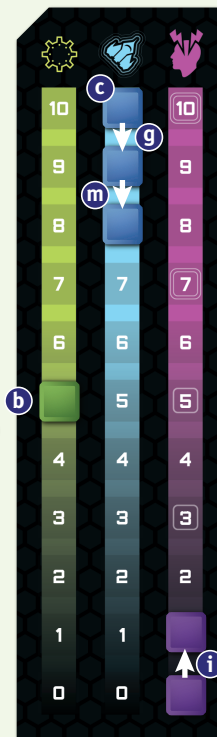
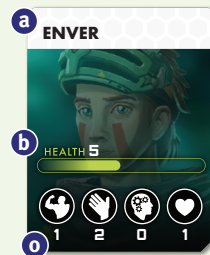
If the world exploration has a specific objective, read the success or failure conclusion in the scenario book and gain any listed rewards.



WORLD EXPLORATION EXAMPLE

1. Enver is playing the first world exploration, Chosek Moon. Enver **a** sets his starting health to 5 **b** and starting energy to 10 **c**.
2. Enver takes the Chosek Moon world exploration deck **d** and puts it to the side. He reveals the "start here" card (card 01) **e** and places his pilot onto it **f**.
3. He then reads the scenario book introduction.
4. At the start of Enver's first pilot action, he reduces his energy by 1 **g** and examines the card for available actions. On card 01, there is only the option to either explore & move north or explore & move east. Enver decides to move east for the cost of 2 move or attack dice.
5. Enver commits to roll 2 dice to perform the explore & move action. He rolls 1 move and 1 stress **h**. The stress acts as a wild (but would increase his stress by 1). He commits the dice to the action, increases stress by 1 **i**, reveals card 02 and moves his pilot onto it **j**.
6. The card Enver moved to has a "Stop Event" **k** on it. He immediately reads the scenario book entry, 01.
7. After reading the entry, Enver has 2 unused dice. He decides to investigate 15 **l** by rolling his last 2 dice. Enver rolls 2 attacks and reads the scenario book entry 15.
8. Enver's pilot action is now over as there are no actions left for him to do. He begins a new round by lowering his energy by 1 **m**; all of his used dice now become available.
9. Enver begins his second pilot action by attempting the 05 strength skill check **n**. Enver has 1 strength **o**, and so he will need to roll at least 2 attack dice to succeed. Enver wants to complete this skill check successfully because he is worried about what may happen if he doesn't, so he commits and rolls all four of his dice. The results are 2 move and 2 attack **p**, resulting in a total of 3 strength. Enver reads scenario book entry 05 and the corresponding success section.
10. Enver repeats rounds until he either succeeds in the mission or fails. Good luck!

*If playing solo, Enver would use 5 dice, not 4. (See page 34 for solo rules)*







## ENDING A PLAY SESSION

### FOLLOW THESE STEPS TO END A PLAY SESSION AND SAVE YOUR CAMPAIGN:

1. Players place all cards from the player-board, action dice, modifier deck, pilot miniature, ship miniature, and pilot progression pad into their player tray.
2. Place the squad progression pad, trauma deck, co-pilots, 6-sided die (D6), and all cubes into the Sparrow tray. Keep the



Sparrow's supply cube in its current slot—the lid will “snap” shut with the supply cube in place.

3. Place all discovered space sector cards faceup on top of the system deck before returning the deck to the box. The sector card that the Sparrow is in should be the topmost faceup card. All faceup cards remain discovered for the remainder of the campaign. Do the same with any world exploration decks.
4. Return all other game pieces to the box.



## NEW PILOTS & SHIPS

New pilots and ships can be unlocked during a *Stars of Akarios* campaign. Each time this happens, the new ships and pilots become a part of the squad and are now available for use for any player.

### Follow these steps when a new pilot is unlocked:

1. Take the new pilot's progression sheet.
2. Write in a "call sign" for the new pilot.
3. Gain pilot skill points according to the act the pilot is unlocked (Act 1: **4**; Act 2: **6**; Act 3: **8**)

### Follow these steps when a new ship is unlocked:

1. Write in the ship's name on a pilot progression sheet. Pilots may "transfer" the ship between each other through-

out the campaign. Ship upgrades will always stay with the ship, regardless of who the pilot is.

2. Gain ship upgrades according to the act the ship is unlocked (Act 1: **1**; Act 2: **2**; Act 3: **3**)

Players may switch between pilots and ships anytime during space exploration. Each pilot and ship tracks their abilities and progress separately. All pilots have their own unique pilot progression pad.

### USING PILOTS AS COPILOTS

Players can choose to use any gained inactive pilot ability I cards as co-pilots (the starting 4 characters cannot be used as co-pilots).



## SOLO RULES

There are 2 ways to play *Stars of Akarios* solo. The first is to control 1 pilot and ship throughout the entire campaign. The second is to control multiple pilots and ships.

### 1 PILOT AND SHIP

To play *Stars of Akarios* with 1 pilot and ship, use 5 action dice instead of 4 for both space combat and world exploration.

#### NOTE

If you find solo play too easy, increase the difficulty level as directed on page 34.

### MULTIPLE PILOTS & SHIPS

There are no rule changes for controlling multiple pilots and ships while playing *Stars of Akarios*. Solo players will act as "multiple" players. Because there will be an advantage for planning actions, players may want to consider increasing the difficulty if they find the game too easy.

#### NOTE

Feel free to switch between 1 pilot & ship and multiple pilots & ships throughout the campaign!

## ADJUSTING THE DIFFICULTY



You may choose to adjust the difficulty of space combat before a scenario to make the game easier or harder. All difficulty adjustments change both the scenario objective's and the enemy's hull,

shield, and damage values. Pilots will also gain bonus credits for succeeding that scenario's objective. Each pilot gains the listed credit bonus. Difficulty can be adjusted anytime during a campaign.

DIFFICULTY LEVEL	PER ENEMY	PER ENEMY	ATTACK PER ENEMY	CREDIT BONUS
Easy	-1	-1	0	0
Normal	0	0	0	0
Medium	0	0	+1	1
Hard	+1	+1	+1	2
Very Hard	+2	+2	+2	3
Insane	+2	+2	+3	4
Abyss	+3	+3	+4	5

### IRONMAN MODE

For an added challenge, players can attempt the ironman mode. *This game mode must be chosen at the beginning of act 1.*

### SPACE COMBAT

- Players are unable to damage weapon or engine systems to ignore attacks.
- All enemies use the elite side of their combat-effect immunities (even if they are regular enemies).
- If a player ship reaches 0 hull, the pilot ejects and the ship is destroyed. The ship and its upgrades can no longer be used for the remainder of the campaign.

### WORLD EXPLORATION

- Each pilot starts world exploration with 2 less energy.
- If a player reaches 0 health, they die. The pilot is unable to be used for the remainder of the campaign.

### SPACE EXPLORATION

- It costs +2 credits per "/" pilot to resupply the Sparrow.

## RULEBOOK QUESTIONS & AKARIOS COMMUNITY



Stars of Akarios is an epic game with a huge amount of content. Between the scenario book, rulebook, unique cards, and components, we cannot even begin to count the number of unique situations that a player could experience in a playthrough of Stars of Akarios.

We are committed to quality but also recognize that with a project of this scope, there may be errors and questions that arise in your playthrough. If you come across something, please go to [StarsOfAkarios.com/FAQ](http://StarsOfAkarios.com/FAQ) or Stars of Akarios on BoardGameGeek.com.

### AKARIOS COMMUNITY

Please also join our active Facebook group and Discord channel to receive help for your questions, share your miniature paintings, and connect with the community! [linktr.ee/starsofakarios](https://linktr.ee/starsofakarios)





The Stars of Akarios app (iOS/Android) allows players to create custom scenarios & campaigns, share content with friend, access a digital version of the scenario book, and enjoy newly released content!



Download the Stars of Akarios app:  
[StarsOfAkarios.com/app](https://StarsOfAkarios.com/app)

### AKARIOS STORY

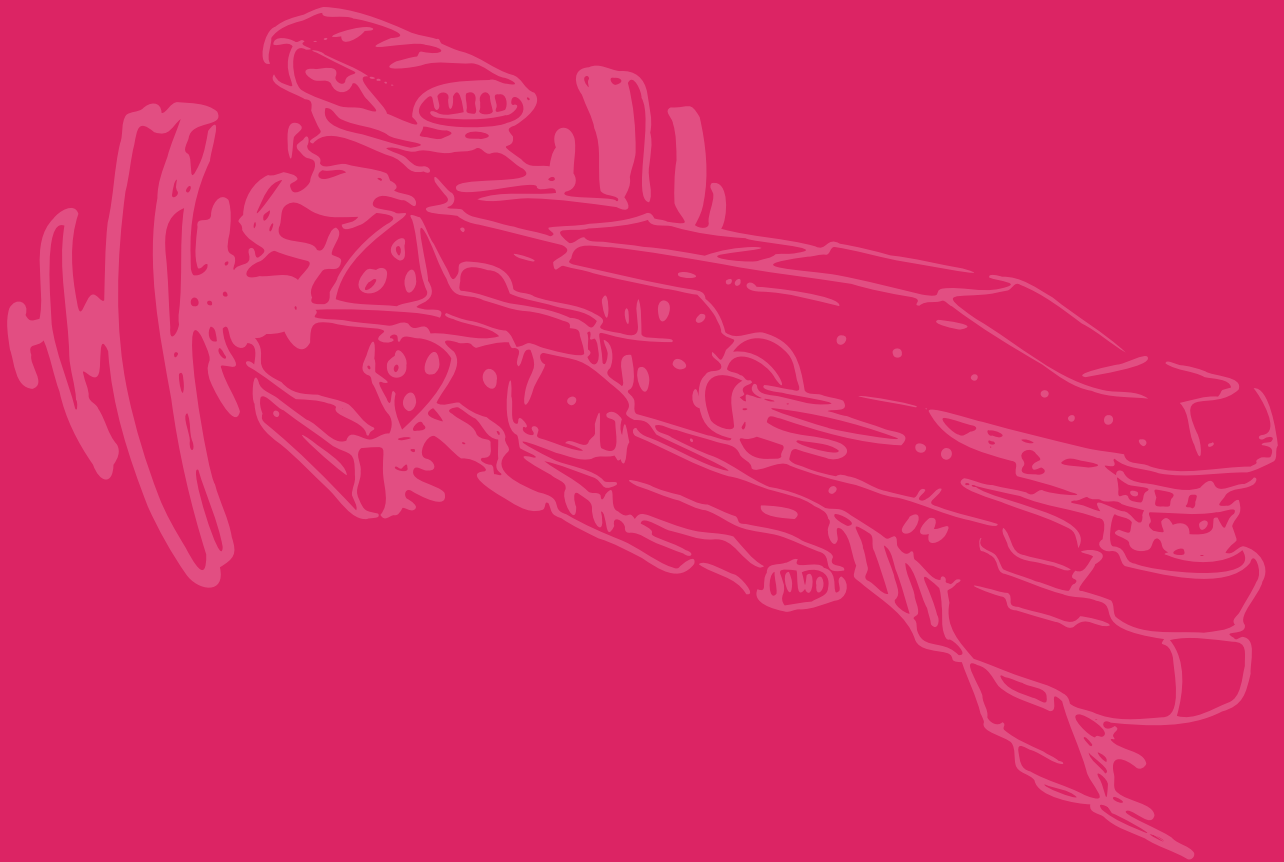
Access the full scenario book including any newly released content in the Stars of Akarios universe.

### CREATION KIT

Create custom scenarios with your own space battles, stories, and even rulesets with the Akarios Creation Kit.

### COMMUNITY STORIES

Share your creations with friends and the Akarios community. Vote on your favourite stories and discover what the community has created!



## CO-PILOTS



### 6SDOS

Perform move action 1. You may choose to rotate and then perform move action 2.

### ANAYELI ILI

Recharge 2 or repair 2 all chosen targets within 3 range.

### BALROQ

Treat drawn -2 modifier cards.

as +2 modifier cards.

### GYNNIFER

Treat drawn miss modifier cards (and stress miss modifier cards) as "-2" modifier cards.

### JORHINJA

Chose to perform either move action.

### KRESNAR

Perform 2 rotate actions in a row.

### KRINA

Before rolling action dice, you may set aside up to 2 action dice as attack action dice.

### PINTO

Swap location with the target.

Can only target enemy ships using combat cards and cannot target the Yur Beacon, T'Kotchka Mammoth, UJA Arnaut, or the Synthetic Titan.

### TIMBOR

Your ship's shield value is +2.

### VOGEO

Slow, target lock, or radar jam 1 target within 5 range.

## ENGINE UPGRADES



### CORE EXPLOSION

Perform attack action and then the move action. Stress rotate can be used before or after either action. Lower hull by 2. Damage core explosion by flipping it facedown after using. Do not take an additional stress for damaging core explosion.

### DEEPSTRIKE

Move to any hex space on the edge of the board. Lower hull and shield by 1.

### DISRUPT

Choose an enemy ship within range and move them according to the action's diagram. Cannot target the Yur Beacon, T'Kotchka Mammoth, UJA Arnaut, or the Synthetic Titan.

### PREPARE

On your next attack do not draw a modifier card and instead it is x2 damage. This only applies to the first target of the attack.

### PROPEL

After performing the movement, allied players can also perform the movement without needing to assign an action dice.

### RAM MOVE

Perform Ram Move after completing a move action. Deal 3 damage to 1 enemy ship within range 1. Push targeted ship.

### REGENERATING HULL

Perform Regenerating Hull after

completing a move action. Repair self for 2 hull.

### TAKE COMMAND

Choose an allied pilot ship within range and move them according to the action.

### WARP DRIVE

All movements your ship performs are warp-enabled. You can travel through obstacles (planets, asteroids, nebulas) without penalty.

## PILOT ABILITIES



### ADAPTIVE

Turn 1 action dice to any side after a roll.

### AGRESSION

Gain advantage when attacking an enemy within 1 range.

### AVIONICS HACK

Take control of an enemy unit during the next enemy action phase. Control who the enemy targets for each of its actions.

### BIONIC EYE

All attacks and abilities without a firing arc gain +1 range.

### CLOSE COMBAT

Gain +1 damage to enemies within range 1 on all attacks.

### CLOSE ENCOUNTERS

Enemies within 1 range deal -1 damage to you.

### ENGINEER

Gain +1 to repair anytime you use a repair action on an ally.

### EVASIVE MANEUVERS

Enemies cannot be advantaged against you.

### GOOD UNDER PRESSURE

Re-roll any number of action dice.

### GRUDGE

Gain advantage against the enemy who attacks you first for the remainder of the scenario.

### INTERRUPT

Stop a movement at any point and perform a rotate action.

### LOOTER

When you destroy an enemy, you may flip over a damaged upgrade card and use it immediately before flipping it back over facedown. Do not take an additional stress.

### LUCKY

If you draw a miss card deal 3 total damage instead. Do not apply any combat effects from the attack or modifier cards.

### MIMIC

Copy target ally's last used action. You must reduce the supply of the action being used, on the target ally's playerboard.

### MOTIVATIONAL SPEECH

Allies can re-use one of their already assigned action dice this pilot action phase. Do not re-roll the die. It cannot be assigned to the same action it already was.

### OUTMANEUVER

Perform action at anytime in the enemy action phase.

### PETTY

When you gain a stress miss modifier card the enemy deck also gains a stress miss modifier card.

### POWDER MONKEY

Weapon upgrades start with +1 supply.

### PROXIMITY EXPLOIT

Gain +1 damage on your next attack while advantaged. Only applies to the first target.

### PUSH THE LIMIT

Gain 1 stress to discard a drawn modifier card and draw a new one.

### QUICKNESS

Perform either basic movement action.

### RESOLVE

If your attack deals 0 total damage, reduce your stress by 1.

### SALVAGE

After an adjacent enemy is destroyed, resupply 2.

### STEADY HAND

After drawing a modifier card you may ignore it to draw a new one.

### STEALTH

You may extend all of your movements by 1 hex in the forward facing direction while in stealth

### STRESS REDUCTION

Do not increase stress when using a stress action die for all basic actions.

### THREAD THE NEEDLE

You may ignore damage when moving through difficult terrain by gaining 1 stress.

### WINGMAN

Give an ally one of your unused action dice for this pilot action action phase. They can use the action die as normal and return it at the end of the phase.



## SHIP ABILITIES

### CHARGE ATTACK

Assign an attack action die to charge attack. Rotate and perform the attack action at the beginning of the next pilot action phase. Charge attack cannot be resupplied.

### EFFECT INFUSION

Your next attack will add either the slow, target lock, or radar jam combat effect.

### HEALING BEAM

Repair 3 hull and recharge 3 shield to all targeted ally ships.

### INVULNERABILITY

Target ignores damage and effects during the next enemy action phase.

### JAGGED SPIKES

Deal 1 DMG to all within range 1 allies and enemies at the end of each round.

### LASER WEAPON

Your basic attacks deal +1 damage.

### LOCK-ON

Draw 3 cards instead of 2 when advantaged.

### MANEUVERING THRUSTERS

Perform either basic movement action.

### MULTI-ROUND

Deal 3 damage to 1 target for each attack. You may rotate between each attack. Multi-Round cannot be resupplied.

### OVERCHARGE

Recharge 4 shield to all allied targets within 4 range. Overcharge cannot be resupplied.

### OVERWATCH

Deal 2 damage to 1 target. Perform action in enemy action phase.

### POLARIZED ARMOR

Use after being attacked. Ignore 1 damage of the attack.

### REACTIVE IGNORE

Use after being attacked. Ignore all combat effects of the attack.

### SHIELD ZAP

Reduce target's shield 3 and recharge your shield 3. If target

has less than 3 shield, only recharge the the amount of shield the target has.

### TARGETED SHOT

Place a x2 bolster modifier card on top of target ally's deck.

### VORTEX BLAST

All targets within 3 range are pulled 2. Deal 1 damage to all targets within 1 range. Apply hull breach combat effect.



## SPARROW UPGRADES

### CLOAKING FIELD

One pilot begins the mission in stealth.

### ENGINE SHIELD

All pilots are immune to slow and radar jam.

### EXPERT HULL MECHANIC

All pilot ships starting hull is +2.

### EXTRA COCKPIT

All ships may have 2 co-pilots.

### HARDENED PLATES

All pilots are immune to hull breach.

### HULL MECHANIC

All pilot ships starting hull is +1.

### LOCAL BARTER

All available upgrades can be purchased for 5 credits less.

### LOCAL MARKET

All available upgrades can be purchased for 10 credits less.

### QUICK START

The first pilot to attack does not draw a modifier card and instead it is x2. This only applies to the first target of the attack.

### RADAR SHIELD

All pilots are immune to Radar Jam.

### SHIELD TECH

All pilot ships starting shield is +1.

### THERAPIST

When a pilot is triggered, draw 2 trauma cards and choose 1. Do this each time you need to draw a trauma card.

### TRAINING ACADEMY

All new pilots begin with +4 pilot skill points.

### WEAPON SHIELD

All pilots are immune to stun.



## TECH UPGRADES

### ACTION SENT

All allies can use the assigned action die as an extra die this player action phase.

### ADVANCED ALLOYS

Your ship's starting hull and shield value is +1.

### ADVANCED CONTROLS

Ignore negative effects of terrain including line-of-sight.

### ADVANCED HULL UPGRADE

Your ship's starting hull value is +2.

### ADVANCED SHIELD UPGRADE

Your ship's starting shield value is +2.

### ADVANCED WEAPONS

Your basic attacks deal +1 more damage. Cannot be used with elite weapons.

### BLAST PACK

Your next attack this round has the push 1 combat effect.

### COMMAND

Perform a basic move for the target ally.

### CONFUSION PROBE

Place a discarded modifier card on top of the enemy modifier card deck.

### DOUBLE DAMAGE

On your next attack do not draw a modifier card and instead it is x2. This only applies to the first target of the attack.

### ELITE WEAPONS

Your basic attacks deal +2 more damage. Cannot be used with advanced weapons.

### ENEMY TRACKING

All allies can attack the targeted enemy once this pilot action phase, regardless their attack's range or firing arc. Cannot be resupplied.

### EVASIVE MANEUVERS

Use in enemy action phase when being attacked. Attacking enemy gains disadvantage.

### FIELD IMMUNITY

You are immune to push, pull, and radar jam.

### FORESIGHT

Look at the top card of the target's modifier deck and choose to discard or keep it.

### HULL UPGRADE

Your ship's hull value is +1.

### LEECH

All damage received on the next enemy action phase repairs your hull instead (to a maximum of your starting hull).

### NOT A THREAT

Enemies will ignore you as a target on the next enemy action phase.

### OVERRIDE

Change an ally's action die within range 4.

## TECH UPGRADES



### PIERCING FIRE

Your next attack's first target this round has the pierce combat effect.

### POLARIZED SHELL

Use after being attacked. Ignore 4 damage of the attack.

### PROTECTIVE SHIELD

Take all damage the targeted ally would receive until the next pilot action phase.

### REACTIVE MOVE

Use either move action in the enemy action phase.

### SCOUT ENGINE

You may extend all of your movements by 1 hex in the forward facing direction at the end of the movement.

### SHIELD UPGRADE

Your ship's shield value is +1.

### SLOW CHARGE

Give targeted allies the slow combat effect on the first target of their next attack this round.

### STONE SHIELD

Ignore all damage during the next enemy action phase. Combat effects still apply.

### STUN CHARGE

Give targeted allies the stun combat effect on the first target of their next attack this round.

### SUPER CHARGE

Allies within 5 range can assign action dice on this tech upgrade. The total damage will be added to the first target of your next attack. Cannot be resupplied.

### TARGET WARP

Move the targeted enemy anywhere within range. The enemy is stunned.

### TARGETING UPGRADE

Your next attack this round has +1 targets.

### TELEPORT TECH

Move up to 5 range and face any direction. Ignore terrain and line of sight when moving.

### TIME RIFT

Place 2 wormholes anywhere on the map. Cannot be resupplied.

## WEAPON UPGRADES



### AFTER BURN

Deal 3 damage to infinity targets and then perform the move action. Perform stress rotate before or after either action.

### ATTACK BOOSTER

Deal 5 damage to 1 target and then perform the move action. Perform the stress rotate before or after either action.

### BATTERING RAM

Perform move action and then deal 5 damage to 2 targets. Perform stress rotate before or after either action. Apply push combat effect to target and lose 1 hull.

### CHAIN LASER

Deal 3 damage to 1 target within 3 range. If a stress action die was assigned to Chain Laser, target 2

ships instead. All damage dealt is with the pierce combat effect.

### CHANNELED ATTACK

Choose any ally ship and perform the attack from their position, using their forward-facing direction. Use own modifier deck.

### ENERGY EXPLOSION

Deal 1 damage to 2 targets within 4 range. Apply either stun or slow to all targets.

### GRAVITY SWAP

Deal 4 damage to 1 target within 5 range and swap places with the target. Apply radar jam combat effect. Gravity Swap can only target enemy ships using combat cards and cannot target the Yur Beacon, T'Kotchka Mammoth, UJA Arnaut, or the Synthetic Titan.

### HEALING BOMB

Deal 4 damage to 2 targets. Heal self for 2 hull and recharge self for 2 shield.

### MISSILE STRIKE

Each of the three firing arcs can target 1 ship and will deal 5 damage to each ship. Perform stress rotate before or after the action.

### SHARD LAUNCH

Deal 3 damage to 2 targets within 3 range. If a stress action die was assigned to shard Launch, target 3 ships instead. Apply push combat effect.

### STEALTH WEAPONS

Deal 4 damage to 1 target. If you are in stealth, deal 6 damage instead to 1 target.

### SUPPLY CHARGE

Deal 3 damage to 2 targets. Resupply self 1.

### TARGETED BOLT

Deal 2 damage to 1 target. If a stress action die was assigned to targeted bolt, deal 3 damage to the target instead. Apply radar jam combat effect to target.

### QUICK ATTACK

Deal 3 damage to 1 target. Rotate before or after the attack. All damage dealt is with the pierce combat effect.



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## SPACE COMBAT

Each round is split into 3 phases:

### PHASE 1: PILOT ACTION

1. Increase shield by 1.
2. Roll action dice.
3. Assign action dice, lower supply & perform actions.
4. Update combat effects.

### PHASE 2: ENEMY ACTION

1. Draw a card from each enemy combat deck.
2. Determine enemy order.
3. Perform enemy combat actions.
4. Update combat effects.

### PHASE 3: END OF ROUND

1. Resolve end-of-round effects and special rules.
2. Players collect their assigned action dice.
3. Increase round marker.
4. Repeat all phases until scenario success or failure.

### END OF SPACE COMBAT SCENARIO

1. Reset playerboard stress track to 0.
2. Flip all weapon and engine upgrades on the playerboard faceup.
3. Remove all stress miss and bolster X2 modifier cards from player and enemy modifier decks.
4. Read the success or failure section.

### STRESS THRESHOLDS

**3 Stress** -1 Stress miss modifier card

**5 Stress** -1 Stress miss modifier card

**7 Stress** - Triggered

**10 Stress** - Triggered and reduce stress to 0

**IMPORTANT:** Enemies determine their target before performing each action on their command line.

## SPACE EXPLORATION

The Sparrow can perform the following actions when the actions' icons are shown on the sector card that the Sparrow is in:

1. Explore & Move
2. Scout
3. Dock
4. Basic Move
5. Jump Point

**IMPORTANT:** If the Sparrow is at 0 supply when it performs an action, all players must increase their pilot's starting stress by 1.

Stop Event

Space Event

### MARKET

#### BUY

Players use credits to buy any of the available upgrades listed in the market.

#### SELL

Sell upgrades for half of the purchase cost (rounded down).

#### TRADE

Trade upgrades freely between players and pilots.

#### RESUPPLY

Increase the Sparrow's supply. The cost is per player.

#### BUY SHIP UPGRADES

Pilots can buy up to 2 ship upgrades for each of their ships.

#### REDUCE TRAUMA

Players can reduce their pilot's trauma by paying the fee.

## WORLD EXPLORATION

Each round is split into 3 phases:

### PHASE 1: REDUCE ENERGY

#### PHASE 2: PILOT ACTION

1. Choose an action.
2. Commit action dice. Pilots can choose to commit more dice than the action requires.
3. Roll committed action dice and assign dice required. Increase stress by 1 for every stress dice assigned.
4. Resolve the action. Continue world exploration after resolving the action.

### PHASE 3: END OF ROUND

1. All pilots collect their assigned action dice.
2. Repeat phases 1-3 until world exploration is complete, all pilots board the Sparrow, or the scenario book instructs otherwise.

#### SCENARIO BOOK ENTRY



ACTION TYPE ACTION DICE REQUIRED

Explore and Move

Stop Event

Investigate

Skill Check

Repeat Action



Dexterity



Charm



Intelligence



Strength

### STARTING PILOT ENERGY

**1 player** = 10 energy

**2 players** = 9 energy

**3 players** = 8 energy

**4 players** = 7 energy

## COMBAT EFFECTS

ADVANTAGE

BOLSTER

CANCEL EFFECTS

DISADVANTAGE

HACK

HULL BREACH

PIERCE

+DAMAGE, RANGE, TARGET

PULL

PUSH

RADAR JAM

REPAIR

RESUPPLY

SHIELD CHARGE

SLOW

STEALTH

STRESS EFFECT

STRESS REDUCTION

STRESS ROTATE

STUN

TARGET LOCK