

HOW TO PLAY



A card game for two space-faring empires.



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The game of **Battlefield : Space** (like the other Battlefield themes) includes two decks of 72 cards each (a red deck and a blue deck). Each deck represents an alliance of galactic powers clashing in space for supremacy over the stars.

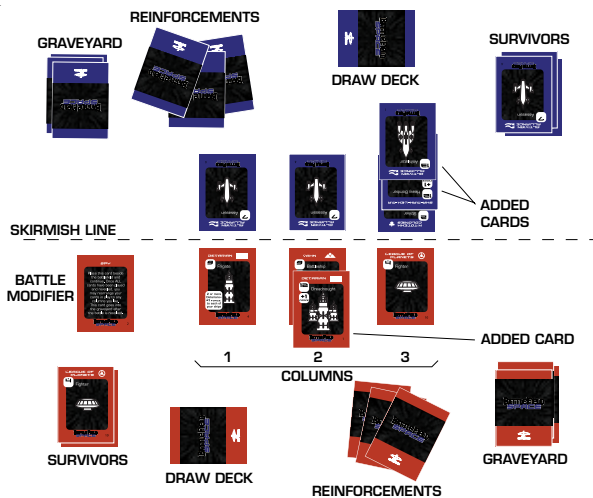
(More of the story behind these opposing forces is printed on the reference card.)

Your Objective:

Eliminate your opponent's space fleet (represented by their deck of cards).

1) Ready Your Space Fleet

Each player **shuffle your own deck of cards** (red or blue). Place your deck face down in front of you with plenty of space between your deck and your opponent's deck where you will play the game.



This is the "battlefield." (The complete layout of the game is shown in the diagram above).

2) Form Your Columns

(Both players do this simultaneously.)

Randomly **flip three cards face-up from your draw deck** and lay them side by side so that your face-up cards are opposite your opponent's three cards (see diagram).

These cards on the skirmish line are called "columns" and more cards will later be added, overlapping them so the point values of all the cards will show.

NOTE: If any card says, "play another card," you should do so **immediately** after you lay the card down. You must play the new card overlapping the card that directed you to play the new card.

3) Reinforcements Arrive

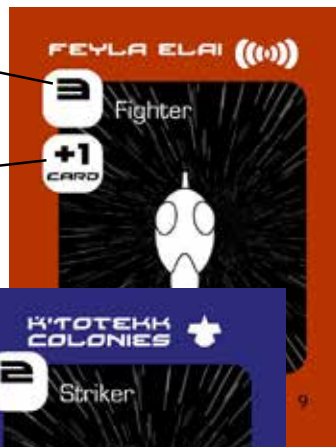
Once all three face-up cards and all "play another" cards have been placed into the three opposing columns, you have engaged the enemy. **Draw three more cards into your hand** without showing your opponent. These are your reinforcements.

Study your forces on the table, check your opponent's card values, then position these three secret cards face down, one to each of your three battle columns.

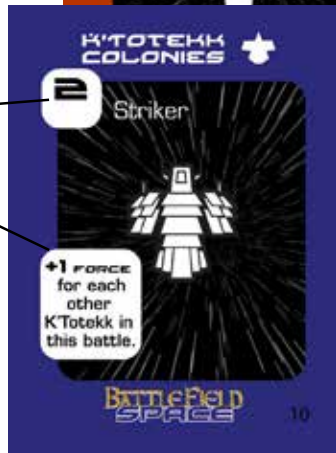
When both players have committed to a column for these three cards, **both players turn them face up simultaneously** and add them to the column.

If these new cards say "play another card" then do so after you flip it over, and so on until all "play

Feyla Elai Fighter - It has a Force Value of 3, and every time this card is revealed, another card is played upon it immediately.



K'Totekk Striker - It has a basic Force Value of 2, but if other K'Totekk ships are engaged in the same battle (in ANY column), it gains +1 Force for each of them. So if two other K'Totekk ships are in play, add 2 to this card's Force Value.



another” cards have been placed.

NOTE: Some of your Space Ship cards will add points to the value of your cards in battle (this effect is noted on the cards themselves).

Examples are shown on the previous page, but here are a couple of clarifications:

- The “+1 Force” designation will add 1 to the battle value of each card in the same column as this card.
- Some races are more effective in larger numbers, and add “+1 Force” only to their own battle group, or based on how many of their own race are involved in the present battle. (The Deterians, K'Totekk, and Central Confederation ships benefit in this way.)

3) Battle Modifier Cards

Some cards are “Battle Modifier” cards. These will often add to or subtract from your cards’ Force values, but some are much more dramatic.

Most of them will say, “place beside the battlefield,” and **should be played as soon as they are drawn**, either for the initial column set-up OR when drawing reinforcements. (See the Battlefield

Battle Modifier Cards -

There are several different types of these cards, and the text will explain their use.

Most are common to both the blue and red decks, but a few are unique. If two cards should be played simultaneously that have similar effect or should be resolved “immediately”, refer to the number in the lower right corner of all the active Battle Modifier cards.

The highest-numbered card will be resolved first, and so on down to the lowest (unless previous cards have eliminated them).

(Battle Modifier play sequence, described below.)



layout diagram for a suggested card positions.)

Read the cards carefully and their effect should be clear, and most direct you to draw a replacement card and continue the battle.

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tie score, and add its value to the column's total. If this card calls for another, play it immediately, and after all "play another" cards have been played out, the highest total wins. Losing cards are sent to the Graveyard and winners fall back to the Survivors pile await a future battle.

If you should draw a Battle Modifier card when resolving such a conflict, it's battle value is considered to be ZERO. As usual, if it's on he losing side, it goes into the Graveyard with the rest of the Fleet. If on the winning side, place it in your Survivors pile.

(If there is still a tie, go through this process (Step 6) again.)

7) Clear The Battlefield

After the battlefield has been cleared of all cards (either to the Graveyard or Survivors piles), the next battle begins at Step 2 above.

NOTE: When your draw deck has been used up, shuffle your Survivor's pile then place it face down to become the new draw deck for continuing the battles.

You will go through the Survivors pile several

times during a game, and it will become smaller after each battle.

When you run low on cards near the end of the game, simply play as many cards as you can for the last couple of rounds. Eventually, you will get down to just a few cards. Play them where you can and hope for the best!

Winning the game:

The winner (of course) is the last player with any remnants of their Space Fleet still surviving on the Battlefield. Congratulations!



Learn all you can about your Space Fleet and how your allies can work together to achieve victory and glory for the Empire!



Your game includes a reference card that tells the backstory for the races and describes their powers on the battlefield.

Credits:

David and Joe McCord developed this game, and all artwork is by David McCord.

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