

Rules — Working Edition

Welcome

Welcome to the Sundered Stars Collectible Card Game. The Alliance universe exists within the future, and this particular campaign begins on April 25th, 2150. There is much that has happened and much to be done. It is our hope that you will use this game for the fullest of enjoyment with your friends, family and neighbors. That said, lets get on to the rules.

Introduction:

Cadet, welcome to the Alliance headquarters and training center. Here you will learn all the important ins and outs of how to keep your but alive out in the field of combat. Your training will be hard and complete, but it is the one thing that stands between you and complete destruction. Good luck and may God bless you.

Admiral Patrick Aquilone

Alliance History:

Information about the history of the Alliance can be found on the website.

General:

Before we jump into the important rules for combat and saving your sorry excuses for officers, it is important to lay down some ground rules:

1) If at any time, a card contradicts the rules. The card is right.
2) Flavor text is provided for enjoyment and not meant for rules of the game. It in no way is to be used to affect gameplay.
3) If your Capital ship is destroyed during any players End ROE (see Gameplay – Rules of Engagement for description) then you are considered to have escaped death via an escape pod, but lost the combat.

Gameplay – Beginning Setup:

All players must follow the proper sequence to allow for the optimal gaming experience. That sequence is as follows:

1) Build a deck using the Deck Construction rules.
2) Set aside your Capital Ship and place it in the Combat Arena.
3) Find something to use to count the Defense Strength of your Capital ship. This could be dice, pencil and paper, whatever.
4) Shuffle the deck and place it on the playing field as your fleet reinforcements.
5) Each player does the following:
   A. Draw seven cards.
   B. Secretly deploy up to 7 Command Points' worth of Units and Upgrades from your hand. Place those cards face down.
6) Once all players have finished spending their initial setup points, all players reveal their cards.
7) Decide who will go first.

Gameplay – Sorties

The game is broken down into Sorties where each player gets a turn to run through their Rules of Engagement. During each sortie, the first player will run through his Rules of Engagement and then play will proceed to the left.

Gameplay – Rules of Engagement:

Now that someone has been chosen, each player will take his or her turn following the proper set of the rules of engagement. The rules of engagement (otherwise referred to as ROE) are as follows:

1) **Prepare**
2) **Reinforce**
3) **Deploy**
4) **Combat**
5) **Fortify**
6) **End**

1. ROE – Prepare:

During a round of play, cards will be engaged in combat and utilizing specific abilities as commanded to hopefully achieve victory. During the Prepare ROE, all engaged ships are returned to their upright position to be available for use again.

2. ROE – Reinforce:

Your military presence has reinforcements available through the drawing of cards from your reinforcements deck. During this ROE, you will draw **TWO** cards. If you are not able to draw a card, you are out of reinforcements. You are not dead, yet, but the situation does not look good.

3. ROE – Deploy

At the start of Deploy, add up the Command Power provided by cards you have in play (silver stars). This is your budget for the turn. Pay each card's Command Cost (gold coin) as you deploy it. You can deploy as many eligible cards as you can pay for. Keep any unspent Command Power available through Combat for use in Fortify.

4. ROE – Combat:

Combat is the basis by which we prove our metal as commanders. More on combat in a later section.

5. ROE – Fortify:

Spend remaining Command Power from Deploy to play cards whose effects are strictly defensive. A card that also grants or performs an attack cannot be deployed in Fortify. For example, Altarian Armor Plating adds Defense Strength and qualifies. Zarlana adds Attack and Defense Strength and does not qualify. Pay the normal Command Cost and follow the card's targeting restrictions.

6. ROE – End

At the end of the turn, resolve applicable end-of-turn effects and check every Capital Ship. In a duel, the surviving player wins if the opposing Capital Ship is destroyed. In multiplayer, eliminated players leave the battle and play continues until one player or team remains, as applicable. The active player discards down to 10 cards, and surviving Units clear damage from this turn. All unspent Command Points are lost at the end of this phase.

Combat In Detail:

Any good officer will tell you that there is an order to combat with the enemy. Here we will describe that order to you so that you can become as skilled as possible and maybe, just maybe survive combat with the enemy. It is important to remember that only the players whose turn it is can initiate combat. Combat resolves itself in three steps. Those steps are (in order):

1) **Missions.**
2) **Missiles.**
3) **Ship to Ship.**

These steps MUST be performed in this order. You can not change the order or else you will violate the Rules of Engagement. Such violations could result in a loss of command.

Combat In Detail - Missions:

Missions are special cards that allow you and your opponent to participate in various missions. Mission cards can only be played during your Combat ROE. To play a Mission card, do the following (unless otherwise stated on the card):

1) Announce to your opponent that you are playing a Mission card and reveal that card to your opponent. It is assumed that when you declare a mission you are accepting it.
2) Unless the Mission says otherwise, select one eligible Unit and engage it to participate.
3) You opponent decides whether or not to accept the mission.
    A. If your opponent accepts, they select and engage one eligible Unit. Resolve Ship-to-Ship Combat between the participating Units, including applicable Battle Cards. Follow any special instructions on the Mission.

B. If your opponent declines, apply your participating Unit's Attack Strength to their Capital Ship. Follow any special instructions on the Mission.

4) Follow the Mission card if it changes these rules. For example, a Mission may allow you to select two Units.
5) You may play additional Missions in the same Combat phase if you have eligible Units and meet each Mission's requirements.

Combat In Detail - Missiles:

This Unit is equipped with missiles and it will be referenced with a missile damage indicator. In examples, "Missiles 2" means that you can fire missiles at a damage of 2 points. To fire a missile, do the following:

1) Engage the Unit with the Missiles ability.
2) Announce that you are firing missiles.
3) Select a valid target (note due to high-tech instruments, be sure to read the **Abilities** section to see what abilities can not be targeted with missiles) including the Capital ship.
4) Allow your targeted opponent the ability to respond with decoys, possible event cards or abilities to prevent the attack. Take these into account when determining result. It is important to note that "Missiles 2" indicates a single missile with an attack strength of 2 and not 2 separate missiles.
5) Subtract the adjusted damage (taking in account any results from cards or abilities) from the Defense strength.
   A. If total damage exceeds the Unit's Defense Strength, check whether it can use Repair before discarding it.
   B. If the Capital ship was attacked then reduce that Capital ships defense by the number.

Missiles can be a valuable part of your attack especially against Capital ships. Be sure to not forget them during combat.

Combat In Detail – Ship to Ship:

This is the dogfighting meat and potatoes of combat. To perform ship to ship combat take the following steps:

1) Attacker (player whose turn it is) declares his attacks. If this is a multiplayer game, he may declare multiple attacks, but all attacks must be declared at this time.
2) Attacker declares participating Units. Note: Capital ships do not directly participate in battle only Units.
3) Defender (player being attacked) declares their participating defending Units and which Attackers Units they are defending the Capital Ship against. Notes:
   A. The Defending player may only select ships that are not "Engaged" to participate in combat.
   B. Defending Units are considered to be in a special "Defense" mode and therefore do not need to be "Engaged" (rotated ninety degrees) to defend their Capital Ship. However, to use an ability the still must "Engage" the ship.
   C. There is a one to one relationship between attackers and defenders thus you must "Pair" the attackers with defenders when you announce your defense.
   D. Capital Ships do not directly engage in battle.
4) All participants may now select one Battle Card (if they have on in their hand) and place it face down in the combat arena.
5) Resolve the Combat as follows:
   E. Flip over Battle Cards and be sure to take into account whatever they state.
   F. Cycle through all "Paired" Units. Each pairing is considered to be a dogfight.
   G. Compare each Unit's Attack Strength with the opposing Unit's Defense Strength. Damage exceeding Defense Strength can destroy a Unit. Check both directions unless First Strike or a card effect changes the order.
   H. Before discarding a Unit for damage, check whether it can use Repair. If it is destroyed, discard it. A paired attack deals no damage to the Capital Ship unless a card says otherwise.
   I. If the attacking Unit is not defended against, then it is considered to have attacked the Capital Ship directly. Reduce the Capital Ships Defense Strength by the Attack Strength of that Unit.
   J. Remember to account for the affects of the Battle Cards if played because they can severely change the outcome of combat.
6) All attacking Units that participated in combat and remain in play MUST be "Engaged" if they are not already. This means that you must think carefully when deciding what ships to use in an attack and what ships to leave for defense since you cannot defend with an "Engaged" ship.
7) In multiplayer, declare all attacks and their targets together. After that declaration, defender assignments, Battle Cards, and combat resolution may be handled one opponent at a time.
8) Damage remains on a surviving Unit until the end of the turn unless Repair or a card effect clears it sooner. Count earlier damage when resolving any further damage this turn.
9) Note: Some cards may alter how combat is performed and/or resolved. When this happens follow what the card states.
10) Choose ready Units for combat. A Unit engaged as part of the current combat may still use Repair if it meets the conditions under Repair.

Card Types

Capital Ship

Your flagship starts in play. Track its Defense Strength and protect it. If it is destroyed at the End ROE, you lose.

Unit

Units deploy to the Combat Arena and may take part in combat as their rules allow. An Escort is a ship that is a Unit.

Missions

Play Mission cards during Combat. Each Mission defines the conditions for its engagement.

Battle Cards

During Ship-to-Ship Combat, each participant may select one Battle Card and place it face down. Reveal the cards during resolution.

Orders:

Orders are special cards that define your fleets overall orders given from command during this engagement. Orders may only be played during your Deploy ROE. While an Order is in play, that player must abide by whatever the objective states. You can remove an objective in one of two ways.

1) Replace it by playing a NEW Order card during your Deploy ROE.
2) During your Deploy phase, you may disobey your current Order. Check whether any of your Units leave your fleet:
    A. Draw the top card of your draw deck.
    B. If the card is a Unit, then you must discard a number of Units from play equal to the Command Cost of the Unit card drawn.
    C. If the drawn card is not a Unit, no Units are discarded.
    D. Discard the drawn card.

Orders can greatly assist you in battle; however, they can backfire also. Be sure when you play one that you are ready to have it remain in play.

Events:

An Event can be played when its printed trigger is met. A trigger is optional unless the card says otherwise. If the card names a phase before its effect, such as DEPLOY, it can only be played in that phase. Follow the Timing rules when an Event responds to another action.

Upgrades / Downgrades:

Upgrades are special cards that enhance or disable Units, Capital Ships, etc. Unless otherwise noted in the card text, upgrades and downgrades are only available for Units. There is a cost for these upgrades and/or downgrades. Upgrades and/or Downgrades are played during the Deploy ROE on the ship that it will enhance or disable and can be played on any Unit in play. All upgrades and/or downgrades will remain with that ship until it is discarded or ordered to be removed via another card. If the Unit the upgrade and/or downgrade is discarded then so is the upgrade and/or downgrade.

Space:

Space is an interesting item during combat. Sometimes it is open and empty and sometimes it is full of gravity wells or electromagnetic storms. A space card is brought into play during the Deploy ROE. Each player may only have one Space card in play. If a player decides that he or she would like to play a different Space card they must discard the one in play to replace it with the new one. Space cards do not affect Capital Ships. All Space cards affects are compounded on top of one another. Therefore, you must take into account all Space cards when doing combat.

Convoy

A convoy combines multiple ships into one group for combat. Convoy is a Unit keyword used to form the group.

1) All but one ship in a convoy must have the Convoy keyword. For example, The Hunter may join as the one ship without it.
2) Ships within a convoy are considered to be on “Escort” duty. And unless otherwise stated on Convoy cards, convoys may not attack.
3) Capital ships cannot join a convoy.
4) Attacking strength of the Convoy is the sum of all Attacking Strength of the individual ships that are part of the convoy.
5) Defense Strength is also summed up from all the individual ships that are part of the convoy.
6) Convoys are destroyed at a whole. If there is enough attack strength or a Battle card causes the normal destruction of the convoy as a ship then the entire convoy is discarded.
7) For purposes of gameplay, you must announce during each deploy ROE what ships are participating in the Convoy. Once announced you cannot change participating ships until you’re next Deploy ROE.

Abilities:

Passive abilities apply while their source is in play, subject to card text. Triggered abilities require the stated condition or phase. Follow the cost and instructions for each ability separately. When an ability says to engage a Unit, rotate that Unit 90 degrees. Resolve eligible responses using the Timing rules.

1) **Boarding Parties –** The Unit has specially trained Marines on board to aide in the capturing of starships. Using Boarding Parties works as follows:
    A. If while attacking, you do enough damage to a non-capital starship to cause it’s destruction and your Unit has this ability.
    B. You can capture the starship in question. You opponent hands you the starship to use as if it was your own.

C. The captured starship is considered to be attached to the Unit that captured it. If for any reason, the Unit that captured the starship leaves play (i.e. destroyed, discarded, etc) then the captured starship returns to it's owner's discard pile.

D. As long as the captured starship is under your control, you may use it as if it was your starship with half of the attacking strength (round up, i.e. attack of 3 is an attack of 2, attack of 4 is an attack of 2) it originally had.

2) **Electronic Countermeasures (ECM) –** The Unit is equipped with special high-tech devices to deter attacking ships and make it difficult for them to lock on to this Unit. ECM will be noted on a card with ECM strength (i.e. "ECM 2"). The strength of the ECM is subtracted from Units attack strength whenever this Unit participates in combat. Units with ECM can not be targeted by missiles.

3) **Evade –** The Unit has special high-speed maneuvering capabilities that allow it to possible evade Unit attacks during combat. Evade will be noted with an Evade strength (i.e. "Evade 2"). Here is how Evade works:

A. When this Unit is the attacker, any Unit with attack strength equal to or less then the Evade strength can not block this Unit during combat.

B. When this Unit is the defender, any Unit that is blocked by this Unit with an attack strength equal to or less then the Evade Strength does not do damage to this Unit during combat. Thus, the Unit with Evade can effectively block without taking any damage.

C. Missiles cannot lock on to a Unit with Evade.

4) **Decoy –** This is a special ability that relates to Missile attacks. A Unit with Decoys may do the following during the Missiles section of combat.

A. Engage Unit and announce that you are using the Decoy ability.

B. Select a target Missile to prevent the damage from.

C. Allow your opponent the chance to play an Event card that may alter you ability to decoy the missile.

D. If you still succeed, then the missile has followed the decoy and exploded on impact out of range of the fleet and no damage is dealt to any starships.

5) **Missiles –** This Unit is equipped with missiles and it will be referenced with a missile damage indicator. In examples, "Missiles 2" means that you can fire a missile during combat at a damage of 2 points. To use missiles see Combat in Detail – Missiles above.

6) **Repair** – A Unit with Repair can clear damage that would destroy it.

A. When damage would destroy this Unit, you may use Repair before discarding it.

B. Engage the Unit if it is ready. If it is already engaged, you may use Repair only if it engaged to participate in the current combat.

C. Announce Repair and resolve eligible responses. If Repair resolves, clear all damage the Unit has taken this turn.

D. A Unit can use Repair once per ROE. If it takes lethal damage again during that same ROE, discard it unless another effect saves it.

E. Repair cannot prevent an Event or ability that directly instructs you to discard the Unit.

7) **First Strike –** If exactly one Unit in a pairing has First Strike, resolve its damage first. The opposing Unit deals damage back only if it survives, including through a legal Repair. If both Units have First Strike, resolve their damage as usual.

8) **Swarm –** You may include more than five copies of a card with Swarm in your deck. Each copy still counts toward your deck's point limit.

Attributes:

Attributes are items that characterize that particular card. An attribute may list a type of Unit, or house alliance for the Empire, or type of upgrade the card is. Attributes to do directly do anything special; however, there are cards that will only be able to be played on cards of that attribute. Example: the Mission card called "Dogfight" can only be used with "Fighter" attribute Units.

Timing:

When playing cards such as events or card abilities, they are considered to be instantaneously occurring with the field of battle. Therefore, we must discuss what happens when two or more events or abilities occur at the same time. In general, this game operates under the concept that the last item played is the first resolved and work backwards through each item until all are resolved. The trick is to remember that a particular event or ability can only occur if the card in question remains in play and is still valid. For example:

1) During Deploy, the active player plays Proton Bomb, which would deal 2 damage to all Units and Capital Ships.

2) The opponent responds with Spacial Anomally, targeting Proton Bomb as it is being played.

3) Resolve Spacial Anomally first. It discards Proton Bomb before it takes effect.

4) Proton Bomb is no longer valid when its turn to resolve comes up. It deals no damage.

Engagement:

Engage a Unit when a rule or card tells you to pay that cost or mark its participation.

1) To engage a Unit, rotate it 90 degrees.

2) Engaged Units remain engaged until the "Prepare" ROE unless otherwise stated by a card.

3) When an effect disengages a Unit, it cancels the specified action without returning the card upright. Follow the effect's text for how long the Unit is restricted.

Surrender:

If at any time you feel that you no longer have a chance of winning the combat and desire to surrender to save your crew from certain death, you may do so. Your opponent must accept surrender; however, it is considered a win for your opponent.

Deck Construction:

To construct your own deck, you must follow a few simple rules. Failure to follow these rules will result in your immediate surrender.

1) You must have one and only one Capital Ship in your deck. These are considered your base of command and where you deploy all your Units from.
2) Add each card's rarity point value to find your deck total. The total must fit the limit for the format below.
   A. Dueling Tournament Style:
      - 1650 for Beginners.
      - 1400 for Intermediate.
      - 1150 for Expert.
   B. Group play with at least 80 card decks:
      - 1750 for 3 total players.
      - 2000 for 4 or more total players.
3) Include up to five copies of any one card. Cards with Swarm are exempt from the copy limit.
4) Build your deck on one alignment side. A Good deck may include Pure and Order cards. An Evil deck may include Chaotic and Evil cards. Either side may include any Neutral and Unknown cards. Good and Evil cards can never share a deck.

> Wheel colors
> If these rules are printed in black and white, the colors are as follows. Pure = Blue, Order = Green, Neutral = Yellow, Chaotic = Orange, Evil = Red, and Unknown = Purple.

A deck with Pure, Order, Neutral, and Unknown cards is legal. A deck with Order, Neutral, and Chaotic cards is illegal because it mixes Good and Evil.

5) A deck may also consist entirely of Neutral and Unknown cards.
6) You do not have to create your deck with only cards from a single race. You may mix and match as much as you like as long as you do not violate any other deck construction rules.
7) It is suggested that you have at least half of the deck as Units as they are the meat by which the game functions and victory can be had.
8) Point breakdowns by rarity are as follows:
   A. Common – 0, 5, 10, 15.
   B. Uncommon – 20, 25, 30.
   C. Rare – 35, 40, 45.
   D. Super Rare – 50.

Alignment and Deck Compatibility:

Each card has one of six dispositions. A disposition identifies its alignment side or its availability to either side.

1) Good side – Pure and Order
2) Evil side – Chaotic and Evil
3) Neutral – Available to either side
4) Unknown – Available to either side

Multi-Player Games:

More then two players is defined as a multi-player game and there are a few rules to keep in mind when playing one of these games.

1) You may play in one of two formats:
   A. **Teams –** A total of three teams are possible (Aligned Good, Aligned Evil and Aligned Neutral). Aligned Good and Aligned Evil can not attack their own alignment. Aligned Neutral can attack and be attacked by any alignment even other Aligned Neutrals.
   B. **Renegade –** Each is on their own. Deck construction rules still apply, but each is considered to be a commander of a renegade faction and on their own.
2) During Combat, all attacks must be declared at the same time although you can select multiple opponents to target.
3) While using Mission cards, you must select a target opponent to perform the Mission against unless otherwise stated on the card.
4) This game is provided for fun and hours of enjoyment.

Card Anatomy:



1) **Card Title** – “The Hunter” – Name of card. Note: if a star appears in the title then the card is unique and only one copy may be in play per player.
2) **Command Power Cost** – 2 – Amount of Command Power needed to deploy this card into the Combat Arena.
3) **Command Power Provided** – 0 – Amount of Command Power this card will provide once it is in the Combat Arena.
4) **Race** – Alliance – The race this card is affiliated with.
5) **Attack Strength** – 3 – The amount of damage dealt during combat.
6) **Defense Strength** – 1 – The amount of damage a ship can take during combat.
7) **Rarity** – Common – The collectibility of this card.
8) Card Type – Unit. The Hunter is an Escort, a ship classified as a Unit.
9) **Abilities** – Engage to repair – If the card has an ability it will be listed here.
10) **Flavor Text** – See Card – Text about the card and the overall Alliance universe.
11) Disposition – Use the alignment illustration for the six current dispositions and their colors.

Combat Arena:

Suggested setup for two players. Keep deployed Units facing the opposing fleet and track each Capital Ship's remaining Defense Strength.



Keep your hand off the table and out of view.

Terminology:

Since we are talking about warfare, it is important that you understand all the important terms that will be used in combat.

Aligned Evil	Multiplayer team grouping for Evil and Chaotic.
Aligned Good	Multiplayer team grouping for Pure and Order.
Aligned Neutral	Multiplayer grouping for Neutral. Unknown is a separate card alignment.
Capital Ships	The command ships within a fleet.
Combat Arena	The field in which we play the game containing all the cards in play, one reinforcement deck and one discard deck.
Command Cost	The amount to Command Power required to deploy a card into the Combat Arena. This is denoted by a Gold Coin.
Command Power	The amount of Command Strength you have determined by summing up all the Command Power (Silver Star) points from the cards you have in play.
Engage	Rotating the ship ninety degrees to one side to signal that it is participating in an attack or using its ability.
Escorts	Ships classified as Units, including fighters and starships.
Fighters	Small Escorts. Often used as cannon fodder to protect the Capital Ship.
Mission	A card that sets up an engagement between eligible Units.
Rules of Engagement (ROE)	The ROEs of a players turn. Referred to as ROE within the game.
Starships	Large Escorts. Often used for missions and large scale assault as well as solid defense.

Timing Reference

An action can be a deployment, an Event, an ability, or another play allowed by the rules. When another player has an eligible response, resolve the most recent response first and work backward. Check that each pending action still has a valid source and target under the card text before it resolves.

Rules of Engagement — Turn Sequence

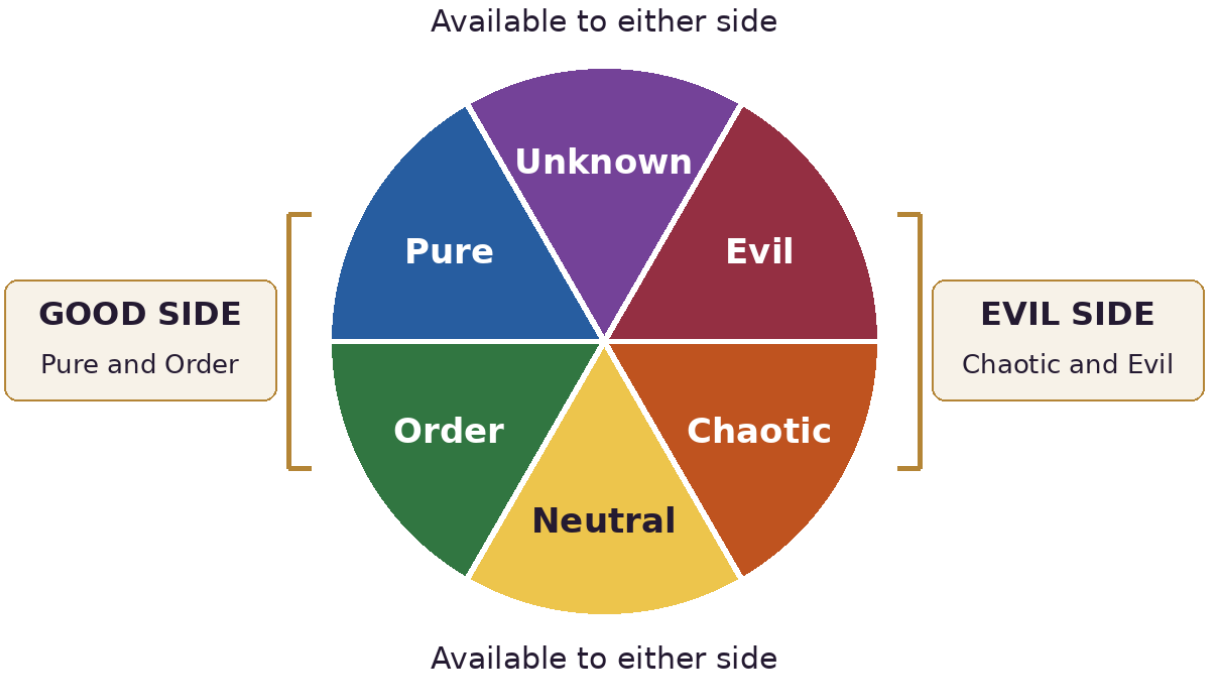
1) **Prepare —** Ready engaged ships and resolve effects that occur at the beginning of the phase.

2) Reinforce — Draw **TWO** cards from your reinforcements deck. An empty deck does not eliminate you.
3) **Deploy —** Calculate and spend Command Power. Carry any unspent power through Combat to Fortify.
4) **Combat —** Resolve applicable missions, missile attacks, and ship-to-ship engagements in the order required by the combat rules.
5) Fortify — Spend remaining Command Points on strictly defensive cards.
6) End — Resolve end-of-turn effects, check Capital Ships, discard down to 10 cards, clear damage from surviving Units, and lose all unspent Command Points.

Follow the full timing instructions in the main rules when cards create additional response windows or exceptions.

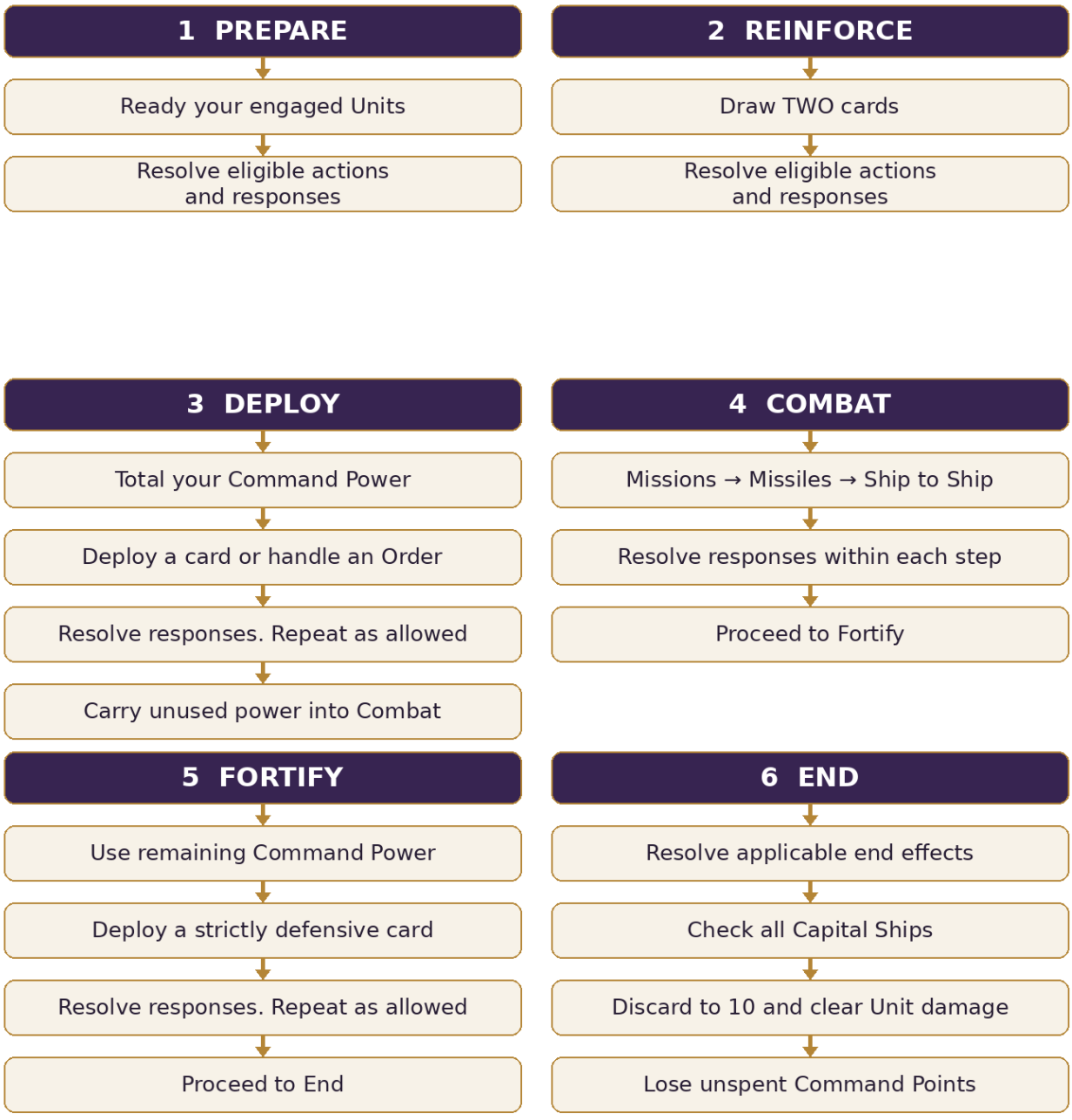
Illustrated Reference: Alignments

Choose the Good or Evil side when building a deck with sided cards. Neutral and Unknown are available to either side.



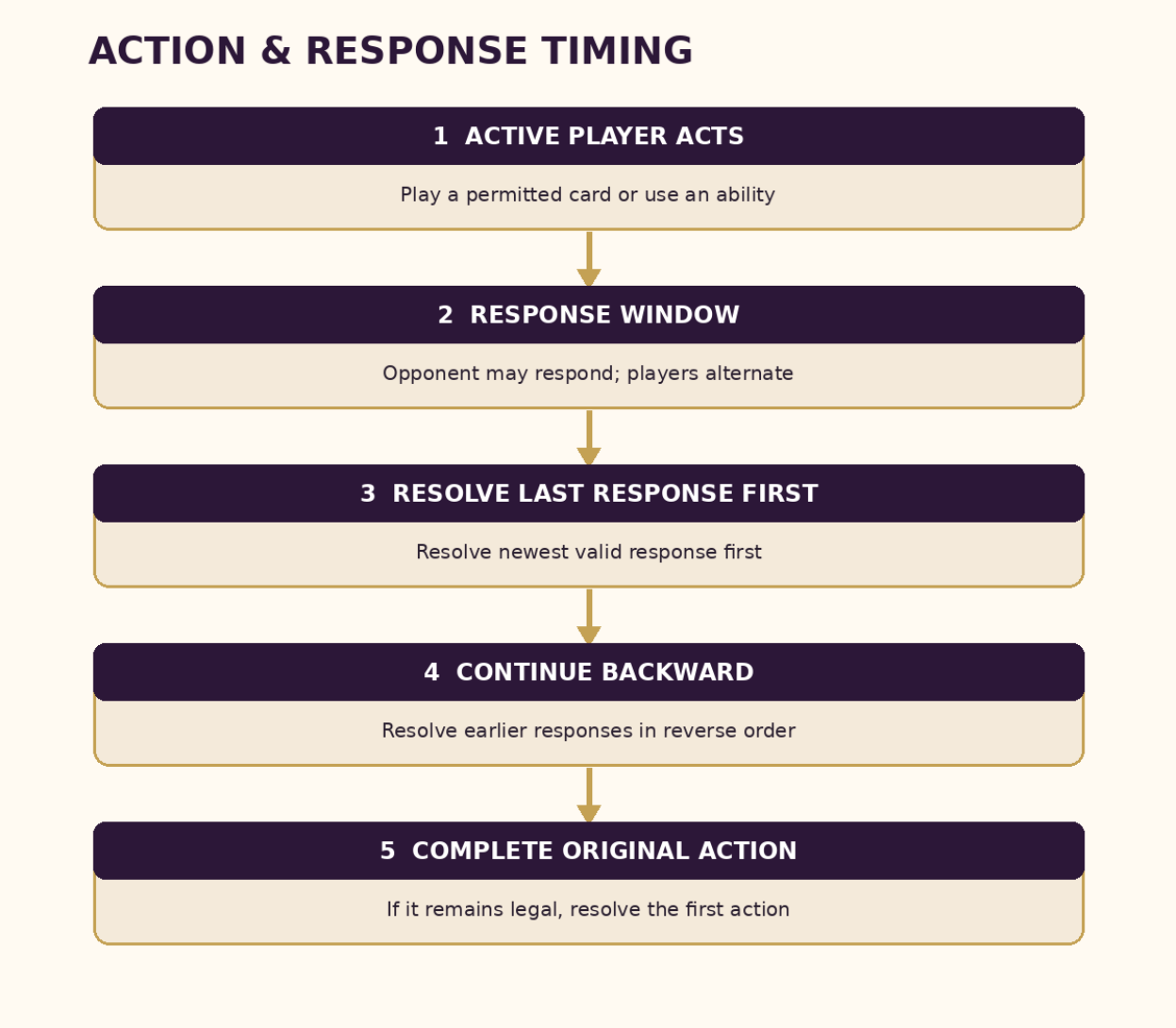
Illustrated Reference — Turn Timing

Resolve applicable effects at the beginning of each phase. You may respond when a card's timing or trigger allows it. Resolve end-of-phase triggers before moving on.



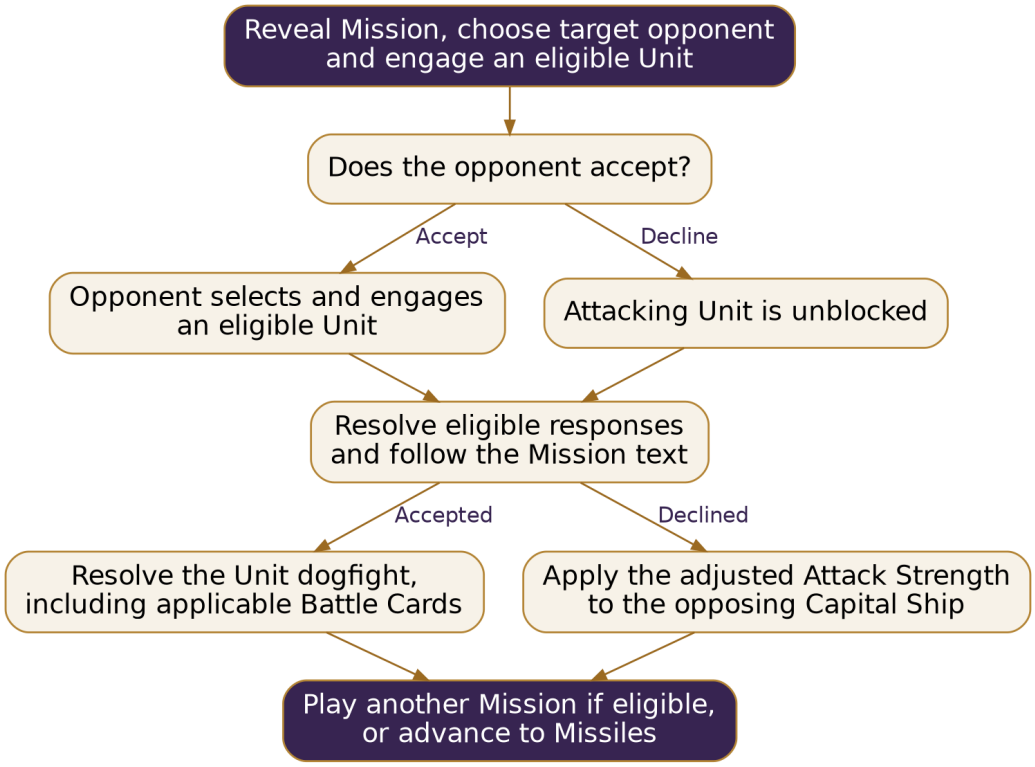
Illustrated Reference: Responses

Responses resolve in last-in, first-out order. Recheck whether each pending effect is still valid when it resolves.

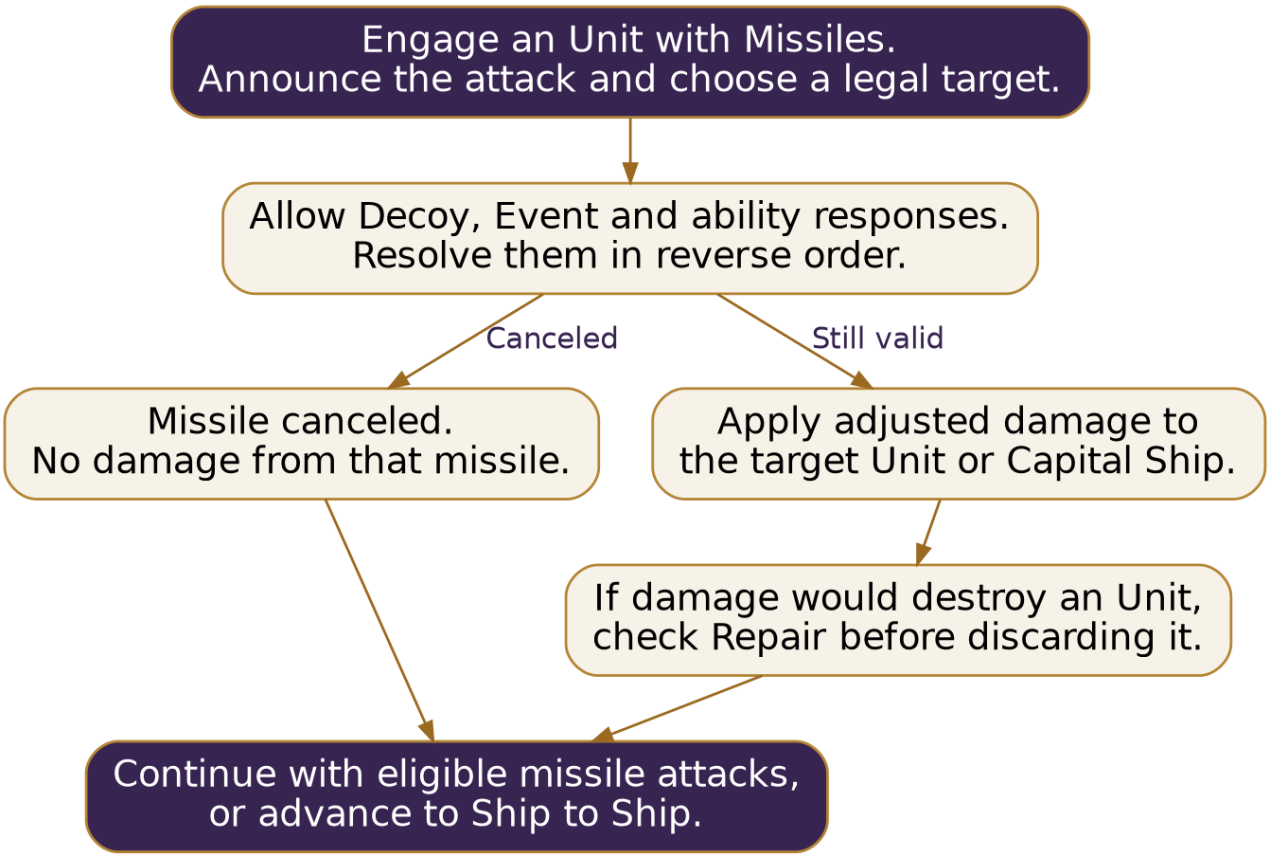


Illustrated Reference — Missions

If you pass on a combat step, continue to the next step. When you take an action, resolve eligible responses before proceeding.



Illustrated Reference — Missiles



Illustrated Reference — Ship to Ship

In multiplayer, declare all attacks at once. Defender assignments, Battle Cards, and resolution may then be handled one opponent at a time.

