

# STARSHIPS ASSEMBLY

Rulebook v4.1.5

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*A strategy game for two players using only twenty cards.*

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Societies in the 28<sup>th</sup> century roam the galaxies in continent-sized starships. Captains of these starship societies gather to negotiate peacefully in the Starships Assembly. While the peace holds you will recruit captains to your side and deploy a fleet of starships. But after a declaration of war there is no course except to engage your opponent's fleet and triumph!

• 2 players

• ages 14+

• 45 minutes



This document is best viewed in a reader that supports hyperlinks.

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## 1 OVERVIEW

Your objective is to deploy a fleet of ships and then destroy the opposing fleet in the space battle.

Each card has a captain on one side and a ship on the other:

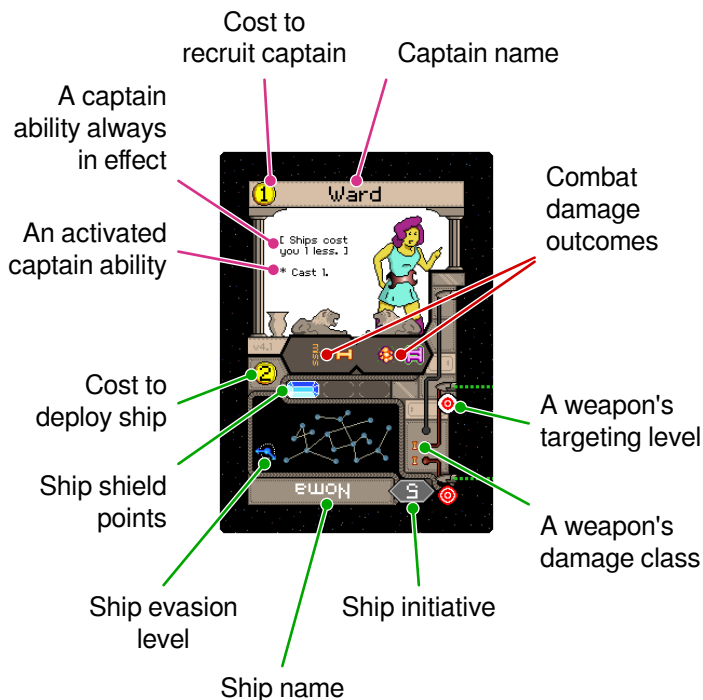


On the left is an example of a card played captain-side up where information relevant to the captain is highlighted. On the right is a card played ship-side up with ship information highlighted. The middle area is explained later.

The game has three phases. The **lobbying phase** is a short phase where you will build your starting hand. Next in the **assembly phase** you will cast votes and use them to recruit captains (captain-side up) or deploy ships (ship-side up). There is no fighting until a declaration of war; then you move to the third and final phase called **open warfare**. In open warfare recruited captains are no longer useful. You must command your fleet of ships in battle to decide the winner of the game!

## 2 GAME PARTS

The game uses just 20 cards. Each card has a captain side, a ship side, and in the middle are damage outcomes used during combat.



### 3 LOBBYING PHASE

In this phase your objective is to build a starting hand of two cards for the [assembly phase](#).

#### Is this your first time playing?

If so, this phase will be more interesting after you've had a chance to see the cards in action. For your first play through it is recommended that you skip this phase by doing this:

1. shuffle all twenty cards face down
2. deal each player two cards
3. randomly choose a player to go first in the next phase
4. proceed to the [assembly phase](#).

#### 3.1 LOBBYING PHASE: SETUP

1. Shuffle all twenty cards face-down. Deal two cards face-down to each player; you may look at your two cards.
2. Then deal four cards face-up between the players.
3. The remaining cards form the [draw deck](#) (explained later). For now arrange the draw deck as a fifth option and whoever picks it (set the whole deck next to you) will take the first turn in the [assembly phase](#).

### 3.2 LOBBYING PHASE: PLAY

Randomly choose a player to go first.

1. The first player picks 1 thing (either a face-up card or the draw deck).
2. The second player picks 2 of the remaining things.
3. The first player picks 1 of the remaining things.
4. The second player takes the last thing.

#### Release

Other games have players discard into a separate pile. In *Starships Assembly* you instead release cards by placing them face-down on the bottom of the **draw deck**.

Each player is now holding several cards and must **release** cards to form her starting hand of 2 cards. The first player of this phase releases first, then the second player releases.

The player who picked the draw deck should put it back between the players and will take the first turn in the assembly phase.

## 4 ASSEMBLY PHASE

The assembly phase is peaceful, more or less! Using the starting hand you built in the previous phase, you will **recruit captains** to your side. Captains can **cast votes** for you to **spend** on

recruiting more captains and also on **deploying ships** into your standing **fleet**.

The ships don't fight or do anything in this phase, they are just a projection of power. As you and your opponent deploy ships one of you will eventually **declare war** and the other player will get one more turn. Then every card that is not a ship gets shuffled together and your fleet of ships is all you take with you to the final **open warfare phase**.

#### 4.1 ASSEMBLY PHASE: AREAS OF PLAY

(1) Your hand; keep it secret from your opponent. A card in your hand may be played as a captain or as a ship. (2) Your **recruited** captains, cards you have played captain-side up so that you can use the captain **abilities** to help you get ahead in the assembly phase. The ship side of these cards is ignored. (3) Your **deployed** ships, cards you have played ship-side up that will be your fleet in the open warfare phase. The captain side of these cards is ignored.



(4) Your opponent's hand. (5) Your opponent's recruited captains. (6) Your opponent's deployed ships. (7) The **draw deck** where both players may draw from. (8) The **agenda** where both players may draw from.



## 4.2 ASSEMBLY PHASE: SETUP

Each player should already have a starting hand of two cards from the [lobbying phase](#). The rest of the cards should be in a face-down draw deck.

Set the draw deck where both players can reach it and turn the top three cards face-up to form the agenda, as seen in the [areas of play section](#).

The player who chose the draw deck in the lobbying phase takes the first turn in the assembly phase.

## 4.3 ASSEMBLY PHASE: DRAWING AND THE AGENDA

To draw a card you may either (1) take the top card of the draw deck, or (2) you may choose a card from the agenda. When you take a card from the agenda, immediately refill the agenda with the top card of the draw deck.

You always draw a card at the beginning of your turn. Some captains have abilities that let you draw additional cards.

### Agenda is not like a hand

You cannot recruit captains or deploy ships directly from the agenda as if they were in your hand. The agenda is simply another way to draw cards. However, there are captain abilities that give you special access to cards in the agenda.

When you draw that last card from draw deck, or take from the

agenda and refill with the last card from the draw deck, this is one of the conditions that triggers a [declaration of war](#).

#### 4.4 ASSEMBLY PHASE: CASTING AND VOTES

Votes are the currency of the Starships Assembly. *Casting* votes means to accumulate them, and then you can *spend* those votes to recruit more captains and deploy ships and more. Votes you have cast are lost at the end of the turn, so find something to spend them on! More on spending votes in the coming sections.

There are two ways to cast votes.

Most captains have an activated ability like \* Cast 1. which allows that captain to cast 1 vote per turn. Some captains can cast more votes under special conditions.

Also, you can always release a card *from your hand* for 2 votes. This can be a good way to recruit your first captain or two. Note you cannot use this rule to, for example, release a deployed ship or a recruited captain for 2 votes.

#### 4.5 ASSEMBLY PHASE: RECRUITING AND DEPLOYING

You have several options for spending votes on your turn; the primary use of votes is to recruit captains and deploy ships from your hand. The cost in votes of a captain or ship is shown in a gold circle; see [parts of a card](#).



The votes you cast from various sources are pooled; you may split them any way you like to spend them. Any unused votes at the end of your turn are lost.

You can recruit a captain from your hand by spending a number of votes equal to the captain's cost, and then placing the card captain-side up in your play area. This captain is **refreshed** so you can activate this captain's abilities this turn.

Similarly, spend votes equal to the ship's cost to deploy a ship from your hand: place the card in your play area ship-side up. Ships will fight in the final phase of the game, but in the assembly phase they just wait, projecting power.

### Fleet Size

Fleet size is capped at 5 ships. You may not voluntarily release ships to make room for more, except with captain abilities. If either fleet has 5 ships at any point during a turn, this is a condition that triggers a **declaration of war**.

## 4.6 ASSEMBLY PHASE: USING CAPTAIN ABILITIES

The captains you recruit have abilities to help you cast more votes and alter the normal assembly phase rules in your favor.

- Abilities in brackets are always in effect.  
[ Ships cost you 1 less. ]
- Abilities preceded by a star can be activated.  
\* Cast 1.

To activate an ability, **exhaust** the captain by turning the card 90

degrees. An exhausted captain cannot be activated again this turn, so when a captain has more than one ability to activate you may choose only one. You cannot activate your captains' abilities on your opponent's turn.

Abilities that are always in effect persist even when the captain is exhausted.

Note that you cannot activate the abilities of a card in your hand. First you spend votes to play a card as a recruited captain, then that captain can activate abilities on your behalf.

Always refresh all of your captains at the beginning of your turn by rotating them back to captain-side up.

Jump to [The Captains and Their Abilities](#) to learn about the captains' unique abilities.



## 4.7 ASSEMBLY PHASE: TURN ORDER

This section shows how to take a turn in the assembly phase. Note that you cannot take actions on your opponent's turn such as activating an ability of your captain.

1. Unlock any cards in the agenda that you locked or re-locked on the previous turn. See [locking in the agenda](#).
2. [Refresh](#) all of your recruited captains.
3. Draw a card. See [drawing and the agenda](#).
4. You may do the following actions, in any order, as many times as you are able in one turn:
  - [Release](#) a card *from your hand* to cast 2 votes. See [casting votes](#).
  - Activate captain abilities. If an ability requires a cost, that ability may only be activated if you can pay the cost. You may activate abilities of captains you recruited this turn. See [using captain abilities](#).
  - Play cards from your hand by paying the required cost in votes of either the captain-side or the ship-side of a card. Newly recruited captains begin refreshed. See [spending votes](#).
  - Lock cards in the agenda. See [locking in the agenda](#).
5. Declare the end of your turn.
6. If there was a [declaration of war](#) this turn, your opponent gets one final turn and then the game moves to the [open warfare phase](#).

## 4.8 ASSEMBLY PHASE: EXAMPLE TURN

### What can you do with your hand?

There are three main uses for the cards in your hand. You can **spend** votes equal to the cost of the captain side to play that card as a **recruited** captain. You can spend votes equal to the ship cost to play that card as a **deployed** ship. Also, you can always **release** a card *from your hand* to **cast** 2 votes.

Here is an example turn in the assembly phase. Suppose you already have Krave/Gazer in your hand and you recruited the captain Yumi on a previous turn. You always start your turn by **drawing a card**; suppose you draw Temming/Lance.



Recruited Captains



Your Hand

You currently have two cards in your hand, Temming/Lance and Krave/Gazer.



Recruited Captains

Your Hand

Next you activate **Yumi**'s ability, show that he is exhausted by turning his card sideways, and now you have 2 votes available to spend. Spend 1 vote to **recruit** Temming as a captain. You have 1 unspent vote at this point.



Recruited Captains

Your Hand

**Temming** has two activated abilities; activate his special ability: **release** Temming to cast 4 votes. This brings you up to 5 unspent votes.



Recruited Captains



Deployed Ships

Your Hand (empty)

The last card in your hand could be played as Krave for 1 vote, or as the ship Gazer for 5 votes. Suppose you spend all of your available 5 votes to play Gazer ship-side-up. Now your hand is empty, you have a ship ready in case of war, and on your next turn the captain Yumi will be refreshed and ready to cast votes for you again!

## 4.9 ASSEMBLY PHASE: DECLARING WAR

There are three ways to trigger a declaration of war:

1. **Amassing Force:** When either player reaches the maximum fleet size of 5 ships at any point in a turn.
2. **Depleting Resources:** When a player draws the last card of the [draw deck](#), or takes a card from the [agenda](#) and re-fills it with the last card in the draw deck. This declares war even if a player releases cards later in the turn.
3. **Invoking Politique:** Using a captain ability to declare war.



Remember, when war is declared at any point on one player's turn, that is her last turn, and then the other player always gets one final turn before you move to the open warfare phase.

## **5 OPEN WARFARE PHASE**

War has been declared! There are no reinforcements! From here on out you must defeat the enemy fleet, ship by ship.

You start the open warfare phase with the **fleet** you managed to **deploy** in the **assembly phase**. The ships take turns in order of **initiative** no matter which player's fleet they are in.

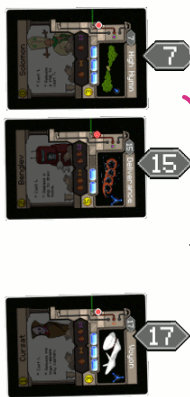
### **5.1 OPEN WARFARE PHASE: SETUP AND OVERVIEW**

#### **Shuffle only twice per game**

You only shuffle the deck once before the **lobbying phase** and then a second time for the **damage deck** to start the open warfare phase. As you reveal damage cards and destroy ships, just put them on the bottom of the damage deck. If you can remember the damage outcomes of a card when it comes back to the top of the damage deck, it could help you pick just the right target to win you the game!

Players set their fleets to the side and shuffle all other cards to form the **damage deck**. Then players should arrange the ships across from each other in a line of ascending initiative.

First player's fleet











Second player's fleet



Here's an example game that has just moved to open warfare. The first player's earliest ship has initiative 7. The second player's fleet has an advantage because three ships (initiatives 1, 3 and then 6) will get a turn before the first player fires a shot.

Ships take turns in ascending order of initiative. When the last ship takes a turn, loop back to the first ship still alive and continue until one fleet has been eliminated.

Ship weapons have a **targeting level**  and a **damage class** . Section 5.3 explains which targeting levels can lock onto enemy ships based on the target ship's **evasion level** . Then section 5.4 shows how your weapon's damage class  and a random card from the damage deck determine how many shields  you deplete from your target.




Use ships with the initiative to knock out enemies before they can shoot back. Ships with damage class  weapons deal more damage with fewer misses. Watch out for ships with high evasion , you need  weapons to lock on.

## 5.2 OPEN WARFARE PHASE: SHIP TURN

Each ship takes one ship turn in ascending order of initiative, no matter which player owns the ship. On a ship's turn it will fire its weapons at available targets; damage is absorbed by shields. A ship may be destroyed before its ship turn.

A weapon with no legal targets cannot fire.

## 5.3 OPEN WARFARE PHASE: LOCKING TARGETS

Each ship has one or more weapons. Here is an example ship weapon that has **damage class**  and **targeting level** . Slide an enemy ship to the green targeting line, , to show that you want to lock this weapon onto that ship.



Each ship has an evasion level; another ship's weapon can target an enemy ship only when the targeting level is equal or higher than the evasion level.

Weapons with targeting level...	can lock onto...	opposing ship w/ evasion levels
		
		
		

So for example weapons with targeting level 2 can lock onto ships with evasion levels 1 or 2.

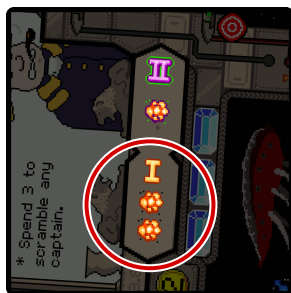
The player who is taking the ship turn must lock all targets before resolving damage. More than one weapon may target the same ship if each weapon can legally target that ship.


After resolving damage, slide any surviving target ship(s) back into initiative order.

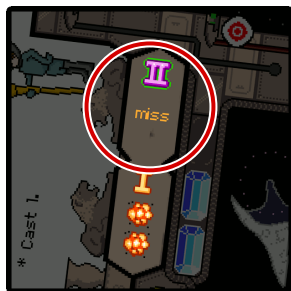
## 5.4 OPEN WARFARE PHASE: RESOLVING DAMAGE

In a single ship turn, resolve the damage for each locked-on weapon one at a time. Announce which weapon is firing and note the damage class of that weapon.

Next flip over the top card of the [damage deck](#). In the center of that card, count the number of explosions indicated for the appropriate [damage class](#). This is how many points of damage the weapon has inflicted on the opposing ship.







Each ship has zero or more shield points  and each shield point can absorb one point of damage; one further point of damage destroys the ship. If the target ship hasn't previously taken damage, turn the damage card just drawn face-down and use it to cover shield points of the target ship equal to the damage points inflicted. If the target ship was already damaged, track the additional damage and put the damage card just drawn under the damage deck. If the ship is destroyed, put that ship, the damage card and the damage-tracking card all under the damage deck.



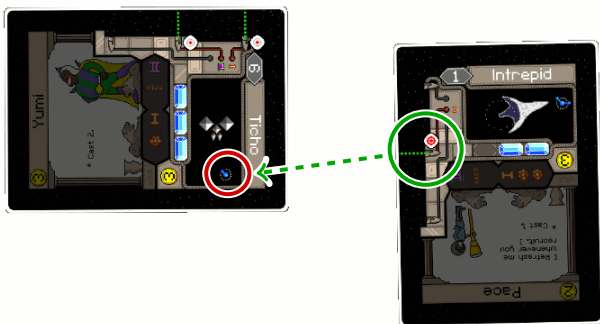
If the damage outcome for your weapon's damage class is a


"miss," the target takes no damage and the miss card goes under the damage deck.

### 5.5 OPEN WARFARE PHASE: EXAMPLE SHIP TURN

The ship Intrepid is about to take a ship turn. It has a single weapon with **targeting level 2**  and **damage class I**  and wants to fire it at the ship Ticho, where Ticho has **evasion level 1**  and 3 shields .

First, Intrepid's weapon has targeting level 2  so it can legally lock onto Ticho's evasion level 1 .



The weapon is locked on, so next find out how much damage Intrepid's damage class **I**  weapon inflicts. Reveal the top card from the damage deck and count the number of explosions in the **I** result.



Here there are two points of damage in the result.



Next, track that 2 damage on the opposing ship. Flip the damage outcome face-down and use it to hide 2 points of Ticho's shields (blue cube). Ticho has one point of shields left. It can safely take one more point of damage and be left with no shields, and then an additional point would destroy the Ticho.



## 6 ADDITIONAL RULES

If you want to jump into your first game quickly, you could use all the rules before this section to play a complete game. After you get a feel for the phases, come back to this part for a few important rules that give you additional strategic options.

### 6.1 ASSEMBLY PHASE: LOCKING IN THE AGENDA

You may **spend** votes in the **assembly phase** to *lock* cards of the **agenda** that *unlock* at the start of your next turn. You may also *relock* a card that your opponent locked. Try to keep your opponent from drawing cards that fit her current strategy!

At the beginning of the assembly phase the agenda has three unlocked cards.

The ***price of locking an unlocked card*** is spending votes equal to how many cards are *currently locked plus one*.


The ***price of relocking a locked card*** is spending votes equal to how many cards are *currently locked*. So if your opponent locked one card on his turn, it would cost you 1 vote to relock that same card.

When there are no locked cards, the first lock costs 1. When there is one locked card, you would spend two votes to lock another unlocked card.

When you pay to lock or relock a card, move it to the side of the agenda closest to you to help you remember which cards will unlock on your turn. That is, if your opponent doesn't relock them!





## 6.2 OPEN WARFARE PHASE: TRANSFERRING POWER

There is an optional, desperate measure a ship can take on its turn during the open warfare phase. If the ship has one or more shield  points left, that ship can *transfer power* from shields into weapons.

First use the damage tracking card for this ship or the top card from the damage deck (without looking at it) to cover *all* of this ships' remaining shields.

Then decide whether to transfer the power into weapon targeting or increased damage.

- If you choose targeting then for the rest of this ship turn all of this ship's weapons are **targeting level 3** .
- If you choose damage then for the rest of this ship turn all of this ship's weapons are **damage class II** .

And remember, a ship that starts its turn with no shield points cannot transfer power.

## 7 GAME END

Destroy your opponent's last ship in open warfare to win!



## 8 GAME TERMS

**ability** During the [assembly phase](#), cards may be played as [captains](#), where captains have one or more abilities to help you [recruit](#) more captains and [deploy](#) more [ships](#). Some abilities are activated and some are always in effect; see [Assembly Phase: Using Captain Abilities](#).

**agenda** During the [assembly phase](#), a group of face-up cards next to the [draw deck](#) that both players may draw from. See [Assembly Phase: Drawing and the Agenda](#).

**assembly phase** The second phase of the game where players [recruit](#) captains and [deploy](#) ships. This phase lasts until a [declaration of war](#). See [Assembly Phase](#).

**captain** During the [assembly phase](#), a card that has been [recruited](#) (played captain-side up) and belongs to one player. [Captain abilities](#) that refer to a "captain" mean a card that is currently in play as a recruited captain for one of the players.

**cast** During the [assembly phase](#), to generate votes that may be spent on your turn. [Captain abilities](#) like "cast 2" are short for "cast 2 votes." Votes may be spent to [recruit](#) captains or [deploy](#) ships from your hand, or to activate some captain abilities that require you to [spend](#) votes, or to [lock](#) cards in the agenda. Votes you cast one in turn are lost if you do not spend them by the end of that turn.

**cost** During the [assembly phase](#), a card from your hand may be played as a [captain](#) or [ship](#) by [spending](#) the required number of [votes](#). The captain and ship on a card each have

a separate cost, see [Game Parts](#). Some [captain abilities](#) allow you to play captains and ships without paying the normal cost, such as [Geed](#).

**damage class** Each ship [weapon](#) has a damage class of [I](#) or [II](#) where damage class [II](#) outcomes have less misses and higher average points of damage. See [Open Warfare Phase: Resolving Damage](#). Ships only fight during the [open warfare phase](#).


**damage deck** During the [open warfare phase](#), every card that is not a ship or being used to track damage is in a face-down damage deck. When your ship weapon fires at an opposing ship, reveal the top card of the damage deck to see how much damage you inflict. See [Open Warfare Phase: Resolving Damage](#).



**damage tracking** During the [open warfare phase](#), when you damage an opposing ship, use the damage outcome card, face-down, to cover some of that ship's shield points to track how much damage it has taken. See [Open Warfare Phase: Resolving Damage](#).

**declaration of war** Triggered on a player's turn during the [assembly phase](#). That player finishes her turn, then the other player gets a final turn before the game moves to the [open warfare phase](#). See [Assembly Phase: Declaring War](#).

**deploy** To play a card as a [ship](#) during the [assembly phase](#). A deployed ship doesn't fight during the peaceful assembly phase.

**draw deck** During the [assembly phase](#), a face-down deck that both players may draw from. See [Assembly Phase: Drawing and the Agenda](#).

**evasion level** Each ship has an evasion level from 1 to 3 

  where higher evasion level makes this ship **targetable** by less enemy **weapons**. See **Open Warfare Phase: Locking Targets**. Ships only fight during the **open warfare phase**.

**exhaust** During the **assembly phase**, to turn a **recruited** captain card sideways in order to activate one of that captain's abilities. An exhausted captain cannot activate any more abilities until it is **refreshed**. See **Assembly Phase: Using Captain Abilities**.

**fleet** The ships a player has **deployed** during the **assembly phase** form that player's fleet. Fleets can *never* be larger than five ships.

**give** During the **assembly phase**, to give a played card to your opponent in the way it is played for you. So if a captain ability says to "give me" it means to give that **recruited** captain to your opponent as a captain in play.

**hand** During the **assembly phase** each player has a hand of cards. Cards from hand can be played as **recruited** captains or as **deployed** ships or even **released** for 2 **votes**.

**initiative** Each of the twenty ships has an initiative inside a hexagon showing the order that they take turns during the **open warfare phase**.

**lobbying phase** The short opening phase of the game where each player builds an opening hand for the **Assembly Phase**. See **Lobbying Phase**.

**lock** During the **assembly phase**, to spend votes to temporarily lock down a card in the **agenda**; this card cannot be taken

by either player by drawing it or by using [captain abilities](#) until it is unlocked. See [Assembly Phase: Locking in the Agenda](#).

**me** Some captain abilities say "me" to refer to the captain with that ability.


**open warfare phase** The third and final phase of the game where the players' [fleets](#) battle for ultimate victory! See [Open Warfare Phase](#).

**recruit** During the [assembly phase](#), to play a card as a [captain](#). A recruited captain can [activate abilities](#) on your turn, like [casting](#) votes for you to [spend](#).

**refresh** During the [assembly phase](#), to turn an exhausted captain right-side up, so it is eligible to activate abilities again. All of your captains are refreshed at the beginning of each of your turns. See [Assembly Phase: Turn Order](#).

**release** To place a card face-down on the bottom of the [draw deck](#). This usually refers to something under your control (a card in hand, a [recruited](#) captain, a [deployed](#) ship). Some captain abilities permit you to release cards controlled by your opponent.

**scramble** During the [assembly phase](#), to flip a card from a [recruited](#) captain into a [deployed](#) ship for the same player. You may scramble a captain who is [exhausted](#).

**shields** Each ship has between 1 and 3 shield points . Shields absorb damage from enemy [weapons](#). See [Open Warfare Phase: Resolving Damage](#). Ships only fight during the [open warfare phase](#).

**ship** During the [assembly phase](#), a card that has been [deployed](#) (played ship-side up) and belongs to one player. [Captain abilities](#) that refer to a "ship" mean a card that is currently in play as a deployed ship for one of the players.

**spend** During the [assembly phase](#), to spend votes that you have [cast](#) earlier this turn. [Captain abilities](#) like "spend 2 to ..." mean you must cast 2 votes *by some means other than this captain*, and then spend those votes to activate this ability for its benefits.

**targeting level** Each ship [weapon](#) has a targeting level from 1 to 3 (☉, ☉, ☉) where higher targeting lets this weapon lock into ships with higher [evasion level](#). See [Open Warfare Phase: Locking Targets](#). Ships only fight during the [open warfare phase](#).

**votes** During the [assembly phase](#), votes are the currency that you [spend](#) to [recruit captains](#) and to build up your [fleet](#). See [Assembly Phase: Casting and Votes](#). See [cast](#).

**weapon** Each ship has between 1 and 3 weapons. Every weapon has a [targeting level](#) and a [damage class](#). See [Open Warfare Phase: Ship Turn](#). Ships only fight during the [open warfare phase](#).

## 9 THE CAPTAINS AND THEIR ABILITIES

Here are detailed descriptions of captain abilities.



**Amwrec** has two activated abilities.

- \* **Cast** 1.
- \* **Give** a **ship** to **deploy** from your hand.

You cannot activate Amwrec's unique ability if you do not have a deployed ship, or if your opponent already has the maximum **fleet** of five ships, or if you do not have at least one card in your hand.

If you activate this ability to give the other player her 5<sup>th</sup> ship, you are **declaring war** on your turn. In this case you finish your turn followed by one final turn for your opponent.

Example: You have recruited Amwrec and have deployed Justice, and you are holding Temming/Lance in your hand. You **exhaust** Amwrec to activate his unique ability; first give Justice to your opponent, then deploy Lance from your hand without paying the normal cost.

**Benglev** has two activated abilities.

- \* **Cast** 1.
- \* **Release** a **ship** to **draw** twice.

You cannot activate Benglev's unique ability unless you have at least one deployed ship.

Example: You have recruited Benglev and deployed Qes. You release Qes and **exhaust** Benglev to activate Benglev's unique ability; first draw, and if you chose a card from the agenda, replace it immediately. Then draw a second time; you can choose the new card in the agenda if you like. Now Benglev's ability is resolved and you may continue your turn.



**Cursat** has two activated abilities.

- \* **Cast** 1.
- \* **Release me** then release any captain.

You cannot activate Cursat's unique ability unless there is at least one other recruited captain in play.

Cursat may be used to release any recruited captain, including one of your own.

Example: You have recruited Cursat and your opponent has recruited Pace. You activate Cursat's unique ability; first release Cursat, then release any captain of your choice which could be Pace.

**Dif Mendu** has two activated abilities.

- \* **Cast** 1.
- \* **Release me** to **scramble** any captain.

You cannot activate Dif Mendu's unique ability unless there is at least one other recruited captain in play.

Dif Mendu may scramble an opponent's captain or one of your captains other than Dif Mendu. She may scramble **exhausted** captains.

Example: You have recruited Rathom and Dif Mendu. You activate Dif Mendu's unique ability. First release Dif Mendu, then scramble any captain of your choice which could be Rathom. Turn Rathom's card from captain-side up to ship-side up; now this card is the deployed ship Vero.





**Geed** has two activated **abilities**.

- \* **Cast** 1.
- \* **Spend** 2 to **recruit** from the **agenda**.

You cannot activate Geed's unique ability if there are no **unlocked** cards in the **agenda**, and not until you have cast 2 **votes** by some other means.

Example: You have recruited Geed and Ward/Noma is currently unlocked in the agenda. First you cast 2 votes, possibly using other captain abilities. Then **exhaust** Geed and choose an unlocked card in the agenda, here you pick Ward, to place as a recruited captain on your side without paying her normal **cost**. Finally, refill the agenda with the top card of the draw deck.

Note Ward/Noma never went into your hand.

**Jijipo** has one **ability** that is always in effect and one activated ability.

[**Captains** and **ships cost** you 1 more.]

- \* **Spend** 3 to **give me**.

You cannot use Jijipo's activated ability until you have cast 3 votes by some other means.

Example: You have recruited Jijipo and currently it would cost you 1 more vote to **recruit** a captain or **deploy** a ship. You **cast** 3 votes, possibly by **exhausting** another captain. You can now **spend** the 3 votes and **exhaust** Jijipo to use his activated ability. First, give Jijipo to your opponent as a recruited captain. Now Jijipo's bracketed ability applies to your opponent, so for the remainder of your turn you may recruit/deploy cards from your hand at the normal price.

**Kline** has two activated **abilities**.

- \* **Cast** 1.
- \* **Spend** 2 to **scramble me**.

You cannot activate Kline's unique ability until you have cast 2 votes by other means.

Example: You have recruited Kline. You release a card from your hand or activate *captains other than Kline* to cast 2 votes. Then you spend the 2 votes and **exhaust** Kline to activate his unique ability, which scrambles Kline, immediately turning him into the deployed ship Qes.

**Kora** has two activated **abilities**.

- \* **Cast** 1.
- \* **Release** a card from your hand to cast 5.

You cannot activate Kora's unique ability unless you are holding at least one card in your hand.

Example: You have **recruited** Kora and are holding cards Yumi/Ticho and Benglev/Deliverance in your hand. First you **exhaust** Kora to activate Kora's unique ability requiring you to also release a card: you choose Yumi/Ticho and put it on the bottom of the **draw deck**. Now you have cast 5 **votes** to spend during the remainder of this turn. You might choose to **spend** those votes to **deploy** the last card in your hand as the **ship** Deliverance.

Note: you always have the option of releasing a card from your hand for 2 votes, see **Assembly Phase: Casting and Votes**. You cannot combine this with Kora's special ability; either you release a card from your hand for 2 votes (applies to any card from hand), or you release that card as part of her ability for 5 votes.

**Krave** has two activated **abilities**.

- \* **Cast** 1.
- \* **Release me** to **draw**.

Example: You have recruited Krave and you activate his unique ability. First, release Krave. Then take a card from the **draw deck** or an **unlocked** card from the **agenda**.

**Macon** has two activated **abilities**.

- \* **Cast** 1.
- \* **Spend** 1 to **declare war**.

You cannot activate Macon's unique ability until you have cast 1 vote by other means.

Declaring war with Macon is similar to declaring war **by other methods**. You may continue playing this turn, and your opponent will take one final turn.

Example: You have recruited Macon. You cast 1 **vote**, perhaps by activating a *captain other than Macon*. Then you spend the vote and **exhaust** Macon to activate his unique ability, which declares war during this turn.

**Pace** has one activated and one **ability** that is always in effect.

[**Refresh me** whenever you **recruit** or **deploy**.]

- \* **Cast** 1.

Example: You have recruited Pace and you are holding Temming/Lance in your hand. You **exhaust** Pace to activate her ability to cast 1 vote. Then you **spend** this vote to recruit Temming from your hand. By recruiting Temming you trigger Pace's ability that is always in effect, so refresh her immediately. She can now be activated again this turn.

**Rathom** has one activated **ability**.

- \* **Cast** 1 for each of your **ships**.

Example: You have **recruited** Rathom on your first turn, and you have no **deployed** ships yet. If you activated Rathom's ability now, he would cast zero **votes**.

On your second turn, *before* activating Rathom, you use other means to deploy the ship United. Now you may activate Rathom for 1 vote.

On a subsequent turn you have three deployed ships and you activate Rathom for 3 votes which you spend to deploy Ticho. Even though you now have four deployed ships, you do not retroactively gain a vote from Rathom's ability.

**Rewheart** has two activated **abilities**.

- \* **Cast** 1.
- \* **Spend** 3 to **scramble** any **captain**.

You cannot activate Rewheart's unique ability until you have cast 3 **votes** by other means.

Rewheart may scramble an opponent's captain or one of your captains, including himself. He may scramble **exhausted** captains.

Example: You have recruited Rewheart and Yumi and you are holding a card in your hand. First you activate Yumi's ability for 2 votes and exhaust him. Then you **release** a card from your hand for 2 more votes. Next, you spend 3 of your 4 votes to activate Rewheart's unique ability, and exhaust Rewheart. At this point you could choose any captain that you or your opponent has recruited; you might choose Yumi to scramble. Turn Yumi ship-side up: this card is now the **deployed ship** Boon.

**Solomon** has two activated abilities.

- \* **Cast** 1.
- \* **Release** a **ship** to **cast** 7.

If you have no **deployed** ships, you cannot activate Solomon's unique ability.

Example: You have deployed the ship Vero. You activate Solomon's unique ability; first release Vero, then you gain 7 **votes** to spend in the remainder of this turn.

**Temming** has two activated abilities.

- \* **Cast** 1.
- \* **Release me** to **cast** 4.

Example: You have **recruited** Temming. You activate his unique ability; first release Temming, then you gain 4 votes to spend in the remainder of this turn.

**Uxler** has two activated abilities.

- \* **Cast** 1.
- \* **Spend** 6 to **deploy** from the **agenda**.

You cannot activate Uxler's unique ability until you have cast 6 **votes** by other means and there is at least one unlocked card in the agenda.

Example: You have **recruited** Uxler. You cast 6 votes *without using Uxler's other ability*. Then you **spend** the 6 votes and **exhaust** Uxler to activate his unique ability. Next, choose an unlocked card in the agenda and place it as a deployed **ship** on your side without the card ever going into your hand or paying the normal **cost**. Finally, replace the card in the agenda from the **draw deck**.

**Ward** has one **ability** that is always in effect and one activated ability.

[Ships cost you 1 less.]

\* **Cast** 1.

Ward's unique ability is always in effect, so ships cost you one less **vote** to **deploy** even when she is **exhausted** from activating her other ability.

**Xastor** has one **ability** that triggers once, and one ability can be used just before your turn.

[When you recruit me, draw.]

[You may skip your turn to draw twice.]

You must decide whether to use Xastor's skip-to-draw ability at the beginning of your turn, even before you draw. So you must skip your entire turn to draw twice.

Example: You have **recruited** Xastor on a previous turn. At the beginning of your turn, you decide not to use Xastor's skip-to-draw ability, so you take a normal turn that starts with drawing one card. At the beginning of your next turn, you decide to use Xastor's ability; first draw, and if you chose a card from the **agenda**, replace it immediately. Then draw a second time; you can choose the new card in the agenda if you like. Now it is your opponent's turn.

**Yumi** has one activated **ability**.

\* **Cast** 2.

Example: You have **recruited** Yumi. Activate his unique ability to gain 2 **votes** to **spend** in the remainder of this turn.

**Zim** has two activated **abilities**.

- \* **Cast** 1.
- \* **Give me** to **deploy** from your hand.

You cannot activate Zim's unique ability unless you have at least one card in your hand.

Example: You have **recruited** Zim and are holding Dif Mendu/Pinnacle in your hand. You activate Zim's unique ability; first give Zim to your opponent (as a recruited **captain**), then deploy Pinnacle on your side without paying Pinnacle's normal cost.

## **10 FAQ AND RARE RULES**

**Q: I received the game with a printing error or missing components, what can I do?**

A: Please contact the The Game Crafter's Shop Support forum at [community.thegamecrafter.com/forums/shop-support](http://community.thegamecrafter.com/forums/shop-support) for fastest assistance.

You may also send e-mail to [info@thegamecrafter.com](mailto:info@thegamecrafter.com).

**Q: Do votes I cast but not spend on one turn carry over to my next turn?**

A: No, so it is a good idea to spend extra votes. One way to spend extra votes is on **locking cards in the agenda** so your opponent can't draw them for a turn.

**Q: When I release a card from my hand, do I have to show my opponent which card it was?**

A: No.

**Q: Can I release my recruited captain for 2 votes?**

A: No. You may only exercise the option of releasing a card for two votes when it is in your hand, never from other areas. See [Assembly Phase: Areas of Play](#).

**Q: I played a card from my hand as a captain. Later can I pay the ship cost to change my recruited captain into a deployed ship?**

A: No. When the ship is a card in your hand you may pay its ship cost to deploy it as a ship. You cannot pay the captain or ship cost of a card that is in any area other than your hand. See [Assembly Phase: Areas of Play](#). You can however change a recruited captain into a deployed ship with the special [scramble](#) ability.

**Q: When a captain [ability](#) tells me to "give" something, does that something go into play for my opponent, or go into my opponent's hand?**

A: What you gives stays in play for your opponent the same way it was played for you, so if you give a captain the opponent gets that captain, if you give a ship the opponent gets that ship.

**Q: Can I ever have more than 5 ships deployed?**

A: No, never at any point, 5 is the max fleet size. However, you can use a special ability, like [Benglev's](#), to release a ship and so make room to deploy another perhaps more powerful ship.

**Q: Can I recruit [Xastor](#) and use him that turn to draw twice?**

A: No. You must skip an entire turn to activate Xastor, so you can only choose to do that starting the turn after you have recruited him.





**Q: Does Geed's ability let me spend 2 votes and recruit him from the agenda?**

A: No, a captain ability can only be activated after you have recruited that captain in your play area. Geed's ability lets you recruit more captains, directly from the agenda.

**Q: Can I use Geed or Uxler to recruit/deploy the top card of the draw deck? Or a locked card in the agenda?**

A: No and no. Geed and Uxler's abilities require you to pick an unlocked card in the agenda, see Assembly Phase: Locking in the Agenda. If there are no unlocked cards in the agenda, you cannot activate those abilities.

**Q: How much do my ships cost if I have recruited Jijipo and Ward?**

A: Their abilities combine, so ships cost you the normal price (plus one and minus one), while captains cost you 1 more.

**Q: If there is a declaration of war, does my turn end right then?**

A: No, you may continue that turn which will be your last before open warfare.

**Q: When I declare war with Macon, does my opponent get one more turn?**

A: Yes, the other player always gets a final turn following the turn with a declaration of war.

**Q: If the draw deck is empty and the agenda has only locked cards or no cards, do I still draw?**

A: In this case when you are allowed to draw you simply do not get a card.

**Q: If the [draw deck](#) is empty and the [agenda](#) has only two cards, and then I [release](#) a card, where does it go?**

A: In this case the card ends up in the agenda. Whenever the agenda is not full and there are cards in the draw deck, they should be used immediately to fill up the agenda. So after releasing this card and it going into the agenda, you could potentially choose it with [Geed](#)'s ability, for example.

**Q: If the [draw deck](#) is empty and then I activate [Krave's](#) ability, [release](#) him, now I'm allowed to draw, can I again choose Krave who is the only card in the draw deck?**

A: Yes you can draw him. Perform the actions described in a captain's ability in the order they appear, so in this case you release Krave first, and then when you draw you take that card.

**Q: Did I [declare war](#) if I draw on my turn and the [draw deck](#) was empty, but later in the same turn I [release](#) a card to refill the draw deck?**

A: Yes, if at any point in your turn you draw and the draw deck becomes empty, you have declared war.

**Q: We [declared war](#) and ended the [assembly phase](#), but neither player has any [ships](#), what happens?**

A: While rare, if you proceed to the [open warfare phase](#) and neither player has any ships, then the declaration of war was really an empty threat, the assembly carries on for years with lots of arguing, and the game ends in a tie.

**Q: When my ship loses its last shield point  , is it destroyed?**

A: No, a ship can lose all of its shields, and the next point of damage destroys it. Note that a ship with no shields cannot [transfer power](#).

**Q: Does the order of putting cards on the bottom of the **damage deck** matter during warfare?**

A: Yes, if you want to play the complete competitive version of *Starships Assembly*. When you destroy a ship, always (1) release the destroyed ship, (2) release the damage outcome card, and then (3) release the **damage tracking** card (if any). If you can count cards and predict the outcome of some shots, it may give you the edge to win!

**Q: Can I use a **weapon** that cannot currently target anything to shoot at nothing just to cycle a damage card?**

A: Yes you can do this, and fire your weapons in any order, and **transfer power** and not shoot, or even choose not to fire any weapons. If you can remember where a big hit is in the **damage deck** and arrange for it to come up just when you need it, you deserve it!

**Q: We are in the **open warfare phase** and the **damage deck** is empty because we both have all our ships alive, and the rest of the cards are being used for **damage tracking**, what happens?**

A: If this happens, or similarly the rest of the damage deck is all misses for the type of weapon that remains on both players' ships, then your fleets recognize each other's strength, declare a cease-fire, and the game ends in a tie.



## 11 CREDITS

Many thanks to all who play-tested and edited!

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