IRONCLAD

MERCENARY BATTLESHIP

RULEBOOK

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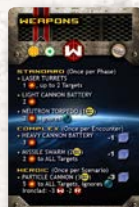**1 Cosmic Condition Card**

20 Hero and 10 Faction Hero Cards

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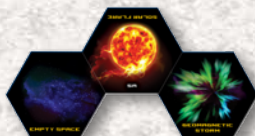**3 Order Cards**

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story overview

The infamous battleship, **Ironclad**, is a remnant of the First Galactic War between the Gaia Nova Federation and the warmongering race known as the Firstborn. As the war drew to its conclusion, the Ironclad's crew was dismayed to learn that the Federation was no better than the enemy they had been fighting, having committed atrocities that rivaled those committed by the Firstborn. The Captain and his crew mutinied and renounced the Federation, hoisting the flag of independence. The **Ironclad** is now a battleship for hire, her crew performing freelance jobs for the highest bidder, their tasks ranging from smuggling and gunrunning to escort duty and bounty hunting. Soon, they will be entangled in a spiraling course of events that will reignite the flames of war across the galaxy.

In a time where the power brokers and rival factions jockey for position in the galactic hierarchy, freelance ships like the Ironclad will find their services in high demand.

game overview

Ironclad is a cooperative game for 1 to 3 players, where players collectively control the battleship and progress through a campaign of 10 scenarios. Each scenario will feature decision points where players will be called upon to make a choice. These choices will have consequences within the current game as well as also in future scenarios. With each passing scenario, the story unfolds according to the choices the players have made.
Players will have to ensure that their ship and her systems remain intact, while also paying attention to the Crew and their Morale. Ironclad is designed to provide players with a challenging experience and a highly-replayable campaign. Players may very well lose during the course of the campaign as they are learning the game. In order to emerge victorious, players will need to customize their Hero Roster and Battleship according to the challenges that they expect to face, as well as work together to overcome the dangers that lie ahead.
In a 3-player game, each player will be responsible for one of the three Sections of the battleship and a squad of up to 4 Heroes assigned to it (in a 2-player game, one player is controlling two systems and two squads and in a solo game, the player controls all three systems and their assigned squads). These vital battleship Systems are the Bridge, the Weapons, and the Hangar and each system plays a unique role during space combat. Most of the game revolves around the Heroes' performance in each mission. These Heroes, with their skills and unique special abilities, are the keys to surviving unforgiving space and all of the hardships and adventures encountered along the way.

At the beggining of each mission, players: A) **SET UP** the sector tiles according to the scenario specifications, B) **PLACE** face down Intel tokens, which are events to be resolved once the ship moves there, C) **READ** the scenario briefing, and D) **CHOOSE** Heroes from their available roster as well as modules and gear to customize their set-up. The game is now ready to play.
In Ironclad, all players play simultaneously and collectively. Each turn players will have to discuss and decide how they will use their available actions to maximize their efficiency. The starting available actions are: A) **MOVING** around the hexagonal map, one hexagonal sector at a time, B) performing **RECONNAISSANCE** in order to scan nearby sectors and reveal any hidden Intel tokens, or C) **RESTING** (readying) their exhausted (spent) heroes, making them available for action.
When resolving Intel (events, encounters, and operations), players will collectively choose which of their Heroes will perform the challenge, from those available. After players have decided on their tactics, they will play cooperatively during space combat, with each one utilizing the unique orders of their System - the Bridge is responsible for maneuvering the ship and evading enemy fire, the Hangar will launch Ironclad's fighter squadron and the Weapons will direct the battleship's firepower to the enemy). Productive discussion among players is essential for the Ironclad's survival.

The easiest way to learn the rules for Ironclad is to play the two Tutorial Scenarios. The purpose of the first, fully-scripted Scenario is to teach the gameplay basics. After that, players can play the second Tutorial Scenario, which will delve deeper into more advanced rules (all rules can be found after the two Tutorial Scenarios further in this document). By completing both Tutorial Scenarios, players are ready to proceed to the Campaign Book and play the full Campaign.
All the sections highlighted in pink are part of the Tutorial. The first Tutorial is separated into two parts, the Game Setup and the Scenario. In between, players will find the detailed rules presented in the first Tutorial Scenario.

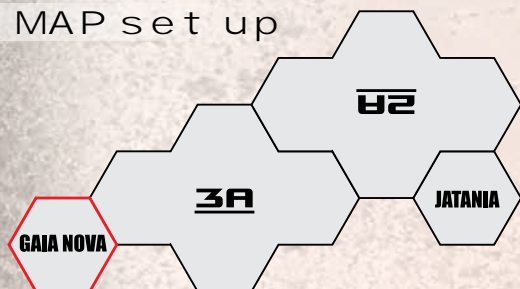| Table 1. Systems per player	
Solo	3 Systems controlled
2 Players	1 Player controls 2 Systems the other controls 1 System
3 Players	1 System per Player

tutorial scenario 1 – TRAINING

The following subjects will be explained during the first Tutorial Scenario:
• Game setup • Actions per Turn • Cosmic Conditions and Intel • Using Heroes

MAP set up

Assign System Orders cards to the players (consult Table 1 - page 3).

Find and place the following tokens on the Ironclad mat as instructed:
The **Crew token** is placed on the space indicating 7
The **Hull token** is placed on the space indicating 5
The **Morale token** is placed on the space indicating 4
The **Salvage token** is placed on the space indicating 0
The **Ammo token** is placed on the space indicating 4
The **Turn token** is placed on the space indicating 1
Place an **Energy token** on each space of the Energy track. All spaces must be covered.

"All Systems optimal Captain!" said the ensign. Captain Xavier took a seat in his tall Captain's chair and gave the order, "Set coordinates for Theia."

Prepare the following Sector tiles:
Planet GAIA NOVA - Planet JATANIA
Sector tile 2A - Sector tile 3A

Prepare the Intel tokens
and their respective Intel cards:
1 x Friendly Outpost Intel token & card
1 x Probe Intel token & card
1 x Sickness Intel token & card
1 x Sabotage Intel token & card

Place the Sector tiles and Intel tokens as shown on the Map Setup.

"According to the latest intelligence, this Sector seems full of cosmic anomalies Captain" said Gabriel, Xavier's XO. The Captain smiled confidently, "I think our girl here," referring to the Ironclad, "can handle whatever this Sector throws at us."

Place the Intel tokens face down as follows:
Probe on Empty Space (3A)
Sickness on Solar Flare (3A)
Friendly Outpost on Nebula (2A)
Sabotage on Geomagnetic Storm (2A)

Assign Heroes:
Find the following Hero cards and distribute them (their "Promoted" side face down – see Heroes section below) to the player controlling the indicated System card:
BRIDGE: Gabriel, Xavier
HANGAR: Noriko
WEAPONS: Daisuke, Thaddeus,Wrathe

Additionally, keep 6 **"Exhausted/Wounded" tokens** close by. They are used to indicate when a Hero is Exhausted or Wounded.

Place the Ironclad miniature on the planet **GAIA NOVA** (starting point).

The champagne bottle smashed against the battleship's metal hull. Her thrusters hummed to life and after some final diagnostic checks, Captain Xavier gave the command and the last docking clamp was retracted - the mighty Federation battleship, Ironclad set sail on its first mission. A handful of veterans was expected to turn the crew, made up mostly of inexperienced rookies, into full-fledged warriors.

Threat level is green, so no threat token needed.

tutorial set up

Player 1   Player 2   Player 3

HEROES

On a Hero card, you will find valuable information such as Class (under the Hero's name), Skills (depicted with icons and numbers), Special Ability, Recruitment cost (in Credits), Faction (if applicable), Heroe's Rank (Veteran or Elite), and some flavor text (in italics). All Hero cards are double-sided with the back of the card featuring the Hero's "Promotion" (more regarding Promotions in the Advanced rules). All Heroes start on their "Standard" side, easily recognizable from the Hero's nameplate:

STANDARD   PROMOTED

Classes

Heroes in Ironclad may have one (or more) of the following Classes: **Agent, Captain, Diplomat, Engineer, Marine, Pilot and Specialist**. Aside from giving the player a feel of the Hero's strengths, certain Events, Stations, and Planets will require a Hero of a particular class to be Exhausted in order to gain benefits.

skills

Heroes are distinguished for a variety of Skills. Some are Skilled in combat or stealth, while others are tech-savvy or charismatic. The Skills are the following:

- Combat (COM)
- Operate (OPE)
- Diplomacy (DIP)
- Piloting (PIL)
- Engineering (ENG)
- Stealth (STE)
- Leadership (LEA)

A Hero may be used for their Skills, Class, or Special Ability. Typically, players may:

- Use a Hero to add their Skill rating as a modifier on a Skill check during Encounters or Events (usually single Hero and Class-specific participation). For example: "Exhaust an Engineer to add their Engineering Skill to the Roll",
- Use a Hero to add their Skill rating as a modifier on an Operation where multiple Heroes participate (up to 3 Heroes on non Class-specific Skill checks). For example: "Exhaust up to 3 Heroes. Choose Combat or Stealth".
- Use a Hero for their Class in order to use Services when docked in Planets or Space Stations, and
- Use a Hero for their Special Ability. Using a Hero in this fashion exhausts them. You can read more about Exhausting below.

Recruitment Cost
Faction
Hero's Rank
Skills
Hero's Name
Hero's Class
Flavor Text
Special Ability

GABRIEL
CAPTAIN/MARINE
"Don't get cocky, kid,
Gabriel warned."
Encourage:
Exhaust to add +2 to any

special abilities

These powerful Abilities give players the edge to persevere. There are two types of Special Abilities, Active and Passive (P). Using a Hero for her Active Special Ability will Exhaust her. Exhausted Heroes cannot be used for their Active Special Ability, unless they become Rested. Passive Special Abilities are symbolized with a (P) and give a cumulative bonus on Actions taken by the Hero i.e. in Combat, Operations etc. This type of Special Ability doesn't (usually) require for the Hero to be Exhausted in order gain its benefit.

exhausted/wounded

Using a Hero in any manner Exhausts them and an "Exhausted" token is then placed on the Hero. **Exception: Using a Hero (to execute System Orders) during a Space Combat encounter doesn't Exhaust her.** If, however, you use a Hero's Active Special Ability during Space Combat, the Hero is Exhausted as usual. You may rest a Hero (and remove the Exhausted token) by using the R&R action (will be explained later in this rulebook) or by visiting a Cantina on a Planet/Space Station.

If a Hero is already Exhausted, you may still use them by Exhausting them again. Exhausting an already Exhausted Hero, causes the Hero to become Wounded and you have to flip the Exhausted token to its Wounded side. Wounded heroes are unable to perform any Action until they are Healed (at a Medical Facility, found on Spaceports/Space Stations or by other means such as a Special Ability). You may heal a Hero (and flip the token to the Exhausted side) by using the Heal action (if available) or by visiting a Medical Facility on a Planet/Space Station.

NOTE: Healing and Resting a Hero in the same Turn (thus flipping and removing the token altogether from the Hero) is allowed.

ironclad mat breakdown

The mat's purpose is to track the Ironclad's Hull integrity, its vital Systems' status, and other important information such as Crew and Morale.

1. TURN TRACK

The token on this track moves when all available Action tokens for the current Turn have been spent.

2. ironclad status

This section is used to track the Damage sustained to each of the Ironclad's Systems. Printed on the Ironclad mat is the battleship in pristine condition. When a Section sustains 1 point of Damage, players place a Damage token on the designated space of the damaged Section. When that Section sustains additional Damage, players place the Status tile of that Section which depicts the number of Damage it currently has (example: if the Bridge Section already has suffered 1 Damage and now sustained another point of Damage, bringing the total to 2, players place the Status tile depicting the amount of Damage sustained (2 or 3). Each Status tile also imposes a specific penalty (for example, -1 to Evasion when the Bridge is damaged). The first side of the Status tile can sustain 2 points of Damage before it moves to a worse state.

When damaged further, players flip the Status tile to its opposite side, which shows that System in an even further damaged state incurring a more severe penalty. This side can also sustain 2 additional points of Damage (the maximum a System can sustain is 5). Likewise, when players repair a Section, they move the Damage token the amount of spaces as the Damage repaired. If the Damage token moves from the 4th position to the 3rd position of the track, then the Status tile is flipped to its less damaged State. Similarly, when the Damage token moves from the 2nd position to the 1st position of the track, then the Status tile is removed altogether. If a System receives more Damage than its maximum (5), then the Hull sustains all overflow Damage.

3. MORALE TRACK

This track shows the Crew's Morale. A high Morale provides players with a bonus modifier to all Rolls and an extra Action per Turn (up to a maximum of 3 Actions per Turn). Likewise, when Morale is low, players suffer a penalty to all Rolls and if Morale reaches its lowest point, players suffer a -1 Action per Turn (down to a minimum of 1 Action per Turn) penalty. Additionally, when Morale is 1, players must resolve a Mutiny Event before taking their next Action. This Event is resolved only on the first time the Morale reaches 1 during a Scenario. NOTE: This Event is resolved only ONCE per Scenario, thus reaching a Morale of 1 again later in the current Scenario will NOT trigger the Mutiny Event again.

4. CREW TRACK

This track shows the number of Crew members aboard the Ironclad. A full Crew provides players with 2 Actions per Turn. If the Crew suffers enough losses, then the number of Actions per Turn drops to 1 (the minimum Actions per Turn). Crew can be increased by recruiting Crew members from Guilds found on Planets and Space Stations. If you suffer Crew losses that would drop the Crew below 1, then you lose that many Morale points instead.

5. THREAT LEVEL

This color-coded indicator shows the Threat level of the current Scenario. The Threat Level can be Green, Yellow or Red. Each Scenario has a specific Threat Level. When players resolve Intel cards, they use the same color difficulty printed on the Intel card as the current Threat Level.

6. HULL TRACK

This track monitors the status of Ironclad's Hull integrity. If the Hull drops below 1, players lose the game (This is the MAIN way the game can be lost).

7. SALVAGE TRACK

This track shows how many Salvage parts are stored aboard the Ironclad. These are usually used for repairs and players are limited to a maximum of 6 Salvage.

8. AMMO TRACK

This track shows the Ironclad's available Ammo. Ammo is consumable and is required for some Weapons to function.

9. MODULE SLOTS

Players may outfit the Ironclad with up to 2 different Modules, providing them with useful benefits (more info on Modules is provided in the Module section of this rulebook p.18 as well as in the "Campaign Rules" section of the Campaign Book.).

10. ENERGY TRACK

This track shows the Ironclad's Core output. Players place an Energy token on each space of the Energy track. Certain powerful System Orders require Energy to function. Players remove as many Energy tokens from the Energy track as the System Order requires. Each Energy track space that is uncovered indicates a negative effect that is resolved immediately. This is to show that players may push their ship to its limits but at a cost. Example: Removing the 1st token will disable the Ironclad's Shields, rendering the Ironclad vulnerable to enemy fire. Removing the 2nd token will impose a -1 Accuracy penalty to the Ironclad's weapons. Players replace Energy tokens on the Energy track (up to their maximum as limited by any Damage the Reactor has sustained) after the end of the Space Combat Encounter. If the Reactor Section of the ship receives damage, players will have to remove an equal number of Energy tokens as indicated on the Reactor Status tile (either 1 or 2). In effect, this means that when the Reactor receives Damage, the Shields will be disabled first and then the Targeting System (hence the -1 Accuracy), until the Reactor Damage is repaired.

11. SHIELD RATING

This indicates the Ironclad's Shield rating. As long as the top-most space of the Energy track is covered by an Energy token, then the Ironclad's Shields are active and may absorb Damage during combat.

Please note that when you upgrade the Ironclad itself (paying the upgrade cost and flipping the mat), the ship gains a Radiation Shield, providing protection from Cosmic Condition Damage.

PLAYING THE GAME

Ironclad is a turn-based, cooperative game with free movement on a hexagonal modular board, in which all players play simultaneously.

At the beginning of each Turn (after the 1st), players move the Turn token 1 step forward.
After this step is resolved, players determine their available Actions. The number of Actions per Turn is determined by the Ironclad's Crew value and the Crew's Morale. The minimum number of Actions per Turn is always 1 and the maximum is 3. The available Actions per Turn are shown with the Action tokens. When an Action is taken, players flip an Action token to indicate that the Action is no longer available. You can select any combination of the following Actions up to your maximum Actions per Turn.

The available Actions are:

RECON

Select an Intel token on an adjacent Sector and reveal it. You can now see the Intel you will have to resolve when you enter that Sector.

MOVE

Move to an adjacent Sector. Moving to a Sector with a face-down Intel token is a risky, yet legal move and is called a "blind-jump". Moving to a Sector reveals the Intel token, which players have to immediately resolve (after resolving the Cosmic Conditions, if any).

Rest

(R&R - Rest) – you may select and Rest up to 2 Exhausted Heroes, removing their Exhausted tokens. Additionally, if the players equip the Ironclad with certain modules, they can gain access to the following actions during their turn. All the above limitations apply.

HEAL

(Unlocked by the Med Bay Module) Healing a Hero allows you to flip the Wounded token to the Exhausted side. The Hero now recuperates and is in need of additional Rest in order to be available again. REMINDER: Healing and Resting a Hero in the same Turn (thus flipping and removing the token altogether from the Hero) is allowed.

REPAIR

(Unlocked by the Repair Bay Module) Players may exhaust an Engineer, spend 1 Salvage, and repair 1 point of Damage.
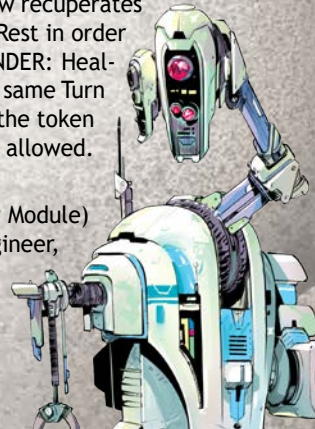
When you move to a new Sector, any Intel token there is revealed. You first resolve any Cosmic Condition present followed by the Intel card specified by the Intel token and the Threat level of the Scenario. Ending your Move Action on a Sector without a Cosmic Condition, means that the Ironclad won't suffer any special conditions and players resolve the Intel card immediately.

Finally, if your Move Action ends on a Planet or Space Station, you may dock your battleship and use the Spaceport's or city's services. When players first arrive at a Planet or Space Station, they may use up to 2 Services from those available. Additionally, players may spend another Action to remain on the Planet and use 2 additional Services. This, however, means that players lose precious time.

SECTOR TILES

Ironclad's game map is a modular board built to each Scenario's specifications. As mentioned previously, there are 3 Sector tile types:

1. Planets / Space Stations (Single Sector tiles): these are points of interest, where usually players have the opportunity to regroup. A description of each Planet (or Space Station) and available Services can be found on the relevant Reference sheet.

2. Triple Sector tiles   **3.** Quadruple Sector tiles
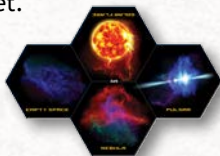
When visiting a Sector with a Cosmic Condition, players reveal the Intel token, resolve the Cosmic Conditions as per the relevant Reference card, and then they resolve the Intel revealed on the Intel token. Most Cosmic Conditions deal Damage to spaceships - the Ironclad, her Fighter/Mech Squadron (if/when launched), and enemy ships alike. Regular Shields offer no protection from this Damage and are ignored. All Enemy Ships possess a Radiation Shield (☢) which allows them to ignore as many points of Damage as that Shield's rating (the upgraded Ironclad has a Radiation Shield). If players encounter an enemy (Enemy Ships, Pirates, or Enemy Outpost), the Cosmic Conditions apply to the enemy as well. If for some reason, the players decide to move back to a Sector previously visited, they won't have to resolve any Intel, but they will suffer the Cosmic Condition anew.

Please Note: Cosmic Conditions APPLY normally if the Intel token on the Sector is an Objective token (Scripted events), unless if specified on the scenario. It is advisable to keep the Cosmic Condition Reference Card handy.

The Cosmic Conditions are explained below:

BLACK HOLE: Deal 3 points of Damage to the Ironclad (and any Enemy encountered). This Damage ignores all Radiation Shields. The Ironclad receives 1 additional point of Hull Damage and players lose their next Action (flip an available Action token).

EMPTY SPACE: This Sector has no special conditions or effects.

GEOMAGNETIC STORM: Deal 2 points of Damage to the Ironclad (and any Enemy encountered). The Ironclad receives 1 additional point of Bridge Damage. Players may not use the Repair Action while in a Sector with a Geomagnetic Storm.

NEBULA: Players may not use the Recon Action while in a Sector with a Nebula.

PULSAR: Deal 2 points of Damage to the Ironclad (and any Enemy encountered). The Ironclad receives 1 additional point of Reactor Damage. Players may not use the Heal Action while in a Sector with a Pulsar.

SOLAR FLARE: Deal 2 points of Damage to the Ironclad (and any Enemy encountered). Players may not use the Rest Action while in a Sector with a Solar Flare.

SUPER NOVA: Deal 2 points of Damage to the Ironclad (and any Enemy encountered). The Ironclad receives 1 additional point of Weapons Damage. Players must select and Wound a Hero.

INTEL TOKENS –CARDS

During Scenario set-up, after placing the Sector tiles, players place face down Intel tokens on each Sector hexagon, according to each Scenario's set-up rules. When entering a Sector, as mentioned previously, players reveal the Intel token there and then search for the same Intel card with instructions as to how it is resolved. When an Intel card is resolved, the Intel token from that Sector is discarded.

Some Intel cards have different difficulty numbers printed in 3 different colors, Green, Yellow and Red, depicting the Intel's Threat Level. Each Scenario has a Threat Level of either Green (Normal), Yellow (Hard) or Red (Very Hard) and players will have to resolve all Intel cards using the Scenario's Threat Level.

There are 3 different kinds of Intel cards:

Events are not optional and must be resolved.
Operations are either optional (per the Intel card) and can be skipped at no cost, or mandatory which must be resolved (Operations can be skipped by using certain Hero Special Abilities).
Finally, **Encounters** are either optional (per the Intel card) and can be skipped at no cost, or mandatory, but with an option to skip them at a cost.

TURN 1

A Morale score of 4 and a Crew score of 7 provides player with 2 Actions per Turn.

ACTION 1 – RECON: The adjacent Intel token is revealed. It is a Probe. Flip the first Action token.
ACTION 2 – MOVE: Move the Ironclad from Gaia Nova to the Empty Space tile. Flip the second Action token.

Captain's Log 15/04/85GN – Today our scanners located a colonial probe drifting in the void. We decided to take a closer look.

Since the Sector is Empty Space, no Cosmic Conditions apply and the Probe Encounter is resolved immediately. Consult the Probe Intel card. According to the card, you need to Exhaust an Engineer to Roll the d6 adding his Engineering skill to the result. Exhaust Daisuke (Weapons), and place an Exhausted token on his card. You Roll the d6 and the result is 3. Daisuke has an Engineering Skill of 3 which is added to the Roll for a total of 6. According to the table on the card, your reward is one Free Adjacent Recon Action, usable immediately. You Recon (reveal) the adjacent Intel token and it is the Sickness event. The Probe Encounter is now complete, and the Probe Intel token is discarded. Spending your two available Actions concludes the first Turn.

TURN 2

At the start of each Turn, the Turn track token is moved forward one space. Move the Turn track token to space number 2. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – REST: You rest Daisuke, removing the Exhausted token from his card. Flip the first Action token.
CTION 2 – MOVE: Move the Ironclad to the Solar Flare Sector. Flip the second Action token. Before resolving the Sickness Event card, you must resolve the Cosmic Condition which is in effect in this Sector. By consulting the Cosmic Condition Reference card, we see that the Ironclad suffers 2 Damage. In order to determine what kind of damage is sustained, the Damage Control die (🎲) is Rolled that many times as the hits sustained, in this case, twice. The 🎲 produces Rolls of 🔴 (Hangar) and 🔴 (Hull). Place a Damage token on the Hangar Section of the Ironclad mat indicating 1 and move the Hull token 🔲 (on the Hull track) from 5 to 4. Additionally, while you are in a Solar flare sector, you cannot Rest a Hero.
You now resolve the Sickness Event. Consult the

Sickness Intel card. You roll the d6. In addition, you may Exhaust a Captain to add his Leadership skill to the roll. The roll is a 4. You Exhaust Gabriel (place the Exhausted token on his card) adding his Leadership, for a final result of 7. According to the card, you lose one Crew and one Morale point. Move the 🔵 (Crew token) from 7 to 6 and the 🟢 (Morale token) from 4 to 3.
Please note that a Morale score of 3 incurs a -1 penalty on all d6 rolls.
Turn 2 is now over.

TURN 3

Move the Turn track token to space number 3. Flip both Action tokens to indicate that Actions are once again available.

Captain's Log 20/04/85GN – In space, even a training mission can be fatal. First, we were struck by a local star's Solar Flare and our then already weary Crew fell ill. We lost good men and women today, but now all the soldiers onboard realize the dangers that potentially await us..

ACTION 1 – MOVE: Move the Ironclad to the Nebula Sector. Flip the first Action token. Reveal the Intel token. It is a Friendly Outpost. First you must resolve the Nebula Cosmic Condition. By consulting the Cosmic Condition Reference card, you see that while you are on a Nebula Sector you cannot perform the Recon action.
Now, the Friendly Outpost Encounter is resolved. Consulting the Friendly Outpost Intel card you determine your reward by Rolling the d6 and consulting the table found on the Friendly Outpost card for the result. Additionally, you can exhaust a Diplomat to add their Diplomacy Skill as a modifier to the roll. You Exhaust Xavier (place an Exhausted token on his card), who has a Diplomacy Skill of 3. You Roll a 5 on the d6, reduced to a 4 due to low Morale, for a final result of 7 (5-1+3). The Friendly Outpost offers a free Rest Action for 1 Hero of your choice and a free Repair Action of 1 Hull Damage. Rest Gabriel, removing the Exhausted token from his card and move the Hull token from 4 to 5.
ACTION 2 – REST: Use this Action and remove the Exhausted token from Xavier's card. Flip the second Action token.
Turn 3 is now over.

Captain's Log 27/04/85GN – The Crew is content, at least that's what my XO is reporting. Regardless, it was a blessing to reach the Federation outpost, as it provides us a valuable opportunity for the Crew to blow off some steam and for the Ironclad to get some much-needed repairs.

TURN 4

Move the Turn track token to space number 4. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 - MOVE: Move the ship to the Geomagnetic Storm Sector. Flip the first Action token. Reveal the Intel Token. It's Sabotage!

Captain's Log 03/05/85GN – In what I can only determine to be a deliberate act of treason, the Ironclad has fallen victim of sabotage. To make matters worse, the saboteur's explosives were timed to detonate when the Ironclad was passing through a deadly Geomagnetic Storm. Fortunately for us, we were able to survive both threats.

First, resolve the Geomagnetic Storm condition. Consult the Cosmic Condition Reference card. Ironclad suffers 2 hits. Roll the 🔴 twice to determine the location of the damage. You roll a 🟠 and a Ⓗ. The Weapons and Hangar Sections each sustain 1 point of Damage. Place a Damage token on the Weapons Section indicating 1 and place the Damaged Status tile indicating 2 on the Hangar Section of the Ironclad mat. The Bridge Section also sustains 1 point of damage. Place a Damage token on the Bridge section. Finally, you cannot take the Repair Action while you are in a Sector with a Geomagnetic Storm.

Resolve the Sabotage Event, by consulting the Sabotage Intel card which indicates that the Ironclad must suffer 4 🔴, but you can ignore 1 🛡 for each Engineer or Specialist Hero you Exhaust (or Wound). Exhaust Noriko (place Exhausted token) and Daisuke (place Exhausted token). You ignore 2 🛡 and sustain 2 🔴. Roll the 🔴 twice. You roll a Ⓑ and a Ⓡ, indicating that the Bridge and Reactor Systems each suffer 1 point of Damage. Place a Damage token on the Reactor Section and the Damaged Status tile indicating 2 on the Bridge Section of the Ironclad on the Ironclad mat.

ACTION 2 - MOVE: Move to the Planet Jatania. Flip the second Action token.

Turn 4 and the Tutorial is now over.
Please proceed to the Advanced Rules and the 2nd Tutorial Scenario.

The Ironclad landed safely and her Crew members were quite happy to walk on a planet's surface once more. They went through hell as rookies, but they survived and now are tougher and stronger than we could have hoped.

advanced rules

After playing the first, scripted Tutorial, players have a basic understanding of the available Actions per Turn, how to resolve Cosmic Conditions and Intel cards, and how to utilize Heroes. The following section will provide players with the rest of the rules necessary to play a single Scenario.

ships

There are three types of Ship cards – Faction & Neutral, which come in large cards, and Ships that players can acquire (regular cards).
All of the Ships that you will encounter are considered enemies. Additionally, Ships are described by their Speed. Fighters and Mechs are usually Fast ships and all larger ships are usually Slow.

✱ Along the Campaign, players will have the opportunity to acquire Fighters and Mechs which can be used to form the Ironclad's Squadron, and they have the same attributes as an Enemy ship.
The difference lies in the way the ship's attributes are portrayed. Each attribute, (accuracy, evasion etc.) is shown in colored bars. If there are no bars above a given attribute, then the attribute is 0. If there is a skill icon above an attribute, then the attribute is equal to the number of bars plus the skill of the pilot assigned to the Ship. These Ships have a Speed rating and may also have a special ability and/or a radiation shield (green circle).

The ship cards provide information regarding each Ship's capabilities, which are described with the following icons:

Accuracy
This indicates the pilot's accuracy in using the ship's weapons. The Accuracy score is essentially a target number you must roll against in order to survive the enemy's Attack (see Space Combat for more information).

Damage
This is the amount of damage dealt by the ship's weapon on a successful hit.

Evasion This indicates the pilot's Ability in evading enemy fire. The Evasion score is essentially a target number you must roll against in order to successfully hit an enemy (see Space Combat for more information).

Hull Points

This shows the amount of Damage the ship can sustain before being destroyed.

Radiation Shield

Enemy ships have a Cosmic Condition Damage reduction rating shown by a green circle. When applying Damage suffered from a Cosmic Condition, ignore as much Damage as this shield's rating.

Shield

The deflector shields (if available) of the Ship. When sustaining a Hit (that doesn't ignore Shields), Shields are reduced instead, protecting the Ship from Damage. Once Shields are depleted, any Damage sustained is applied normally and reduces the Ship's Hull. For example, a ship with 1 point of Shields sustaining 2 points of Damage, will only sustain 1. Shields do not regenerate during Space Combat.

All Ship cards come with a section of text called Tactics. This script shows how the Ship is played during Space Combat. Tactics include the Ship's number of Attacks per Phase, its Target Priority (as in which target it attacks), any targets it ignores (will never attack), its Special Ability, and its speed rating (Fast/Slow).

order cards

At the start of each Scenario, players assign up to 4 Heroes to each Section. Players may assign Heroes freely, although they can find suggestions below. NOTE: It is strongly suggested to assign the maximum number of Heroes to each Section. Each Section comes with its own unique card, providing each player with an array of Orders such as maneuvers (Bridge), firing weapons (Weapons), or launching the Ironclad's Fighter squadron (Hangar).

The Ironclad's 3 vital Sections (which players control via their respective Order cards) are the following:

BRIDGE This is where the Ironclad can be commanded. It is manned by the Captain and able Pilots. The player controlling the Bridge will roll for Ironclad's Evasion and will be responsible for the Ironclad's maneuvers. Recommendation: Heroes with the Piloting skill.

HANGAR: The Ironclad has a small hangar with 3 bays for Fighters or Mechs that form the Ironclad's support Squadron, able to provide additional firepower when necessary. The player controlling the Hangar will have up to 3 Fighters and/or Mechs at his disposal along with the 4 Heroes to pilot them, which are selected at the beginning of each Scenario. During Space Combat, that player may issue the Sortie Order, bringing 1 or more Fighters/Mechs into the fight. You can "Sortie" a Fighter/Mech only once per Space Combat. Before the Sortie, the player assigns a Hero to the Fighter/Mech they will use. Recommendation: Most Fighters require the Operate and Piloting Skills. Most Mechs require the Operate and Combat Skills.

WEAPONS: Skilled Specialists control the Ironclad's mighty cannon batteries and turrets. The player controlling the Weapons will roll for the Ironclad's Accuracy and will be responsible for firing them. Recommendation: Heroes with the Operate Skill.

TYPES OF ORDERS

STANDARD: Standard Orders are the basic Orders that are available to each player controlling a System. These Orders are usually the Ironclad's simple maneuvers or small caliber weapons. These may be used without any Energy cost.

COMPLEX: These are more powerful and complicated Orders that cannot be used as frequently as the Standard ones. Instead, a player may only issue 1 of these Orders (like daring maneuvers, issuing multiple orders to Fighter escorts, or firing heavy cannon batteries) per Space Combat. Issuing a Complex Order usually costs 1 Energy point. Players remove the uppermost available Energy token in the Energy track and immediately resolve the effect found underneath the token.

HEROIC: These Orders are immensely powerful and can only be used once per Scenario. Firing the Ironclad's Superweapon or Overloading the Reactor Core to generate more Energy are such examples. Issuing a Heroic Order usually costs 3 Energy points. Players remove Energy tokens from the Energy track starting from the uppermost available token, moving downwards, and immediately resolving all of the effects found underneath each token. These Orders also cause a great deal of strain on the Ironclad's Systems, thus each one comes with a negative effect that players have to resolve after Space Combat is completed.

SPACE COMBAT

When encountering enemy Ships, Combat commences. These Combat encounters are always divided into 2 Phases according to the distance between Combatants, i.e. Long and Close. NOTE: There are some scripted Encounters where this rule doesn't apply and these exceptions will be noted in each Scenario.

Before Combat starts, players have an opportunity to discuss which course of action they should take. They can coordinate their plans about how to use their Heroes. However, when for example you use a Hero to fire the cannons on the Long Range Phase, you cannot use the same Hero on the Close range Phase, rather you have to select from the remaining three Heroes of that System available. Usage of Special Abilities will be decided during each Phase and a Hero's Passive Ability (P) is only applied in the Phase when the current Hero is being used to execute a Section Order. NOTE: Using a Hero for his Special Ability is allowed even if that Hero has been used to issue a System Order in the previous Phase.

ISSUING ORDERS

Each Orders card provides the player controlling it with an array of various Orders, which are divided into 3 categories based on their complexity and their frequency of use. Please note the following: each Section can only issue 1 Order per Phase (either Standard, Complex or Heroic), each Section can only issue 1 Complex Order per Space Combat (Some Systems feature more than 1 Complex Order), each Section can only issue 1 Heroic Order per Space Combat.

The Order of each Phase is executed by the Hero assigned in that Phase. Please note that using a Hero to execute a System Order does NOT Exhaust (or Wound) them unless otherwise noted.

RULE OF 6 AND 1

When rolling a die in order to Attack, Evade or resolve a check and the result is a natural 6, then the check is considered an automatic success, even if the final result with its modifiers is lower than the difficulty number. Similarly, a natural roll of 1 is considered an automatic failure regardless of any modifiers.

RESOLVING COMBAT

After assigning a Hero to the current Phase, you may start resolving Combat. As mentioned previously, Space Combat is resolved in 2 Phases. Players first resolve Combat Actions made by Fast ships (namely Fighters and Mechs) simultaneously, (For example: 2 Fighters take part in a dogfight and might both manage to take a shot at each other at the same time!) and then players resolve Combat Actions made by Slow ships (all the rest of the Ship types). IMPORTANT: Ironclad's Hangar may "Sortie" up to 3 Fighters or Mechs at the start of Combat.

ATTACKING AND EVADING

Attacking and Evading involves rolling the d6. A roll that is equal to or higher than the difficulty counts as a success.

When players attack, Roll the d6 and add or subtract all relevant modifiers:
• **Hero Skill** • **Morale bonus/penalty** • **Special Ability bonus** • **Gear/Module bonus and** • **System bonus/penalty.**

If the result is equal to or higher than the target enemy ship's Evasion stat, you score a hit. For example: a Hero firing the Ironclad's cannon batteries will roll the d6 and add their Operate Skill (and any Morale or System bonus or penalty or Passive Special Ability). A Hero piloting a Fighter or Mech will roll the d6 and add their relevant Skill for Accuracy as specified by the Figher or Mech they are piloting, plus any Morale bonus or penalty and Passive Special Ability.

Similarly, when an enemy is attacking, you attempt to Evade by rolling the d6 and adding or subtracting all relevant modifiers:
Hero Skill • Morale bonus • Special Ability bonus • Gear/Module bonus and • System bonus/penalty.

If the result is equal or higher than the target enemy Ship's Accuracy stat, you evade the attack. For example: A Hero piloting the Ironclad will roll the d6 adding their piloting Skill to the roll (plus any Morale or System bonus or penalty or Passive Spe-

cial Ability). A Hero piloting a Fighter or Mech will roll the d6 and add their relevant Skill for Evasion as specified by the Fighter or Mech they are piloting, plus any Morale bonus or penalty and Passive Special Ability.

DEALING DAMAGE

On a successful hit, if the defending Ship has Shields, they reduce Damage received by their rating. Once Shields are depleted, Damage is sustained normally. When a Shield point is lost, place a Shield Damage token on the defending Ship's card. As previously stated, Shields do not regenerate at the start of each Phase.

Likewise, when a defending Ship sustains Damage, place a Damage token on its card. Once a Ship's Hull Points are depleted, the Ship is destroyed. Friendly Ships are disabled and need off-Combat repairs (similar to repairing the Ironclad) to be operational again. In addition, the Hero piloting the Fighter or Mech, becomes Wounded immediately. When the Ironclad receives Damage, roll the custom Damage Die and deal damage accordingly.

COMBAT RESOLUTION

VICTORY: Defeating all Slow enemy Ships in a Space Combat Encounter (if no Slow ships are encountered, then players have to defeat all enemy Fighter and/or Mech Squadrons they encounter). You may also claim loot (shown on Enemy Ship's card).
DRAW: Enemy Slow Ships survive
DEFEAT: If the Ironclad's Hull is reduced to 0 or less, the game is lost.

Please note, that certain scenarios might have different victory conditions for Space Combat.

Random Space Combat encounters may end in a Draw

Scripted Space Combats must continue beyond the first two phases until Victory or Defeat conditions are met. Exceptions are Combats that have Draw as a scripted result (example, Space Combat at the end of Scenario 1, Cartel side).

If a Space Combat needs to continue beyond it's first two phases, all the subsequent ones are considered Close Range.

OPERATIONS

Not all threats can be evaded by masterful maneuvers or dealt with by the Ironclad's mighty cannon batteries. Heroes will be called upon to take part in overt or clandestine operations. Operations can be encountered by revealing Intel tokens or they can be scripted events such as boarding an enemy Capital Ship, raiding an enemy Stronghold, infiltrating a high security facility etc. These are events which are resolved by making a Skill check (equal to or higher than the printed difficulty), or rolling the D6 and consulting a table. For example: a boarding operation will require Heroes with Combat or Stealth Skill to breach and take over the enemy capital ship by force or by stealth. The series of checks in which operations are resolved is indicated on the Intel card or the Scenario entry. Usually, these checks are either a roll (with relevant modifiers) vs. the difficulty specified or a roll (with relevant modifiers) is made and a table is consulted for the result.

Operations are resolved as follows:

Assign Heroes on each task of the Operation. Assign Heroes with Combat Skill to deal with the enemy, or assign a Specialist Hero (with the Operate Skill) to attempt and disable the enemy ship's security measures. Checks are either intended for one Hero or a group of up to 3 Heroes to accomplish. The Intel card (or scripted event) will state if it requires 1 or more Heroes to be Exhausted.
Assigned Heroes are Exhausted. Passive Special Abilities, if applicable in the operation, may be used.
NOTE: Players may also choose to exhaust non-participating Heroes for their Active Special Abilities.

Add all assigned Heroes' Skill (as a modifier) as well as any situational modifiers (such as Morale bonus or penalty, Passive Abilities etc.). NOTE: Morale bonus or penalty is applied once on the result (and not for each Hero).
Roll the die to determine the Heroes' performance and compare it to the check's difficulty number. An equal or higher result counts as a success (ties are always in favor of the Heroes).

Consult each Operation to resolve its outcome. Depending on the outcome of the Operation, players either gain its rewards or suffer its consequences. Usually, both success and failure in Operations means that the players emerged victorious, but in the case of a failure, they suffered severe repercussions.

SPACEPORTS

Planets and Space Stations offer players a much needed reprieve and a chance to recover their strength. Each Space Station or planetary Starport will feature a different variety of available Services which will be indicated on the Planet/Space Station Reference card. Usually, Planets and Space stations fall under the jurisdiction, influence, or control of a particular Faction. If the players are on good terms with a planet's dominant Faction, they will get a warm welcome, translating into a wider variety of services being offered. If the players are hostile towards a planet's Faction, then they should expect the Faction to respond belligerently.

Players will be able to use up to 2 available Services, each of which may be utilized once. Players may spend another Action token from their pool of available Action tokens for that Turn to remain on the Planet and use 2 additional Services. (Some Services are still once per visit though, regardless of how many Actions were spent to remain on the planet. For example: the Trader has a limited stock available). The number of available Services will depend on the players' reputation with that Faction. Neutral Planets / Space Stations offer their services regardless of Faction reputation (see table 2).

Services that players may visit include:

1. TRADER: Players can buy Salvage, Ammo, or Gear at the indicated price. IMPORTANT: The Trader's stock is not replenished if players remain docked by spending an additional Action.

2. SHIPYARD: Pay the cost in Credits and do any combination of the following:
Repair the Ironclad's Hull
Repair Fighters and/or Mechs
Repair System Damage

3. SALOON: These fine establishments offer a chance for cheap entertainment and even cheaper spirits. Players choose one of the following:
They may Rest a Hero. Players select an Exhaust-ed Hero, then pay the cost in Credits and remove the Exhausted token. Players may Rest as many Exhausted Heroes as they can afford.

They may entertain the Crew. Players pay the cost and the Crew gains 1 Morale point. This Service may be used only once per Spaceport per Scenario.

4. MEDICAL FACILITY: Players may Heal Heroes by paying the indicated cost in Credits per Hero and flip their status token from Wounded to Exhaust-ed. Players may Heal as many Heroes as they can afford.

5. THE GUILD: The Guild offers players the opportunity to hire Crew members by paying the indicated cost in Credits per Crew.

6. TECH CENTER: This facility offers upgrades which, once bought, remain throughout the Campaign.

Upgrade the Ironclad's Systems: Players pay the cost in Credits and Salvage and may upgrade a System. The cost in Credits and Salvage can be found on the upgraded version of each System card.

Upgrade Fighters/Mechs: Players pay the cost in Credits and may upgrade a Fighter / Mech. The cost in Credits can be found on the upgraded version of each Fighter/Mech card.

Upgrade Modules: Players pay the cost in Credits and may upgrade a Module. The cost in Credits can be found on the upgraded version of the Module token.

CREDITS

The Ironclad is a battleship of freelancers, her captain and Crew working mainly for Credits and not necessarily for fame. Credits are the necessary fuel that keeps mercenary Heroes going. Additionally, Credits are vital in order to upgrade the ship and her Systems if the Ironclad is to survive the dangers that await her in space. Maintaining a healthy Credit balance is essential.

SPENDING CREDITS

From utilizing Services at a Spaceport to recruiting Heroes to purchasing System Upgrades, players will spend Credits in a variety of ways. Players should bear in mind that when the next Scenario starts, they'll need to pay recruitment costs. Failing to have enough Credits to cover your recruitment costs will mean you won't be able to man all 12 positions on the Ironclad, which could likely lead to defeat.

Players are now ready to play the 2nd Tutorial. Please note that this Tutorial is fully-scripted as well, with all results fixed for all necessary rolls. After completing the 2nd tutorial, players can proceed to the Campaign book with more rules relevant to playing Ironclad's Campaign.

tutorial scenario 2 – MUTINY

MAP set up
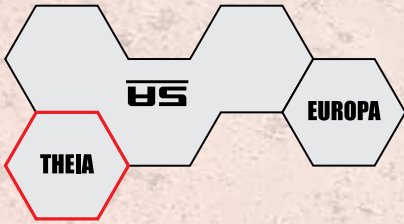
Steps 1 and 2 are the same as Tutorial Scenario 1. In addition, you start this Scenario with 10 Credits and a Morale of 4.

3. Prepare the following Sector tiles:
Planet THEIA (Federation)
Space Station EUROPA (Neutral)
Sector tile 5A

4. Prepare the Intel Tokens and their respective Intel Cards
Signatures Detected Intel token & card
Asteroid Field Intel token & card

5. Place the Sector tiles and Intel tokens as shown in the Map Setup.

6. Place the Intel tokens face down as follows: Signatures Detected on Solar Flare (5A) and Asteroid Field on Empty Space (5A).

7. Assign Heroes: Find the following Hero cards and assign them to the System specified:
BRIDGE: Gabriel
HANGAR: Wrathe
WEAPONS: Daisuke, Thaddeus

8. Assign Fighter. The player controlling the Hangar also receives the SKADI Fighter card (using its Regular side).

9. Place the Ironclad miniature on Planet THEIA.

TURN 1

Our Heroes attempt to take over the Ironclad by defeating the loyalist Federation Crew. This is a Scripted Operation and it will be resolved like the Infiltrated Intel card.

"It is decided; we'll take the Ironclad for ourselves and hoist our flag of independence. No longer will we be the tools of the warmongering Federation… we'll make our own fate."
– Gabriel to his loyal crew, just minutes before taking over the Ironclad

Consult the Infiltrated Intel Card, which is an Operation. First you must commit the Heroes that will participate in the Operation. You decide to resolve a Combat check, thus Gabriel, Wrathe and Thaddeus are selected. Since the threat level is Green, the total Combat skill needed is 14. Marines gain +1 to their Combat Skill (according to the Intel card) , so Wrathe, Gabriel and Thaddeus get +1 to their Combat making your Heroes' total Combat Skill 4+3+3=10. Rolling the d6 for the players has a result of 4. The Combat check is successful since 10+4=14 of the Heroes is equal to the Operation's difficulty of 13. You successfully complete the Operation and the Reward is +1 to Morale (Morale increases from 4 to 5, providing a +1 modifier to all rolls). Place an Exhausted token on each of the three Heroes that participated in the event. According to the Infiltrated Event card, you also suffer a loss of 1 to Crew (move the Crew token from 7 to 6) and 1 🎲. You roll the 🎲 for a Roll of Ⓗ. Place a Damage token on the Hangar section on the Ironclad mat indicating 1.
Turn 1 is now over.

TURN 2

Move the Turn track token to 2.

ACTION 1 - REST: Rest Thaddeus and Gabriel (remove the "Exhausted" token from their cards). Flip the first Action token.

"Captain, we're picking up Federation signatures… they found us!" yelled a young officer. "Well, that was quick…" Gabriel said before yelling, "Battlestations!"

ACTION 2 - MOVE: Move the Ironclad to the Solar Flare Sector. Flip the second Action token and reveal the Intel Token. The Intel token is "Signatures Detected", so you must now face the enemy in Space Combat. First you must resolve the Solar Flare Cosmic Condition. Consulting the Cosmic Condition Reference card, we see that the Iron-

clad suffers 2 🛡️. The 🛡️ is rolled as many times as the number of hits sustained - in this case twice. It produces Rolls of 🅑 and 🆁, dealing 1 point of Damage to both the Bridge and Reactor Systems. Place a Damage token indicating 1 on the Bridge and Reactor Sections on the Ironclad mat. Additionally, while on the Solar Flare you cannot Rest any Heroes.

Enemy Ships: For this Space Combat you will face a SKADI Fighter Squadron and a VALKYRIE Frigate. Find the SKADI Fighter Squadron and VALKYRIE Frigate cards and place them face up showing their regular versions (and not their MK.II variants). The enemy ships are also affected by Cosmic Conditions. The SKADI fighter's Radiation Shield absorbs 1 Damage and suffers 1. Place one Damage token on the SKADI card. The same applies for the VALKYRIE. Its Radiation Shield also absorbs 1 Damage and the VALKYRIE suffers 1 Damage. Place one Damage token on the VALKYRIE card.

Players decide their course of action. The player controlling the Hangar would like to launch his SKADI Fighter with Wrathe as the pilot. Issuing this order has no requirement.

The player controlling the Weapons System would like to fire with the Heavy Cannon Battery. According to the Weapons Order Card this Order drains Energy. On the Ironclad Mat, remove the first Energy token and the penalty revealed is resolved immediately (Shields are disabled for this phase).

Hangar: Make a Free "Sortie" Action and launch the SKADI Fighter with Wrathe as the Pilot. The SKADI's Radiation Shield absorbs one point of Damage from the Solar FLare. Place a Damage token on SKADI Fighter Card

Combat is resolved as follows:
Fighters (Fast ships) are resolved first.
Wrathe - SKADI Fighter: The Ironclad's SKADI Fighter targets the enemy VALKYRIE Frigate. Wrathe's total Accuracy is his Operate Skill (2), +1 from high Morale, + 1d6. You Roll 4 for a total of (2+1)+4=7. The Enemy Frigate has an Evasion score of 3. This means that Wrathe is successful

and deals 1 successful hit on the VALKYRIE, which is absorbed by its Shield with a rating of 1. However, the enemy VALKYRIE Frigate is now vulnerable to damage.

Enemy SKADI Fighter squadron: According to the Target Priority, the Squadron first targets the Ironclad's Fighters. The Accuracy score is 5 (attribute) +1 vs Fighters (special ability) = 6. Wrathe's total Evasion is his Piloting Skill (1), + 1 (high Morale), +1 (SKADI Fighter's Evasion score) and +1 (SKADI Fighter's Special Ability) + 1d6. You Roll a 3 for a total of (1+1+1+1)+3 = 7. With a result higher than the Enemy's score, Wrathe evades the shot successfully.

IRONCLAD and VALKYRIE (Slow ships) are resolved last.
Ironclad: The player controlling the Weapons Section targets the VALKYRIE Frigate with a Complex Order using the Heavy Cannon Battery. Thaddeus is used to issue the Order and fires the Heavy Cannon Battery. Thaddeus' total Accuracy is his Operate Skill (2), + 1 from high Morale + 1d6. A Roll of 5 gives a final result of 2+1+5 = 8. VALKYRIE's Evasion score is 4. The attack is successful and deals 3 Damage (Heavy Cannon Battery Damage rating), reducing the Valkyrie's Hull Points (HP) to 0, thus destroying it.

VALKYRIE: According to its Target Priority, the VALKYRIE targets Ironclad, with an Accuracy score of 5. The Ironclad's total Evasion is determined by adding Gabriel's Piloting Skill (2), +1 from high Morale + 1d6. With a Roll of 1, it's considered a failure (don't forget the 6 and 1 rule) regardless of any modifiers, meaning that the VALKYRIE deals 2 successful 🛡️ on the Ironclad. The 🛡️ is Rolled twice to determine Damage. The Rolls are 🆆 (place a Damage token on the Weapons section on the Ironclad mat) and 🅒, which means that some Crew members are killed (-1 Crew). However the player controlling Thaddeus decides to use his Special Ability by exhausting the Hero (place the Exhausted token on the Hero's card) and thus negating a Crew loss of 1.

Remember, Space Combat is resolved simultaneously, meaning that both Combatants might deliver lethal blows and be destroyed simultaneously.

By destroying the VALKYRIE Frigate (Capital Ship), the enemy is defeated.
According to the Signatures Detected card you get +1 Morale. Move the Morale token from 5 to 6. You also get 2 Salvage as loot. Move Salvage token to 2.

Turn 2 is now over.
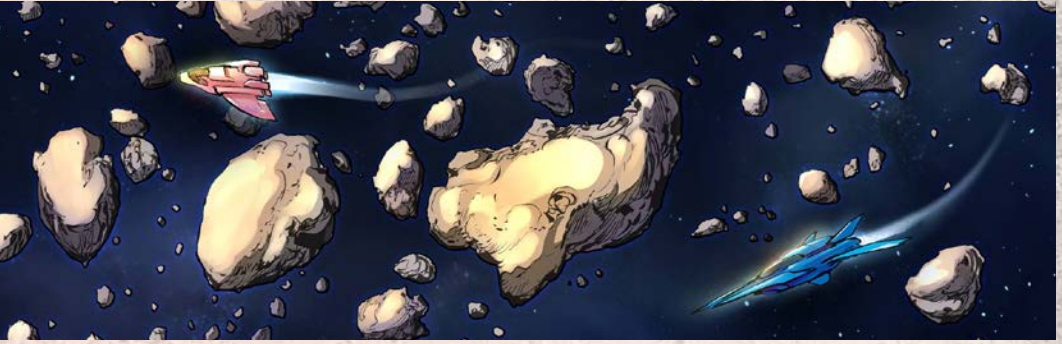
"Our victory will be short-lived. The Federation will certainly unleash the full scope of their power upon us. I'm afraid we'll have to prepare for the worst". - Thaddeus to Gabriel

TURN 3

Move the Turn track token to 3. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – MOVE: Move to the adjacent Empty Space Sector tile. Flip the first Action token. Reveal the Intel Token. It's the Asteroid Field Encounter.

Since there are no Cosmic Conditions, you resolve the event immediately. Consult the Asteroid Field Intel card.

You may Exhaust a Pilot to add their Piloting skill to the d6 roll and then consult the table. Since there are no Pilot Heroes available, the d6 roll produces a result of 3 with a +1 modifier (high Morale) bringing the total to 3+1=4. Players consult the table to determine the extent of the damage sustained. Their result means the Ironclad is dealt 4 🎲 and Morale is reduced by 1 point. The Ironclad's Shields negate 1 🎲. The 🎲 is Rolled 3 times to determine damage location. The Rolls are 🎲, 🎲 and 🎲. The Bridge System as well as the Hull both suffer 1 point of Damage and the Ironclad's Crew is reduced by 1. Place the Status tile on the Bridge Section and the Damage token indicating 2 on the Ironclad mat and move the Hull token from 5 to 4, the Crew token from 6 to 5 and the Morale token from 6 to 5.

"Captain, in our attempt to evade the Federation I had to draw a course through this Asteroid Field. Unfortunately, the Stellar Mass prohibits us from using our FTL Drive" said Thaddeus, Gabriel's XO. "The Solar Flare doesn't make things easier, either. Very well, it seems we'll have to navigate the old-fashioned way, my friend", Gabriel replied with a grim face, knowing full well what was at stake.

ACTION 2 – REST: Rest Thaddeus and Wrathe (remove the "Exhausted" tokens from their cards). Flip the second Action token.
Turn 3 is now over.

TURN 4

Move the Turn track token to 4. Flip both Action tokens to indicate that Actions are once again available.

ACTION 1 – MOVE: Move the Ironclad to the adjacent Europa Space Station. Flip the second Action token.
You can use up to 2 Services. Consulting the Spaceport Reference card, the players decide to use the Shipyard. They pay 8 Credits and repair 2 points of Damage. Repair the Bridge and Reactor Systems, removing the Status tile from the Bridge, placing the Damage token indicating 1, and removing the Damage token from the Reactor Section on the Ironclad mat.

This is the end of the 4th Turn and of the 2nd Tutorial Scenario.

The space station Europa will probably be the last safe haven offering its hospitality to the Ironclad and her Crew, at least for the near future.

After playing the second, scripted Tutorial, players have a grasp of the more advanced rules, such as resolving Space Combat, using the Ironclad's Systems and the different types of System Orders, and using Spaceport/Space Station services. Players are now ready to play the first Scenario of the Campaign. To set up the 1st Campaign Scenario, please follow the instructions found in the Campaign Book. Before playing the Campaign, it is highly advisable to study the first section of the campaign book as it adds some additional rules to sections explained by the previous Tutorial missions, and also sheds light on other nuances when playing through the Campaign.

MODULES REFERENCE TABLE

+1 to all Ironclad 🌀 Rolls	+1 to all Ironclad ⊕ Rolls	+1 🟦 available	Weapons Orders require 1 🟠 less	**RECON** Action has a +1 Sector radius. -1 🟦 when equipped

FACTION MODULES REFERENCE TABLE

Faction Modules can be upgraded (flip token) at a Tech center
while using Spaceport Services on an appropriate Faction planet
Upgrade Cost: 10 credits per Module

REPAIR Action unlocked!
Exhaust Engineer: Repair 1 💥
from the Ironclad or a Fighter/Mech.
(counts as 1 Action)

REPAIR Action unlocked!
Repair 1 💥 from the Ironclad
or a Fighter/Mech.
(counts as 1 Action)

Ignore 1st successful hit
(once per Space Combat)
-1 🟦 when equipped

Ignore 1st successful hit
(once per Space Combat)

HEAL Action unlocked!
Exhaust Specialist:
Remove a 🩸 token from a Hero
(counts as 1 Action)

HEAL Action unlocked!
Remove a 🩸 token from a Hero
(counts as 1 Action)

When equipped,
the Ironclad has +1 max ⚪

When equipped,
the Ironclad has +1 max ⚪.
Once per Space Combat,
ignore 1 🎲 from a Fast Ship

REST Action removes 3 ◎ tokens
(instead of 2).
To equip, pay 5 Credits

REST Action removes 3 ◎ tokens
(instead of 2).
To equip, pay 2 Credits

EQUIPPABLE GEAR REFERENCE TABLE

This kind of Gear can be attached to a Hero card. As long as it is equipped, it provides him a +1 bonus to the skill shown on the token.

Gear attached to Heroes counts against the Gear Capacity of the System, the Hero is attached to. When you equip a new Gear, the previous is discarded and shuffled back into the Gear token pile.

System Gear Capacity

USABLE GEAR REFERENCE TABLE

This kind of Gear can be attached to an Order card, counting towards its Gear capacity. Once used, it is discarded and shuffled back into the Gear token pile. When used, these valuable Gear tokens provide Free Actions. For example the "Repair" token grants you a Free Repair Action

CREDITS

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Special thanks to all our beta testers.

IRONCLAD
MERCENARY BATTLESHIP

QUICK PLAY GUIDE

At the start of each turn, move the ⏳ (turn) track forward 1 space.

Determine available Actions based on 💀 (Crew) and 🏳 (Morale) track (minimum 1, maximum 3).

Available actions

1. MOVE – Move to an adjacent Sector. After moving, first resolve any Cosmic Conditions and then reveal the Intel token. Moving to a Planet or Space Station counts as an action. At a Planet or Space Station, you may use up to 2 Services. For each additional Action you spend, you may use 2 additional Services.
2. RECON – Reveal an adjacent Intel token without moving to its Sector.
3. REST - Rest up to 2 Exhausted Heroes and remove their 🎯 tokens.
*More types of actions available when appropriate modules are equipped

Cosmic Conditions

Empty Space Sectors have no special conditions. Sectors with Cosmic Conditions have special rules which can be found on the respective Cosmic Condition reference card.

☢ **Radiation Shields** reduce damage sustained from Cosmic Conditions.

Apply these Cosmic Conditions first (e.g. roll for Damage sustained) and then resolve the Intel token. Important: Cosmic Conditions apply on Enemy Ships as well, before resolving Space Combat.

SHIP ATTRIBUTES

🎯 **ACCURACY** (add this modifier to the d6 roll when attacking)

💥 **DAMAGE** (the amount of damage dealt by this ship)

🐦 **EVASION** (add this modifier to the d6 roll when evading)

⬡ **HULL** (the amount of damage that can be sustained before being destroyed)

🛡 **SHIELDS** (reduce Damage sustained by the ship's Shield rating. Once depleted, Damage is sustained normally. Shields do not regenerate until after the Encounter is resolved)

☢ **RADIATION SHIELD** (reduce Cosmic Condition damage by this Shield's rating)

HERO SKILLS

🔫 **COMBAT**

🔧 **ENGINEERING**

⚙ **OPERATE**

👁 **STEALTH**

🤝 **DIPLOMACY**

★ **LEADERSHIP**

🛩 **PILOTING**

USING HEROES

a. You may use a Hero either for their skills, Class or special ability.
b. Using a Hero in any such manner exhausts them. Place an Exhausted token on the Hero.
c. Using a Hero (to issue System Orders) during Space Combat doesn't Exhaust them (unless otherwise stated). Using a Hero's Special Ability during Space Combat Exhausts the Hero as usual.
d. Using an already Exhausted Hero, Wounds the (flip their Exhausted token to its Wounded side). That Hero is now unavailable until Healed.
e. Using a Hero's Special Ability twice per Turn is not allowed. For example: using their Ability, Resting the Hero then using the Ability again.
f. Healing a Hero flips their Wounded token to its Exhausted side. Resting a Hero on the same Turn that they were Healed is allowed.

Ironclad Systems

Each System offers a different array of available Orders to the controlling player. Orders usually have either Energy or Engineering costs.
THE BRIDGE. This System is responsible for Evasion and Combat maneuvers.
THE WEAPONS SYSTEM. Controls the Ironclad's weapons, Accuracy rolls.
THE HANGAR. Contains a squadron of Fighters and/or Mechs to support the Ironclad in Space Combat.

ORDERS

Each System can issue 1 Order regardless of its type per phase.
FREE. (They do not count towards your 1 action per round)
STANDARD. Issuing these Orders has no limitation (i.e. using Laser Turrets once on each Phase of an Encounter).
COMPLEX. Can only be used once per Encounter.
Heroic. Can only be used once per Scenario. These Orders have a negative side-effect which must be resolved.

SPACE COMBAT

When Encountering hostile ships (enemy ships or outlaws), you must resolve Space Combat.
1. PLAN. Players plan their course of action.
2. ASSIGN HEROES. Decide which System Orders (i.e. firing weapons, maneuvers, deploying Fighters, etc.) will be issued and assign a Hero to the current Combat Phase of each System.
3. RESOLVE COMBAT.
a. Space Combat is divided in two Phases - Long and Close.
b. Each Phase is divided into two Stages. Fast ships attack first. Slow ships attack second. Each Stage's Actions are resolved simultaneously.

PLAYERS ATTACKING
Roll the d6 and add or subtract all relevant modifiers (if applicable):
• Relevant Hero Skill,
• Morale bonus/penalty,
• Special Ability bonus,
• Gear/Module bonus and
• System bonus/penalty.
If the result is equal to or greater than the target enemy ship's Evasion stat, you score a hit.

PLAYERS EVADING
Roll the d6 and add or subtract all relevant modifiers (if applicable):
• Relevant Hero Skill,
• Morale bonus,
• Special Ability bonus,
• Gear/Module bonus and
• System bonus/penalty.
If the result is equal to or greater than the target enemy Ship's Accuracy stat, you Evade the attack.

RULE OF 6 AND 1
When Attacking, Evading, or resolving a check, rolling a natural 6 is an automatic success, regardless of modifiers. Conversely, a roll of a natural 1 is an automatic failure, regardless of modifiers.

OPERATIONS

• Assign Heroes to each task of the Operation • Assigned Heroes are Exhausted. • Add all assigned Heroes' Skill modifier as well as any situational modifiers • Roll the die. A result that is equal to or greater than the difficulty number is a success. **RULE OF 6 OR 1 APPLIES**