

Rule changes

29. October 2007

Multiple outer regions?

Every deck must have exactly three different outer regions. They are not shuffled into the deck, but kept aside, face down. Only one new outer region can enter play each turn. An outer region may only enter play if there are no other outer regions in play with the same name. An outer region comes into play uncontrolled – to gain its benefits, you must control it first. Outer regions do not count as cards for any intents or purposes, and once in play they cannot be destroyed or removed from play.

Timing Clarification (for Angel Impaler, etc.)

When pending abilities trigger while a pile is resolving, they wait until the pile is fully resolved before starting a new pile of their own. The active player decides in which order all pending abilities go on the new pile, independent of the order in which they triggered on the old pile. He then has the initiative to add new abilities to it.

Scrapheap

This is your discard pile, where all cards go after they have been destroyed, discarded, sacrificed or otherwise removed from play. The contents of your scrapheap are public knowledge, and may be reviewed by any player at any time; however, the order of cards within the scrapheap may not be changed. If a card is to be drawn from your scrapheap at random, it must be shuffled both before and after the card is drawn.

Pending abilities

Pending abilities start with "when" or "at." It means that when the required circumstances arise, the ability is played on the pile. Unless a card states otherwise, any pending ability triggered during the battle phase is only triggered by a battle in the same region as the card. Likewise, the only legal targets of such a pending ability are those in the same region. *Example: "When Omber comes into play, its owner discards a card."*

Multiple characters on a ship?

When you play a character, it comes into play in your dock. Characters onboard your starbase (dock) are agents and gain the listed agent ability for as long as they stay there. When you warp a ship from your dock to your home region, you may choose to have a character from your dock pilot that ship. Only one character may be assigned to each ship as a pilot. While piloting a ship, the character gains the listed pilot ability instead of the agent ability. Characters grant their commands to the ships they pilot. Treat these extra commands as though the ship possessed them normally (i.e. they remain on the same side of the card). Duplicate commands add their power when activated together. When a ship with a pilot leaves play, the character's owner may pay its clone cost to move it back to his or her dock (in which case the character doesn't leave play).

Card Errata

Core Set:

By the Emperor's Decree now reads: "Reveal cards from the top of your market until you reveal a location card. Put that location into play and shuffle the revealed cards back into your market. If

there are rules restrictions regarding where the location could normally be placed, you must obey them. If that results in no legal targets for the location, it is placed on your scrapheap instead."

Ginnungagap now reads: "Locations cannot leave this region or be played into it. This ability functions even when Ginnungagap is uncontrolled. [1 ISK]: Put a location from any scrapheap into Ginnungagap."

The Exiled:

ECM Turret (clarification) The added target jam strength adds to any pre-existing target jam abilities. Therefore, the effects of multiple ECM turrets stack. The stacking of ability values like this applies to any abilities granted to a ship that already possesses them.

Angel Impaler now reads: "When Angel Impaler is destroyed, you may pay [3 ISK] to return it to your hand from your scrapheap."

Field Supply Router now reads: "At the beginning of each opponents' turn, you may choose an outer region. If you do, friendly ships in that region get [+1 attack] [+1 shield] until end of turn."

Ahremen Arkah now reads: "Sacrifice Ahremen Arkah: Prevent all damage that would be dealt to this ship in outer regions until end of turn."

Blood Rogue now reads: "At the beginning of your turn, you may put a card from your hand face down beneath a Blood Raider ship in this region. If you do, that ships gains "This ship gets +1+1 for each face down card beneath it. When this ship leaves play, put one of the face down cards from beneath it on top of your market and the rest on the bottom." if it does not already have that ability."

01. August 2007

Errata: By the Emperors Decree

Now reads: Reveal cards from the top of your market until you reveal a location card. Put that location into play in a region where it could be played and shuffle the revealed cards back into your market. If the location has no legal targets or could not be played into any of the regions in play, place it on your scrapheap instead.

30. October 2006

1.1 Docked ships do not count as being in your home region.

1.2 Decision has been made to alter the wording of a few abilities (Target Jam, Ambush, Kamikaze, Sensor Dampen, Patrol and Warp Scramble) so that their targets are chosen when they are placed on the pile. Using the original wording caused some complicated interactions during battle that were unintended by the developers.

Note that in most cases the following changes will not affect the way you have already been using these abilities, except for Target Jam, which is now correctly able to cancel Ambush as well as Patrol.

1.2.1 Target Jam can cancel ambush as well as patrol. Target Jam now reads: (At the beginning of a battle phase choose up to x target defending ships, the chosen targets may not use their command abilities this battle phase.)

1.2.2 Ambush now reads: Ambush X (At the beginning of a withdraw step, choose a target attacking ship. This ship may deal X damage to the chosen target.)

1.2.3 Kamikaze now reads: Kamikaze X (Sacrifice: This ship deals X damage to target ship or starbase in this region. Play this ability only at the beginning of a battle phase.)

1.2.4 Sensor Dampen now reads: Sensor Dampen X (At the beginning of a target step choose a target enemy ship, you may have the chosen target get (-X Attack) this battle phase.)

1.2.5 Patrol now reads: Patrol X (At the beginning of a target step choose up to x target attacking ships, you may force the chosen target to target this ship if able.)

1.2.6 Warp Scramble now reads: Warp Scramble X (At the beginning of a withdraw step choose up to x target defending ships, the chosen targets may not withdraw during this battle phase.)

Rule Clarifications

To play a card: You play a card by paying the price of a card in your hand, revealing it and placing it on the "pile". Cards on the pile can be targeted and destroyed unless they specifically say that they can't (f.ex. Thorax and Megathron cannot be targeted by news, and Martial Law cannot be destroyed or targeted).

To dock or undock a ship: Docking or undocking a ship is considered a warp.

Pending abilities: The player whose turn it is chooses in which order they go on the pile if more than one pending ability triggers at the same time.

Enemy home regions: You may not end the turn with a ship in an enemy region. If you still have a ship in an enemy region, that ship must withdraw.

Race origin is determined by its background color, which is easily notifiable on the corresponding race starbase.

Card Errata

Reflection of Time now reads: "As Reflection of Time comes into play, its owner may choose another location in play. If he or she does, Reflection of Time comes into play as a copy of that location."

Oneiros now reads: " All other friendly ships in this region get (+4 Shield). As long as there are any other friendly ships in this region, prevent all damage dealt to Oneiros."

Scimitar now reads: " When Scimitar comes into play, it deals 3 damage to target ship. Other friendly ships in this region get (+X Attack), where X equals their number in excess of enemy ships in this

region (if you attack with 5 ships against 2 defending ships, your ships get (+3 Attack))."

Dam Torsad now reads: " At the beginning of your turn, you may search your market for a location that you could legally play in this region and put it into play in this region, then shuffle your market."

Sentry Gun now reads: "At the beginning of each battle phase, if able, Sentry Gun deals 2 damage to target enemy ship in this region or; it deals 1 damage to two target enemy ships in this region."

Scorpion now reads: "All enemy ships in this region get (-2 Attack). At the beginning of a withdraw step choose a target ship, you may force the chosen target to withdraw."