It was the year 1941. The Second World War entered its decisive phase. It then seemed that nothing could stop the Third Reich, although...

The Fuhrer found out that American scientists are testing a new superweapon: the A-bomb.

At the same time, the Kremlin carried out promising experiments on human brain that accelerated research of a new powerful psychic weapon.

The British Army began to create super-soldiers using steroid modification. Soon, the British also discovered the power of the atom, that was then quickly spied out by elite telepathic troops of Joseph Stalin.

The world found itself on the brink of nuclear doom. It was then, that a breakthrough project of colonizing Mars reconciled the clashing nations. Construction of a colossal spaceship powered by nuclear energy was set in motion.

And so came the year 1950. The finished spaceship awaited the arrival of the crew sent by each superpower. The teams were supposed to cooperate, working together in the spirit of unity and harmonious colonization...

But in reality...

... events were about to take a very different course.
THE SPACESHIP WAS BREATHTAKING
- A MAJESTIC GIANT SURROUNDED BY
COUNTLESS SMALLER VESSELS: TINY, BUT AGILE
REPAIR UNITS OF THE UNITED NATIONS, SOVIET
SHUTTLES CARRYING HIBERNATION CHAMBERS,
BRITISH RADAR UNITS
AND GERMAN HEAVY TANKERS.
IT WAS HARD TO TELL THE ALLEGIANCE OF EACH
SPACECRAFT: NATIONAL FLAGS HAD BEEN
COVERED BY THE UNITED NATIONS' COLORS
ACCORDING TO A 1945 PROCLAMATION
OF A JOINT COLONIZATION PROJECT.

ONLY THE SPACESUITS WORN BY SCIENTISTS
AND ELITE MILITARY WERE ALLOWED SMALL
NATIONAL INSIGNIA, NO BIGGER THAN THE UN
BADGE. UNFORTUNATELY, A CHANGE IN COLORS
DOES NOT ALWAYS EQUAL A CHANGE OF HEART.
Game Description
AVA Starship is a board game for 2-4 players, where each player controls one spacefaring nation. Throughout the game, each player will use units, heroes and action cards to gain and maintain control over the largest part of the spaceship. For detailed strategies and game objectives - see page ...... .

Objective
The objective varies depending on the pre-selected scenario (that is, the layout of the spaceship). Each player must take control over the spaceship docked in the Earth's orbit before it departs for its mission.
For the purpose of this Rulebook, we will assume that the spaceship used in the game is represented by card number (...).

COMPONENTS
- 7 Event cards
- 24 blue cards (cost = 1)
- 26 green cards (cost = 2)
- 22 red cards (cost = 3)
- 8 Spaceship cards
- 14 large hexagonal Board Pieces - these are the spaceship's compartment tokens
- 4 Nation tokens
- 92 round Unit tokens - 23 per nation
- 8 Hero figures - 2 per nation
- 28 Control Tokens (small hexagonal tokens) - 7 per nation
- 4 Special tokens:
  - 2 Turret tokens
  - 2 Force field tokens
- 2 special Hero dice
- 10 Regular „hit-or-miss“ dice
- This Rulebook

Components - overview

Event cards

Nation card
Nation card reminds each player their allegiance and indicates how many cards they can play each turn.

At the beginning of the game, place your nation card this side up.

This number indicates how many cards a player can play each turn.
Initially, each nation can play up to 3 cards each turn.

Action cards
Symbol of the alternative action enabled by the card
Symbol of the primary action enabled by the card
Special action (on selected cards only)
Spaceship cards

Spaceship layout - shows the arrangement of the board pieces

Determines how many players can play the game using this spaceship card

Determines how many compartments a player must control to win the game

Number of compartments a player must control to win the game

Determine the number of players that can play the game using this spaceship card

Victory Points

Additional shields aiding the defending player if he has control over the compartment

Compartment capacity: the maximum number of units that can stay in the compartment

You will put control tokens here

Compartment token number

Command compartment
Residential compartment
Storage compartment
Engine compartment

Compartment tokens that make up our Space Wanderer!

Number of units required to take control over the compartment

You will put control tokens here

Compartment token number

Victory Points

Additional shields aiding the defending player if he has control over the compartment

Compartment capacity: the maximum number of units that can stay in the compartment

You will put control tokens here

Compartment token number

Command compartment
Residential compartment
Storage compartment
Engine compartment

Special tokens

Unit tokens

Healthy unit
Wounded unit

Healthy hero
Wounded hero

Control tokens

Control token indicates that a compartment is under your control.

Hero tokens

These are the elite soldiers - best of the best.

Healthy hero
Wounded hero

Regular Unit:

Hit
Shatter Shield
Miss

Hero

Single hit
Double hit
One extra card
Shatter Shield
Shield
Re-roll the dice

Dice

Hit
Shatter Shield
Miss

Single hit
Double hit
One extra card
Shatter Shield
Shield
Re-roll the dice
**Setup**

Start by building your spaceship using the compartment tokens. Place them in the middle of the table or on a different flat surface (See Board preparation).

Once the spaceship is ready, each player takes all of the game components marked by a color corresponding to the selected nation (illustrated below) as well as the starting action cards. Afterwards, players proceed to place their units onto the spaceship (See Player’s Starting Set).

Prepare the action card decks (See Action cards).

Finally, place the four special tokens and all dice within reach and you are ready to go.

Decide or randomly select which player goes first.

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**Board Preparation**

Players choose or randomly select one spaceship card corresponding to the number of players - indicated by symbol 1.

Players randomly pick compartment tokens according to diagram 2. The diagram shows which type of compartments will be required and how to arrange them to build the spaceship.

Compartment type is indicated on each spaceship token by symbol 3.

After the spaceship has been built, put the unused tokens back in the box.

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**Player’s Starting Set**

Each player picks a nation that he is going to play and collects:

1. 4 starting action cards,
2. a nation card,
3. 2 hero figures,
4. 22 unit tokens and
5. 7 control tokens;
6. indicates the discard pile.

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**Unit placement**

At the beginning of the game, some units are already on board of the spaceship.

Each player places one unit in every compartment marked in red or yellow on the spaceship card.

All units onboard the spaceship at the beginning of the game are healthy.
Action cards
Starting action cards need to be separated from the rest of the action cards. You can tell a ‘starting’ action card by a frame around its number. At the beginning of the game, each player receives: one card number 12, one card number 8 and two cards number 7 x2. Other starting cards are shuffled into a deck.

Action cards are split into three decks according to their cost. Cards with a cost of 1 are blue and have one dot in the corner. Cards with a cost of 2 are green and have two dots. Cards with a cost of 3 are red and have three dots.

Randomly select two event cards and add them to the deck of cards with a cost of 2 ( ). Add the remaining five event cards to the deck of cards with a cost of 3 ( ).

Shuffle each deck afterwards.

Split the deck that contains cards with a cost of 1 into two roughly even piles. Then split the deck of cards with a cost of 2 into two roughly even piles. Place the resulting four piles on the table and turn the top cards in each pile face-up.

Put aside the deck of cards with a cost of 3 ( ).

Important! If the revealed card is an event card (yellow), reshuffle it back into the deck and reveal a new top card.

Important! The following rules apply to a 3- or 4-player game. You can find rules for 1 or 2 players at the end of this Rulebook.

Gameplay

Round sequence
Gameplay consists of several rounds. Within each round the pre-identified starting player goes first and then other players take turn in clockwise rotation.

During their turns, players can perform one or several actions before they pass. Same type of action may be repeated several times by each player within a single turn.

Performing actions
Every action is performed by playing a card from hand. The maximum number of actions that players can take within a single turn is indicated by the number on the nation card.

Players should place the cards they use in front of them to keep track of how many actions they have already taken. Each card from hand can only be played once during the round.

After finishing their turn, players put all used cards back in the discard pile.

Passing
Players can choose to pass at will and need to pass if they run out of cards. Players that passed, turn their nation card sideways and cannot take any additional actions until the end of the current round.
Gameplay
Important! The following rules apply to a 3- or 4-player game. You can find rules for 1 or 2 players at the end of this Rulebook.

Round sequence
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Players should place the cards they use in front of them to keep track of how many actions they have already taken. Each card from hand can only be played once during the round.

After finishing their turn, players put all used cards back in the discard pile.

Passing
Players can choose to pass at will and need to pass if they run out of cards. Players that passed, turn their nation card sideways and cannot take any additional actions until the end of the current round.

New round
If all players except one pass, the round ends. The last player (who did not pass) cannot perform any more actions during the current round.

Immediately after the round ends, another round begins. At the beginning of the new round:

• Check if at least one action card has been purchased from each pile (for details, see Purchasing cards).
• The player who did not pass in the last round (his nation card is not sideways) begins the new round.
• All players take cards from their own discard piles back on hand and turn their nation cards straight up.

Example: In a 4-player game, the Soviets begin the round, the British are second, the Axis third and the Yankees are last. Once the Soviets, the British and the Axis pass, the round ends. The Americans will begin the new round and take the first turn.

Actions
During each turn, players can perform any actions (identical or different) allowed by the cards in their possession. Symbols on the action cards indicate:

- Card cost / value (value is used against purchase of new cards)
- Upgrading the nation card
- Boarding
- Using the special action described on a card
- Attack / Movement
- Healing units

When playing a card, player can either perform an action described on the card or use one of the symbols from the card to make his move. All other symbols are then ignored.

Possible combinations: At the beginning of the game, a player can play up to three cards, which lets him perform any of the following actions:

- Play three cards with the same symbol, e.g. 🛳. The player is therefore using the entire card limit to perform a single action (in this case: Boarding) and after doing that, his turn ends and he must pass.

- Play two cards with the same symbol: first with 🛳 and the second with 🛳 - using three symbols in a single action. He may then play one more card to perform a different action before his turn ends.

- Play one card with three symbols, for example 🛳️️️. These three symbols will be used as one action. Afterwards, the player may play two additional cards to perform different actions.

- Play three cards with three different symbols 🛳️️️. The player performs three different actions, using up his card limit and ends his turn.
**Purchasing cards**

Players can purchase new cards for their decks, paying with cards from hand.

In this case players should ignore all symbols on the card that they use to make the purchase - the card will not be used to perform any actions. The only important thing is the card price (value).

Each player can purchase one or more cards from the top of the decks that contain cards with a cost of 1 or 2. After picking up the new cards, player discards from hand card(s) with equal or higher value than the cost of purchased card(s).

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**Event cards**

If, after purchasing a card, the new revealed card is an event card, it should be immediately resolved.

After the card has been resolved, place it face-up next to the board.

Event cards indicate how much time is left until the Departure and players should be aware of how many have already been played (for details, see *End of game and victory conditions*).

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**Deck of cards with a cost of 3 (●●●)***

After all cards have been purchased from at least one pile of cards with a cost of 1 or 2, put the deck of cards with a cost of 3 into play. Shuffle it and reveal the top card.

**Boarding**

Boarding opens up a possibility of placing new units on board the spaceship. Each astronaut symbol on a card allows a player to place one new unit on the board.

- A player may only place his units in compartments already occupied by his other units*.
- The board consists of the spaceship and outer space that surrounds it. Units may only perform boarding from outer space into an adjacent compartment.
- While boarding, pay attention not to exceed the maximum capacity of the compartment (unit limit is listed on the compartment token).
- Each unit boarding the spaceship is healthy.

*Exception: A player with no units on the spaceship can ignore the first condition. All remaining conditions however need to be fulfilled.

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**Discarding unpurchased cards**

Important! If throughout the entire round no cards have been purchased from one of the decks, the top card from that deck is then placed at the bottom of the deck with cards with a cost of 3 (●●●●).

In order to keep track of decks used to make a purchase, each time a player buys a card he should turn that deck sideways. At the end of the round, top cards from unturned decks should be discarded using the method described above.

---

Example: In order to purchase a card with a cost of 2 (●●●), a player may discard two cards, each with a cost of 1 (●), or one card with a cost of 2 (●●●). He can also purchase two cards, each costing 1 (●) using the same combination.

Discarded cards used for the purchase count towards the card limit that can be played each turn.

Newly purchased cards are placed into the player’s discard pile - they cannot be played until the next round.

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Example: The British decide to increase their presence in a compartment already occupied by one of their units. They play a card with the astronaut symbol and place a second unit in the compartment (reaching the compartment’s maximum capacity). They would not be able to place a unit in the indicated adjacent compartment, since there are no British units there at this point.
Heroes
Instead of boarding a regular unit, a player may introduce a Hero. By using a total of 3 astronaut symbols, a player may place one Hero on board, following the same principles that apply to boarding regular units.

Hero units occupy the same amount of space as regular units, however they have special abilities that support and protect them in battle (see Attack / Movement section below).

Attack / Movement
A player can move his units between adjacent compartments.

A player chooses the compartment he wishes to move units into and plays a card(s) with one or more phaser symbol. The number of moving units cannot exceed the total number of phaser symbols on cards used to make the move.

If the destination compartment is empty or if there are only ally units present, player performs a Movement action, while moving into a compartment occupied by enemy units will be called an Attack.

Movement
Player moves his units into the chosen compartment and finishes his action. After making a move, the total number of units in the destination compartment cannot exceed the compartment capacity (unit limit indicated on the compartment token).

Example:
The Axis play two cards, each with one phaser symbol enabling them to move two units.

Example: The Americans attack a compartment with one Soviet unit, one British unit and one Axis unit. The Americans play two cards (with four phaser symbols in total) and move their units into spaceship locks on the borders of the compartment. Additionally, they play one support card, putting it on the table face-down.

Attack
All enemy units present in the destination compartment must be eliminated before completing the move.

A player moving into a compartment occupied by enemy units, is called ‘Attacker’. All nations present in the compartment form a temporary alliance and defend the compartment against the Attacker. We call them ‘Defenders’.

Attack begins by placing units in the lock between the compartments (on the border of the destination compartment).

Support cards
Attacker can increase his firepower, protect his units with shields or destroy enemy shields by playing support cards.

Support cards are played face-down. They are revealed only while the battle is being resolved (see below).

Support cards and attack cards count towards the card limit that can be played each turn by a player.

Example:
The Americans play two cards, each with one phaser symbol enabling them to move two units.

Example: The Americans play two cards with four phaser symbols in total. They attack with only three units and while the fourth phaser has not been used to move a unit, it will still count as additional firepower.
Defending
Each player, whose units are present in the attacked compartment, may (but does not have to) play one defense card by putting it on the table face-down.

Important! Defense cards count towards the limit of cards a player can play during his next turn.

Example (cont’d): Both the Axis and the British decide to play a defense card. The Soviets do not play a defense card. This means that the Axis and the British will only be able to play two cards during their upcoming turns after the Americans finish their turn.

Resolution
All players reveal their support / defense cards and the battle resolution phase begins:

Attacker takes:
• one dice for each phaser symbol on his cards, including support cards;
• one dice for each ally unit already present in the compartment (but not in the spaceship lock) and then rolls the dice.

Each Defender takes:
• one dice for each of his units present in the attacked compartment;
• one dice for each phaser symbol on the defense card (only if it was played); and then rolls the dice.

A player inflicts one wound to an enemy unit of his choice for each hit symbol.

Each Defender indicates which of the Attacker’s units will receive wounds inflicted as a result of the Defender’s action. A Defender cannot target other Defenders.

Hits and wounds are resolved simultaneously. Even if all units of a particular nation are eliminated, hits that they inflict to enemy units still count.

A healthy unit which receives becomes wounded - flip over its token to the „wounded” side.
A wounded unit which receives dies and must be removed from the board.
A healthy unit which receives dies immediately.

Each that does not have a valid target is ignored.

When calculating hits and wounds, take into consideration effects coming from using the Shields.

Each Shield symbol used by a player, absorbs one dealt to his units.

Each Shattered Shield symbol cancels one Shield played by an enemy before that Shield can absorb a hit.

Example (cont’d): All nations taking part in the battle reveal their cards: the Americans (Attacker) played a support card with one Shield symbol. The British decided to save their offensive cards for later and chose to shatter American shields instead. The Axis played a defense card with one phaser symbol. The Soviets did not play any cards.

In effect, the Americans roll five dice as they played cards with in total and they already had one unit in the attacked compartment (highlighted in orange). The Soviets and the British roll one dice each and the Axis - two dice (one for the defending unit and one for the played support card with ).

Dice roll outcome: the Americans: ; the Axis: ; the Soviets and the British: no hits.

Example (cont’d): The American Shield has been eliminated by the Shattered Shield played by the British - in effect, all hits against the Americans reach target and inflict wounds.

The Americans decide to inflict to the Axis unit and the last to the Soviet unit. The Axis unit that received two wounds dies and is removed from the board. The Soviet unit is flipped over to indicate that it is wounded. Even though the Axis unit has not survived, the shot it fired reach the enemy unit and the Axis inflict to a chosen American unit - also flipping it over to the „wounded” side.
Unit movement after a battle
After the battle is resolved, if the attacked compartment is still occupied by enemy units, the Attacker can move into that compartment a total of no more units than the number of Defending units killed in the battle.

In case that after a battle, the destination compartment is empty or occupied only by ally units, the Attacker may move all of his units participating in the attack (naturally without exceeding the compartment's capacity).

All units that could not move into the attacked compartment return to their original positions.

**Important! The number of attacking units is not limited by the capacity of the attacked compartment as long as the extra units are only used to resolve the battle and afterwards return to their original spot.**

Example (cont’d): At the end of the battle, the Americans count how many units they can move into the destination compartment. Only one enemy unit (Axis) has been eliminated and 2 enemy units survived the encounter - in effect the Americans can only move one unit into the compartment (without reaching its maximum capacity [5]). The remaining two American units return to their original position. Unit movement was illustrated in the previous example.

Control of a compartment
After resolving a battle, check if the Attacker assumes control of the compartment. See >> Control of a compartment.

Heroes
In battle, both attacking and defending heroes:
- Use a special „hero” dice instead of the regular „hit-or-miss” dice
- Can only be wounded after all regular units of the same nation that take part in the battle are dead
- Are partially resistant to psychic attacks (psychic attack is a special type of action described on certain cards); heroes cannot be attacked with a psychic attack as long as there are living units of the same nation in the compartment

Other than that, heroes are treated in the same way as regular units. Heroes take up as much space as regular units and have the same level of endurance: a hero is wounded if he receives ✝ and dies after receiving ✝✝.

Healing units
To heal wounded units, players use a card with the healing symbol ✝. Total number of symbols indicates how many injured units can be healed (flip the unit tokens over to the „healthy” side).

Using special actions described on a card
Certain cards contain descriptions of special actions. To perform such action, a player plays a card from hand and follows instructions listed on the card. When performing a special action, all action symbols on the card are ignored.

Example: While purchasing cards, a player reveals the Solar Flare event card and immediately resolves its effects. One of the other players holds a Space Suits and can play it immediately to protect all units (own and enemy) in a single compartment, even though the event is resolved outside of his turn. If he decides to play the card, his card limit would be reduced by 1 during his next turn.

**Important! Actions such as Space Suits or Loyalty can be played at any time, even during an enemy turn (similar to defense cards). Cards used that way count towards the limit of cards a player can play during his next turn.**

Nation card upgrade
Each player can upgrade his nation card (indicated by flipping it over). Upgraded nation card allows two extra cards to be played each turn (five instead of three).

To upgrade the nation card, a player discards from hand cards with a total cost of 5 or more.

Upgraded nation card cannot be restored to the original state (flipped back over).

Controlling a compartment
A player automatically gains control over a compartment when:
- only his own units are present in the compartment
- and the number of units is greater than or equal to the minimum number shown in the upper right corner of this compartment token.

Whenever a player gains control over a compartment, he places his control token in the lower right corner of the compartment token.

If the compartment already has control tokens belonging to other players then new tokens are placed on top of the stack. Existing control tokens should not be removed from the board.

As a reward, a player who has just taken control over a compartment can immediately pick up one new card free of charge - using the same process as when purchasing cards, but without spending any action points or discarding cards from hand.
Heroes, taking control over a compartment
- Example

Example: the British attack two Soviet units (a hero and a regular unit) and play two cards: one with face-up and one support card face-down. The Soviets do not play any defense cards. The British unit moves into the spaceship lock.

The British reveal their support card and roll five dice - three for on their cards and two for units that had already been in the compartment prior to the attack.

The defending Soviets roll two dice: one regular dice and one hero dice. The British roll and the Soviets come up with no hits. Hero dice roll results in a shattered shield symbol but it is of no use in this particular battle (no shields have been used by the opponent).

The British eliminate one Soviet unit with . The hero receives the remaining and dies, since there are no other regular Soviet units to protect him.

The British move the unit that initiated the attack into the destination compartment. Now, there are only British units in the compartment and with three units in total, the British meet the minimum criteria to control over this compartment (three silhouettes in the upper right corner of the compartment token). The British immediately place their control token in the lower right corner of the compartment and are entitled to take one new card free of charge.

Losing control over a compartment
Control over a compartment is lost only when another player takes control over it (meeting all criteria described previously).

Regaining control over a compartment
Each player can only have one control token in any given compartment. The reward (free card) is also granted only once per player per compartment.

A player may regain control over a compartment once lost, however in that case he does not place a new control token on the board. Instead, his control token that had already been placed in the compartment is moved to the top of the stack.

Defense bonus
A player attacked in a compartment that he controls, receives bonus shields. The number of bonus shields is shown in the upper left corner of the compartment token. The bonus applies to each battle as long as the player controls the compartment.

End of the Game and Victory Conditions
Control tokens in yellow and red compartments are the key to victory. Control tokens placed in these compartments have the highest value.

The game ends when:
• one player has control over all yellow OR all red compartments (Victory Through Domination);

• one player has placed control tokens in all yellow AND all red compartments (Victory Through Presence);

• the number of event cards indicated on the spaceship card have been played and the ship has departed for its mission.

Domination
When a player controls all compartments marked in the same color (yellow or red), the game immediately ends. The first player who achieves this wins the game.

Presence
When a player has control tokens on each red and yellow compartment on the spaceship card, the game immediately ends.
The first player to do so, wins the game. In this case, it does not matter if the player actually controls any compartments at the time! Control tokens covered by opponents’ tokens still count towards this type of victory.

Example: Picture on the left illustrates Victory Through Domination. The Soviets control all compartments marked in red on the spaceship card since their control tokens are at the top of the stacks in those compartments.

Departure and Victory Points
Unless victory is achieved through presence or domination, the game ends when the number of event cards drawn during the game is equal to the number indicated on the spaceship card. In that case, the player with most Victory Points wins.

Players receive Victory Points for each control token they managed to place on the spaceship during the game.

Amount of Victory Points granted for having control tokens in a particular compartment is indicated in the upper left corner of the compartment token. Control tokens do not have to be at the top of the stack in order to count towards Victory Points.

Tie-breakers
In case more than one player ends the game with an equal amount of Victory Points, the player who has more units on board wins. In case the numbers of units on board is also equal, the player who has more cards on hand wins.

If players have the same amount of Victory Points, units on board and cards on hand, the game ends with a draw.

Special Actions
There are two special actions in the game that use additional tokens.

**Force Field**
Playing the Force Field card allows a player to place a Force Field token in a chosen compartment. This compartment remains sealed from the rest of the ship until the end of the current round. No unit (including heroes) may enter or leave this compartment. This restriction takes priority over any action and therefore no other action can influence the force field. At the end of the round, the force field token is removed from the board.

**Machine Gun**
Playing the Machine Gun card lets a player arm one of his units (or a hero) with a machine gun. Place the Machine Gun token on a chosen unit. If this unit takes part in a battle, the Machine Gun adds two extra ‘hit-or-miss’ dice to the roll. Additionally, the unit holding a Machine Gun always dies last. At the end of the round, remove the Machine Gun from the board.
**Rules for two-player and single-player games**

In a solo or a two-player game remove all cards with a cost of 1 except for the Starting action cards. After dealing the Starting cards, put aside the remaining cards with a cost of 1. Cards with a cost of 3 are available from the beginning of the game.

Additionally, place one unit from each nation that has not been picked by the players in every compartment of the spaceship (not only red and yellow). These units will be neutral throughout the game and they will only help to defend the compartment when attacked, i.e. adding one dice per each neutral unit to the defense roll.

Players place their units according to standard rules: each player places one unit in each yellow and each red compartment. Other rules and victory conditions remain unchanged.

**Victory conditions in a single-player game**

In a solo game, the player wins if he takes control over the number of compartments specified on the spaceship card before the ship takes off, i.e. before the last event card is resolved.

**FAQ**

When attacking a compartment, is there any benefit to playing a total of more phaser symbols than the number of units I want to move?
The only benefit is that each phaser will add one dice to the ‘hit’ roll, thus making the attack stronger.

Example: An attacker who plays a card with \[\mathbb{P}\mathbb{P}\], but can only move one unit, will use 2 dice for the ‘hit’ roll. In this case, the second symbol counts as extra support. Of course the player will receive additional dice for other support cards played and units already present in the destination compartment.

Can I play a special action card in defense.
Yes.

What is activated first: skills or shots?
The sequence in which the cards are played is not relevant.

I have two heroes already on board. Can I take over a hero of another nation using an action card?
A hero can be taken over using a Mind Control card if he is the only remaining unit of a particular nation in a compartment. Nevertheless, the maximum amount of heroes that each player can control at any given time is two, therefore using Mind Control to bypass this limit is not an option.

Find answers to your questions at www.avagames.info
**Instructions for Games**

**Event cards**
If, after purchasing a card, the new revealed card is an event card, it should be immediately resolved. After the card has been resolved, place it face-up next to the board. Then, the turn ends immediately (all players may use all of their cards again).

- **Single hit**
- **Double hit**
- **One extra card**
- **Shatter Shield**
- **Shield**
- **Re-roll the dice**

**Description of symbols**

- **Target** = Single hit
- **Double target** = Double hit
- **Card** = One extra card
- **Flash** = Shatter Shield
- **Shield** = Shield
- **Question mark** = Re-roll the dice

**Card cost/value** (value is used against purchase of new cards)

- **Command compartment**
- **Residential compartment**
- **Storage compartment**
- **Engine compartment**

**Event cards**
If, after purchasing a card, the new revealed card is an event card, it should be immediately resolved. After the card has been resolved, place it face-up next to the board. Then, the turn ends immediately (all players may use all of their cards again).

- **When Fire bursts out,** it does great harm to the active player. She loses 2 random cards from her hand (put these cards in the box).
- **In case of Star Blast** every unit on the spaceship receives a wound. Unless, of course, they have Protective Suits.
- **When Power Outage occurs,** each player gives two random cards from their deck. These cards are shuffled and distributed back evenly among players.
- **Nothing happens.** As for now, because the clock is ticking...

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