

RULES

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Game Contents

- 50 blue tokens (Spent Debris Fields)
- 24 black tokens (small asteroid tokens/debris field tokens)
- 10 orange tokens (large asteroid tokens/debris field tokens)
- 6 large play pieces (hauler units)
- 6 medium play pieces (driller units)
- 6 small play pieces (scout units)
- 6 square pieces (refineries)
- 6 paper clips (refinery health point markers)
- 30 white houses (1 ore load)
- 12 purple houses (4 ore loads)
- 5 score cards (refinery/score cards)
- 2 playing cards (movement cards)
- 2 die (1 green, 1 white)

Setup

Teams

If there is an even number of players, split into two teams. If there is an odd number, all players may be their own team.

Placing Pieces and Setup

- Each player will be given one squad.
 - A squad is made up of three units: 1 scout, 1 driller, 1 hauler.
- Each team will receive one refinery card.
 - Refinery cards are for keeping track ore points.
 - The clip on the side of the refinery card represents health status.
 - Each refinery will start out with a set amount of resources
 - Uberoid - 1
 - Mundacite - 4
 - Lameum - 5
- Once the pieces have been handed out, each team will place their refinery.
 - Refineries may only be placed on the line.
 - Squads begin touching the refinery.

Asteroids and Ore

There are two types of asteroids: large and small. The amount of ore in an asteroid is written on the underside of the asteroid token. Stack the two types of asteroids into separate piles. Asteroids should be stacked face down and will be placed on the board face down.

Generation and Placement

1. Each player will roll both the green(10-sided) and white(6-sided) die to place one asteroid each turn after the asteroid movement.
2. The white die determines the size of the asteroid.
 - 1-4 is a small asteroid.
 - 5 or 6 is a large asteroid.
3. The green die determines the placement of the asteroid.

- Asteroids are placed at the beginning of the numbered line that corresponds to the die roll.
- If you roll a 0, no asteroid is placed.
- The asteroids are placed face down.

If two asteroids are placed on the same spot...

The asteroids will change lines, depending on their size.

- If 2 asteroids of the same size land on the same spot, they both move in opposite directions to the next line.
- If a small and large asteroid land on the same spot, the small asteroid is destroyed and the large one remains in place.
- If an asteroid is “knocked off” the board, it leaves the field of play.

Asteroid Movement

At the end of each round, the asteroids on the board will move.

- Small asteroids move two tick marks on the board along their line.
- Large asteroids move one tick mark on the board along their line.

After the present asteroids have been moved, the round starts over and more asteroids are generated.

Debris Fields

Once an asteroid has been completely harvested, it becomes a debris field. A blue token replaces the asteroid token to represent debris.

- Debris fields move one tick per turn.
- Debris fields do 1 damage point to refineries.
- Debris fields destroy units it collides with.

Taking a Turn

To determine which team goes first, both or all teams roll the die. The highest roll goes first and turns go clockwise. During a team’s turn each of the players’ ships receive an action phase. During an action phase a player may move, attack, drill, or haul with their ships. Any action taken with a unit must be done before moving the next unit in their action phase.

One player's movement phase goes as follows:

1. Player moves one unit (scout, driller, or hauler).
2. If possible after moving, player takes an action with said unit (scouting, drilling, harvesting, attacking, etc.)
3. After taking an action, the unit is can no longer move in the current action phase, even if its entire move length (*see movement*) has not been used.
4. Player repeats 1-3 with next unit.
5. After all three units have been moved and taken action, the player's action phase is over, and the next player takes their action phase.

After all players on both teams have taken their action phase, the entire “round” is over, and the

asteroid movement phase begins.

Movement

During a ship's action phase it may move if desired. The move length is determined by the ship's class.

The ships may move as follows:

- *Scout*- one **Short** and one **Long**
- *Driller*- one **Long**
- *Hauler*- one **Short**

A **Short** move is determined by the length of the smaller edge of the **Movement Card**.

A **Large** is determined by the length of the larger edge of the **Movement Card**.

The players measure from the edge of their ship then move the ship to the edge of the card.

If a unit is currently attached to an asteroid (as when it is drilling, hauling, or scouting), it will move with the asteroid during the next asteroid movement phase. Should the asteroid leave the playing area with a unit attached, the unit is considered out of range and destroyed.

Combat

The player can choose to attack enemy units instead of mining if they so choose. Should the player choose to attack, the rules are as follows:

1. Both the attacking player and the defending player roll the die.
 - a. If the attacker's roll is *higher* than the defender's, the defending unit is destroyed and the attacking unit can no longer attack or move for the remainder of the player's turn.
 - b. If the attacker's roll is *lower* than the defender's, the defending unit successfully avoids the attack, and the attacking unit can no longer attack or move for the remainder of the player's turn.
2. If tied, roll again.

Refining Platforms

Refining platforms hold the ore that units retrieve from the asteroid field. New units can be made here.

Constructing New Units

Should a unit be destroyed, it is possible to create new units. The following rules apply:

- Each player may only control one squad at a time (1 scout, 1 driller, 1 hauler). If a player has a full squad, no new units may be made.
- If one or more units of a player's squad is destroyed, new units may be constructed at a cost of ore points.
 - Scout – 3 Lameum, 1 Mundacite.
 - Driller – 4 Lameum, 1 Mundacite.
 - Hauler – 3 Lameum, 2 Mundacite.
- Newly built units appear at the refining platform.

- Newly built units may move on the next turn.

Damaging Refining Platforms

- Every refining platform can receive 5 points of damage before being destroyed.
- Refining platforms can be damaged in the following ways:
 - Drillers attacking the opposing team's refining platform – 1 damage point per turn.
 - Asteroids crashing into the refining platform – damaged according the number of loads of ore that asteroid still contains.
 - Debris fields crashing into the refining platform – 1 damage point.
- If completely destroyed, the game is over and the opposing team wins.
- Refining platforms can be repaired for 2 Uberoid per 1 point of damage.

Scout

The scout unit can approach un-drilled asteroids to determine what kind of ore is present within it before drilling it. This will allow only the team who scouts an asteroid to know what kind of ore an asteroid holds.

Scouting:

1. The scout reaches the asteroid.
2. The player who scouts the asteroid may look at the type of ore in the asteroid token *once* and then tell his teammates or write it down.
3. The asteroid token still remains face down.

Scouts Attacking Scouts:

- Scouts can only attack other scouts.
- Attacking scout must be within one **Short** of another scout.

Scouts Attacking Spent Debris Fields:

- Attacking scout must be within one **Short** of debris field.
- Debris field will be destroyed
- Scout cannot move for the rest of the turn.

Driller

The driller is responsible for harvesting ore from the asteroids and taking it to the hauler. Once a driller has drilled an asteroid, all players can see the ore type.

Drilling:

1. The driller reaches the asteroid; the driller may not leave the asteroid until its next turn.
2. The player flips over the asteroid to reveal the ore within.
3. Once the asteroid is flipped, place the correct number of resource tokens on the asteroid.
4. A driller can take ore to a hauler, one load at a time, in order to speed up the harvesting process.

Drillers Attacking Drillers or Haulers

- Drillers may attack other drillers and haulers.
- Attacking driller must physically touch the target unit in order to attack.

Drillers Attacking Refinery Platforms

- Attacking driller must physically touch the target refinery.
- No roll is necessary (a refinery can't move out of the way, after all).
- For every turn the attacking driller remains touching the refinery, 1 point of damage is done to the refinery.
- If the attacking driller is attacked by one of the opposing teams drillers, it cannot do damage to the refinery during the turn that it is being attacked, *whether it succeeds in avoiding damage or not*.

Hauler

The hauler is responsible for taking ore from either the driller or the asteroid to the refinery. One of the main objectives of the game is to collect as much valuable ore from the asteroids as you can.

Hauler

- Haulers may begin loading on the turn in which they physically touch the asteroid.
- A hauler may not leave the asteroid it is hauling from until the next turn.
- A hauler may only haul 6 loads of any one type of ore.
- Haulers may not haul more than one type of ore at a time.
- Ore is not useable to build or repair until the hauler takes the ore back to the refinery.
- A hauler can dump its load if it wants to, but that ore will not be retrievable and is lost from play.

Asteroid-to-Unit/Debris Field-to-Unit Collision

It is possible that an asteroid or debris field may collide with a player's unit during the asteroid's movement turn. If this occurs, the unit is destroyed, regardless of the type of unit, *with exception to refining platforms* (see **refining platforms**) *and scouts*. **If a fully spent debris field collides with a scout, the following happens:**

- Scout rolls the die.
- If the number rolled is 4 or more, the scout disperses the spent debris field before it collides.
- If the number rolled is 3 or less, the scout is hit by the debris field and destroyed.

Scoring

When a unit successfully hauls ore back to the refinery, the player gets ore points based on the type and amount of ore it hauled. The player with the most points wins. Scoring for ore is as follows:

- Uberoid = 5 ore points
- Mundacite = 2 ore points
- Lameum = 1 ore point

Ending the Game

The game can end in the following ways:

- The game ends after all 34 asteroids have crossed the playing area and left the board. At this time, players count up their scores and determine a winner. Ore values are as

follows:

- Uberoid = 5 ore points
 - Mundacite = 2 ore points
 - Lameum = 1 ore point
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- The game ends after one teams refinery has been destroyed. At this point the opposing team wins.