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www.mothership-game.com
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FIRST TIME PLAYERS

This section is designed to help you setup and learn Mothership as quickly as possible. More detailed rules follow in the next section.

You what’s better than reading rules? Watching a video about rules! For a quick way to learn the basics of Mothership please watch the video at:

www.mothership-game.com/how-to-play

SETUP

Every player receives the items on the left.

1x Technology tree
1x Control Panel
1x Colony Station
1x Mothership
3x Fighters
2x Bombers
15x Blue counters
16x Red counters
3x Grey counters
2x Action cards
4x Capture markers

Setup the board as you see on the right.

P = Planets
Colours = Location of colony stations for each player
Grey = Asteroids
YOUR GOAL

• Keep your Colony Station alive.
• Destroy your opponent’s Colony Station or wipe out their all their ships.

YOUR TURN

• First manage your Mothership’s energy. Second, each ship moves (measured in spaces) and then attacks (rolling a die), in that order.
• You have three different ships. How far each ship can move and how powerful they are is written on your Control Panel.
• When you finish moving and attacking, you collect resources.

CONTROL PANEL

• The top four rows are only for your Mothership, your most powerful and versatile unit.
• Before you move your Mothership you can divert power (blue counters) into any of the other rows to change how far your Mothership can move, attack or how much damage it can absorb. The energy is locked until your next turn.
• Engines = how far your Mothership can move.
• Weapons = The die your Mothership attacks with.
Control Panel continued...

- **Shield** = If your Mothership loses a dogfight with an enemy, your shield will absorb the damage (your enemy’s total roll) before the remaining damage is taken off your HP. Shields regenerate at the end of any turn.
- **Hull Points** = Your Mothership HP in increments of 1.
- **Colony Station** = Your Colony Station HP in increments of 4.
- **Fleet Stats** = Your accompanying ship’s set movement and attack stats and what they can or cannot damage.

**MOVEMENT**

- Check the engine power on your control panel and move your ship up to that many spaces.
- Ships can be moved through your own ships but cannot occupy the same space.
- They cannot be moved through planets or enemy ships.

**ATTACKING**

- Be in an adjacent space from the ship you want to destroy and declare a dogfight.
- Each ship rolls their corresponding die type.
- Then each player adds any buffs to their roll.
- **Buff** = To make stronger.
- The highest roll wins and the losing ship explodes. If you tie, no one explodes.
- The losing ship takes the total of the winning roll as damage.

**DAMAGE**

The only ships in the game with HP is the Mothership and Colony Station, so when the Fighter or Bomber are said to have taken ‘damage’ it means they explode and are taken off the board.
You have three unique ship types each with a different purpose.

- The Mothership can damage anything.
- Fighters damage other Fighters, Bombers and Mothership shields, but they cannot damage HP (any red counters on your Control Panel).
- Bombers damage HP and Mothership shields but cannot damage Fighters or other Bombers.

Forgotten already? Don’t stress, it’s all written on the control panel. **Remember it like this:** Fighters attack the small stuff, Bombers attack the big stuff and the Mothership attacks everything.

**ASTEROIDS**

If you chose to move through asteroids you must initiate a dogfight with them.

- Asteroids always roll a 1d6.
- **Winning against asteroids:** Tie or roll higher. You can now move freely within the field until you leave by moving into an empty space.
- **Losing against asteroids:** Your ship explodes. If it’s your Mothership, the amount rolled by the asteroids is absorbed by shields and the rest is taken of HP.
PLANETS
To capture a planet, you attack it.

- The planet is yours if you roll a 6 or higher (not including buffs).
- You can attack with multiple ships. The more ships you use the higher the chance it’s yours.
- If you claim the planet place a capture marker underneath it and you are awarded an action card from the top of the pile.

RESOURCES
All resources are the same. The different icons for each card are purely cosmetic. At end of your turn you collect the following resources:

- 1 for your Colony Station
- 1 for every planet you control.

You get resources for destroying enemy ships during your turn, or during other players turns:

- 1 for each Fighter or Bomber
- 3 for a Colony Station or Mothership
WHAT TO DO WITH YOUR RESOURCES

• Buy technology upgrades or action cards any time during your turn or at the end of other player's turns.

• **Action cards (2 Resources)** = single use cards for use during your turn (or during an opponents turn if the card allows).

• **Technology Tree (cost is stated on tree)** = Persistent, always active upgrades that stay with you the entire game.

• Cards that buff your ships can be used if your are attacked during someone else’s turn.

• All action cards have a value assigned to them and can be sold for Resources.

• **Spent resources** are added back to the top of the resource pile to be used again. Used action cards are placed in the discard pile and are not reused.

Don’t be overwhelmed initially by all the choices on the Technology Tree. Each colour represents something that is useful. There is no bad choice. Just concentrate on one tier at a time.

Don’t worry if you start losing ships at any point. You’re never out of the game until you're completely wiped out. You can still do a lot of damage with just one Fighter or one Bomber.

To recap - Move, attack, get planets, get resources, buy upgrades.
1. SETUP

1. Lay the board down in the middle of the play area.
2. Place the card mat to the side of the play area. *(figure 2)*
3. Shuffle the action cards and place them **face down** in the designated part of the card mat.
4. Shuffle the resource cards and place them **face up** in the designated part of the card mat.
5. Give each player *(figure 1)*: 1x Colony Station, 1x Mothership, 3x Fighters, 2x Bombers, 4x Capture Markers, 1x Mothership Control Panel, 1x Tech Tree, 16x red HP counters, 15x blue energy counters.
6. Each player takes the blue and red counters they were given and positions them on
their Mothership control panel as seen in figure 1. The action cards are taken off the top of the pile.

7. Give each player 2x action cards from the action card pile.

8. All five dice should be on the play area ready to be used.

BOARD SETUP

If this is your first time setting up Mothership please use the example board layouts as displayed in 1.2 Board Balance.

Balance is very important in Mothership, so the player setting up the board should make sure another player is not overly protected by asteroids or has easy access to multiple planets. The next section will go into more detail about balancing the board.

1. Place a selection of asteroid pieces down on the board (see 8. Asteroids). The asteroids divide up the empty space, so place as many or as few as you like.

2. Colony Stations should be placed in each corner by the same player setting up the board. This can change however depending on your layout. Ensure that there is one empty space around each station (ie. not against asteroids or board edge).

3. Then position one to five planets around the board. You should place 1 more planet than there are players (eg. 4 players = 5 planets).

4. Each player may then place their ships however they like within two spaces of their Colony Station (figure 4).
1.2 BOARD BALANCE

A feature of Mothership is its dynamic game board. No two games are the same. You’re free to choose and create your own layout. While ridiculous layouts are fun, some may wish to make sure each player has a fair chance throughout the game.

The following are example layouts. Each player has easy access to at least one planet during their first turn. The fifth planet is usually in middle and becomes a source of contention throughout the game.

You can choose to have 2 extra planets per game, and this is okay, as long as they are fair distances away from all players.

The examples shown here are mostly symmetrical but you don’t have to follow any particular pattern if you don’t want to.
2. YOUR TURN / MOVEMENT

A turn is defined as one player having the chance to move pieces and a round is when everyone has had one turn. Everyone should roll a 1d6, the highest roll goes first and the order is clockwise from then on.

During each turn, the player may move their ships as many spaces as they want within their unit’s engine power.

Using the Control Panel (see 4. Mothership Control Panel) a player can divert power (blue counters) into any of the other rows to change how far your Mothership can move, attack or how much damage it can absorb. This must be done before the Mothership is moved and the energy is locked until your next turn.

After the player has moved a ship, that ship can attack (see 3. Combat). Units can be moved in any order the player wishes, as long as each one attacks after they move. The attack power and how far each ship can move is stated on the Control Panel.

Ships can be moved through a player’s own ships but cannot occupy the same space. They cannot be moved through planets or enemy ships.

If the player has an action card or technology tree ability that moves their unit, this will negate any unused engine power (see 6. Action Cards).

The turn ends when all ships have been moved and / or have attacked or the player decides to not make any more maneuvers. You may now collect resources (see 6. Resources).

All actions during your turn must be declared to the rest of the players.
3. COMBAT

When the initiating ship (called the attacker) is adjacent to the enemy they want to attack (called the defender), both players roll the die that corresponds to their ship’s attack power and add any Technology Tree upgrades that are available to them (see 6.3 Technology Tree). If the player wants to use an Action Card during the roll this must be declared before they roll (see 6.2 Action Cards).

This is referred to as a **dogfight**. The losing ship takes the total of the winning roll as **damage** and the dogfight over.

**Important**: Fighters and Bombers can only damage certain things (see figure 5).

The only ships in the game with HP is the **Mothership** and **Colony Station**. These are the red counters on the Control Panel.

When the **Fighter** or **Bomber** are said to have taken ‘damage’ it means they explode and are taken off the board.

**Shields** refer only to your Mothership’s shield.

*FIGURE 5*
ATTACKING WITH MULTIPLE UNITS

Players may also attack with multiple units. As long as each ship is adjacent to the target they can join in the dogfight. Both ships roll the die corresponding to their attack power and the rolls are combined. You must declare that you are attacking with multiple ships **before you roll**. If you lose a dogfight with a single ship you cannot then add another ship’s roll to the first dogfight.

Be careful: If the combined rolls and added upgrades are lower than the defender’s total then all attacking ships will explode or take damage.

**RULE CLARIFICATIONS**

- If a Bomber wins against a fighter, no ship explodes, the Bomber just avoids death.
- If a Mothership loses a dogfight, it takes the attacker’s full die roll as damage. The shield absorbs the damage first then the HP takes the rest.
- If any roll results in a tie, no damage is taken by anyone.
- If your ship attacks it can no longer move during that turn.

**WINGMAN RULE**

If the defending ship has multiple units connected one space away, add +1 to the player’s defence roll for each ship. If the player loses the dogfight, only the defending ship explodes.
4. MOTHERSHIP CONTROL PANEL

The Control Panel displays your Mothership’s power distribution across its three subsystems, your Fighter and Bomber base stats and your Colony Station’s HP. The top four rows are only for your Mothership.

Each Mothership starts the game with twelve HP. The other three subsystems are energy based.

Before you move your Mothership you can divert power (blue counters) into any of the other rows to change how far your Mothership can move, attack or how much damage it can take. The energy is locked until your next turn.
• **Engines** = how far your Mothership can move.

• **Weapons** = The type of die your Mothership attacks with (d2, d4, d6, d8, d10 or d12). A d2 is not included in this game. Please flip a coin to ‘roll’ a d2. Heads = 2, tails = 1.

• **Shield** = If your Mothership loses a dogfight with an enemy your shield will absorb the damage (your enemy’s total roll) before the remaining damage is taken off your HP. Shields regenerate at the end of any turn.

• **Hull Points** = How much health your Mothership has in increments of 1.

• **Colony Station** = How much HP your Colony Station has in increments of 4.

• **Fighter, Bomber** = Your accompanying ship’s set movement and attack stats and what they can or cannot damage.

**5. COLONY STATION**

Colony Stations do not have attack rolls or engine power which makes them sitting space ducks. You must protect it at all costs.

If your Colony Station is destroyed, all of your units are wiped out instantly and you lose the game (see 11. End Game).

**GUARDING**

Any friendly unit can act as a **guarding unit** for your colony station. This means if they are adjacent to your Colony Station the enemy must destroy that unit first before they can target your Colony Station.

**RULE CLARIFICATIONS**

• Your Colony Station hull points are displayed as 4 red counters that represent multiples of 4 hull points each. For example, if your Station receives 7 damage from an attack, only 1 counter (4 hull points) is removed.

• In the rare case where all teams only have bombers remaining the guarding rule is ignored.
6.1 RESOURCES

All players have an identical fleet. What will help you get the edge over your opponents are upgrades and abilities that can be purchased with resource cards. All resource cards are the same. The different icons for each card are purely cosmetic.

At end of your turn you collect resources.
- 1 for your Colony Station
- 1 for every planet you control.
You get resources for destroying enemy ships.
- 1 for each Fighter or Bomber
- 3 for a Colony Station or Mothership

Gathering resources from your Colony Station or Planets ends your turn. Spent resources are added back to the top of the resource pile to be used again.

6.2 ACTION CARDS

Each player is given 2 action cards at the start of the game. These are one-use bonuses you can activate during your turn or, if the card allows, during your opponent’s turn.

You must declare all action cards before you roll (unless your card is to be used after a roll).

More action cards can be purchased for 2 Resources. This can be done at any time during your turn or at the end of any other player’s turns. Cards may be used as soon as they are picked up.

All action cards have a value assigned to them which is their resale value. If you don’t like a card, discard it and take Resources in exchange. Again, this can be done at any time during your turn or at the end of
any other player’s turns.

**Example, see figure 6:** This card can be played by an attacker as he initiates a dogfight with an enemy Mothership. It will completely remove all blue counters in the enemy shield subsystem.

- All action cards that are used or sold must be discarded afterwards.
- There is no limit to the amount of action cards you may use at any one time.
- All movement action cards must be used during your own turn and before your ship attacks. If your ship attacks, then a movement action card cannot be used on it.
- Action cards that involve dogfights may be used during other player’s turns.
- Action or Resource Cards cannot be traded amongst other players, even during team games (see 10. Team Games).

A list of all action cards in the game are at the end of this rule book.

**RULE CLARIFICATIONS**

Keep an eye on the wording of action cards to settle disputes. For example, the card “Expansion Pak” doubles the damage of any roll. A single roll is defined as the number shown on the dice of one ship attacking. So in other words this card does not double two dice at once, nor does it double a roll plus added buffs. It only doubles the face of the die.

**WHEN ACTION CARDS RUN OUT**

If you find yourself in the unlikely situation where you have run out of action cards then you can use the ‘end game’ card abilities on the card mat. The cost for these are much higher than normal action cards but are far more powerful.
6.3 TECHNOLOGY TREE

The technology tree is used to upgrade a player’s fleet. On the tree are three categories: Economy, combat and support. All split off into two branches. As you gain resources you can purchase tiers to gain buffs and special abilities. You can upgrade multiple categories but only one branch per tree.

- Technology purchases are active all the time and cannot be removed or resold except for the **orange tile**.
- The **orange tile** is a reusable upgrade. It can be purchased as many times as the player needs but the effect lasts for one roll.
- The cost of each tier can be seen on the tree.
- Use the grey counters to mark your progression up the tree.
- Buffs from the tree can be combined with action cards.
- The dark tiles on the tree do not stack together. The more advanced tier will override the earlier, weaker tie so that you don’t need to keep adding them together.
- The 5th tier for each category are special Mothership abilities. Your Mothership must be alive to use these. They are all counted as attacks.
- Buffs do not affect attacking and capturing planets (see 6. Planets). Mothership abilities can be used to target planets (except support).
RULE CLARIFICATIONS

- **Mothership abilities:** These are designed to be ‘game deciding.’ If you feel some are overpowered please see 9. Strategy.
- **Tractor Beam:** To hold a unit the player needs to declare that they are using the beam and the target.
- **Sunslayer Torpedoes, Nuclear Missile:** These Mothership upgrades attack from a distance. The defender can roll to avoid damage only. If the defender wins no damage is taken by the attacker.

7. PLANETS

You can capture planets on the board with your ships. This will provide you with an economic advantage.

- To capture a planet, you attack it. Whether the planet is inhabited or not is irrelevant. Your fearsome display of power will show all in the galaxy that this is your planet.
- The planet is yours if you roll a 6 or higher (not including buffs).
- You can attack with multiple ships. The more ships you use the higher the chance it’s yours.

If you roll less than a 6 then you have failed and are clearly too weak to control an entire celestial body. You can try again next turn. If you succeed, take a capture marker and place it under the planet.

An **action card** from the top of the pile is awarded for capturing a planet. At the end of your turn you will get resource cards from any planets you have.
7. Planets continued...

You can capture over another player’s planet. The same rules above apply but if you succeed you may choose to blindly steal an action card (not resource) from your opponent instead of taking from the top of the card pile.

RULE CLARIFICATIONS

- Buffs from the Technology tree or action cards do not affect attacking and capturing planets (see 6.3 Technology Tree).
- If you get knocked out of the game your planets return to a neutral state.

8. ASTEROIDS

All ships can move through asteroid fields but risk taking damage if they do.
- As soon a ship needs to enter one asteroid space, a dogfight is initiated by the asteroids.
- Asteroids always attack with $1d6$. Then, roll your ship’s corresponding attack power to avoid the damage.
- Any buffs from action cards or your tech tree (see 6.2, 6.3) can aid you in making it through the asteroid field.
LOSING AGAINST ASTEROIDS

If your ship rolls under, you explode. (see 9. Strategy). If your Mothership loses, the amount rolled by the asteroid field is absorbed by the shields and then damage is taken off the HP. Remember: Your Mothership shields recharge at the end of your turn. It is possible to enter a dogfight afterwards with low shields.

WINNING AGAINST ASTEROIDS

If you roll a tie or higher you can remain in any part of that asteroid field for as long as you like, even into your next turn. You only have to re-roll for asteroid damage if you exit the field into empty space and then enter into another one.

Rule Clarification: The wingman rule does not buff asteroid fields dogfights.

9. STRATEGY

There are no cards in the game that repair your Colony Station or resurrect your Mothership. Think carefully about your moves!

Don’t worry about losing ships. If you find yourself in a position where you can’t do much, start buying action cards. You might get something that will turn the game in your favour. Either that or you’ll take other players down with you!

The technology tree is designed to deliberately force certain strategies based on the path a player chooses.

The final tiers of the technology tree are game winning upgrades. Mothership was designed not drag on for hours. If you feel your enemy is too overpowered as a result of maxing one of his trees well then maybe don’t let them get that many resources next time!

Attacking with multiple ships might sound like a good idea, but keep an eye on your enemies tech tree. Their buffs might out class your roll and as a result destroy all of your attacking ships.
9. Strategy continued...

Moving through asteroids might give you the advantage but all it takes is a bad roll to destroy your ship.

You get resources as soon as you destroy an enemy ship and can spend it straight away.

10. TEAM GAMES

Mothership can be played as a team game. In teams of 2, all rules as above remain unchanged.

Each player gets a Colony Station they need to protect. You may choose to have team stations next to each other, although separated is always better.

Make sure that teammates do not have turns right after each other, turns must alternate between teams. This may also mean you need to allocate seating for each player so you don’t get confused as to who goes next.

RULE CLARIFICATIONS

- You are allowed to move through your team’s ships in addition to your own.
- The wingman rule now applies to all friendly ships.
- The guarding rule now applies to all friendly ships.
- Action cards cannot be used to buff your teammate’s dogfights.
- You cannot use action cards to move friendly ships.
- The action cards state whether or not they apply to your teammates ships or planets, classified as ‘friendly.’
- You may not tribute resource cards or action cards to your teammates.
- You may not capture over your teammate’s planets.
11. END GAME

You lose when your Colony Station is destroyed or when all of your units have been wiped out. If your Colony Station is destroyed and you still have ships left, they explode too. You can start getting another round of drinks for everyone.

All planets that you had control over return to a neutral state and any cards you had get discarded.

You cannot continue to gain resources or use actions because you are dead...duh.

12. COMPONENTS

**Game Pieces:** 4x Colony Station, 4x Mothership, 12x Fighters, 8x Bombers, 16x Capture Markers, 6x planets, 34x black stands

**Printed:** 1x Game board, 4x MotherShip Control Panel, 4x tech trees, 90x action cards, 30x resource cards, 1x card mat, 12x asteroid pieces.

**Other:** 84x blue energy, 64x red, 12x grey

**Dice:** 1x 1d4, 1x 1d6, 1x 1d8, 1x 1d10, 1x 1d12
13. CREDITS

CREATOR, ARTWORK, EVERYTHING

Special thanks to Alkira and Nathan for all of their constant proofreading, Graeme for helping me develop my early ideas and Brendan for taking every opportunity to destroy my self esteem.
# 14. CARD LIST

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<th>QUAN</th>
<th>NAME</th>
<th>EFFECT</th>
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</thead>
<tbody>
<tr>
<td>5</td>
<td>Afterburner</td>
<td>+4 engine power on any ship for one turn.</td>
</tr>
<tr>
<td>4</td>
<td>Backup Generator</td>
<td>After rolling a 1 you can use this card to roll one more time and add it to your previous roll.</td>
</tr>
<tr>
<td>5</td>
<td>Defence Buff</td>
<td>+1 on any defence roll.</td>
</tr>
<tr>
<td>5</td>
<td>Deflector Shields</td>
<td>Enables one ship to pass through an asteroid field without taking damage.</td>
</tr>
<tr>
<td>3</td>
<td>Enhanced Sensors</td>
<td>Add +1 to all rolls for all ships that are within 1 space of your Mothership for one turn.</td>
</tr>
<tr>
<td>4</td>
<td>Hull Repair</td>
<td>Repair 1 hull point on your Mothership.</td>
</tr>
<tr>
<td>3</td>
<td>Ninja Rope</td>
<td>Enables one ship to move 2 spaces after it attacks.</td>
</tr>
<tr>
<td>3</td>
<td>Prod</td>
<td>Choose any subsystem on an enemy Mothership and reduce it’s energy by 1 for your turn.</td>
</tr>
<tr>
<td>5</td>
<td>Wallet Inspector</td>
<td>Take 1 resource card from any player.</td>
</tr>
<tr>
<td>3</td>
<td>Wingman</td>
<td>If you have a friendly ship next to a defending ship, add +2 to your defense roll in addition to the +1 wingman buff.</td>
</tr>
<tr>
<td>2</td>
<td>Auxiliary Shield</td>
<td>+4 shields to any Mothership dogfight.</td>
</tr>
<tr>
<td>3</td>
<td>Convoy</td>
<td>+3 engine power to Fighters or Bombers if they are within 1 space of your Mothership at the start of your turn.</td>
</tr>
<tr>
<td>2</td>
<td>Cowardly Retreat</td>
<td>Warp all ships in a 1 space radius back to any friendly planet or Colony Station.</td>
</tr>
<tr>
<td>2</td>
<td>Friendly Negotations</td>
<td>Instantly capture a planet within 2 spaces of a friendly ship.</td>
</tr>
<tr>
<td>3</td>
<td>Git off Mah Propetay!</td>
<td>+3 when defending a capture on a planet you own.</td>
</tr>
<tr>
<td>3</td>
<td>Gravity Manipulator</td>
<td>Move an enemy ship 2 spaces that’s within 3 spaces of a friendly planet.</td>
</tr>
<tr>
<td>2</td>
<td>Migration</td>
<td>Warp your Colony Station to any friendly planet.</td>
</tr>
<tr>
<td>3</td>
<td>Panic Button</td>
<td>Warp a single ship back to any friendly planet.</td>
</tr>
<tr>
<td>3</td>
<td>Punch It!</td>
<td>Double engine power on any one ship.</td>
</tr>
<tr>
<td>2</td>
<td>Replicator</td>
<td>Roll a 1d4 and receive that number in resources.</td>
</tr>
<tr>
<td>3</td>
<td>Seismic Charge</td>
<td>+3 to any dogfight if your enemy is inside or within 1 space of an asteroid field.</td>
</tr>
<tr>
<td>2</td>
<td>Trade Blockade</td>
<td>Stop all resources being gathered from planets or Colony Stations until your next turn.</td>
</tr>
<tr>
<td>3</td>
<td>Volt Switch</td>
<td>+3 to any Mothership roll.</td>
</tr>
<tr>
<td>2</td>
<td>Expansion Pak</td>
<td>Double the damage of any roll.</td>
</tr>
<tr>
<td>1</td>
<td>Nooooooo0000000ol!</td>
<td>Prevent any action card from being played during anyone’s turn and move it to the discard pile.</td>
</tr>
<tr>
<td>2</td>
<td>Last Stand</td>
<td>When you lose a dogfight choose to destroy one of your attackers if they are a Fighter or a Bomber, or if the enemy is a Mothership, remove 4 HP.</td>
</tr>
<tr>
<td>2</td>
<td>Life Support</td>
<td>Save either a Fighter or a Bomber when you lose a dogfight. Attacker still receives loot.</td>
</tr>
<tr>
<td>2</td>
<td>Pick up two cards</td>
<td>Pick up two action cards.</td>
</tr>
<tr>
<td>1</td>
<td>Planet Laser Pointer</td>
<td>Remove a planet from the board that’s within two spaces of a friendly ship.</td>
</tr>
<tr>
<td>1</td>
<td>Railguns</td>
<td>Enables a Bomber to fire at something exactly 4 spaces away. If the enemy wins, the Bomber does not take damage.</td>
</tr>
<tr>
<td>1</td>
<td>Shield Breaker</td>
<td>Disables a Bomber for one turn.</td>
</tr>
<tr>
<td>2</td>
<td>Surprise Attack</td>
<td>Steal an action card from your opponent’s hand.</td>
</tr>
<tr>
<td>2</td>
<td>The Forks</td>
<td>Choose to re-roll any one of your own dice throws.</td>
</tr>
<tr>
<td>1</td>
<td>Wormhole</td>
<td>Warp a single ship to any location.</td>
</tr>
</tbody>
</table>