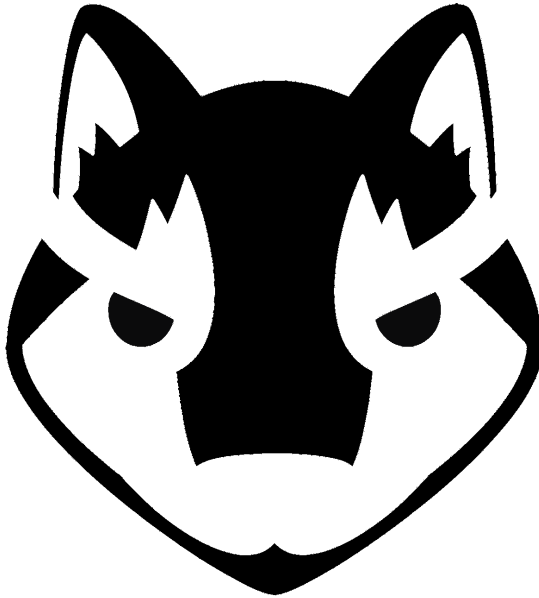


Den of Wolves

***A Megagame of Survival, Politics and
Paranoia in the 27th Century***



RULES HANDBOOK

*'Den of Wolves' was designed by John Mizon for South West Megagames.
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About the Game

Introduction

Den of Wolves is a game about the interactions between politics and survival during a time of crisis. Players represent the vessels in the “Survivor Fleet” – a group of surviving vessels fleeing from a catastrophic attack by a ruthless enemy. These vessels are trying to survive in the midst of a crisis. Some players are civilians whilst others are representing government and military elements of the fleet. This game is about interactions between all of these different entities as they attempt to survive.

The game blends both 'Political' (talking and negotiating) and 'Operational' (decisions, units and resources) gameplay. Some roles are exclusively Political, while others have a much greater focus on Operational matters. In general, players should expect a significant amount of resource management and player-to-player negotiation and discussion, with a small amount of unit positioning and combat.

Rules

As with many megagames, in Den of Wolves, there are some relatively simple rules that give the game some framework and give players some universal expectations about the nature of the gameplay – but these are not the totality of the game. As part of the simulation, players have freedom to suggest actions to Control not covered by the game rules. If reasonable, Control will typically give you the opportunity to do/try it at some cost and/or risk of failure.

Keep in mind, however, that while there is this flexibility in how you play the game – Den of Wolves is not a game where 'anything goes'. Random acts, doing things 'just for laughs' or 'just because you can', will have the same impact that such behaviour would have in the real world. So be careful – every action has reactions and unintended consequences.

Setting

This game is set several hundred years in the future. Space cruisers and advanced technologies are relatively commonplace. But the Sci-Fi setting does not mean that solutions will come from fantastical technological developments. Don't expect a new type of time-travel laser to come along and solve all of your problems.

Instead, the setting is intended to give a fresh feeling and exciting launching point for a semi-realistic simulation of a complicated political and operational situation. If you keep this in mind, you will likely have a much more enjoyable time playing Den of Wolves.

Humanity itself is much the same as today. Similar to how both today and hundreds of years ago, society is/was a mixture of complex, interconnected authorities, powers and factions, with shifting loyalties and different perspectives, the same is true for the setting here. Different played factions in this game have particular perspectives and goals – these will be explained in the Background Guide – otherwise, act how you would act as a person in the modern world.

Game Intent

You will be provided with some objectives in your briefing. You may notice that most of them sound somewhat vague and flexible. This is intentional. Your objectives should give you an idea of the needs, wants, and goals for your character and your team. Use them to inform your choices and your roleplay. With these grander objectives in mind, you can determine your own personal specific goals as the game goes on, and may find them naturally changing throughout the day.

The intent of this game is to create an approximate realistic simulation with an organic shared narrative that everyone contributes to by playing. At the end of the day there will be no scores, rewards or rankings for your objectives. There is no way for any player to 'win' or 'lose' this game. At the end of the game, you should consider your own performance based on how well you feel you've met your objectives.

Playing the Game

Megagames are huge, chaotic and confusing by nature. This will be the same for everyone, and a feeling of being slightly overwhelmed is completely normal. However, you can't go far wrong as long as you keep **talking to people**. Megagames are as much about communication and negotiation as they are about what you do with your resources and units. The game mechanisms are designed to facilitate this communication – however your activities are your own, and as such, the best way to engage with the game is to be proactive, and look for opportunities to talk to others.

One other thing that is important to know is that in a megagame, unlike in many types of games, you are not the Hero of the Story. You are just one important part in a giant exercise in collective storytelling – with an emphasis on the 'collective'. Please keep this in mind, and resist the urge to do things that are disruptive or outrageous purely for the sake of ego. That generally doesn't end well, or make for an entertaining day for you or the other players.

Acknowledgements

I would like to give thanks to all the people designing and running megagames, for without their efforts I wouldn't have known where to start with designing 'Den of Wolves'!

Game Timetable

Each turn takes 30 minutes.

A specific table is not detailed for this event.

After check-in and a brief initial rules explanation, the game will start with 30-min. rounds. We'll run as many 30-min. rounds as possible but end before the actual end time of the event to allow for a 10-20 min. debrief.

Game Layout

A layout of the game may be provided or may not be provided. Orientation of the game space and overall area will be gone over during the introductory rules explanation.

Sequence of Action

The game will progress in a series of turns. Each turn will take 30 minutes of real time. Each turn has two main parts:

1. Action Phase (18 mins)

In this phase players can move vessels and units, exchange resources or crew, activate stations, or any number of things.

This is also the time when the Interstellar Council will hold its meetings.

During this phase, Wolf Attacks may happen at any time.

2. Team Phase (12 mins)

You **must** return to your team. You will be expected to return to your team's table except for when there are **extreme** circumstances that would mean you would not do so (for example, if you were detained on another vessel). In all other situations, you must return to your team table and remain there for the duration of this phase. (Feel free to move for calls of nature or any other non-game reason).

Players catch up on events, plan for the next turn and discuss any internal political issues.

At the end of this phase you will hear a News Broadcast, update your Morale Track, and roll for Riots, if necessary.



Player Roles

Players in this game represent the senior roles in both civilian government and in command of the fleet's various starships. Note that players are not necessarily limited to the responsibilities detailed here – teams can delegate what they need to. Remember that any role can be of use by seeking out and/or delivering information on the wider situation.

Captain

Each vessel has a captain who is responsible for the safety of the vessel and those within it. A captain has the final say on all major decisions for their own vessel, however they are reliant on the other members of their crew to keep them informed and advise them on important events and issues.

First Officer

The first officer on a vessel is the captain's second-in-command, assisting the captain in their duties as necessary, and will take over command of the vessel for periods when the captain is absent or incapacitated. The First Officer on civilian vessels is also responsible for security, and has direct control over any security forces (and for vessels that have them, their Shuttles, Weapon Batteries and Fighter Squadrons). The First Officer is also responsible for the crew (represented by Crew counters) – ensuring they are safe, that the vessel has enough of them, and keeping track of any crew moved to other vessels.

Council Member

The council member represents their people at the Interstellar Council. Council members will be expected to attend the council each turn to discuss larger matters, make decisions and pass laws. Each team has a majority population from a specific nation that they will be representing.

Chief Engineer

The chief engineer has the important responsibility of keeping the vessel running. It is their primary focus that the vessel is kept in working condition, and gets all the food, water, fuel and materials it needs to keep running and its people supplied.

Chief Surgeon/Scientist/Warden

There are a handful of smaller, specialist vessels in the survivor fleet that have smaller teams. These consist of a captain and a role that is suited to the vessel's specialty. Typically the captain will be responsible for the larger decisions whilst the specialist will be responsible for the regular actions in the vessel – though responsibilities may be delegated to either based on necessity.

The Star Alpha

The team on the Star Alpha is different to other teams, as it is based on the President's entourage rather than management of the vessel (which is relatively tiny compared to the other vessels in the fleet). This team has the President, the Vice President and the First Secretary.

The Aegis

The ICSS Aegis is a massive military vessel and as such it functions differently to the civilian vessels of the fleet in a number of ways, including in its team make-up. The vessel has a Commanding Officer (the Admiral of the Fleet) and an XO, who function as captain and first officer, respectively. They also have a Comms Officer for communicating with the rest of the fleet, a Logs Officer for managing the Aegis' requirements and a Fighter Wing Commanding Officer who is responsible for all of the Aegis' Fighter squadrons.

News Media

The media are represented by a News Media team (acting as the *Interstellar News Corporation*). These players are representing the wider Interstellar news media elements within the fleet as a whole rather than individuals. As such they can move freely in order to gather as much news as possible, and do not have a specific location in the game like other players. The News Media team will put out a broadcast at the end of each turn. As well as the obvious effects of public praise or criticism, this broadcast can have a direct impact on morale.

Note that (non-News Media) players are not allowed to make room-wide announcements – so the ability of the News Media team to broadcast to everyone in the room is significant.



Morale Tracks

Each team has a Morale Track, which represents the happiness, health and stability of the crew and civilians on the vessel.

Updates

During the Team Phase of each turn, after the news broadcast has been delivered and you have received its effect from Control (see below), you must **immediately** roll a D6 to Update your Morale Track.

Take the number rolled on the die and modify it based on these factors:

- 1 Per damage taken to your vessel this turn (per 3 damage for the Aegis)
 - 1 Per Wolf Boarding Party unit that was inside your vessel at any point during the turn
 - +4 Food/Water supplied at Luxurious Rations level this turn
 - +2 Food/Water supplied at Increased Rations level this turn
 - +0 Food/Water supplied at Normal Rations level this turn
 - 1 Food/Water supplied at Low Rations level this turn
 - 2 Food/Water supplied at Minimum Rations level this turn
 - 4 Food/Water supplied at Critical Rations level this turn
 - 6 No Food/Water Supplied this turn
- (Note that Food and Water supplied are two separate modifiers so a vessel on Low Food Rations and Critical Water Rations would take a combined -5 to their roll)
- +/-? News Coverage from INC (Control will tell you this immediately after each broadcast)

- 13 or more** Morale Track rises two levels
- 7 to 12** Morale Track rises one level
- 1 to 6** No change to Morale Track
- 0 to -3** Morale Track drops one level
- 4 or less** Morale Track drops two levels

Your Morale Track can also go up or down abruptly if a relevant major event occurs. Control will inform you if this happens.

If a vessel's Morale Track ever reaches zero, then the vessel will be in a state of anarchy with all aboard panicking or in open rebellion against the captain.

There may be other modifiers for morale, for example from station effects, action cards or relevant events that occur (Control will advise).

Immediately after making a morale roll, each vessel will make a roll for riots, if necessary. See the Riots section.

Fleet Morale

Certain major events will affect 'Fleet Morale' as a whole, such as vessels being destroyed or separated from the fleet, or major political events. Certain stations and action cards may also affect Fleet Morale. If 'Fleet Morale' increases or decreases, this means all vessels' morale tracks will go up or down by that amount.



The Interstellar Council

The Interstellar Council has 7 members. These include one representative from each of the 6 major interstellar powers – the FAS, the CPA, the SAN, Rosal, Proxima and Gliese – and the President of the Council.

As the civilian government, the council can make, amend and repeal laws for the survivor fleet. These laws are official and legally binding for everyone in the fleet – though of course players have the choice to go against the law. If it is necessary to enforce these laws then how this is done is up to the players. The council can also choose to be responsible for making certain major decisions or to debate important topics, not related specifically to law-making, if they wish.

The military, and by extension the admiral and all those serving aboard the ICSS Aegis, are legally bound to follow the instruction of the council. In certain extreme and urgent circumstances, where it is deemed reasonable that there would not be enough time to consult the council for a decision, the president's office can give orders about what to do directly to the admiral, though improper usage of this power may result in serious legal charges.

Process

During each turn the Council may discuss/vote on any issue declared by the president. The president has total control over the agenda and should be mindful of current issues and time constraints to ensure necessary votes and decisions are undertaken during the turn. Other council members can ask the president to discuss and vote on issues they wish but the final decision sits with the president.

A final vote is called when the president decides to conclude debate and that the vote should begin. Each player then votes by a show of hands – 'Yay', 'Nay' or abstain. In the event of a tie, The president casts the deciding vote. If there is a tie and the president has abstained, then the result counts as a 'Nay' and the vote does not pass.

Note that while anyone can observe the Council's sessions, or privately converse with the Council members, **ONLY** the 7 Council members may actually **speak** at the Council. Players are free to ask questions to the Council members after the Council meeting has officially ended.

Elections

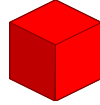
Under the normal timetable of the council, there would not be an election for council members and a new president for another two and a half years – well after the time frame of the game. However, the situation the survivor fleet finds itself in is not normal circumstances. The vast majority of the council (including the president) are recent appointees, with the current council having been set up in a hurry to meet the needs of the crisis. Things are certainly more flexible in the survivor fleet than they were before the attack. Though players should keep in mind that any sudden or radical political changes risk exacerbating an already difficult situation.

Resources and Units

Any resources not being currently moved around must be kept in the Storage Hold of a vessel – **players cannot hold resources on their person** (e.g. keeping them in pockets).

Strytium Ore

Strytium Ore has no practical use on its own, but can be refined into the highly valuable Strytium Fuel. Strytium Ore is represented by red cubes.



Strytium Fuel

Strytium fuel is the fuel used in almost all starship FTL drives. It contains a massive amount of chemical energy. A vessel will be unable to perform a standard FTL jump if it does not have enough Strytium Fuel for it (though there are other options). Strytium Fuel is represented by red counters.



Food

Food is an essential resource for survival. As such, most larger starships were designed with the capability to grow enough food to sustain their own crew. Unfortunately for the survivor fleet, most of its vessels cannot survive on the food and water they alone produce, as almost all of the vessels in the fleet are over their intended passenger capacity after picking up survivors in smaller vessels that had to be abandoned. Food is represented by green counters.



Water

Water isn't just necessary for drinking, but is also required for basic hygiene – showering, washing and cleaning. The less a vessel has, the worse the morale situation becomes. Water is also necessary for the production of food, making it all the more critical to ensure that there's enough water to go round. Water is represented by blue counters.



Materials

High quality materials, including (but not limited to), high-end building materials, rare metals, and high-tech components, are frequently in demand in the survivor fleet. As well as being necessary for most vessel repairs, they are required to build new fighters, and for any advanced scientific and engineering projects within the fleet. Materials are represented by yellow counters.



Squadron Unit

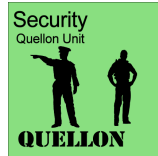
There are two types of Squadron – Space Fighter Squadrons and Boarding Squadrons. Space Fighters are often military craft, though some of the larger and more expensive civilian vessels in the fleet have a small complement for security. The fleet has no Boarding Squadrons – these are



used by the Wolf forces to attack the fleet's vessels from within.

On-Foot Unit

There are many reasons why combat is seen on the decks within a starship, and so all military starships have some number of marines on-board. On civilian vessels, especially larger ones or those that perform longer voyages, private security is common. Marines, private security, and boarding parties are all considered to be the same "type" of unit for rules purposes.



Crew

In the survivor fleet, everyone is pitching in to keep the fleet going. Crew are needed to operate the stations in all vessels. Crew can be moved between vessels (using Shuttles), but **only if they are not in a 'used' state** (face down) and if it is allowed explicitly by the vessel's captain (or current commander). Crew counters **must always be placed on a specific station on a vessel** (they cannot be held on a player's person, or just left on the table in no specific location). For more information on Crew, see the 'Stations and Crew' section.



Trained Crew: Some stations require crew with specific training to operate them. This training can be provided by certain vessels using action cards. When a crew counter has been successfully trained, the counter is replaced by a new crew counter that bears a symbol related to the specialty of their training.



Engineer



Medical



Pilot



Science

Trained crew can operate stations that are normally operated by untrained crew.

Transport Shuttles

The fleet has hundreds of small shuttles that can move individuals around with ease. However, for large amounts of people or resources, much larger craft are required. There are a limited number of these Shuttles, as only a few vessels in the fleet have them.

Resources, On-Foot Units, and Crew can **only** be moved from vessel to vessel in a Shuttle.

There is no limit on how many journeys a Shuttle can make in a turn. However, keep in mind that by placing resources/units/crew in a Shuttle, or taking them from a Shuttle, the relevant vessel would have to dock with it. This doesn't affect any of the standard game mechanisms – but it might become relevant depending on how events unfold.

Legally, First Officers are responsible for Shuttles owned by their vessel, as well as the operations of any Shuttles on their vessel (regardless of owner). However, for the purposes of the game, there is no restriction on which member of a team is permitted to control the Shuttle.

Stations and Crew

Each vessel in the fleet is made up of a number of stations. These are represented on your vessel panel by playing-card sized boxes. Each station can be operated by “using” crew counters (turn the counter face down to represent that it has been used). Note that the effects of some stations, (such as Jump Drives) are time-specific, and so can only be operated if Crew counters were “used” on them at the beginning of the turn.

H-1 Collector

Requirements:	Produces:
1 Used	3

Produce 3 Water (max. of one production per turn). Requires one untrained crew to be used.

At the beginning of Phase 2 (the Team Phase), all crew return to being unused (are turned face up).

Damaged Stations

When a vessel takes damage, this means that it draws a random Damage Card. The card is then placed over the station it pertains to (if there are multiple identical stations, determine which one at random). The card will show the effects of the damage – both any instant effects (represented by the exclamation mark symbol) and any ongoing effects (represented by the circular arrow symbol). Instant effects happen a single time, as soon as you draw the card, and won't have any further effect (unless the station is repaired and then damaged again). Ongoing effects continue until the station is repaired.

Sickbay
!DAMAGED!

! None

↻ -1 to Morale Rolls

Repair Cost: 2

1

Used Spent

Players can look through their **own** (not another team's) vessel's Damage Card deck at any time. However, they must then shuffle the deck before it is next used.

Unless otherwise stated on the Damage Card, a damaged station is **always unable to perform its regular function** until it is repaired.

The damaged station card also shows its repair cost. This will be the use of engineer-trained crew and the spending of materials.

When a station is damaged, all crew (used and unused) located inside it become wounded.

Wounded Crew

When a crew (trained or untrained) is wounded, this is indicated by drawing a red pen stripe across it.

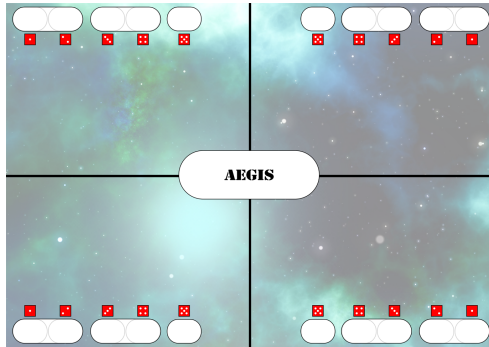
Wounded crew **cannot be used**. Wounded crew can be returned to normal using a sickbay station or certain action cards. Whenever a wounded crew is in a situation where they would become wounded again, they are lost permanently instead.



The Fleet Map

In the middle of the room there is a map of the survivor fleet. The map represents how the fleet is laid out relative to the Aegis, and therefore the Aegis is always in the centre. The map is used to represent the tactical positions of both Fighter squadrons and the civilian vessels.

The fleet map is separated into four quadrants that represent the space around the Aegis. Vessels and Fighter squadrons can be moved freely on the map during the action phase by the relevant players. For vessels this is the captain (or current commander), and for Fighter squadrons this will be the Aegis' FWCO and a handful of First Officers from civilian vessels with Fighter squadrons.



Only players with direct command of vessels or Fighter units may approach the fleet map.

Only a certain number of vessels can be in any quadrant, however, as indicated on the map itself. Each quadrant has five spaces, and all vessels take up either one or two of these spaces. Vessels cannot move into a quadrant where there isn't room for them.

Only which quadrant a vessel is in is important – there is no significance to which space a vessel occupies within the quadrant itself. Vessels are not allowed to position themselves within a quadrant to block other vessels from being able to “fit” in the spaces there – they must move **within** the quadrant to allow enough spaces if they can.

Any disagreements about which quadrants vessels will be located in will have to be resolved between players in whatever manner they decide.

Two vessels can “swap” places if the commanders are in agreement – there is no need to shift vessels around to a third location.

Any quadrant can be moved to from any other quadrant – they are all functionally adjacent for movement purposes.

Pursuit Track

Also visible beside the fleet map is the Pursuit Track. This represents how close the majority of the pursuing Wolf naval forces are to reaching the survivor fleet's current position. This increases by one at the end of each turn. Each time the fleet jumps further away, the track drops by one, two or three for a Short, Medium or Long jump, respectively. Other relevant events may have an effect on the track. **The higher the track is, the greater the strength of the Wolf forces involved in any Wolf Attack that appears.** Note that the Pursuit Track has no effect on the likelihood of a Wolf Attack – Wolf scouts are everywhere and could discover the Fleet at any time!

Wolf Attack

Wolf scouts are searching all over space for the Survivor Fleet, and there is no telling when the Fleet's exact location will be discovered and the closest elements of the Wolf's pursuing forces will jump in to attack. Note that the higher the Pursuit Track position, the greater the strength of the Wolf forces that will appear.

At any time during the action phase, a Wolf Attack may begin. This represents the forward elements of the Wolf naval pursuit forces finding and reaching the survivor fleet.

As soon as a Wolf Attack is announced by Control, all players **must immediately cease their movement around the room**. Players must remain at whatever table they were currently at (as they are unable to leave the vessel whilst the attack is ongoing). During this time, players may communicate between tables using their phones or written messages passed by Control. **Players may NOT talk to players on other tables.**

The only exceptions to this are players in charge of their vessels' weapon batteries and Fighter Squadrons. All of these players must immediately report to the fleet map to respond to the attack.

Wolf Attack Player Summary

The following players must report to the map when a Wolf Attack is announced:

- *Aegis XO*
- *Aegis* Fighter Wing Commanding Officer (FWCO)
- *Dione* First Officer
- *Icebreaker* First Officer
- *Quellon* First Officer
- *Vulcan* Warden

All other players must remain at the tables they were currently at.

When a Wolf Attack is announced, players are also immediately forbidden from moving any crew, resources or units (units in Shuttles can be moved during a Fleet phase once it has begun, as per the Combat rules).

A number of Wolf Fighter Squadrons and Boarding Squadrons will appear in one or more quadrants. (If the pursuit track is particularly high, there is a chance that larger Wolf combat vessels may also appear).

The Wolf Attack will then proceed with alternating 'Fleet' and 'Wolf' rounds, beginning with a Fleet round.

In Fleet rounds, all Fleet combat units activate, in Wolf rounds, all Wolf combat units activate.

In any Fleet round **other than the first**, vessels can make an FTL jump. If all the vessels in the fleet jump, all Wolf units (other than those already boarded on a fleet vessel) are removed from the map. **All Fleet fighter units are automatically returned to their owning vessel immediately if it jumps.** Note that communication is, as described above, quite limited during a Wolf Attack, so being able co-ordinate an entire fleet-wide FTL jump would require some planning.

Combat

Fleet Fighter Squadrons: Each Fleet round, each squadron may **either** move to another quadrant **or** attack Wolf units in its own quadrant. If it attacks, roll a D6 (six-sided die) and consult the following table:

Roll	Fleet Fighter Result
1-2	Fighter Squadron Damaged
3-4	Destroy one Wolf unit
5-6	Destroy two Wolf units

Whenever a fleet fighter squadron unit is damaged or destroyed, one Pilot-trained crew in the owning vessel's hangar bay becomes wounded – **however this wound is not resolved until after the Wolf Attack is finished.**

Wolf Fighter Squadrons: Each Wolf round, each squadron will attack a random target in its quadrant. On a roll of 1-5 the squadron attacks one of the civilian vessels as indicated on the fleet map (if an empty space is targeted, they attack the Aegis). On a 6 they attack the Aegis. Each unit immediately does one damage to its target. (Draw a Damage Card per damage taken, but do not resolve any Damage Cards until the Wolf Attack is over).

Wolf Boarding Squadrons: In the first Wolf round, any surviving Wolf Boarding Squadrons will disappear from the map and add one Wolf Boarding Unit to a vessel panel. Each squadron chooses a separate target vessel at random using the same method as above for Wolf Fighters.

Wolf Boarding Unit (On-Foot): Each Wolf round (including the one where the unit first appears), roll a D6 and consult the following table to determine how much damage it does to the vessel. (Simply make a note of the damage total – do not draw any Station Damage Cards until the Wolf Attack is over).

Roll	Wolf Boarder Result
1	No Damage
2-5	1 Damage
6	2 Damage

Fleet On-Foot Units: Each Fleet round, each marine or security unit may attack Wolf boarding units in the same vessel. Roll a D6 and consult the following table. The Aegis' Marine units get a +2 to their attack rolls due to their superior equipment and training. A Fleet On-Foot unit in a Shuttle can travel to another vessel to fight there, however, this takes **two Fleet Combat rounds** – during which it cannot act on any vessel.

Roll	Fleet On-Foot Result
1-3	Fleet Unit Damaged AND destroy one Wolf unit
4-5	Destroy one Wolf unit
6	Destroy two Wolf units

Damaged Units

If a Fleet unit is Damaged then it operates as normal, but if an already Damaged unit is required to take a damage, then instead it is destroyed. Damaged Fighter Squadron units can be returned to normal by certain action cards. Damaged on-foot units can be returned to normal by action cards or in sickbays.

Damage to a unit is indicated by drawing a red pen stripe across it.



FTL Travel

All of the vessels in the fleet can make FTL jumps. A vessel can easily jump to a random nearby empty point in space, but jumps to a specific location need that location's coordinates.

Destination Cards

The Aegis team draw one destination card at the beginning of each turn. They can also spend 3 fuel to draw a new Destination card at any time (this represents using a small FTL scouting vehicle to find new locations to travel to).

Each destination card has a location on it including potential risks and benefits, as well as the FTL jump distance. There are three distance types – Short, Medium, and Long. Each vessel has a specific fuel cost for each distance, as given on its vessel panel.



Each destination also has a specific 5-digit set of coordinates. For a vessel to reach the destination, it must jump with those exact coordinates entered into its vessel panel.

Destination cards are held between turns. However, when the Aegis jumps, the team must discard all their currently held destination cards.

Current FTL Jump Co-ordinates:

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FTL Jumps

At any time during the action phase (with one exception – see the 'Wolf Attack' section) any vessel in the fleet can do an FTL jump. When a vessel jumps, its captain (or current commander) must hold up their 'Jump' indicator – Control will then resolve the result.

If multiple vessels choose to jump, and have enough fuel and the same coordinates, they will all arrive at the new location without issue. However, if any of the vessels won't or can't jump for any reason, they may become separated from the fleet. This could have numerous consequences that will become clear if such an event happens.

One or more vessels can make an FTL jump on their own, without the rest of the fleet. In that case they will also be separated from the rest of the fleet, in the same manner as above.

FTL Jumps can be done without co-ordinates. If a vessel jumps without a specific set of co-ordinates, then it jumps to a random empty point in space that it can reach.

Emergency Jump: In the event of an emergency, when a vessel needs to jump but does not have the fuel, an FTL Jump can be achieved by re-routing the vast amounts of power required through other systems. This is only used as a desperate measure, as it forces the rest of the vessel's systems to shut down, and in some cases can even cause damage to them.

A vessel can choose to emergency jump at the start of its turn. If it does so, it can jump without spending any stryrium fuel, however none of its other stations can be operated that turn. A number of stations may also be damaged by the jump – with more and more damage being increasingly likely if the vessel makes any further Emergency Jumps.

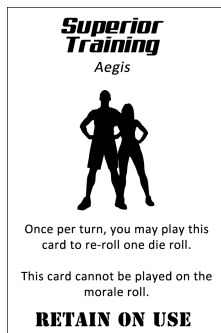
Vessel Privacy

For the benefit of the game, each vessel's hold and the detailed workings of what kinds of stations each vessel has are visible on their vessel panel. If players wish, they can keep these details secret by hiding their vessel panel from players not on their team (e.g. by covering them with sheets of paper). This would represent your security staff actively preventing people from other vessels looking around in most of the ship – so consider the potential impacts of this.

Everyone in the fleet is aware of the basic details about every vessel – these are given in the Background Guide.

Action Cards

Each team will start with a number of Action Cards. There are many of these in the game, and they have a wide range of effects. What each action card does specifically will be explained on the card itself. Most cards deal directly with the mechanics of the game – though there are a few that are instead related to more freeform elements of the game. If you have any questions about how these cards might work, just ask Control.



Action Cards can be exchanged freely to anyone within the same vessel team. It is up to the team to decide how the cards are distributed.

Action Cards can never be exchanged between different teams, unless the card itself says otherwise.

Note that some cards are discarded when they are played and are one use only. Other cards are retained and can be used multiple times. Every Action Card will have which type it is displayed at the bottom of the card.

Action cards can always be played on a station/player/unit on another vessel unless the card specifically says it can only be used on the team's own vessel.

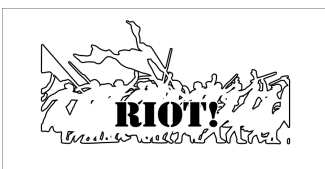
Riots

If morale dips too low on any vessel, riots may start appearing. Every turn, immediately after your morale roll, each vessel must make a roll for riots appearing. On the Morale track, it will show the likelihood of riots appearing on the vessel, relative to the vessel's current morale. The lower the morale, the higher the chance of riots.

If a riot appears, then it is placed on a random undamaged station (you can use the station Damage Cards to determine which station it appears on – note however that no damage is being done).

A station with a Riot cannot be used that turn, even after the riot is dispersed. (To keep track of this, if a riot is dispersed, flip it face down rather than removing it. It can then be removed at the beginning of Phase 2.)

Roll a D6 For Riots: Appear on a 1 or 2	5
	4
	3
	2



Riot Propagation

For each riot that spends an entire turn without any unit **attempting** to disperse it (whether successful or not), roll a D6 at the end of the turn, and on a 1, 2 or 3, place another riot on another random undamaged station.

Dispersing Riots

A fleet on-foot unit may attempt to disperse a riot. Any unit that does this must remain on the same vessel until the end of that turn – in other words it cannot be moved again until the next turn.

When a unit attempts to disperse a riot, roll a D6 and consult the following table.

Roll	Dispersing Riots
1	Fleet Unit Damaged
2-3	No Effect
4-6	Riot dispersed

Remember that even if a riot counter is dispersed, the station cannot operate until **the start of the next turn**.

Note that Aegis Marine units do **not** get their +2 combat bonus when attempting to remove a riot.

Player Locations

Players are free to move around the room, moving between vessel tables as they wish. [With two exceptions: 1) The map table can only be approached by captains or players in command of fighter squadrons/weapon batteries. 2) Movement is limited during Wolf Attacks, as explained in the Wolf Attack section.]

However, where each player is located is significant. Any player at a vessel's table is considered to be aboard that vessel in-person within the game's world also. If for any reason you want to go to a location or talk to another player without being there in person in-game, you will have to do this in the real world by using your phone, or writing a message and passing it via Control.

Players in Sickbay

It is possible for some events and actions to send player characters to a sickbay. When this happens, the player must immediately go to a vessel of their choice that has an undamaged sickbay. They must remain at the vessel's table, though they may freely talk to anyone also at the table. Once phase two (team phase) of the turn in which the player arrived is over, the player may move freely again.

Note that a player in a sickbay does not use a medical crew or take up the capacity of the station (it can still be used as normal).

Players in the Brig

At some point one or more players may end up being placed in the Brig of the Aegis.

To place another player in the Brig, a player will have to justify how they wish to make it happen to Control. However, the targeted player may also be able to justify why it would not be possible if they choose to oppose it. In short – any attempts to send another player to the brig will be handled in a fairly free-form manner and based on judgements by Control.

If a player is in the brig:

- They must stay at the Aegis table
- They cannot interact with the Aegis' vessel panel or resources

Communication in the Brig is limited. In addition to being stuck at the table, players can only talk to other players at the table with the permission of the Aegis' crew, and cannot phone or send messages to other players around the room. There are two exceptions to this rule. A) If there is more than one player in the Brig then they can communicate with each other freely. B) When a player first enters the brig they may choose a single other player who they must be allowed to talk to at any time during their detention. If the chosen player is not at the table, the player in the brig may contact them by phone or by using written notes passed by Control.