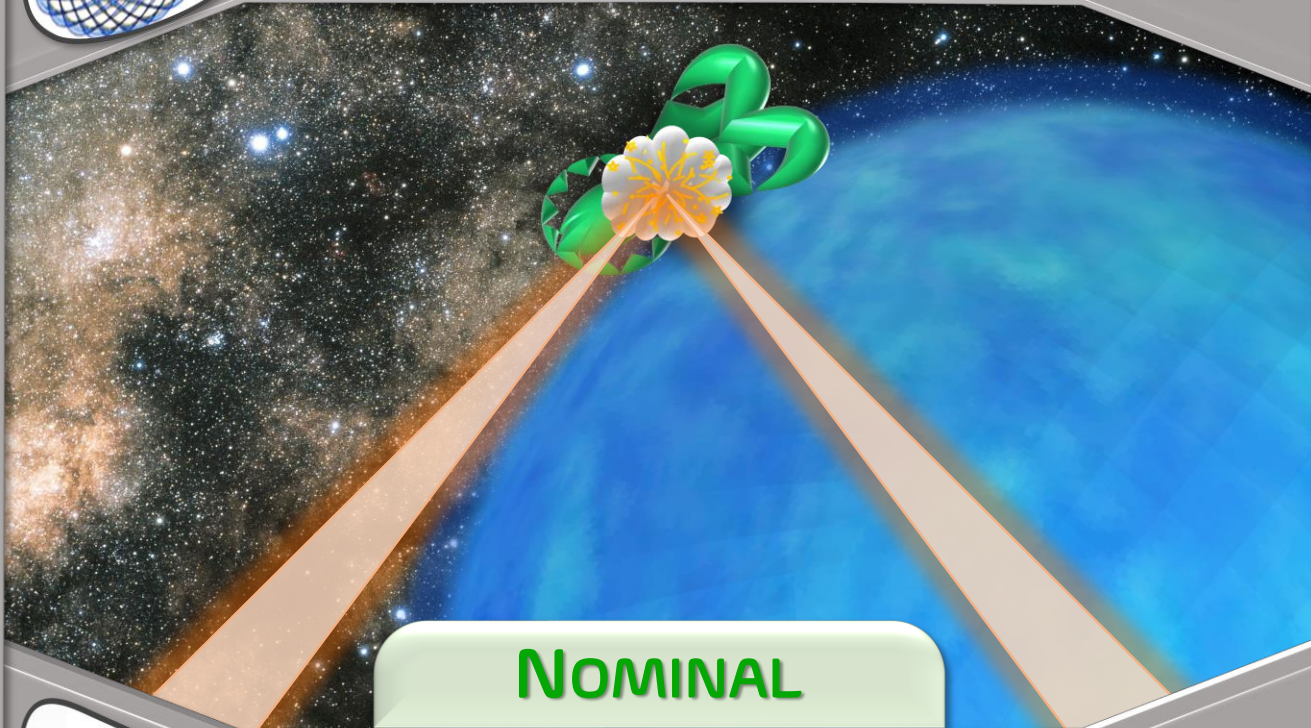
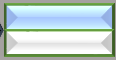
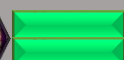
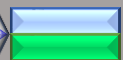
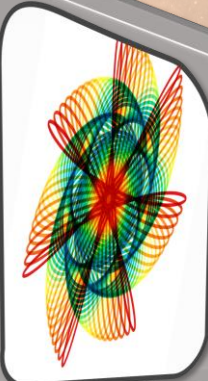


# Give No Quarter

## How to Play



NOMINAL



3	2
2	2



# DM3 Games



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## INTRODUCTION

Tension is alive and menacing on the bridge of *Money Pit*. Her Captain compulsively checks Short Range Scan (SRS) for the dozenth time. The last thing they need now is to plow through a damaging storm just as they emerge from the temporary cover provided by the Dense Dust cloud where they've been hiding.

Sailing into "The Cauldron" is insanity itself. The 6 Witches, Blue Giant Superstars in a unique ring arrangement, are constant navigation hazards. The stars were inherently unstable, often ejecting plasma and creating shock waves that roiled The Cauldron, but in the process created large planetoids of pure gems that tended to gravitate toward the center of constellation.

Those invaluable resources were why *Money Pit Way* and her guild's sister ships *Fear N' Faith* and *Whistler's Luck* were venturing into peril. The real danger lie not in the 6 Witches, but with other guilds making their own dash to snare the Caldron gems. Many guilds had been destroyed in desperate fights to snare their treasures.

Sensors showed *Fear N' Faith* tight to starboard and *Whistler's Luck* to port. As they emerged from the cloud, *Dreamer's Way's* viewscreen dimmed to cut the glare of the massive stars. At once, *Dreamer's Way's* AI announced, "Captain, I detect six new ships in The Caldron, and detect fire control sensors probing us. We should leave immediately."

The Captain smiled grimly. "Well, we've come all this way..."

## GAME OVERVIEW

Give No Quarter is a game of free-for-all combat on a wrap-around hexagonal board. Sail your Guild's three ships amongst the 6 Witches, gathering resources, avoiding storms and gales, and attacking or boarding enemy ships to eliminate other Guilds. Resources within the 6 Witches are too valuable to be shared. The Player remaining after all others have been eliminated claims "The Caldron."





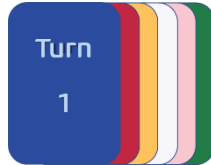


## GAME COMPONENTS

18 Ship Cards (6 guilds, 3 ships in each guild)



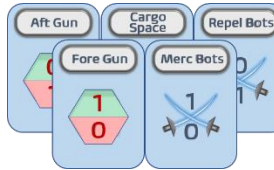
6 Turn Indicator Cards



18 Ship, 3 pair of Debris, 4 Haunted Ship and 39 Damage Tokens



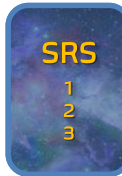
8 Cargo Space, 7 Fore Gun, 7 Aft Gun, 7 Merc Bots, and 7 Repel Bots



6 Player Reference Cards

Turn Sequence	Damage Value Table	Warning
1) Move all Ships, and collect new resources	Damage Value	Reveals 1 Damage
2) Conduct Combat	Ship Attack	Reveals 1 Damage
3) Make Repairs and/or Buy Ship Mods	1 to 10	1 Damage
4) Discard SRS cards down to Guild Manifest limits	11 to 15	2 Damage
	16 to 20	3 Damage
	21	4 Damage

90 Short Range Scan (SRS) cards



Game Board

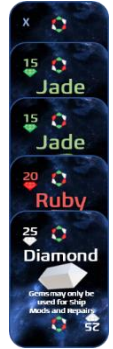


## GAME SETUP

Game Setup is as follows:

- 1) Separate the Center Hex cards from the other SRS cards. Place them face down in the following order:

Top: "X"  
 2<sup>nd</sup>: 15 – Jade  
 3<sup>rd</sup>: 15 – Jade  
 4<sup>th</sup>: 20 – Ruby  
 Bottom: 25 – Diamond



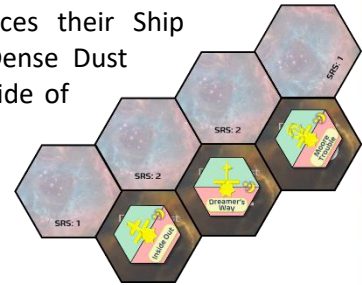
- 2) Shuffle the remaining SRS cards and place the deck face down.

- 3) Place the Ship Mod cards face up with each type in their own deck.

- 4) Each Player takes a Player Reference card.

- 5) Each Player chooses a side of the game board as "theirs".

- 6) Each Player places their Ship Tokens in the Dense Dust hexes on their side of the game board. Ships should be pointing inward, toward the 6 Witches.



- 7) For the first Round of Play, determine which Player will go first, and then play proceeds clockwise until all players have completed their first turn.







## ROUND OF PLAY

One round of play consists of all Players completing their turn (or being eliminated before they can take their turn). When the last Player able has finished their turn, a new round begins.

At the start of a new round, Players bid for the turn sequence in that round. Each Player secretly determines how much they would like to spend from their Guild Manifest. All Players then reveal their bids at the same time. The highest bidding Player then chooses the Round's turn order they would like and then takes the Turn Indicator card of their choice. In decreasing order of bid amount, each Player chooses a Turn Indicator card.

In the case of a tie of the highest bid, the tied Players secretly add to their original bid until the tie is resolved.

In the case of other ties, the Player clockwise from the highest winning bid chooses first, followed by other tied bids in clockwise order.

Once all Players have their Turn Indicator for the Round, all SRS cards played as bids are discarded.

For the first round of the game, decide which Player will go first, and turns proceed clockwise. Also, no combat can occur in the first round.

## PLAYER TURN

A Player's turn consists of the following steps:

- 1) Move all Ships, collecting new resources per the movement rules.
- 2) Conduct Combat (if desired and not the first round)
- 3) Make Repairs and/or Buy Ship Mods (if desired)
- 4) Discard SRS cards down to Guild Manifest limits (if necessary)

## DECKS OF THE CALDRON

Give No Quarter consists of the following game Decks:

### SHIP CARDS

There are 18 ships in the game (3 for each Guild).

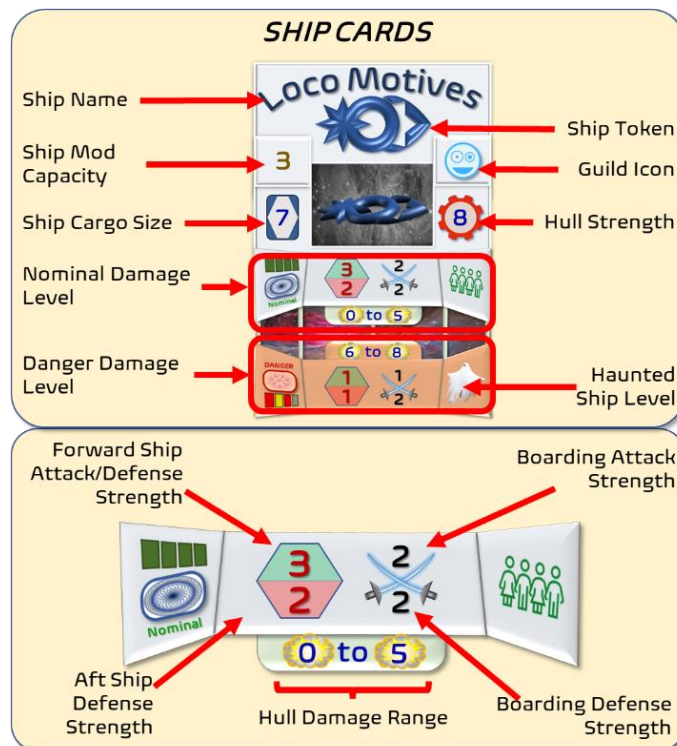
Each Ship has a **Nominal Damage Level** and a **Danger Damage Level**. As long as a ship has only taken damage within its **Nominal Damage Level**, all of its systems function fully.



In the example to the below, **Loco Motives** can take 5 damage points and still maintain full functionality. If she takes 6 damage, then she operates with the **Danger Damage** values.



Ships that have taken damage into their **Danger Damage Level** experience degraded performance. If a ship receives more damage than its **Hull Strength**, it is destroyed.







## SHORT RANGE SCAN (SRS) DECK

SRS cards are drawn to determine the resources (and dangers) a ship must consider during that turn's movement. The SRS Deck is really 5 Decks in one. Each card back has one of 5 values.

If an board map hex has an SRS value greater than 0, then an SRS Card that has a Card back containing the board hex's SRS number is played as part of a ship's SRS display.

The number progression of the SRS deck is, from lowest to highest,

- 1
- 12
- 123
- 23
- 3



The table below indicates which SRS card back can be played when a ship is in a board hex with SRS values of 1, 2, or 3. Draw cards from the SRS Deck that have a matching digit to the board hex's SRS value, discarding the ones that do not match. (See the Ship Movement section for further details.)

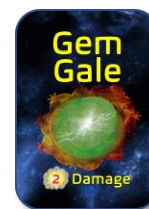
	LRS 1	LRS 2	LRS 3	LRS ?
SRS 1	Yes			Yes
SRS 1 2	Yes	Yes		Yes
SRS 1 2 3	Yes	Yes	Yes	Yes
SRS 2 3		Yes	Yes	Yes
SRS 3			Yes	Yes

Players can hold a number of SRS cards less than or equal to their Guild's Manifest (i.e., the sum of the Ship Cargo sizes of all their Ships). SRS cards may be used

- To bid upon a Round's Turn Number,
- To purchase Ship Modifications,
- To repair ship damage
- To determine a Ship's Attack Value for Ship attacks or Boarding Attempts.

## Storms and Anti-Matter

Scary Storms, Gem Gales and Anti-Matter can appear on SRS. Should a Ship fly through or otherwise occupy Storms or Anti-Matter locales, the Ship damage shown on the card is immediately applied.



These cards do not become part of a Guild's Manifest and are immediately discarded after damage is applied. Should a Player be discovered with a Storm or Anti-Matter in their Guild Manifest, all ships within the Guild immediately receive the damage on the card.

## Ghost Ship

The Cauldron has been the scene of decades of combat, so there should be no surprise that there are haunted derelict ships out there. A Ghost Ship will only appear on an SRS display. Should a Ship fly through or otherwise occupy a Ghost Ship locale, it becomes Haunted.



Place a Haunted Ship counter on the Ship Card. If the ship is Haunted, all systems act as if they are in the "Danger Zone" no matter what the actual ship damage is.



There are 4 Haunted Tokens. If all Haunted Tokens are in use and a new Ship becomes Haunted, the owner of the newly Haunted Ship removes the Haunted Token of their choice off another Ship and places it on the newly Haunted Ship.

## Ship Debris

Likewise, derelict ships may contain usable Ship Mods for gathering. Should a Ship pass through or otherwise occupy a SRS Ship Debris space, that Player can immediately select a Ship Mod of their choice and place it on that Ship. Normal Ship Mod Capacity limits apply.



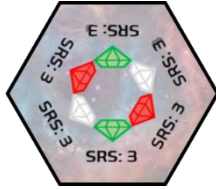




## CENTER BOARD SPACE SRS CARDS

There are 5 special cards that form a deck separate from the SRS deck:

- 1 "X" All That is Here is Dust In the Hex
- 2 "15" Jade gems
- 1 "20" Ruby gem
- 1 "25" Diamond gem



These are denoted by the Ring of Gems symbol shown in the center hex and on these cards.

When a Ship starts their move in the Center Hex, the top card in the Center Hex deck is drawn for the "6 O'Clock" position of the SRS display (see Ship Movement), and then the rest of the SRS display is filled out as normal. If there are no cards in the Center Hex deck, then the Center Hex is treated as an SRS: 3 hex and the SRS display is filled out as normal.

When a Center Hex card is discarded, it is placed on the bottom of the Center Hex deck.

## SHIP MODIFICATION CARDS

These cards are used to add additional capabilities to ships. There are 36 Ship Mod cards available:

- 8 Cargo Space Cards
- 7 Fore Gun Cards
- 7 Aft Gun Cards
- 7 Merc Bot Cards
- 7 Repel Bot Cards



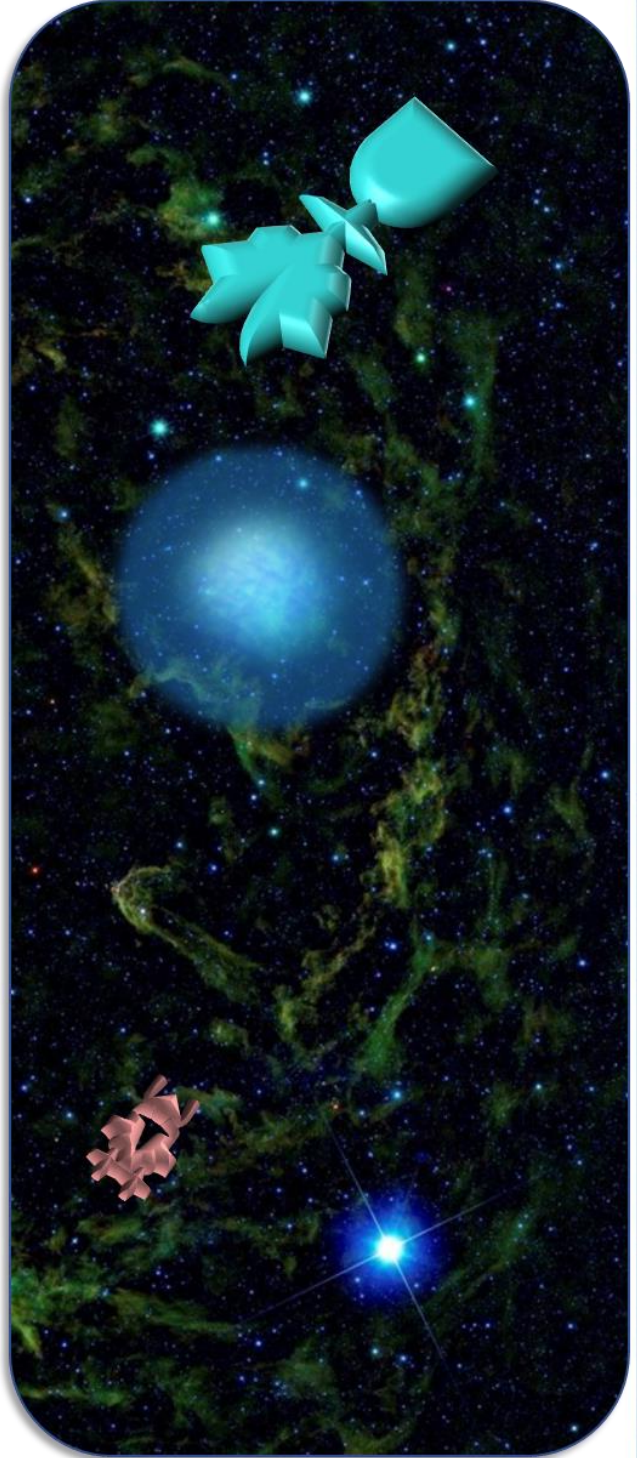
Ship Mods can be acquired in 1 of 3 ways:

- 1) By spending 10 from a Guild's manifest
- 2) By going through an SRS space which has the Ship Debris card in it
- 3) By being the first ship in a Debris Field after a ship is destroyed which had a Ship Mod.

Ship Mods add their capabilities to a Ship. If, for example, *Pieces of Ship* had a Fore Gun Ship Mod on her, she would attack and defend in her green fire arc with a Combat Value of 2.



The Ship Mod Capacity for a Ship is in the upper left of its status display (in the case of *Pieces of Ship*, the Ship Mod Capacity is 2). A Ship is not limited to the types of Ship Mod it may carry, and may carry multiples of the same Ship Mod.











## SHIP MOVEMENT

Each turn, each ship in the Active Player's Guild must move forward one hex either left, straight or right.

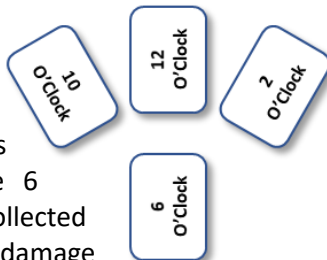
### SETTING SHORT RANGE SCAN DISPLAY

The first part of movement for each ship is to lay out its Short Range Scan (SRS). The SRS Display represents the resources available in that Ship's hex for that turn.

Draw and place SRS cards for the SRS display in accordance with the Board map hex SRS value (1, 2 or 3).

Place four SRS cards face down: first at the 6 O'clock position, then the 10 O'clock, 12 O'clock, and 2 O'clock positions as indicated. Note that the 6 O'clock SRS card is always collected by that Player unless storm damage is dealt, the Haunted ship is there, or Ship Debris is there.

**SRS Example**  
*Dreamer's Way* is in an LRS Hex that says "SRS: 2".  
 The card shown to the right is drawn from the SRS deck, and because it has a "2" on it, it is laid face down as part of the SRS display. If *Dreamer's Way* was in an LRS Hex with "SRS: 1", the card shown would be discarded and another card drawn until it had a "1" on its card back.



If a Ship is in a board map hex with "SRS: 0" (i.e., a Wasteland hex), there is no need to draw SRS cards to set the SRS display.

### MOVE SHIP LEFT, STRAIGHT, OR RIGHT

Ships in The Caldron must move one Board map hex forward to the left, straight forward, or forward to the right during their Player's turn.

Once the SRS display is set for a ship to move, its Player looks at the SRS cards and uses them to help decide which direction to go. When ship movement has been decided, SRS cards are collected (or damage applied) per the direction gone, and the Ship Token is moved into its new Board map hex and heading. SRS Cards not

collected as part of the haul are discarded face down.

Orient the Ship Token heading properly. A left turn involves a counterclockwise rotation of 1 hex face; a right turn requires a 1 hex face clockwise rotation. Ship Tokens that move into "wrap-around" hexes are moved across the board map to the numbered hex in the same heading that it entered the "wrap-around" hex.

**Movement w/ SRS Example**  
*Dreamer's Way* is in an "SRS: 2" board hex and its Player deals out the top 4 SRS cards that comply with SRS: 2 face down. *Dreamer's Way's* Player looks at his SRS display without revealing their SRS cards to other players. She can't go left or she would be destroyed by a Blue Giant Superstar, so unfortunately the Ruby worth 20 must be left on the table. Going straight means flying through Anti-Matter and suffering 3. Going right allows the collection of a resource of 1, and starting next turn in an LRS "2" hex. *Dreamer's Way* heads right and collects "X" and "1" resources, discarding the other two cards.

**"Wrap-Around" Movement**  
*Dreamer's Way* is in board hex #18 and is preparing to move. In dealing out their SRS, the Yellow Player notes that a movement to the left would entail entrance *Dreamer's Way* is in board hex #18 and is preparing to move. In dealing out their SRS, the Yellow Player notes that a movement to the left would entail entrance into board hex #7, which has an SRS value of 1. Should *Dreamer's Way* move left, they would collect the SRS 1 card in the "10 O'clock" position, and move into board hex #7 pointing in the orientation shown to the right.







## COMBAT

In order to eliminate other Player Guilds, Combat must occur. There are 2 types of Combat in The Caldron:

- **Ship Attack** (causes hull damage to a ship and may destroy it)
- **Boarding** (an attempt to steal a Ship and or resources)

### LINE OF SIGHT (LOS) CHECK

Before any Combat can be conducted, a Line of Sight (LOS) Check must be made.

Board map hexes that effect LOS (noted by darker backgrounds) are

- **Blue Giant Superstars:** Superstars completely block a Ship's LOS past it.
- **Dense Dust hexes:** A Ship within Dense Dust only has a LOS of 1 hex around the hex it is in. Boarding can occur in a Dense Dust hex.



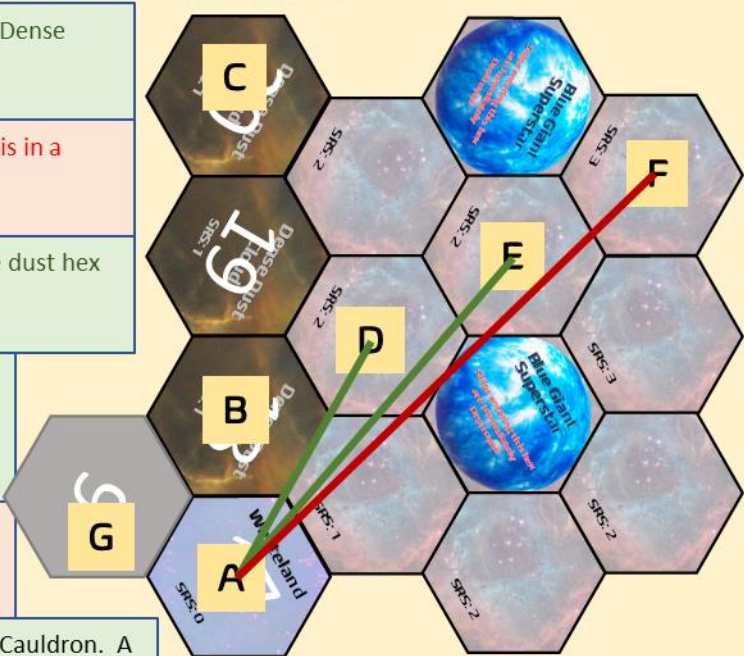
Ships do not block LOS, nor do Debris Fields.

LOS exists if a straight line can be traced from the center of two hexes without passing through any part of a blocking hex (Dense Dust Cloud, or Blue Giant Superstar). LOS traces that merely touch the outside boundary or vertices of a blocking hex is not blocked.

If Ships are in the same hex, then Ships in that hex have LOS to one another.

### Line of Sight (LOS) Examples

- A to B: A is within 1 hex of B, which is in a Dense Dust hex.  
**LOS exists**
- A to C: A is more than 1 hex from C which is in a Dense Dust hex.  
**LOS does not exist**
- A to D: LOS traces the boundary of a dense dust hex but does not enter it.  
**LOS exists**
- A to E: A straight line can be drawn without crossing a Superstar or Dense Dust hex.  
**LOS exists**
- A to F: An LOS trace passes through a Blue Giant Superstar.  
**LOS does not exist**
- A to G: An LOS trace can wrap around The Cauldron. A is within 1 hex of G, which is a Dense Dust hex.  
**LOS exists**







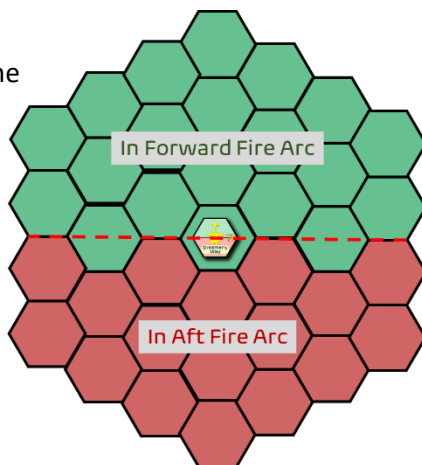
## FIRING ARC CHECK

Each Ship Token is mounted on a Green (Forward) and Red (Aft) counter. Ships can only conduct offensive Combat on targets in their Forward fire arc.

For Targeting purposes, Ships in the same Hex are considered in each other's Forward Arc, no matter their Heading within the Hex.

To determine whether a map hex is within a Ship's forward arc, draw an imaginary line amidships on the Ship Token (or for the noobs out there, between the green and red parts of the Ship Token). The forward firing arc includes all the Hexes forward of the line, including hexes that are only partially in front of the amidships line.

Ships in the same hex are always within one another's Forward firing arc, no matter what their relative orientations within that hex.



## DETERMINE SHIPS TO CONDUCT ATTACK

Determine the Ships that will participate in the offensive attack(s):

- 1) Decide which rival ship(s) will be targeted by your Guild Ship attacks. They must have LOS and be within an Attacker Ship's green fire arc.
- 2) Decide what kind of attack(s) (Ship Attack and/or Boarding Attempt) will be used against the target, and then

A Ship can only participate in one offensive attack per turn

For Ship Attacks, Guild Ships attack together in one combined attack against the Target. Note that Ship Attacks against a Target's green zone are conducted separately from Ship Attacks against a Target's red zone.

Boardings are conducted individually against the target.

## DETERMINE SHIPS TO HELP DEFEND

If the Target is under Ship Attack, any of its Guild Ships that have LOS with the Target ship in their forward fire arc may add their combat value to the Target's defense. A Ship may participate in multiple defenses a turn, so long as each Ship being helped is within the helper's green fire arc.

If the Target is being boarded, no partner Guild Ships may participate in their defense.

## RESOLVING COMBAT

Once the Attacking ships have been determined, add all their relevant combat values. Do the same for the Target and, in the case of a Ship Attack, any partner Guild Ships defending her.

The total Attacking and Defending Combat Values equal the maximum number of Cards that may be played from a Guild's Manifest (i.e., SRS resource cards). Note that Gems cannot be used for Combat.

Attack cards played are added together and Defense cards played are added together. If the Attack card sum is greater than the Defense card sum, then the Attack was a success. Subtracting the Defense sum from the Attack sum results in the Damage Value. Using the Damage Value Table, take the Damage Value and cross reference it with the type of Combat conducted to determine the results of the successful attack. If the Attack sum and Defense sum are equal, the Attack is not a success.

Once the Attack is resolved, discard all cards played into their discard piles.

The losing ship of a boarding attempt receives 1 damage

## SHIP MODS AND SHIP DAMAGE

A Ship Mod may be discarded to absorb 1 point of Ship damage at the time that damage is inflicted.







## Combat Summary

	Ship Attack	Boarding
<b>Line of Sight Check</b>	Attacker(s) can fire across multiple clear hexes	Ships must be within the same hex
<b>Fire Arc Check</b>	Target must be within an Attacker's green fire arc	Target is, by definition, within the Attacker's green fire arc
<b>Separate attacks against Target's green and red zones</b>	Yes. Attacking Ships in the Target's green zone combine into one attack, and likewise with the Target's red zone.	Not applicable; Ships within the same hex are always considered to be within each other's green zone
<b>Eligible Attackers combine for 1 attack</b>	Yes. If they have not participated in another attack	No, each Attacker in the Target's space may conduct a separate boarding attempt
<b>Eligible Defenders assist in defense</b>	Any partner guild ship with Target in their green zone can aid in defense	No, Target must rely on its own Defensive Boarding Value
<b>Combat Value</b>	<p><u>Attacker(s)</u>: Sum of green fire arc value(s)</p> <p><u>Target</u>: Either green or red fire arc value plus green fire arc values of assisting Guild Ships</p>	<p><u>Attacker</u>: Attacking Boarding value</p> <p><u>Target</u>: Defending defender value</p>
<b>Damage</b>	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	<p>If Attacker wins, Target consults the Damage Value Table under Boarding</p> <p>Losing Ship of the boarding attempt takes 1 damage</p>

## Damage Value Table

Damage Value	Ship Attack	Boarding (Losing Ship Receives 1 Damage)
1 to 5	1 Damage	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Take 3 Random Manifest Cards <b>OR</b> 1 Ship Mod at random from the boarded Ship
11 to 15	5 Damage	Take 3 Random Manifest Cards <b>AND</b> 1 Ship Mod at random from the boarded Ship
16 to 20	6 Damage	Capture the ship. All Ship Mods stay with the ship. <b>AND</b>
21 +	Ship Destroyed	Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest







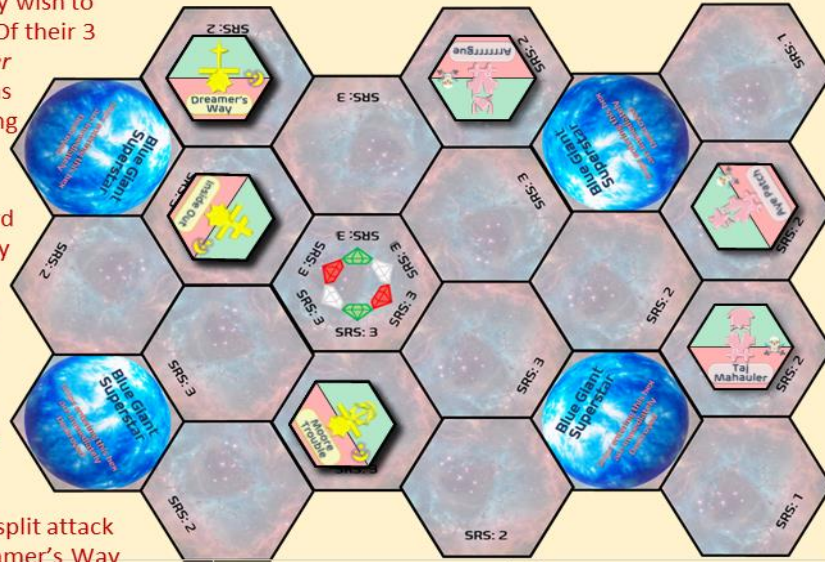
## Combat Example



It is the Pink Player's turn and they wish to conduct Combat against Yellow. Of their 3 ships, *Arrrrrrgue* and *Taj Mahauler* are undamaged, but *Aye Patch* has taken 5 damage previously, putting her in the Danger Zone as far as Attack Values go.

Pink knows that they cannot Board any of Yellow's Ships because they have no ships in any of Yellow's Ship's hexes, thus they focus on determining which would be the best Yellow ship to target.

Pink takes stock of the situation, which is summarized in the Table below (refer to the Ship Cards above as well). An attack on *Dreamer's Way* would result in a split attack (one from *Arrrrrrgue* against *Dreamer's Way* fore values, and a combined attack from *Aye Patch* and *Taj Mahauler* against *Dreamer's Way's* aft attack value). *Inside Out* and *Moore Trouble* mutually support each other as both lay in each other's green arc, so an attack on either of them would result in a Pink



Potential Target

	Dreamer's Way	Inside Out	Moore Trouble
Arrrrrrgue	LOS, Green Arc Target: Green Arc	LOS, Green Arc Target: Green Arc	LOS, Green Arc Target: Green Arc
Aye Patch	LOS, Green Arc Target: Red Arc	LOS, Green Arc Target: Green Arc	LOS, Green Arc Target: Green Arc
Taj Mahauler	LOS, Green Arc Target: Red Arc	LOS, Green Arc Target: Green Arc	LOS, Green Arc Target: Green Arc

Combat Value of 5 (assuming all Pink ships combine their attacks as all three have these two Yellow ships in their green fire arcs) versus a Yellow Combat Value of 3.

Pink decides to attack *Inside Out* with a combined attack from all three Pink ships. With a Combat Value of 5, Pink plays from their Guild Manifest a 3, 3, 5, 11 and 11 for a sum total of 33. Yellow's Combat Value is 3, and they play from their Guild Manifest 5, 8, and 13 for a sum total of 26. Pink wins the engagement with a Damage Value of  $33 - 26 = 7$ .

Looking up "7" under Ship Attack in the Damage

Value table results in 3 damage to *Inside Out*. The Yellow Player places a "3" damage token on *Inside Out*, which is not enough damage to put her in the Danger Zone. Both Players discard the SRS cards played in this Combat round. All of Pink's Ships participated in the attack on *Inside Out*, and since Ships may only attack once per turn, Pink's Combat Phase is completed.



Damage Value	Ship Attack
6 to 10	3 Damage







## OTHER RULES

### SHIP DESTRUCTION

Should a Ship be destroyed, remove it from play and place a Debris Token on the map hex where the Ship met its demise. Use its matching Debris Token to the side of the board to mark the debris. Under the off-board Token, place:



- 1) SRS Cards that would normally be discarded due to a now lower Guild Manifest number. If more cards exist than the new (lower) Guild Manifest number, discard the excess cards into the Debris. Draw these at random from the Guild's inventory of SRS cards
- 2) Any Ship Mods on board

The first ship in the hex with the debris during its turn may collect it, including a ship already located in the hex, or a ship that moves into the debris hex as part of its current turn move.

If a Ship cannot take Debris due to Ship Mod limitations or Guild Manifest limitations, the Debris token remains on the board. If all cards within a Debris field are collected, remove the Debris token from the board.

Nothing survives if a Ship flies into a Blue Giant Superstar. Take everything out of play except SRS cards that had to be discarded. Place those back in the SRS discard pile,

### WINNING THE GAME

The last remaining Player with Ships can claim the Cauldron and wins the game.

### A FAST-PACED GAME

Give No Quarter is an exciting, fast-paced game, but there are methods Players can take to make it even faster-paced. To speed up play::

- Shuffle the SRS Deck it is close to being exhausted. Shuffle the discards, and then place the undrawn cards on top of the newly shuffled deck

- The next Player can begin their turn's movement step while the Active Player determines whether they have to discard cards from their Manifest.

### GAME VARIANTS

Once Players get the hang of Give No Quarter, they may want to try these variants.

#### VARIANT: 2 PLAYER, 6 SHIPS

Each Player choses 2 colors. All of a Player's 6 Ships are treated as one Guild for Round and Turn purposes. Players choose opposite corners of the board and place their Ships in the Dense Dust hexes within the sides of the board adjacent to the Players' corners.

#### VARIANT: 2 PLAYER, 9 SHIPS

Each Player choses 3 colors. All of a Player's 9 Ships are treated as one Guild for Round and Turn purposes. Players choose opposite sides of the board and place their Ships in the Dense Dust hexes within the sides of the board adjacent to the Players' sides.

#### VARIANT: 3 PLAYER, 6 SHIPS

Each Player choses 2 colors. All of a Player's 6 Ships are treated as one Guild for Round and Turn purposes. Players choose corners 60 degrees apart from each other and place their Ships in the Dense Dust hexes within the sides of the board adjacent to the Players' corners.

#### VARIANT: CENTER HEX SHIP DRAW

In a Game with less than 6 players, shuffle the unused Ship cards and place them in a deck face down.

When a Ship begins their movement step in the Center Hex, instead of drawing from the Center Hex deck, the Player may instead draw the top card from the Ship deck. This Ship has joined that Player's Guild.

At the end of the Player's Turn, place the new Ship's token in a Dense Dust hex of their choice. The orientation of the token must face inward, not outward or toward an adjacent Wasteland hex.

