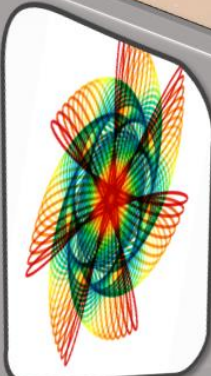
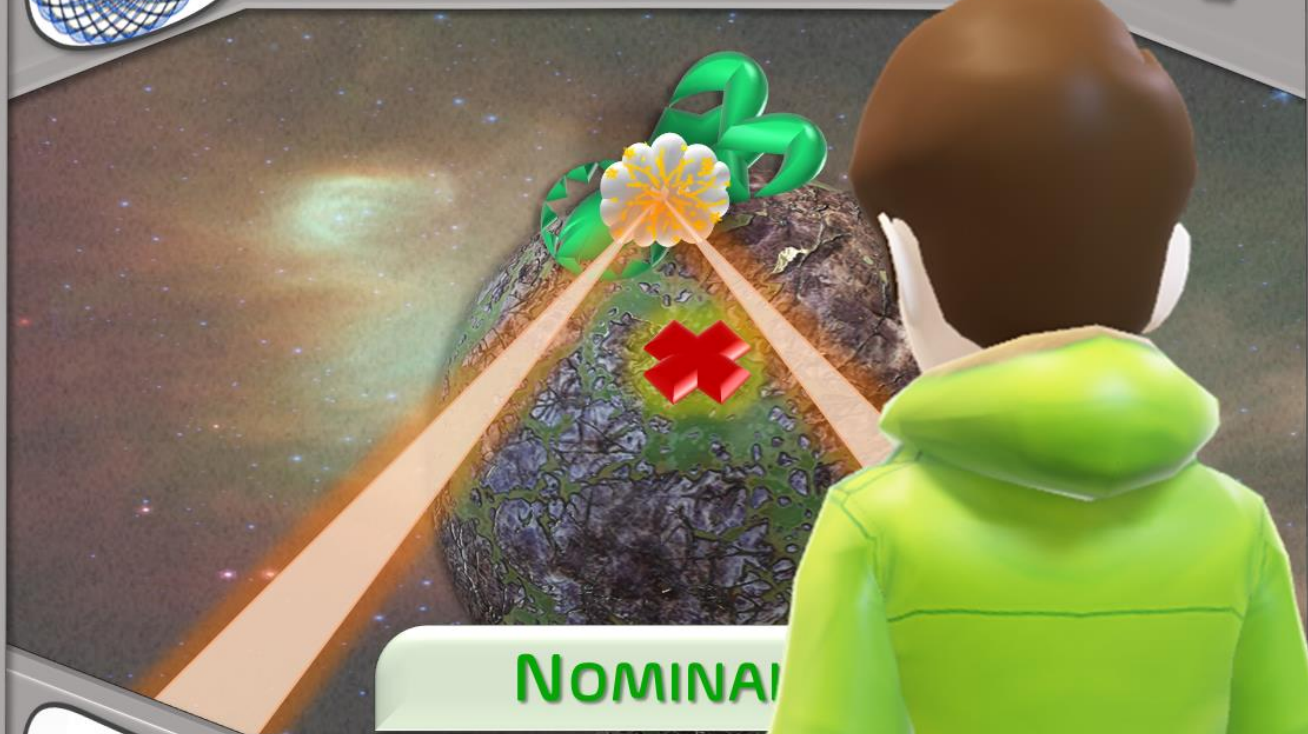
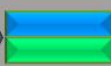
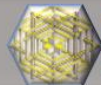
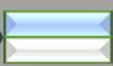
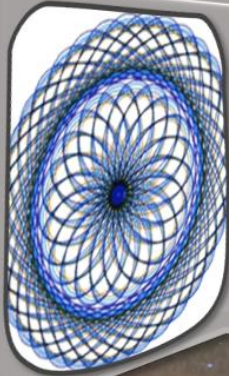


Nebula Rush

How to Play



DM3 Games



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GAME COMPONENTS

RULE SET



How to Play booklet
4 Player Guides

GAME TOKENS



20 Ship tokens	2 Wasteland markers	19 Damage 1 tokens
4 Flagship markers	1 Master of the Neb Coin	11 Damage 3 tokens
1 Treasure Token	3 pairs of Debris markers	5 Damage 5 tokens
	4 Haunted Ship tokens	

LONG RANGE SCAN (LRS)



64 2" Hex tiles
4 LRS Brackets
1 black bag

SHORT RANGE SCAN (SRS)



88 Cards

BEFALLEN DECK



40 Cards

SHIP CARDS



20 Cards

SHIP APPEARANCE DECK



34 Cards

"HERE BE CLUES" DECK



36 Cards





INTRODUCTION

You pull a draft from your favorite drink as your guild captains take their seats around you at the table. The Soy Sucks is your favorite watering hole. The meat printers on your ship never quite produce the right texture and the taste is always a little off. However, the last run through The Neb was profitable enough to be extravagant with food choices. Real prime rib sounds right...

Seeing that your table is now seated, the server approaches you – the restaurant uses real people, another luxury worth the price. She's an old hand at the Soy Sucks, but in your considered opinion the best looking and most friendly. You've given up hope on turning your status as "well tipping regular" into something more, but that doesn't keep the smile from your face as you lock eyes with her.

"How'd your runs go, boys?" Everything at the station revolved around ship forays into The Neb and returning with resources from mining and scavenging. Her question was both casual greeting and trolling expedition – being the nexus of the rumor mill generally led to better-than-good tips for her.

As she sets the place settings on the table she leans in, giving a glance around to make sure the other tables can't overhear. "The Kraken's been missing for weeks. He's a regular of mine. Real good tipper..." This news had already made the rounds and your captains nod for her to go on.

"I may know where he stashed his treasure but if I tell you what I know, I want a cut of it." Glancing to your guild mates for assent, you nod. She proceeds to tell your guild what she knows.

Once she leaves your table, you immediately turn on your scrambler so that all can talk openly. The Kraken was ruthless and dominating, master of a ship so powerful no full guild could challenge him. He often went on about his hidden trove of jewels and resources, knowing that he was impervious to attack.

As your mates talk strategy, you notice your server at another table which you know seats a rival guild. You see her lean in and whisper

something. Then you see the looks of surprise and greed on their faces. They quickly finish their drinks and practically run out of Soy Sucks...

You tell your guild mates that it is time to go.

GAME OVERVIEW

Nebula Rush is a game of exploration on continuously changing game maps. Sail your Pirate Guild's ships through The Neb, gathering resources, avoiding storms and gales, and collecting clues and rumors as to the location of "The Kracken's" hidden treasure.

SEARCH FOR TREASURE MAP CLUES

Between clues and rumors, complete a treasure map and then sail to the system revealed. However, it's rumored that "The Kracken" may have maintained a false map or three to keep Guilds off his trail, so the sooner you reach your map's destination, the better.

Pilfering other Guild's Clues via Cybersnatch raids will help you with your Treasure Map efforts and may reveal a whole Guild's Clue Stash. Be wary, though – those same Guilds will be looking to return the favor against your Clue Stash. They may even board ships of yours and steal everything from right under your nose.

Or, perhaps they'll just destroy your ships and return them back to The Neb...a smashes to ashes, rust to dust sorta thing...

LOCATE THE TREASURE

You won't know if your completed map is the one true map until you get to the designated system on your map. You may lose out to another Pirate Guild that is quicker than yours as they race to verify their own map.

CLAIM THE TREASURE

If you can complete a map, keep other Pirate Guilds from poaching it, AND you can get to that system, you may be the Guild to find the Kracken's Treasure. Do that and you will become

MASTER OF THE NEB





DECKS OF THE NEB

The Neb consists of the following game Decks:

SHIP DECK

There are 20 ships in the game: 3 for each Guild, plus 5 neutral ships. The Ship Deck consists of 5 (always) Neutral Ships plus all the Ships belonging to unused Guilds. The more Players in The Neb, the less cards available in the Ship Deck.



The “always” Neutral Ships are grey and have no Guild icon.

Ship Costs are not paid at the beginning of the game for your Guild Ships – they were paid for a long time ago (in game time).

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 right, **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.



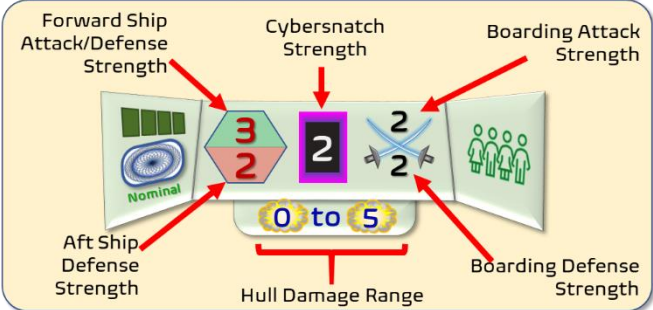
Ships that have taken damage into their **Danger Damage Level** experience degraded performance. If a ship receives more damage than its **Hull Strength**, it is destroyed.

SHORT RANGE SCAN (SRS) DECK

SRS works with Long Range Scan (LRS) to determine the resources (and dangers) a ship must consider during that turn within their LRS Hex for their ship movement. The **SRS Deck** is really 5 Decks in one. Each card back has one of 5 values.

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

SHIP CARDS



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 an LRS Hex with SRS value of 1, 2, 3 or ?. Draw cards from the SRS Deck that have a matching digit to the LRS 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

“?” is the SRS value for **Dense Dust Clouds**. In this case, the top 4 cards are placed as the SRS Display irrespective of the digits on the SRS card backs.





Long Range Scan (LRS)

LRS is not a deck per se, but is instead a set of 64 randomized tiles shuffled in The Neb (represented by the black bag). Its contents contain:

- 15 TPs (3 each per Guild)
- 6 LRS "SRS 1" (referred to as "LRS 1")
- 14 LRS "SRS 2" (referred to as "LRS 2")
- 6 LRS "SRS 3" (referred to as "LRS 3")
- 5 Blue Giant Superstars
- 5 Dense Dust Clouds
- 5 Wastelands
- 8 Systems indicated by a hex with a colored border (one of which will hold the Kraken's Treasure)

LRS Brackets are provided to help with LRS display management. They are not necessary for game play, but some players may find them helpful when rotating their LRS Display during the movement phase of a turn..

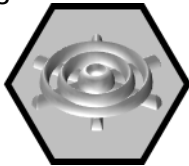
Each Guild's Flagship has its own LRS Display (i.e., that Player's map), which changes from turn to turn based on their Flagship's movement.

Given that TPs, Blue Giant Superstars, and Dense Dust Clouds block Line of Sight for Combat, 25 of 64 tiles block LOS and have darker backgrounds (see the [Combat](#) section for more details).

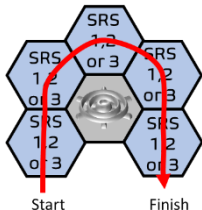
LRS Display Setup

For each Player at the start of the game:

- 1) Choose 1 of your Guild's 3 TPs and place its hex in front of you. No, it doesn't matter which one, so pick your favorite.

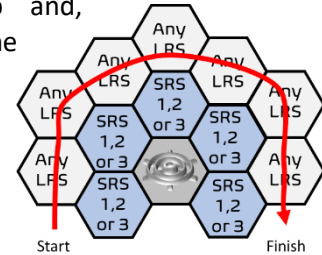


- 2) Starting with whomever is the 1st Player, draw 5 "plain" LRS hexes with SRS values 1, 2 or 3 from The Neb. Place them in clockwise order starting with the "southwest" hex to the TP. Note that the position "south" of the



home hex position is never filled on an LRS Display.

- 3) Player 1 then passes the bag to Player 2. All players finish Step 2 before proceeding to Step 4. When all players have completed Step 2, place all discarded hexes back in "The Neb."
- 4) Each player now draws 7 Hexes of any type from The Neb and, starting from the "southwest" corner of their LRS display, places them in clockwise order to make the outer ring of the LRS display.

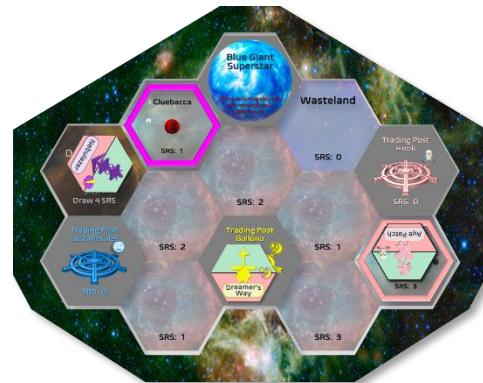


SHIP APPEARANCE DECK

The Ship Appearance Deck consists of 34 cards and is used to determine where a Ship may appear on any LRS display. It is also used to determine the direction that a ship with Legendary Captain Nut Meg will move.



When placing a Ship on an LRS, place it on the Hex on the Ship Appearance Card oriented so that the green side of the token is in the direction of the arrow on the Ship Appearance card.





HERE BE CLUES" DECK

This deck is also known as the Treasure Clues deck and has 36 cards:

- 8 sets of System maps (all of which have 4 cards to complete a System Treasure Map).
- 4 "You have no Clue" cards



At the start of play, 7 random Treasure Clues are removed from the game. At least one system's Treasure Map will be completable (with 4 cards) in the remaining deck of 29 cards...but it is probable that there will be multiple Treasure Maps that can be completed in any game.

Only one Clue or Rumor per Hex per Guild per turn.

Treasure Clues and Rumors must be collected to determine the LRS System Hex which contains the Treasure.

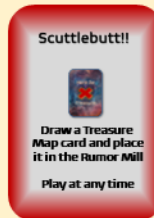
A Guild's Clue Stash are clues of Treasure Maps that remain hidden from other Guilds...unless those Guilds can conduct a successful Ship Boarding or Cybersnatch.

Rumors are Treasure Map clues that are played face-up (i.e., public knowledge) and are available to all Guilds to help them complete Treasure Maps.

Clue or Rumor?	
If at	Draw a
a System Hex	Clue
your Guild's TP	Clue
a different TP	Rumor

If there be no more "Here Be Clues" Cards to draw:

The "That Be Clean Livin'!!" and "Scuttlebutt!!" cards (rimmed in red) in the Befallen Deck be no longer valid. Players holding these cards can immediately discard them into the box. If these cards be drawn, they can immediately be discarded into the box and a new Befallen Card drawn.



BEFALLEN DECK

All sorts of good or bad things can befall a Pirate Guild or a particular ship. Legendary Captains may join, combat proficiency may improve, or Treasure Map clues may become available,



The Befallen Deck consists of 40 cards. A breakdown of the general categories of Befallen Cards is as follows:

- 8 regarding Treasure Clues
- 8 Combat Cards
- 7 Legendary Captains
- 6 regarding Guild Manifests
- 8 regarding Long Range Scan (LRS) and/or Short Range Scan (SRS)
- 3 effecting Ship Damage

Each player starts the game with one Befallen Card dealt to them. To obtain additional Befallen Cards:

- Buy them at a Trading Post (TP – hee hee),
- Allow another Player to enter one of your Guild's TPs, which grants you 1 Befallen Card immediately, or
- Keep a Ship Token on its Ship Card instead of deploying it onto an LRS display using a Ship Appearance Card (only 2 Befallen Cards per turn may be acquired this way).

Befallen Cards may be played on your own Guild or on Opponent Guilds subject to any restrictions listed on the specific card.

The timing of play dictates the order of Befallen Card effects. For example, Player A plays 2 "Fire as She-Bears" at the start of Combat, then Player B plays "Bad Luck be Befallin' Ye" on Player A to make Player A discard 2 Befallen Cards. Player A would have to discard 2 unplayed Befallen Cards (the effect from Bad Luck be Befallin' Ye) from their Guild Manifest, but the 2 "Fire as She-Bears" remain in play, since they were played first.





Notes on Specific Befallen Cards

Most Befallen Cards play as their cards read, but a couple cards require some more explanation or clarification.

A Glitch Be in the Matrix

This card may be played at any time except during the Move Ships phase of any Player's turn. Draw the LRS hexes as one normally would during any Generate New LRS phase.

A Glitch be in the Matrix

Player discards all hexes shown & redraws Ships in those hexes are returned to their card

Play on any LRS before a Player's Movement

Booty Galore!!

The SRS Cards drawn should be laid out in 2 separate clockwise rotations:

- 1) 6 O'clock, 10 O'clock, 12 O'clock, 2 O'clock
- 2) 6 O'clock, 10 O'clock, 12 O'clock, 2 O'clock

Booty Galore!!

Play 2 SRS Cards in each SRS slot

Play prior to setting SRS Display

Cheaters Be Winners

This card does not add an additional card for combat as Fight like She-Bears does, but merely allows a Gem to be played in combat. The 1 Damage is applied after all other combat results.

Cheaters be Winners

Ye can use one Gem in any combat as ye would Resources. Ship using Gem receives 1 Damage

Play during Combat

Legendary Captains

Legendary Captains have special abilities that add to the capabilities of the ship they are on and may help their guild in general. They either have Combat Additions or Manifest Additions that are additive to their ship's abilities.



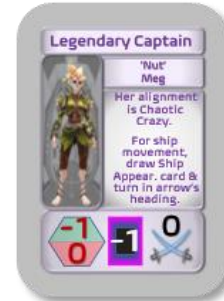
- ← Name
- ← Description & Abilities
- ← Combat Additions

Legendary Captains can be played immediately upon being drawn from the Befallen Deck. A ship

may only have one Legendary Captain aboard her at one time. If you wish to play a Legendary Captain on a ship that already has one aboard, discard the old Legendary Captain and replace them with the new one.

Legendary Captain 'Nut' Meg

Legendary Captain 'Nut' Meg is card that may be played on another Guild's ship. She decreases a ship's combat effectiveness. However, it is her unpredictable movement that makes her risky as a Captain – she may very well fly her ship into a Blue Giant Superstar or otherwise into danger.



'Nut' Meg's ship movement is random from turn to turn. Lay out her ship's SRS display as normal, but movement is determined by turning up a Ship Appearance Card. If the Ship Heading on the card points Left, she turns left. If it points right, she turns right. If it points up (north) or down (south), then she goes straight. Good luck!

Scanning Error

When played, place a Wasteland token on the target LRS hex. The effect takes place immediately, but not retroactively. For example, if played after the Active player has moved on the LRS hex they were in, the resources collected would remain collected and within the Active Player's Guild, but the Hex would now be treated as a Wasteland Hex. That Hex would remain a Wasteland Hex until it fell off its LRS display.

Scanning Error!!

Whatever ye thought be there, ain't

Place a Wasteland token on any LRS Hex

Play at any time

GAME SETUP & PLAYER TURN

The Game Setup procedure is on the back page of this How To Play booklet for easy reference.

The Player Turn Sequence is on each Player Guide.





PIRATE GUILDS

Nebula Rush is a game with up to 4 players, but 5 Pirate Guilds are provided to give more flexibility to Players when choosing their Guild. Each Guild is identified by its own icon and color. Each Player's Guild starts with 3 ships and 3 Trading Posts (TPs – hee hee).



Guilds that are not chosen by a player are considered Neutral. Ships from these Guilds are shuffled with the other always-neutral Ships (Color: Grey) – see Game Setup. TPs from these Guilds are neutral and open to all Guild Ships with no docking penalty.

SHIPS

There are 20 ships in the game: 3 for each Guild, plus 5 neutral ships. Thus, for a 4-player game, 1 guild will not be chosen, so there will be 8 ships in the Ship Deck.

Neutral ships can be hired into a Guild when a Guild Ship is docked at a TP. The cost of the Neutral Ship is printed on its Ship Card.

There is no limit to the number of Ships a Guild may have, however, only one neutral ship may be revealed at a TP per turn.



GUILD FLAGSHIP

Choose your Guild's Flagship and place its token on your Guild's "home" hex where your first TP was placed. Mark the Flagship by putting the Flagship Token on its Ship Card. Once all

Flagships have been placed on their respective LRS Display, The Neb is ready to be explored.

Note that Flagships never leave their Guild's LRS Display...unless departing for Davy Jones' Locker! If a Flagship, through misplay, leaves its own LRS display, it is destroyed.

GUILD MANIFEST

A Player has a limit on the number of SRS Cards and Befallen Cards combined that can be held at any one time. This limit is the sum of the Cargo Holds of all the Ships in their Guild.



At the start of the game, each Guild's Manifest (the inventory of SRS and Befallen cards) limit is 13. All Guilds start with one ship having a Cargo Hold of 7, and two ships having Cargo Holds of 3 each.

Cards in a Guild's Manifest can be discarded at any time and must be discarded if there are more cards in hand than Guild Manifest size.

TRADING POSTS (TP)

There are 3 TPs per Guild in The Neb. TPs that are part of inactive Guilds are considered Neutral. When docked at a TP, a ship can make the following purchases:



Only the Ship at that TP can make repairs there.





Note that a Player needs permission before entering another Player's TP Hex and docking there. Docking fees (in addition to the Befallen Card granted to the TP's owner) can be negotiated.

Take care that ye don't spend too much time negotiating docking sundries...
Nebula Rush be a fast-paced game, after all.

TPs (hee hee) be non-combat zones.

If an opponent's Ship docks at your TP:

- draw a free Befallen Card immediately,
- No Neutral Ship may be purchased by the opponent docked at your TP during that ship's "Buy Stuff" phase.

Purchases

When making purchases or making repairs, payment is made out of a Guild's Manifest. Cards used for purchases are discarded back to the SRS Deck.

In The Neb, change never be given for things bought. This be one of them unwritten Pirate Codes – so why did ye make me write it?

	Purchase Price		
	At TP, but not yours	At your TP	Not at TP
1 Pt of Ship Damage	10	9	20
Befallen Card	10	9	-
Exorcism of Ghost	10	9	-
Hire Ship	Ship Cost	Ship Cost	-

Capt. Greybeard says

Only noobs be calling Trading Posts "Trading Posts". They're "TPs" here in The Neb. It be great fun to make lubbers say "TP" (hee hee) like, "Because the bathrooms are out of tee-pee, we have to order tee-pee from the next TP we see".

Old-timer's be buying ye a pint of your choice of poison at the next TP (hee hee) if ye get someone to say that!!





SHIP MOVEMENT

Each turn, each ship in the Active Player's Guild that is on an LRS display 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.

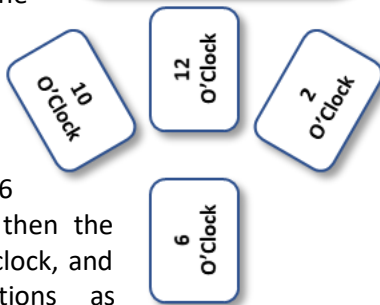
Draw and place SRS cards for the SRS display in accordance with the LRS hex SRS value (1, 2 or 3).

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 unless storm damage is dealt or the Haunted ship is there.

If a Ship is in an LRS Hex with "SRS: 0" (either a Trading Post or a Wasteland hex), there is no need to draw SRS cards to set the SRS display.

In the case of a Dense Dust Cloud Hex, merely draw the top four SRS cards without regard to the values on their card backs and place them on your SRS display.

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.



SRS Cards be discarded face down. Ye don't want to give yer rivals any more intel than ye have to, do ye?



MOVE SHIP LEFT, STRAIGHT, OR RIGHT

Ships in The Neb must move one LRS Hex forward to the left, straight forward, or forward to the right during their Player's turn.

Ships cannot stay in the same LRS Hex from one turn to the other.

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 LRS Hex and heading. SRS Cards not collected as part of the haul are discarded.

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 off their LRS display are placed back onto their Ship cards.

Movement Example
Dreamer's Way is in an LRS "SRS: 1" Hex and its Player deals out the top 4 SRS cards that comply with SRS: 1 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 suffering 3 damage and starting the next turn in an LRS "2" hex. Going right allows the collection of a resource of 1, plus starting next turn in an LRS "3" hex, which could be rich in resources. *Dreamer's Way* heads right and collects "X" and "1" resources.

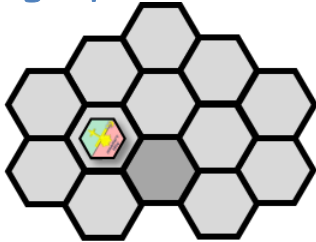




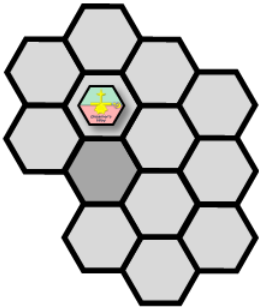
GENERATE NEW LRS DISPLAY

Because each Flagship moves one Hex per turn, each Flagship's LRS Display is reset near the start of that Guild's turn. Turns left, straight and right are illustrated below in a recommended sequence of steps. The steps do not have to be strictly followed, but the end result should be a standard LRS Display with the Flagship hex becoming the new "home" hex.

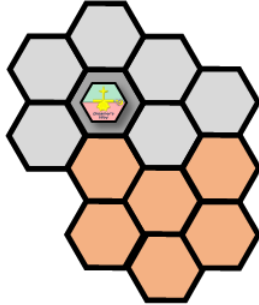
Flagship Turned Left



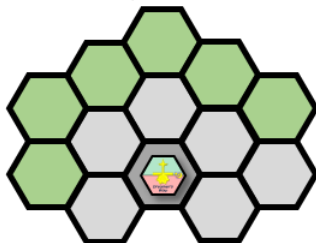
1. Rotate Right



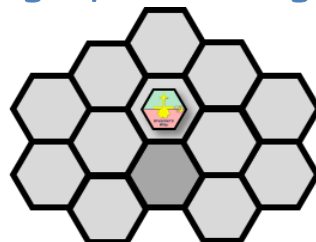
2. Remove



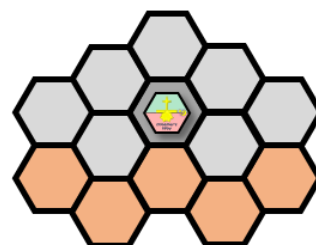
3. Replenish



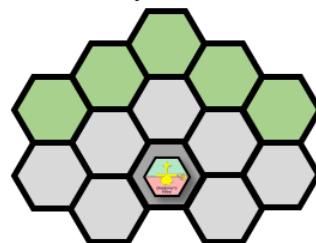
Flagship Went Straight



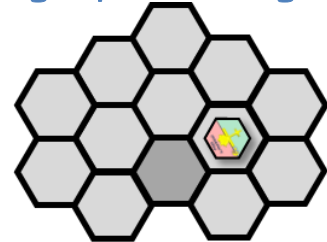
1. Remove



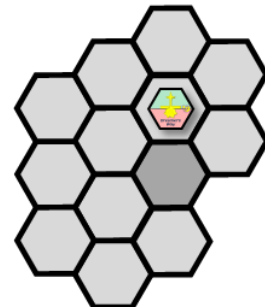
2. Replenish



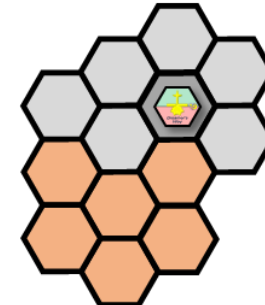
Flagship Turned Right



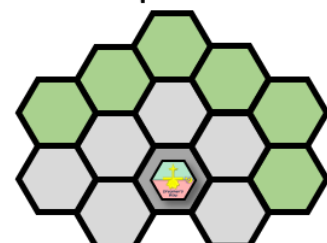
1. Rotate Left



2. Remove



3. Replenish



COMBAT

Sometimes the best course of action is to directly challenge another Guild. There are 3 types of Combat in The Neb:

- **Ship Attack**
(causes hull damage to a ship and may destroy it)
- **Cybersnatching** (an attempt to steal Clue(s) from another Guild)
- **Boarding** (an attempt to steal a Ship or its Legendary Captain)

LINE OF SIGHT (LOS) CHECK

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

LRS Hexes that block LOS (noted by darker backgrounds) are

- Blue Giant Superstars,
- Dense Dust Clouds, and
- TPs (hee hee).

A Ship at a TP or within a Dense Dust Cloud cannot participate in Combat nor can it be fired upon.

Ships do not block LOS, nor do Debris Fields.

LOS exists if a straight line can be drawn from any part of a hex and can touch any part or corner of the target hex without passing through any part of a blocking hex (TP, Dense Dust Cloud, or Blue Giant Superstar).

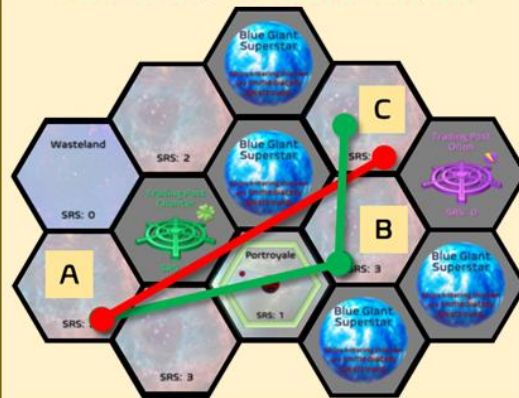
If Ships are in the same hex, and that hex is a light-colored hex, then Ships in that hex have LOS to one another.

Don't confuse the terms "Combat" and "Ship Attack". The types of Combat are Ship Attack, Cybersnatch, and Boarding.

There be no limiting range of Combat (except for Boarding, where ships have to be in the same hex and combat can occur in that hex).

If LOS exists, Ship Attacks, Cybersnatches, and Boarding (same hex) can occur.

Line of Sight (LOS) Examples



A to B: A straight line exists between the two that does not cross any part of a blocking hex. **LOS Exists**

A to C: A straight line does not exist between the two that does not cross any part of a blocking hex. **No LOS**

B to C: A straight line exists between the two that does not cross any part of a blocking hex. **LOS Exists**

FIRING ARC CHECK

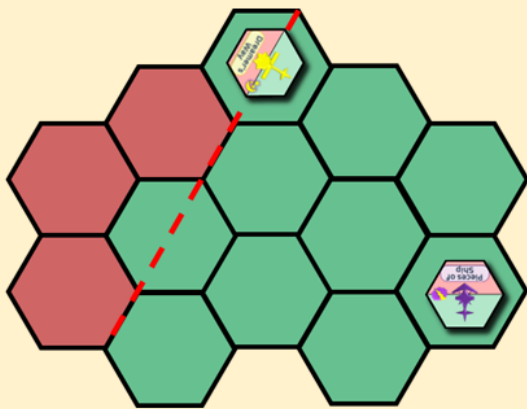
Each Ship Token is mounted on a Green (Forward) and Red (Aft) counter. Ships can only conduct offensive Combat on targets in their Forward fire arc.

To determine whether an LRS 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.

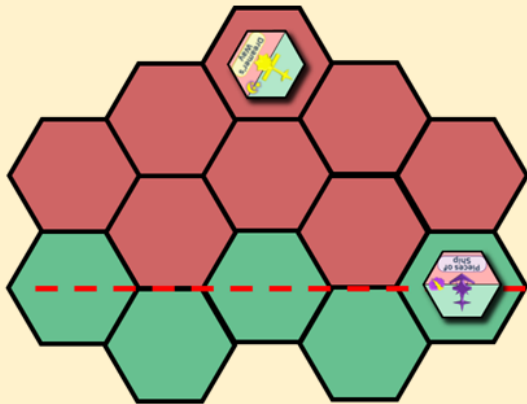
Ships in the same hex, assuming that hex is a light-colored hex, are always within one another's Forward firing arc, no matter what their relative orientations within that hex.



Fire Arc Examples



Dreamer's Way has Pieces of Ship in her forward fire arc



Dreamer's Way is in Pieces of Ship's aft fire arc. Pieces of Ship cannot attack Dreamer's Way but can defend against Dreamer's Way attacks.

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, Cybersnatch, and/or Boarding Attempt) will be used against the target, and then

For Ship Attacks and Cybersnatches, Guild Ships attack together in one combined attack against the target.

Boardings are conducted individually against the target.

A Ship can only participate in one offensive attack per turn

DETERMINE SHIPS TO HELP DEFEND

If the Target is under Ship Attack or Cyberattack, any of its Guild Ships that have LOS with the Target ship in their green fire arc may add their combat value to the Target's defense.

A Ship can participate in multiple defenses per turn

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 any partner Guild Ships defending her.

The total Attacking and Defending Combat Values are the maximum number of Cards that may be played from a Guild's Manifest (i.e., SRS resource cards). Befallen Cards may also be played from a Guild's Manifest to add to the number of cards that may be played.

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.

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

If the Attack Cards and Defense Cards played are equal, the Attack is not a success.

Defending Ships always be winning ties in Combat. Always!! (er...except if ye be playing the "Reigning Master of the Neb" game variant.)

If ye find yerself on the losing end of a tie, be ye less *Nebbishy* in the future!! Get it? Neb-bishy!!

Hardy-har-har!!





Combat Rules Summary

	Ship Attack	Cybersnatch	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Attacker(s) can fire across multiple clear hexes	Ships must be within the same clear hex
Fire Arc Check	Target must be within an Attacker's green fire arc	Target must be within an Attacker's green fire arc	Target is, by definition, within the Attacker's green fire arc
Eligible Attackers combine for 1 attack	Yes. If they have not participated in another attack	Yes. If they have not participated in another attack	No, each Attacker conducts a separate boarding attempt
Eligible Defenders assist in defence	Any partner guild ship with Target in their green zone can aid in defense	Any partner guild ship with Target in their green zone can aid in defense	No, Target must rely on its own Defensive Boarding Value
Combat Value	<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(s)</u>: Sum of Cybersnatch value(s)</p> <p><u>Target</u>: Cybersnatch value plus Cybersnatch values of any partner Guild Ship that have Target in green fire arc</p>	<p><u>Attacker</u>: Attacking Boarding value</p> <p><u>Target</u>: Defending defender value</p>
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker(s) win, Target consults the Damage Value Table under Cybersnatch	<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	Cybersnatch	Boarding
1 to 5	1 Damage	Randomly Draw 1 Clue from their Clue stash	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Randomly Draw 1 Clue from their Clue stash, then see their Clue Stash	Take that Ship's Legendary Captain, OR Take 2 Random Manifest Cards, OR Draw 1 random Clue from their Stash
11 to 15	5 Damage	See their Clue Stash, then choose a Clue to take	Take the Legendary Captain (if there is one aboard), 3 Random Manifest Cards, AND 1 random Clue from their Stash
16 to 20	6 Damage	See their Clue Stash, choose a Clue to take, then randomly draw a second Clue of theirs to go to the Rumor Mill	Capture the ship. Legendary Captain stays with the ship. Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest, AND look at their Clue Stash then take 2 of their Clues
21 +	Ship Destroyed	Look at their Clue Stash, then take 2 of their Clues	





Combat Example



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

Pink knows that they cannot Board any of Yellow's Ships because they have no ships in any of Yellow's Ship's hexes, and so Pink considers whether to conduct a Ship Attack or Cybersnatch (or perhaps both).

Pink takes stock of the situation, which is summarized in the Table below (refer to the Ship cards above as well). It's clear from merely examining LOS and Pink's green fire arcs that *Dreamer's Way* is the only potential Yellow ship that can be targeted by all 3 Pink Ships.

Pink declares *Dreamer's Way* as the target of the attack.

Pink now must decide what type of Combat to conduct.

With *Moore Trouble's* assistance, *Dreamer's Way* can muster a 4-card

defense against either Ship Attack or Cybersnatch, assuming no Befallen Cards are played.

Pink can play 6 Ship Attack cards versus 4 Cybersnatch cards. Pink therefore declares that they are conducting a Ship Attack against *Dreamer's Way*.

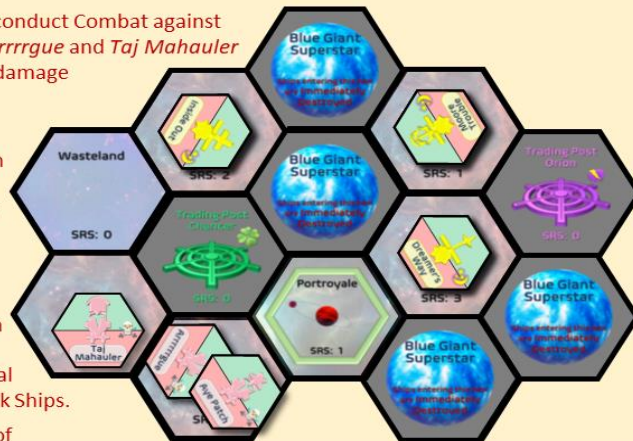
With the Ship Attack declared, Yellow takes the opportunity to play a "Fire as She-Bears" Befallen card, adding 1 additional card to *Dreamer's Way's* defense.

Both Players secretly select their Manifest resource cards and lay them face down in front of them. After a pregnant pause to allow any more Befallen card plays, both players reveal the cards selected.

Yellow now has 5 cards to play (2 for *Dreamer's Way*, 2 more with *Moore Trouble's* assistance, and 1 for the Befallen card), and reveal a 4, 5, 5, 8 and 13 for a total of 35.

Pink responds with a 2, 3, 7, 8, 11 and another 11 for a total of 42. Pink's total is higher than Yellow's which means that Pink's attack was a success.

Finally, Yellow looks up the damage done to *Dreamer's Way*. Yellow determines the Damage Value to be $42 - 35 = 7$, and so looks up the corresponding Ship Attack Value and notes *Dreamer's Way* takes 3 points of damage. Yellow places a "3" damage counter on *Dreamer's Way's* Ship Card. Pink's Combat Phase is complete on Yellow's LRS, as all Pink Ships here have participated in their one Combat for their turn. Should Pink have other Guild ships on other LRS in play, they could conduct Combat on those LRS as well.



Potential Target

	<i>Dreamer's Way</i>	<i>Inside Out</i>	<i>Moore Trouble</i>
<i>Arrrrrrgue</i>	LOS; Green Arc	No LOS	LOS; Green Arc
<i>Aye Patch</i>	LOS; Green Arc	No LOS	LOS; Green Arc
<i>Taj Mahauler</i>	LOS; Green Arc	LOS, Green Arc	No LOS

Yellow Defense

Ship Defense	Cybersnatch
<i>Dreamer's Way</i> (Red): 2	<i>Dreamer's Way</i> (Red): 2
<i>Moore Trouble</i> (Green): 2	<i>Moore Trouble</i> (Green): 2
Total Cards Playable: 4	Total Cards Playable: 4

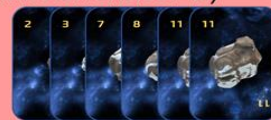
Pink Attack

Ship Attack	Cybersnatch
<i>Arrrrrrgue</i> (Green, Damaged): 1	<i>Arrrrrrgue</i> (Damaged): 0
<i>Aye Patch</i> (Green): 2	<i>Aye Patch</i> : 1
<i>Taj Mahauler</i> (Green): 3	<i>Taj Mahauler</i> : 2
Total Cards Playable: 6	Total Cards Playable: 3

Yellow's Defense Play



Pink's Offensive Play



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 LRS Hex where the Ship met its demise. Use its matching Debris Token off the LRS Display to mark the debris. Under the off-LRS Debris 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 and Befallen cards
- 2) Any Legendary Captain on board
- 3) 1 Befallen Card from the Ship's Guild Manifest. (in addition to any discarded due to step 1 above)

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.

Space Pirate Code

Another Guild's Ship be allowed to dock at a hostile TP (hee hee) if that Ship has no other legal move due to bad luck with a Ship Appearance Card.(er...except for Legendary Captain 'Nut' Meg, who can't be stopped from flying into a Blue Giant Superstar if that what she be determined to do.)

Specifically, if a Blue Giant Superstar be in the same relative place on each LRS display except one, and that one LRS happens to have a hostile TP in where all other LRS displays have a Blue Giant Superstar, the ship should not be denied access to the hostile TP hex.

Normal considerations apply (i.e., drawing of Befallen Cards)

Making another Guild's Ship fly into a Blue Giant Superstar be bad form, says I. Bad form, indeed!

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,

If the Debris Token "falls off" an LRS Display before it is claimed, then all cards that are part of the Debris field are returned to their respective discard piles.

Flagship Destroyed

If a Guild's Flagship is destroyed, and that was not the last Ship in that Guild, choose one of that Guild's ships remaining on the Guild's LRS Display and make that the Guild's Flagship.

Upon that Guild's turn, orient the LRS Display so that the new flagship is in the home Hex pointing "northward", discard any hexes that are astern of the new flagship, and fill in the new LRS Display so that the final product looks like a standard LRS Display. Note that this may require the "falling off" of more LRS Hexes than normal.

If none of the Guild's remaining ships were on the Flagship's LRS display, then one ship on its Ship Card MUST be moved off and become the Guild's Flagship. It generates a whole new LRS Display for that Guild. All LRS Hexes for the new display are drawn at random from The Neb in the same order as the Setup Procedure. If the new display's home hex drawn is a Blue Giant Superstar or another active Guild's TP (hee hee), put that back in The Neb and re-draw until the first hex drawn is not a Blue Giant Superstar or another active Guild's TP.

Place the Guild's Flagship Token on the new Flagship's card.

Guild Player Eliminated

Should a Player's last ship be destroyed, follow the Ship Destruction or Flagship Destroyed rules above. Any remaining Befallen Cards and SRS cards are returned to their discard piles. Any clues in their Stash are shuffled back into the Here Be Clues deck.

If the last ship of a Guild be destroyed, that Guild be out of the game.

TPs of that Guild now be considered Neutral.

The Guild's player be free to expound upon how cruel The Neb is while the other players finish the game...and make fun of the eliminated player.



HAUNTED SHIP

Where there be Pirates, there be Ghost Ships. A Ghost Ship is never detected on LRS and 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. Ships may only become unhaunted by paying for an exorcism at a TP.



STORMS AND ANTI-MATTER

Scary Storms, Gem Gales and Anti-Matter can appear on a SRS. Should a Ship fly through or 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.

WINNING THE GAME

The Player who has a Ship in a System where he holds a complete Treasure Map during his turn claims The Kraken's Treasure and becomes

MASTER OF THE NEB

If all other Guilds have been eliminated from The Neb, the sole player remaining becomes

MASTER OF THE NEB

If one Guild has all of the **Legendary Captains** on their own ship (er...except for 'Nut Meg), that player becomes

MASTER OF THE NEB

A FAST-PACED GAME

Nebula Rush is an exciting, fast-paced game, but there are methods players can take to make it even faster-paced. To speed up play::

- Shuffle Decks when they're close to being exhausted. Shuffle the discards, and then place the undrawn cards on top of the newly shuffled deck
- Instead of drawing 1 Hex at a time from The Neb's bag, reach your hand in, give the Hexes in there a good Whirly-Swirl, and then grab a handful. They'll generally stack in your hand as you draw them out. Then just deal them out of your hand.
- The next Player can begin their turn placing ships off their Ship Cards while the Active Player determines whether they have to discard cards from their Manifest.

GAME VARIANTS

If ye be looking for a little spice with yer Neb, try these game variants on for size.

In most cases, Variants can be combined.

VARIANT: 2 AND 3 PERSON GAME NEUTRAL LRS

After the game setup when all LRS displays are set, create an additional LRS display that players can use.

Draw LRS hexes in the same order as the game setup including restocking The Neb with LRS setup phase. However, with the following exceptions applied:

- discard any TPs drawn
- System hexes may only be placed on the outer ring of the LRS Display.

Treat this as any other LRS, except since it has no Flagship upon it, it does not change. Guild Ships are free to navigate on them without LRS display redraw.

Note that there are not enough LRS tiles to support a neutral LRS in a 4-person game (unless you've bought the handy-dandy Nebula Rush expansion!!).





VARIANT: DEFEND THE TREASURE

This game variant takes the basic game one step further. Once the Treasure is claimed, it must be defended and transported to a Treasure Holder's Guild's TP.

Instead of

- 1) Search for Treasure Map Clues
- 2) Locate the Treasure
- 3) Claim the Treasure

to win the game, the additional steps to win the game are:

- 4) Defend and Transport the Treasure
- 5) Dock at one of your Guild's TPs

to become

MASTER OF THE NEB

Debris Containing the Treasure

If playing the "Defend the Treasure" variant, there is a possibility that a ship carrying the Treasure may be destroyed. If The Kracken's Treasure is part of a Debris field that "falls off" an LRS Display, all other Debris is returned to its respective discard pile as normal, but the Treasure remains with that Debris Field.

The following procedure pertains if the Treasure's Debris Field falls off of its LRS Display:

- 1) Keep the Treasure with its off-LRS Debris Token
- 2) Draw a Ship Appearance Card
- 3) Place the Treasure's Debris Token on the next LRS display *COUNTERCLOCKWISE* in the LRS Hex indicated on the Ship Appearance Card.
- 4) If that Hex would be a Blue Giant Superstar, then move to the next LRS Display *COUNTERCLOCKWISE* and place the Treasure's Debris Token there.
- 5) In the rare event that every LRS Display has a Blue Giant Superstar in the same spot, The Kracken's Treasure is destroyed, and the game wins. The Neb can be cruel sometimes (and likes to win as much as the Players do).

If also playing the "Neutral LRS" variant, include the Neutral LRS in the rotation after the first player to the right (counterclockwise) of the Active Player.

If the Treasure happens to appear in a Guild's TP's space, the TP cannot claim the treasure. It must be collected from The Neb by a Ship. TPs are not equipped to collect things from The Neb.

VARIANT: REIGNING MASTER OF THE NEB

In this variant, a returning player who most recently won a game of Nebula Rush is the Reigning Master of the Neb and claims the Master of the Neb coin.



The Reigning Master of the Neb wins all ties in any Combat. If the Reigning Master of the Neb wins an offensive combat with a tie, look up damage in the Damage Value Table using a value of 1 (not 0).

Also, the Reigning Master of the Neb is expected to lord their status over the other Players and frequently point out how shiny their Reigning Master of the Neb coin is.





GAME SETUP

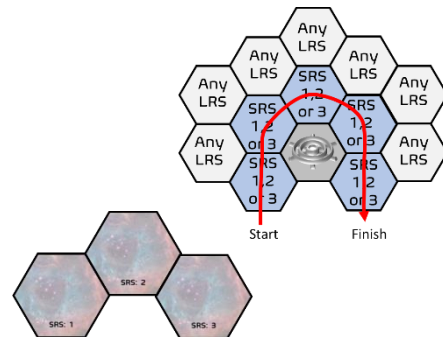
- 1 Select your Guild
 - 1) There are five guilds to choose from. Decide who goes first (youngest, oldest, meanest, highest bribe to the game owner, etc.) and choose your Pirate Guild. Each Guild has its own icon.
 - 2) Players choose Guilds in clockwise order.
 - 3) Pull the 3 ships of your guild out of the Ship Deck and place them face up in front of you.
 - 4) Grab your Guild's flagship token and the 3 corresponding ship tokens for your Guild. Place the ship tokens on their respective Ship card.
 - 5) Your Guild has 3 Trading Posts (TPs) in The Neb. Choose one and place its Hex in front of you.



- 2 Shuffle and Deal Out Decks
 - 1) Shuffle the Ship, SRS, Befallen, and Here be Clues decks (note: unused Guild Ships are shuffled into the Ship Deck.)
 - 2) Discard 7 Here Be Clues Cards out of The Neb and into the game box.
 - 3) Deal out 1 Befallen card to each Player
 - 4) Draw a Rumor for each Player in the game
 - 5) Shake or otherwise Whirly-Swirl The Neb



- 3 Each Player Sets Their LRS Display
 - 1) Drawing at random from The Neb, place in a clockwise direction plain LRS Hexes rated SRS 1, 2 or 3 only until all five spots around your Trading Post are filled. All players do this prior to the next step.
 - 2) Once all players have drawn their initial LRS Display inner ring, draw at random from all hexes in The Neb. Place 7 drawn LRS Hexes in a clockwise direction for the LRS Display outer ring.
 - 3) Place an LRS Bracket around your LRS if so desired.



- 4 Place Flagships
 - 1) Each player choses their flagship from their 3 ships. Place the Flagship Token on that ship's Ship Card. Pick up that Ship's Token from its Ship Card and place it on their Guild's home-hex TP on their LRS Display.
 - 2) Keep the other Ship Tokens on their Ship Cards.

