

WHAT IS THIS?

Starship: Panic is a co-operative survival game for 1-7 players. It was designed and made in 24 hours with obvious influences from other board games.

Thematically, its *Space Alert* and *FTL*. Mechanically, it's a point-to-point, action, resolve game. Think *Eldritch Horror* or *Darkest Night*.

COMPONENTS

- 12 Starship Tiles
- 1 Starship Console
- 14 Player Sheets
- 7 Player Standees
- 15 Enemy Standees (5 of 3 types)
- 6 Basic Dice, 7 Class Dice (1 of each type)
- 1 Hull Cube, 1 Shield Cube, 1 Stealth Switch Indicator
- Various Tokens: Damage, Offline, Time, Rocket, Sentry

SETUP

Build the Starship by randomly assembling the Room Tiles in any fashion. If the ship doesn't make sense, try again. If you're lazy just build it like the diagram.

Setup the Ship Console. Pick a character and take the corresponding player sheet, marker and specialty dice.

The game takes place over a series of rounds. Each round consists of phases:

- Player Phase
- Enemy Phase
- Event Phases



- Place the Hull cube on 9 on the Hull track
- Place the Shield cube on 2 on the Shield track
- Place 3 Rockets in the rocket bay



PLAYER PHASE

All players may perform 2 of the following actions (and may perform the same action twice):

- **Move** - Move up to 2 tiles
- **Activate** - Perform a location ability. See ROOMS AND STATIONS chart. (Roll 2 basic dice. A ☉ denotes a success. All you need is one and the station activates)
- **Combat** - Attempt to defeat an enemy unit (Roll 2 basic dice. A ☉ denotes a success. When you succeed, you do 1 damage to the target regardless of how many success.
- **Repair** - Repair a station (Roll 2 basic dice. A ☉ denotes a success. A successful roll removes 1 damage marker off the location)
- **Trade** - Trade items with another player.

ENEMY PHASE

- Activate the Attack portion of all Event cards currently in play.
- Perform Enemy Unit Actions

EVENT PHASE

- Draw new events, 1 for ever 2 players.
- Perform the top portion of the Event Card.

ENEMY UNITS

Invaders - 1 Hit Point

Basic and plentiful enemies. Mostly a nuisance.

Juggernauts - 4 Hit Points

They are trying to steal your ship. As such, they won't harm it. They prioritize player units. *Immune to *Fire*.

Robots - 2 Hit Points

Seeking revenge on humans, they prioritize ship stations. *Immune to Sentry Guns*.

For most actions you just roll 2 dice. You need at least 1 success to complete the action. Depending on your character, you will also get a bonus Class die that you may roll with the matching task. Example: Scientists roll an extra Class die on any Science Lab test.

ROOMS AND STATIONS

Bridge

Shields - Move the Shield cube up by 1 square.

Scanners - Look at the top 3 cards in the Event Deck.

Communications - Required for certain actions/items.

War Room

Captain's Journal - Draw a PLAN card.

Armory

Sentry - Deal 2 damage to 1 enemy unit in any room.

Rocket - Launch a rocket. Rockets take 2 turns to deal 5 damage to any External threat.

Lasers - Deal 2 damage to 1 external threat.

Cargo Bay

Cargo Pod - Draw an ITEM card.

Infirmary

Med Station - Heal 1 wound.

Science Lab

Upgrades - Draw 1 SHIP INNOVATION card.

Research - Draw 1 UNIT INNOVATION card.

Engineering

Warp - Must be active to win the game.

Teleport - Move any unit to any location.

Core

CPU - Must be active to win the game.

Sensors - Turn 3 ITEM cards face up as an offer.

THINGS YOU SHOULD KNOW

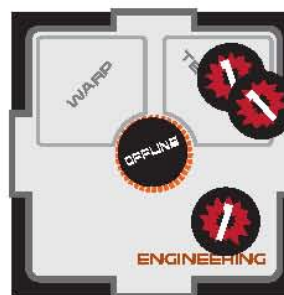
- ▶ A station can take up to 3 **damage** tokens. On the third token, the station is **OFFLINE**. Place an OFFLINE Token on the center of the tile to indicate that it is OFFLINE. Stations in offline rooms cannot be activated. The only actions that can be taken are movement, combat and repair.

A successful **repair** of a room removes 1 damage token from the room. This will typically bring the room back online and the stations may be activated.

- ▶ The **console** should be given to a responsible player to take care of the ship status. Events will temporarily take some system offline- place OFFLINE token on the appropriate spot to indicate that they are offline.

In the beginning, shields max out at 2. A science SHIP INNOVATION is required to enable the additional 2 points.

- ▶ When a station receives damage but is already offline, the damage will occur to the **HULL**. Move the Hull cube the corresponding amount down the track. When the Hull cube reaches 0, the ship is destroyed and the players lose the game.
- ▶ The **shield** protects your ship from damage. Any damage that would be taken can be ignored by moving the Shield track 1 space for each point of damage.
- ▶ If **TARGETTING** is offline, you cannot fire any rockets or lasers.
- ▶ **Rockets** are a weapon with limited uses. Once a rocket is launched, the damage will be dealt on the end of the *next* turn. If the game is too challenging, increase your starting rockets.



THE PLAYER SHEET

- ▶ The player sheet indicates your **role** on the ship. In general, your character excels at the tasks and rooms associated with your character speciality.
- ▶ If you take damage equal to or greater than your **health** value, you are knocked out. Lay your player marker on its side. A knocked out player is unable to perform any action. To be revived, a player must move you, either by spending an action to pick you up or teleporting you to the Medical Station and perform the heal action.
- ▶ **Capacity** is the amount of items you may carry at once. If you exceed this value, you must immediately discard ITEMS down to the limit, otherwise become delayed.
- ▶ Each character has special abilities they can perform as an action. Or whenever it is indicated.



FAQ

Q: How do I win?

A: Survive. The whole event deck or maybe just 5 Red Events.