

Imperial Battlecruiser "Hope"

by Alexandros Kapidakis

Andromeda, 3471 AD. A big explosion wakes you up. You are in the brig of Imperial Battlecruiser "Hope". There is smoke everywhere, but no signs of other people. Disoriented, you yell for help but there is no answer, only the blaring of an alarm. You push your cell's door and it creaks open. You wander in the hall and when you turn the corner you see them for the first time. Alien soldiers, carrying the bodies of the rest of the crew. You look outside only to see an alien mothership being hovered by numerous strange looking aircraft. You are on your own. You need to escape.

Imperial Battlecruiser "Hope" is a deck building and resource management game for 1 or 2 players. You will build your character as you progress through the Story cards in order to reach your objective. It is part of the "Hope" series of games.

Components

- 36 Story cards



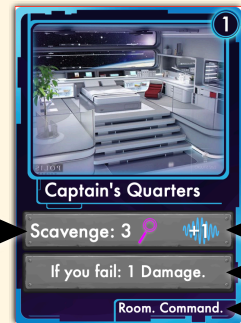
← Life

← Test

← Threshold

← Ability

(Alien)



← Size

← Cost

← Ability

← Type

(Room)

- 45 Hero cards



← Type / Origin

← Ability

- 17 Fate cards



- 10 Scenario cards: 4 scenario Hero cards, 5 scenario Story cards



← Life / Hand size

← Skills


Fatigue track

- 30 double-sided tokens

(used for anything that needs tracking)



Setup

1. Choose a Starting Body Gear. Place a token below the Fatigue track. Place next to it one of the leftover Starting Body Gears, face down. Use this to keep track of your  throughout the game.
2. Shuffle the Story cards into a face down deck and place it in the middle of the table. If playing solo, remove 12 cards at random. Then, place at the top of deck the *Brig* scenario card.
3. Place above the deck the *Alien Mothership* scenario card.
4. Shuffle all Hero cards and the *Life Support System*, the *Navigation Guide*, and 1 *Escape Pod* per player into a face down deck, and set it aside.
5. Choose a difficulty and remove the corresponding Fate cards. Then, shuffle the rest into a deck and set it to the left of the Story deck.
 - Easy: remove a "-4", a "-3" and a "-2" Fate card
 - Medium: remove a "-3", a "-2" and a "+1" Fate card
 - Hard: remove a "0" and two "+1" Fate cards
6. Set the tokens aside in a pile.



Gameplay

The game is played in rounds, and each round has the same structure.


Firstly, draw 2 Story cards per player:

- Add all Rooms and Obstacles to the Story row (to the right of the Story deck). There is no limit on how many Story cards the Story row can have.
- Add all Aliens to the unengaged row (to the right of the *Alien Mothership* card).


If the Story deck is depleted, instead of adding Story cards, add the *Alien Mothership* to the Story row.

Then, players take actions in alternate turns. You must take an action or pass for the rest of the round.

To take an action **spend 1 Fatigue and interact with a Story card.**

Spending fatigue: move the token one spot up on the Fatigue track. If the spot has a  cost, mark it with a token on your face down scenario card.

Obstacles: All Obstacles have an Overcome test. If you succeed, remove the Obstacle from the Story row. If you fail, suffer the consequences. You can't interact with a Room as long as there is at least one Obstacle in the Story row.

Rooms: All Rooms have a size, meaning how many times you can successfully Scavenge on that room. Also, most Rooms have a cost  when you Scavenge on them. Mark it with a token on your face down scenario card.

Aliens: You can attack an Alien in the unengaged row, by adding them first to the Story row. All Aliens have a Life, every time you Damage them mark it with a token on the card. If the Damage is equal to their Life, remove the Alien from the Story row.

Many Story cards have passive abilities that are always active, so don't forget them.


Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your skill value accordingly. Players always win in a tie, and their skill value can never go below 0. If the Fate deck is depleted, shuffle the discard pile into a new deck.



Scavenge: Draw 3 Hero cards from the face down deck. Keep 1 of them and discard the other 2. You may give the card you kept to your teammate. Then, if you Scavenged in a Room place a token on it. If the tokens equal the Room's size, remove the Room from the Story row. If the Hero deck is ever depleted, shuffle the discard pile into a new deck.

Immediately add the card you kept to your Body gear. If it's a new Body gear, replace the previous one and move the token on the Fatigue track to the corresponding spot of the new Body Gear. Move also any Damage you might have.

If it's any of the *Life Support System*, *Navigation Guide*, or *Escape Pod* add them instead to the Story row. When you activate them, place them next to your Body gear.

You can have only one Helmet gear, one Boots gear, one AI gear and up to two Hands gear at any given time. Each Gear belongs to one of the four Origins: Terran, Martian, Strad, Erron. The Origin of a Gear doesn't have a direct gameplay effect but can be referenced in other cards. Also, all Hero cards (including the Body gear) count for hand size, so keep that in mind.

When you pass: 

When all players have passed, check which Aliens noticed you. Each Alien has a  threshold, and if at least one player has that many  add the Alien to the Story row. Then, all Aliens in the Story row attack each player separately. If your Damage is ever equal (or higher) to your Body's Life total, you are immediately eliminated from the game.

Lastly, reset all Fatigue tracks (place the token below the track) and start a new round.

Game End

To win you must find and activate the *Life Support System*, the *Navigation Guide* and all *Escape Pods*. Any player can activate them.


You will lose if all players are eliminated or if at least one *Escape Pod* is destroyed.

Example of a round

1. It's the start of a new round. Two new Story cards are added to the Story row: an Alien and a Room.



2. Joan is playing solo, and she will now take her actions. She wants to search the new Room but she has to deal with the Obstacle first. She will attempt to overcome it by spending 1 Fatigue. She draws a Fate card and succeeds (3 to a 3).

3. She discards the Obstacle and because she succeeded she will also heal 1, due to her AI gear.

4. She can now search the Room. She spends another Fatigue and also increases her  by 2 (one from the Body gear and one from the Room). She draws a Fate card and succeeds (3 to a 2). She places a token on the Room to mark she had succeeded once at a Scavenge there.

5. She Scavenges and decides to keep this new Hand gear.

6. She will now spend a third Fatigue to attack the Alien in the Story row. Unfortunately she fails but she wants to try again, so she spends another Fatigue. This time she succeeds (5 to a 2), dealing 2 Damage to the Alien, removing it from the Story row and also Scavenging!

7. She doesn't want to spend any more Fatigue as she has made a lot of  already. She passes and removes a . No Alien will engage so she will start a new round.

The image displays various game cards and tokens used during the round:

- Story Row:**
 - Alien card: Fight: 7 ; +5 Damage; When defeated: Remove all Aliens from the game.
 - Room card: Fight: 2 ; +4 Damage; When defeated: Scavenge, -2 .
- Obstacle Row:**
 - Obstacle: Pressure change: Overcome: 3 ; Fail: 2 Damage and +1 .
- Fate Cards:**
 - Quiet!: -X; X is your Level.
 - They keep coming!: -2
 - Catch your Breath: 0
- Gear Cards:**
 - Gear: Helmet, Terran: +2
 - Gear: AI, Erron: Every time you succeed on an Obstacle, heal 1.
 - Gear: Hand, Erron: If you succeed against an Alien: +1 Damage.
 - Gear: Boots, Terran: +3 against Obstacles.
- Other Cards:**
 - Scenario card: 1 , 1
 - Gear: Body, Secret: 3 , 1 , 2 , 4 , 2
- Tokens:** Blue circles with numbers 1-7 are placed on various cards to indicate actions.