Astrowatch

Welcome to SPACE, its unforgiving.
There's something out there... You should probably get ready for it.
Scour the Planets to prepare, but who knows what you'll run into...

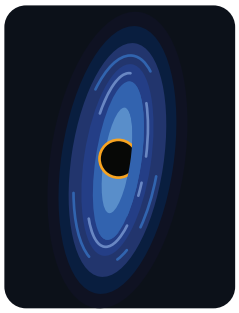
MATERIALS

x 2 Player ships
x 8 6-Sided dice
x 36 of Explore cards
- 8 of Low Planets
- 8 of Moderate Planets
- 10 of Risky Planets
- 5 of Dangerous Planets
- 5 of Extreme Planets

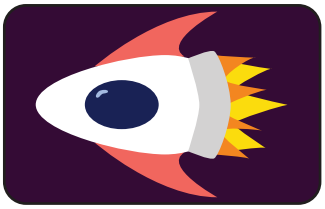
x 72 of Reward cards
x 1 of boss cards
x 6 of Gun-tokens

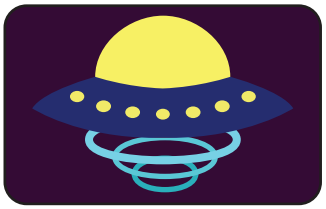
Explore Deck

Reward Deck

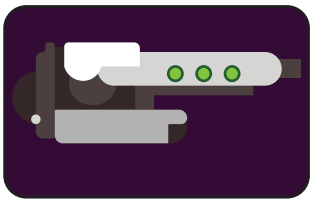


Boss





Player Ships



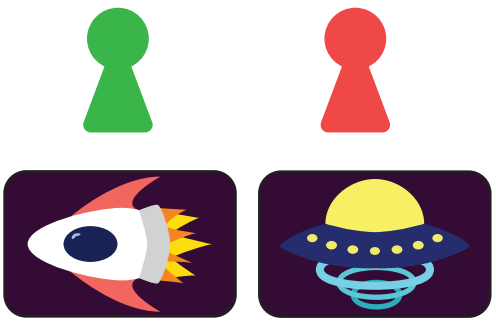
Gun Tokens

SET-UP

1. Each player picks a ship to represent them

2. Each player starts with one dice

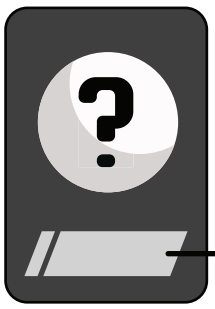
3. Set aside the explore deck and the reward deck into two seperate piles



CARD INFO

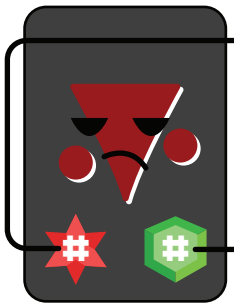
Explore Deck

Back



This indicates the difficulty of the planet.
A planet's difficulty ranges from...
Low, Moderate, Risky, Dangerous and Extreme
A Higher difficulty means more rewards for the player!

Front



This indicates the 'Strength' of the enemy that the player must deal equal or greater damage to.

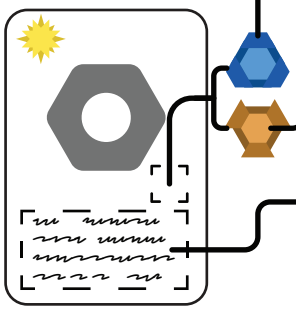
This indicates the amount of 'Reward' Cards that defeating the enemy will grant the player.

Reward Deck

Back

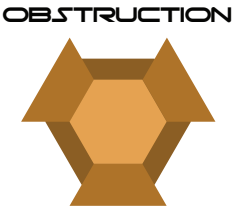
This indicates the 'Value' of the card, All reward cards can be 'thrown' to deal damage equal to its value.
The player must discard the card if they decide to 'Throw' it.

Front

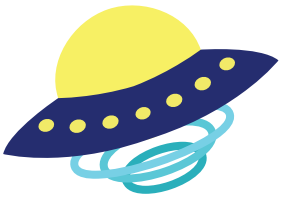


This indicates that this reward card is a 'Consumeable'.
Consumeable cards have an effect that can aid the player who uses it, once used it is discarded.

This indicates that this reward card is an 'Obstruction.'
Obstruction cards have an effect that harms the opposing player, once used it is discarded.



This text indicates the card's effect



GUNS and DICE

Each 'Gun' that the player owns (including the player's ship token) represents how many dice the player can roll during combat. Each player can only have a maximum of 3 extra guns (resulting in a 4 dice maximum).
Players can construct more guns by combining the 3 'Gun Part' cards [Receiver, Chamber and Barrel]

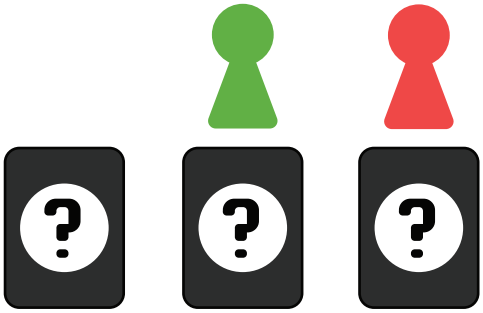
HOW TO PLAY

Gameplay for Each Round

1 explore

Draw 3 cards from the explore deck, and place them face down.

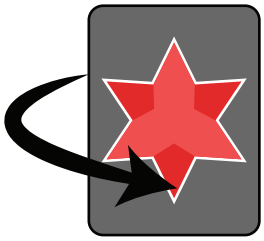
Both players place their ship token on the planet they wish to explore.



2 scout

The players can then flip over their chosen planet to begin to scout out the planet.

If the player(s) has any 'Consumeable' Cards, they are able to use them at this time, to help them on their exploration.



Visting the Same Planet

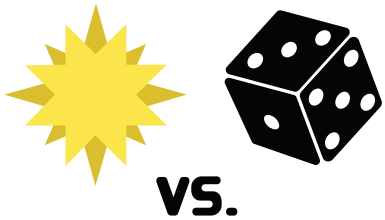
If the players visit the same planet, they can combine the damage they have to defeat the enemy.

If they are successful, the resources gained are divided by half, and rounded down. (3/2 = 1)

3 combat

Once the player has scouted out the planet, they can begin combat.

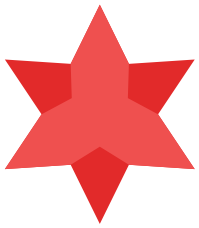
In order to defeat the enemy, the player must deal damage equal or greater than the enemy's strength.



The player can optionally 'throw' up to 5 'Reward' Cards to deal damage equal to total of the 'thrown' cards Value'

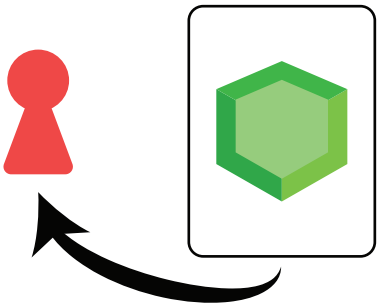
The player than can roll one 6-sided die for each Gun that they own.

'Obstruction' cards are used after the player has 'thrown' cards, but before the player has rolled their die



4 collect

If the player has successfully defeated the enemy on their explore planet, they gain 'Reward' Cards up to the amount designated by the planet they explored.



5 reset

Once both players have finished exploring their chosen planets, the players start a new round

The Boss

In order for a player to win, they must challenge and defeat the boss.

The players can always choose to challenge the boss at the beginning of any round, (as if they were exploring a boss planet).

Astrowatch

Created by:

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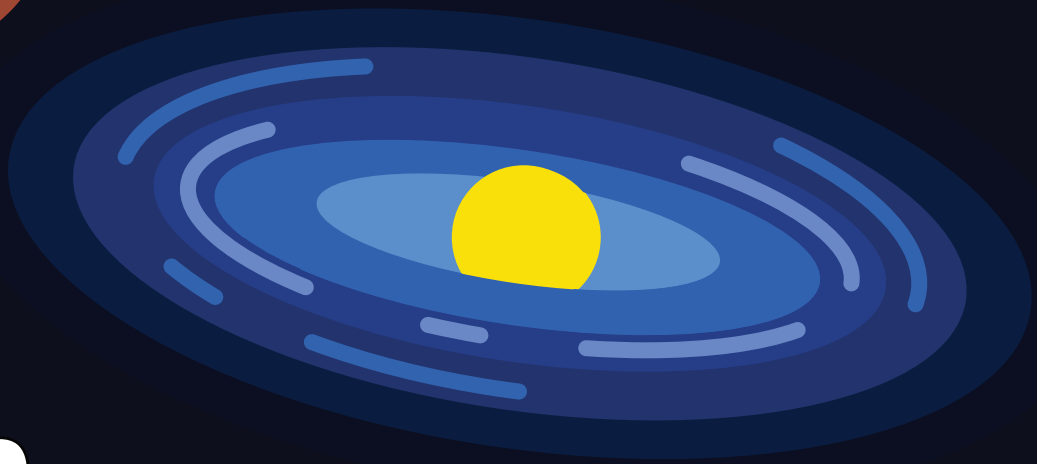
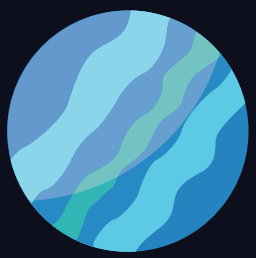
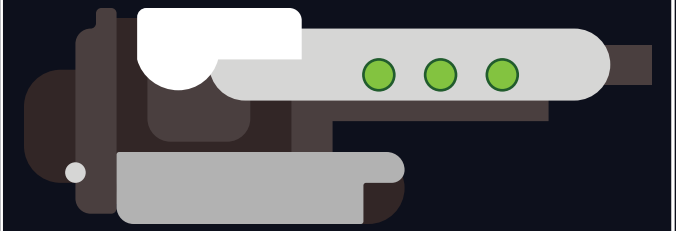
Jaylin grierson
Benny chung
Daniel fraser

A vast galaxy... diverse planets...
bounties of rewards....
All of this awaits you in this world...

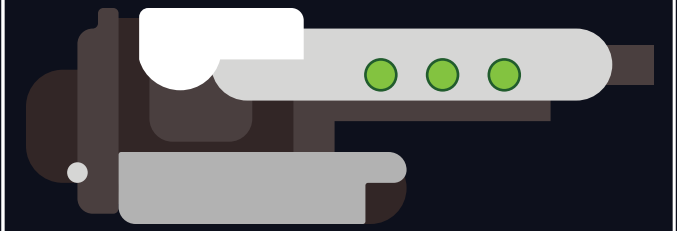
but those aren't the only
things waiting for you





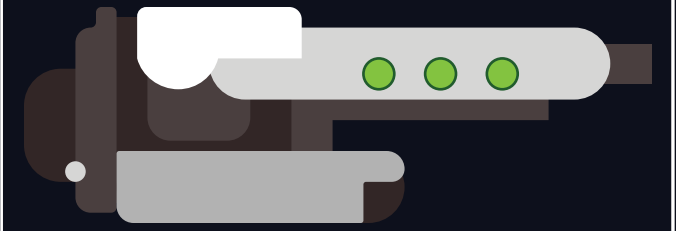


GUN TOKEN

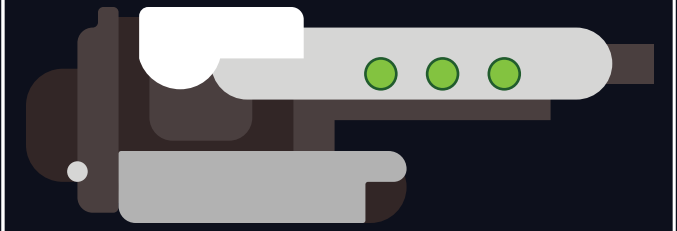


GUN TOKEN

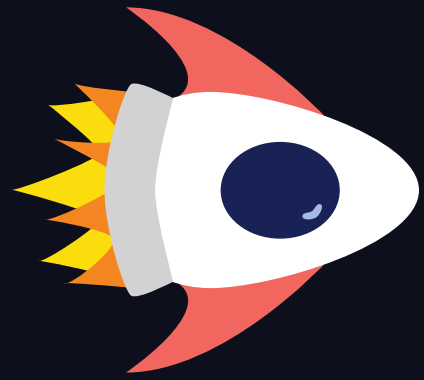
PLAYER SHIP



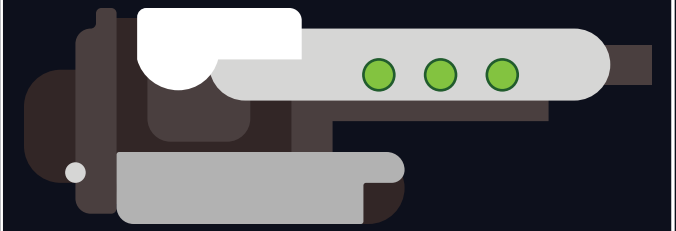
GUN TOKEN



GUN TOKEN



PLAYER SHIP



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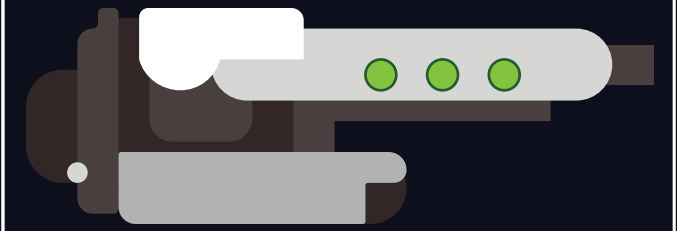

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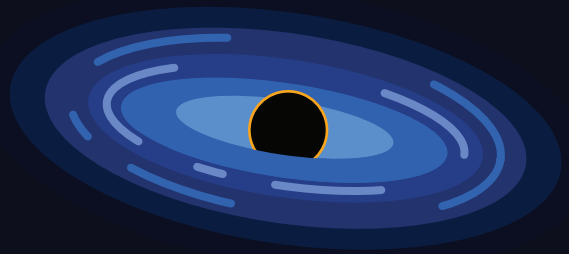
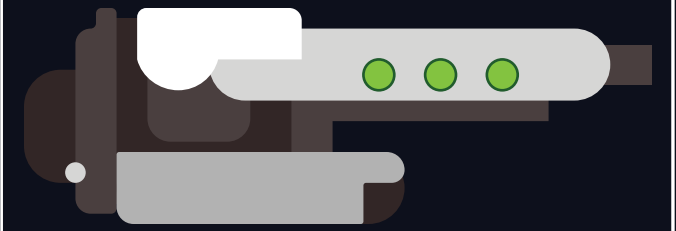


BOSS



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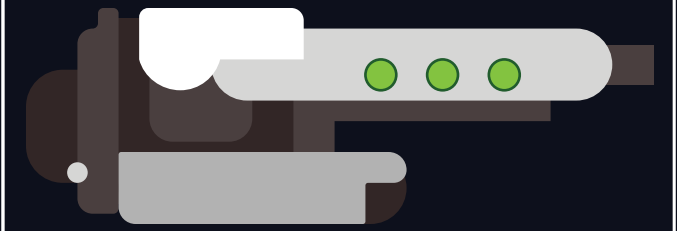
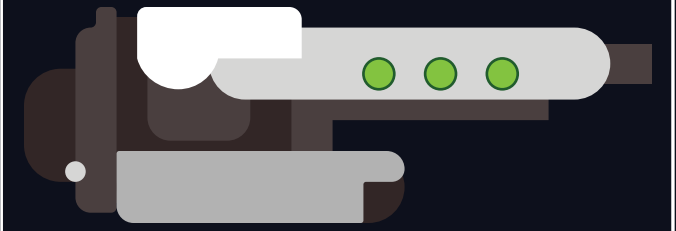


GUN TOKEN

DEVOURER OF

37 GALAXIES 37



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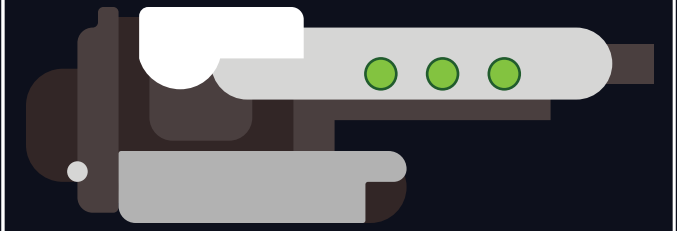
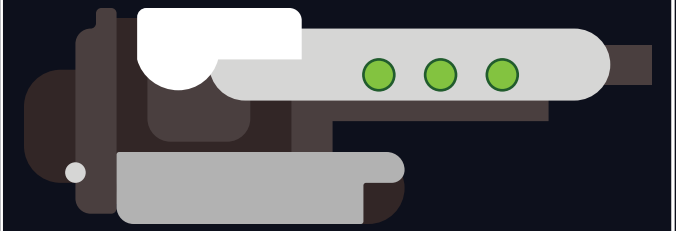


GUN TOKEN

ROUND ORDER

1. explore.....	Draw 3 Planets - Pick One
2.scout.....	Flip your chosen Planet
3.combat.....	Fight the Planet's Enemy
4.collect.....	WIN? Collect Rewards
5.reset.....	Explore Again



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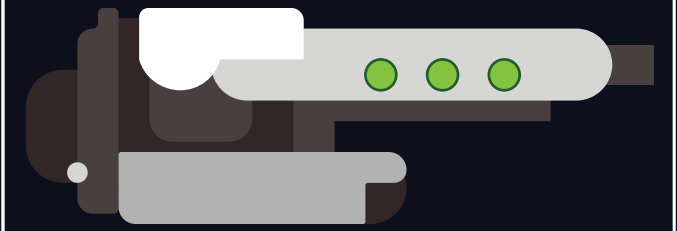

GUN TOKEN

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Home

Low

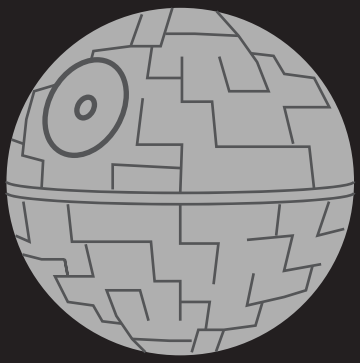
1

Meap's Planet

Low

2

Death Star



Low

3

Zerus

Low

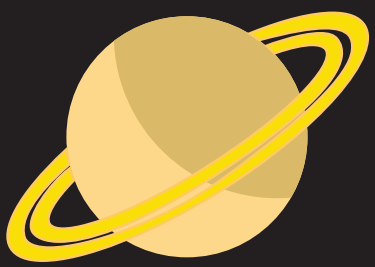
4

Hoth

Moderate

5

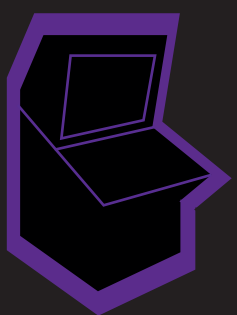
Hiveworld



Moderate

6

Arc8-d



Moderate

7

Tatooine

Moderate

8

2181-Despoina

Risky

9

B1 Battle Droid

2 1

3

Mitch

1 1

2

E. T.

0 1

1

Edgar

5 2

6

Wampa

4 2

5

Zerq

3 1

4

Levia-than

8 3

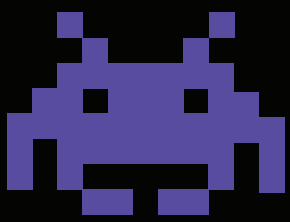
9

Rancor

7 3

8

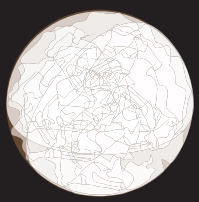
Space Invader



6 3

7

Pluto



Low

10

Whalemingo

Low

11

Octalia

Low

12

Astroid Belt

Low

13

Erebor

Moderate

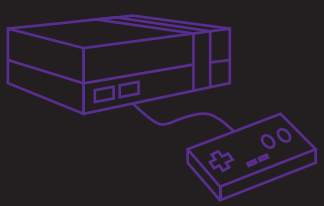
14

Isengard

Moderate

15

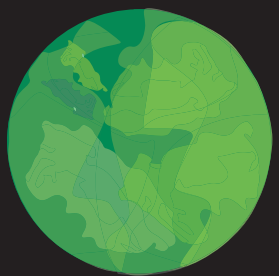
NE-SS



Moderate

16

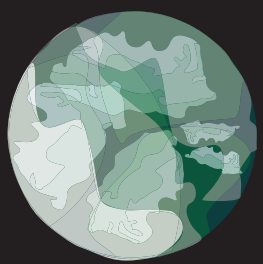
Aiur



Moderate

17

Dagobah



Risky

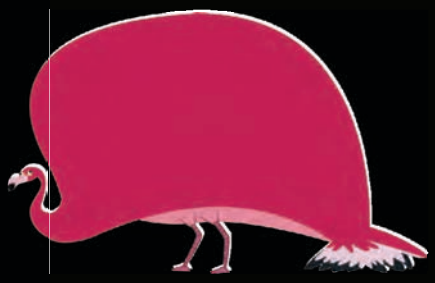
18

Octalian

2 1

12

Whalemingo



2 1

11

Neil Armstrong

1 1

10

Uruk Hai

7 3

15

Smaug

6 3

14

Big 'Ol Rocks

3 1

13

Dragon Snake

9 3

18

Protoss

6 3

17

R.O.B.

5 2

16

Omicron Persei 8

Risky

19

Kortzal

Risky

20

Jotunheim

Risky

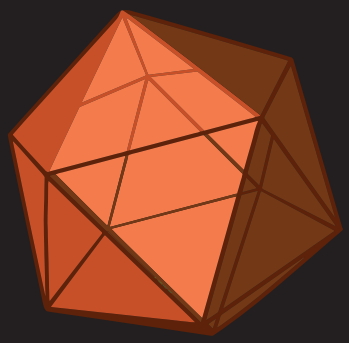
21

Mordor

Risky

23

Icosahedra



Risky

23

World's Edge

Risky

24

Solace

Risky

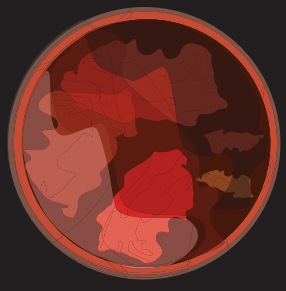
25

Rune Terra

Risky

26

Umbara



Dangerous

27

Giant

10 | 3

21

Terran

10 | 3

20

Lrr

9 | 3

19

Drone

11 | 4

24

Polyhedral

11 | 4

23

Sauron

10 | 3

22

Umbaran

13 | 4

27

Icathian

12 | 4

26

Flyer

12 | 4

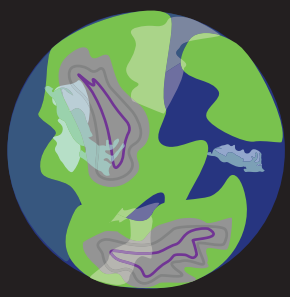
25

Muspelheim

Dangerous

28

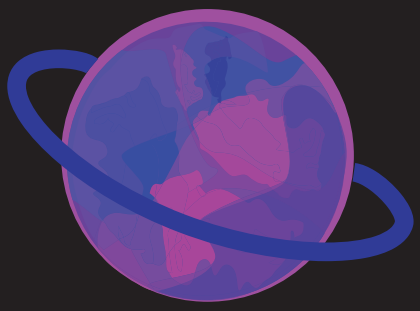
Null Sector



Dangerous

29

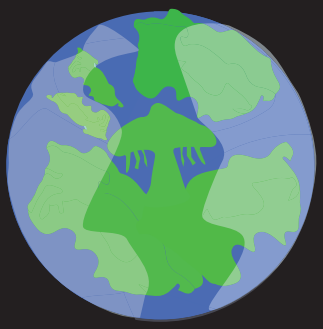
Xeraga



Dangerous

30

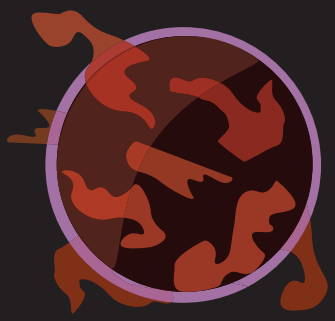
Pandora



Dangerous

31

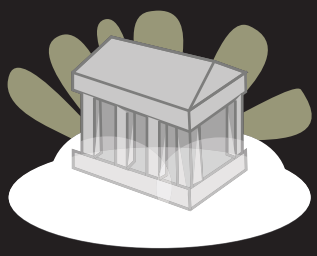
Ulnar



Extreme

32

Olympus



Extreme

33

Mustafar

Extreme

34

Yautja Prime

Extreme

35

LV-426

Extreme

36

Cyborg Reptile

15 5

30

Evil Robot

14 4

29

Surtur

14 4

28

Zeus

17 5

33

Amon

17 5

32

Banshee

16 5

31

Xenomorph

20 6

36

Predator

19 6

35

Kylo Ren

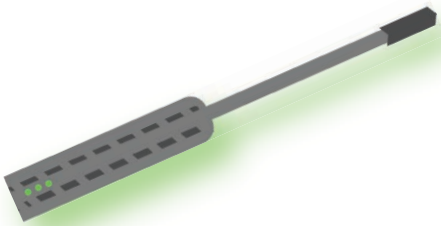
18 5

34

3 Receiver

Combine with 2 other compatible Gun-Components to create a new Gun. Discard this card once the Gun has been created.

2 Barrel



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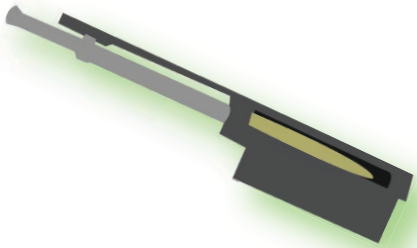

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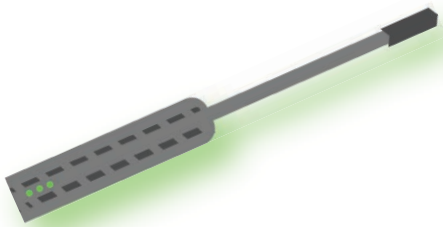

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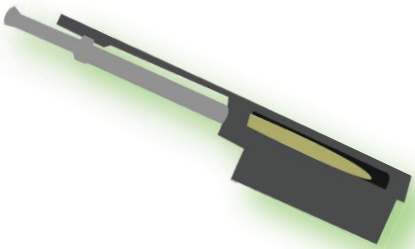

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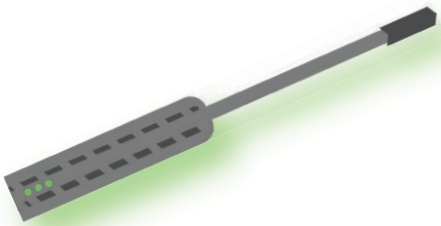

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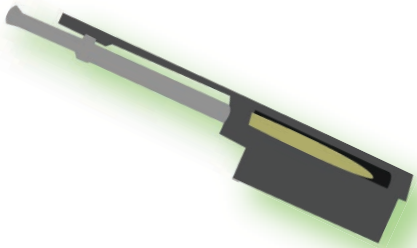

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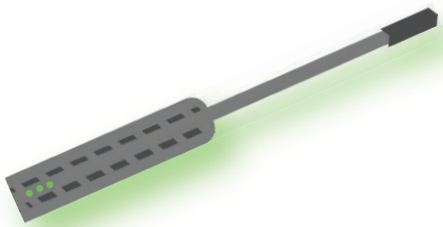

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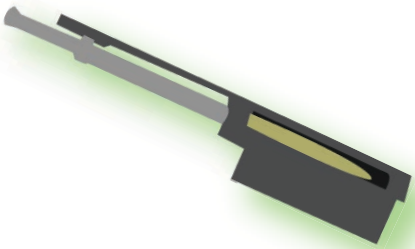

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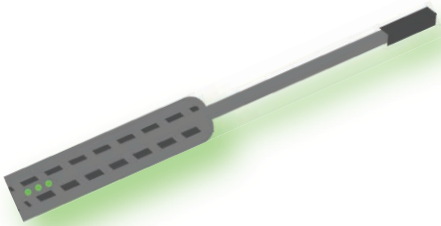

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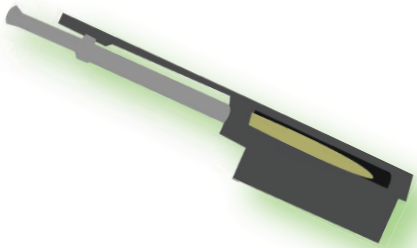

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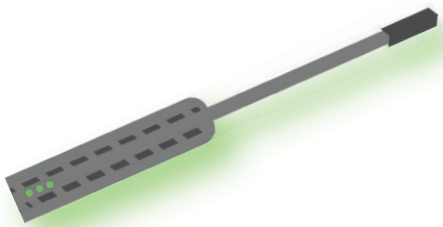

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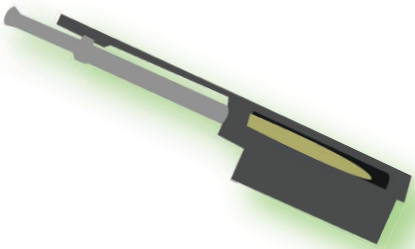

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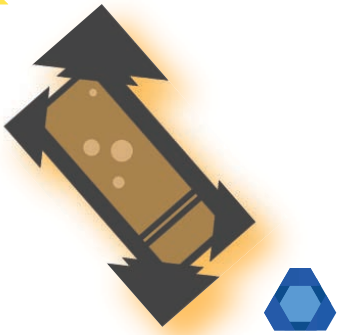
2

Shield Battery

Immediately use when an Obstruction Card is used on you. Discard this card to negate that card's effects.

3

Thrusters

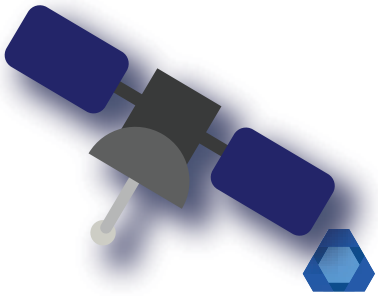


For this round, you can explore 2 Planets.

This card can be used before Scouting.

2

Survey Beacon



Look at the enemy on a single Planet before scouting. (You do not have to tell your opponent).

This card can be used before Scouting.

2

Co-Pilot

Draw an additional Planet from the Explore Deck this Round and place it face down.

This card can be used before Scouting

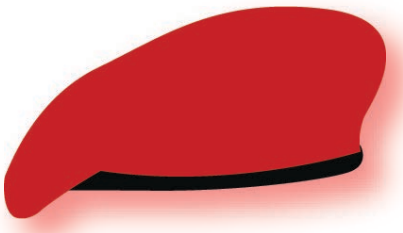
3

Spy

Change the Planet your opponent has chosen to explore, to another available planet.

6

Mercenary

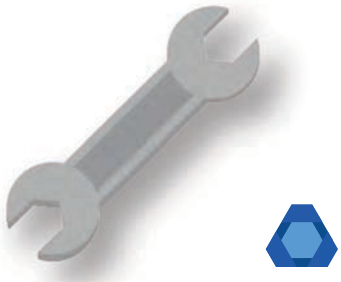


I'll do it ....

For a price.

3

Crew Member



Roll an additional dice when dealing damage this round. (Does not work if you have 3 Guns, or if you are fighting the Boss)

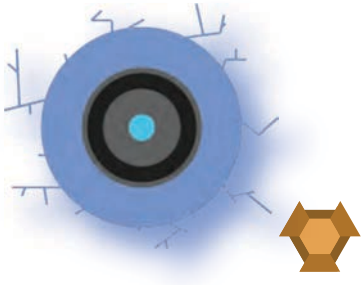
0

Thief

Steal any Reward Card from your opponent.

2

EMP Cannon



Reduce the amount of dice your Opponent Rolls by 1 (Does not work if the Opponent only has 1 dice)

2

Shield Battery

Immediately use when an Obstruction Card is used on you. Discard this card to negate that card's effects.

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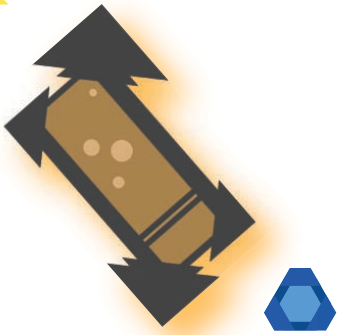

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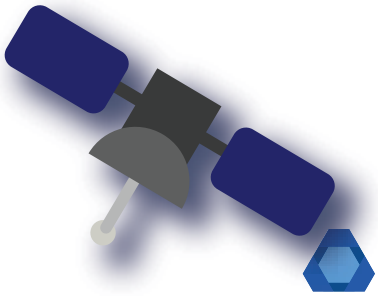

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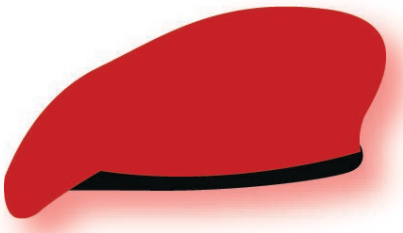

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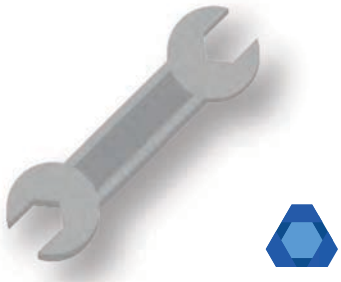

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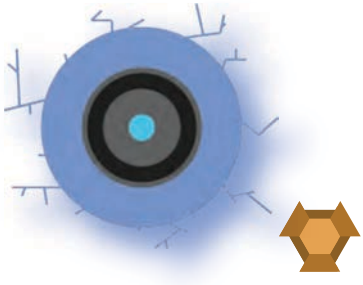

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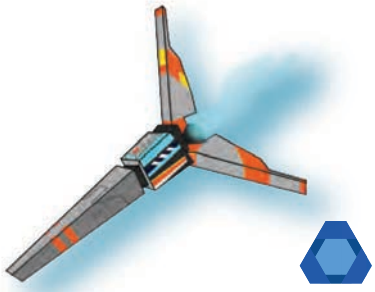
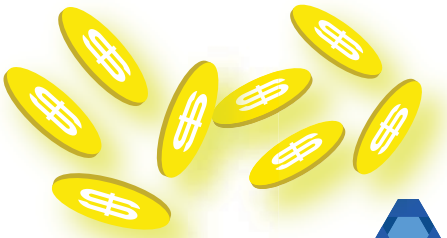


Draw a Planet's reward card count without fighting the Enemy. (Only works on Low or Moderate Difficulty Planets)

1

Space Coins



Double the amount of Reward Cards gained aftering defeating a Planet's Enemy (Only works on Low Difficulty Planets)

1

Junk

This card's Value is increased by 1 for each 'Thrown' Card that is 'thrown' with this card.

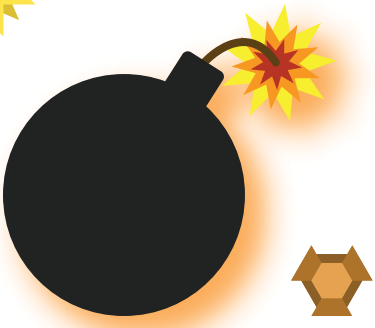
1

Amplifier

Increase the Strength of your opponent's Enemy by 2

2

Big Bomb



Discard 2 of your opponent's Reward Cards

3

Vespene Gas

Attach to a Gun. That Gun now always deals an additional damage as long this item belongs to the player. (The attached Gun can no longer have other Reward Cards attached)

1

Asteroid

This card can be 'Thrown' after dealing Gun damage.

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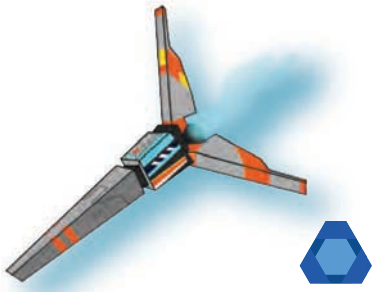

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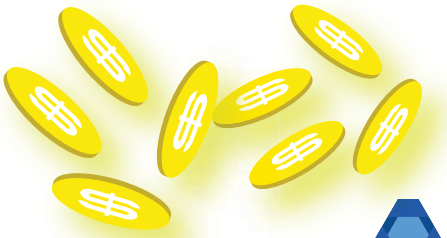

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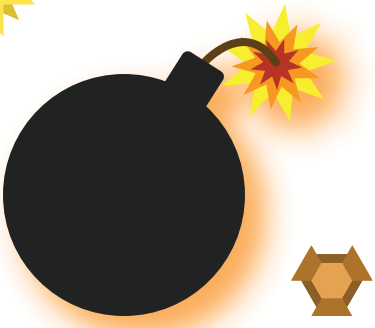

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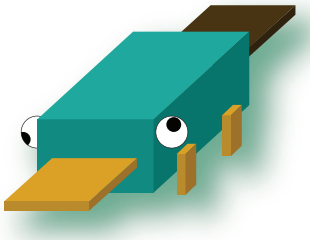
Wood Platypus



It's Perry

The inaction figure

4

Secret Hoard

Double the amount of Reward Cards gained aftering defeating a Planet's Enemy (Only works on Low, Moderate or Risky Difficulty Planets)

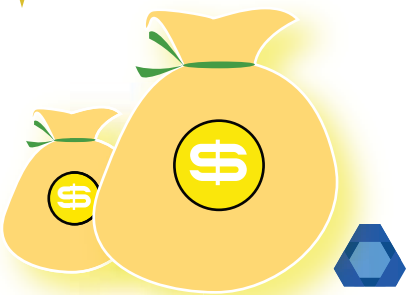
4

Jorium

Attach to a Gun. That Gun now always deals 2 additional damage as long this item belongs to the player.
(The attached Gun can no longer have other Reward Cards attached)

3

Money Bags



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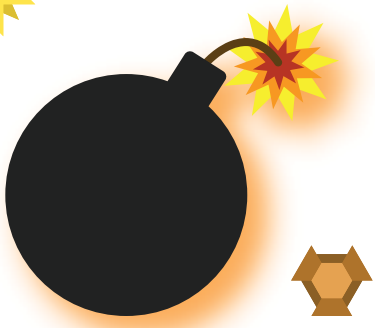

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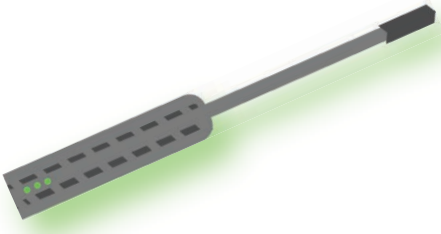

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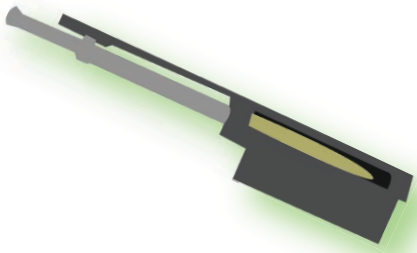

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