

Beta Aquarii

Objective: To win by eliminating the enemies Base or eliminating all enemy Squads.

Components

Game Board: 1

Cards and Ships: 2 decks of 53 cards. Cards represent ships and are grouped in Squadrons (Squads) of 5 different ships and a Base that contains 7 ships.

Squad Markers: 5

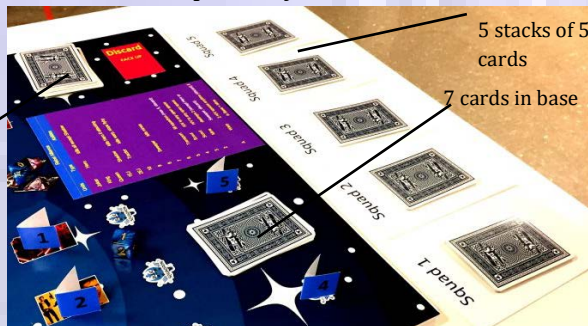
Squad Bays: 5

Dice: One 6-sided Movement die, one 8-sided Obstacle die, 5 4-sided dice

Ship/Card Value and Ability Cheat Sheets

Set Up

Card Dealing: Have each team shuffle their deck of cards and deal 5 cards face down onto each of the 5 squad bays.



Deal another 7 cards face down onto the base. And place the remaining 21 cards onto the draw pile.

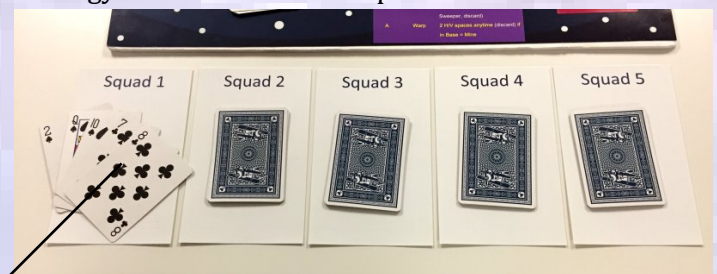
Setting up the Quad Storm:



A 2 was rolled on the blue die, so the yellow die is placed on the 2 maker. The yellow die is rolled and is a 3.

Start by rolling the 4 sided blue die, whatever number is rolled; place the yellow die on tile that matches the blue die rolled. Then roll the yellow die to determine what number will be showing once placed. Repeat rolling the blue die to determine the locations for the other 3 dice going in order of Yellow, Red, Purple and Green. If the blue die indicates a location already in use, it needs to be rerolled until a unoccupied marker is assigned.

Preparing Ships Each team can look through their cards of the different squads and base and rearrange the cards to best fit their strategy. Card abilities are explained below.



An example of a well arranged hand. Bomb in front followed by high cards in descending order. Due to the 8s special ability this player is keeping it safe at the back.

An example of a base arranged in a tactical order



*Note: A player cannot trade cards between squads or base. Once arranged, the cards can no longer be moved, except as described below.

Obstacles: Both Teams have an Obstacle represented by an 8-sided die, which is placed on the obstacle marker as shown below. The die is rolled when the Obstacle is engaged by the opposing team.



The Galactic Empire Obstacle die

Card Abilities

Not every card has an ability, cards without an ability are ranked from highest to lowest.

Units	Type	Abilities
Joker	Hero	kills all except Shadow, will kill Mine with a 5/6 die roll
King		
Queen		
1EJ	Shadow	kills Hero if attacking
2EJ	Tractor	kills warp, stops flyby
10		
9		
8	Sweeper	kills mines
7		
6		
5	Transport	fill squadron (max 5, discard)
4	Scout	H/V to any open space
3	Scout	H/V to any open space
2	Mine	destroys 2 (except Hero or Sweeper, discard)
A	Warp	2 H/V spaces anytime (discard) if in Base = Mine

Cards with special abilities include the Warp (A), Mine (2), Sweeper (8) and Tractor (2EJ) Cards. Special ability cards must be “declared” out loud to the other Team before

playing. If not declared before playing the ability is void and the card value is determined by its value only (e.g. 10 is lower than a Q, but higher than all lower cards)

Team Play

6 players can play per team. 5 players each control a squad, and the 6th controls the home base. If you have fewer than 6 players per team, a player can control multiple squads and or base.

Team strategy - Setup: Teammates can only help and give advice for card ordering during the setup phase. During battle or movement, only the person controlling the squad can make decisions.

Optional time limit: If agreed on by both sides, a time limit can be set for the set up phase.

Turn Order

Move me, move friend, attack.. turn over

First: Both teams roll a 6 sided die to determine which Team moves first. Highest number wins.

Order: Squad 1 must move first. After the Squad 1 player moves, other Squad 1 players rotate starting on the left of the first Squad 1 player and continue rotating left throughout the game.

On a player’s turn, that player can move his squad, or assist in moving a teammate’s squad. Next, that player, if in position, can decide to attack an enemy. After a move phase and an attack phase that player’s turn is over and then an opposing team’s player takes his/her turn.

Movement

Normal movement: A player can roll the 6 sided die and move accordingly. *NOTE: You

can move multiple squads by splitting the value of the die.



Movement by cards: You cannot split the value of a movement card between squads. The Scout cards: (3 & 4) and the Warp cards (A) are the only movement cards. When played, the squad can move to any open space. They must be the top card in a Squad and **MUST** be Declared in order to be played. After being played, the cards are discarded.

Normal Movement allows for horizontal and vertical moves only.

Quad Storm movement: A Squad can move into, out of, and through the storm (the Quad Storm markers) horizontally, vertically and diagonally.



Ship can move into the storm diagonally and out of it diagonally

Once a ship enters the Quad Storm the movement phase is over. No other ships can move, except the ship that entered the Quad Storm.

Once in the Quad Storm, a player rerolls the 6 sided movement die. If the players die is higher than the number on the Quad Storm die, the player has won. If a squad beats the Quad Storm die, they can advance the remainder of the number that beat the Quad Storm die. If the squad loses to the die, in which case the squad must end its turn.

Further Quad Storm details are described below.

Team's own base: A squad can move into, out of, and through their base, horizontally, vertically or diagonally.

Attacking opponent's base: A squad can move into and out of an enemy's base, horizontally or vertically only, no diagonal movements.

Obstacles: If a squad successfully passes through an enemy's obstacle, they can move the remainder of the number that beat the obstacle die. Once a ship tries to pass the obstacle die, all other movement is stopped for that turn.

Errors: If a team is caught making an error during movement or attacking or breaks a rule, that move/attack is taken back to the original position and that team loses its current turn.

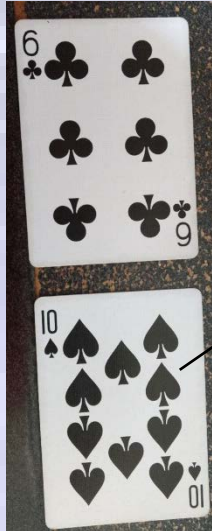
Combat

Once a battle starts between squads, you can no longer move, even if there is still available movement that has not been used.



Combat occurs when 2 enemies land on the same square.

Normal War: The squad that attacked plays a card first. The High card always wins unless a special ability shows otherwise. The winning



Example of a squad attacking. 10 would win and stay put, 6 would be discarded.

card stays in play until beaten. The defeated card gets put into the discard pile.

Each squad continues to play cards until one squad loses all cards. That squad is then eliminated. You can escape a fight by playing and declaring a warp card (A).

There is no combat in the quad storm. Use that to a player's advantage!

Cards: (For all Card abilities to take place, the card ability must be Declared!) Discard special ability cards after played. Except for the 1EJ which stays in play if attacking and killing a Hero.

If there is a tie in battle, both teams roll the 6 sided die. First team to win 2 rolls in a row wins the battle.

Units	Type	Abilities
Joker	Hero	kills all except Shadow, will kill Mine with a 5/6 die roll
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Tractor: A 2EJ kills a Warp and can be used to tractor beam the opposing squad into battle. Card is not discarded after use.

Sweeper: A 8, can eliminate one Mine per Squad during a battle and is not discarded upon being declared.

Transport: A 5, upon being declared, can reload that current squad to its max card level of 5. Discard after use. A player may organize the new ships into the squad.

Mine: A 2, destroys the first 2 ships in an enemies squad. After played, it is discarded.

Warp: An Ace, must be declared to execute a Warp. After use, it is then discarded

Quad Storm

To win in the quad storm, roll Movement die and that number must exceed the number on 4-sided die

Green Die "Boost": If you beat the green boost die, can draw one extra card for that squad and then put into in whatever spot in that squad. No further movement is allowed after. After attempting to enter the green boost, turn Squad Marker on its side. Can only enter once per squad.

If a squad loses against the green boost, then it loses its turn and can no longer enter.

Only one try per Squad, win or lose.

In future returns by Squad to Green Storm, treat as a normal space with no dice roll

Yellow “Lose Turn”:

If beaten, advance the Remainder.

If Lose, then squad remains in Yellow Quad storm, and turn is over.

Red “Repairs”:

If beaten, squad advances Remainder.

Lose – squad returns to any open slot in his home base.

Purple “Lose Ships”:

If beaten, squad advances Remainder.

Lose – the number on the Purple die equals the number of ships the squad must discard in that squad.

Tips and Tricks

Here are some tips and tricks that can be very useful during gameplay.

When moving or attacking with a Squad, a player should always keep his cards/ships visible to him (hold them like a Poker hand). DO NOT play your cards blindly (like in the game of War) as it becomes easy to forget to declare a required Declaring card ability that must be announced before playing!

There are only two ways to win, so eliminate the Base or seek to eliminate all the Squads.

When ordering the cards in a squad before the game, always place the transport card at the bottom to maximize effectiveness.

Sweeper, Mine, Royals and transport all in one squad is one of the best hands, be super aggressive.

Hide out in the quad storm to avoid combat.

Remember a player can move multiple squads by splitting the value of the dice.

Beta Aquarii

Fast-Play Strategy Board and Card Game

Legend has it that the Ancient scrolls of Galvarino are hidden In Beta Aquarii, a star located 540 light-years from the sun. The scrolls explain how to enter the lost Golden city. The Rebel Union and the Galactic Empire are racing to discover the scrolls. However, both sides clash together in a battle for their lives. Whoever comes out victorious, will control the star and the scrolls to lead them to the long lost city.



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