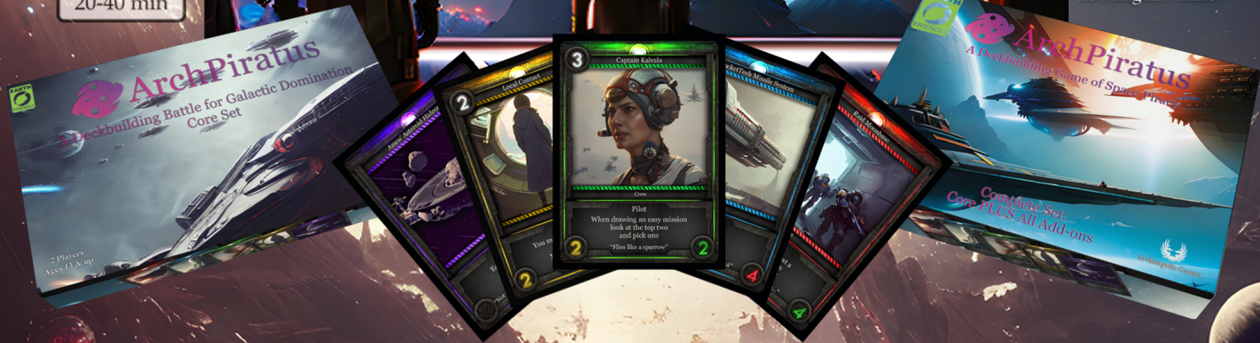


2 Players
Ages 13 & up



ArchPiratus

A Deckbuilding Game of Space Piracy



Rules Booklet v 2.0 December 31, 2023

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www.Archangelis.Shop

Game Designed by Todd Bartine, Evey Bartine, and Jenn Ampulski
All Artwork and Design by Todd Bartine

Take your first steps towards INFAMY!

You may just be a struggling captain now...but you have ambition. Take a few unseemly jobs, smuggle some sketchy goods, and maybe even engage in a little...piracy. Do whatever you have to do to increase your stake in the galaxy. Eventually, you can afford the crew and ship upgrades to participate in a better (but admittedly more challenging) class of contract. Play your cards right...one day, you could be the one running things.

In ArchPiratus, you play a scrappy starship captain negotiating the many challenges of life in space. Hopping from station to station in search of gigs...you might just be able to find the crew and technology needed to become a force to be reckoned with. But you're not alone out there...

...pirates, aliens, station gangs, and your competitors all have the same idea. And they are not afraid to fight you for the resources and power.

CARD TYPES

Credits - Stuff to spend in the store

Contracts - Use these to commit to missions

Local Talent - Can be used as credits or as crew

Stations - Where you'll turn in completed missions

Missions - The jobs you need to take...

Crew - Talented folks to hire

Tech - Upgrades for your ship

Card Anatomy



All cards in ArchPiratus have the same features:

A: Name

B: Cost - The amount of credits needed to buy this card

C: Art

D: Type - The basic type of the card

E: Keywords - These will interact with other cards

F: Abilities - These will indicate when and how they are used

G: Credit Value - Value used for buying cards in the store (on mission cards, this is the points you earn for the mission)

H: Tech (Red)/Crew (Green) Value - Value used in missions (on mission cards, this is the total crew points required)

Game Setup

1 – If using the Admiral cards, each player chooses one Admiral (or they may be selected at random) and sets it face-up in their play area. Set the remaining Admirals out of play.

2 – Each player takes seven (7) Credits cards and three (3) Contract cards. This is your starting deck. Shuffle. Place face-down.

3 – Place the Stations face-up to the side. Place easy missions in a facedown pile next to the easy Station. Do the same for the medium missions, the hard missions, and the final missions. Every player takes a die, and places it on the easy Station, with the spaceship side on top.

4 – Set the Local Contact cards in a face-up deck near the middle of the table where all players can reach it.

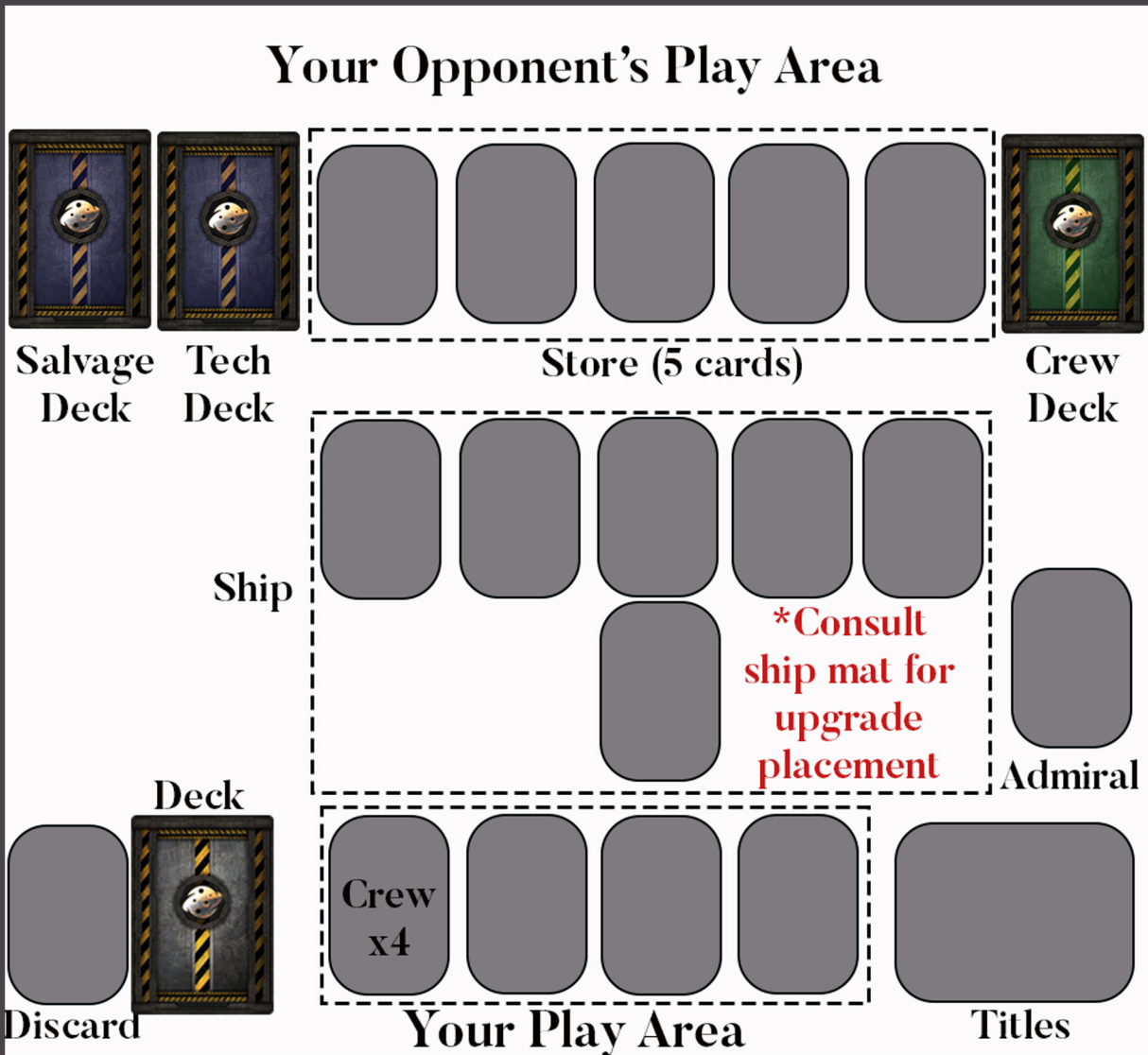
5 – Shuffle all Tech cards (blue back) and place in a face-down deck in the middle of the table. Deal out five (5) face-up cards in a row to the right of the Tech deck. This row is the “Store.” If any Event cards are drawn, place them on the bottom of the Tech deck and replace them with new cards from the top of the deck.

6 – Shuffle all Crew (green back) cards. Place the Crew deck in a face-down deck to the right of the “Store.”

7 – Each player draws three cards from their own deck. Determine the starting player in the manner of your choosing.

You're Ready to Play!

Table Layout



NOTE: The 4 stations may be placed to either side, face up in a row. Place the matching missions in a face down deck next to each station. Easy with easy, medium with medium, et cetera.

How To Win

Perform missions until you have six (6) mission points...then move to the final station, and complete the final mission. OR...just blast your opponent into stardust when they are at the same station as you!

How To Play

Turn phases:

- 1 – Draw and FIRE!
- 2 – Buy
- 3 – Contract
- 4 – Move and Mission
- 5 - End

1 – Draw and FIRE!

Draw three cards from your deck. If your deck does not have three cards remaining, take what cards (if any) are remaining into your hand. Shuffle your discard deck and then draw until you have three cards in your hand.

- **FIRE!** If you start your turn on the same station as an opponent, and your weapon value is **HIGHER** than their armor value...you score a hit. Increase the number on the top of their dice by 1. If it ever reaches 4, they are out of the game!

2 – Buy

- Cards that have Credit values (bottom left) may be spent to buy new cards. Total the Credit values on cards you wish to spend.

- You may buy a card from the store which costs equal to or less than the amount of Credits you have to spend. Place the card in your discard, and replace it in the store with either the top card from the Tech Deck or the Crew Deck.

- You may keep buying cards this way until you have insufficient credits. Any unspent credits are lost.

- For 2 credits, you can buy a Local Contact (if any are remaining) and place it in your discard.

- If there are cards in the Salvage pile, you may search them and buy any of them for 2 credits. Place the card in your discard.

- If an Event card (from an add-on set) is drawn from the Tech deck, it immediately takes effect. Place it on the table, on top of any previous events, and draw a new card from the Tech deck. All Events end if the Tech deck runs out of cards.

- All cards used for credits are placed in your discard, **EXCEPT TECH CARDS**. Tech cards are placed in the Salvage pile.

How To Play(continued)

3 – Contract

These actions may be performed during this step:

- You may place a Tech item from your hand in its appropriate space on your Ship Mat. If there is a card already there, place the old Tech card face up on the Salvage deck
- You may place a Local Contact or Crew card from your hand into a crew space. Your crew may only have 4 members. If replacing a crew member, put the replaced Crew card on the bottom of the Crew Deck (or Local Contact pile, if a Local Contact is replaced). You may only have one of each type of crew member (ie. Commander, Pilot, Mechanic, Local Contact, et cetera).
- You may play one (1) Contract card per turn. Draw a Mission card from any mission deck EXCEPT FINAL. Place the Mission card face up on top of the Contract card in front of you.

4 – Move and Mission

Each turn you may move **ONCE** to another station. You may **only** move to the Final station if you have **6** mission points.

Then, after moving, consult your mission cards:

- If your ship and crew meet a mission's requirements (The value in the lower right of the Mission card is the TOTAL Crew value required), and you are at the station matching its difficulty, you may complete the mission. Set the Mission card in your play area, and the Contract card in your discard.
- You may only complete one mission per turn.
- Note the mission points in the lower left corner of the Mission card. Once you have 6 mission points, on your next turn you can move to the Final station and contract the Final mission.

5 – End of turn

Did the current player just complete the Final Mission? If so, they win! If not, play proceeds to the player to the left. Any player knocked out of the game returns all cards to the bottom of their respective piles.

Example of Play

It 's Evey's turn:

First, she draws three cards from her deck...and gets 2 cards with Credit values (lower left) totalling 5, and an engine (Tech card).

She wants to spend her credits. She buys one card with cost (upper left) of 2, and puts it in her discard. She replaces the card with the top card of the Crew Deck (she's hoping to find a pilot). She can't afford any of the other cards in the store...so she buys a Local Contact card, placing it in her discard.

She could use the engine for credits, but she wants it on her ship. She already has an engine, of lower value, on her ship. She takes the old engine, and puts it in the Salvage Deck, face up. She then places the new engine in its place.

She moves to the easy station. She has no Contract cards, and isn't ready to complete a mission...so she ends her turn.

It's Todd's turn:

Todd draws three cards...and gets a Contract card, a Mechanic (Crew Card), and a card with a Credit value of 2. He is at the medium station and Evey is at the easy station...so he can't fire at her ship.

First, he looks through the Salvage Deck, finds a card he wants, (Salvaged cards all cost 2) and adds it to his discard. He also discards the card he spent to generate 2 Credits.

He plays the Contract card and decides to draw a hard difficulty Mission Card, placing it face up on top of the Contract card in front of him. **Continued next page...**

Example of Play(continued)

Todd then adds his new mechanic. He already had a mechanic, so the old one is placed at the bottom of the Crew Deck.

Todd wants to move...but can't if he wants to turn in his medium mission. He has to stay at the medium station. It requires a mechanic (he just added it), a computer (he already had one), and a total Crew Value of 4 (he has 2 crew members, each with a Crew value of 2). The Mission card goes to Todd's stack of completed missions...the Contract card under it goes in Todd's discard.

He's done...so it's Evey's turn again.



Solo Variant

SETUP:

- Normal for player: 7 Credits cards, 3 Contract cards
- AI: No cards
- Normal setup for Tech and Crew decks
- Normal setup for Stations and Missions
 - Draw 1 Final mission, and place it FACEUP on the AI player's side.
- Place two ship dice on the Easy station, one for the player and one for the AI.
- NOTE: During the game, ignore ALL text on any crew or tech assigned to the AI's ship. Only the numeric values are important. Events affect both the player and the AI.

PLAYER TURN:

- Player goes first, and player turn is normal EXCEPT:
 - Each turn, the player may send one card in the Store to the bottom of the appropriate Store deck, and replace it from the top of the same deck.
 - If a player sends tech to salvage, check to see if it is superior to the tech equipped to the AI's ship. If it is, equip it to the AI's ship, salvaging the tech that it replaces.

AI TURN:

- If the AI ship is at the same location as the player's ship:
 - If the AI ship's weapon value is greater than the player's armor value...it fires and the player's ship takes one damage
 - If the player's weapon value is higher than the AI ship's armor value, the AI ship moves to any other station (except the Final one).
- If the AI ship and player's ship are at different locations:
 - If the AI ship's weapon value is higher than the player's armor value, move the AI ship to the player's location.

Solo Variant (continued)

AI TURN (Continued):

- Check the Store:

- If there is a level 3 tech card of a type the AI ship does not have, equip it to the AI ship, and proceed to the Move and Mission step.
- IF NOT, if there is a level 4 version of a type where the AI ship has a level 3 version, equip it to the AI ship, and proceed to the Move and Mission step.
- IF NOT, if there is a level 5 version of a type where the AI ship has a level 4 version, equip it to the AI ship, and proceed to the Move and Mission step.
- IF NOT, if there is a crew of a type not attached to the AI ship, attach it to the AI ship, and proceed to the Move and Mission step.
- The AI ship will not equip rooms or titles, or use piracy cards.
- If multiple Store cards meet the same criteria, choose the one closest to the Tech deck
- Handle replaced cards as normal.
- When refilling the Store, always replace from the same deck the selected card came from.
- If at any point the AI has met all requirements of its Final mission, the NEXT turn, it will move to the Final station, and turn the mission in.
- If ever a card requires a choice to be made by the AI, make it in such a way as to give greatest advantage to the AI.

END OF GAME

- First player to complete a Final mission by turning it in at the Final station...wins! If either player ever receives their fifth hit, they are out of the game.

A few other things...

Important Terms:

- **Exile**...means remove the card completely from play
- **Steal/swap**...the card will tell you who gets to choose the card(s) stolen or swapped.

Common Questions:

QUESTION: What do we do if the Tech or Crew deck runs out of cards?

ANSWER: If the Tech deck, Crew deck or Store ever runs out of cards...just keep playing! If the Tech deck runs out of cards, all Events are cancelled.

QUESTION: Can I turn in a mission at a station and then move to another one?

ANSWER: No...the order of play is “move, then mission.” You can only move before turning in missions.

QUESTION: If my weapon is more powerful than my opponent's armor...and their weapon is more important than my armor...can we both shoot at each other?

ANSWER: Yes. At the beginning of your turn, if you are both at the same station, you would do one damage to their ship. And then at the beginning of their turn (if still at the same station), they would do damage to your ship.

THE GOLDEN RULE: If the instructions on a card differ from the rules, perform the instructions on the card as written.

QUESTIONS? Check out our FAQ section at www.archangelis.shop

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