

# Space Marines

You are a captain of a small fleet of space marines. You either work for a grand company, or for some mercenary third party. Either way, you want the **credit**. You want to capture a planet. How? The first player to capture 3 monuments wins the game.

Well, who are you? Who am I? This is decided from the start. Shuffle the deck of player cards and distribute 3 to each player face down. Each player can then pick one of the three to be their representative. Each player card may have abilities, we will go into them later. Each player card is from one of four teams:

1. **ATLANTIS is orderly, refined, and 'just'.**

Their troops are generally more standard, utility based, and can support targets.

Their cards can contain a ability **maim**, which makes it so that a card does not get cycled at the end of the [CONCLUDE] phase for a turn. [REVEAL] abilities do not occur on maimed troops.

2. **CALYPSO is coarse, powerful, and unforgiving.**

Their troops have high power scores (and space costs) and generally interact with opposing troops either by returning them to their owner's hand or cycling them immediately.  
ability?

3. **LEVIATHAN is slow, protecting, and amplifying**

Their troops have low power scores, but provide spell and troop amplification or abatement.  
Ex: Leviathan lowers troop power instead of just getting rid of the troop.  
ability?

4. **OUTLAW is a jack of all trades**

You may see hints of all other troops here, but never wholes. Outlaw consists of troops which require a gambit, personal loss for temporary gain, interactions unlike any other guild.

Anyway,

I hear you ask, how do we capture monuments? You capture them by having the highest troop power and overwhelming your opponents. How do we get troops?

At the start of every turn, you will get 5 gold. You can then use this gold to draw cards from three seperate decks:

1. Troops [1 gold first draw, +1 for each additional draw]
2. Events [1 gold first draw, +1 for each additional draw]
3. Infastructure [3 gold per draw]

There is no maximum hand size. Let's start with the bread and butter,

## --TROOPS--

Each troop has a troop power (P) value, and also has a troop space (S) value which it takes up.

Below is a piranha troop. The top right is it's troop space value of 2. You can only play troops if the total sum of your troops you played is less than your total troop space. For example, if I had a troop space of 3 and 2 piranhas, then I could only play one piranha. Any mistakes require immediate cycling (removal) of cards until your troop's total space is below your total troop space. Unless otherwise specified, you can only have a maximum of three cards in play at once, even if you have excess troop space.

The bottom right is it's troop power, it has 2 power. If this troop power is modified, say I increase it by 3 using a separate card, then treat

It's text is it's ability which occurs during one of three stages:

1. **[REVEAL]**: Right after reveal. These abilities occur in player turn order, which reverses every turn. Players can choose which abilities occur first.
2. **[TALLY]**: After all reveal abilities have been exhausted, you utilize any abilities which occur during the tally stage. After you tally up everyone's score, the highest score takes the monument home.
3. **[CONCLUDE]**: After the monument winner has been decided, any conclude effects will occur.

# Piranha

# 2



## Troop - Calypso

[TALLY]

If another Piranha is next to this troop,  
double this troop's power until cycled.

# 2



Reading this troop, I can see that there are two more keywords that matter. What is cycled? After the [CONCLUDE] phase, all troops that are played go to the discard pile unless otherwise specified. This act is called **cycling**.

How can something be next to this troop? Remember you play three cards. Play them in a straight line, so that there is a left, middle and right card. Next to just means that it is placed next to another piranha (two piranhas placed left and right are not next to one another).

Another thing you ask is, why is the first phase called reveal? This is because you actually place your cards face down, and reveal them once combat starts. Remember to be doubly sure you're correct on your troop space!