DEEP SPACE D-6

Quick Rules

1. Roll all available Crew Dice.

2. Immediately lock in any 🔌. If there are 3, draw a new threat card then return dice.

3. Assign Crew to Stations/Missions.

4. Draw a new threat card.

5. Roll threat die and resolve matching threats.

6. Gather all available Crew.

Returned

Infirmary

Change a Crew die to any face
or
Re-roll available crew

⬆ Fire Weapons

1 Damage + 2 for each additional ⬆ used

Return all units from the Infirmary
or
Return a 🔌

Recharge Shields
or
Stasis Beam

Repair Hull

+1 🔧 + 2 for each additional ⚙ used

4

3

2

1

Unassigned

4 Flagship	**▼ Solar Winds**	**3 Intercepter**
⚃ ⚅ ⚄	⚁	⚀ ⚁ ⚂ ⚃ ⚄
-3 Hull	-5 Hull Then Discard	-1 Hull

3 Scouting Ship	**2 Raiders**	**4 Boarding Ship**
If you lost Hull this round, lose 1 additional Hull.	⚃ ⚅	⚂ ⚃
	-2 Hull Ignores Shields	-2 Hull ⬆ Send to Infirmary
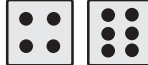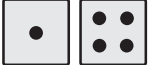
3 Space Pirates	**2 Raiders**	**2 Raiders**
⚀ ⚂	⚃ ⚅	⚀ ⚃
-2 Hull	-2 Hull Ignores Shields	-2 Hull Ignores Shields

4 Meteoroid	**1 Drone**	**4 Bounty Ship**
⚀	⚂ ⚄ ⚅	⚀ ⚁
-1 Health. When destroyed, -5 Hull.	-1 Hull	Destroy all shields -1 Hull
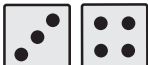
3 Bomber	**2 Space Pirates**	**4 Intercepter X**
⚃ ⚃	⚂ ⚅	⚀ ⚁ ⚂ ⚃ ⚄
-1 Hull Send a unit to the Infirmary.	-2 Hull	-1 Hull

2 Space Pirates	**1 Drone**	**4 Hijackers**
⚂ ⚅	⚂ ⚄	⚄ ⚄
-2 Hull	-1 Hull	-2 Hull.

Corsair
2

⚃ ⚄ ⚃

-2 Hull

Friendly Fire

All ⬆ go directly to infirmary. Then discard.

Cosmic Existentialism

Must be completed before assigning any other 🦴 crew.

🦴

Nebula
3

Shields Offline

⚀ ⚂ ⚂ ⚃ ⚄

-1 Health. When destroyed, Shields Online

Mercenary
3

If no threats activated this round, -2 Hull

Cloaked Threats

⚁

After the threat phase. Roll the threat die again.

🦴 🛡

Assault Cruiser
4

⚃ ⚄

-2 Hull

Distracted

?

⚃ ⚄

Return this unit. Then discard.

🌼 🌼
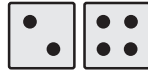
Time Warp

⚁

All threats recover 1 damage

🦴 🦴

Bomber
2

⚁ ⚃

-2 Hull
Send a unit to the Infirmary.

Boost Morale
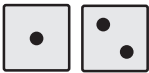
⚅

Return a 🎮
Then discard.

Panel Explosion

You may not assign:

⚙ ⚙

🌼

Assault Cruiser
4

⚀ ⚁

-2 Hull

Pandemic
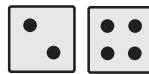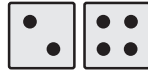
⚀

Send a unit to the Infirmary.

🦴 / 🌼

Invaders

⚁ ⚃

Send a unit to the Infirmary.

⬆ ⬆

Bomber
2

⚁ ⚃

-1 Hull
Send a unit to the Infirmary.

Comms Offline

You may not assign:

🛡

⚙

Robot Uprising

⚀ ⚁ ⚂

Send a unit to the Infirmary.

⚙

Don't Panic!

Nothing Happens.

Don't Panic!

Nothing Happens.

Don't Panic!

Nothing Happens.

Don't Panic!

Nothing Happens.

Don't Panic!

Nothing Happens.

Don't Panic!

Nothing Happens.

Removing Don't Panic cards makes the game more challenging.

Remove:
1 Card = Easy
3 Cards = Medium
6 Cards = Hard

To make the game shorter,
shuffle all the cards you want, then remove:

5 for a shortened game.

8 for a fast game.

Dice Converter
For use with regular pip dice.