

# OPEN WORLDS

## BATTLE for Extra-Solar Planets™

**OPEN WORLDS™** is an expandable strategy card game set in humanity's foreseeable, space-faring future. Players compete to control a sector of exoplanets.

You direct the extra-solar expansion of an interplanetary conglomerate. Until now, operations have been confined to the Sol System—Earth, Luna, Mars, Titan, KBOs and other bodies orbiting Earth's home star. The rule of law has applied.

Now there is **star drive**. Your conglomerate has built a commercial fleet and can reach ungoverned extra-solar worlds rich in resources.

Each game occurs in a sector beyond Sol control. But that lawless state won't persist indefinitely. Your goal is to dominate the sector's exoplanets before the intrusion of Sol authority. Deploy fleets, install facilities, position defenses, and take military action when you must. Your deck represents your organization's resources available to you. The higher your income, the more cards you draw.

For now, there are no laws – only the demand for interstellar profit. Your mission: Meet that demand before the law arrives.

### **OPEN WORLDS™ Battle for Extra Solar Planets**

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### **OPEN WORLDS™ Limited Public Playtest 2020**

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# Game Elements

## DECKS

An **OPEN WORLDS™** game is played with the following decks of cards:

- A **Worlds Deck**
- A 54-card **Player Deck** for each Player.

No other pieces or parts are needed.

The Worlds Deck is composed of **Worlds Cards**. It should have enough cards in it so that the random selection of 5 Worlds for each game creates varied experiences. A Worlds Deck of at least 36 cards is great. We recommend a minimum of 12. Each World must be unique.

A 54-card Player Deck may be any one of the available pre-constructed decks, or a deck created according to the Deck Construction rules (**See Appendix A**). Open Worlds™ cards are available in several different color schemes so each Player's deck can have a distinct appearance. Every card is available in each color scheme.

During Play your Player Deck is stacked face down as your draw pile.

## CARDS

### World Cards

Each World Card represents an unclaimed exoplanet ripe for development/exploitation. A World Card displays, in addition to an image and a name, up to 4 relevant characteristics:

- **H2O** – A value from 1-9 that represents the maximum number of Facilities the World can support.
- **RES** – A value representing planetary resources that affect certain industrial output and income.
- **Habitability** – If a World Card says “Habitable” humans can live there more easily, affecting the efficiency of certain Facilities.
- **Hostility** – If a World Card says “Hostile” there are lifeforms or similar features that undermine or hinder human efforts at the World.








Note: If a World Card does not say *Habitable* or *Hostile* then it is “non-Habitable” or “non-Hostile,” respectively. Note also: A World can be both Habitable and Hostile.

# Game Elements

## Player Cards

Player Decks include up to 5 Types of cards representing units in play, actions taken, or events occurring. Every card includes a Type symbol in the **lower right-hand corner**. The general Types of cards are:

- Facilities  – units installed on Worlds (cities, industry, shipyards...)
- Orbitals  – units orbiting Worlds, such as ships and space stations.
- Ground Forces  – combat and defensive units deployed on Worlds.
- Catastrophes  – events that harm or affect units on and/or orbiting a World.
- Utilities  – actions and special reactions that may be played immediately under specified conditions.

### About Symbols

In addition to the *Type* symbols above, Player cards (and these Rules) use the following symbols for certain concepts, phrases, or words (explained in detail in the pages that follow):

#### Kinds of Facilities

-  Post
-  Mining and Drilling
-  Population
-  Production
-  Yard
-  Special Complex

#### Kinds of Orbitals


-  Ship
-  Station
-  Field


#### Kinds of Ground Forces


-  Manned
-  Automated


#### Other Important Symbols


#### INCOME


 **CLASS** – Applies to Ships. Ship Class affects the ability to deploy.


 **Weapon Power** – Anything that can deliver damage with weapons has a Weapon Power value.


 **SWAP** – A Facility that can SWAP can return to your hand when another Facility is installed. The rule text describes the circumstances and limitations, if any.

 **Retreat** – Your Ships with this symbol can retreat to your hand during combat.

 **Prohibited** – Cards with this symbol can't be played or be in play on the FINAL TURN.

 **Range** – Applies to Ships. How far it can move in a turn, in Parsecs.

 **Defensive Strength** – Applies to units (Facilities, Orbitals, and Ground Forces).

 **Troop Capacity** – Some Facilities and Orbitals have the Capacity to support the deployment of Troops. Troops cards state the Capacity required for deployment.

# Game Elements

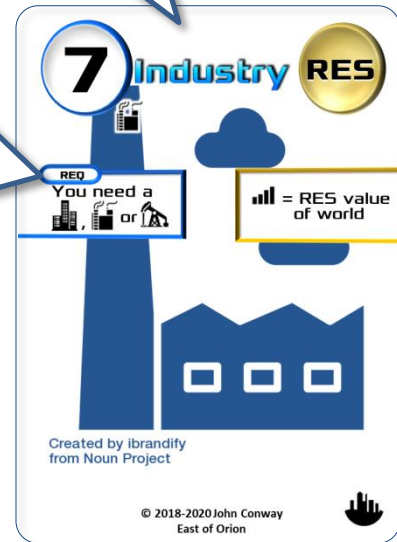
## Facilities

**Facilities** 🏭 are the bread and butter of most Players' development. If a Facility 🏭 has the Capacity 🧑🧑🧑 to support deployment of Certain Ground Forces ⊕ (e.g., *Troops*), that Capacity is indicated below the Defensive Strength 🛡️.

Each Facility card has at least one text box with rules applicable to the Facility 🏭, including the mandatory REQ text box below the Defensive Strength on the left side of the card summarizing the Installation requirements of the Facility (in addition to the requirement that there be room on the World). If its Income is variable, the applicable rules appear below the Income value. If the Facility has special characteristics, they appear in one or more text boxes below the REQ text box. If the Facility has Story Text, it appears italicized in a centered text box (which doesn't affect the rules).

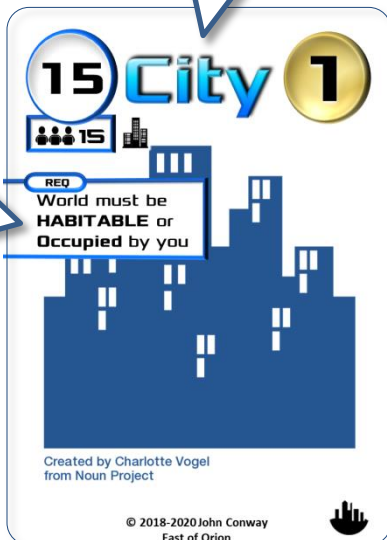
This is an **Industry**. It is a **Production Facility**. It has a **Defensive** strength of 7 and an **Income** that depends upon the **RES** value of the World upon which it is installed.

If there is room on a World for this Industry, it can be installed only if you have a Population, Production, or Mining and Drilling Facility already at the World.



This is a **City**. It is a **Population Facility**. It has a **Defensive** strength of 15 and an **Income** of 1. It can support Troop deployment to a level of 15.

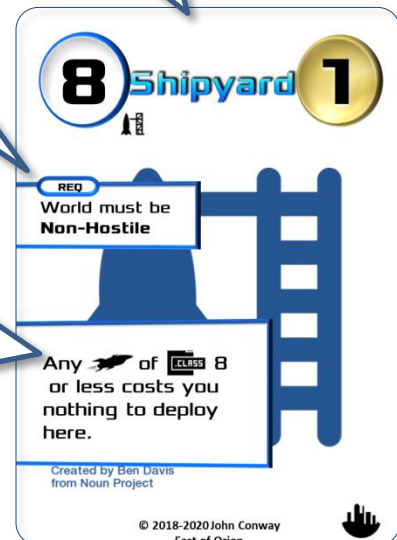
If there is room on a World for this City, it can be installed on any Habitable world. It can also be installed on any World you already occupy with another Facility.



This is a **Shipyards**. It is a **Yard Facility**. It has a **Defensive** strength of 8 and an **Income** of 1.

If there is room, this Shipyards can install on any World that is not **Hostile**.




This Shipyards permits you to deploy Ships here without affecting the normal Income/Class requirements. See page 9.









# Game Elements


## Orbitals


Orbitals are space-based units. If successfully played, they are *stationed* in orbit at a World. Orbital cards are designed to be stacked horizontally with you other Orbital cards at a location, such that the its core values can always be seen on the left, including an Opponent View. There are three Kinds of Orbitals: Stations, Fields, and Ships.


**Stations** . A Station is an orbital structure. All Stations have a Defensive Strength  and an REQ field. Some Stations have a Weapon value . If so, that value appears in the corner of both the Player and Opponent View. Special rules and limitations appear in a text box in the main field of the Station card.


**Fields** . A Field is an energy structure in the orbital zone of a World. The card will display a Defensive Strength  and a text box describing the Field's effect in the main field of the Field card.

**Ships** . Ships are the only mobile Orbital . A Ship card will display in the Player and Opponent View corners the Weapon value  and Defensive Strength  of the Ship. Below the Player View there will also be :

**Class**  which affects the playability of Ships.

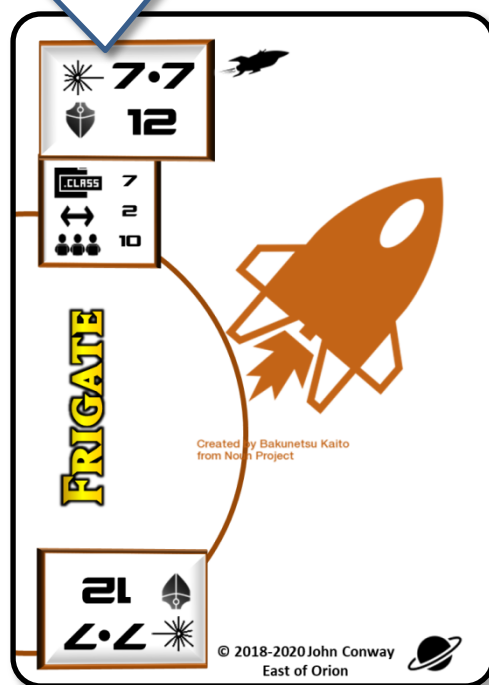
**Range**  which limits the Ship's movement during the Move Step.

**Capacity**  which shows the degree to which the Ship can support the deployment of Troops that require Capacity.

If the Ship can Retreat during combat, it will have a Retreat symbol  to the right of its Range value.

If special rules apply, they will appear in a separate text box.

The **Frigate** is a **Ship**. It has 2 Weapons, both of value 7, a Defensive Strength of 12, is a Class 7 Ship with a Range of 2 Parsecs (it can move up to two Worlds away), and a Troop Capacity of 10.



# Game Elements

## ⊕ Ground Forces

Ground Forces are battle units for surface conflicts. They are designed to stack with Facilities in your Facilities Area.

Of the two Kinds, Manned 🧑 are units composed of trained and equipped personnel. Automated Ground Forces ⚙️ are robotic. All Ground Forces cards display a Weapon value and Defensive Strength in a hexagonal field. Some require Capacity 🧑 from Facilities or Ships, indicated in the REQ box. If so, that requirement refers to the **total** of all your Capacities present at the World.

Unless a card states otherwise, Ground Forces may Attack (target) only ground units (Facilities and Ground Forces). Some Ground Forces can Conquer (take over) opponent Facilities. Special rules appear in a separate text box.

Some Ground Forces ⊕ can remain in play until they are used. (e.g., "Trash after it Defends or Attacks"). Others leave play the same turn they are deployed (e.g., "Trash after Conflict").

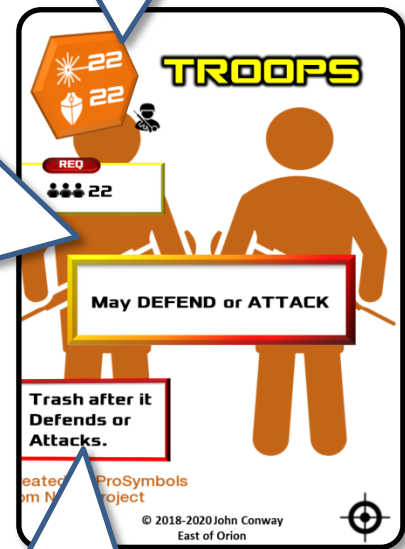
## ☄ Catastrophes

Catastrophes are events that cause some form of havoc. They take effect and are then Trashed. The text box describes its effect. They can affect different Types or combination of Types of units. Some affect only ground units, as described in the text box.

Catastrophes affect your units as well as your opponents.

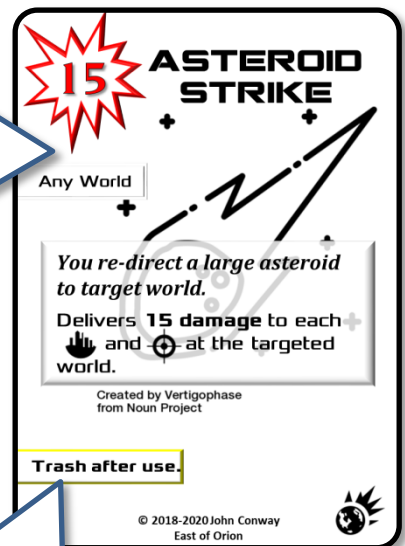
This Troops card is a Manned Ground Force. It has a Weapon value and Defensive Strength both of 22.

This Troops card can deploy if your total Capacity there is at least 22. It may Defend or Attack an opposing Facility or Ground Force.



This remains in play until it is used to Defend or Attack.

Asteroid Strike can hit any World. It does 15 damage to each unit it hits.



Asteroid Strike does not affect Orbitals. It is Trashed after its effect takes place.

# Game Elements

## ✂ Utilities

Utilities are special purpose actions that take place under specified conditions. They are the only cards in your deck that can't enter play through **Staging**.

Use Utility cards to respond to your opponent's actions, to surprise you opponents, to boost your actions, or to prevent disaster, all according to the effect described on the Utility card.

Most Utility cards display, from top to bottom, a Name at the top, a condition for play on the left, a description of its effect in the center, and an instruction for disposing of the card at bottom left.

Adjust must be played before REVEAL. So any time priority passes to you before the beginning of REVEAL, you may play this card.

Adjust let's you swap a Staged card with a card from your hand. This may be handy if, for instance, an enemy Ship has moved to an unexpected World.

(Doesn't Stage.)  
Play before  
REVEAL.

Switch any one of your face-down Staged cards with a card in your hand.  
"On second thought..."

Trash upon use.

adjust was Design from the  
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Like most utilities, Adjust is Trashed once used.

Enter Fray is played between Move and Reveal. It bears some of the usual markings of a Ship, and acts as a Ship once played.

The Ship Enter Fray becomes does not Stage. It comes into play as if out of nowhere. It is a surprise maneuver.

10•2  
2  
**ENTER FRAY**



Play after *Move* and before *Reveal*.  
Station *Enter Fray* as a . It needn't Stage. It remains as a  in play.

*De-cloaking, the captain noted grimly, "We might not survive this."*



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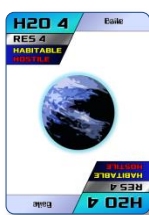
Some Utilities ✂ provide an option. You choose the option when you play the card. Utilities vary greatly in effect. Espionage, for instance, cancels another Utility. Sabotage can destroy certain units in play. Research lets you draw or search for cards.

Unlike most utilities, Enter Fray isn't Trashed until it is destroyed as a Ship.



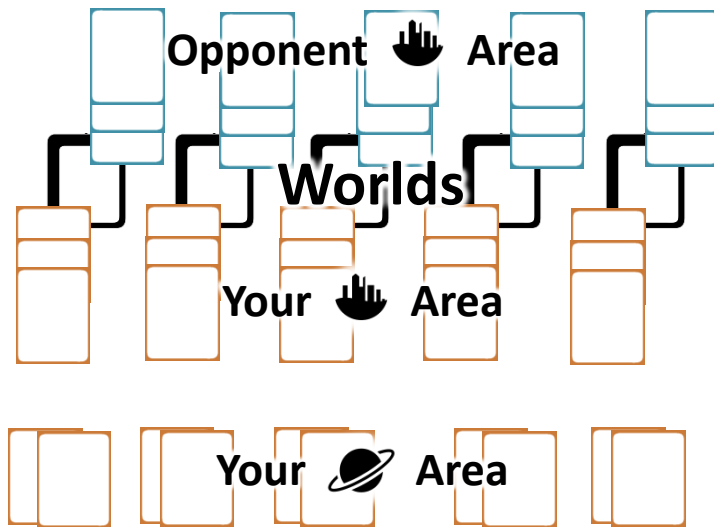
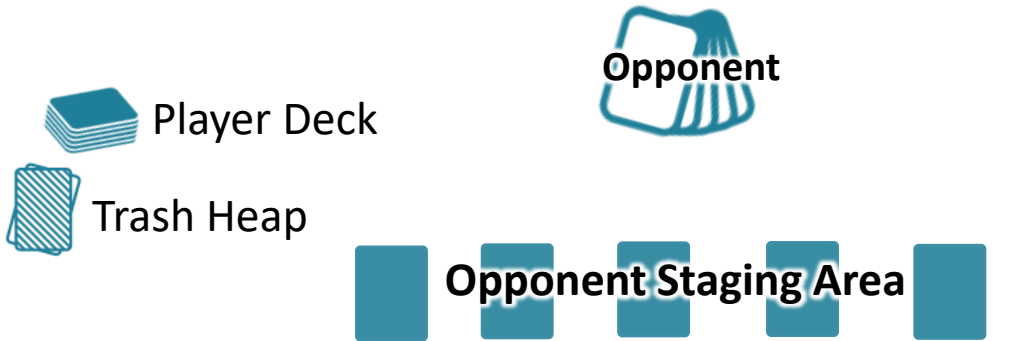
# Play Setup

1. Each Player *builds* or *selects* a 54-card Player Deck.
  1. To build a Player Deck, see Appendix A.
  2. For tested pre-constructed Player Decks, see Appendix B.
  3. For *Introductory Rules* with a limited *40-card Player Deck*, see Appendix C.
2. Shuffle the Worlds Deck and draw 5 Worlds, placing them in a horizontal row in the center of the play field between the Players, with at least 3 inches between each World. (This is the **Worlds Area**; see diagram “The Play Areas” on page 8.)



3. Shuffle your Player Decks and draw the top 10 cards to your **Hand**.
4. Adjust your Hand (optional).
  1. You may, one time only, place up to 4 cards from your hand face down in your **Trash Heap** (discard pile).
  2. You may replace those **Trashed** cards with an equal number of cards from the top of your Deck.
5. Determine the order in which Players have **Priority** for the first turn (“**Priority Order**”). Players take actions and make decisions during play in Priority Order.
  1. If there was a previous game with these Players, the winner of the previous game has Priority first, proceeding in order of finish.
  2. Otherwise (or to break ties):
    - a. Set first-turn Priority Order randomly.
    - b. *Optional.* A Random first-turn Priority Order may be accomplished using the Worlds Deck. Each Player draws a random World card from the unplaced cards in the Worlds Deck.
      1. The Player drawing the highest **H2O** World has priority first.
      2. If H2O is tied, break the tie with **RES**.
      3. If RES is tied, the **Habitable** World breaks the tie.
      4. If both are Habitable, the World that is not **Hostile** breaks the tie.

# The Play Areas



*2-Player Illustration*



Trash Heap  
Player Deck

The Trash Heap and Player Deck are each stacked Face Down.

# Play

Play proceeds according to the **Turn Sequence**. *Each Player* participates in each **Step** of the Turn Sequence. Decisions are made in **Priority Order**.

## Turn Sequence Summary

1. **Stage** (p. 9). **Stage** cards for play face down in the **Staging Area**.
2. **Move** (p. 9). You may move Ships in play.
3. **Reveal** (p. 9). Turn Staged cards face up; remove those that are unplayable.
4. **World by World Resolution** (p. 10). With the Staged cards revealed, determine which units deploy successfully, trigger Catastrophes, and resolve orbital and ground conflicts.
5. **Count Income** (p. 13). Tally your income from surviving units.
6. **Trash** (p. 13). You may discard any number of cards from your hand to your Trash Heap.
7. **Draw** (p. 13). Draw cards equal to your new Income, capped by your hand limit.

## Turn Sequence Detail

### 1. Stage

If you have *Priority* this turn, you Stage first. If not, you Stage in your Priority Order.

You may Stage up to 1 card to each World. (*You need not Stage to every World; a card that permits Staging more than 1 card can override the 1-per-World limit.*)

Place Staged cards *face down* in the *Staging Area*, aligned with its intended World.

*Note:* You may Stage *any card*, regardless of whether it will successfully enter play (i.e., you may bluff or hedge your bet).

### 2. Move

In Priority Order, move your Ships if you choose to move them.

Each Ship may move a number of parsecs equal to its Range. Adjacent Worlds are 1 parsec apart.

### 3. Reveal

Turn your Staged cards face up in the Staging Area.

In Priority Order, remove unplayable cards.

1. Utilities are unplayable in Staging. Staged Utilities are Trashed.
2. The total **Class** of all Ships Staged must not exceed a Player's prior turn Income (which is zero on the first turn).
3. If the total Class of all Ships you Staged this turn exceeds your prior turn Income, you decide which Ships to Trash until the Class/Income requirement is met.

# Play

## Turn Sequence Detail

### 4. World-by-World Resolution

Resolve play, World-by-World, in the following sequence of Sub-Steps. *(Each Sub-Step of this sequence is more fully describe below.)*

If you have Priority this turn, you determine the order in which these Worlds are selected.


- a. Install Facilities (p. 10)
- b. Station Orbitals (p. 11)
- c. Deploy Ground Forces (p. 11)
- d. Trigger Catastrophes (p. 11)
- e. Orbital Activity (p. 12)
- f. Surface Conflict (p. 12)

#### a. Install Facilities

You install Staged Facilities  if *both* of the following are true:

- The REQ conditions on the Facility card are satisfied, **and**
- There is **Room on the World**.




##### REQ Conditions






Each Facility card states its specific requirements for installation in the REQ text field below the Defensive strength . If that text field says “Any World,” then there is no REQ condition restricting installation. Otherwise, the REQ condition must be met, or the Facility will be Trashed instead of Installed on the World. (E.g., a **Shipyards** card REQ condition is “World must be Non-Hostile.” If a World is Hostile, the Shipyards can’t install.)


Some Facility cards have “either ... or” REQ conditions – e.g., a City card REQ Condition is “World must be HABITABLE or Occupied by you.” Only one of those conditions need be met to satisfy the REQ condition for installation.

##### Room on the World

A World’s H2O value is the maximum number of total Facilities  the World can support.

Subject to limited exceptions (below), if a World is full (e.g., it has an H2O value of 3 and there are 3 Facilities  installed already) there is no room for another Facility  and any Facility  attempting installation is Trashed.

Cards with the Swap  symbol can return to your hand as another Facility  installs. Swaps  are not all universal. Exploits, for instance, may return only if a Population Facility  or Production Facility  is installed in its place. Outposts, on the other hand are more universal.

If there is room for only 1 Facility  on a World, but more than 1 attempts installation, both are Trashed unless room is made.

# Play

## Turn Sequence Detail






### MAKING ROOM EXAMPLE:

You have an **Exploit** on a World with 4 H2O and 2 Facilities.

You Stage an **Industry**; your opponent an **Outpost**. You may:

**(a)** Swap the Exploit, which makes room for your Industry and leaves room for your opponent's Outpost, or

**(b)** **not** Swap the Exploit, in which case the Industry and Outpost are Trashed.

If a Facility  installs successfully, place it in the Facilities Area, stacked with your other Facilities  there (if any), such that the stack touches the corner of the World card and the Facility's  Defensive Strength  and Income  can be seen easily.







### b. Station Orbitals




You have already removed unplayable Ships .

Other Orbital cards have an REQ condition. For each, if the condition is not met, Trash it.



Now, place your successfully Staged Orbitals  in your Orbital Area, stacked horizontally with your other Orbital cards (if any), such that each Orbital's  statistics (along the card's left edge as you view it) can be seen easily.



### c. Deploy Ground Forces


Your Ground Forces  may deploy if their REQ condition is satisfied. Some (e.g., Troops) require a stated Capacity , which is satisfied if the **total**  of all your Facilities  and Orbitals  is at least equal to the required .


If a Ground Force  successfully deploys, place it in the Facilities Area, stacked with your Facility cards, such that its Weapon value  and Defensive strength  can be seen easily.

### d. Trigger Catastrophes

Each Catastrophe card states its effect. For example, Asteroid Strike "Delivers 15 Damage to each  and .

 That damage is delivered during this Sub-Step. Some Catastrophes  affect Orbitals  and some do not.

If more than one Catastrophe  is triggered at the World, the damage is cumulative during this Sub-Step.

Trash all units that receive damage greater than or equal to their Defensive Strength .



Unless a Catastrophe card says otherwise, Trash it after its effect takes place.









Damage taken during this Sub-Step does not carry over to the next Steps or Sub-Steps.


# Play




## Turn Sequence Detail

### e. Orbital Activity

Opponent Orbitals  with Weapon  values trigger **Orbital Conflict**. If Orbital Conflict exists:


- In Priority Order, determine which (if any) of your Ships  that may Retreat  will do so. They return to your hand.
- In Priority Order, select an Orbital  target for each Weapon  in orbit. (You may choose “no target.”) *Some Orbitals  have more than one Weapon  (e.g., a **Frigate** has two: **7•7**). Choose a target (the same or different) for each.*
- Each target is hit with the total of all Weapons  targeting it. If that total is  $\geq$  the target's Defensive Strength , the target is destroyed. Trash it.








If there is no Orbital Conflict, then your armed Orbitals  may either:

- Target opponent Orbitals  that have no Weapons  (resolved as above), or
- Reserve their Weapon(s)  for Surface Conflict.

Note: You may not target your own units.

### f. Surface Conflict

If there are (a) any armed units on the ground and/or any armed Orbitals  that have not been engaged in Orbital Conflict this turn, and (b) potential opponent targets for those units, then resolve **Surface Conflict**.

- First, In Priority Order, make battle assignments. A battle assignment for a unit is either:
  - Choosing a opponent target for a Weapon  , **or**
  - Choosing a Facility  to Defend, provided the Defending unit card states that ability.
- Then tally all damage. Treat all damage as if delivered “simultaneously.”
  - Damage to each unit is the total of all Weapons  targeting it.
  - An attack  $\geq$  a targeted unit's Defensive Strength  overcomes the targeted unit.
  - Undefended units receive damage directly; attacks against Defended units deliver damage to the Defending unit, with carryover (if any) going to the targeted unit.
  - Overcome units are destroyed (Trashed) or Conquered.
  - You may **Conquer** an overcome unit if the overcome unit is a Facility , and at least 1 of your attacking units (a) may Conquer (e.g., *Invasion Force*) and (b) isn't destroyed.
  - Declare your decision to Conquer in Priority Order once damage is tallied.
    - If you Conquer a Facility , you take the Conquered Facility card and stack it sideways in your Facilities Area. It is yours for game purposes. (*You will return it to your opponent when the game ends if it remained Conquered until then.*)
    - If a Conquered Facility  is later destroyed, it is Trashed to its originating Trash Heap (not the Conqueror's Trash Heap).

# Play

## Turn Sequence Detail

### 5. Count Income

Count the total Income of all units you control.

**If this is the FINAL TURN, you win if you have the highest Income.** If you are tied for highest, the game is a draw.

If this is *not* the FINAL TURN: If your Income is the highest, you have Priority until the next Count Income Step. If you are tied for highest, you have Priority if you already had Priority this turn.

Your Income is referred during the next Turn as your “prior turn Income.”

### 6. Trash

In Priority Order, you may discard to the Trash Heap any number of cards from your hand.

### 7. Draw

Unless a card provides otherwise, your *Hand Limit* is 10.

You draw cards from your Deck equal to your Income, capped by your Hand Limit (e.g., if you have 6 cards in your hand, your Income is 10, and your Hand Limit is 10, you draw 4 cards; if you had Trashed all your cards, you would have drawn all 10).

Note: If your Hand matches or exceeds your Hand Limit, you do not draw any cards.




If your Income is less than 2, you draw 2 cards, subject to a cap of your maximum hand size.


If you draw the last card in your Deck, you must announce that the next turn will be the FINAL TURN.

Play proceeds to the next turn.

## The FINAL TURN

The FINAL TURN is the turn after a Player draws the last card in his or her Player Deck. **The law** will arrive soon from Sol System. The free-for-all in this region of exoplanetary space is over.

**Prohibited**  **cards are banned for the FINAL TURN.** With Sol governance arriving, evidence of those prohibited things must vanish. Any card with the Prohibited  symbol can't be played on the FINAL TURN. You may reveal and Trash any Prohibited card in your hand and, if cards remain in your Player Deck, replace it with a draw. Every card in play with the Prohibited  symbol is Trashed at the beginning of the FINAL TURN.

Prohibited  cards that have converted to an *indicator* (e.g., *Suck Dry*, after it runs its course is placed under the World as an H2O indicator), are no longer Prohibited cards. They are indicators and they remain in play.

**The Player with the highest income after Count Income during the FINAL TURN wins.**


**If Players are tied for the highest income, the game is a draw.**

# Play

## Structure of a Turn Step Actions, Reactions, and Utilities

**Turn Steps.** For each Turn Step (including Sub-Steps) there is a beginning, during, and end. Each part of the Steps described in the Turn Sequence Detail take place “during.” So the structure of a Step is:

**Beginning:** In Priority Order, Players may take actions permitted at the “beginning” of the Step (e.g., the Utility card, *False Alert*, is played “at the beginning of Stage”).

**During:** Players take the actions described in the Turn Sequence Detail. They may also play Utility cards playable during a Step. For example, *Fleet Support* is played “during Reveal.” Rather than Trash over-classed Staged Ships  you may play this Utility card. Your opponent(s) may then react (see below).

**End:** In Priority Order, Players may take actions permitted at the “end” of the Step (e.g., the Utility card, *Research*, is played “at the end of Draw”).

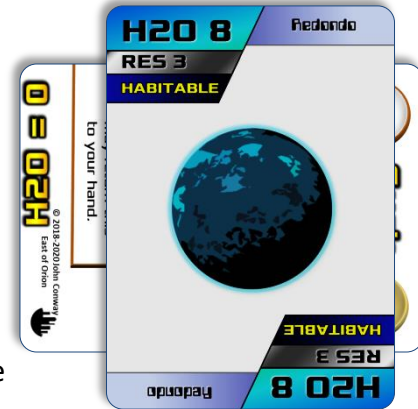
**Turn.** Similarly, each Turn has a beginning, during, and end. At the beginning of a Turn, before *Stage*, Players may, in Priority Order, take actions permitted at the beginning of a turn (e.g., *We Quit* is playable “at the beginning of the Turn”). All Turn Steps take place *during* the Turn. After *Draw* and before the next turn begins, Players may take actions permitted at the end of a turn.

**Reaction.** For each action or event, Players may react. Priority shifts from Player to Player until no Player acts further. Then all reactions are resolved, last action first.

## Your Trash Heap

**Your Trash Heap** is your discard pile. All of the cards in your Trash Heap are Face Down. You may look at the cards in your Trash Heap at any time. You may not look at the cards in your opponent’s Trash Heap.

**Certain Cards are not Trashed.** Some cards (e.g., *Suck Dry*) have World changing effects with upside-down text at the bottom of the card to indicate that change for the remainder of the game. Those cards convert to *indicators* placed under the changed World with the changed statistic displayed. They do not go to the Trash Heap.



## Conflicting Rules

**Cards Trump Rules.** The rules, actions, or events described in the text of a Player Card take precedence over any rules or prohibitions otherwise stated in the rules. E.g., under the rules and the *Troops* card text, *Troops* must be Staged and their REQ requirement must be met. But *Light Brigade* permits immediate placement of *Troops* (among other possibilities) on a World you occupy. That placement overrides the Staging and REQ restrictions.

**Specificity Trumps Generality.** Card text that applies to that specific card overrides a different card’s text that applies generally. For example, *Fallout Raid* may Attack one or two targets. But *Hidden Outpost* can’t be targeted. *Hidden Outpost*’s text is more specific, limited to 1 card. *Fallout Raid* can’t target it.



# Appendix A

## Deck Construction






To build an Open Worlds™ Player Deck select 54 Player Cards following these guidelines:

You may select any number of *Outpost* cards. (An *Outpost* card is a card named “Outpost” with a Defensive Strength of 1 and an Income of 1.)

You may select any number of *Exploit* cards. (An *Exploit* card is a card named “Exploit” with a Defensive Strength of 1 and an Income of 2.)

Each other card in your Player Deck must be unique. To be unique, a card can’t be an exact match to any other card in your deck.

A card is unique if its Name differs from the Name of every other card in your deck. (For example, there is only one card in the set named *Exotic Outpost*. You may have no more than 1 *Exotic Outpost* in your Player Deck.)

A card that shares a Name with another card (e.g., there are multiple cards in the set named *City*) may nevertheless be unique if its Defensive Strength  differs from the Defensive Strength  of any other card with the same Name in your Player Deck. (For example, you may have a card Named *Shipyards* with a Defensive Strength  of 10 and a card named *Shipyards* with a Defensive Strength  of 9 both in your Player Deck, but you can’t have two cards named *Shipyards* both with a Defensive Strength  of 10.)

### A Card by any Other Name

Certain Player Cards have the same name, but different vital statistics. In this set those cards are: *City*, *Industry*, *Shipyards*, *Battle Station*, *Troops*, *Invasion Force*, and *Auto Assault*. These are core units upon which your Conglomerate’s expansion plans are based. For ease of reference and deck lists we indicate those cards with a notation of its unique Defensive Strength. Following is a full list of these core Player Cards as they might be noted in a Player Decklist:

City 10	Shipyards 8	Industry 6	Troops 10	Auto Assault 10
City 12	Shipyards 9	Industry 7	Troops 12	Auto Assault 14
City 15	Shipyards 10	Industry 8	Troops 15	Battle Station 20
City 20	Invasion Force 10	Industry 9	Troops 20	Battle Station 25
City 25	Invasion Force 15	Industry 10	Troops 22	
City 30	Invasion Force 21	Industry 11	Troops 25	

### Tips

Building a Player Deck involves choices—some easy, some not. The most obvious elements are income, defense, and firepower. Consider also synergy, uniqueness, and sheer power.

The easy choices include selecting among cards with the same *Name*. For the most part, a City 30 or Battle Station 25 is inherently superior to a City 10 or Battle Station 20, respectively. The more you have, the weaker some will be.

The superiority of other cards is less clear and depends on your deck strategy. Tailor Utilities, Ground Assaults, and Catastrophes to your strategy. Scorched-earth: many Ships and Catastrophes. Income building: Facilities, defensive Orbitals, and protective Utilities.

# Appendix B

## Pre-Designed Decks

The following 2 decks are fully play-tested, provide a competitive game, and help create a feel for the Advanced Game. The first is a well-balanced deck providing solid economic growth, strong defensive elements, and a formidable offensive force. It is known as the Smith-Boson F.E. Player Deck. The second is the somewhat more aggressive Empyrean Enterprises Player Deck, leaning more toward offense than defense, and focusing more on exploitive economics than a steady expansion.

### Smith Boson F.E.

Facilities	Orbitals
City 10	Avenger
City 12	Battle Station 20
City 15	Battle Station 25
City 20	Corsair
City 25	Corvette
City 30	Cruiser
Exotic Outpost	Destroyer
Exploit	Energy Shield
Exploit	Frigate
Exploit	Lancer
Exploit	Siege Platform
Exploit	Striker
Industry 7	Titan
Industry 8	Transport
Industry 9	Warship
Industry 10	
Industry 11	<b>Ground Forces</b>
Outpost	Clone Army
Outpost	Troops 10
Outpost	Troops 12
Outpost	Troops 15
Outpost	Troops 20
Seasoned Exploit	Troops 25
Shipyards 8	
Shipyards 10	<b>Utilities</b>
Trade Center	Espionage
	Coup
<b>Catastrophes</b>	Research
Biostorm	Sabotage
GRB	
Solar Flare	

### Empyrean Enterprises

Facilities	Orbitals
City 10	Assassin
City 15	Avenger
City 20	Battle Station 25
City 25	Corvette
Company Town	Cruiser
Exploit	Destroyer
Exploit	Energy Shield
Exploit	Killer
Exploit	Pike
Garrison	Piledriver
Industry 6	Scout
Industry 7	Siege Platform
Industry 8	Titan
Industry 9	Transport
Industry 10	Warship
Industry 11	
Outpost	<b>Ground Forces</b>
Outpost	Auto Assault 10
Outpost	Auto Assault 14
Quarry	Fallout Raid
Robot Factory	Troops 15
Seasoned Exploit	Invasion Force 21
Shipyards 8	
Shipyards 10	<b>Utilities</b>
Suck Dry	Adjust
	Enter Fray
<b>Catastrophes</b>	Espionage
Asteroid Strike	Fleet Support
Comet Barrage	Sabotage
GRB	
Solar Flare	

# Appendix C

## Introductory Game

The Introductory Variation of OPEN WORLDS™ uses 40-card Player Decks and omits certain cards and card Types. The Introductory Variation provides a fun competitive experience and a smooth introduction to the mechanics of play.

**Worlds Cards.** The Worlds Deck should not include Worlds with H2O < 3.

### Recommended 40-Card Decks

The following 2 builds have proven to be well balanced in prior playtests:

#### Baker-Braugn EDV

City 10	Scout
City 12	Striker
City 15	Lancer
City 20	Corsair
City 25	Keeper
City 30	Transport
Industry 8	Piledriver
Industry 9	Destroyer
Industry 10	Troops 10
9x Outpost	Troops 12
5x Exploit	Troops 15
Asteroid Strike	Troops 20
Solar Flare	Troops 25
Company Town	Clone Army

#### Ares Venture Trust

City 10	Kite
City 12	Striker
City 15	Lancer
City 20	Escort
City 25	Corsair
Industry 6	Corvette
Industry 7	Keeper
Industry 8	Destroyer
Industry 9	Warship
Industry 10	Auto Assault 10
Industry 11	Auto Assault 14
7x Outpost	Solar Flare
7x Exploit	Asteroid Strike
Quarry	GRB

**Building Your Own Introductory Variation Player Deck.** Remove the cards listed below from the set and follow the standard Deck Construction rules to build an Introductory Variation 40-card Player Deck.

#### Remove:

All Utility Cards 

All Shipyards 

All Prohibited Cards 

All Ships above Class 11 (  12+)

All Stations and Fields  

All Ground Forces that can Conquer

High Palace

Biostorm

Comet Barrage

Trade Center

Terraform Plant

Exotic Outpost

Garrison

Hidden Outpost

# Appendix D

## Opening Tips

**The first turn** is the simplest because your choices are limited. Focus on **Cities** 🏙️, **Outposts** 🏠, and **Exploits** 🏹. (*Ships, Industries, and Troops need other cards in play to successfully deploy.*)

**Aim for a high income.** Consider **Cities** for **HABITABLE** worlds (*Cities with high income are best*); **Exploits** for **NON-HOSTILE** worlds; **Outposts** to fill in the gaps.

**Adjusting your hand.** If you can't successfully deploy at least 4 cards on the opening turn, then you have probably an excess of some cards. If the excess is:

- ✓ **Cities** or **Industries**: consider discarding the lower Defense value Cities or Industries.
- ✓ **Troops**: consider discarding the higher value—they are more difficult to play.
- ✓ **Ships**: be reluctant to discard, and at least keep some (*they come in very handy later*).
- ✓ **Catastrophes**: although they are better later in the game, it's more advisable to play one (*hobbling your opponent's opening*) than to discard one.

## Example First Turn

**The Sector:** During Setup you have drawn the following Worlds:

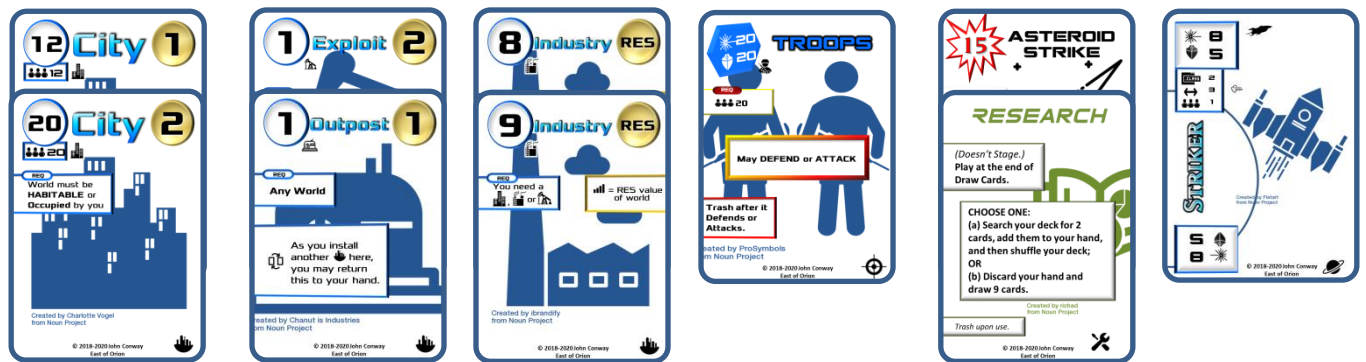


**From left to right, these Worlds are:**

- **Koti** (H2O 3, RES 3, neither Habitable nor Hostile). Koti can support up to 3 Facilities. Each Industry can earn 3 per turn here. Among the Worlds in this Sector, Koti has the least to offer in terms of profit. But every World has value. Koti's saving grace is that it is not Hostile.
- **Phoebe K2** (H2O 5, RES 5, not Habitable, Hostile). Phoebe K2 stands out in this Sector. It can support up to 5 Facilities and Industry here can earn 5 per turn. Unfortunately, Phoebe K2 is Hostile, which can slow the development of Industry. Nevertheless, this World will be a main focus of the contest.
- **Graense** (H2O 4, RES 2, Habitable and Hostile). Being Habitable and able to support 4 Facilities, Graense is an attractive target for Cities, which can develop here quickly. Given its low RES value, it isn't an attractive target for Industry. Graense is also Hostile, which has its drawbacks.
- **Vita Ptal** (H2O 4, RES 4, Habitable and not Hostile). Vita Ptal will also be a centerpiece of your conflict, second in profit potential only to Phoebe K2, but with the added advantages that it is Habitable and not Hostile.
- **Maail** (H2O 3, RES 4, neither Habitable nor Hostile). Maail resembles Koti, but with a little more RES.

# Appendix D

**Your Hand.** During setup you have drawn the following 10 cards from your Player Deck:



Of those, the following are potentially playable on the first turn:

**City 12 and City 20.** These can be played on Habitable Worlds, regardless of whether you occupy the World. In this sector, there are two Habitable Worlds: Graense and Vita Ptal.

**Exploit.** This can be played on any World that isn't Hostile. In this sector there are three such Worlds: Koti, Vita Ptal, and Maail.

**Outpost.** This can be played on any World.

**Asteroid Strike.** This is a catastrophe that can target any World.

**Research.** A Utility is playable on the first turn, but it won't be Staged. You will play it when you feel you need it.

The following can't be played on the first turn because you can't yet meet their conditions for play. But you can prepare now for later deployment:

**Industry 8 and Industry 10.** You need an Exploit or City on a World before these can be played there. In this case, you can plan to Stage your Industries on turn 2, with an eye toward Phoebe K2 or Vita Ptal (which will provide Industry income of 5 and 4, respectively).

**Troops 20.** These require CAP on a World. On turn 2 your City 20 will be able to provide that after installing on turn 1. Your City 12, however, doesn't have enough CAP to support these Troops.

**Striker.** As a Class 2 Ship, you must have a prior turn income of at least 2 to successfully station this Striker. On turn 1 you have no prior turn income. But by turn 2 you could have an income of up to 6 if each of your playable Facilities successfully installs on turn 1.

During Setup, before you start, you may discard up to 4 cards and draw replacements. In this case, you decide to keep your hand. Unless your opponent plays a Catastrophe, you should be able to install 4 Facilities on turn 1. You considered Trashing the Troops 20 with the hope of drawing a playable Facility (permitting you to install up to 5 Facilities on turn 1). But the Troops should be playable by turn 2, so you keep them.

# Appendix D

**Your Plan.** You plan your Facility placements first. Cities can only install on Graense and Vita Ptal. So you will send your stronger City 20 to Vita Ptal (finding it the more desirable of the two Worlds) and your City 12 to Graense. Your Exploit can only install on Koti, Vita Ptal, and Maail. You're sending a City to Vita Ptal, so you choose Maail for your Exploit (Maail has a higher RES, and you'd like to install an Industry there when you get a chance). That leaves Koti or Phoebe K2 for your Outpost. You choose Phoebe K2. You want a presence there because you have big plans for that big World.

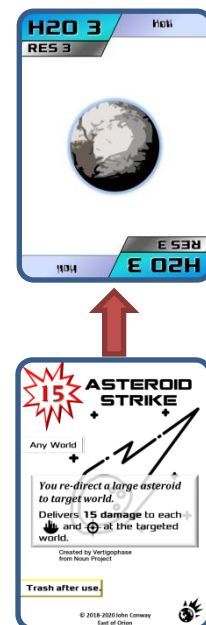
So far, so good. Your Facility installation plan is:



Now, what to do about Koti? Your choices are:

- (1) Leave it alone this turn;
- (2) Hit it with an Asteroid Strike, hoping to surprise your opponent and take out whatever Facility he or she installs there;
- (3) Use your Research Utility to find an Outpost or Exploit to play at Koti.

You choose option (2). Koti is not the best World in the Sector, but it 's significant enough to fight over. Your opponent can't play a City there on turn 1 (it isn't Habitable), and the Asteroid Strike will take out any installed Outpost or Exploit, keeping the World up for grabs. Plus, of the Catastrophes in your deck, the Asteroid Strike is the weakest, so you feel you can afford to use it now in order to slow your opponent's first-turn progress.



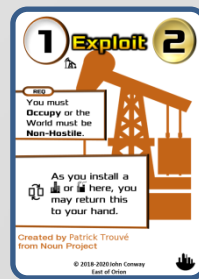
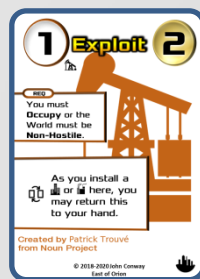
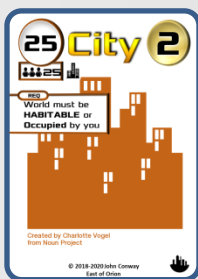
# Appendix D

**The Turn.** During Setup you were selected as the Priority Player. So, you will place cards first.

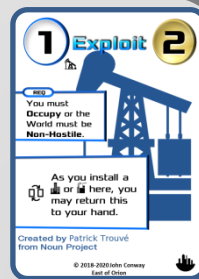
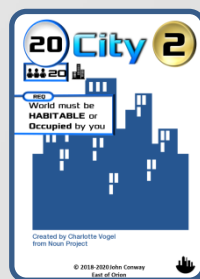
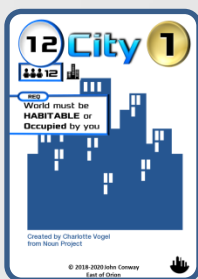
**Staging.** You place each of your chosen cards face-down in the Staging Area, aligned with the World to which you are assigning each. On the other side of the table your opponent does the same. Your opponent also Stages 5 cards, face down.

**Reveal.** (There are no Ships in play, so you skip the Move Step.) You turn each of your Staged cards face up, still in the Staging Area. Your opponent does the same, showing an attempt to install 1 Outpost, 3 Exploits, and 1 City.

## Opponent Staging Area



*{Facilities and Orbitals Areas not yet occupied at beginning of first turn}*



## Your Staging Area



# Appendix D

**World-by-World Resolution.** As the Priority Player, you choose to resolve Worlds from right to left. Because of the card Types Staged this turn, only 2 Sub-Steps of this Turn Step are germane : Install Facilities and Trigger Catastrophes.

**Maail, Vita Ptal, and Graense:** All is well for both sides on the first 3 Worlds. There is room on each World for the Facilities deployed there, and the REQ for each Facility is met. So, each Facility is placed in the Facilities Area of its corresponding World.

**Phoebe K2:** There is room for your Outpost, so it installs. But your opponent has deployed an Exploit. Although there is room for the Exploit, it can't be installed on a Hostile World your opponent doesn't occupy. So the Exploit your opponent assigned to Phoebe K2 is Trashed. (Don't make this mistake. Always satisfy the REQ.)

**Koti:** Pending at Koti is a Facility and a Catastrophe. Facility installing resolves first. There is room for your opponent's Outpost and it successfully Installs. Then the Asteroid Strike is triggered. It does 15 damages to each Facility (the Outpost). The Outpost is destroyed. The play area now looks something like this (usually a little more spread out on the table):



**Tally Income.** You count an income of 6; your opponent counts an income of 6. In case of a tie, Priority stays with you.

**Trash.** You don't want to discard any of your cards. Your opponent discards 1 card face down.

**Draw.** Because you only have room for 5 more cards in your hand, you draw 5 cards (even though your income is 6). Your opponent (having only 4 cards in hand) draws 6 cards.

You and your opponent are ready to move on to the next turn.