

Alliance Command Deck

Rules (Part 1 of 3)

When playing with the Alliance Command Deck, you are Fleet Director Nandi, legendary commander of the Alliance. While you will be able to acquire and play cards of any faction, your starting deck and gambits work particularly well with  and  cards.

This Command Deck may be played one-on-one against any other Command Deck, or, you can use it to take on two players playing standard starting decks!

2 vs 1

When playing against two players, those players use standard starting decks (eight Scout and two Viper cards). They play as a Hydra team with a total of 75 . Hydra teams share a turn, may share trade and combat, but have separate decks and ally triggers (see Star Realms Rulebook, Formats section).

Setup

At the start of the game, place your Fleet Director Nandi card, along with your Alliance Procurement and Nandi's Onslaught gambit cards, face up in front of you.

Note: Your Fleet Director Nandi card is for reference, and does not count as a  or  card in play for triggering Ally Abilities.

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Setup (Cont.)

You have a hand size of five cards and start with 68 . You may track your Authority with the included scorecards.



Slide and/or flip this card to represent a change in the ones digit. Add the two numbers in the circle to get your Authority score. This shows a score of 68.

Shuffle the Super Freighter card into the Trade Deck before laying out the starting Trade Row. This would be a great card for you to buy, but watch out, your opponents are allowed to acquire it as well!

Shuffle the other 12 cards (Cargo Boat, Diplomatic Shuttle, Federation Scout, Imperial Viper, Ranger, [4] Scout, Stellar Falcon, Tribute Transport and Viper) to create your Personal Deck. When playing first you get a three card starting hand, and when going second you get a five card starting hand.

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Alliance Faction Symbol

This faction symbol represents both  and .

Super Freighter counts as a card of both factions, and will trigger the Ally Abilities of either. Its own Ally Ability can be triggered by either a  or  card.

Alliance Procurement

This gambit remains face up in front of you all game. It may be used once on each of your turns, at any time during your Main Phase. When you use it, decide whether to gain 2  or put the next ship or base you acquire on top of your deck.

Nandi's Onslaught

This gambit remains face up in front of you until you use it. You may do this by scrapping it at any time during your Main Phase. When you use it, you count as having an additional  and  card in play that turn for triggering Ally Abilities.

Learn more about playing with Command Decks at:

StarRealms.com/CommandDecks