



# Battleship Galaxies™

## Simple Campaign Rules

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What follows is a simple yet fun way to combine the scenarios into a progressive campaign.

Card decks are cumulative; player builds on deck as campaign progresses.

In addition to the base points indicated below add the following campaign points.

Earn 3 more points every time you are declared winner of a mission.

Earn 2 more points every time you are declared loser of a mission.

**Mission 1** = 32 pts. (all Standard ships only). 16 cards.

**Mission 2** = 38 pts. + campaign points. 22 cards (original 16 + 6 new).

Example – Wretch player wins the first mission, they get 38 pts. + 3 points for the first mission victory = 41 pts. While the ISN would get only 2 points because they lost the first mission for a total of 40 pts. (38 + 2)

**Mission 3** = 38 pts. + campaign points. 24 cards. (preceding deck + 2 cards of choice. Note; see below for ISN player). (note; Wretch must pay for the ISN Barrage. ISN must build deck as required by the scenario by swapping out cards for ones required. This establishes a new campaign deck.)

*Campaign Optional* – If any Wretch ship survives with a captured additional weapon or ship upgrade (not heroes) that player may pick one item to keep prepped for the next mission. All other cards are returned to the ISN player at mission end along with a Wretch card not yet in play, this card is a dummy card in the ISN deck and cannot be played by the ISN player, it is simply discarded when drawn.

**Mission 4** = 38 pts. + campaign points. 36 cards. (preceding deck + 12 cards of choice note; prepped cards as per mission must be included in new deck build)

**Mission 5** = 38 pts. + campaign points. Cards as per mission.

**Optional Rules**

Both players should agree to these rule before getting the campaign underway.

*Targeted Destruction* – When an attack hits a marked Crew, Upgrade or Additional weapon spot while the shields are down, the defender loses that item. If more than one of that type, randomly determine which is lost.

*Winner's Progress* – Only winning ships that participated in the last battle are eligible for promotion

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