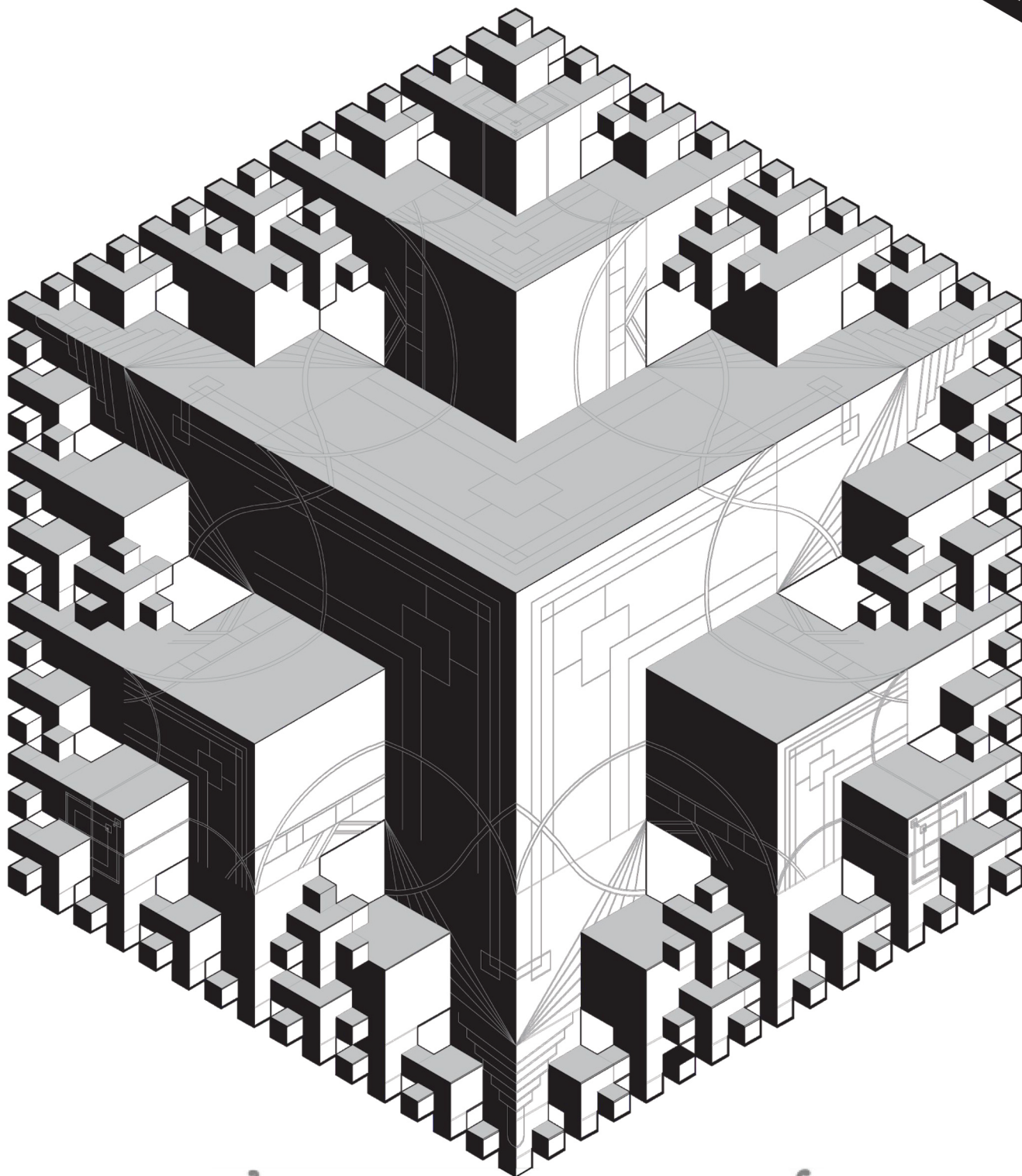


WORK IN PROGRESS



ANTEMATTER



A Hearty Thank You from the BardShark Crew

Thank you very much for taking a look at Antematter! We're so excited to share our science-fantasy world with you, starting with our very first game. We hope you love it as much as we do. In this manual, you'll find everything there is to know about how to play Antematter. And for those classic game enthusiasts out there, we've included a whole lot of lore about our universe and characters, both to introduce the setting of the game and to give you a greater sense of what your favorite faction's all about!

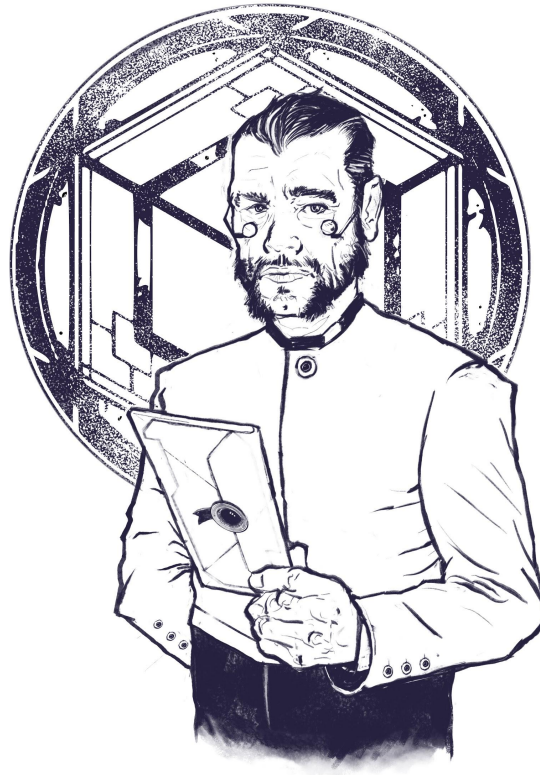
It's been a long road to bring Antematter to you, and we need to thank the fans, supporters and everyone who helped us out during this adventure. For playing a half-made game and giving thoughtful, constructive feedback. For inspiring us, for believing in us. We love that Kickstarter allows the gaming community to come together behind projects people are enthusiastic about, and we could not have done this without you. Your advice has been essential, your love of games is infectious, and your own work has driven us to strive to make our own ever better.

So once again, a very sincere thank you.

Your Friends at BardShark



An Invitation



My name's not important. What's important is who sent me, the Corner Booth, and the message I'm bringing you. The good news is your crew's—how do I put this?—*entrepreneurship* in the off-manifest import/export business hasn't gone unnoticed by the Booth. And the Booth likes what they see. They'd regret it if your operation had one of those accidents that befalls ambitious individuals who take a cut of the Booth's action without their blessing.

Which brings me to the even better news: A seat at the Booth has recently been vacated, and the velvet rope is going to open for the best earner in the Conflux. You'd enjoy access to our affiliates in the remotest parts of charted space, a substantial reduction in the risk of catastrophic and unforeseeable tragedy, and—don't let me forget—that *one particular item* from the Booth's private collection.

Of course, in the spirit of meritocracy, you're going to have to pry the Booth's Token of Respect from the Conflux's other up-and-coming outfits before you can gain an audience and take your seat. If you've got the skills, maybe it'll still be warm. Or maybe it's you who ends up cold.

You feeling lucky, friend?

Table of Contents

The Game

Components	pg. 1
Setting Up Your Game	pg. 2
Ships and Movement	pg. 6
Advanced Maneuvers and Orbiting Planets	pg. 7
Loot Phase Cards	pg. 8
Antematter Poker	pg. 9
How to Play Poker	pg. 10
Grifters, Enigmata, and the End of the Poker Phase	pg. 11
How to Win and Going Broke	pg. 12
Crew Card Glossary	pg. 13
Glossary of Terms	pg. 15

The Lore

The Isan	pg. 19
The Feron	pg. 24
The Catallax	pg. 29
The Malleon	pg. 34
The Phalanx	pg. 39
The Conclave	pg. 44
The Planets	pg. 49

Components

Box

Board

Rocs x 6

Ravens x 12

Bridges x 30

Planets x 6

Chips x 188

Dives x 6

Token of Respect x 6

Cargo x 30

56-Card Poker Deck

25-Card Crew Decks x 6

15-Card Deck of Enigmata

Dealer Chip

Setting Up Your Game

Player Load Out

Alright, let's get your **ANTEMATTER** game going! The first thing players will need to do is choose their crew. After everyone has chosen, they receive their 25-Card **CREW DECKS**, **SHIPS** (1 **ROC**, 2 **RAVENS**), 4 **BRIDGES**, and 300 **NEPHELIUM**. **NEPHELIUM** is our in-universe currency, represented in **ANTEMATTER** by chips. Players start with: 1 Blue (worth 100), 2 Red (50 each), 4 White (25 each).



Choosing Your Crew

ISAN



Playing as the Isan means high speeds and daring escapes. On the board, there's no other faction with more freedom to jet around and make smuggling runs in record time. In poker, your crew can give you a few sketchy coins to make a big bet, and if you get caught, well, there's a reason your ships are the fastest.

FERON



Play as the Feron when you want to go hard. On the board, you can raid opponents' ships, jack their loot, then drop a bomb that sends them limping back to base. In poker, you pounce on any weakness and score extra rewards for muscling opponents out of the hand.

CATALLAX



Play as the Catallax to help your opponents while helping yourself. On the board, reward opponents working hard at salvaging by pointing them to some bonus resources—in exchange for a finder's fee to support the Catallax's work. In poker, your crew helps you sit out dustups between your opponents and hold the line against aggressive play.

MALLEON



The Malleon crew lets you play all the angles and seize any opportunity that presents itself. On the board, Malleon ships can call on their network of informants to snatch contraband from a distance. In poker, you can delay opponents' aggressive bets, persuade opponents to fold with offers too good to refuse, and call in favors from the bank to press your advantage.

PHALANX



The Phalanx play with precise, focused aggression. On the board, the Phalanx fly best in formation, racing to and holding the most important strategic points to command the battlefield. In poker, your crew always has your back: Force opponents to ante extra when you're holding a superior hand, or sneak in an extra bet when they think it's safe to move onto the next round.

CONCLAVE

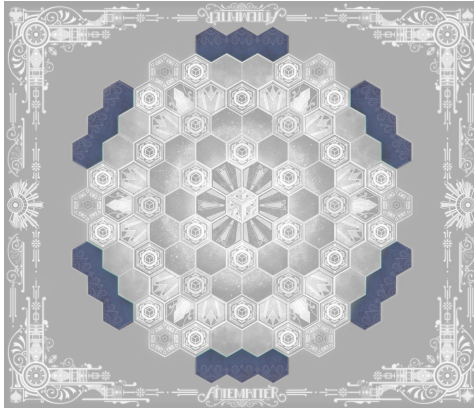


Play as the Conclave to confound your opponents. On the board, you can trace the orbits of planets to move your ships great distances—or move the planets themselves. In poker, your opponents' secrets are never safe, and you can even turn their own crew against them.

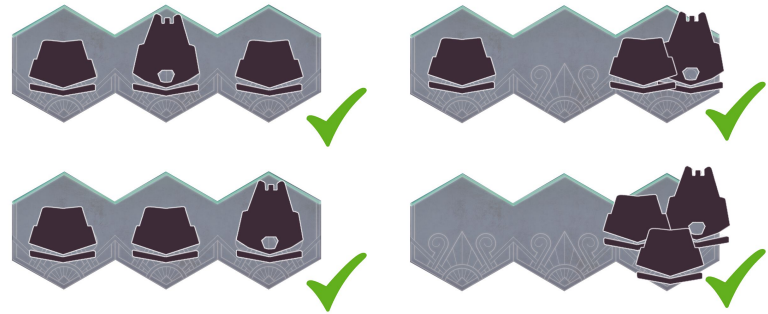
Setting Up Your Game

Pick Your Base

Players will choose from one of the six **BASES** to place their **SHIPS** and begin their journeys. All players must place their three **SHIPS** inside their **BASE**. You may place them on whichever **HEX** of the **BASE** you'd like, and you can move them about freely in your **BASE**.



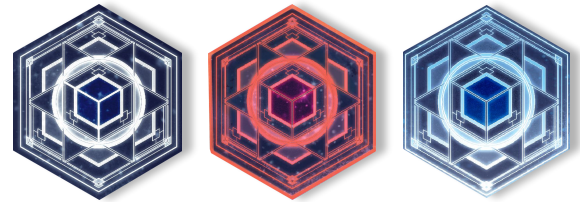
Locations of the Bases



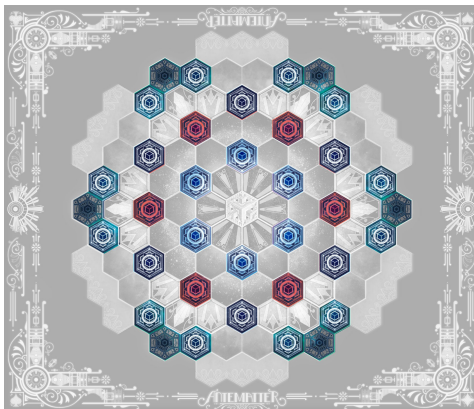
Place your ships inside base in any configuration you like!

Set Up the Board

After players have placed their **SHIPS** in their **BASES**, it's time to set up the board. Add **NEPHELIUM** chips to the circular nodes on each **ORBIT**, according to the color of the circles. These chips, when on the board, are known as **PLUNDER**, and the **HEXES** they are found on are called **PLUNDER HEXES**



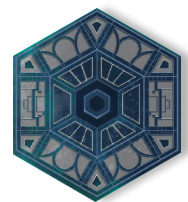
White, Red, and Blue Plunder Hexes



Location of Chips and Dives

After all the **PLUNDER** has been placed, it's time to place the **DIVES**. Each **DIVE** is placed on a **DIVE HEX**.

DIVES can be visited by both **ROCS** and **RAVENS** to gather more **CREW CARDS**.



Dive Hex

Chip Denominations



25 Nephelium



50 Nephelium



100 Nephelium



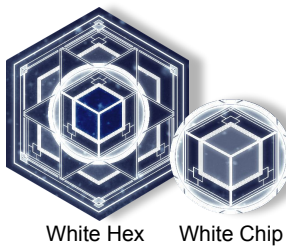
500 Nephelium

Setting Up Your Game

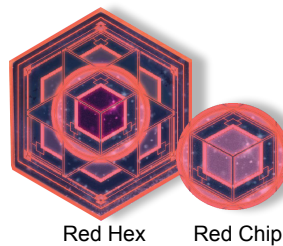
The Conflux is full of riches, and it's up to you to collect the most before your opponents do. There are a few different kinds of loot on the board, and this is the place to learn all about it. But the first thing to know about looting is that each of your **SHIPS** can only loot once per **TURN**, unless of course you have a crafty crewmember that lets you loot twice! The next thing that's important to remember is that no **SHIP** can loot everything. They're specialized, so make sure you're using the right **SHIP** for the right job!

Plunder

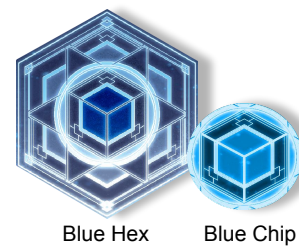
PLUNDER is looted by **RAVENS**. They're the chips that are scattered across the board when you set up the game. When you loot them with your **RAVENS**, you add that chip to your **STACK**. You also draw one **CREW CARD** and place it face down. You won't be able to look at the card and add it to your hand until the **LOOT PHASE** is over, because it takes time for your crew to *ahem* recruit them.



White Hex White Chip



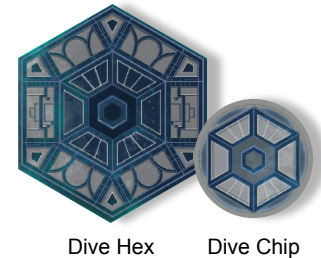
Red Hex Red Chip



Blue Hex Blue Chip

Dive Bars

DIVE BARS are notorious establishments, filled with the flotsam of the Conflux. They're the green chips located in the outermost **ORBIT** of the board. The good news is that you can always find more **CREW MEMBERS** skulking around there. If you loot one, you immediately draw a full hand of **CREW CARDS** (up to a total of 7 cards), or you can discard your current hand and draw a full hand (7 cards). You can loot **DIVES** with your **RAVENS** AND your **ROCS**.



Dive Hex Dive Chip

Crew Card Hand

Players begin the game by drawing 4 **CREW CARDS** from their 25-Card **CREW DECK**. Players are allowed to have a maximum of 7 **CREW CARDS** in their hands at any given time. If you add additional **CREW CARDS** to your hand past the limit because you have looted **PLUNDER**, you must immediately choose and discard **CREW CARDS** into your **DISCARD PILE**, face up, until you only have 7 left. When **CREW CARDS** are played, they are discarded.

If all your **CREW CARDS** have been discarded, shuffle your **DISCARD PILE**, and turn it face down. This is your new **CREW CARD** deck.

CREW DECKS contain cards of three different **RANKS**. Each deck is made up of 3 unique Boss Cards, 3 Lieutenant Cards (x2), and 4 Mate Cards (x4).

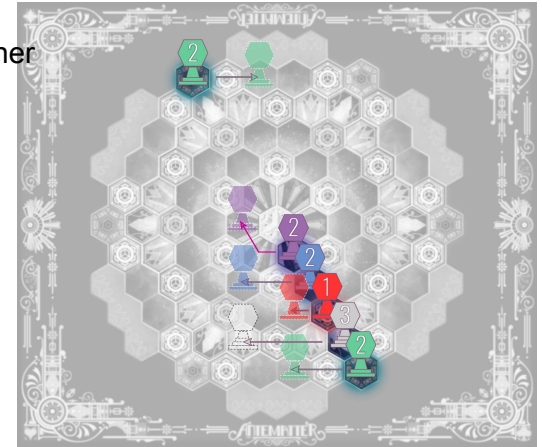


Setting Up Your Game

Placing the Planets

1. Everyone draws from the **POKER DECK** for a high card. The winner places the Purple Planet on any hex in the purple orbit.
2. The Blue, Red, White and Green Planets are then placed in a line going outward from the Purple Planet. (Keep the second green planet separate for now).
3. Once the **PLANETS** are lined up, it's time to randomize their placements. Draw until you have 4 cards, one for the Blue, Red, White, and Green **PLANET** (discard all face cards).
4. The number of **HEXES** each **PLANET** moves is calculated by multiplying the number of its respective **POKER CARD** by the amount of tiers the **PLANET** piece has. If the card drawn for the White Planet is a 2, the number of **HEXES** it will move is 6!
5. Finally, place the second green planet on the hex opposite, reflected from its counterpart. Now your board is ready to go!

You've set up your **ANTEMATTER** board!

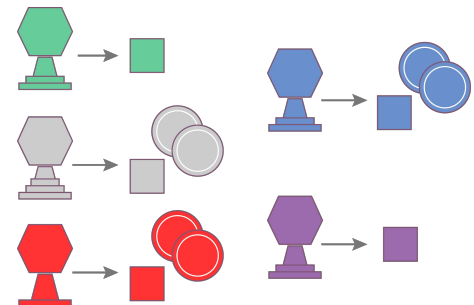


Placing the Planets

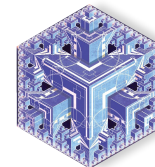
[1 Tier] [2 Tiers] [3 Tiers]



Planet Tier Amounts



Planets and their Loot (Cargo and/or Chips)



Engine Star - Center Hex

Looting the Planets

The **PLANETS** of the Conflux are all very different, but the one thing they have in common is they all have tons of loot for you to smuggle. You want to bring your biggest **SHIP** for that, your **ROC**. When it does, you receive **CARGO** of the **PLANET'S** color, as well as two chips of that **PLANET'S** color. ***CARGO** has no value on its own, but if you travel to the **ENGINE STAR** (the center **HEX**) and trade, you will receive a payout based on how much **CARGO** you're hauling. (100 **NEPHELIUM** per **CARGO**). If you manage to smuggle **CARGO** of all five types to the **ENGINE STAR** at the same time, you get an additional bonus of 250 **NEPHELIUM**. Once you've smuggled to the **ENGINE STAR**, your **ROC** is then immediately returned to **BASE** so you can get right back to looting. You may only have one of each type of **CARGO** at any time.

Who Goes First?

The last thing to do is to decide who's going first. Each player should draw a card from a shuffled **POKER DECK**. The person who chooses the highest card is given the **DEALER CHIP** and becomes the dealer for the first hand. The person to their right, who will deal last (which stinks), moves first during the initial **LOOT PHASE** (which is great)!

Now that everything is situated on the board and we have our **TURN** order, it's time for everyone to draw 4 cards from their shuffled **CREW DECKS**.

Congratulations! You're ready to play **ANTEMATTER**!

Ships and Movement

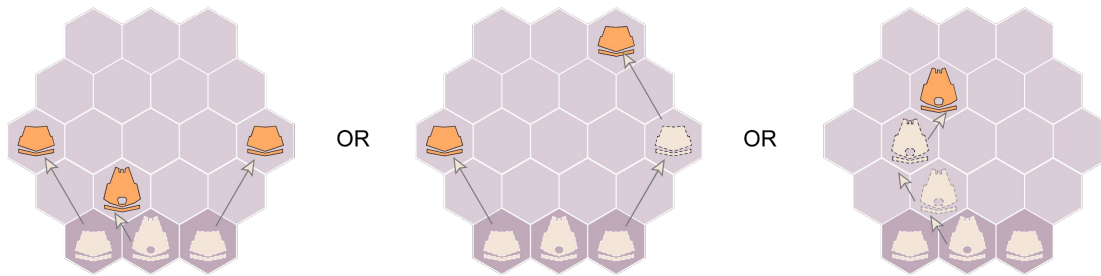
The game begins with the board, the **LOOT PHASE**, so it's time to familiarize yourself with your **SHIPS**.

There are two kinds of **SHIPS** in **ANTEMATTER**: the **RAVEN** and the **ROC**. Though they serve different functions, they both consume from the same pool of resources to move around the Conflux: the **BURN**.

Ships and Their Burns

At the beginning of each **LOOT PHASE**, you are allotted **3 BURNS**. **BURNS** can be split between your **SHIPS** in any combination you choose. Want to use all three **BURNS** on one **SHIP** to make an extra-long move? Go for it! Want to use one **BURN** for each **SHIP** and move them all into position? That's fine too!

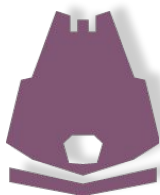
3 BURNS CAN BE DISTRIBUTED IN MANY WAYS



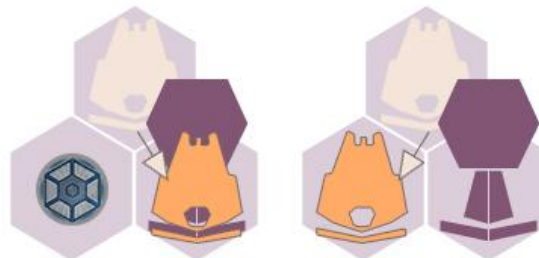
The Roc

Your **ROC** is the backbone of your Smuggler Fleet. Used to **LOOT PLANETS** and **SMUGGLE CARGO** to the **ENGINE STAR**. It may also land on **DIVES** to recruit **CREW MEMBERS**.

Your **ROC** moves **1 HEX** per **BURN**.



Roc silhouette



Rocs loot cargo from planets and can visit dives

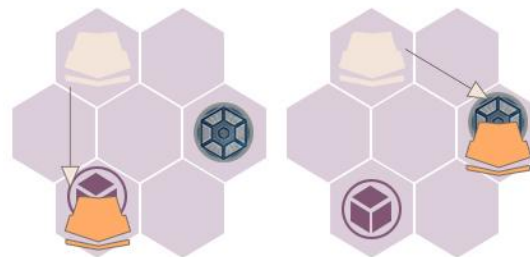
The Ravens

Your two **RAVENS** are used as trailblazers and salvagers. They land on **PLUNDER HEXES** to **LOOT PLUNDER**, and land on **DIVES** to recruit **CREW MEMBERS**. Deploy **BRIDGES** up to **1 HEX** away.

RAVENS move up to **2 HEXES** per **BURN**.



Raven silhouette



Ravens loot plunder from plunder hexes and can visit dives

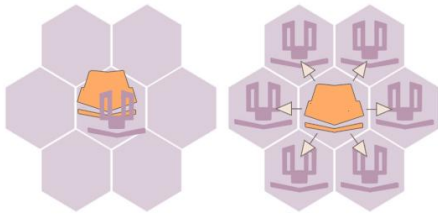
Advanced Maneuvers and Orbiting Planets

Building Bridges

Once a **TURN**, each **RAVEN** may place or move 1 **BRIDGE** onto any space within **one HEX** of them.



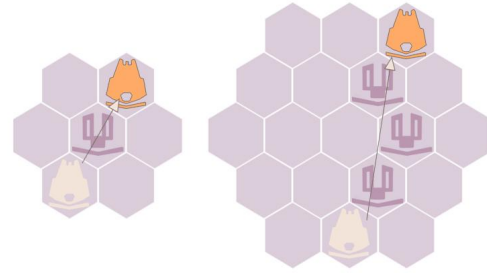
Bridge silhouette



Ravens range to deploy Bridges

Bridge Chains

A **BRIDGE** is a tool used to boost your **ROC'S** mobility. If your **ROC** lands on one of your **BRIDGES**, it may travel one additional **HEX** for **FREE**. If the **HEX** it lands on next contains another of your **BRIDGES**, it may continue moving. Link your **BRIDGES** together into a network and send your **ROC** from one side of the system to the other in no time!

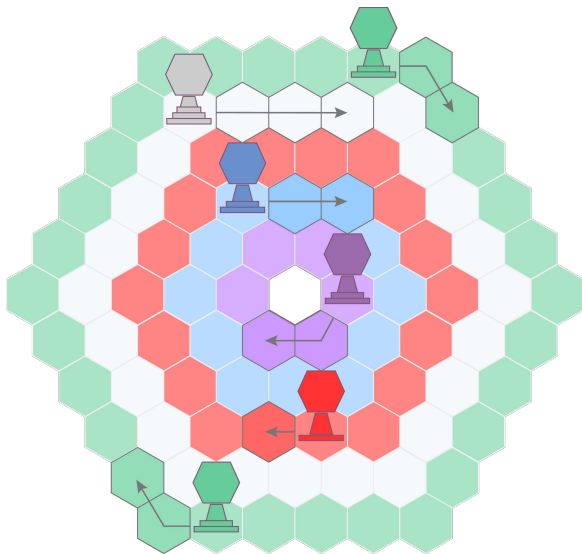


Roc using Bridges and Bridge Chains

Planet Orbits

The board should look different every time you play, because the **PLANETS** can start on any **HEX** in their **ORBITS**. But over the course of the game, these **PLANETS** will move around the board taking their **CARGO** and any **ROCS** currently visiting with them as they go.

The **PLANETS** move clockwise at the end of every **CYCLE**. When the **POKER PHASE** is over, the deck is given to the next dealer to shuffle, and the person who was just dealer moves each **PLANET**.



Planet's Orbit Diagram

Planet Tiers

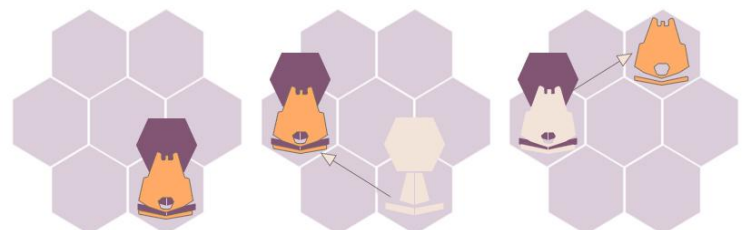
The **PLANETS** travel 1, 2, or 3 **HEXES** along their **ORBITS** each **TURN**. You can tell how many **HEXES** each moves by the number of tiers on each **PLANET'S** base.



Planet Tier Diagram

Planet Slingshot

Not only can you hitch a ride on a **PLANET** to move for free, your **ROC** can use the momentum from leaving the **PLANET** after it moves to propel itself 2 **HEXES** in 1 **BURN**. Use the **SLINGSHOT** to hop from **PLANET** to **PLANET**, or maybe link up with a **BRIDGE CHAIN**..



Roc using a Planet to slingshot

Loot Phase Cards

Loot Crew Cards

CREW CARDS are used to assist your fleet with navigating the perilous board. Use a Grease Monkey to add additional **BURNS**, a Scrapper to loot twice, or perhaps a Beckoner to move the **PLANETS**! See what creative combinations of **CREW CARDS**, **BRIDGES**, and **SLINGSHOTS** you can make to elegantly maneuver through the Conflux.

CREW CARD SYMBOLS



Nephelium



Hex Distance



Ante Multiplier

CREW CARD RANKS



Mate



Lieutenant



Boss

NAME

BURGLAR

TAG

[A]

PHASE

LOOT

DURING OPPONENTS' TURN

TIMING

ABILITY

[A]mbush an enemy ship as it loots, range (2).
(Play immediately when a ship loots within (2) of one of your ships.)

Steal (1) from the ambushed ship's owner.

(Take (1) from that opponent's stack and add it to yours.)

RANK

M



The Night Market on the edge of the vast Ranweth jungle is the perfect place for a smuggler to pick up some valuable cargo.

Antematter Poker

Poker in Antematter is played Texas Hold'em style. 2 Card Pocket Hands, 5 Community Cards. Instead of blinds, in Antematter you play with (you guessed it) **ANTES**, which go up at regular intervals (explained further in [Refilling the Board / Upping the Ante](#)). The current **ANTE** affects how powerful certain **CREW CARDS** are. The **ANTE** multiplier on your card (and in this manual) is noted by a (X) symbol. A card that brings in (10) is only worth 250 chips at the beginning of the game when the **ANTE** is 25, but by the end, it'll be worth 1,000 or more.

Poker Crew Cards

CREW CARDS are what make poker in **ANTEMATTER** so unique. Use Gambit cards to add more weight to your bet, or play a Trump card to avoid having to pay up when your opponents raise. And if your hand is just plain awful, our most powerful cards can give you an extra boost of luck, or a way to bluff your opponents into folding.

CREW CARD SYMBOLS



Nephelium



Hex Distance



Ante Multiplier

CREW CARD RANKS



Mate



Lieutenant

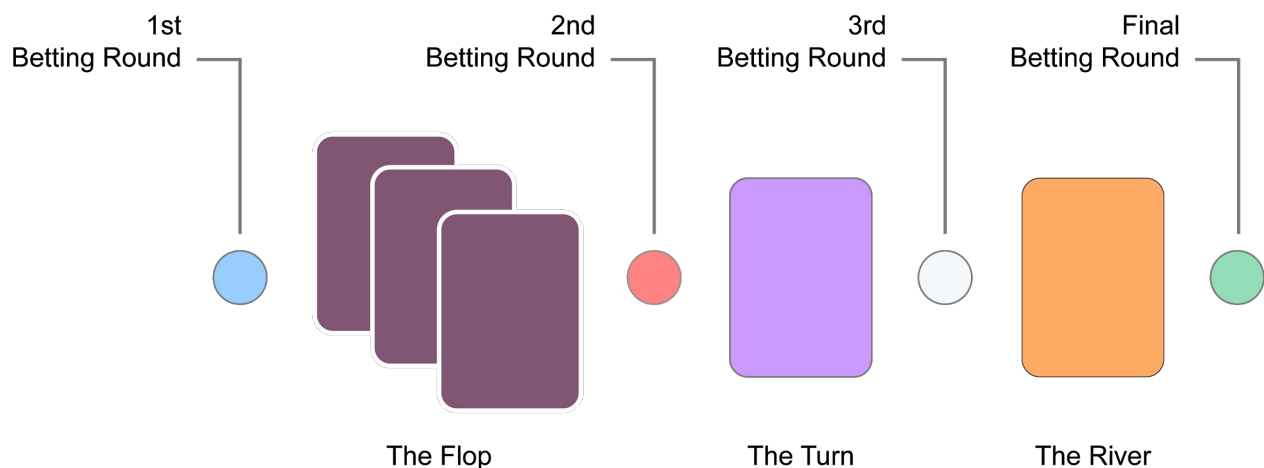


Boss



Unless the card says otherwise, every **POKER PHASE CREW CARD** is played during your **TURN** in the round of poker. That means if it's your turn to call, bet or fold, it's your turn to use any **CREW CARDS** that could make your decision easier. Some **CREW CARDS** are time restricted, so be sure to take a look at the Poker Timeline in the middle of your **CREW CARDS** to make sure you're playing a card at the right time!

Poker Crew Card Timing Diagram



How To Play Poker

Poker is won by making the best 5 card hand using your 2 pocket cards and the 5 public community cards, or by being the last player left. In Antematter poker, the game begins with all players placing an entry fee to the round, known as the **ANTE** ①. Be mindful that the **ANTE** will increase with every **STAGE**.

A full hand of poker would be played as follows:

Players are dealt two cards face-down. These are known as your pocket cards. Keep these guys to yourself!

- — Then a round of betting, starting with the player to the LEFT of the dealer and going clockwise.
During a round of betting, each player can check or bet. Once a player bets, players can no longer check; each player can only call, raise, or fold. Once the round is over, proceed to the flop.

The following actions are available to you during a round of betting:

Check - Checking passes the action to the next player to the LEFT without making a bet. This can only be done if no one has bet or raised in the current betting round.

Bet - Betting is wagering chips by placing them in the pot. The action moves to the LEFT and all players must either Call the bet or Fold to the bet.

Call - Calling is matching the bet that another player has placed and passing the action to the LEFT

Raise - Raising is calling a bet another player has placed and betting even more chips. The action moves to the LEFT and all players must either Call your raise or Fold to your new bet. Successive raises may result in a betting round going around multiple times until all players have gone "All-In" and wagered all their chips.

Fold - Folding means conceding the hand instead of calling a bet or raise.



Next, three cards are revealed from the top of the **POKER DECK**, and placed in a row. These first 3 community cards are known as **THE FLOP**.

- — After **THE FLOP** is revealed, there is a second round of betting, again, starting with the player to the LEFT of the dealer and goes counter clockwise.



— Following the second round of betting, another card is revealed from the top of the **POKER DECK**, this card is known as **THE TURN**.



— After **THE TURN** is revealed, you guessed it, there is a third round of betting, which again, starts with the player to the LEFT of the dealer and goes counter clockwise.



— After the third round of betting, the last card is revealed from the top of the **POKER DECK**, this card is known as **THE RIVER**.



— After **THE RIVER** is revealed, the fourth and final round of betting is initiated, which as always, starts with the player to the LEFT of the dealer and goes counter clockwise.

Following this last round of betting, players will make the best five-card combination between their pocket cards and the community cards, and show their hands. The person who bet or raised last shows their hand first. The best 5 card hand wins the pot and moves first in the next **LOOT PHASE**. (In case of a tie, the pot is evenly split among the winning hands and the players draw a High Card to determine who moves first in the **LOOT PHASE**.)

Grifters, Enigmata, and the End of the Poker Phase

Grifters

In our poker deck, we keep our Jokers in, and we call them **GRIFTERS**. If you're dealt one in your pocket, you'll have a decision to make. Either expose the **GRIFTER** immediately in exchange for a new card, or team up with the **GRIFTER** to con your opponents. But working with these notorious outlaws carries a risk: with a **GRIFTER** in your pocket, you cannot win the hand at the showdown. However, if you manage to bluff or convince your opponents to fold, you reveal your **GRIFTER** in exchange for (20) ...and bragging rights.



Enigmata

If a **GRIFTER** comes out on the **FLOP**, deal another card to replace it but not without first introducing a little mayhem. Also deal a card from the DECK OF ENIGMATA, each of which radically alters the rules of the hand. If multiple **GRIFTERS** come out, replace them all with new cards but draw only one **ENIGMATA CARD**. (If a **GRIFTER** comes out on the **TURN** or **RIVER**, replace it without dealing an **ENIGMATA CARD**.)

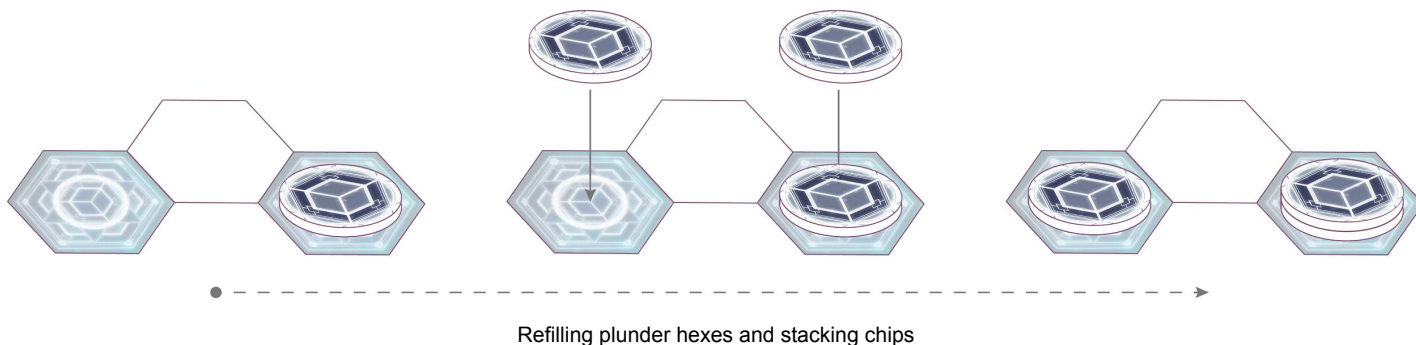


Getting Ready for the Next Loot Phase/Shuffling the Poker Deck

Once the hand is over, the deck is given to the next dealer to shuffle in preparation for the next hand, and the person who was just dealer moves each **PLANET**. This marks the end of the **CYCLE**. After the completion of 4 **CYCLES**, the current **STAGE** ends.

Refilling the Board / Upping the Ante

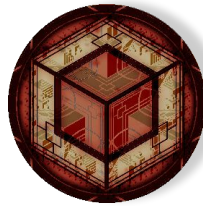
After a **STAGE**, the **ANTE** is raised 1 level. That means, if the **ANTE** is 1 white chip, it becomes 1 red chip, red becomes blue, blue becomes black. This happens after the last **POKER PHASE**, before the **PLANETS** are moved. At this time, each **PLUNDER HEX** on the board is replenished. If there are still unclaimed chips on the board, the new ones are stacked on top of them.



How To Win and Going Broke

The objective of **ANTEMATTER** is to impress the Corner Booth by building the biggest pile of chips in the Conflux. The number of chips you're aiming for will change based on how many opponents you're facing, although if you'd like to play **ANTEMATTER** all night, you can set the limit to whatever you want!

To win you must be in possession of the **TOKEN OF RESPECT**, a coin given out by the Corner Booth when you've reached a certain threshold of your target **STACK** size. You must possess the **TOKEN OF RESPECT** for one full **CYCLE** before you can win, even if you win a hand of poker that brings you from below the amount needed to win past the amount needed to win. If two or more players end the **CYCLE** in possession of the **TOKEN OF RESPECT** and the amount of chips needed to win, the winner is the player with the larger stack of chips. This gives your opponents their last chance to cash in their **CARGO**, but it also keeps opponents from stealing the game out from under the frontrunner by winning a hand of poker right at the end. This also means that you'll have to hang on to your ill-gotten gains while your opponents try their hardest to pry your chips away. Once you are in possession of the **TOKEN OF RESPECT**, you cannot lose it.



Token of Respect

TABLE OF VICTORY

# of Players	Threshold to Earn the TOKEN OF RESPECT	Amount Needed to Win
3	1500 Nephelium	2000 Nephelium
4	2000 Nephelium	2500 Nephelium
5	2500 Nephelium	3000 Nephelium
6	3000 Nephelium	3500 Nephelium

Going Broke

What happens when you lose all of your chips? Sometimes the Conflux can be a dangerous place, and the other players just won't leave you alone. Or maybe you were *sure* you were gonna win with that straight, but you didn't notice that there were 4 Hearts out and your buddy got a flush. Don't panic! You're not out of the running yet. Instead, you've got to regroup. Your **ROCS** and **RAVENS** return to **BASE** immediately. But your backers haven't given up on you yet, and neither should you. Your **STACK** will get replenished with the same 300 **NEPHELIUM** chips you began the game with, so get to work getting that last **CARGO** and bounce back! Everyone loves a great comeback!

Chip Denominations



25 Nephelium



50 Nephelium



100 Nephelium



500 Nephelium

Crew Card Glossary

Some **CREW CARDS** have rules about when you can play them. You can identify them by the **TAG** in the upper-right corner and the corresponding keyword in the text box. **POKER** and **LOOT CREW CARDS** have different **TAGS**:

Poker Tags

[D]estiny

- **Destiny** appears on Boss cards; play them before the **FLOP** to alter the rules for the rest of the phase.
- Only one **Destiny** card can be played per **POKER PHASE**, which means that once a player has played a **Destiny** card, other players can't play theirs.

[G]ambit

- Play **CREW CARDS** with **Gambit** as you place a bet or raise an opponent's bet. These cards upgrade your bets with bonus effects.
- You can play any number of **Gambit** cards per bet.

[P]rovoke

- When you play a **CREW CARD** with **Provoke**, you choose one of your opponents to target. These cards all affect the "provoked opponent" in some way.
- You can play more than one **Provoke** card targeting the same or different opponents.

[T]rump

- Play a **Trump CREW CARD** after an opponent takes a type of game action that the card "trumps". For example, if a **Trump** card says it "[T]rumps a bet," you can play it after an opponent bets.
- To trump an action, play your **Trump** card on your **TURN** after an opponent takes the specified action.
- You can trump any action that happened this betting round since your last **TURN**, even if more than one opponent took the same action. For example, if you're third in the betting order and the players ahead of you both bet, you can choose to trump either player's bet.
- You and other players can trump the same action with one or more **Trump** cards each.

[W]etwork

- You can only play one **Wetwork** card per **POKER PHASE**.
- Multiple players can play **Wetwork** cards in the same **POKER PHASE**, but only one per player.

Loot Tags

[A]mbush

- **Ambush** cards are the only **CREW CARDS** you can play out of **TURN**.
- Play an **Ambush** on an opponent's **TURN** when they attempt the specified action within the card's **RANGE**.
- You can't play more than one **Ambush** on the same opponent's action, but multiple players can each play one **Ambush** in response to the same action.

[R]aid

- Play [R]aid **CREW CARDS** when your **SHIP** moves within **RANGE** of the specified target.
- You may only play one [R]aid each time one of your **SHIPS** move. But you can play a new [R]aid no matter how your **SHIP** moves, whether it's using a **BURN**, a bonus move from a **BRIDGE**, or a **CREW CARD**.

Crew Card Glossary

Crew Card Keywords

Keywords are shorthand for game actions that appear on multiple **CREW CARDS**. Some cards have reminder text to give short explanations, and this section expands on these with the full official rules:

General Keywords

Collect

- Take the **NEPHELIUM** stated on the card from the bank and add it to your **STACK**.

Steal

- Take the **NEPHELIUM** stated on the card from the specified opponent(s) and add it to your **STACK**.

Poker Card-Only Keywords

Float

- To float, take the amount of **NEPHELIUM** stated on the card from the bank and add it to your total bet.
- If this raises your total bet above the call amount, this is considered a bet (or raise) and requires your opponents to call before moving to the next betting round.
- If you win the hand, return that **NEPHELIUM** to the bank. If an opponent wins the hand, they keep it.

Invest

- To invest, take the amount of **NEPHELIUM** stated on the card from the bank and add it to your total bet.
- If this raises your total bet above the call amount, this is considered a bet (or raise) and requires your opponents to call before moving to the next betting round.
- Unlike float, you don't need to return the **NEPHELIUM** to the bank if you win the hand.

Negotiate

- If you play a card with negotiate, each of your opponents, in **TURN** order, can choose to fold immediately.
- After your opponents choose whether to fold, the betting round resumes as normal.

Reduce

- To reduce a bet, you force the opponent who placed it to take the amount of **NEPHELIUM** stated on the card from their total bet and return it to their **STACK**.
- If any opponents called that bet or raised in between when the bet was placed and when you reduced it, those opponents also return that much **NEPHELIUM** from their total bets to their **STACKS**.
- After you reduce a bet, you only need to call the reduced amount. If the bet is reduced to zero, check instead.

Glossary of Terms

Ante - The chip that all players put into the pot at the beginning of each hand of Poker. The Ante is also used to determine the power of certain Poker Phase Crew Cards.

Base - The three starting Hexes for your ships.

Bridge - Deployable Warp Gates placed by your Ravens. Rocs use them to boost around the board. Linkable into a Bridge Chain.

Bridge Chain - A series of connected Bridges.

Burn - The resource used to move your ships around the board. Every player gets 3 Burns every turn.

Cargo - Loot gathered by your Rocs on Planets to be smuggled to the Engine Star

Crew Card - Individual cards from your Crew Deck.

Crew Deck - Your personal deck of Crew Cards. Each deck is unique and features a mix of Poker and Loot Phase cards.

Cycle - The combined Loot Phase and Poker Phase. After each cycle, at the end of the Poker Phase, the Planets move along their orbits and the Poker Deck is shuffled.

Deck of Enigmata - The deck you draw from when a Grifter is revealed on the flop. When a grifter is revealed, replace it with a new card from the Poker Deck and draw 1 card from the Deck of Enigmata

Dive - A bar where additional Crew are found. Loot a Dive to fill your hand with Crew Cards, or discard your hand and draw a new, full one.

Dive Hex - The Hexes that Dives are placed on around the board.

Engine Star - The Center of the board and the Engine Star Universe. Rocs smuggle Cargo to this Hex and Loot it to trade Cargo for a payout.

Enigmata Card - A card from the Deck of Enigmata. When a Grifter is revealed on the flop, it is replaced by a new poker card, and one of these cards are dealt.

Grifter - A unique face-card in our Poker deck. If you get one in your pocket, you cannot win the hand, but if you manage to bluff your opponents into folding, you gain 20A. If one comes out on the flop, it is replaced by a new card and an Enigmata Card is triggered.

Hex - The standard unit of distance on our board.

Loot Phase - The first phase in every Cycle. Players take turns moving their ships around the board, collecting Plunder and Cargo. The player who won the last Poker Phase moves first.

Glossary of Terms

Nephelium - The currency of the Engine Star Universe. In Antematter, this is represented by chips.

Orbit - The path of each Planet. On the board, Orbits are delineated by the colors of the ships that travel along each Orbit.

Planet - The 6 Planets of the Conflux. They rotate around the Engine Star clockwise along their corresponding Orbits. They are looted by Rocs to gain Cargo and Nephelium. Rocs can move with the Planets as they orbit, and Slingshot off the Planet to move one additional Hex in one Burn.

Plunder - Derelict or damaged ships scattered around the Conflux, represented by Nephelium chips. Ravens may loot plunder to pick up the chip and draw one card from their Crew Deck.

Plunder Hex - The Hexes that Plunder is placed on around the board.

Poker Phase - The hand of Poker played after the Loot Phase. Players take turns betting in a hand of Texas Hold'em Poker. The winner gains the pot and moves first in the next Loot Phase.

Range - The distance in Hexes between objects affecting each other on the board.

Rank - The rarity of Crew Cards. From least rare to most: Mates, Lieutenants, Bosses.

Raven - One of two ships in your fleet. Ravens move up to 2 Hexes in 1 Burn, and can place Bridges for your Rocs. Ravens may loot Plunder and Dives.

Roc - One of two ships in your fleet. Rocs move 1 Hex in 1 Burn, but can use Bridges. Rocs may loot Planets and Dives, and smuggle Cargo to the Engine Star.

Ship - Your Ravens and your Roc are ships. Your Bridges are not considered Ships.

Slingshot - The maneuver your Roc makes when it moves off a Planet it has just traveled with as it Orbited. Rocs may Slingshot to move up to 2 Hexes in 1 Burn.

Stack - The amount of Nephelium Chips a player possesses. Your goal in Antematter is to grow your stack to the target amount.

Stage - The number of cycles before the board is refreshed and the **Ante** is increased. In standard play an stage is 4 cycles

Tag - Special categories of Crew Cards. The Tag is found on the upper right corner of the card. Tags alter how a card is played, and how it might be affected by other cards.

Token of Respect - The coin needed to win Antematter.

Turn - Each player's time to act. In the Loot Phase, your turn is when you move your ships around the board. In the Poker Phase, it is when you would bet, check, call or fold.



THE LORE

THE CREWS



The Isan

Zonda's Gunrunners

Speed Is King

Play fast and loose—and always have a quick getaway ready—as the Isan, Antematter's crew of blockade runners, escape artists, and spaceship gearheads. The Isan's speed is second-to-none: Beat your opponents to the best scores and pick them clean before they're done tying their shoes.

Survival of the Fastest

No one knows engines better than Isan mechanics, and they'll give you the kind of speed that gets you into trouble—but also gets you out of it. In poker, that means you don't have to worry about getting in over your head: Someone on your crew always seems to “know a guy” to talk into lending you some chips you promise you're going to pay back someday. Or let your crew make a diversion and steal chips right from your opponents' bets.

On the board, no other crew has the speed of the Isan. Extra moves, extra loots, extra bridges: Your engineers can do it all. Your opponent's might have the firepower, but you have the horsepower. You can admire all the big guns they bring to the fight from your rear-view scopes while you jump away with the loot they came for.



Endure. Adapt. Excel.

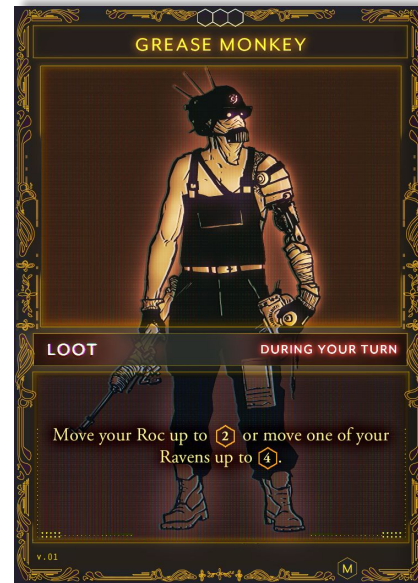
For the Isan, survivors and tinkerers from a world called Karsa ruined centuries ago by a meteorite impact, the Conflux offered a new beginning. They settled on the Twins, Almweth and Ranweth, two lush green planets that remind them of their homeworld's lost beauty and abundance. The Isan believe that life is a journey seeking one's truest nature: Their most important rite, the Isan-Kanri, is a vision quest where Isan confront all their possible selves, guiding them from who they are to who they can become.

“Push past your limits. Rebuild yourself without them.”

The ISAN Crew



The Isan are notorious fast talkers, so if you don't keep your wits about you, you're liable to get swindled. Zonda relies on her swindlers to spot lucrative deals and to make sure she always gets the right price. And if you "misplace" something valuable while the deal is going through, don't look at them.



It takes a lot of talent to keep Isan ships running at peak efficiency, and no one has given more in service of servicing ships than Zonda's Grease Monkeys. From engine tune-ups to jury-rigged manifolds with equal chances of working and exploding, if a Grease Monkey hasn't already replaced his arm with a prosthetic tool, he could soon be forced to.

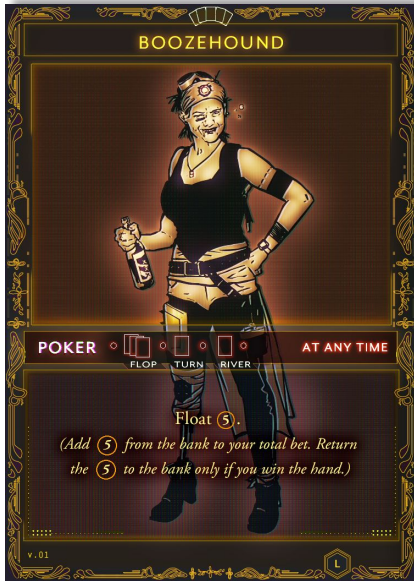


The Isan aren't shy about sharing their opinions. Isan culture is rife with schisms and factionalism, and nobody yells someone down like an Isan Troll. With augmented voice boxes and loudspeakers, these Trolls can be found peddling their opinions on street corners throughout the Conflux, agitating for this cause or another. Zonda uses Trolls to rile up her foes and goad them into making a mistake.

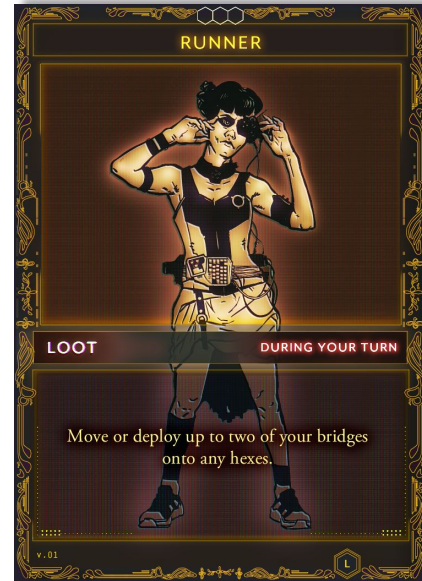


Between mods for their bodies and mods for their ships, the Isan's constant tinkering keeps Zonda Stock's crew hungry for new parts. The survivalist Isan ethos mandates that Isan search themselves and their ships for weaknesses to replace with upgrades. Scrappers serve as sorta like spiritual guides to the Isan way. They are the best of the best, by necessity, because if a scrapper can't salvage on the run, they're left behind to catch a ride with the angry Feron. And they have a different idea of tearing things to pieces for scrap.

The ISAN Crew



The barman's best friend is the Isan Boozehound, a lady of terrible taste but deep, deep pockets. She's always up for a game of chance, and she always bets big. For Zonda, it's more than worth the expense to have some of these notorious risk takers in her crew.



Traveling between planets in a star system takes weeks or even months with conventional space travel, but in the Conflux they make use of bridges, gateways which allow for faster than light travel. To cross a bridge, you'll need a kubern, a pilot who uses a mental interface to become one with the ship. The Isan Runners are known for chewing the leaves of a Nephelium infused plant to enhance their connection to the ship, and delay the inevitable madness that comes with being a kubern for too long.



Key to the Isan-Kanri way is finding your Knack, that one note in all the cacophony of the universe that seems to be playing only for you.

Tunnellers are Isan engineers with a Knack attuning them to the invisible threads that weave through space. Where other ships would plot a straight course from origin to destination, tunnellers use Nephelium tech to play these threads like a cosmic instrument, riding a song across astronomical distances.

The ISAN Crew



It takes a singular person to buck the central tenet of one's culture, but Zonda Stock is that person. Coming of age among the Isan—a survivalist society obsessed with machines and body modification—means finding the weakness of one's "stock" body and upgrading it. Zonda admits no weakness: Not as a gun runner during the war, and certainly not as the captain of the Isan crew now. She lives on her wits, with a sixth sense to escape the traps her enemies set for her.



Little is known about Lisilda, except that she was once a promising young student in the Catallax. No one knows why she left, but most assume it has something to do with the Allscope, a device she designed as a member of the Catallax. She now works for Zonda, using the strange sight granted by her Allscope to keep her captain one step ahead of her foes and pursuers.

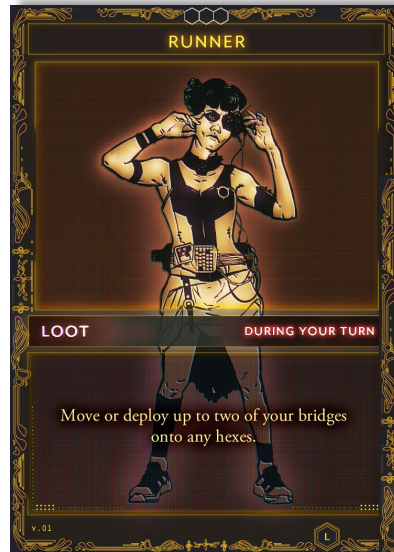


Whoever said, "There's no such thing as a self-made man," never met Mustafa "Steel Müz" Shakhrazi, the Isan smuggler crew's chief engineer. With a head of an astrophysicist but the heart of a gearhead, Steel Müz brings the same passion to fine-tuning his beloved Sirocco's engines for that last foot-pound of torque as he does to upgrading his own body with high-end, custom-tooled bionics. Fasten your seatbelt before playing his card, because your Roc is in for a ride. "I'm half machine, all man: Peak performance."

ISAN Tips and Tricks

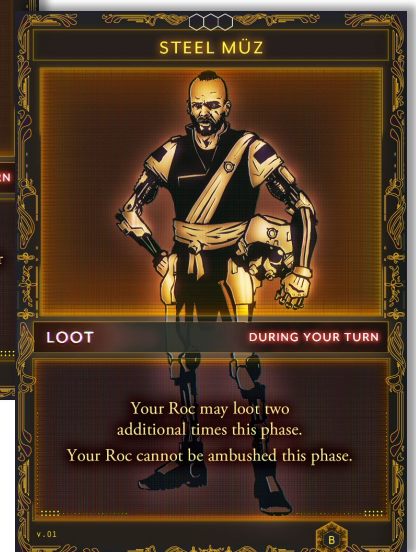
Combo: Runner + Tunneller

While the Runner and Tunneller are both effective movement cards in their own right, they're also two halves of a combo that lets you move your **ROC** to any **HEX** on the board. Normally, you'd use Runner to place two **BRIDGES** near your **ROC** or add links to your **BRIDGE** network. But when you have a Tunneller, you can have your Runner put one **BRIDGE** next to your **ROC** and the other anywhere on the board you want to go, then use your Tunneller to take your **ROC** there.



True Potential: Steel Müz + Grease Monkey

Steel Müz lets your **ROC** loot two extra times in a single **TURN**, but that's only if you can get it to three different **PLANETS**. Even if those **PLANETS** are in the right places and your **BRIDGE** network is set up, you'd need to use all three of your Burns for the **TURN** without any left to move and loot with your **RAVENS**. But play one or more Grease Monkeys during the same **TURN** as Steel Müz, and you can use him to his full potential without wasting your **RAVENS**.



The FERON

Crocodile's Pirates

Bring The Muscle

Every spacefarer in the Conflux knows the fear of being boarded by merciless Feron pirates who attack without regard for flag or flak. Command the Feron to invade enemy space, go in heavy, and claim the spoils. On the board or at poker, nobody messes with the Feron. Lock and load.

Flood The Zone

Always be raising. You want to borrow some chips from the bank to make a big bet and push your opponents out of the hand? Then nick the chips they folded with to press your advantage? Challenge an opponent to see who blinks first? Double your bet then collect bonus chips for each opponent who cut and ran? When you're playing poker as the Feron, you take the fight to your opponents and never let up.

Of course you respect your opponents: You want to see what loot they drop. On the board, your crew likes to keep things simple. Get in their face. Take everything you can steal. Blow up the rest.



Unleash The Beast

The Feron rule the red planet of Cadfall and revere the Great Chain of Predation. They follow a strict caste system, enforced by a pitiless police state but now depleted by emigration following the War. In the Conflux, the Feron Governors rule from the Magnarx, the great stronghold atop the spear-like meteorite known as Spiral, though many former Feron warriors have left the service for lives of adventure, seeking opportunities for the brave and the foolhardy.

"Crack open their hull. Take everything they got."

The FERON Crew



Feron Marauders live for the spoils of war. They're often the first to launch themselves into the breach, not out of courage but to get the first crack at the loot. Teams of Marauders are experts in stripping captured ships, though an item or two might fall into their pockets on the way to the hold.



It takes a lot of guts to send a harpoon at an enemy ship and jump from your own, and Crocodile's harpooners cut their teeth boarding heavily armed Malleon battleships. A Feron boarding party is a fearsome enemy, and the harpooners are usually the first boots on the hull.



When your army prefers to throw as many bodies at the enemy, it doesn't pay to be a Grunt. After the war, the Grunts that were lucky enough not to be fed into the meat grinder were lost and aimless. Those under Crocodile's command found a second chance fighting for their own fortunes, though their lack of training means they prefer the cruel efficiency of the spiked mace.



It's better to be feared than loved, especially when you're a Feron pirate crew. Crocodile's raids begin with harpoons, then Boroz Two-Saws and then his juggernauts. Using power armor for propulsion, they cross the vacuum along harpoon lines and crack open the hull. Their sound alone terrifies their victims. And if anyone gets any ideas about being a hero, an armor-powered axe swing from a Juggernaut deals with them fast enough to discourage anyone else.

The FERON Crew



Enforcers are what happens when Grunts get a little power. It takes a tough will and a short temper to keep a squad of unruly Feron pirates in line, and Crocodile relies on these Lieutenants to maintain order and deliver corrective punishment.

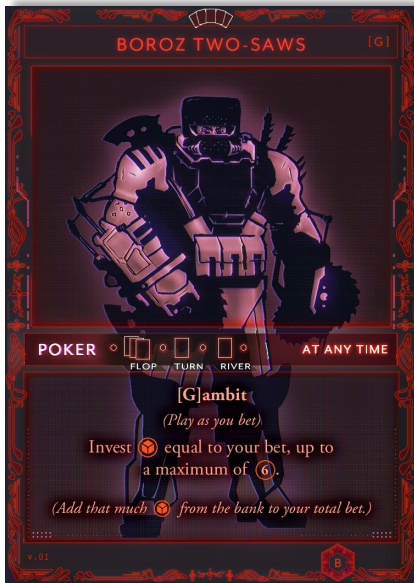


While most Feron prefer the simplicity of direct assault, their demolitionists do love an explosive act of sabotage. Armed with powerful charges, Crocodile's demos are known to mine their own installations with proximity detonators that can cripple enemy ships and make any foolish looters wish they'd never entered Feron space.



The guy you never want to see at the end of a hallway is the Feron Tank. Lethal and clad in heavy power armor, his halberd can split an unarmored foe in half. And once he sets his mind on a fight, a Tank doesn't stop until either he or his quarry is no longer breathing.

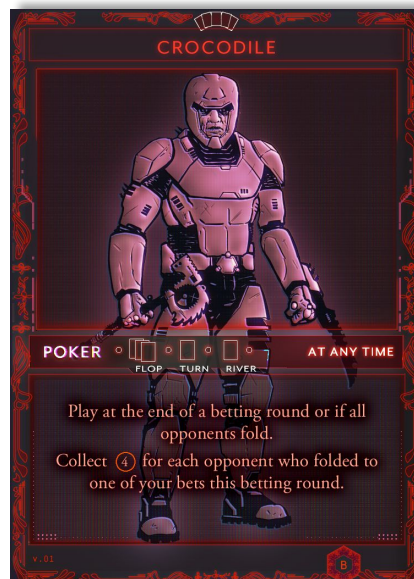
The FERON Crew



First mate to the infamous pirate Crocodile, Boroz's fearsome Stormsteel armor and love of spitting sparks has earned him the nom de guerre of Boroz Two-Saws. "So then I added another saw. They never see it coming."



As the tide of war turned against the Feron, what was left of the High Command greenlit the Shipkiller Program, which turned badly wounded soldiers into living weapons. Garamax was Crocodile's close friend and comrade, but now he only lives to complete his destiny: sacrificing his life for a cause greater than himself.



Captaining the Feron crew means being as much a leash as a leader. Crocodile enlisted in the War to fight for his family but chafed at being a cog in a war machine that served only to gratify the Feron elite's thirst for blood and conquest. Unlike most Feron, Crocodile has had his fill of needless violence. He prefers threats to brute force. But that doesn't mean he won't get his hands dirty if that's what it takes.

FERON Tips and Tricks

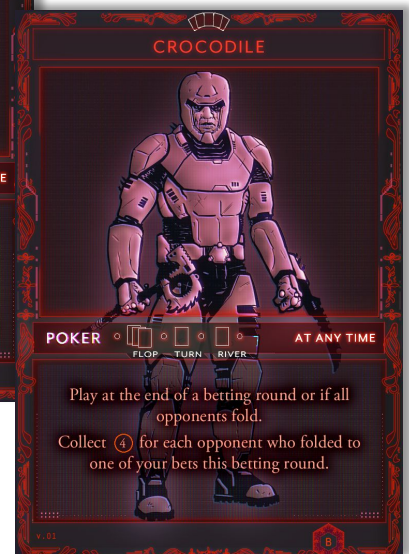
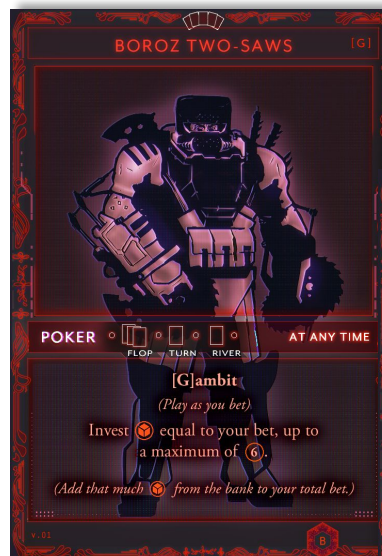
Combo: Harpooner + Breacher

Harpooner and Breacher are the one-two punch that makes your opponents fear your Feron pirates invading their side of the board. On their own, Harpooner lets you close the distance to enemy **SHIPS** and Breacher steals their loot. If you've got a few of them, you can play multiple Harpooners and Breachers in the same **TURN** to let your **SHIPS** go wild ransacking every enemy in sight.



Megacombos: Boroz + Croc

Crocodile and Boroz Two-Saws fight as a deadly pair in the **ENGINE STAR** storyline, and if you're lucky enough to draw them both, they'll put the same hurt on your opponents at the poker table. First, play Boroz to double the size of your bet up to a whopping (6). Then, after this sends them packing, you can play Crocodile to get even more chips for every opponent you muscled out of the hand.



The CATALLAX

The Mission in the Conflux

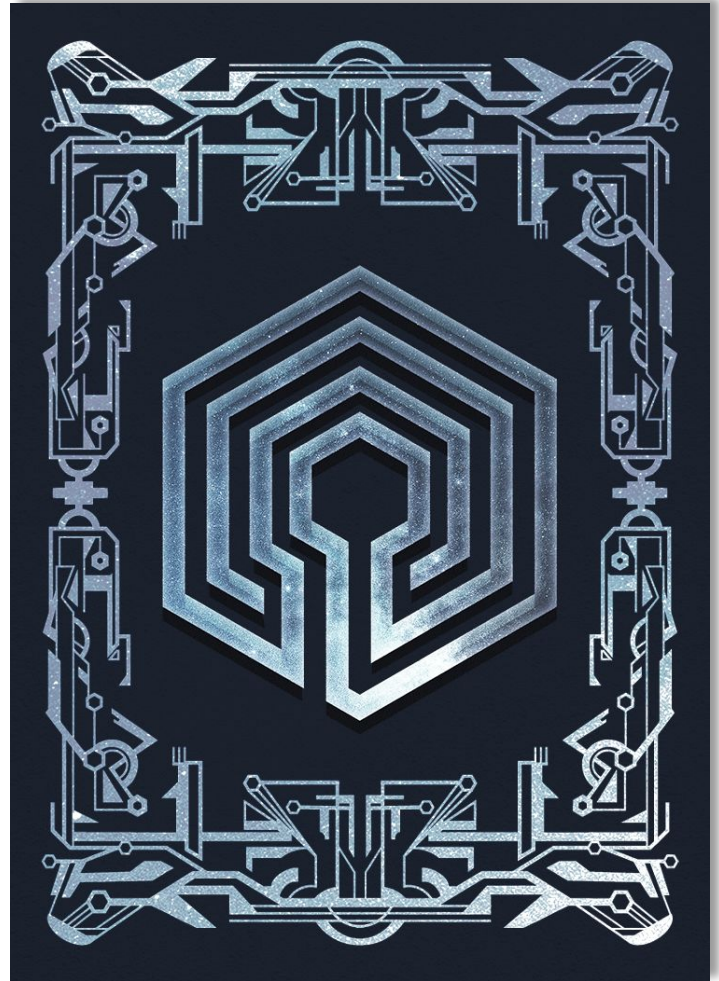
You're Here To Make Friends

Kill them with kindness as the Catallax, Antematter's crew that aims to do well by doing good. On their mission of mercy to the Conflux, the Catallax's scientists, doctors, and sages can help out your opponents in exchange for donations to the cause. When everyone wants to be your friend, you can get ahead one deal at a time.

For The Win-Win

You can't be anyone's enemy if you're everyone's friend. In poker, your crew helps you stay out of fights. If someone's bullying people out of a hand, you can bail out your opponents as they fold while collecting a little reward for yourself. But when you need to stand your ground, your crew will step up, punch back, and serve justice.

There's no honor among thieves, but your opponents will want to stay in your good graces for the rewards you can offer. On the board, you're leading the one crew everyone else wants to see in their sector. Your crew can dole out free chips to opponents who have ships nearby, and they won't mind that you get even more yourself.

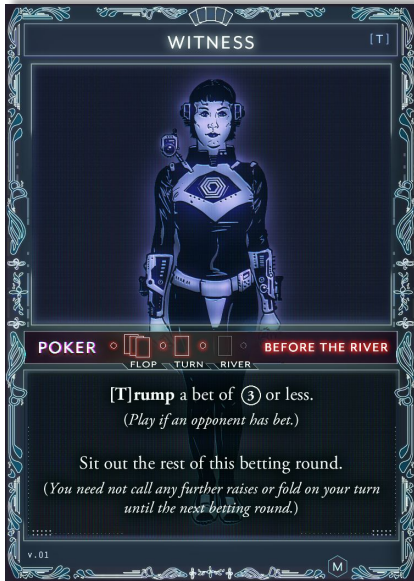


But First, Science

The Catallax is the Conflux's brightest beacon to those who would dedicate their lives to scientific advancement, human progress, and spiritual awakening. The only new civilization born in the Conflux, the Catallax welcomes those from all of the older ones, casting aside petty conflicts to devote itself to unraveling the Conflux's mysteries and illuminating the next phase of human evolution.

"Seek peace and truth. Be capable of anything"

The CATALLAX Crew



The study of history is essential to the education of every student in the Catallox, but the colleges also send Witnesses to record events as they happen. The Witnesses of the Catallox Mission to the Conflux document all of the Mission's altruistic activities, from rescuing crews from derelict ships to administering vaccines to the poor.



Catallox Emissaries are heralds of goodwill. They are the first contact most spacefarers have with the Catallox, and they are trained to be patient and understanding. They have learned to defuse the most dangerous situations with words, and their work solving conflicts has saved as many lives as the Seraphs.



The Nephelium that permeates the Conflux can interfere with traditional ship sensors, making radar and long-range visual scanning ineffective. To navigate this fog of war, you'll need a Listener: a technician who uses a highly advanced mind-interface capable of hearing through the Nephelium haze. Many foolhardy captains made the mistake of venturing into the Nephelium gas-giant Gethen without a Listener, never to be heard from again.



During the War, the number of wounded began to overwhelm the Catallox relief efforts. The Catallox formed a team that invented the Seraph rig, a wearable neuro-interfaced, combining diagnostic, pharmacological, and surgical functionality. Seraphs have become a symbol of salvation throughout the Conflux. After the War's end, the Catallox sent the very best Seraphs to embody the medical side of the humanitarian efforts. In the lawless reaches of the Conflux, there's no greater relief than seeing the Catallox spiral.

The CATALLAX Crew



The Catallax don't have the fastest ships, but they don't need them when they have Shepherds, who have studied the fabric of spacetime and unlocked its secrets. They can create small wormholes almost at will, allowing Catallax ships to seem like they're everywhere at once.



Alchemists are Catallax researchers who have committed themselves to experimenting on the strange and wonderful materials found only in the Conflux. From their trials attempting to create everything from panaceas to alternative fuel sources, Alchemists have a solution for every problem.



The Catallax possesses the largest collection of strange materials, flora and fauna in the Conflux, and it takes a trained Curator to catalogue all the incoming samples. They keep the Catallax moving efficiently by ensuring all new data is properly recorded and stored so the Mission can continue its good works.

The CATALLAX Crew



The Catallax believes that even our worst mistakes can be redeemed if we build bridges to cross over them. Before she took up the mantle of “Sister Mercy,” she was a doctor and geneticist at Silviana College whose experiment went wrong and cost lives. She volunteered on a spaceship-based hospital treating refugees of the War, eventually earning the right to call herself Sister Mercy, erasing her old identity and completing her atonement.



Sister Justice made a name for herself as one of the Catallax ambassadors that helped craft the Treaty of Arlayas, the document that finally brought an end to the horrific War. She is now a court unto herself, arbitrating conflicts and rendering impartial verdicts in the service of justice around the Conflux.



Not much is known about the mysterious Passenger travelling with the Catallax Missionaries. He keeps to himself and doesn't ask many question. He doesn't answer any.

CATALLAX Tips and Tricks

Combo: Witness + Seraph

The Catallax is all about making friends, even at the poker table. On its own, Witness lets you stay out of petty fights: If an opponent makes a small bet, you can play Witness to trump it and sit out the rest of the betting round while the rest of the table fights it out. You won't have to call until your **TURN** in the next betting round, when the dust has cleared and there are new community cards.

If your opponents keep betting, you can play the Seraph as a trump: Any of your opponents who want out of the hand can fold right away for a small bonus, and you get extra chips for each opponent who takes you up on the offer. You can still decide to fold too, or use the chips Seraph gave you to fight back, now that you've talked your other opponents into backing out.



Combo: Emissary + Listener

The Catallax might not be as fast as the Isan, but you don't need to get to the **PLUNDER** first if you can make a better deal once you get there. If an opponent beats you to the punch, no big deal: Play an Emissary when your opponents loot a **PLUNDER HEX**, and you'll also get 2 — plus throw in a free 1 to that opponent so everyone's happy to see Catallax **SHIPS** in their space.

And when you add Listener, it's even better that your opponent got there first. Listener gives your **ROC** bonus movement to move to a **PLUNDER HEX** that's already been depleted, and once you're there, you can replenish it to give your **RAVENS** a second chance to grab the loot.



The MALLEON

Nine Fingers' Privateers

Steal Smarter, Not Harder

Playing the Malleon privateers in Antematter is about looking ahead and setting up the next big score. Whether it's extending your reach to snatch resources out from under opposing players, or fattening the pot to press an advantage, Captain Nine Fingers and his crew watch and wait for the perfect opportunity to make the most money with the least amount of effort.

Play The Angles

When you're playing as the Malleon, you like to keep your options open. When your opponents want to bet hard, your crew can slow their roll. When it's your turn to grab the wheel, your crew can help you outmaneuver your opponents and win a little extra once you're done taking them for a ride.

On the board, the only law you respect is efficiency. Your Roc moves double-time when there's a planet to loot, and your Raven can snatch two plunders for the price of one. Your crew isn't the quickest or the best-armed, but your crew has the know-how and connections to make your smuggling run like clockwork.



Like Fish In Water

The Malleon come from the waterworld of Mor. Nominally an Empire, the true power emanates from the Malleon Bankhouses, mega-corporations constantly vying for control of the Legislative Exchange. From their colony on the storm-drenched world of Carannon, the Malleon rely on privateers to do their bidding in the Conflux and to relieve the war-ravaged Malleon Navy.

"Keep the peace and the profits!"

The MALLEON Crew



The Malleon are all about getting something for flexing their muscles, and Nine Fingers' Extortionists are expert and extracting cash from cowering foes. One flick of a switchblade, one withering look, and the Extortionist has his mark ready to cough up however much is necessary never to meet him again.



Malleon thieves are the among the best in the Conflux. Their talent for casing a target and separating them from their hard-earned loot is legendary. The Burglars on Nine Fingers' payroll are used to find every trace of loot in their victim's ships, and ensure that every venture is a profitable one.



The art of the con is something that comes naturally to many enterprising young Malleon sailors. But the Hustler, so unassuming and yet so sly, might be the most dangerous to your wallet. Don't let his naive face fool you, his cold heart is firmly fixated on taking you for everything you've got.

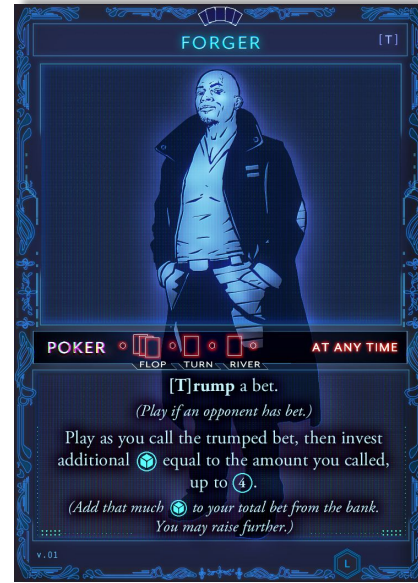


What good is loot if you can't sell it? That's where the Malleon Fence comes in. The Conflux is a big system, and it pays to have someone in your crew who knows just where to go to get top dollar for your latest haul. Because you didn't spend all that time planning a heist just to get robbed.

The MALLEON Crew



The Malleon philosophy of “Coin and Code” is held in the same regard by its criminal underworld as it is by the captains of industry. None exemplify this better than the Racketeers. Keeper of books, master of debt, no coin or cargo passes through her enterprises without her knowledge and permission. Try to scrub your name from her ledger, and you may have to start writing with your other hand.



Under Captain Nine Fingers, the Malleon ethos of “Coin and Code” means honest piracy: taking only from those who aren’t smart enough to protect what’s theirs. To his forgers, the only injustice is a mark holding onto money that rightfully belongs to the privateers. If a little bank paper can resolve a conflict between crews without warming up the cannons, any civilized pirate is honor-bound to furnish it. And in the spirit of generosity, these forgers pay rival bankhouses the favor of alerting them to their lax security.



Malleon people pride themselves on knowing a good deal when they see it. That’s why it’s always good to have an *honest* Bookie around, to take your bets and make sure you’re always somehow in the black.

The MALLEON Crew



Nine Fingers' second-in-command, Abigail lost her eye in the same battle that took her Captain's tenth finger. And like him, she refused to replace it with bionics, preferring to keep her phantom eye so she can always watch her boss's back. But her remaining eye is always looking for the next score, and her card allows a clever commander to take great advantage of lucrative opportunities. "It's still fun and games."



Originally assigned to Nine Fingers' ship to ensure that the Bankhouse funding him made a decent return on its investment, Lawrence has since become the Captain's trusted advisor and friend, and the Quartermaster of the Albatross. An auditor during the War, he has seen his fill of bloody conflict, and almost always cautions restraint to his Captain.



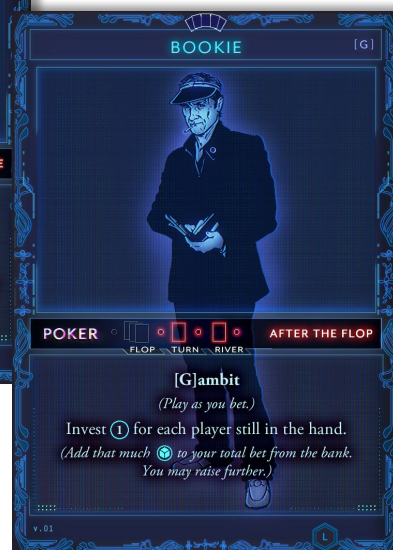
The leader of the Malleon crew, Nine Fingers served in the Malleon Imperial Navy during the War at great personal cost. Disillusioned with the military, he and his former comrades have reinvented themselves as some of the most feared--and wealthiest--pirates to plunder the space lanes. Nine Fingers uses his experience from the war, fighting rearguard actions against much larger Feron forces, to bait opponents into overcommitting their resources, springing his traps once they're in too deep.

MALLEON Tips and Tricks

Combo: Hustler + Bookie

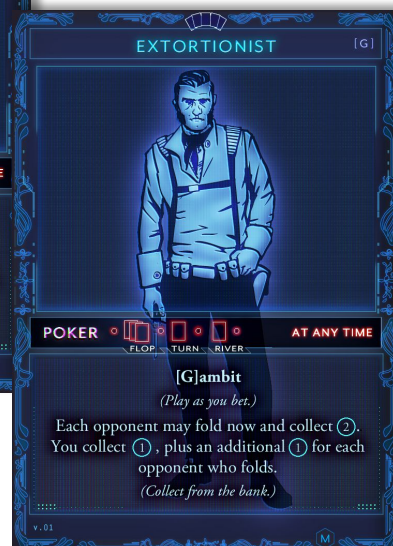
Hustler is a key card for the Malleon's style of opportunistic poker: If an opponent bets aggressively before you're ready to make your move, or if you're holding out for a flush, Hustler can reduce the bet to keep your options open and let you see how things play out.

But this can cut both ways by helping keep your other opponents in the hand too, and the Malleon don't help anyone unless there's something in it for them. With Bookie, you get to play another angle: You can't use him until the flop comes down, but once you do, you get paid for each opponent still in the hand for a big advantage over everyone you "saved" with Hustler.



Combo: Forger + Extortionist

On its own, Forger lets you counterpunch against an opponent by giving you free chips to raise after you call an opponent's bet. At that point, if anyone else is still in the hand, there's a good chance they're going to want out. Why not make a little deal to entice them? Anyone who was going to fold anyway gets a little extra, and so do you. Win-win.



The PHALANX

Nazzaretes' Rogue Fleet

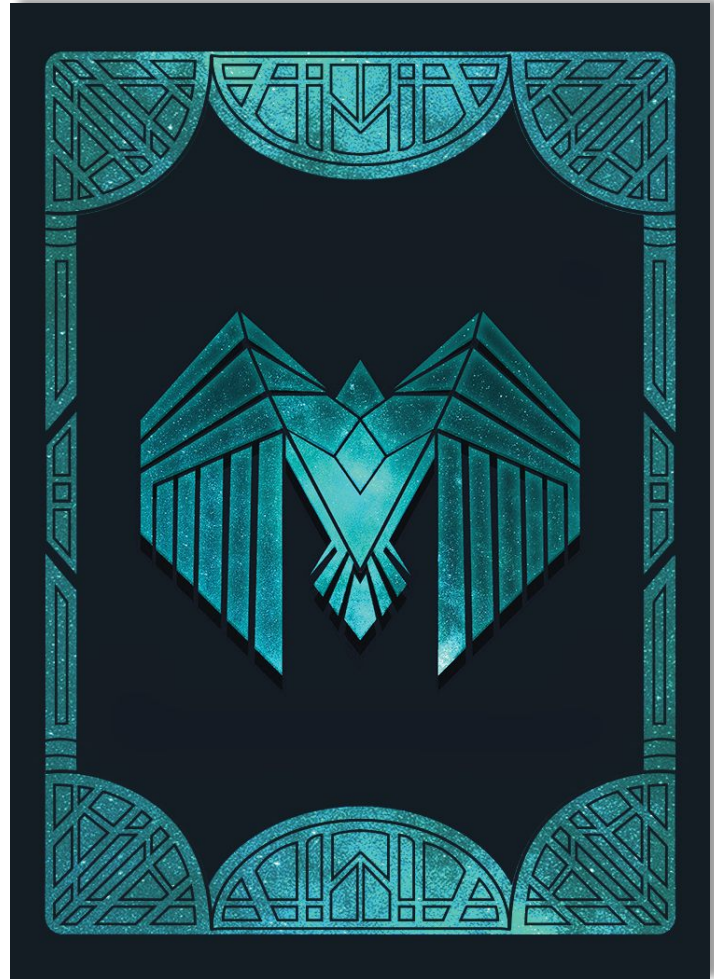
Report for Duty

Always check your corners, recruit, because as the Phalanx, you're part of a crew that hits hard but hits smart. There's no enemy that can't be outflanked, no trap that can't be disarmed, no fortification that can't be breached, with efficient, surgical, and decisive strikes. Your opponents might be swindlers and scoundrels, but you're a soldier, and if they get in your way, your crew provides tactical support to dispatch them with military precision and resolve. Is that understood, recruit?

Prove Your Mettle

Play as the Phalanx to bring the fight to your opponents with precision and finesse. In poker, your crew provides the tactical support to let you bet hard against opponents. You never go into battle without overwatch, and every time your opponents spring the traps you set, you'll commandeer their chips and move the war effort one step closer to victory.

On the board, your ships operate with military coordination, performing at their apex when flying in formation to work as a team. The other crews are motley pirates and smugglers, but you're commanding an elite Feron military force: Your crew can punish opponents for getting near your ships, and you can launch lightning missions into hostile space across the board.



"We Are The First"

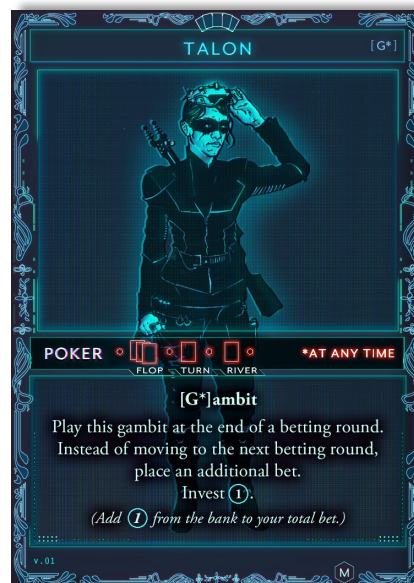
For the rest of the Conflux, the War ended. For Grand Admiral Nazzaretes, commander of the First Fleet, this was a coward's peace imposed by illegitimate rulers: She and her soldiers refused to lay down their arms, and they've been waging a private war as the Phalanx ever since. With the great powers in retreat, the Phalanx's main competition in plundering the Conflux are now just pirates and smugglers who lack the training, discipline, and will of the Feron's most elite warriors.

"We fight for the New Feron. We are the First."

The PHALANX Crew



Being apart of the First fleet is an honor. Being the first line of the First Fleet, to some, is an even greater one. Using their elektro-shield to defend as they close the distance between themselves and their targets, Claws will tear open the enemies defences, allowing other deadly team members to join the slaughter.



Death from afar personified, Talons are the First Fleets spies and assassins. Excellent sharpshooters, they are capable of hitting targets from so far away, the only thing they hear is the sickening crack of a bolt of concentrated electricity. And if by chance you happen to meet one up close, each Talon is armed with their signature curved knife, which can end you just as quickly as their elektro-rifles.



Ever heard of an unstoppable force meeting an immovable object? Well the Tusk is a bit of both. Using their jet propelled javelin, and booster shields, Tusks break through enemy lines, then hold their ground while reinforcements arrive. The amount of training and dedication to the become a Tusk is almost equal to the amount of grit you need.

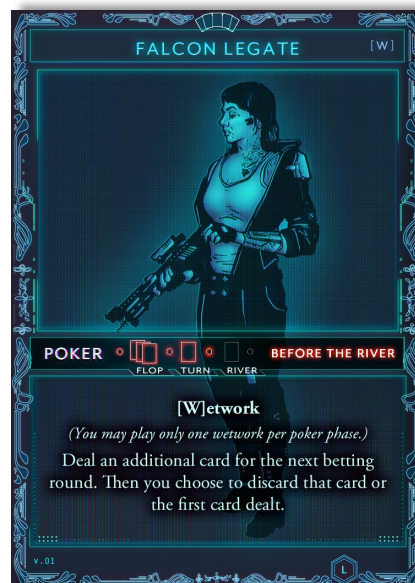


These elite Phalanx fighter pilots weave in and out of formation to give their fleet unrivaled mobility and flexibility. But where they used to fly missions against enemy navies, they now easily outmaneuver merchant convoys and pirate outfits.

The PHALANX Crew



Former Claws, the Fox Captains itch to get into the melee. They excel in close quarter combat, and shed their elektro-shields, in favor of weapons and gauntlets that emphasize their newfound ruthlessness. To be parried by a Fox Captain is to have only a moment to consider your mistake before you die.

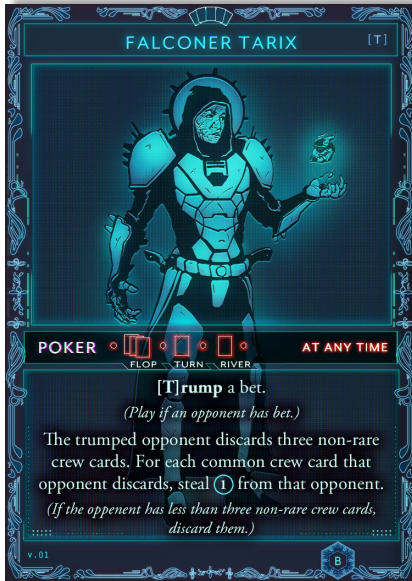


When a Talon has outgrown her role as a silent assassin, she is promoted within the Falconroost as a Legate. She is given an advanced Elektro-rifle capable of firing a range of ammunition types, making her capable of taking down armored foes, even other Feron in heavy power armor.



The First Fleet's Boar Centurions command the Feron marines' boldest and most dreaded boarding parties. Wearing Deflektor power armor and wielding the powerful Elekstut Arc-MG, Centurions wade through bullets and grenades without slowing and can cook an armored soldier in his suit in a matter of moments. Centurions direct formations of heavy transports into battle, leading entire companies through the breach to sabotage or commandeer even the heaviest enemy capital ships.

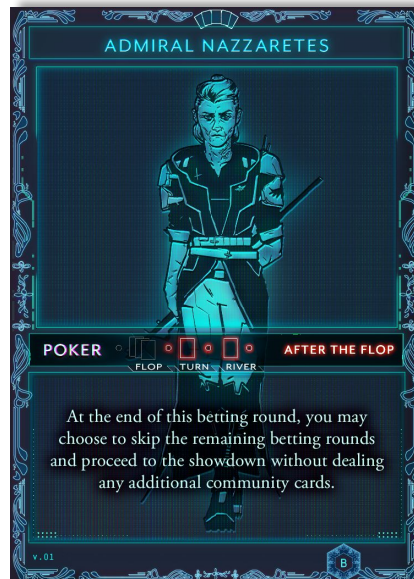
The PHALANX Crew



A member of the highest order of the Feron's dreaded Falconroost secret police, Tarix commands agents all around the Conflux, directing their campaigns of terror from afar. In service to the First Fleet, Tarix is known for her complete lack of mercy. No one unlucky enough to be caught by her Talons has ever been heard from again.



The Admiral's right hand man, Colonel Zhon leads Nazzarettes' shock troops into combat. The sound of his approach, of his bloodsteel leg pounding on the floor, lets his foes know exactly who they are dealing with, and to give up all hope of survival.



Grand Admiral Nazzarettes assumed command of the First Fleet when her mentor and superior died during the siege of the Isan homeworld, Karsa. She claimed bloody revenge on the Isan defenders in a massive energy attack that sent many of Karsa's famed floating cities crashing down to its toxic surface. On her way back to the Conflux, she destroyed the Gate connecting Karsa to the Conflux, severing the Isan peoples. It's her destiny to keep fighting, regardless of the Armistice.

"We fight for the New Feron. We are the First."

PHALANX Tips and Tricks

Combo: Boar Centurion + Wing

The Phalanx are at their most powerful when they're flying in formation, pushing hard and fast into enemy territory while keeping their guard up. When your **SHIPS** are all together, you can play Boar Centurion to get two additional **BURNS** on top of the three you start with each **TURN**.

Five **BURNS** already give you lots of movement options, but adding Wing to the mix takes it to the next level. Every crew's **RAVENS** can build networks of **BRIDGES** to help their **ROC** speed across the board, but Wing lets your **RAVENS** act as **BRIDGES** themselves. With your five **BURNS**, you can move your **RAVEN** into the perfect position, build **BRIDGES** across any gaps in your network, and then catapult your **ROC** almost anywhere on the board.



True Potential: Falcon Legate + Nazzarettes

Depending on who you ask, Admiral Nazzarettes is a fearless Feron patriot or an infamous war criminal, but either way, her power to skip all the way to the end of a poker hand shows her ruthlessness in breaking the rules to win at any cost. And like in the **ENGINE STAR**'s story, Nazzarettes is most effective when she uses Falcon Legates, her most seasoned assassins, to soften targets before moving in for the kill. When you play a Falcon Legate, you deal an extra card during the next betting round and then decide to terminate one of them. If the surviving card puts you ahead, slam down Nazzarettes to ensure that's the last card your opponents get to see.



The CONCLAVE

The Trudaine Monks

Know the Unknowable

Exploit the loopholes in the laws of physics as the reality-bending Trudaine Conclave, a crew drawn from a secret order of astrologers, psychics, and shapeshifters. Master the space-beyond-space of the Lacuna to move entire planets on the board. In poker, match wits with your opponents and unveil their secrets. And if you need reinforcements, the Trudaine can turn your opponents' own crews against them.

Embrace the Infinite

Play as the Trudaine to push the boundaries of what's possible. In poker, your crew plays mind games with your opponents. If they bet hard, maybe your crew makes the chips to call appear out of thin air. If they bet soft, maybe your crew explains they didn't want to bet at all, and they put those chips into your stack instead.

On the board, your crew can use the Trudaine's studies tracing celestial movement to jump great distances between points within a planet's orbital path or even teleport whole planets themselves. When you can move a planet out of your opponent's smuggling run and into yours, you don't need a horoscope to tell you who's going to be the one having a good day.



Free Your Mind

From its three Lodges hidden along reality's edge, the Trudaine Conclave studies the motion of the planets to decipher the laws of physics and the dictates of fate alike. Isan youths undergo the Isan-Kanri rite of passage, a vision quest to become one's truest self, and a rare few emerge Anointed, with eyes that can see the strings that form the weave of the universe and ears that can hear the harmonies they play. The secret of the Anointed is unknown to other Isan and even to the Anointed themselves, but the song of the universe leads them to the Trudaine like moths to flame.

"The stars move us."

The CONCLAVE Crew



The vast vacuum of space is less daunting with a Beckoner by your side. Channeling the energy of Space-attuned Nephelium, Beckoner can locate a planet's center of gravity and grab hold. Through the darkness of space, she beckons the planet ever closer.



Not everything out of sight is unseeable. Looking beyond their own periphery, Seekers use eyestones to search out and see from vantage points they'll never occupy in places they've never been. But through the stones, they can see these faroff worlds more clearly than the world around them.



Working closely in tandem with the Beckoner, a Conduit is in tune with the pull of spacetime, user her powers to follow the swift and secret current left behind by the planets as they orbit the Engine Star. But her powers can exact a terrible price, and not every Conduit can survive the trials with their lives and limbs intact.



In the haze of a Nephelium vapor that fills a dark bar, you may hear old spacers whisper tales of face stealing Conclave shapeshifters. Ghost stories and urban legends to most, these Echoes remain mysterious even to Catallax scholars. Few people have ever seen an Echo, but even fewer have realized it.

The CONCLAVE Crew



Playing with gravity is a deadly game. Precisely attuned with the forces of gravity, Savants orchestrate complicated maneuvers with the most massive of objects. Meteor maestros, they are the conductors of the Conclave.



Those unlucky enough to be captured alive by a Conclave crew will inevitably face an Inquisitor, a master of mental manipulation. Though their methods remain a mystery, what is certain is this: no one keeps the Inquisitor from the truth.



A Thaumaturge has achieved a rare harmony with the Nephelium around her. She can warp and shape it at will, and even use its gravitic power to render herself weightless. A Thaumaturge is a deadly foe, because she can even use the Nephelium in her foes' blood to her advantage.

The CONCLAVE Crew



The Speaker of Tides, the leader of the Conclave, is a master of Nephelium manipulation, and the most fearsome warrior of their order. His Nephelium arms have become as much a part of him as his flesh and blood, and his command of the substance is such that he can infuse his Nephelium with terrible power.



There are few in the Conflux who have seen as much as the Speaker of Fates, and even fewer who have done so and still retained their sanity. The Speaker's connection to her eyestones is complete, and it is rumored that within their visions a glimpse of possible futures can be seen.



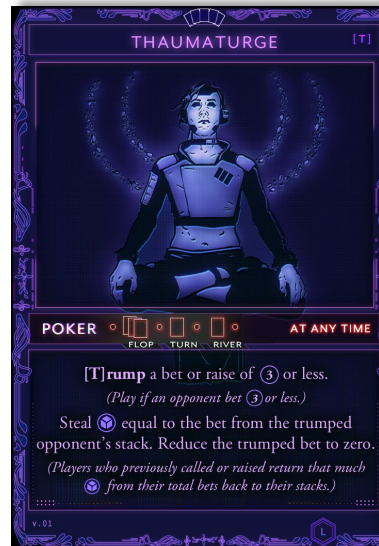
Who is the Speaker of Lies? The person the Speaker was before first crossing the threshold of the House of Unbecoming? One of the countless men and women whose identities the Speaker has worn since? All of them at once? Or is the Speaker humanity distilled unto its essence, a spirit flitting from self to self until selfhood loses meaning, and all that remains is pure will? And most importantly, when you have the Speaker of Lies ask your opponents the unanswerable, how do you think they'll respond? "If I were to tell you I always lie, even when I tell the truth, would you believe me?"

CONCLAVE Tips and Tricks

Mindtricks: Thaumaturge + Seeker

Mastering poker as the Trudaine Conclave means learning how to use the crew to psych out your opponents. For example, Seeker lets you punish your opponent for betting too hard by giving you (2) in free chips to help call a bet of (4) or more. If your opponent thinks you're holding a Seeker, they're going to want to bet (3) or less to avoid it.

And if your opponent tries to play around Seeker by making bets of (3) or less, you can play Thaumaturge to trump them. If your opponent bets that low, you can reduce the bet to zero and steal those chips for yourself. Maybe you've got a Seeker, maybe you've got a Thaumaturge, but either way you'll keep your opponent guessing and get a bonus every time they guess wrong.

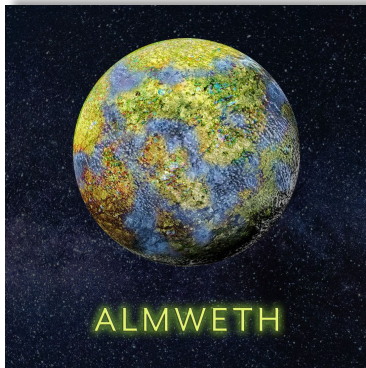


Combo: Savant + Beckoner

Savant's ability by itself makes the Conclave's **RAVENS** among the most powerful in the game, allowing them to teleport great distances between **PLUNDER HEXES** to loot an extra time that **TURN**. But Savant is even more powerful when you combine it with Beckoner, which lets you move an entire **PLANET 2 HEXES** closer to one of your **SHIPS** that's in its orbital path. Beckoner lets you save as many as two **BURNS** moving a **PLANET** closer to where your **ROC** can land on it. With Savant's ability to teleport your **RAVEN** around the board in search of **PLUNDER**, you can also move it to the perfect position to use Beckoner, putting a **PLANET** directly into your **ROC'S** flight path.



The Planets



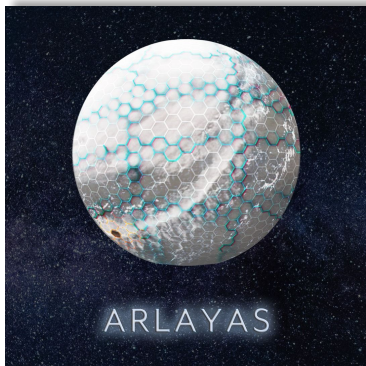
ALMWETH

One of two "Twins" that serve as the Isan's main colonies in the Conflux, the rich and fertile green planet Almweth has bred flora and fauna that grow to colossal size. The breadbasket of the Conflux, Almweth produces grains of rice that can feed entire families and sheep that require massive scaffolds to shear. And deep in Almweth's frozen wastes, hunters pursue the biggest game in the Conflux, beasts so huge that whole slaughterhouse factories on treads trail the hunting parties.



RANWETH

One of two "Twins" that serve as the Isan's main colonies in the Conflux, the dark and forbidding rainforest planet of Ranweth offers the greatest riches in the Conflux for those bold enough to risk its perils. Ranweth's jungles are so filled with treasure that its flora and fauna evolved to use precious metals and stones in their biology, and its most sought-after materials are so delicate they can't be exposed to sunlight. That's why Ranweth's great bazaar is the Night Market, on the outskirts of the rainforest entrance in Shakhrazin, home to legendary explorers and outfitters alike.



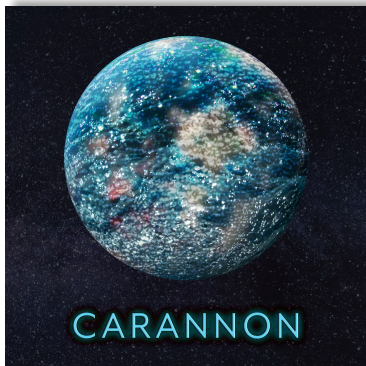
ARLAYAS

Arlayas, a chalky planet of natural rock sculptures and subterranean labyrinths, serves as home to the Cataltax, who run the entire planet as a university system. Its eight Great Rivers divide the planet's surface into quads, where the Cataltax colleges delve into the mysteries of the Engine Star and the Conflux and explore what they could mean for the future of human evolution. The Cataltax's twin values of scientific advancement and human betterment have made Arlayas a beacon for visionaries and idealists across the Conflux. All the while, the Dig continues, excavating ever deeper into seemingly impossible spaces...



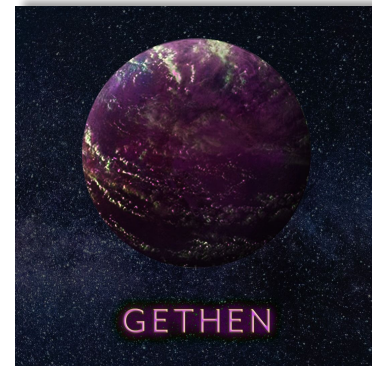
CADFALL

Equally rich in minerals, ore, and hyper-aggressive wildlife, the craggy and meteor-scarred planet of Cadfall is the Feron's main colony in the Conflux. Great spider-legged walking factories strip mine the planet's resources to fuel the Feron war machine, while the hinterlands teem with chimerical hybrids that consume their prey's DNA to evolve ever deadlier new abilities.



CARANNON

From giant pearls to exotic research materials, the marine world of Carannon is rife with the treasures churned to the surface by the great Tempest that roils its waters. The bold and foolhardy alike strive to join the vaunted Stormchasers who brave the storm in search of fortune. And every Malleon pirate and soldier dreams of wielding the prosthetic trick-weapons and folded-steel "katurasu" swords that are forged in the planet's storied weaponsmithing tradition.



GETHEN

Few dare enter the roiling storms of the purple gas giant Gethen, and those who return, return changed. But far above in Gethen's orbit is the Knot, a city-state built on an ancient, ever-shifting artifact, where you can find all the wonders of the Conflux if you can master a city where the maps change daily. Of Gethen's 108 moons, the eight largest offer everything from sporting events and casino entertainment to heavy industry and research facilities. The other hundred "Smugglers' Moons" are Gethen's frontier, home to criminal dens, pirate hideaways, shotgun shacks—and the kind of secrets hidden where no one's ever expected to look.