

# STANDARD GAME SET UP

Story Cards take precedence over Set Up Cards.

## 1: NAV DECKS

**STANDARD**

Place the “RESHUFFLE” cards in their discard piles in games with 3 or more players.

## 2: ALLIANCE & REAVER SHIPS

**STANDARD**

Place the Alliance & Reaver ships at their appropriate starting locations.

## 3: CHOOSE SHIPS & LEADERS

**STANDARD**

The player with the highest dice roll chooses a Leader & Ship first. The last player to choose a Leader places their Ship first. Remaining players then place their Ship in the reverse order in which they chose Leaders.

## 4: GOAL OF THE GAME

**STANDARD**

Choose a Story Card.

## 5: STARTING SUPPLIES

**STANDARD**

Give each player \$3000, 6 Fuel & 2 Parts.

## 6: STARTING JOBS

**STANDARD**

Deal each player a Job Card from Harken, Badger, Amnon Duul, Patience, & Niska. Players may discard any, or all, of these Starting Jobs. Players **must** discard down to their Max Hand size of 3.

## 7: PRIMING THE PUMP

**STANDARD**

Reveal the top 3 cards of each Supply Deck. Place the revealed cards in their discard piles.



Standard

For All Players