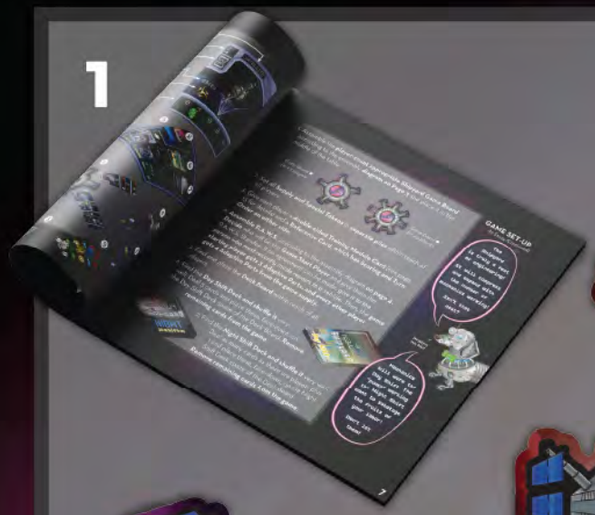
NEBULRIUM
SHIPYARD
by CW Karstens
2-5 PLAYERS
60-90 MINUTES
14+
Technical Handbook for Engineers
Rulebook & Playing Instructions
Diamond K Games

It's another busy day at the **Aster-3B Galactic Shipyard** and that means you'll be racing your fellow mechanics to **complete all available builds before they get SCRAPPED!** Grab your supplies so you can start building some spaceships!

Help **P.A.W.S.** build ships to earn **Cubits** (or 'Bits for short), and make sure you **don't leave a job half completed or a lawsuit will dig into your paycheck!** Once it's time to clock out, whoever earned the most 'Bits wins!



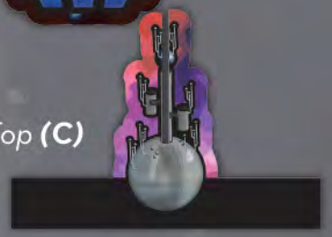
1

2

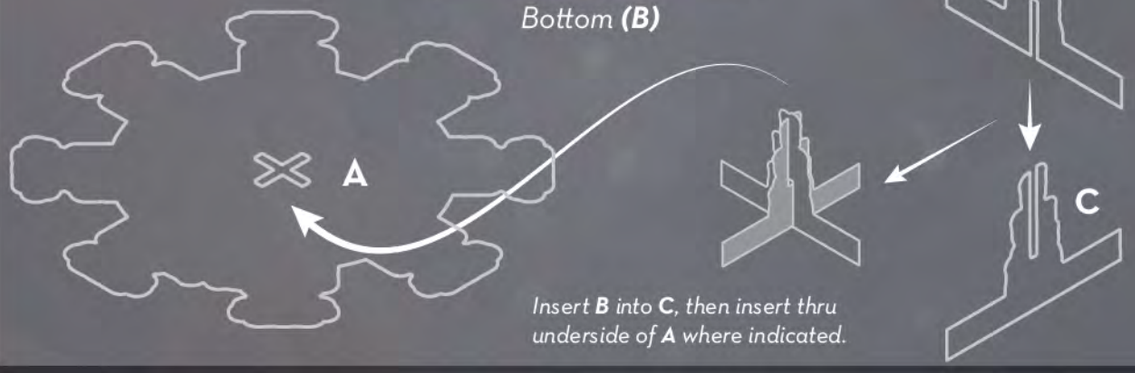
Game Board ● *for 4-5 players* **(A)**

Game Board ■ *for 1-3 players* **(A)**

Bottom **(B)**



Top **(C)**



Insert ***B*** *into* ***C****, then insert thru underside of* ***A*** *where indicated.*

GAME COMPONENTS:

1. Technical Handbook for Engineers.
   (This Rulebook & Playing Instructions)

2. Shipyard Game Boards.
   (Game Board ■ for 1-3 players, Game Board ● for 4-5 players. Four pieces – some assembly required)

Make sure to read thru this manual carefully as it contains useful suggestions and tips...

You'll be quizzed later!

GAME COMPONENTS

(Continued):

3. P.A.W.S. Parts And Warehousing System Game Start Player Standee
   (2 pieces – some assembly required)

4. Five Supply Dice (16mm Dice)

5. Supply Delivery Tray
   (1 double board already glued)

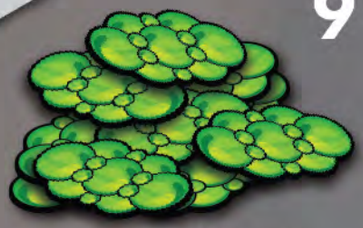
6. 79 Standard Black Jack-sized Cards:
   a. 1 Deck of 55 Ship Blueprint Cards
      (10 cards for each of 5 Corporations plus 5 Independent Ship Blueprint Cards)
   b. 1 Deck of 8 Day Shift Cards
   c. 1 Deck of 6 Night Shift Cards
   d. 5 Double-sided Training Module Cards
   e. 5 Turn Order/ Scoring Reference Cards

7

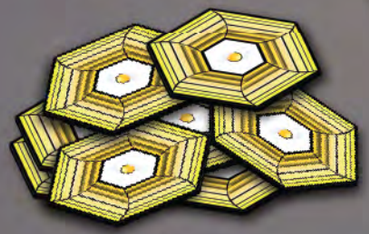
8

9.a.i x 30

9



9.a.ii x 30



9.a.iii x 30

9.a.iv x 30

9.a.v x 30

9.b.i x 30

9.b.ii x 30

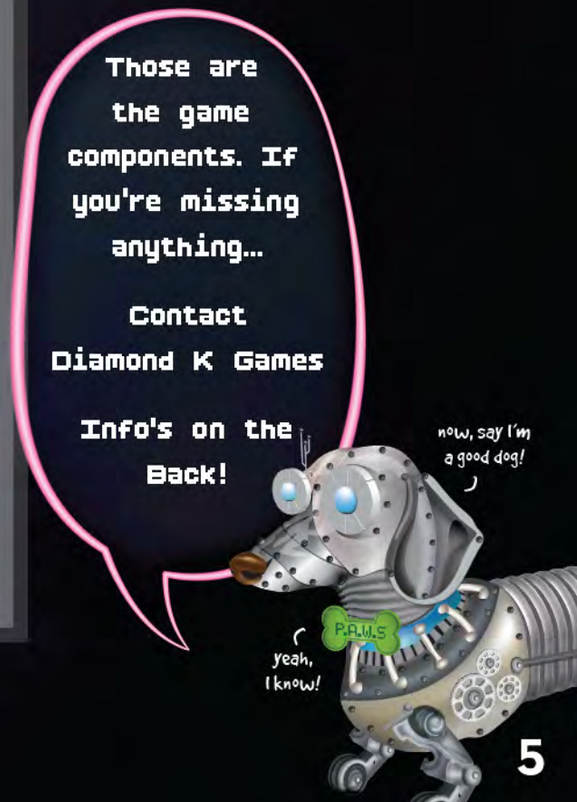
GAME COMPONENTS

(Continued):

7. Card Deck Board Cardboard Mat.

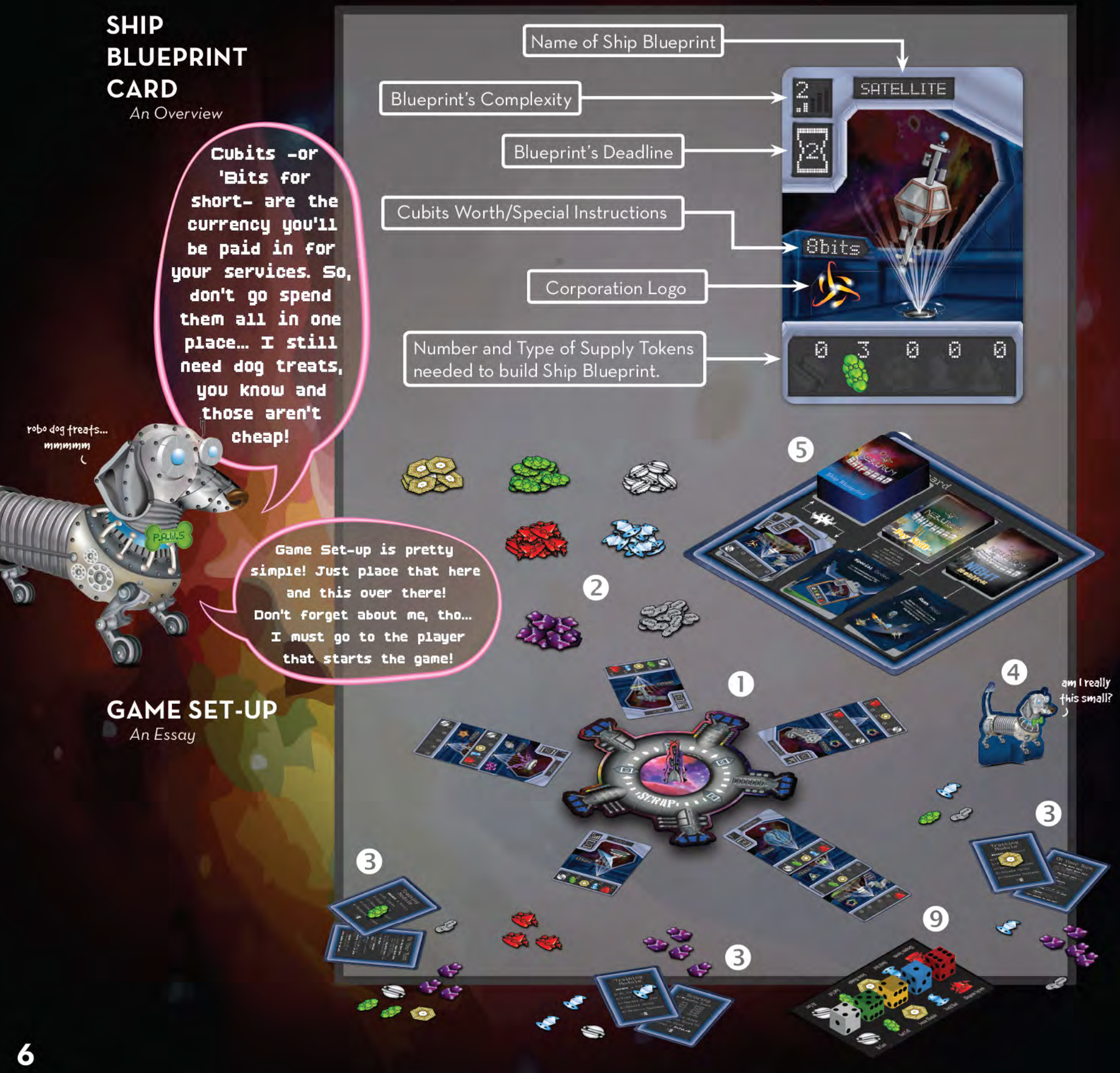
8. Score Pad

9. Tokens:
   a. 150 Supply Tokens
      i. Ai Cores
      ii. Fuel Cells
      iii. Sensor Modules
      iv. Shield Units
      v. Weapons Systems
   b. 60 Special Tokens
      i. Adaptive Parts
      ii. Lawsuits



SHIP BLUEPRINT CARD

An Overview



GAME SET-UP

An Essay

GAME SET-UP

An Essay (Continued)

1. Assemble the **player-count appropriate Shipyard Game Board** according to the assembly **diagram on Page 3** and place it in the middle of the table.

Game Board ■ for 1-3 players

Game Board ● for 4-5 players

2. Set all **Supply and Special Tokens** in **separate piles** within reach of all players.

3. Give each player a **double-sided Training Module Card** (see page 13 for details) and a **Reference Card,** which has **Scoring and Turn Order** on either side.

4. **Assemble P.A.W.S.** according to the assembly diagram **on page 4. Decide** who will be the **Game Start Player** and give them the P.A.W.S. Standee. Then, the **game starting player gets 3 Adaptive Parts, and every other player gets 4 Adaptive Parts from the game supply.**

5. Find and place the **Deck Board** within reach of all players. Be sure to leave space for the cards that will go around the Shipyard.

6. Find the **Day Shift Deck and shuffle it**. Deal 5 cards and place these, face-down, on the Day Shift Deck space of the Deck Board. **Remove remaining cards from the game.**

7. Find the **Night Shift Deck and shuffle it**. Deal as many cards as there are players plus 1 and place these face-down on the Night Shift Deck space of the Deck Board. **Remove remaining cards from the game.**

The Shipyard is truly a feat of engineering!

It will compress and expand with the number of mechanics working!

Isn't that neat?

You getting this, Bub!?

Mechanics will work the Day Shift. The "punks" working the Night Shift want to sabotage the fruits of your labor!

Don't let them!

GAME SET-UP

An Essay (Continued)

A Notch is the space between Shipyard Arm Bays

Coincidentally, that is also the Card Display Area.

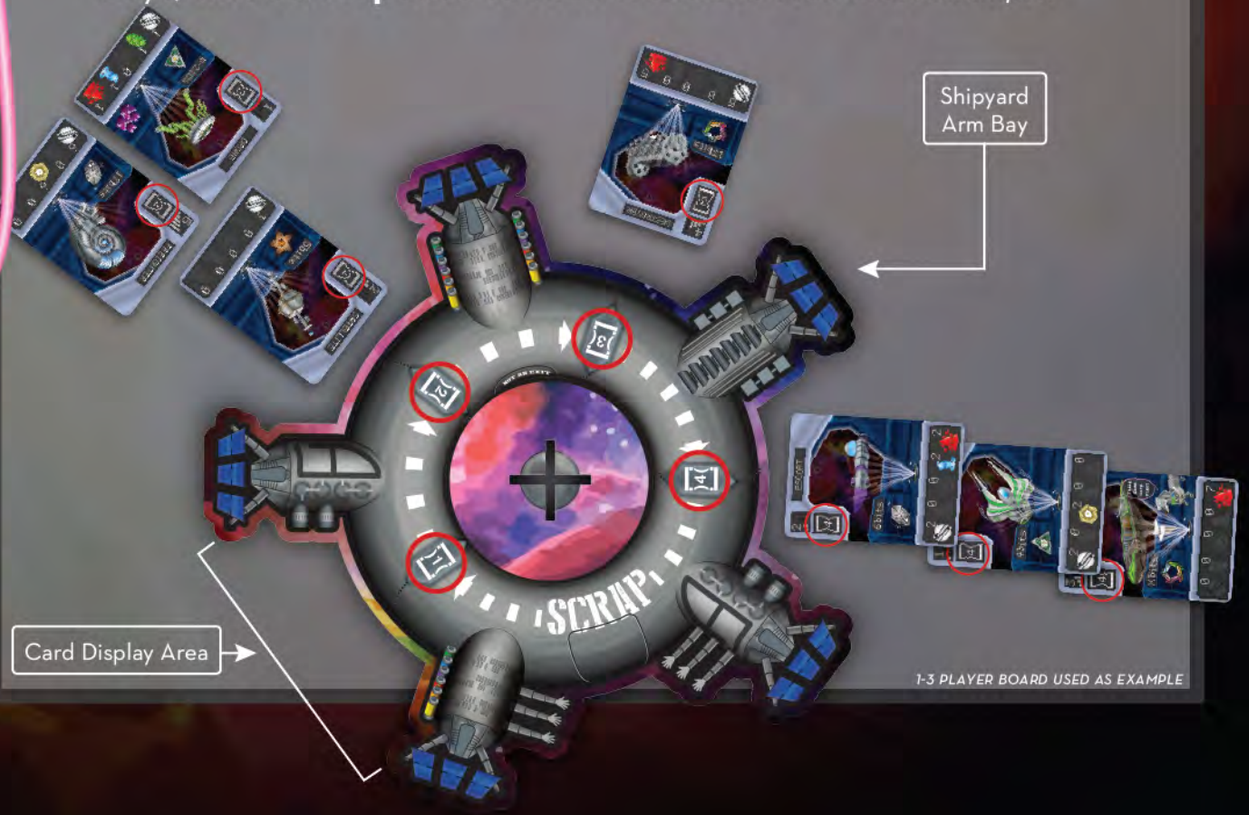
You have a choice when it comes to how you want to display the Ship Blueprint cards around the Shipyard as long as the important sections are visible to all mechanics.

8. Shuffle all **55 Ship Blueprint Cards** and place this deck on the Ship Blueprint Card Deck space of the Deck Board.

a. **Reveal cards from this deck** until the total of the **Complexity Numbers** on the revealed cards add up to or **is greater than 15.** Complexity is **calculated by adding the upper left number of each card:**

1 + 4 + 2 + 2 + 5 + 3 = 17

b. **Place the revealed cards** by the Shipyard Game Board at the **Card Display Area** of the Shipyard (between the Shipyard Arm Bays) that **corresponds to their Deadline Number.** *Example:*



1-3 PLAYER BOARD USED AS EXAMPLE

GAME SET-UP
An Essay (Continued)

9. Find the **16mm Supply Dice and Supply Delivery Tray**. Set up the Supply Delivery Tray by **rolling the five 16mm Supply Dice and placing each color dice into its associated spot.** Unlike P.A.W.S., which stays with the Game Start Player throughout the game, **the Supply Delivery Tray and Supply Dice (or remaining Supply Dice on it) will move around to the round's Active Player.**

TURN SEQUENCE
A Detailed Explanation

On the Active Player's Turn:

1. If there are **no Day Shift Cards** on the Day Shift Deck, they **reveal a Night Shift Card** and **Play it immediately.** Then, **reset the Day Shift Deck.**
2. The **Active Player** then **draws a Day Shift Card** from the Day Shift Deck. They **play it according to instructions on the card. If not indicated, they play it at any time on their turn.**
3. **Deadline Update Check** *(not valid on turn 1)*.
4. **Select** Supply Dice and **corresponding supplies.**
5. **Choose 1 of the following (once per turn):**
   - **Build** one Ship,
   - **Train** in any 1 Supply Token, or
   - **Pass** your turn.
6. **Replace** Ship Blueprint Card(s) **if a Ship was built this turn.**
7. **Turn passes to the left.**

TURN SEQUENCE

A Detailed Explanation (Continued)

1. If there are **no Day Shift Cards available on the Deck**, reveal and **execute a Night Shift Card. Discard after use**. Then shuffle the Day Shift Deck and **place it** on the Day Shift Deck space on the **Deck Board.**

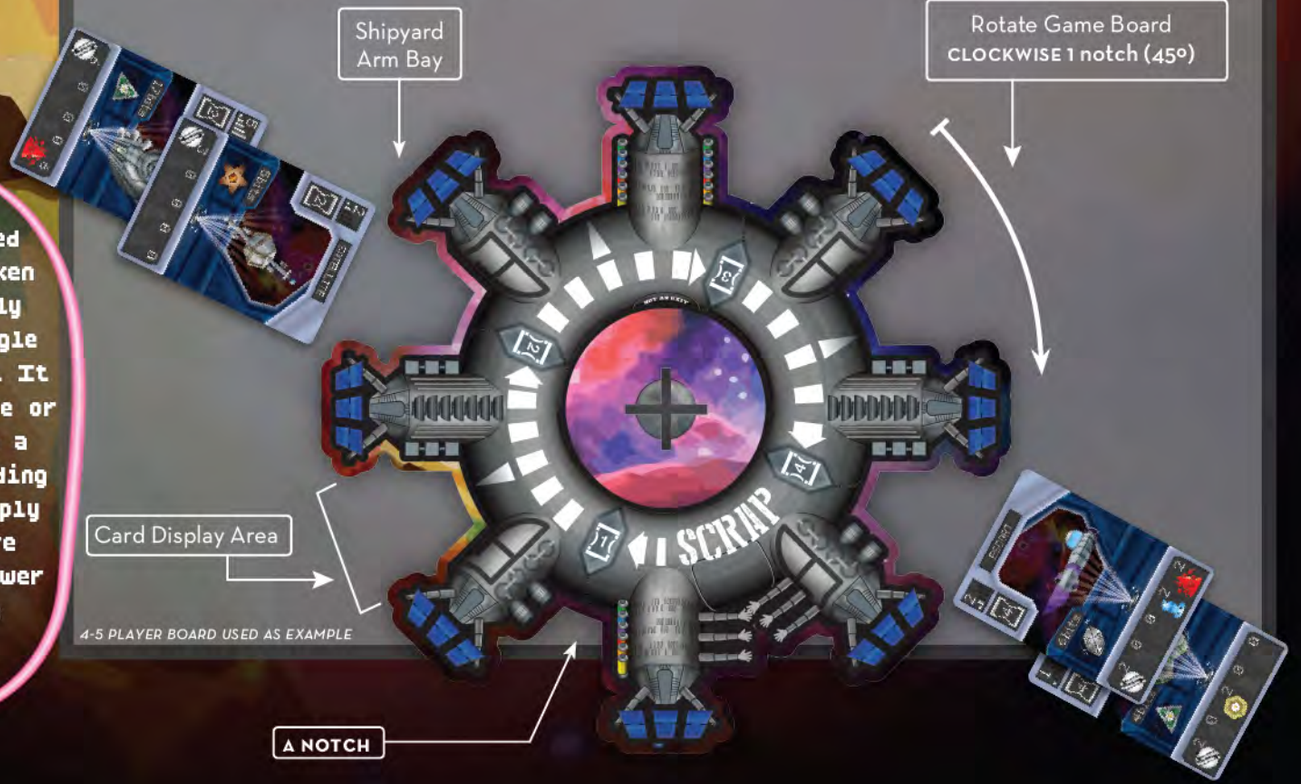
2. The **Active Player draws a Day Shift card**. The very first thing the active player must do on their turn is reveal a Day Shift Card from the Day Shift Deck. They may use its effect according to the instructions stated on the card. **They must discard this card at the end of their turn** whether they used it on their turn or not.

3. **Deadline Update Check** *(Skip this check for the first turn in the game!)*:

   a. If there are **no available Supply Dice** to pick from the Supply Delivery Tray at the start of the Active Player's turn, **rotate the Shipyard Game Board clockwise by one notch** (regardless how many players are playing). Cards should be displayed between the arm bays of the Shipyard.

Players may look at their own Ship Blueprint Cards during the game.

A supply round is defined as all turns taken to select Supply Dice from a single Supply Dice roll. It may be fewer, same or more turns than a game round depending on how many Supply Dice groups are selected. The lower the roll, the faster the supply round.



4-5 PLAYER BOARD USED AS EXAMPLE

TURN SEQUENCE

A Detailed Explanation (Continued)

b. If this **Deadline Update** causes a Ship Blueprint Card to **enter or pass the SCRAP section** of the Shipyard, **every individual player totals how many supply tokens they have that match each of those cards**, ignoring Adaptive Part Tokens. The player **with the most of those supply token types** for that card earns a **Lawsuit Token** (worth -2 'Bits), and then **those Ship Blueprint Cards are removed from play.** In case of a tie, all players involved take a Lawsuit Token. **Repeat this step for each Ship Blueprint Card** that **entered or passed the SCRAP Section** of the Shipyard.

Example on how a Player earns Lawsuits:

Scrapped Card 1

*Because Player 1 has **MORE Tokens matching Card 1** than Player 2, Player 1 gets a **Lawsuit for Scrapped Card 1.***

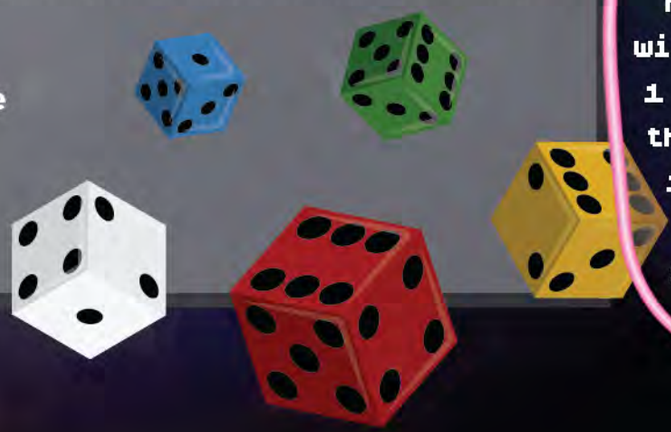
*Because Player 2 has **MORE Tokens matching Card 1** than Player 1, Player 2 gets a **Lawsuit for Scrapped Card 2.***

Scrapped Card 2

c. **DO NOT** replace Ship Blueprint Cards removed from play this way.

d. If **no Ship Blueprint Cards are left around the Shipyard**, reveal new Ship Blueprint Cards from the Deck until the **Complexity Number** of all Ship Blueprint Cards **add up to equal or greater than 15** (see Set up Step 8.a on page 8) and then **place each Ship Blueprint Card** in the Card Display Area around the Shipyard Game Board which corresponds to **its Deadline number** (Set up Step 8.b on page 8).

e. Finally, **roll all the Supply Dice** and place them into their corresponding sections of the **Supply Delivery Tray.**



I hope you hired a good Lawyer, because the color of justice is green!

If all Supply Dice roll 1's, the rolling player will receive 2 of 1 supply type of their choice and 1 each of the remaining 4 supply types.

TURN SEQUENCE

A Detailed Explanation (Continued)

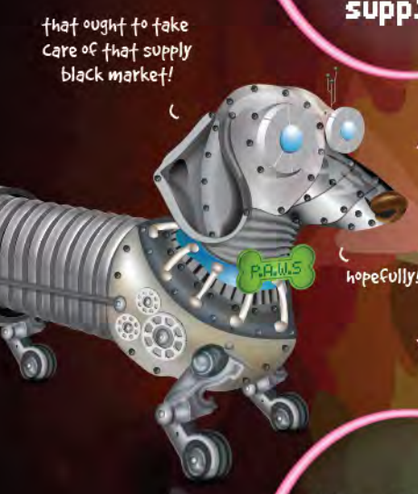
4. **Select** Supply Dice and **corresponding supplies**; select any supply die on the tray that:

- If the **selected die equals 6**; select no further die. **Discard** dice **after converting to tokens.**

- If the **selected die is less than 6**, then select an **additional die that brings their total to 6 or less.** Then, continue selecting dice until their total is equal to 6. If their total is 6 or less and selecting further dice causes their **total to go over 6, they choose a single supply type that does not match any they took this turn and they gain as many supply tokens of that type to reach 6 total.** Gain supply tokens equal to the type and value on the selected supply dice. **Discard dice after converting to tokens.**

OR

- If the Active Player **empties the Supply Delivery Tray of its remaining supply dice,** they take an **Adaptive Part** from the game supply as well.



I get these questions a lot about supplies:

Are players allowed to trade supplies among themselves?

No. Players may not trade supplies.

Are Players allowed to know how many supplies other players have?

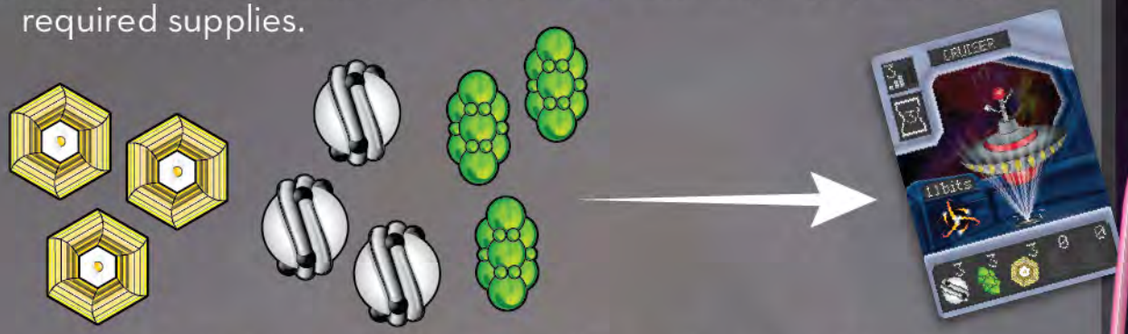
Yes. The number of supplies that each player has is open knowledge.

TURN SEQUENCE

A Detailed Explanation (Continued)

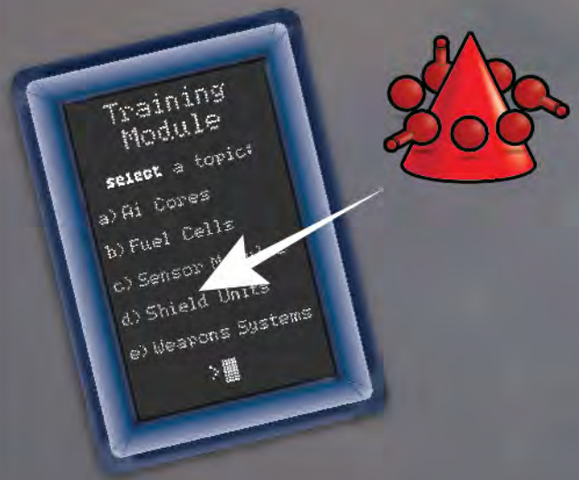
5. On the Active Player's Turn, **They choose 1 from A, B, or C below:**

a. **Build 1 Ship:** They may choose to build one ship by spending the required supplies.



*If the built ship was a **Flagship or a Drone**, they place it **face up in front of them.** If it was **any other ship,** they place it face down in front of them. The **cards in front of each player at the end of the game will be used to calculate their end-game score.***

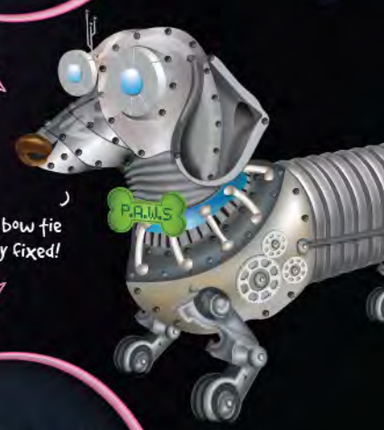
b. They may **Train in any 1 Supply Token:** If they do not build a ship, they **may take any 1 Supply Token they own** and place it on **top of their Training Module Card** to train in it. Before they place the token, **if there are already one or more tokens of the same type they wish to train in**, they return that many tokens of the same type to the game supply. Then, place that token on their Training Module Card.



Example:** The first time they train in Weapon Systems, they place 1 Weapon System Token on their Training Module Card. The second time, they return 1 Weapon System Token to the game supply, then put 1 token on their Training Module Card. The third time, they return 2 Weapon System Tokens to the game supply, then put 1 on their Training Module Card (increasing each time they decide to train on the same supply token). **Adaptive Parts can be used to pay for training but cannot be placed on the Training Module Card in place of the token they trained in.

Before you ask:

No. Players cannot help each other build ships. A ship must be built all at once on the active player's turn.



Additionally:

A game round is defined as each player having exactly one turn. See page 9 for an in-depth look at a player's turn.

TURN SEQUENCE

A Detailed Explanation (Continued)

*At the end of the game, **for each supply token they have trained on,** they will **gain 2 'Bits for each ship they have built that requires that supply token.** Players may train in the same supply type many times or in different supplies over the course of the game – but only once per turn.*

c. **Pass:** They may also pass, which simply means they skip to step 7.

6. **Complexity Update Check:** If a ship was **built on the active player's turn, then add** Ship Blueprint Cards one at a time **until the Complexity Numbers on the new** Ship Blueprint Cards add up to equal or greater than the **Complexity of the completed Ship Blueprint Card.**

7. The turn passes to the player's left (clockwise) of the Active Player by **handing over the Supply Delivery Tray with remaining Supply Dice (if any).**

GAME PLAY

Additional Details

Most **Ship Blueprint Cards** include 1 of 5 logos to the left of the ship image. These represent different **Corporations.** Cards without a logo are Corporation Independent and do not interact with or benefit from any Corporate-specific Flagships and Drones effects.

At the end of the game, **Flagship Score** will be based on the number of ships of the same corporation as that Flagship they have acquired:

1 Ship (Flagship and no others)	1 'Bit (Cubits)
2 Ships (Flagship plus 1 other)	3 'Bits
3 Ships (Flagship plus 2 others)	7 'Bits
4 Ships (Flagship plus 3 others)	13 'Bits
5 Ships (Flagship plus 4 others)	21 'Bits
6 Ships (Flagship plus 5 others)	28 'Bits
7 Ships (Flagship plus 6 others)	35 'Bits
8 Ships (Flagship plus 7 others)	42 'Bits
9 Ships (Flagship plus 8 others)	49 'Bits
10 Ships (Flagship plus 9 others)	56 'Bits

Upon ***building a Drone,*** *it will remain face up in the play area. Players with Drones* ***can build ships of the same corporation as the Drone for 0, 1 or 2 supplies less*** *than normally required. The supplies can be the same or different.* ***This ability remains in effect for the remainder of the game.***

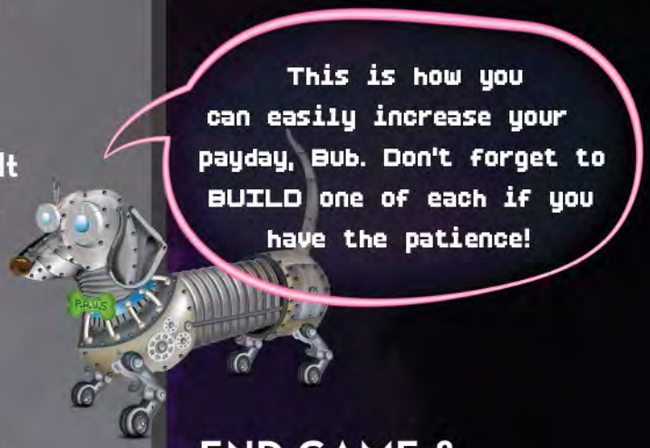
Upon **building a Flagship,** *it will remain face up in the play area. Flagships are* **worth 'Bits based on the total number of ships built from the same corporation,** *including the Drone and the Flagship itself. To see how much a Flagship is worth, consult the Scoring Reference Card or see page 15.*

1. **Payday**: Once Payday has been revealed at the bottom of the Deck Board Night Shift Deck, finish out the game round as normal so all players have taken the same number of turns during the game. **The last player should be the player to the right of the start player who has the P.A.W.S Standee.** Then, each player is allowed one more build or train action in turn order. Reveal Ship Blueprint Cards as needed, but Supply Dice are neither rolled nor selected during this action-only phase of the game.

2. **After everyone has completed their last action,** players add the **Cubits on the cards they've collected including Flagship score** (see page 14 for Flagship score explanation), then **count up training points** (2 points per training token per ship that required that supply type), and subtract **2 points per Lawsuit** in the **Score Pad** provided. If there is a tie in total victory points, the **tied player who built the most ships wins.** If there is **still a tie, the tied player with the most supplies wins.** If there is **still a tie, the players share in the victory.**

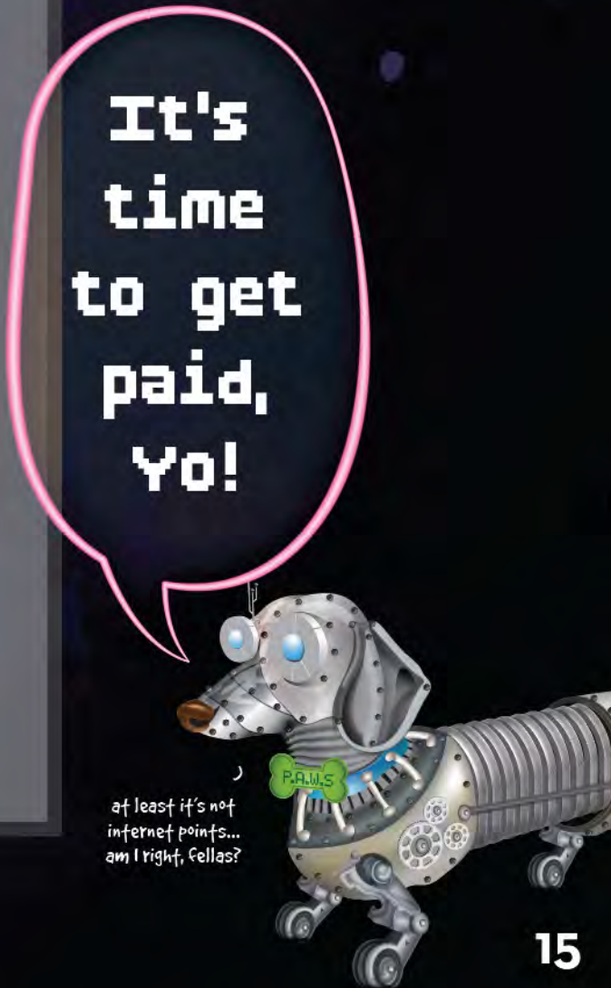
GAME PLAY

Additional Details (Continued)



END GAME & SCORING

An In-depth CHA-CHING!



END GAME & SCORING

An In-depth CHA-CHING! (Continued)

Making it Rain 'Bits Faster Than Light Speed!

If a Flagship was built, this is how much it would be worth. See page 14.

2 'Bits per Supply token trained on in the Training Module per ship requiring it.

Subtract 2 'Bits per Lawsuit acquired

Amount of 'Bits a built Blueprint is worth as stated on the card.

CARD COMPENDIUM

Much Encyclopedic!

The number of Ship Blueprint Cards each player has is open knowledge, but the Cubit values and corporation symbols on the cards cannot be shared with other players. It is against Shipyard policy to compare payout with your fellow players. Flagships and Drones are open knowledge.

The **Day Shift Deck** is a deck of **action cards** that make your job, and that of your fellow mechanics, **super extra** *–because– why not!? You need the 'Bits and, frankly,* ***this isn't a job for just anyone.***

This deck will need to **be shuffled every time there are no cards to draw from**, after resolving what the **Night Shift** *–bunch of punks–* reports what happened between **Day Shift Deck resets**. Place this **deck face down on the Day Shift Deck section of the Deck Board within reach of all players.**

The Active Player will **draw 1 card at the beginning of their turn** and chose to **use it or lose it** *(that means discard it)* by the **end of their turn.**

At **every** Day Shift Deck **reset,** a card from the **Night Shift Deck,** a set of ***MUST DO*** actions, will be **revealed that will change the course of the game** in dramatic ways *–because– work is never done!*

Here is a **quick explanation** of what all of them mean:

CARD COMPENDIUM

Much Encyclopedic!
(Continued)

The **Day Shift Deck**

When this card is revealed by the Active Player, they may **build any Ship Blueprint** that is **not a Drone or a Flagship** even if they **don't have the needed supplies.** Training will still apply at the end of the game, but that Ship Blueprint will be **worth 1 'Bit instead of it's actual worth** at the end of the game. Whether they decide **to use it or not, it is discarded** at the end of their turn. ***Not gonna reward procrastination, just in case!***

When this card is revealed by the Active Player, they **take 1 Adaptive Part from the game supply** and continue with their turn. They **discard this card at the end of their turn.** *These parts aren't going to pick themselves!*

When this card is revealed by the Active Player, **they and only they, are immune to Lawsuits on their turn and their turn only.** They **must SCRAP any 1 Ship Blueprint,** ***including 1-day Ship Blueprints*** and give **a Lawsuit Token** to the player(s) with the most matching Supply Tokens of **the SCRAPPED Card**. The Scrapped Ship Blueprint Card **does not get replaced.** They may discard up to 2 Lawsuits, if they have any. This card **is discarded at the end of their** turn whether they decide **to use it or not.** *Can't have their cake and eat it too!*

When this card is revealed by the Active Player, **they and only they, choose a card** from the Day Shift Deck **discard pile** and play it, discarding this card. **If there are no cards** in the Day Shift Deck discard pile, they **swap this card with the top card of the Day Shift Deck** and play that instead. This card **is discarded at the end of their** turn whether they decide **to use it or not.** *Way to go on telling others what to do!*

When this card is revealed by the Active Player, instead of **selecting Supply Dice** from the **Supply Delivery Tray, they MUST take any combination** of 6 Supply Tokens **instead, even if there are no Supply Dice to chose from in the Supply Delivery Tray.** *You're not the Supply Stock boy, the next player is...*

Hire a Lawyer and Win a Bet are not for Solo Play, so make sure to remove them before you start!

When a Ship Blueprint Card is SCRAPPED, it does NOT get replaced.

Only when it's BUILT does it get replaced.

CARD COMPENDIUM

Much Encyclopedic! (Continued)

"Arkos Starships are a branch of the slew of businesses owned by an alien named Ullorn. As a result they are more of a luxury vessel than a practical one. Any further comments will earn our shipyard a few 'defamation' lawsuits, so I'll stop there."

"Lairovorn Haulers stand true to their name. They have plenty of space for shipping and even some secret compartments to store bonus wealth. Luckily for us, they often forget to empty those when we do repairs."

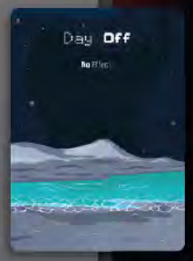
The **Day Shift Deck** *(Continued)*

When this card is revealed by the Active Player, they **may exchange any number of non-Adaptive Part Supply Tokens** they have **for another non-Adaptive Part Supply Tokens.** They discard this card at the end of their turn. ***Why is the stock so low!?***

When this card is revealed by the Active Player, they **chose a fellow mechanic** and either **they give the Active Player 2 Supply Tokens of their choice** OR the Active Player **takes 1 Supply Token of their choice** from them. The Active Player discards this card at the end of their turn. ***So much for making them an offer they can't refuse, huh? Gonna be rough if they pull this card on turn 1... for the rest of them.***

When this card is revealed by the Active Player, they **may take an additional action to train or build a Ship Blueprint Card after they have taken their original turn.** They **must have all the Supply Tokens** required to make this happen. They discard this card at the end of their turn whether they use it or not. ***Look at this over-achiever over here!***

The **Night Shift Deck**



When this card is revealed, there is **no game-wide effect.** *Great job, everyone! Enjoy it while it lasts!*

When this card is revealed, **Scrap the Ship Blueprint Card with the Highest 'Bit Value currently on the Shipyard** Game Board. If there are **many that share the highest** 'Bit value, **Scrap Them All!** No one is liable so, **do not calculate Lawsuits or Replace** with new Ship Blue Print Cards. ***That was a big order too... bummer!***

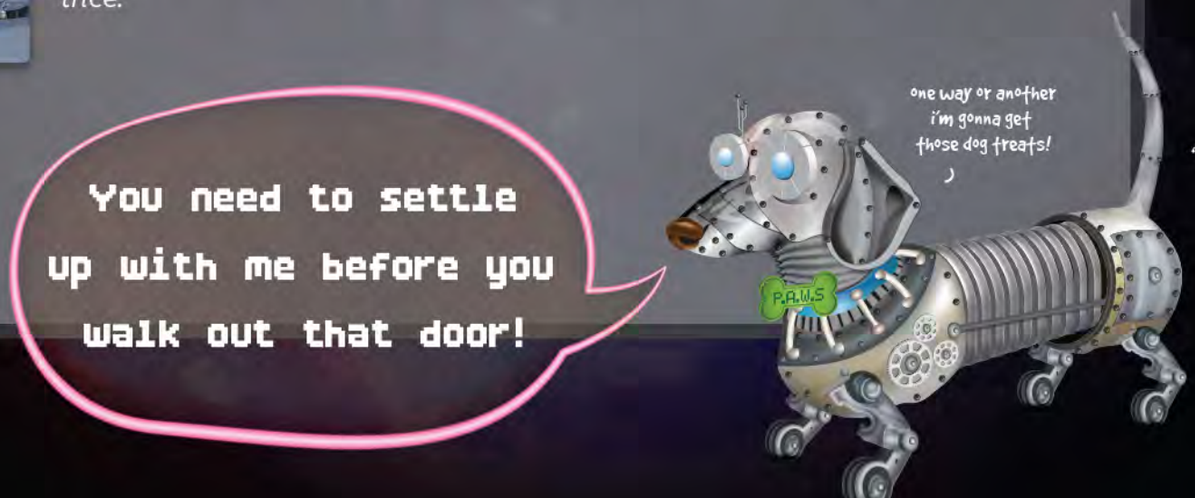
The **Night Shift Deck** *(Continued)*

When this card is revealed, **each player loses all of the type of supply they have the most of** in their possession. If the player has **more than one type of supply that is tied for the most,** then they must select which supply type to discard. **This is a "must do" action.** *What's lost is lost.*

When this card is revealed, **each player trains in a Supply Token of their choice.** They must pay **extra Supply Tokens** if they wish to train in something they've already trained in (See page 13, step 5.b). ***The beatings will continue until morale improves!***

When this card is revealed, **add 10 Complexity to the current Complexity** that is currently on the Shipyard. Then, **reveal and place as many Ship Blueprints Cards to the Shipyard until you reach or exceed** that updated Complexity Number. (See Page 8 on how to calculate Complexity Numbers). ***INCOMING!***

When this card is revealed, **each player, starting with the player to the left of the Active Player,** going clockwise, **selects 2 different supply types and gains 3 of each supply type.** *Pick-a-part so nicely, you picked it twice... maybe even trice.*



CARD COMPENDIUM

Much Encyclopedic! (Continued)

"The Unifiers seek to join hands with every species through bloody conquest. They have done a great job unifying the galaxy, albeit not in the way they intended."

"Vorb seeks to simplify ships down to their essence, removing any unnecessary elements and adding more efficient technology, such as motion controls."

"Zezzal Engines are built like the Zezzal themselves; strong, hardy, and capable of withstanding a missile to the chest. Note that seat belts are not included..."

NEBULIRIUM

Many Thanks to everyone involved in the play testing of this game,
the Dallas Designer Group and its affiliates.

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