

Deep Space D-6: Armada ver. DX

The following are recommended rule modifications for all versions and variants of DSD6: Armada.

GAME SETUP & CREW LIMIT

***New Rule** - All starships have a maximum crew limit.

Players:	Starting basic Crew:	Maximum total Crew:
1	6	8
2	5	7
3	5	7
4	5	6

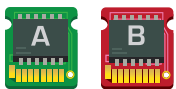
A starship can have any combination of Basic and Hero crew dice. Once you reach the crew limit, you may hire more Heroes by replacing the Basic crew. A player may acquire more crew than the maximum allowed, but may only use the max number for any action (Combat, Missions, Repair, etc). You may alter your crew composition with the **Configure** action during the Planning Phase.

PHASE 1: PLANNING PHASE

Repair - Roll all available Crew dice. Recover 1 Hull + 1 additional Hull for each  and  result.

WINNING THE GAME

As players complete Away Missions, they will obtain Data tokens. Once players have collected **2 Data Tokens**, a Final Encounter is revealed.



*Do not use this token with this modification.

When **2** or more Data Tokens are acquired, turn to page 18 of the rulebook and discover the Final Encounter.

Players immediately **win the game** if they defeat the Final Encounter.

The players **lose the game** if any of the following occur at the start of a game round:

- ▶ All player starships are in a **Critical Damage** state.
- ▶ There are **5** or more Distress Beacon tokens at a single location.