

How to Play

ALPHA
BLUE

Q'UAY-Q'UAR

Q'uy means purple; Q'uar means yellow. Two rival factions, each led by a charismatic and ruthless space pirate!

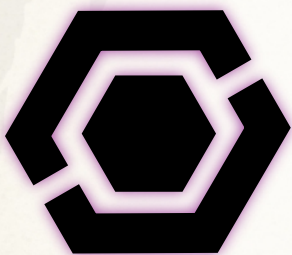
There are two players - one purple and the other yellow. Each player starts by placing his starship on the hex of his own color.

Purple goes first, yellow goes second. The object of the game is to either ascend to the Star Throne or be the last man standing.

A player can move only one hex per turn. When a player moves his starship to a hex with a graphic on it, he must consult the symbol below and resolve the outcome.

If a player moves his starship to a hex occupied by the other player, ship-to-ship combat immediately commences. Each player rolls a six-sided die. The player who rolls higher is able to destroy his opponent's starship - a tie goes to the aggressor or player who began the attack by moving his starship into an enemy hex.

THE SYMBOLS



This is the symbol for the Star Throne. When a player moves his starship onto this hex, he may claim his birthright by ascending to the Star Throne and ruling the entire galaxy. Roll a six-sided die. Ascension only happens on a result of 4,

5, or 6. If a 1 is rolled, the royal court believes the player is unworthy and blasts him into space. If a 2 or 3 is rolled, nothing happens that turn. The player can re-roll on his next turn.

This symbol designates a Wormhole. Entering a Wormhole hex immediately teleports the player's ship to the other wormhole hex.



This symbol stands for the Space Station. Upon entering this hex, roll a six-sided die. On a 1, the player's starship is impounded and he loses a turn. If he rolls a 6, the player has been able to



forge an alliance with several strategic governments, effectively ending his opponent's bid for the Star Throne. Additionally, a player cannot be assassinated when he's on the Space Station hex.

This hex contains Alien Mercenaries. Roll a six-sided die. On a result of 5 or 6, the Alien Mercenaries hijack his opponent's starship. The hijacked ship is captured and placed upon the Alien Mercenary hex in addition to losing a turn, allowing the player who hired the mercenaries to leave that hex. The hijacked ship cannot immediately hire the Alien Mercenaries. Instead, he must leave that hex and return to it on the following turn before the mercenaries will work for him.



The Assassin's Guild occupies this hex. If a player flies his ship into this hex-space, he may attempt to hire an assassin to kill his opponent. Roll a six-sided die. On a roll of 5 or 6, the Assassin's Guild successfully murders your rival. On a roll of 1, you are assassinated, instead.

Optional Rule: If a player moves his starship onto a blank hex that contains neither symbol nor opponent, roll both six-sided dice together and consult the following random table to determine what, if anything, has changed.

Roll	Result
2	The Royal Court has chosen Q'uar (yellow) to ascend to the Star Throne.
3	The Galactic Senate has overthrown the Monarchy – no one shall become emperor.
4	The galaxy is desperate for a ruler; no roll is necessary to ascend to the Star Throne.
5	The alien mercenaries will kill anyone who lands on their hex.
6	Thargons attack! Players must join forces to stave off the invasion.
7	No change.
8	Both purple and yellow hexes contain a new ultimate weapon. The first player to reach one of the starting hexes automatically wins.
9	Parallel warp! Players switch hexes so that purple is where yellow was and yellow is where purple was.
10	Wormholes no longer function.
11	The Assassin's Guild is feuding with the Alien Mercenaries – both sides occupied and cannot give aid.
12	The Royal Court has chosen Q'uary (purple) to ascend to the Star Throne.

CREDITS

Original idea and concept by
Venger As'Nas Satanis, © 2017

Visual Composition and Layout by
Glynn Seal of MonkeyBlood Design

Playtesting and Special Thanks go out to
Briella and Illyria

Published by Kort'thalis Publishing; to be used in
conjunction with the *Alpha Blue Roleplaying Game*

Please visit my RPG websites:
<http://vengersatanis.blogspot.com/> &
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