

Space Cadets Training Missions

To ease the transition into the rich world of Space Cadets, we have prepared two training missions to help learning the game. If you increase the difficulty these can also serve as quick mission options once you become more experienced.

Training Mission Alpha **Enemy Raid!**

The enemy has sent a raiding force to test your defenses. The enemy ships must be destroyed before they can jump home to report what they have learned!

◆ **Ship Starting Speed: 2**

◆ **Nemesis Marker: NOT USED**

◆ **Special Rules:**

- **Tractor Beams and Jump Drives are not used.** Any power allocated to these systems by Engineering is not used, and cannot be traded 2 for 1.
- On Step 1 of the first turn, allocate power as follows - **Helm: 3, Shields: 2, Weapons: 2, Sensors: 1.**
- Since you are in your home sector, the entire map begins face up and explored.
- The enemy ship on the first tile starts in the center of the far edge, four squares away from where the Player ship starts. The other enemy ships are placed in the center square of their tile. Since all enemies start on explored map tiles, the three Enemy Ship cards can be placed directly onto the Sensor Display, in slots A, B, and C.
- The Captain only takes two Experimental Equipment cards instead of four. It is suggested to take X-95 Torpedoes and Focusing Crystal, but the Captain may choose any two.
- If this is your first Mission, play with Easy difficulty, and remember to use a Normal Enemy in the third tile instead of a Hard Enemy.

◆ **Objective: Destroy all enemy ships before the end of turn 6. Use the Nemesis track to record turns.**



Start in the center square of this side, facing the enemy.

Strategy Tips:

This is a good mission to learn the game, as you do not need to know about Tractor Beams, Jump Drives, or the Nemesis rules. So you will get into the game faster.

There is also very little subtlety in this mission. Simply lock onto the enemies and open fire! However there are a few choices the Captain will have to make. Moving quickly will make it harder for the enemies to hit you, but will also make maneuver more difficult, as Helm will have to plot more Maneuver cards.

Putting extra energy into Weapons will give you more torpedo shots, but having more in Sensors can gain and maintain locks, and break enemy locks on your ship. Shields will help defend your ship from enemies and map obstacles.

Regardless of your strategy, make sure that Helm and Shields are talking to each other during the Action Step, so Shields can be placed on the correct side of the ship!

Also, since all the enemies start on the map, be careful not to charge too far forward so you don't have two or even three ships attacking you at once.

Superlocks on enemies can also be useful, especially with the harder enemies. Another trick is to put asteroids and rifts between you and the enemies, forcing them to take damage as they move towards you.

Good Luck Cadets!



Training Mission Beta Crystal Bloom

A small batch of crystals has just materialized in the contested zone. Grab both and head back home!

Note: This is a shortened version of Mission 1.

- ◆ **Ship Starting Speed: 2**
- ◆ **Nemesis Marker: 4**
- ◆ **Special Rules: None**
- ◆ **Objective: Use Tractor Beams to capture both crystals, and jump out of the sector.**



Start any square along this edge with any facing.

Strategy Tips:

You have two basic strategies at the start of this mission. You can put energy into weapons and shields, and charge onto the first tile. Or you can play it safe, hang back, and use the sensors to explore. Both can be effective.

Remember that the enemies on the tiles will not try to activate until the tile is placed by a Sensor Scan or moving onto their tile. So try to deal with the first enemy tile before activating the second.

This will be your first time using Tractor Beams. Make sure to allocate enough power to the Tractor Beams so that you can learn where matching pairs are. You might consider three or even four energy in Tractor Beams on the first turn, and then don't skimp on energy in future turns, especially if you think you may be trying to capture the crystal that turn.

Remember that if you are moving quickly the enemies will do less damage on you, but it will be more difficult to succeed with the Tractor Beams. So balance is important.

Superlocks and the Focusing Crystal (one of the Experimental Equipment cards) can be invaluable for getting crystals quickly, which will be important with Nemesis on your tail.

Speaking of Nemesis, don't panic, but don't waste time. Nemesis will not enter until Turn 5, and will probably be too far away to damage you for a few turns after that. So plan accordingly.

Good Luck Cadets!

