



SHOGUNATE
BEYOND
VERRAT

宇宙同盟
裏討い

RULEBOOK

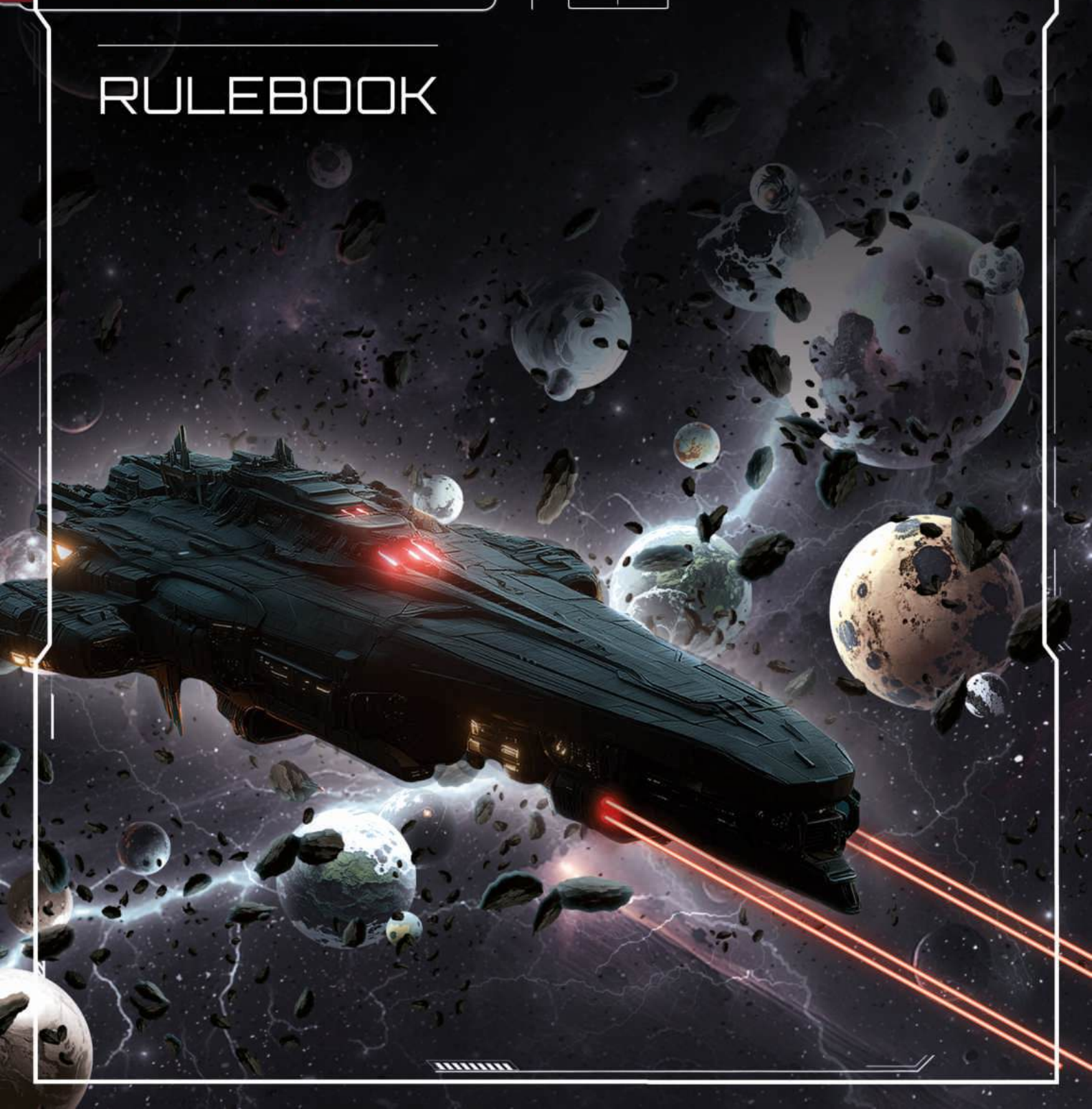


TABLE OF CONTENT

Subject:	page:
Lore / Prologue	1
Game Summary	3
Game Components	4
How to Win the Game	5
Setup	6
Setup Variants	7
Before you Start / Basic Game Structure	8
Factions / Fleet Markers / Fleet Table	9
Systems / Movement	10
Movement Points / Fleet / Restrictions	11
Wormholes / Controlling Planets	12
Battle	13
How to fight	14
Shields / Example Battle	15
Alliances	17
Unit Skills	18
Planet Conditions / Reward Tokens	19
OC-cards / Planet Upgrades	20
Objectives / Special Tiles	21
Special Thanks	22

LOGBOOK ENTRY: CLUSTER ARCHIVES #157

Author: Dr. Kenjiro Sato, Lead Cosmological Analyst

Subject: *Historical Chronicle & Threat Assessment of Sector Rei*

When you spend years staring back at the glowing void of the **Amatsu-no-Koto** — the celestial gate that brought us here—it is easy to forget how far you truly are from Earth. We did not travel to a parallel dimension; we merely jumped to the outermost, unnamed edge of the very same universe. A distant, untouched star cluster brimming with wonders: Sector Rei. I was part of the original reconnaissance crew.

What we discovered in the deep scans of this sector surpassed anything human science had ever conceived: a mysterious, green-glowing biomass that integrates symbiotically with the planets themselves. It is not an inert mineral, but a living, pulsating energy matrix. Even a minute sample of this substance can power the generators of an entire forward outpost for years—its true, full potential remains far beyond the reach of our current measurement capabilities.

To secure this miraculous discovery, the leaders of the old world ordered us to establish our first foothold and research everything about this new energy source. What followed were hard years of work and daily surprises. We managed to evolve our technology to a level, that humanity would have never dreamed of. But wealth and isolation change men quickly. When the leaders of the Old World attempted to claim full control over our findings, our supreme commander seized absolute power. He severed all supply lines to the Old World and declared **The Shogunate** — a self-sustaining, tactically supreme military regime driven by discipline and strength. I myself brought the scientific breakthrough that made this ascension possible... a responsibility that haunts me to this day.

Yet over the years, Sector Rei proved to be no quiet fortress. Our uncrewed deep-space probes mapped planet after planet and relayed hundreds of data streams. In doing so, we made a startling discovery: We were not alone. The celestial gate we passed through was merely one of several ancient pathways leading into this sector. I made it my personal mission to catalog all incoming data and assign names to the forces we observed, giving our generals concrete tactical profiles:

- **The Colonists & Separatists:** Not all humans bowed to the iron dictats of the Shogunate. The **Sakai Union**—originally our logistics and merchant fleets—established peaceful contacts, translation protocols, and trade agreements with curious alien guilds, quickly becoming the economic and independent backbone of the sector. Others retreated into dense asteroid belts to form the ultimate counter-movement against the Shogunate - This Rebellion known as **The Kakure Front** remains a threat to this day.

- **The Astral Arbiters:** Other corners of the cosmos opened up as well. Telemetry confirmed the presence of other species. One of them ... towering, immensely wise beings. They do not seek conquest through massive armadas or brute military force; instead, they command near-mystical abilities, bending the very fabric of events within the sector to their enigmatic will. We chose to name them the **Daishi Tribunal**.

LOGBOOK ENTRY: CLUSTER ARCHIVES #201

Author: Dr. Kenjiro Sato, Lead Cosmological Analyst

Subject: *Farewell*

The Shogunate is doomed. Our leader's greed for power will inevitably lead to our downfall. I insisted on a diplomatic approach, but instead, we were forced to shift our entire research program toward the tools of war. This is not what I have been researching for since we arrived here....

I spoke privately with Vezo, a longtime friend and one of the remaining traders. He offered me a place on his crew to leave the Shogunate tomorrow. The choice is clear: die as a loyalist, or spend my remaining years pursuing the research I always cared about. Sector Rei is finite. While the living biomass is vast, the number of stable, resource-rich worlds is strictly limited. My final journey will lead me to Mokusa territory - It appears they offer a home to all refugees of this war.

This will be my last entry - The Shogunate has made some terrifying enemies, and their alliance is already gathering its fleets. Our shield generators cannot withstand the incoming firepower for more than three days. It is a tragedy that we could never establish an outpost in the inner circle. With the Shogunate falling, I wonder who will manage to reach the center of Sector Rei and uncover the secrets within. The war for ultimate dominance over the core is about to begin.

Shortly after, the Shogunate fell - and with it, its absolute monopoly over the gateway to Sector Rei's core. The Shogunate had achieved what no other power could: they had discovered and militarized an ancient, alien control facility - a massive gatehouse capable of commanding the entire spatial network of the sector. Protected by formidable shield generators, the regime used this key structure to lock down all passages to the Inner Circle, hoarding the vast riches of the core strictly for themselves. For years, the other seventeen known factions across the Outer Ring could only watch from afar, barred from entry by the Shogunate's impenetrable blockade. The balance of power shattered when an alliance of adjacent factions - led by the **The Kakure Front**, the **Gurentai Syndicate**, and the **Sakai Union** - launched a desperate strike. They destroyed the shield generators, dismantling the Shogunate's last fleet and secured the gatehouse. Yet, victory brought immediate conflict. The alliance shattered over who should control the central facility. Before any faction could claim to it, a mysterious sabotage took place: Something activated the controlsystem, overriding the locks and forcefully opening passages to the core across every sector in the Outer Ring and the ancient gatehouse was destroyed in a cataclysmic explosion. Now the gateways are permanently open. With the barrier to the Inner Circle gone, chaos turned into opportunity. Unbeknownst to one another, every major faction in Sector Rei immediately launched secret advance expeditions through the newly opened passages, establishing forward outposts on the uncharted worlds at the edge of the core.

This is where the **SHOGUNATE BEYOND : VERRAT** begins.
Choose one of the 20 unique factions, command your fleet, and start your expedition into the contested core systems.



GAME SUMMARY



Shogunate Beyond: VERRAT is a thematic 4X board game of galactic dominance. As you progress through the game, you will encounter a growing number of planetary systems. You **EXPLORE** planet surfaces to determine the Planet's type, known as the Planet Condition, each providing its own unique set of advantages and strategic benefits ([see p. 19: Planet Conditions](#)). Map navigation is further enhanced by static Wormhole networks—featuring 2 Wormhole pairs (entrance and exit) for up to 4 Players, and an expanded 2-pair network tailored for 5–6 Players. ([see p. 12: Wormholes](#))

EXPAND your foothold by constructing additional Planet Upgrades like Nano Forges, Mines, and Trading Outposts, or set up defensive Outposts with Shield Generators and Turrets on newly acquired areas to consolidate your territory. ([see p. 20: Planet Upgrades](#))

Players obtain resources by **EXPLOITING** Planets, which can be spent on recruitment, Planet Upgrades, or activating unique Faction Abilities. Use your Resources to build a powerful Fleet and mix up your Unit composition. You can also deploy tactical Occurrence Cards (OC Cards) to gain specific advantages or counter enemy attacks, Skills, and other OC Cards. ([see p. 20: OC Cards](#))

Outmaneuver and **EXTERMINATE** your opponents through a unique multi-stage Battle system where fighting Fleets move through distinct Battle Phases, allowing different Units to excel at specific periods of the engagement ([see p. 13: Battle](#)). The game features 9 distinct Unit types with unique Unit Skills ([see p. 18: Unit Skills](#)). Each Faction starts with 3 to 4 Unit types already unlocked, and Players can unlock up to 2 additional Unit types during a game session—allowing for a maximum Fleet composition of 6 unique Unit types per match.

Strategic diplomacy plays a key role: while Players do not start in Alliances, up to 2 Alliances can be formed throughout the game, forging temporary cooperation amid shifting battlefronts. ([see p. 17: Alliances](#))

To win this game, you need to win Battles, gain control of Anomaly Planets, exert influence over entire Systems, and complete strategic Objectives that reward different playstyles throughout the session ([see p. 5: Victory Conditions](#) / [see p. 21 Objectives](#)).

Every match is a new adventure. With 20 unique Factions and a dynamically changing gameboard, an approach that worked in one game might not succeed in the next. Adapt your strategy, master your Faction's strengths, and optimize your playstyle to claim ultimate dominance.

COMPONENTS OF THE GAME

1 X GAMEBOARD

2 X COUNTER TILES

20 X FACTIONS

2 X BATTLE TILES

85 X OC-CARDS

1 X DMG POOL

6 X OVERVIEW SHEETS

29 X OBJECTIVES

226 X CUBES

48 X 3D FLEET FIGURES

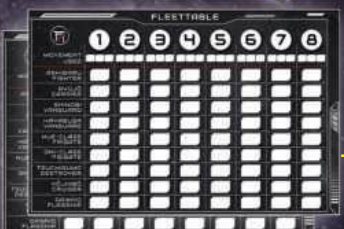
32 X DICE

6 X FLEET TABLES

12 X GUIDANCE CARDS

1 X RULEBOOK

2 X COTTON BAGS



HOW TO WIN THE GAME

Victory Points (VP) are earned as Players progress through the game. The game ends immediately after the current round in which at least one Player reaches or exceeds the required VP Threshold.

The Player with the most Victory Points at the end of that final round wins the game. In the event of a tie, a joint Victory is declared.

VP Thresholds by Player Count:

- 2–3 Players: 13 Victory Points
- 4 Players: 12 Victory Points
- 5–6 Players: 15 Victory Points



Anomaly Planet Condition tile

Reach or exceed 12 VP to end a 4-Player game

Reach or exceed 13 VP to end a 2-3 Player game

Reach or exceed 15 VP to end a 5-6 Player game



Victory Points can be obtained by taking control over “Anomaly Planets” (blue Planet Condition Tile), Reward Token, controlling full Systems, OC-cards, winning Battles, Faction Abilities or Objectives.

- | | |
|-----------------------------|---|
| Anomaly Planets: | Players gain 1 Victory Point when taking control over Anomaly Planets. |
| Reward Token: | 1 specific Reward Token among the 10 grants 1 Victory Point. |
| Controlling Systems: | Upon controlling a whole System, Players gain 1 Victory Point. |
| Winning Battles: | Each Battle won gives the victorious Player 1 Victory Point. |
| OC-Cards: | Players gain or lose the amount of Victory Points shown on the OC-Cards. |
| Faction Abilities: | Certain Faction Abilities give the Players Victory Points. |
| Objectives: | Completing the mission shown on an Objective Card rewards the Player with Victory Points. |

SET UP

First of all, set up the gameboard. Every Player chooses a Starting Planet and Player color. Following that, place the Planet Condition Tiles onto the Planets ([see p. 7: Setup Variants](#)). For your very first game, we strongly recommend using the **First Game Setup**.

General Placement Rule: You may place Planet Condition Tiles on any Planet, including Planets in hostile Starting Systems. The only restriction is: Starting Planets do not have any conditions. There can only be one Planet Condition Tile per Planet.

When playing with 5-6 Players, the entire gameboard is used. For games with 4 or fewer Players, play within the marked area.



Shuffle both card decks (OC- & Objective Cards) and place them on the gaming table. Every Player places their Player figure on the lowest value on the Income & Victory Point Counters. All Players receive **1 Overview Sheet**, **2 Guidance Cards** (1 cost reference & 1 turn structure with battle structure on the backside), **1 Fleet Table** and **1 Dry-Erase Marker**, as well as **5 Resources**, **2 OC-cards**, **1 Objective Card** and **1 Outpost Planet Upgrade** (placed on their Starting Planet).

After the gameboard is set up, choose your Factions. Deal or draw two random Faction Sheets to each Player simultaneously. You may return one Faction to draw a new one, but must then make your final selection and return the other.

After all players choose their Factions, the last step is to create Fleets with the Starting Units shown on the Faction Sheets. Players can deploy all Units into one Fleet or create several Fleets. It is recommended that Players create at least two different Fleets. Take your Fleet Table and write down how many of your Starting Units are in which Fleet. Lastly, take the 3D Fleet Markers with the correct Fleet number and place them on your Starting Planet. Finally, give the Start Player Marker to the youngest player. Now you are set up and ready to play the game.

SETUP VARIANTS

Once you are familiar with the standard setup, you can customize your game experience using one of the following variants:

First Game Setup (Beginner):

Use the pre-designed map layouts below (or in the appendix) for a fast, hassle-free start. Place the Planet Condition Tiles on the exact spaces shown here. *(Benefit: Zero setup downtime — ideal for your very first session).*

Small Map Layout (max. 4 players)



Large Map Layout (5-6 players)



Scenario Setup (Balanced / Competitive):

Each Player receives a fixed set of Planet Condition Tiles: 1x Harvester, 1x Civilized, 1x Dangerous, 1x Anomaly, and 1x Void. The remaining Planet Condition Tiles are put back into the black cotton bag. Place your 5 tiles onto the Planets closest to your Starting Planet. Then, fill the remaining Planets on the board by taking turns drawing 1 tile from the bag and placing it, proceeding clockwise until all Planets are covered. *(Benefit: Maximum balance with minimal randomness for fair competitive play).*

Galaxy Draft (Expert / Veteran):

Place all Planet Condition Tiles into the black cotton bag for Planet Conditions. Players take turns drawing tiles blind from the bag and placing them directly onto chosen Planets across the board. *(Benefit: High strategic depth and tactical variance during setup, offering maximum replayability for experienced Players).*

BEFORE YOU START

Before taking your first turn, double-check that every Player has the following components and board setup ready:

Materials:

- 1x **Outpost** (*placed on Starting Planet*)
- 2x **Guidance Cards**
- 1x **Fleet Table**
- 1x **Dry-Erase Marker**
- 1x **Overview Sheet**
- 1x **Faction Sheet**
- 1x **Objective Card**
- 2x **OC-cards**
- 5x **Resources**

Board Setup:

Planet Conditions: Every Planet (except Starting Planets) has 1 Planet Condition tile.

- **Fleets:** Every Player has recorded their Starting Units on their Fleet Table and placed their 3D Fleet Markers.

Score Track: Player figures are placed on the lowest values of the Income & Victory Point tracks.

BASIC GAME STRUCTURE

HOW TO PLAY

Shogunate Beyond: VERRAT is played through different Phases.

- Preparation Phase (simultaneous),
- Movement & Battle Phase (sequential),
- Recruitment Phase (simultaneous).

In the Preparation Phase each player:

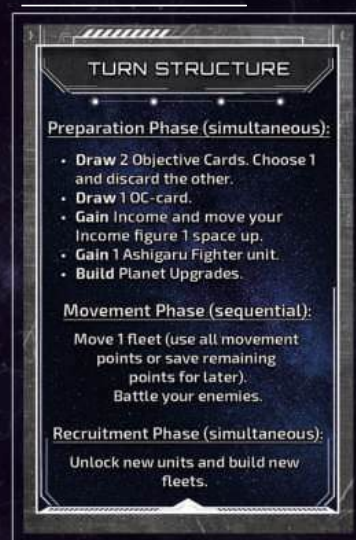
- Draws 2 Objective Cards, keeps 1, and discards the other,
- Draws 1 OC-card,
- Gains Resources worth the number on the Income Counter,
- Moves the Player figure 1 space up on the Income Counter,
- Adds 1 Ashigaru Fighter unit to an own Fleet of choice,
- Builds Planet Upgrades ([see p. 20: Planet Upgrades](#))

In the Movement & Battle Phase:

Beginning with the Starting Player, each Player moves 1 Fleet in a clockwise manner ([see p. 10: Movement](#)). When a Player moves a Fleet onto any point on the board, where another hostile Fleet is positioned, a Battle is initiated and fought through ([see p. 13: Battle](#)). After each Player has moved all their Fleets or passed doing so, this Phase ends.

In the Recruitment Phase each player:

Unlocks new Unit Types ([see p. 18: Units Skills / see p. 10: Systems](#)),
Recruits new Units and deploys them into existing Fleets or creates new ones.



After all Players have recruited, the Start Player marker passes to the next Player, and a new round begins with the Preparation Phase.

FACTIONS

This game contains 20 unique Factions, each with its own playstyle. All Factions feature distinct Faction Abilities, Starting Units, or even powerful Passive Abilities. Every Faction reshapes the galaxy, forcing Players to rethink their strategy with every new playthrough.

General Faction Rules:

Passive Abilities: These are always active and do not require any action or Resource cost unless specified.

Faction Abilities: Can be used whenever their timing condition is met (e.g., Once per Battle Phase) and can be canceled by discarding 1 Anomaly Planet tile from your Player Zone.

Starting Units: These are the exact Units you deploy to your Fleet Table during setup.



FLEET MARKERS & TABLE

Each Player receives 8 3D Fleet Markers in their Player Color. Fleet Markers represent the position of a Fleet on the gameboard and are moved across the map. This keeps the board clear and allows Players to manage large-scale Fleet movements efficiently.

Each Player also receives 1 Fleet Table, consisting of 8 Fleet columns that correspond to the 8 Fleet Markers. Players may deploy their Units freely among these 8 Fleets. To track the composition of a Fleet, Players write the number of Units directly onto the Fleet Table using a Dry-Erase Marker.

The Fleet Table serves as the authoritative reference for all fleet compositions. When a Battle begins, the Units listed on the corresponding Fleet column are deployed and used for Battle.

Example:

If Fleet 1 consists of 1 Daimyo Flagship and 4 Ashigaru Fighters, write "1" in the Daimyo Flagship field and "4" in the Ashigaru Fighter field under column 1 of your Fleet Table.

	1	2	3	4	5	6	7	8
MOVEMENT USED								
ASHIGARU FIGHTER	4							
CARRIER								
SHINOBU VANGUARD								
HAYABUSA VANGUARD								
NUI-CLASS FRIGATE								
ONI-CLASS FRIGATE								
TSUCHIYUMO DESTROYER								
VA UNIT								
DAIMOY FLAGSHIP	1							

Fleet Marker



SYSTEMS

These tiles represent Systems.



Systems are specific zones on the gameboard. If Players control all Planets in a System, they can expand their Unit roster by choosing a new Unit Type to unlock. With this game mechanic, Players can choose their preferred playstyle and Unit varieties.

You can mark unlocked Units on your Overview Sheet with the Dry-Erase Marker – put an "X" into the field next to the open lock symbol.

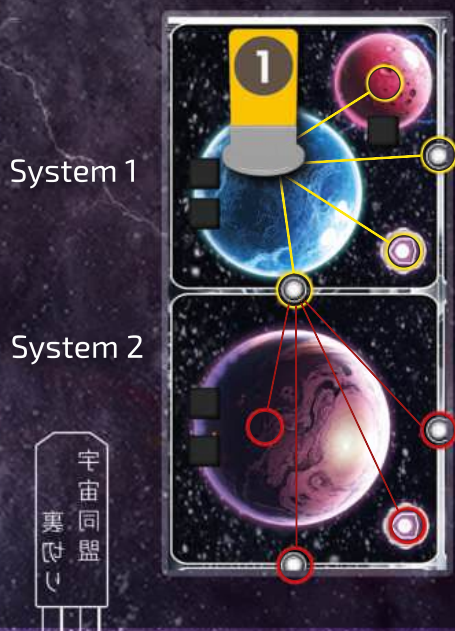


The gameboard contains 30 Systems. Some Systems only contain 1 Planet. Each time Players control all Planets in a System, they gain 1 Victory Point. When a Player loses control of 1 of the Planets in a System, the System is contested and the VP for controlling the whole System is removed again.

When playing with the "Tōtetsu Maw" Faction, Planets can be destroyed. If all Planets in a System are destroyed, no VP for controlling the System can be gained.

MOVEMENT

In The Shogunate Beyond: VERRAT, you move your Fleets across the gameboard from one Node to an adjacent Node. A Node is any valid position on the gameboard—such as a **Planet**, **System Defend Point**, or **System Border**. 1 Movement Point always allows a Fleet to move from one Node to an adjacent Node.



Example: With 1 Movement Point the yellow Fleet 1 can reach the Nodes: Planet, System Defend Point or the System Borders of the System 1 (marked with yellow circles and lines).

With 2 Movement Points the yellow Fleet 1 can reach the System Border Node below and use another Movement Point to reach the Nodes: Planet, System Defend Point or System Borders of System 2 (marked with red circles and lines).

MOVEMENT POINTS & FLEET

To move a Fleet, first check its overall Movement Points. Units have Movement Points ranging from 1 to 3. A Fleet's maximum movement is always limited by the Unit with the lowest Movement Points in that Fleet.

Example: If a Fleet contains a Unit with 3 Movement Points and a Unit with 2 Movement Points, the combined Fleet can move a maximum of 2 Nodes and then split, allowing the Units with 3 Movement Points to use their remaining 1 Movement Point on the next turn.

Carrying:

You may always use the Capacity value of your Units to carry Ashigaru Fighter Units. 1 Capacity Point stands for 1 Ashigaru Fighter Unit. When carrying Ashigaru Fighter Units, the Fleet is not restricted to 1 Movement Point; the carrying Fleet uses the lowest Movement Point value of its other Units.

Merging: You may always merge 2 Fleets that are positioned on the same Node (Planet, System Border or System Defend Point). If you move your Fleet 1 to your Fleet 2 using 1 Movement Point, you can merge the Fleets, but must mark 1 Movement Point as used for the combined Fleet on your Fleet Table.

Splitting: You may split carried Ashigaru Fighters — or any other Units — from a Fleet into a new Fleet at any time during your Movement Phase, provided you have an empty column on your Fleet Table.

MOVEMENT RESTRICTIONS



In this example the white Player's Fleet 2 is positioned on the System Defend Point. This means no other Fleet can move through this System without battling the white Fleet 2.

When Fleet 1 (yellow Player) wants to move to any Node in that System (Planets & System Defend Point) or to the other System Border Node, a battle is initiated.



There are also 3 barricades marked with "not passable" on the gameboard which have no Nodes. You cannot move a Fleet through these barricades.

WORMHOLES

Various Wormholes are scattered across the gameboard, split into two color-coded variants based on Player count:

- **Magenta Wormholes:** Used for 5–6 Players (Big Map).
- **Green Wormholes:** Used for 2–4 Players (Small Map).

Matching letters indicate connections: Wormhole "A" connects directly to the second "A" of the same color, and "B" connects to "B".

Moving a Fleet into and through a Wormhole costs 1 Movement Point in total, placing the Fleet at the corresponding exit Wormhole. If a Fleet ends its movement at an exit Wormhole, it remains there and blocks the exit. Any enemy Fleet attempting to exit at the same location will trigger a Battle.

Additionally, if an enemy Fleet is positioned on a System Defend Point in a System containing a Wormhole, exiting into that System immediately triggers a Battle against the defending Fleet.



CONTROLLING PLANETS

To take control of a Planet, move one of your Fleets to the Planet Node. Control is gained immediately.

After gaining control, place one of your Control Tiles onto that Planet. If the Planet is already controlled by another Player, remove their Control Tile and replace it with your own. All Planet Upgrades on that Planet immediately transfer to the new controlling Player. Their effects no longer apply to the previous owner and instead apply to the new controller.



BATTLE

A Battle occurs when two Fleets are positioned on the same Node, or when a Player attempts to move through or into a System where an enemy Fleet is positioned on the System Defend Point.

A Battle is resolved through 4 Phases:



Battle Track: Place the Battle Marker on the "Pre-Battle Phase" space at the start of Battle and advance it after each Phase.

1. Pre-Battle Phase

In this Phase, certain Faction Abilities, OC-cards, and Unit Skills are activated, as well as Planet Upgrades. ([see p. 18: Unit Skills](#) / [see p. 20: Planet Upgrades](#))

Activation Order:

- The Attacker always activates their specific Unit Skills first.
- Skill Hierarchy: Unit Skills must be activated in the following order:
1. Ion Pulse -> 2. Stealth -> 3. Barrage -> 4. Penetrate.
- Automatic Skills: Taunt & Dodge activate automatically, but can be canceled.

2. Long Range Phase (Sequential)

The Attacker acts first by following these steps:

- **ROLL:** Roll all Weapon Dice for all of your participating Units.
- **DMG:** Add 1 DMG Marker to the DMG Pool for each hit scored.
- **ATTACKER SKILLS:** The Attacker may use the Command Skill.
- **DEFENDER SKILLS:** The Defender may use defensive Unit Skills (Guard or Drones) to cancel/remove DMG from the DMG Pool.
- **ASSIGN:** Allocate any remaining DMG from the DMG Pool to enemy Units.



Next, the Defender performs the exact same steps, allowing the Attacker to use defensive Unit Skills (Guard or Drones).

- **DESTROY:** Remove all destroyed Units from the board.
- **ADVANCE:** Proceed to the Mid Range Phase.

3. Mid Range Phase

Executed identically to the Long Range Phase.

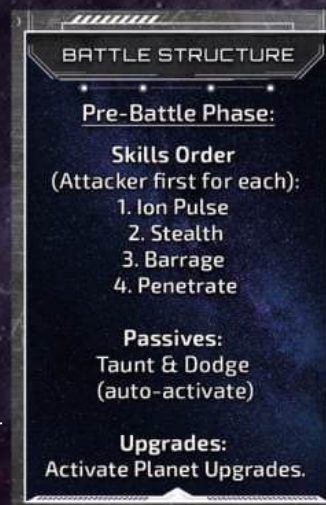
Activate Skill: Focus Fire

At the end of this Phase, advance to the Close Range Phase.

4. Close Range Phase

Executed identically to the Mid Range Phase. At the end of this Phase, repeat the Close Range Phase until one or both Fleets are destroyed.

For quick reference - use the Battle Structure Card! —



HOW TO FIGHT

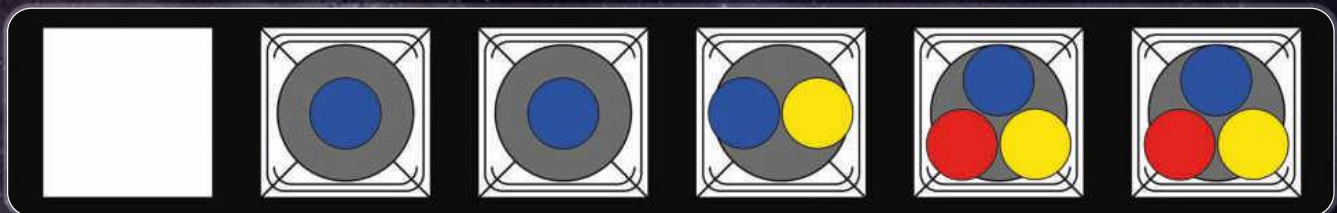
You roll a die for every Weapon of the involved Units. Look at your Overview Sheet to see how many and which Weapon Dice per Unit you roll (**Weapons**).

ALL WEAPONS ARE FIRED IN EVERY PHASE.

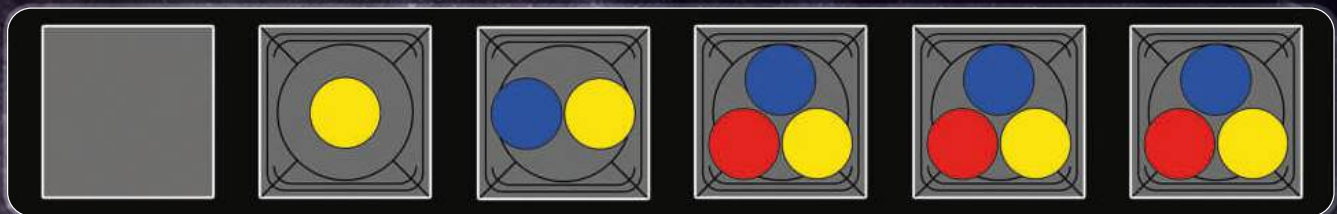
For Example: The Battle starts with both Fleets at Long Range. The Ashigaru Fighter Unit has 3 Close Range Weapons, so you roll 3 white dice for this Unit. If two Ashigaru Fighter Units are involved you roll 6 white dice and so on.

Close Range Weapons are less effective at Long Range and are less likely to hit. This mechanic affects **ALL WEAPON TYPES** and **Battle Ranges** (see table below).

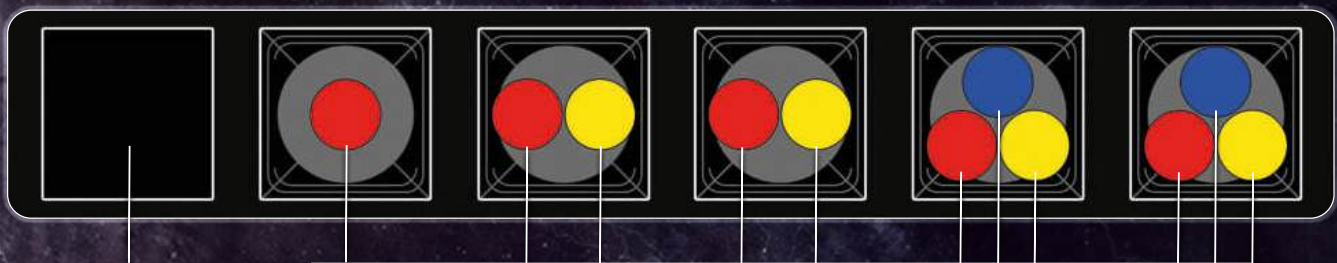
CLOSE RANGE WEAPONS



MID RANGE WEAPONS



LONG RANGE WEAPONS



No Hit

Range Indicator:

RED = Hit (Long Range Phase)
YELLOW = Hit (Mid Range Phase)
BLUE = Hit (Close Range Phase)

Beginning in the Long Range Phase, roll all your Weapon Dice and count all red circles on your results. These are the Hits you landed with your Weapon Roll and equal the DMG added to the DMG Pool. In the Mid Range Phase you roll again and now count all yellow circles and in the Close Range Phase all blue circles.

SHIELDS

Most Units have Shields. Think of them as temporary Life Points (LP) that regenerate at the end of each Battle Phase (L/M/C).

If you want to destroy the Oni-Class Frigate at Long Range, you need to assign 4 DMG Markers to it. The Unit has 2 LP and 2 Shields.

If you only assign 3 DMG Markers, the Unit survives with 1 LP and only 1 DMG Marker remains assigned to the Unit.

In the Mid Range Phase, Shields regenerate and you now need to assign 3 DMG Markers to this Unit to destroy it (2 Shields, 1 LP).



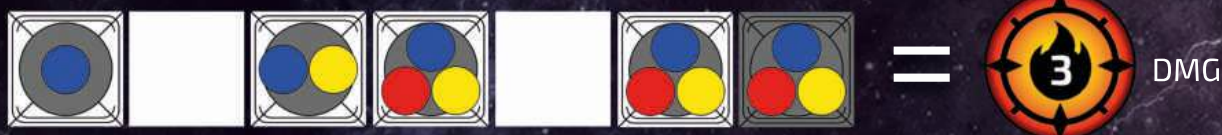
EXAMPLE BATTLE

Player 1 attacks Player 2 with a Fleet containing 1 Ryūjō Carrier and 2 Ashigaru Fighter Units. Player 2 defends with a Fleet containing 1 Oni-Class Frigate.



In this example, no Unit Skill is activated in the Pre-Battle Phase. The Ashigaru's "Dodge" Unit Skill activates automatically and the Oni-Class Frigate has no Unit Skill to deactivate it.

Player 1 takes 6 white Weapon Dice for the 2 Ashigaru and 1 grey Weapon Die for the Ryūjō Carrier, rolling them together. They count all red symbols that appear.



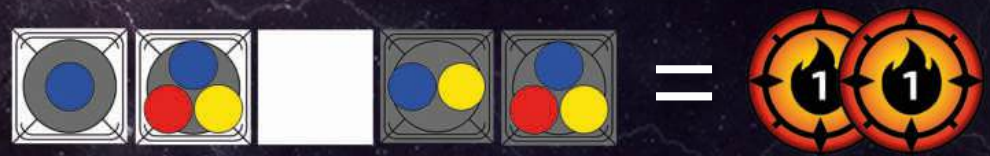
Player 2 has no Unit Skill to remove DMG from the DMG Pool so Player 1 gets to assign 3 DMG to the Oni-Class Frigate. That means 2 DMG is blocked by the Shields, and 1 DMG is assigned to the Unit's LP.



宇宙同盟 裏切り

Player 2 has no defensive Unit Skills like "Guard" or "Drones" and cannot remove DMG from the DMG Pool. It does not matter whether the Unit survives or receives enough DMG Markers to be destroyed—the Unit still gets to shoot all Weapons as well.

Now it's time for Player 2 to fire all Weapons of the Oni-Class Frigate Unit. Player 2 takes 3 white Weapon Dice and 2 grey Weapon Dice and rolls them together.



That is a complete DISASTER - Player 2 adds 2 DMG to the DMG Pool BUT Player 1 now gets to activate defensive Unit Skills and his Fleet contains 1 Ryūjō Carrier Unit with the Unit Skill "Guard" that allows the Player to remove 1 DMG from the DMG Pool. Effectively, Player 2 can only assign 1 DMG to Player 1's Fleet.

Assigning the DMG to the Ryūjō Carrier would not be a good choice, because the 1 Shield would just block it. So instead, Player 2 assigns the DMG to an Ashigaru Fighter Unit.

ASHIGARU FIGHTER

SKILL DODGE

COST 3

MAX UNITS 7

3 0 1 0

3 0 0

ASHIGARU FIGHTER

1

RYŪJŌ CARRIER

SKILL GUARD

COST 2

MAX UNITS 6

1 1 2 2

0 1 0

RYŪJŌ CARRIER

DMG

ONI-CLASS FRIGATE

SKILL FOCUS FIRE

COST 6

MAX UNITS 5

2 2 2 2

3 2 0

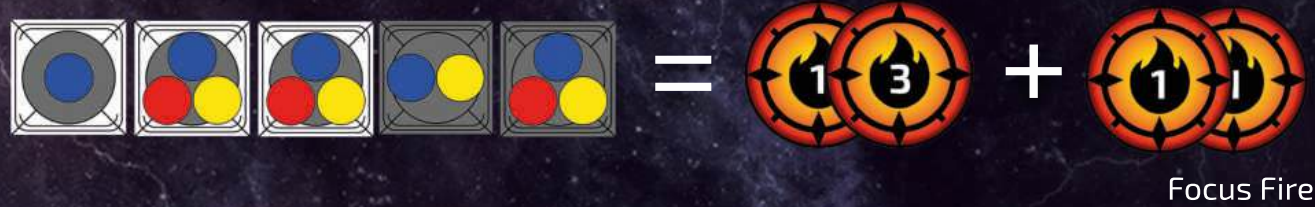
ONI-CLASS FRIGATE

1

No Unit is destroyed, and the Battle moves into the Mid Range Phase. Once again, Player 1 rolls all Weapon Dice (6 Close & 1 Mid).



4 DMG is enough to destroy the Oni-Class Frigate, but Player 2 doesn't go down without taking some Units along. Because we are now in the Mid Range Phase, Player 2 activates the Focus Fire Unit Skill and adds 2 DMG to the DMG Pool. Player 1 cannot remove DMG from the DMG Pool (Guard is once per Battle) and Player 2 then rolls their Weapon Dice (3 Close & 2 Mid).



Player 2 assigns 6 DMG to the enemy Units. 2 DMG are assigned to the already damaged Ashigaru Fighter Unit, and 3 more to the other Ashigaru Fighter Unit. The 1 DMG left in the DMG Pool just vanishes, because assigning it to the Carrier Unit has no effect due to its Shields. Player 1 wins the Battle and gains 1 Victory Point.

ALLIANCES

Alliance Limit & Timing:

A player may maintain a maximum of 2 active Alliances at the same time. Alliances can only be established during the **Preparation Phase** with mutual agreement between both Players.

Logistical Access:

You may move your Fleets through Systems controlled by an Allied Player (including Systems where an Allied Fleet occupies the System Defend Point). Allied Units do not block your movement.

Trade Routes (Income):

If both Alliance partners own one Trading Outpost, both Players gain +2 Income per round for that Alliance. If one of the Alliance partners loses control over the Trading Outpost or it gets destroyed, the bonus is lost until once again both partners have a Trading Outpost.

Trading Assets:

During the Preparation Phase, Allied Players who both control a Trading Outpost may trade assets.

Allowed Assets:

- Planets (located in your Player Zone),
- OC-Cards,
- Resources,
- Planet Condition Tiles,
- Objective Cards.

Prohibited Assets:

- Factions,
- Fleets,
- Units can never be traded.

Exchange rates are freely negotiable.

Galactic Intervention:

Each Player receives 3 Galactic Intervention Markers during Setup. These markers do not replenish (except certain Faction Abilities or OC-cards). When an Allied Player is involved in a Battle (as Attacker or Defender), you may spend 1 Intervention Marker per Battle to choose one of the following effects:

Galactic Intervention
markers



Fire Support: Add 2 DMG Markers to the DMG Pool.

- **Defensive Shielding:** Remove 2 DMG Markers from the DMG Pool.
- **Tactical Disruption:** Choose 1 enemy Unit and deactivate 1 of its Unit Skills for the rest of the Battle.

Breaking an Alliance (Betrayal):

An Alliance can be broken unilaterally by any Player, but only during the Preparation Phase (after Income has been collected). In the following rounds, both Players no longer receive the +2 Income bonus from this Alliance.

The Reward of Betrayal: The Player who breaks the Alliance immediately gains **1 Victory Point (VP)** and draws **1 OC-card**.

Consequences: The Alliance ends immediately. No further trading or logistical access is permitted between these Players.

宇宙
同盟
裏切り

UNIT SKILLS



DODGE

During the Long Range Phase: Your Ashigaru Fighter Units can only be assigned a maximum of 1 DMG per squadron present in the Battle.

GUARD

Once per Battle, remove 1 DMG from the DMG Pool.

STEALTH

In the Pre-Battle Phase: Target 1 enemy Unit and roll your Weapon Dice. If the total DMG equals or exceeds its combined LP + Shields, destroy the Unit immediately. Otherwise, the attack fails and no DMG is dealt.

PENETRATE

In the Long Range Phase: Add 1 DMG to the DMG Pool.

BARRAGE

In the Pre-Battle Phase: Destroy 1 enemy Ashigaru Fighter Unit. Each Nue-Class Frigate can use this Skill once per Battle. The destroyed Units are removed from the Battle **BEFORE** they fire their Weapons.

FOCUS FIRE

In the Mid Range Phase: Add 2 DMG to the DMG Pool.

ION PULSE

In the Pre-Battle Phase: Choose up to 2 enemy Units. Their Skills are deactivated for the duration of the Battle.

TAUNT

Must be destroyed before any other Units can be targeted.

COMMAND

Once per Battle: Reroll all Weapon Dice of one of your Units.

DRONES

Every Battle Phase (L/M/C): Remove 1 DMG from the DMG Pool.

UNIT VALUES



LIFEPOINTS (LP) - If DMG Markers equal to the LP are assigned to this Unit, it gets destroyed.



SHIELDS - Block DMG. To assign 1 DMG Marker to a Unit, you need DMG equal to Shields +1.



MOVEMENT POINTS - Each Movement Point allows this Unit to move from one Node to an adjacent Node.



CAPACITY - For every 1 Capacity Point this Unit can carry 1 Ashigaru Fighter Unit.

DAIMYO FLAGSHIP

SKILLS

COMMAND & DRONES

COST 12

MAX UNITS 3

3

4

2

3

Heart

Shield

Green Arrow

Stack of Boxes

5

2

2

DICE

DMG

Unit Skills

Unit Name

Cost per Unit

Maximal Units deployed in Fleets

Assigned DMG

Unit unlocked

Weapon Dice

Close Range



X5

Mid Range



X2

Long Range



X2

PLANET CONDITIONS

All Planets on the gameboard, except Starting Planets, have a specific condition defined by the Planet Condition Tile. When taking control over a Planet, the effect of the specific Planet Condition triggers (see table below).



Civilized Planets: Gain 1 Reward Token and Units worth up to 4 Resources. (You may split the value across multiple Units or gain 1 Unit that matches the cost.) The new Units are added to the Fleet that took control of this Planet and may not move this turn.



Dangerous Planets: Gain 1 Reward Token and roll a die. If the result is 5 or 6: Instantly gain a free Planet Upgrade and place it on this Planet.



Anomaly Planets: Gain 1 Reward Token and 1 VP. Move this Planet Condition Tile into your Player Zone. You may discard 1 Anomaly Tile at any time to cancel an enemy Faction Ability.



Harvester Planets: Gain 2 Reward Tokens and +2 Income. The Income bonus is stackable. You don't lose this bonus when losing control of the Planet.



Void Planets: Gain 1 Reward Token. This Planet Condition has no effect.

REWARD TOKENS

When taking control over Planets, you draw one or two Reward Tokens (depending on the Planet Condition). The game contains Reward Tokens with the following distribution:

- 1x 1 Resource
- 3x 3 Resources
- 3x 4 Resources
- 2x 5 Resources
- 1x 1 Victory Point



You draw out of the Reward Token Bag, gain the rewards and put the tokens back into the bag

When drawing 2 Reward Tokens: Draw 1 Token, leave it outside the Bag and draw another, then gain the rewards and put the Tokens back into the Bag.

OC-CARDS

This game contains 85 OC-cards with 40 different variants. OC-cards can usually be played at any time—even during other Players' turns—though some have specific timing requirements. There is no hand limit for these cards. OC-cards can be highly beneficial for you or devastating for other Players. Players draw one OC-card at the beginning of their turn.

OC-cards are divided into 4 different types:



"Power Cards" can always be played and cannot be canceled.



"Counter Cards" can be used to cancel the effects of other OC-cards.



"Combat Cards" may only be played during Battles and can be canceled.



"Standard Cards" have no special restrictions and can be canceled.

PLANET UPGRADES

In every Preparation Phase, players can build as many Planet Upgrades as they like. A free Upgrade Slot on the Planet is required to build a Planet Upgrade. Each Planet Upgrade costs 4 Resources. Most Planets on the gameboard have 1 to 2 Planet Upgrade Slots; the only exceptions are the two huge Planets in the middle of the gameboard. Players can build up to 4 Planet Upgrades on these two huge Planets.

If a Planet Upgrade is purchased, the corresponding cube model is placed on the Planet on the gameboard. The color on the Overview Sheet (see below) defines which cube is placed.

When taking control over a player-controlled Planet, you take control of the Planet along with all built Planet Upgrades. You can destroy a Planet Upgrade at any time, but you do not receive any Resources back by doing so.

OUTPOST Place recruited units in an existing or new fleet in a system with this upgrade. In battles on planets or at the System Defend Point in this system, remove up to 2 DMG from the DMG pool.	TURRET In battles on planets in this system or at its System Defend Point, your fleet gains +2 Long Range dice.	SHIELD GENERATOR In battles on planets in this system or at its System Defend Point, assign +2 Shields to a single unit in your fleet.	MINE Gain +2 Income. Bonus: Gain +1 additional Income for every 2 Mines you control.
ESPIONAGE STATION / UNIQUE In your Preparation Phase: Draw 2 OC cards instead of 1. Keep 1 and discard the other.	NANO FORGE / UNIQUE In your Recruitment Phase: Units with 3 LP cost 2 resources less to recruit (except Ashigaru Fighters and Nue-Class Frigates)	RECYCLING STATION / UNIQUE After winning a battle: Immediately place units worth up to 5 resources directly into the winning fleet. (Any remaining resources are lost).	TRADING OUTPOST / UNIQUE In your Preparation Phase: You may use each of the following abilities once: Discard 3 resources to draw 1 OC card. Discard 1 OC card to gain 2 resources.

cube colour for the Planet Upgrade

OBJECTIVES

Objectives represent long-term goals and strategic milestones that shape how Players pursue Victory. They encourage different playstyles, create tension between Players, and ensure that each game unfolds in a unique way. While some Objectives reward aggressive expansion or military dominance, others favor careful planning, positioning, or precise timing.

At the start of the game, every Player draws 1 Objective Card. In every Preparation Phase, each Player draws 2 Objective Cards, chooses 1, and discards the other. If the draw deck runs out, shuffle the discard pile to create a new deck.

Objectives can be completed at any time. When a Player fulfills the requirements for an Objective, the card is discarded and the Player gains the indicated Victory Points.



Victory Point reward

SPECIAL TILES

There are two factions with Special Tiles: **Mon-Gake Order** and **Tótetsu Maw**.

Faction
Wormhole



Destroyed
Planet



Mon-Gake Order: At the start of the game, this Faction places 2 of its own Wormhole Tiles into Systems of choice (excluding enemy Starting Systems). Once per Preparation Phase, 1 of the 2 Wormhole Tiles can be repositioned.

Tótetsu Maw: This Faction can consume Planets using its Fleet, replacing them with a Destroyed Planet Tile. When consuming a Planet, gain 2 Reward Tokens (instead of the Planet Condition's default Reward Tokens) plus the Planet's additional effect (e.g., Units, Income, or VP). Consuming a Planet exhausts all remaining Movement Points of that Fleet.

SPECIAL THANKS

I'll write this in my native language (German), otherwise it will not be as heartwarming and genuine.

Ein durchgehender Begleiter beim Erstellen dieses Spiels war Tobias Prost - DANKE, dass du von Anfang an dabei warst und mich unterstützt hast, wo es ging. Finanziell, mit Ideen, Illustrationen, Raum zum Spielen oder einfach deiner Zeit.

Ein Dreamteam der Unterstützung sind auch eindeutig Moritz und Tobias Wenig, die sich schon nach der ersten Session komplett dem damaligen „Rift Domination“ und später „Shogunate Beyond: VERRAT“ verschrieben haben. Sie haben maßgebend beim Ausbalancieren der Fraktionen mitgeholfen, haben den Raum für etliche Sessions zur Verfügung gestellt und mich seither immer unterstützt. DANKE!

Ein weiterer wichtiger Mensch in meinem Leben ist Florian Reumann. Er hat mir immer die Schatten von The Shogunate Beyond aufgezeigt, Exploits entdeckt und maßgeblich zu den Missionen (Objectives) beigetragen. Außerdem hat er mir in meinen dunkelsten Stunden zur Seite gestanden und mein Projekt am Leben gehalten, als ich es schon tot geglaubt hatte. DANKE!

Es gab so viele die mir ihre Zeit geschenkt und mit mir an allen Schrauben zur Verbesserung gedreht haben. So viele Balancing-Theorien und geniale Einfälle, um gemeinsam dieses Spiel zu einem richtig runden Ding zu machen. Dieser Dank geht besonders an: Neji, Johanna, Lui, Florian und Tobias. DANKE!

Ich möchte mich auch nochmal ganz herzlich bei meinen Freunden und Spieletester:Innen Philip, Lukas, Florian, Immanuel, Raoul, Joshi, Martina, Gurnoor, Albert, Johanna, Wolfgang, Andreas, Jakob, Leon, Lui, Julian, Stefan, Tom, Friedrich, Ossu, Mistamu und Sylvan bedanken. DANKE DANKE DANKE!

Zuletzt möchte ich auch noch meinen BESONDEREN Dank an Julia Angerer aussprechen für das Begleiten meines Projektes und die durchgehende Unterstützung. Ohne ihr kritisches Design-Feedback und die Verbesserungsvorschläge wäre das Spiel so nicht umgesetzt worden. Danke!



Image of an early prototype under the original project name "Rift Domination", taken at "Das Spielefest" 2025 in Vienna.

LICENCES

We would like to thank and acknowledge the following contributors, platforms, and artists whose work, assets, or inspiration helped shape The Shogunate Beyond: Verrat:

ILLUSTRATIONS & VISUAL DESIGN

Vadim Sadovski – Unit Illustrations (ArtStation / Instagram)

Tobias Prost, Justina Aigner, Stefan Ströbinger – Prototype Illustrations

ESA (European Space Agency) – Image material for the Prototype

NASA – Planet preset inspiration

Thingiverse / eclecticgamer – 3D model resources
(thingiverse.com/eclecticgamer/designs)

Leonardo.Ai – AI-generated visual concepts for planets, upgrades, and more

ICONS & HUD ELEMENTS

Planet Condition Tile Icons made by Lorc, faithtoken, and Delapouite
(<https://game-icons.net>), licensed under CC BY 3.0.

OBJECTIVE CARD ORIGINAL ICONS:

'Lightning icon' by Park Jisun via Flaticon.com. Additional icons provided by Flaticon.com (designed by Park Jisun, Darius Dan, and Freepik): Galaxy, Spaceship, Rocket, Explode, Stars, Knives, Shield, Radar, Chevron, Bullets, Warrior, and Fan.

Vecteezy.com – HUD Elements by Vecteezy and Rizka Arishandy

Videezy.com – Spark Effects used in video trailer

CREATIVE ASSISTANCE & DIGITAL TOOLS

ChatGPT (OpenAI) & Gemini (Google) – Conceptual guidance, rulebook proofreading, balancing support, and continuous creative sparring throughout development.

This project was created with great care and attention to every detail. We are grateful for the open-source and freely available tools, as well as the creative communities and technologies that make projects like this possible.

Tabletop Simulator (TTS) Mod Engineer: Christopher Rohde (phirehero)

Steam: <https://steamcommunity.com/id/phirehero/>

Fonts:

Orbitron (Matt McInerney) and Exo 2 (Natanael Gama), licensed under the SIL Open Font License. Quantum by Designeroo (OFL).

Game Design & Created by: Stefan Ströbinger

Published by: Aeonveil Games e.U.

© 2026 Aeonveil Games e.U. All rights reserved.