

Free introductory rules, cards & player aids

We would like everyone to be playing Albedo Combat Patrol as soon as possible, so that you can all participate in the final play test and help set the final direction of this great set of rules.

Please bare in mind that these are all first draft prototypes. The action and activation decks will be professionally laid out by a graphic designer to be as clear and easy to use as possible, but this cannot be done, for obvious reasons until play test is complete. The best thing to do with the cards is to print them out and put them into card sleeves / deck protectors so that they shuffle well. I just printed mine on paper and inserted them in front of some old playing cards to give them a good weight and feel.



The web address is: www.albedopatrol.com

Register to use the forums.

The rules, cards, player aids can then be downloaded from 'Downloads' Folder.

The PDF's are password protected: The password is SD164

(Which many of you will know is the year that conflict was first experienced in the previously peaceful Albedo Universe, and hence the abbreviated name of

Albedo Combat Patrol game ACP164)