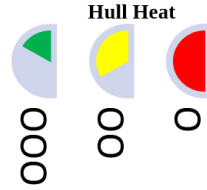


MAP MOVEMENT TURN SUMMARY

1. Check Heat:

- If Green – no damage
- If Yellow – take one Hex of damage
- If Red – take two Hexes of damage.



2. Choose Navigation and Power:

- Write a clear mark in one of the five power options
- Write a destination system or “?” for a Chaos Gate.

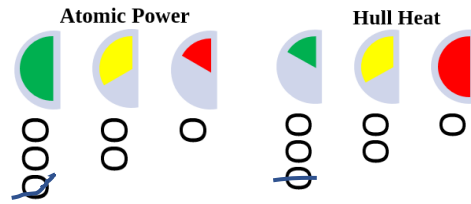
If only red Atomic Power is left, cannot choose *Battle*. If no Atomic Power is left, must choose *Limping*.

Limping	Guns 4 Sensors 4 Jump 4	Repair 1 Hex Heat +1
Cruise	Guns 6 Sensors 6 Jump 3	Power +1 Heat +1
Hunt	Guns 8 Sensors 8 Jump 2	Power +1 Heat +2
Battle	Guns 10 Sensors 8 Jump 1	Power +2 Heat +2
Ambush	Guns 8 Sensors 10 Jump 0	Power +1

27 destination

3. Reveal Navigation and Power:

- All players reveal their choices
- Increase Heat and Power dials as required
- If *Limping*, repair one Hex of damage.



4. Movement:

- Move ships to destinations
- Take one Hex of damage for each Red Jump route, Jump Point you lack to reach your destination, jump route with mines, and/or if you jump with damaged drives.

Route	Jump Cost	Notes
Green	1	-
Blue	1	Pirate only
Yellow	2	-
Red	0	Take one damage

Pirates can move into, but not through systems with Patrol Bases or Gate Defence Units.

5. Combat:

- Combat occurs if a ship is in the same system as a hostile ship, base, or gate defence unit.
- If no combat, proceed to Step 6.

Combat!

- Go to the Combat Flow chart.
- When combat is finished, go to Step 6.

6. Plunder:

- No plunder if no Merchant Ships
- One player ship present – take one plunder card per Merchant Ship
- Multiple player ships present – each ship takes one plunder or salvage card.



6. Salvage and Bounty:

- Take one Plunder or Ship Upgrade card from the Salvage pile in the system (instead of taking normal plunder).
- Bounty – can be claimed for any ship you helped defeat in combat.



7. Resupply (only Ships at a Base):

- Repair all damage
- Clear Hull Heat and Atomic Power dials
- Resupply exhausted Upgrade cards.

8. Next Action

- After first or second map action, do another map action (go to Step 1).
- After third map action, collect bonus plunder according to the *Law & Order* track, do a Committee action, enjoy free time & then return for three new map actions.

COMBAT SUMMARY



1. Captains Gather:

- All players that captain ships in the system where the combat is taking place gather together.

Your **Armour Value** is the number inside the shield on the rocket ship picture on your ship record sheet. This can be reduced by damage. All Bases and Gate Defence Units have Armour 8.

2. Declare Sensors:

- Players declare the sensor values of their ships
- Non-ship units have a sensor value of 0.

Your **Sensor** and **Guns** values are determined by your power setting for the turn, and the effect of any damage your ship takes before it fires. **Guns** are also reduced by one for each extra target you shoot at after the first target.

3. Declare Targets:

- Players declare their target(s) in ascending sensor value order (lowest first)
- Gun value is reduced by 1 for each extra target (to a minimum of 2d6).

For example, if a player has Guns of 8, and targets three other ships, then its Guns value is reduced by 2 to 6.

4. Fire at Targets:

- Bases and Gate Defence Units (GDUs) fire before players.
- Players fire at their declared targets in descending sensor value order (highest first).

5. Roll Attack Dice:

- Roll 1d6 per point of Guns.
- Use the same set of rolls against all of your targets.
- Pool the dice into sets of matching numbers. Discard sets of one die.

Repeat process 4-7 for the next player to fire their guns.

6. Penetrating Armour:

- Compare the Sum of each dice set to the target ship's armour:
If Sum > Armour = Damage!
Hex Damage = number on the die
- Penetrating hits destroy Bases & GDUs.

7. Damage:

- The captain of the damaged ship allocates damage.
- Each point of damage requires one Hex to be marked on the ship record sheet.
- Resolve damage before next player fires.

For example, if a player has 6 Guns and rolls and against a target with 5 armour, then its has sets with sums of 2, and 9. The solitary has no match, and so does not form a set. Nine is > five, so the set of penetrates, and does () three hexes of damage on the target ship.

After all players have fired guns and taken damage, adjust the *Law & Order* track for any defeats and go to step 6 of the Movement Turn Summary.

Mines – only do damage during movement

Gate Defence Units – roll 4d6 in combat

All Bases – roll 7d6 in combat

Non-ship tokens in combat:

- GDUs always attack Pirates.
- Bases only attack Ships that attack them.