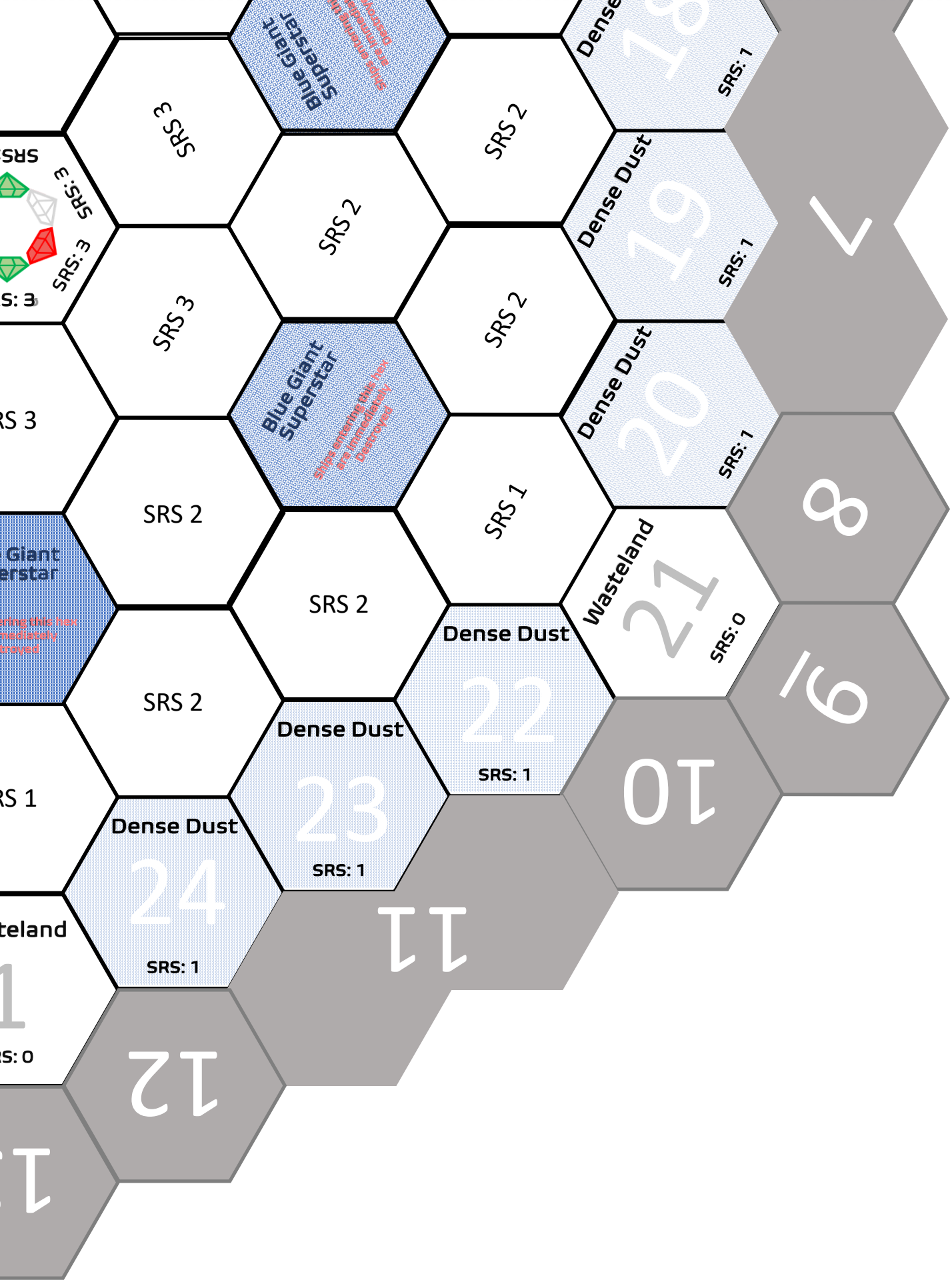
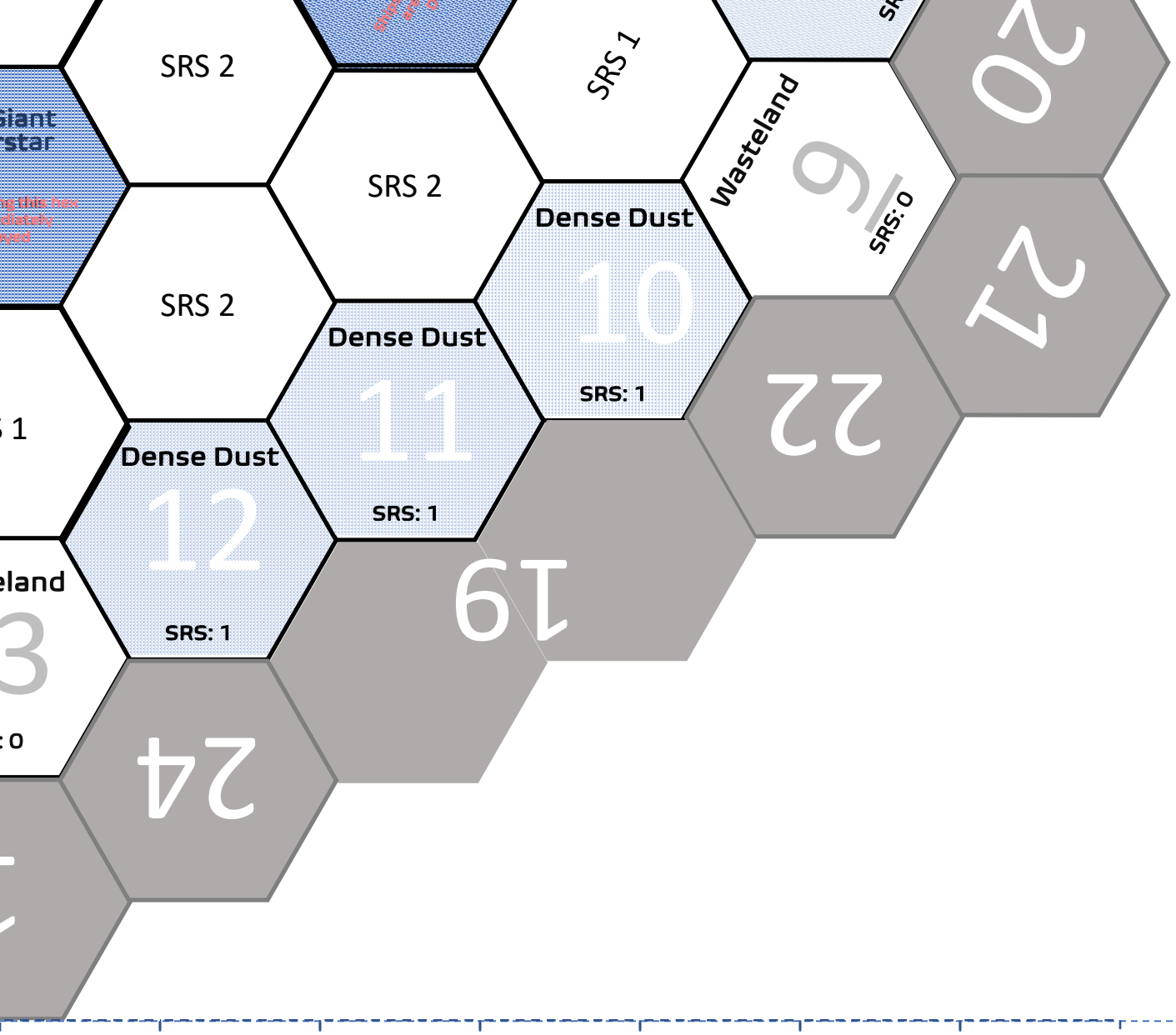
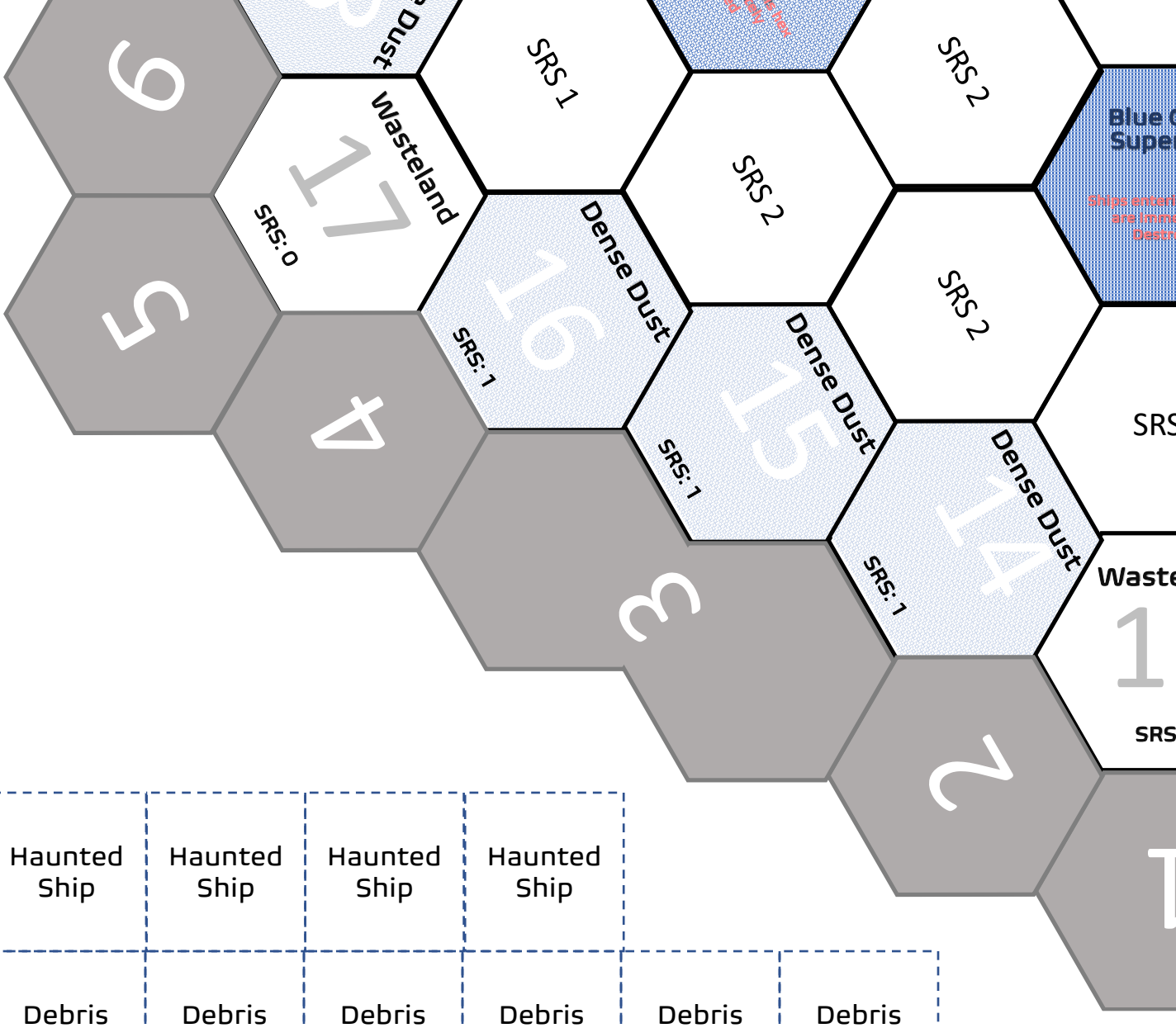


SRS 3
Blue Giant Superstar
SRS 2
Dense
18
SRS: 1
SRS: 3
SRS: 3
SRS: 3
SRS 2
Dense Dust
19
SRS: 1
SRS 3
SRS 2
Blue Giant Superstar
Dense Dust
20
SRS: 1
RS 3
SRS 2
SRS 1
Giant
erstar
SRS 2
Wasteland
21
SRS: 0
SRS 2
Dense Dust
22
SRS: 1
Dense Dust
23
SRS: 1
RS 1
Dense Dust
24
SRS: 1
teland
1
RS: 0
7
8
9
10
11
12

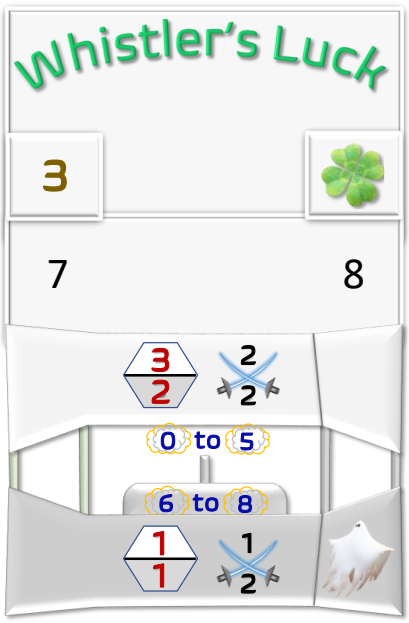
13
14
15
16
17
18
19
Dense Dust
SRS: 1
Dense Dust
SRS: 1
Dense Dust
SRS: 1
Wasteland
SRS: 0
Dense Dust
SRS: 1
Dense Dust
SRS: 1
Dense Dust
SRS: 1
SRS 2
SRS 2
SRS 2
SRS 1
SRS 2
SRS 2
SRS 2
SRS 3
SRS 3
SRS 3
Blue Giant Superstar
Blue Giant Superstar

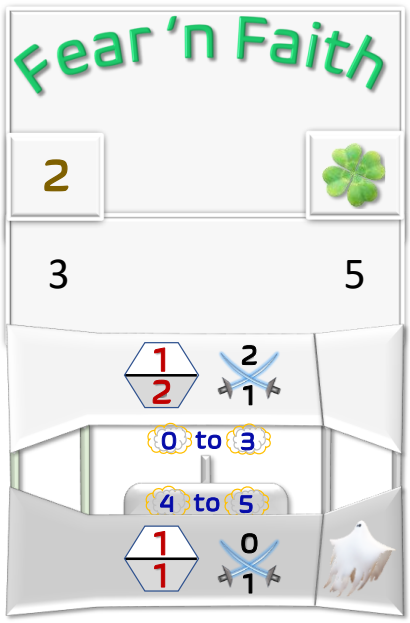


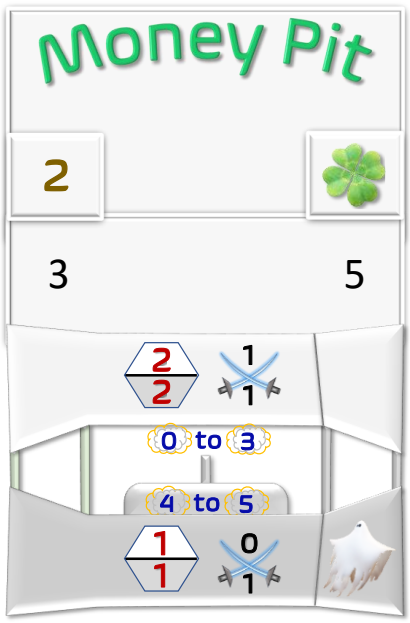
3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage
3 Hull Damage	3 Hull Damage	3 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage

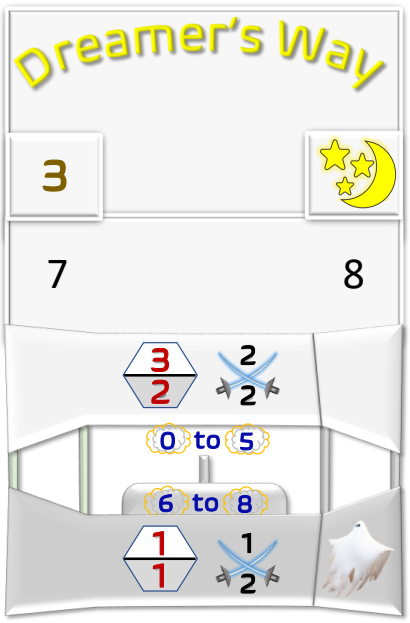


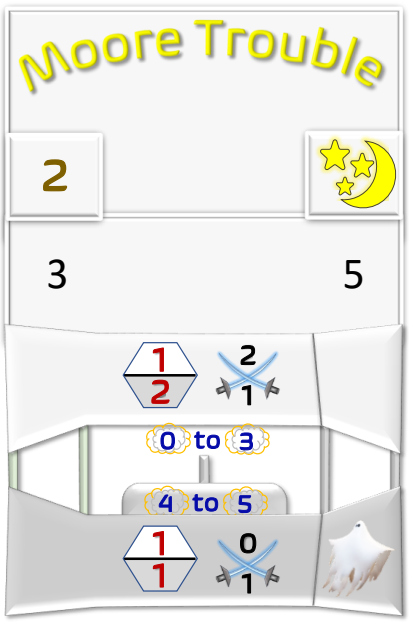
Haunted Ship	Haunted Ship	Haunted Ship	Haunted Ship		
Debris A	Debris A	Debris B	Debris B	Debris C	Debris C
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	3 Hull Damage
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	3 Hull Damage

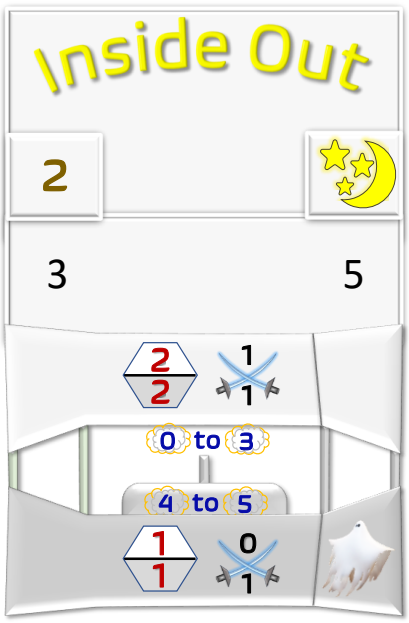

Whistler's Luck
3
7
8
3
2
2
2
0 to 5
6 to 8
1
1
1
2


Fear 'n Faith
2
3
5
1
2
2
1
0 to 3
4 to 5
1
1
0
1


Money Pit
2
3
5
2
2
1
1
0 to 3
4 to 5
1
1
0
1


Dreamer's Way
3
7
8
3
2
2
2
0 to 5
6 to 8
1
1
1
2


Moore Trouble
2
3
5
1
2
2
1
0 to 3
4 to 5
1
1
0
1


Inside Out
2
3
5
2
2
1
1
0 to 3
4 to 5
1
1
0
1

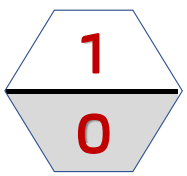
Cargo Space

2

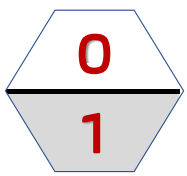
Cargo Space

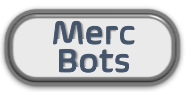
2

Fore Gun

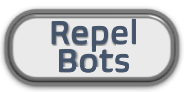

1
0

Aft Gun

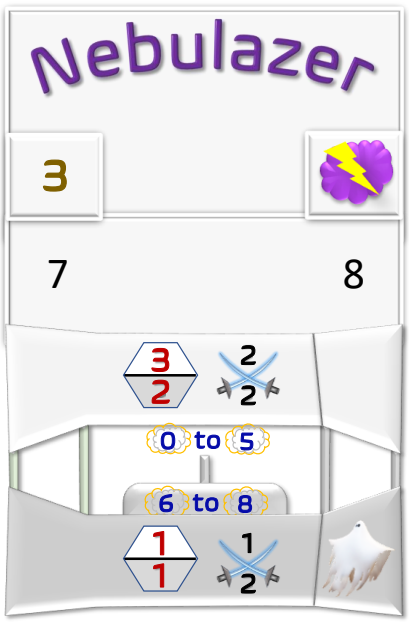

0
1

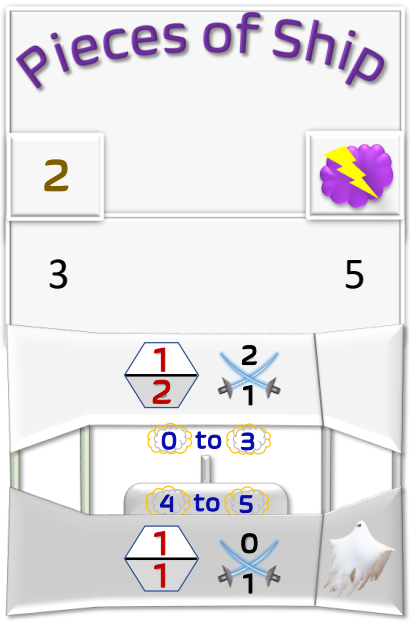

Merc Bots

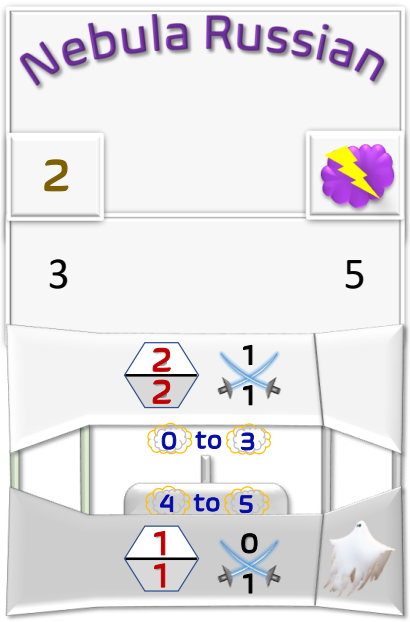
1
0

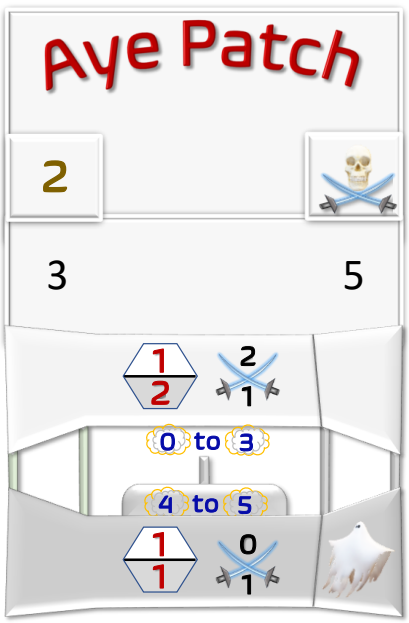

Repel Bots

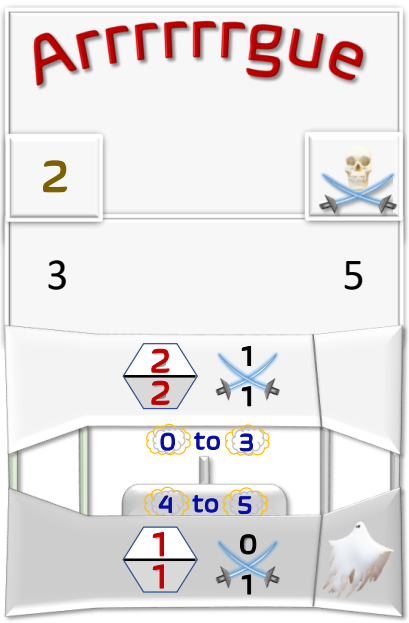
0
1











X

Nothing

Card Back: 1

X

X

Nothing

Card Back: 1

X

X

Nothing

Card Back: 1

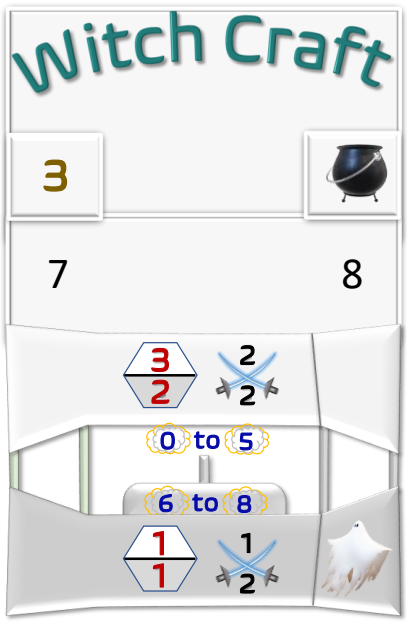
X

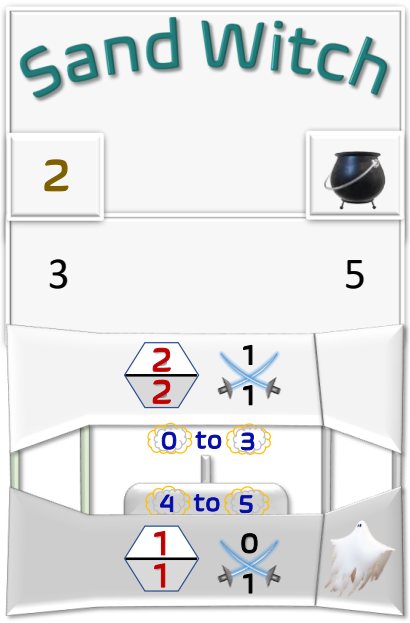
X

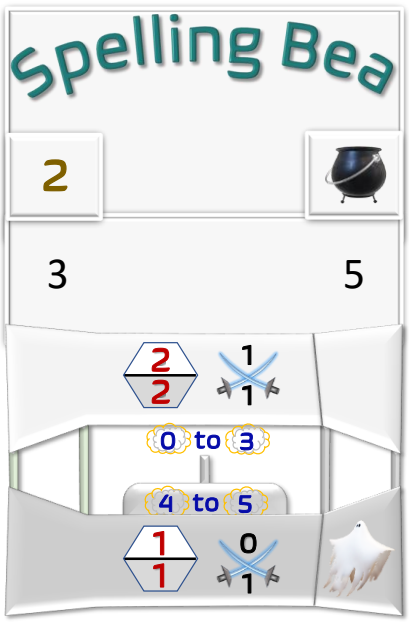
Nothing

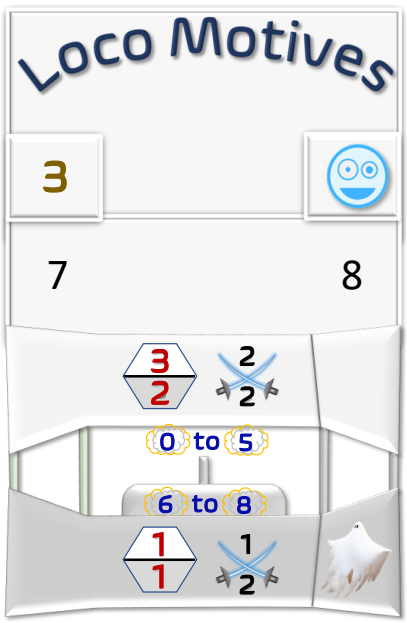
Card Back: 1

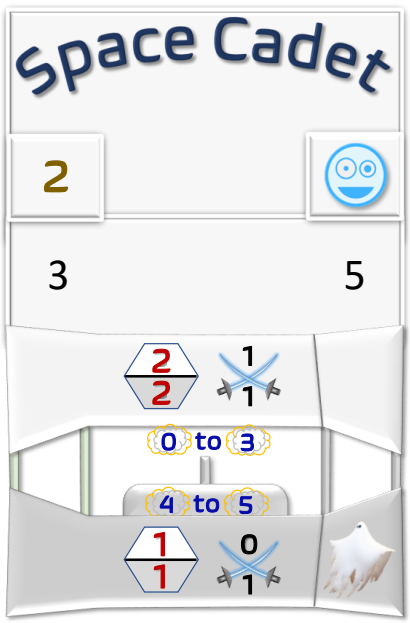
X

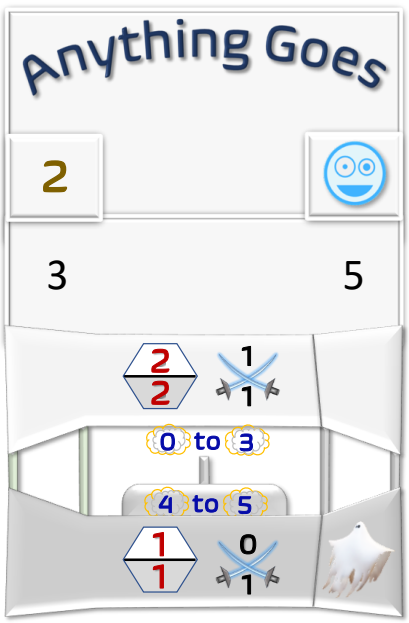












1

Card Back:
1
2
3

7

Card Back:

2
3

Ship
Debris

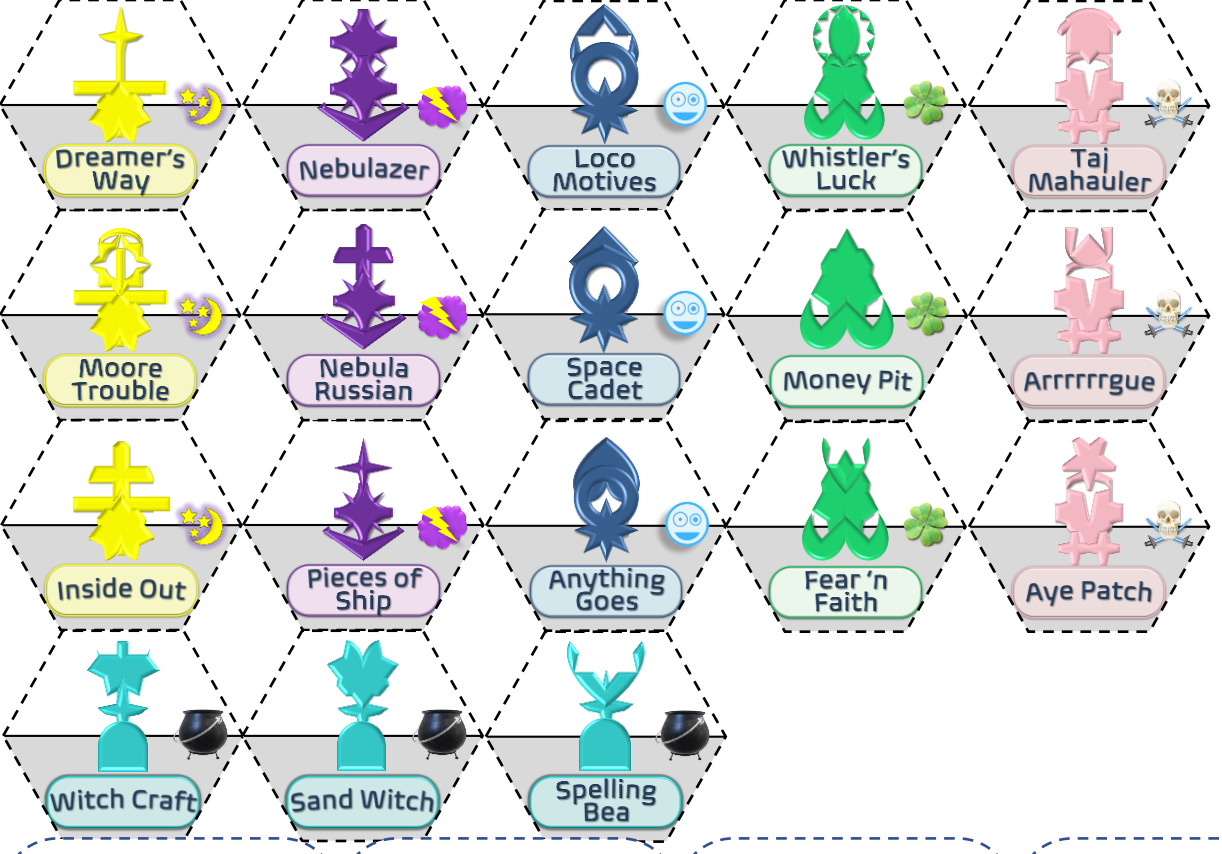
Card Back:
1
2
3

20

Ruby
Card Back:
3

20

Fore Gun
1
0
Aft Gun
0
1
Merc Bots
1
0
Repel Bots
0
1
Cargo Space
2



25

Diamond Card Back: 3

25

Anti-Matter 3 Hull Damage Card Back: 3

Turn 1

Turn 2

Turn 3

Turn 4

Turn 5

Turn 6

1

Card Back:
1

1

1

Card Back:
1

1

1

Card Back:
1

1

1

Card Back:
1

1

1

Card Back:
1

1

3

Card Back:
1

3

5

Card Back:
1

5

5

Card Back:
1

5

X

Nothing
Card Back:
1
2

X

X

Nothing
Card Back:
1
2

X

X

Nothing
Card Back:
1
2

X

1

Card Back:
1
2

1

1

Card Back:
1
2

1

1

Card Back:
1
2

1

1

Card Back:
1
2

1

2

Card Back:
1
2

2

2

Card Back:
1
2

2

2

Card Back:
1
2

2

2

Card Back:
1
2

2

2

Card Back:
1
2

2

2

Card Back:
1
2

2

2

Card Back:
1
2

2

3

Card Back:
1
2

3

5

Card Back:
1
2

5

7

Card Back:
1
2

7

Scary
Storm

1
Hull
Damage
Card Back:
1
2

X

Nothing
Card Back:
1
2
3

X

X

Nothing
Card Back:
1
2
3

X

X

Nothing
Card Back:
1
2
3

X

1

Card Back:
1
2
3

1

1

Card Back:
1
2
3

1

15

Jade
Card Back:
3

15

2

Card Back:
1
2
3

2

2

Card Back:
1
2
3

2

2

Card Back:
1
2
3

2

2

Card Back:
1
2
3

2

3

Card Back:
1
2
3

3

3

Card Back:
1
2
3

3

4

Card Back:
1
2
3

4

4

Card Back:
1
2
3

4

4

Card Back:
1
2
3

4

7

Card Back:
1
2
3

7

8

Card Back:
1
2
3

8

Ghost Ship
Card Back:
1
2
3

Scary Storm

1 Hull Damage
Card Back:
1, 2, 3

Scary Storm

1 Hull Damage
Card Back:
1, 2, 3

Scary Storm

1 Hull Damage
Card Back:
1, 2, 3

X

Nothing

Card Back:
2
3

X

X

Nothing

Card Back:
2
3

X

3

Card Back:
2
3

3

3

Card Back:
2
3

3

3

Card Back:
2
3

3

3

Card Back:
2
3

3

4

Card Back:
2
3

4

4

Card Back:
2
3

4

5

Card Back:
2
3

5

5

Card Back:
2
3

5

5

Card Back:
2
3

5

7

Card Back:
2
3

7

7

Card Back:
2
3

7

8

Card Back:
2
3

8

8

Card Back:
2
3

8

9

Card Back:
2
3

6

9

Card Back:
2
3

6

11

Card Back:
2
3

11

15

Jade
Card Back:
3

15

Gem
Gale

2
Hull
Damage
Card Back:
2, 3

Gem
Gale

2
Hull
Damage
Card Back:
2, 3

X

Nothing
Card Back:
3

X

3

Card Back:
3

3

7

Card Back:
3

7

8

Card Back:
3

8

8

Card Back:
3

8

9

Card Back:
3

6

9

Card Back:
3

6

11

Card Back:
3

11

11

Card Back:
3

11

13

Card Back:
3

13

13

Card Back:
3

13

Round
All Players bid for Turn Sequence

Turn Sequence

1) Move all Ships, & collect new resources
2) Conduct Combat
3) Make Repairs and/or Buy Ship Mods
4) Discard SRS cards down to Guild Manifest limits

Damage Value Table

Damage Value	Ship Attack	Boarding (Losing Ship Receives 1 Damage)
1 to 5	1 Damage	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Take 3 Random Manifest Cards ***OR*** 1 Ship Mod at random from the boarded Ship
11 to 15	5 Damage	Take 3 Random Manifest Cards ***AND*** 1 Ship Mod at random from the boarded Ship
16 to 20	6 Damage	Capture the ship. All Ship Mods stay with the ship. ***AND*** Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest
21 +	Ship Destroyed	

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21 +	Ship Destroyed	

Combat Summary

	Ship Attack	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Ships must be within the same hex
Fire Arc Check	Target must be within an Attacker's green fire arc	Target is, by definition, within theAttackers's green fire arc
Separate attacks against Target's green and red zones	Yes. Attacking Ships in the Target's green zone combine into one attack, and likewise with the Target's red zone.	Not applicable; Ships within the same hex are always considered to be within each other's green zone
Eligible Attackers combine for 1 attack	Yes. If they have not participated in another attack	No, each Attacker in the Target's space may conduct a separate boarding attempt
Eligible Defenders assist in defense	Any partner guild ship with Target in their green zone can aid in defense	No, Target must rely on its own Defensive Boarding Value
Combat Value	Attacker(s): Sum of green fire arc value(s) Target: Either green or red fire arc value plus green fire arc values of assisting Guild Ships	Attacker: Attacking Boarding value Target: Defending defender value
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker wins, Target consults the Damage Value Table under Boarding Losing Ship of the boarding attempt takes 1 damage

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21 +	Ship Destroyed	

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Combat Value	Attacker(s): Sum of green fire arc value(s) Target: Either green or red fire arc value plus green fire arc values of assisting Guild Ships	Attacker: Attacking Boarding value Target: Defending defender value
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker wins, Target consults the Damage Value Table under Boarding Losing Ship of the boarding attempt takes 1 damage

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Eligible Attackers combine for 1 attack	Yes. If they have not participated in another attack	No, each Attacker in the Target's space may conduct a separate boarding attempt
Eligible Defenders assist in defense	Any partner guild ship with Target in their green zone can aid in defense	No, Target must rely on its own Defensive Boarding Value
Combat Value	Attacker(s): Sum of green fire arc value(s) Target: Either green or red fire arc value plus green fire arc values of assisting Guild Ships	Attacker: Attacking Boarding value Target: Defending defender value
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker wins, Target consults the Damage Value Table under Boarding Losing Ship of the boarding attempt takes 1 damage