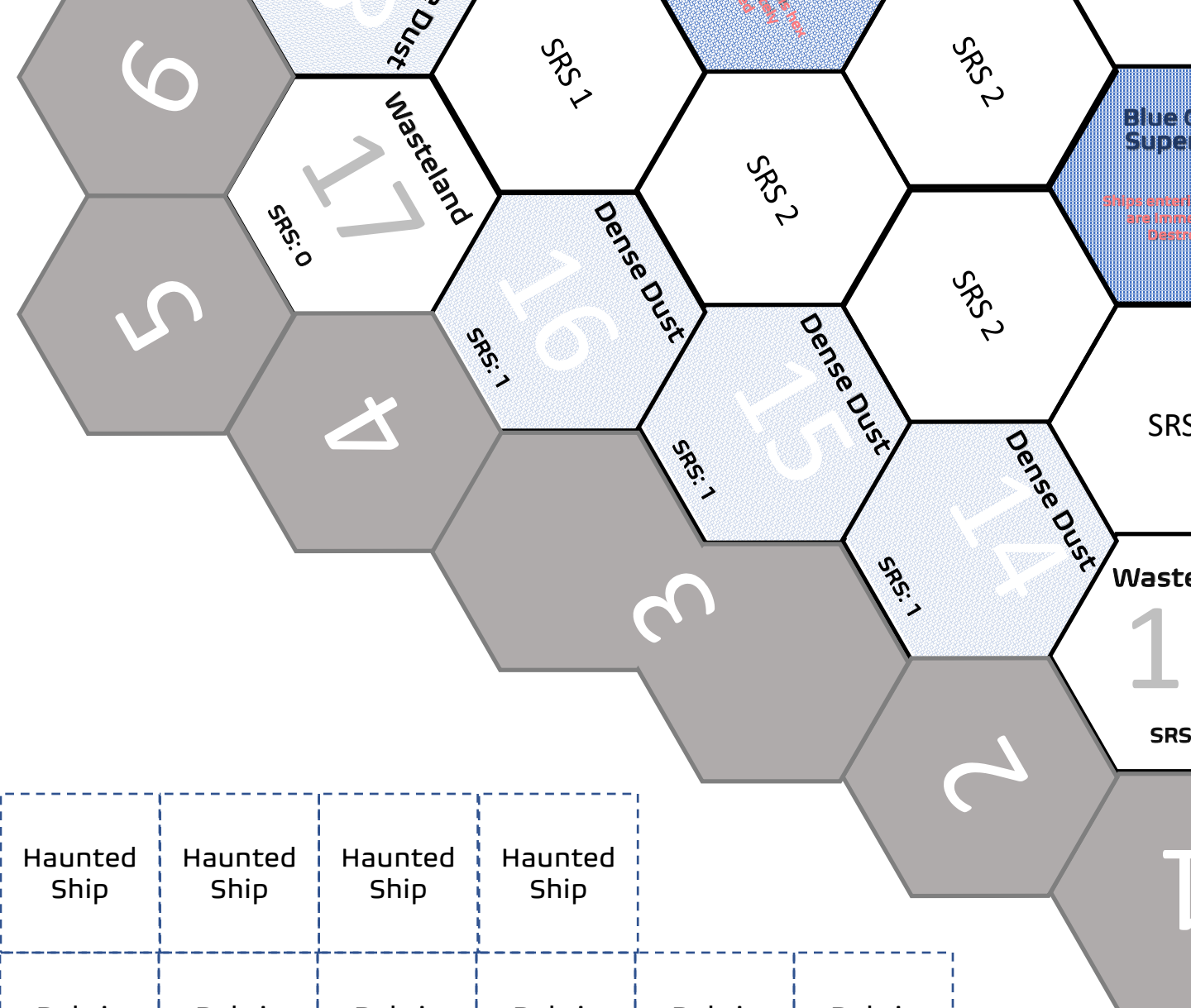


3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage	3 Hull Damage
3 Hull Damage	3 Hull Damage	3 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	5 Hull Damage	5 Hull Damage	5 Hull Damage

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

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

Whistler's Luck

3



7

8



0 to 5

6 to 8



Fear 'n Faith

2



3

5



0 to 3

4 to 5



Money Pit

2



3

5



0 to 3

4 to 5



Dreamer's Way

3



7

8



0 to 5

6 to 8



Moore Trouble

2



3

5



0 to 3

4 to 5



Inside Out

2



3

5



0 to 3

4 to 5



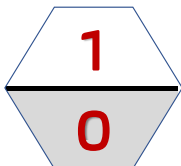
Cargo Space

2

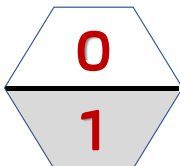
Cargo Space

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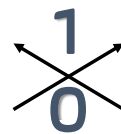
Fore Gun



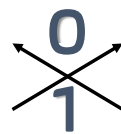
Aft Gun



Merc Bots



Repel Bots



Ships

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*Ship
Mods*

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Nebulazer

3



7

8



0 to 5

6 to 8



Pieces of Ship

2



3

5



0 to 3

4 to 5



Nebula Russian

2



3

5



0 to 3

4 to 5



Taj Mahauler

3



7

8



0 to 5

6 to 8



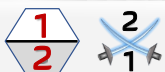
Aye Patch

2



3

5



0 to 3

4 to 5



Arrrrrrgue

2



3

5



0 to 3

4 to 5



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Ships

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SRS

1

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SRS

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Witch Craft

3



7

8



0 to 5

6 to 8



Sand Witch

2



3

5



0 to 3

4 to 5



Spelling Bee

2



3

5



0 to 3

4 to 5



Loco Motives

3



7

8



0 to 5

6 to 8



Space Cadet

2



3

5



0 to 3

4 to 5



Anything Goes

2



3

5



0 to 3

4 to 5



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Ship Debris

20



Ruby



20

Ships

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Fore Gun

Fore Gun

Fore Gun

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Fore Gun

Fore Gun

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Aft Gun

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Merc Bots

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Cargo Space

Cargo Space

Cargo Space

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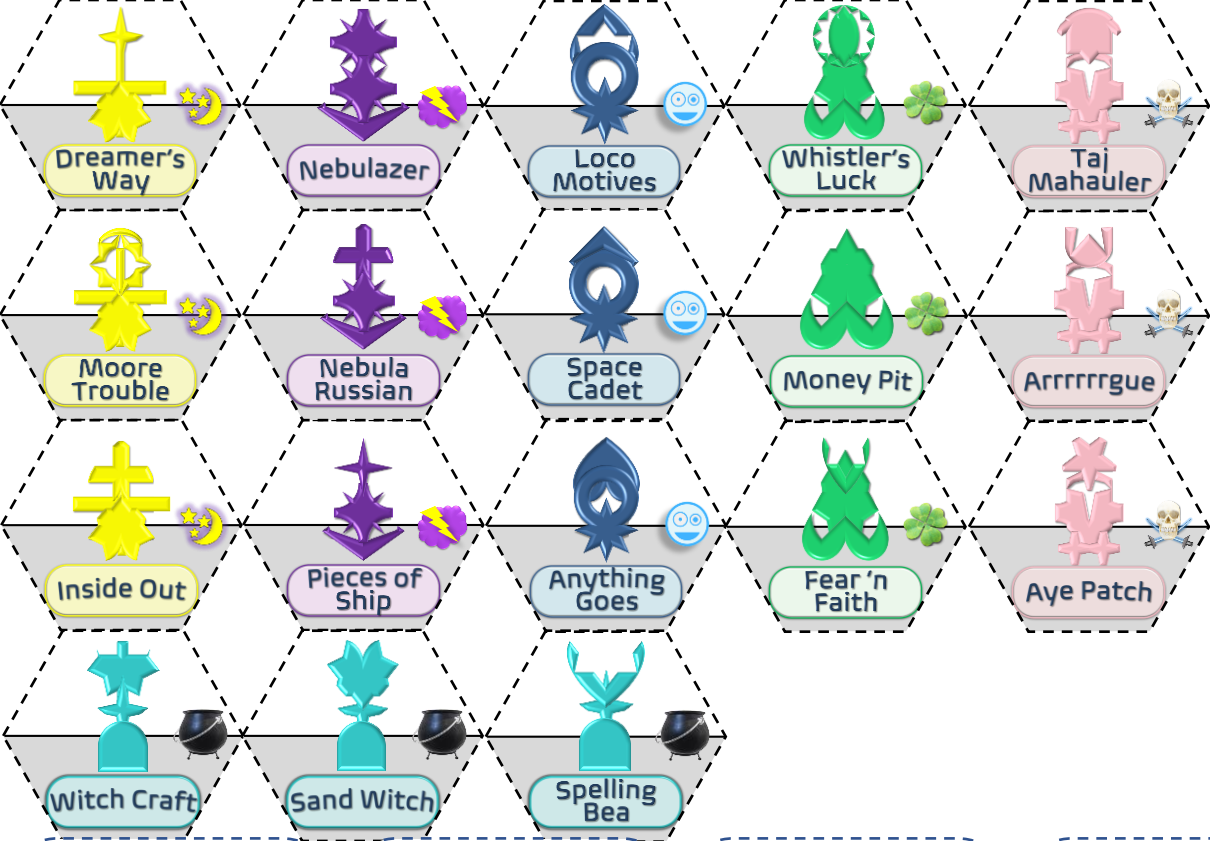
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25



Diamond



52

Anti-Matter

3
Hull
Damage

Turn
1

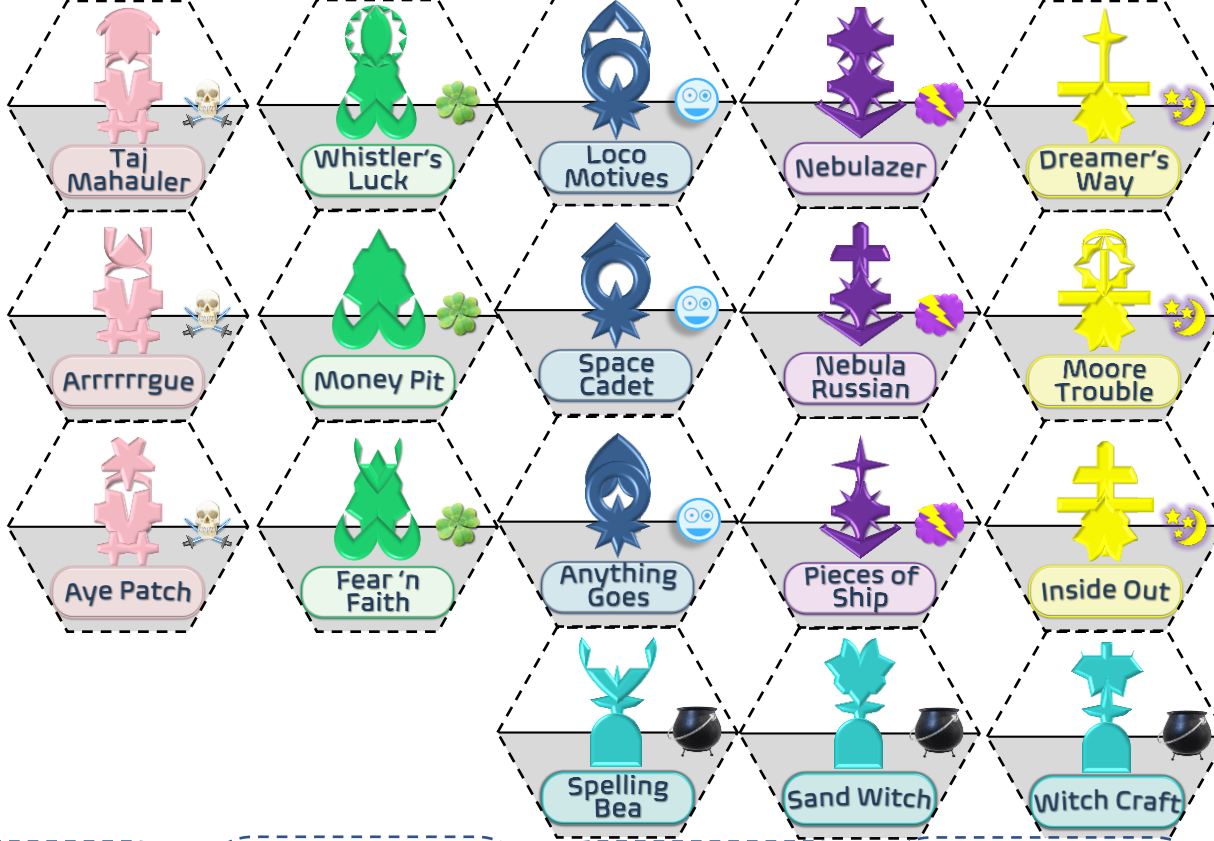
Turn
2

Turn
3

Turn
4

Turn
5

Turn
6



Turn
2

Turn
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Anti-
Matter

3
Hull
Damage

25  

Diamond

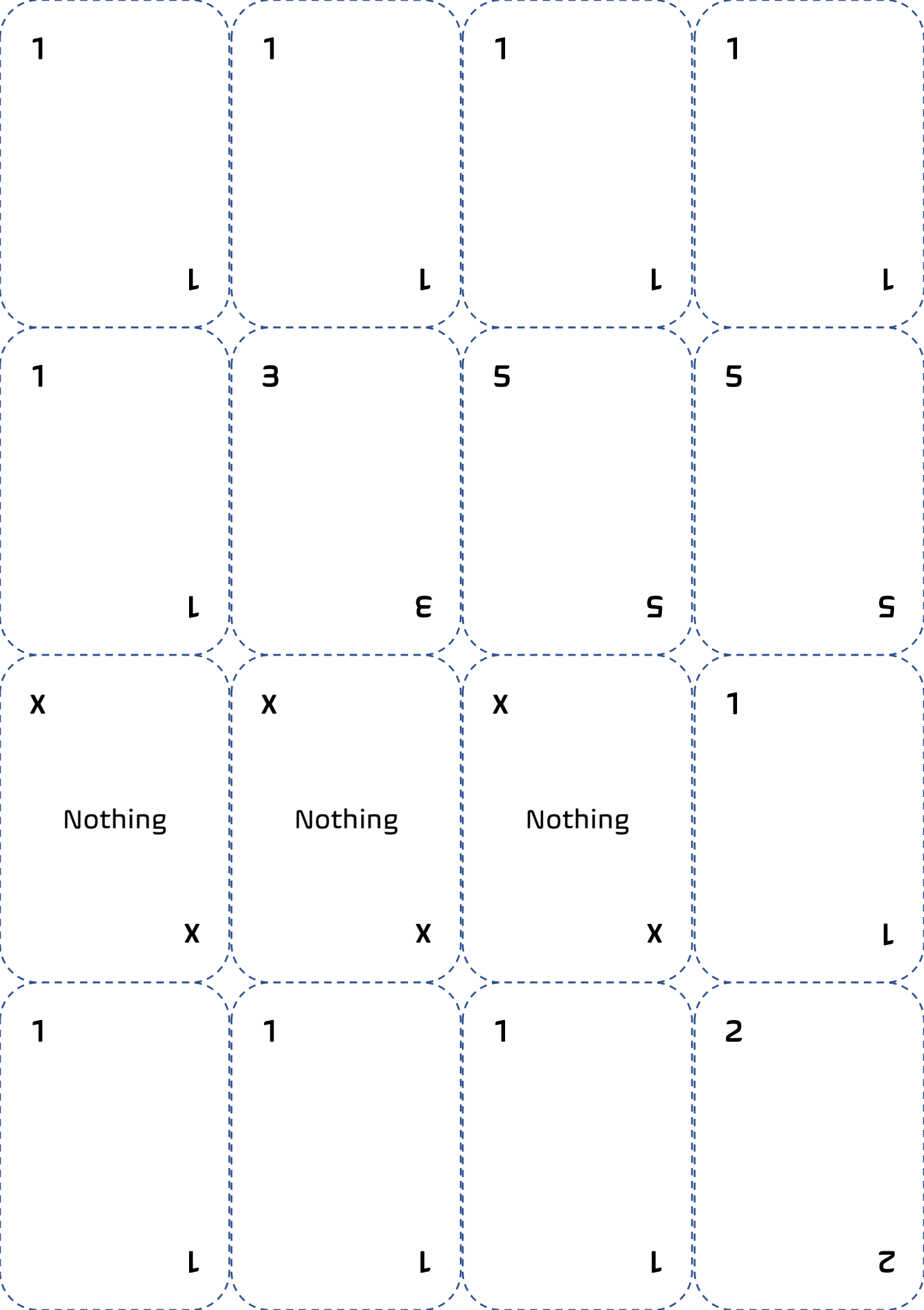
 
52

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Ghost Ship

Scary Storm

1 Hull Damage

Scary Storm

1 Hull Damage

Scary Storm

1 Hull Damage

SRS

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Jade

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Damage

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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
21 +	Ship Destroyed	Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest

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Ship Attack	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes
Fire Arc Check	Target must be within an Attacker'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.
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Eligible Defenders assist in defense	Any partner guild ship with Target in their green zone can aid in defense
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