

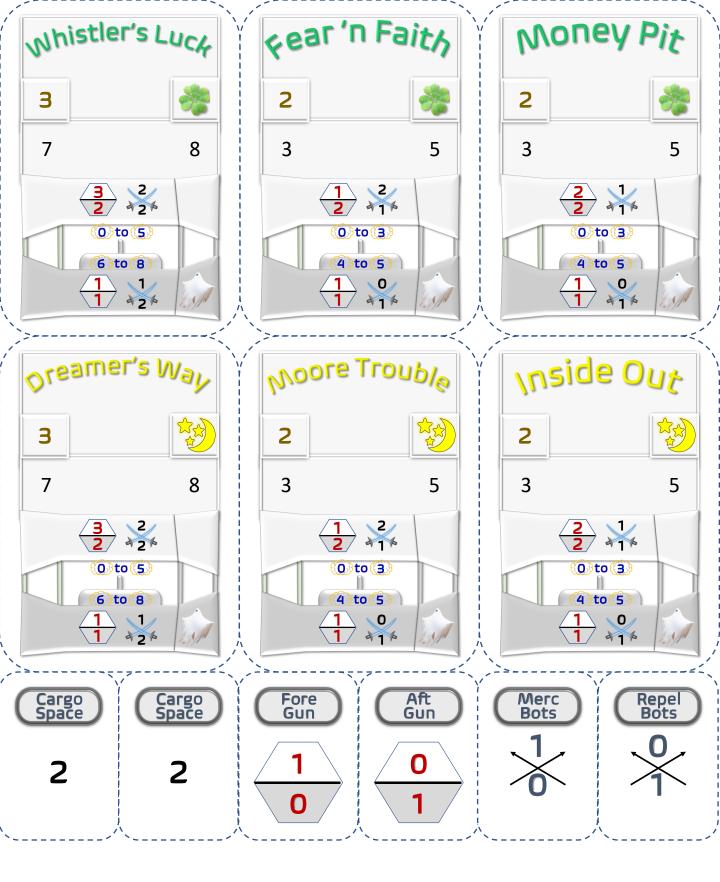
SRS 2 SRS 2 Dense Dust 1 Dense Dust	SRS 2 SRS 2 SRS 2 Dense Dust
	SRS 2
SRS: 1	Dense Dust
Bland SRS: 1 6T	SRS: 1 6T
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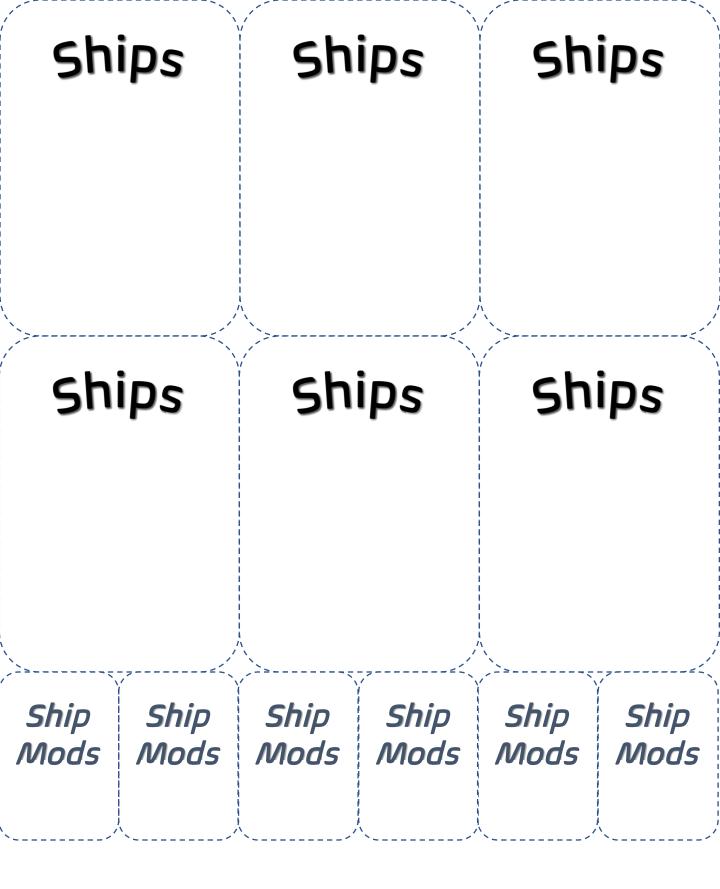
3 Hull Damage	             						
3	3	3	5	5	5	5	
Hull							
Damage							
1	1	1	1	5	5	5	
Hull							
Damage							

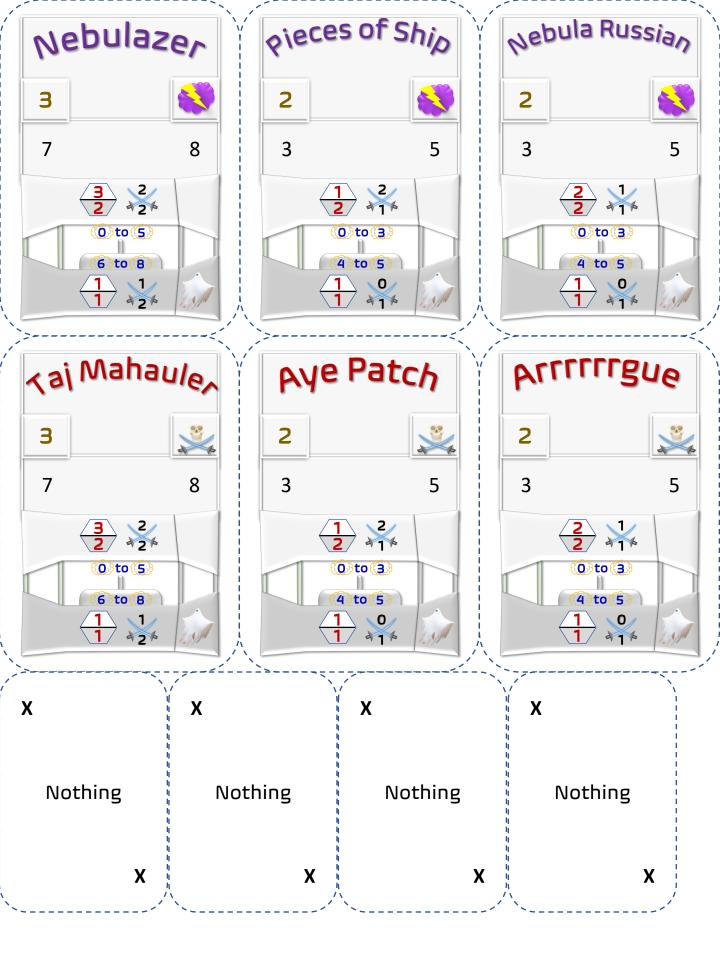
3	3	3	3	3	3	3
Hull						
Damage						
5	5	5	5	3	3	3
Hull						
Damage						
5	5	5	1	1	1	1
Hull						
Damage						

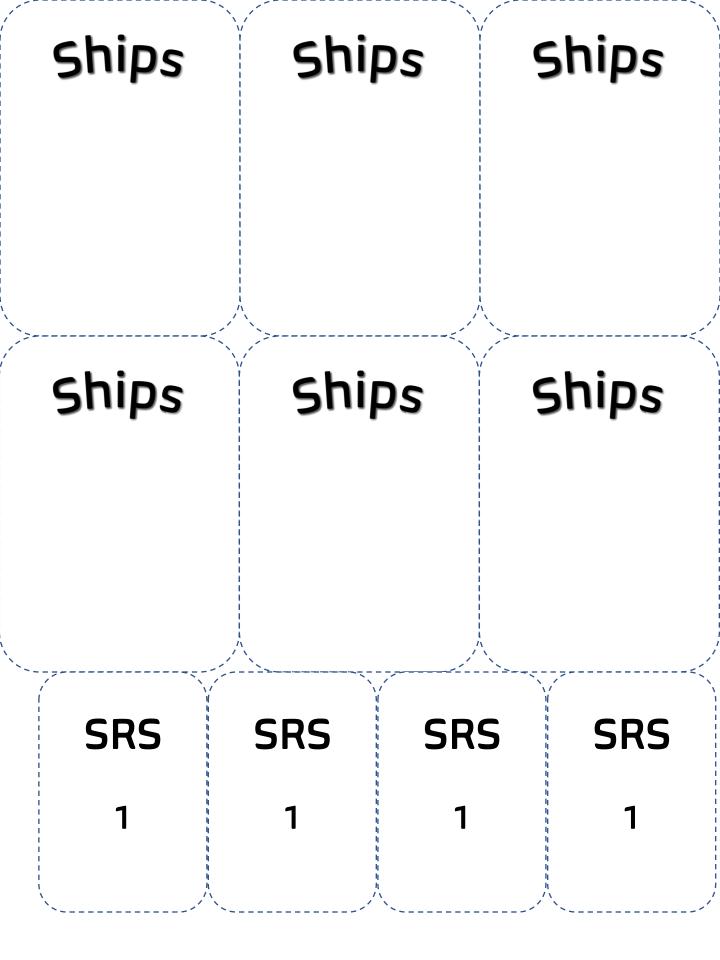
	Sheet of the second sec		SRS 1 Dems	SRS <sup>1</sup>		SRS 2 SRS 2 Demse Dust	Blue ( Super Super SRS
Haunted Ship	Haunted Ship	Haunted Ship	Haunted Ship				
Debris A	Debris A	Debris B	Debris B	Debris C	Debris C		
1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage	1 Hull Damage		
1 Hull 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		

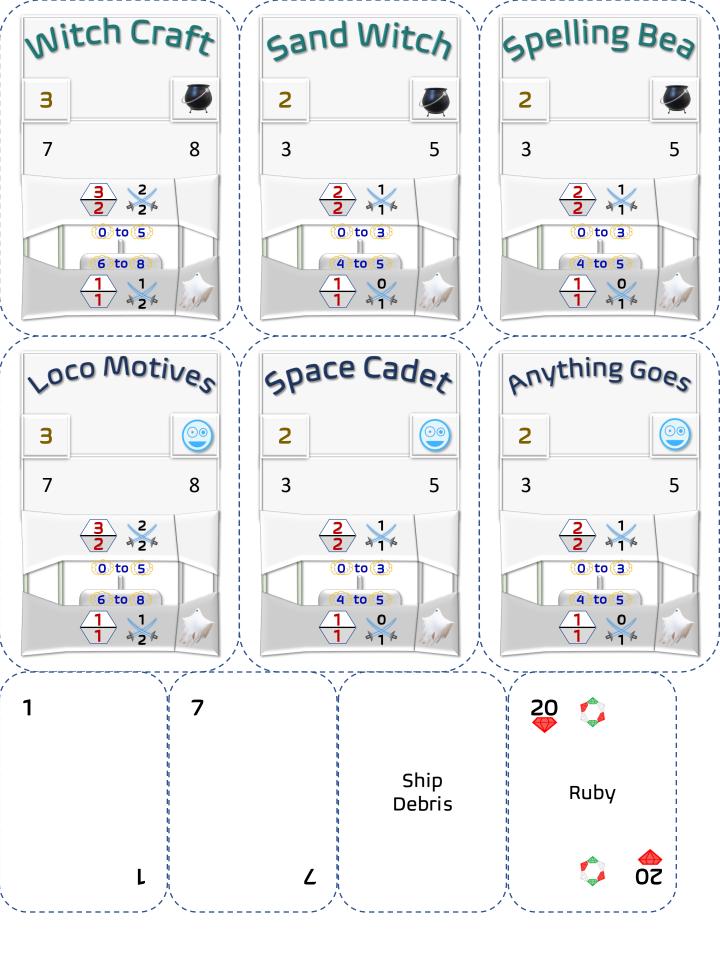
		Haunted Ship	Haunted Ship	Haunted Ship	Haunted Ship
Debris	Debris	Debris	Debris	Debris	Debris
C	C	B	B	A	A
1	1	1	1	1	1
Hull	Hull	Hull	Hull	Hull	Hull
Damage	Damage	Damage	Damage	Damage	Damage
3	1	1	1	1	1
Hull	Hull	Hull	Hull	Hull	Hull
Damage	Damage	Damage	Damage	Damage	Damage
3	1	1	1	1	1
Hull	Hull	Hull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

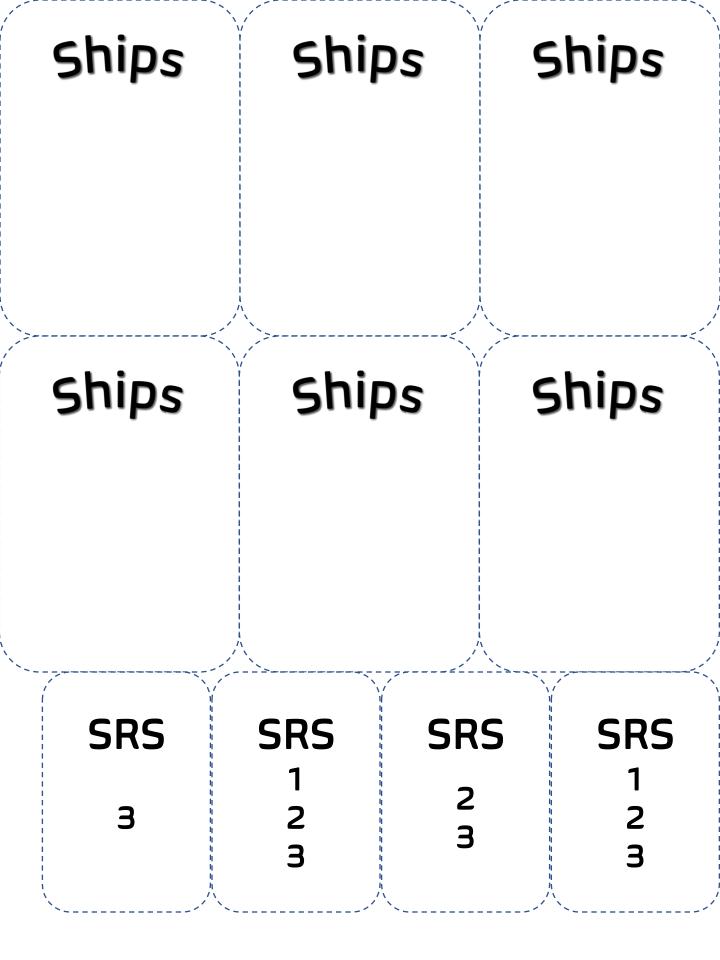


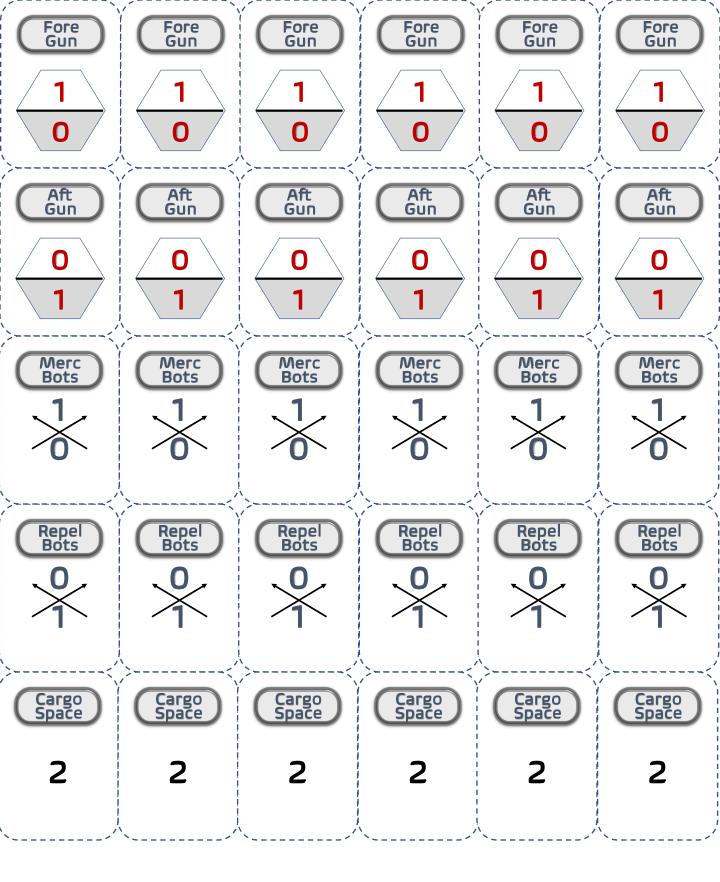




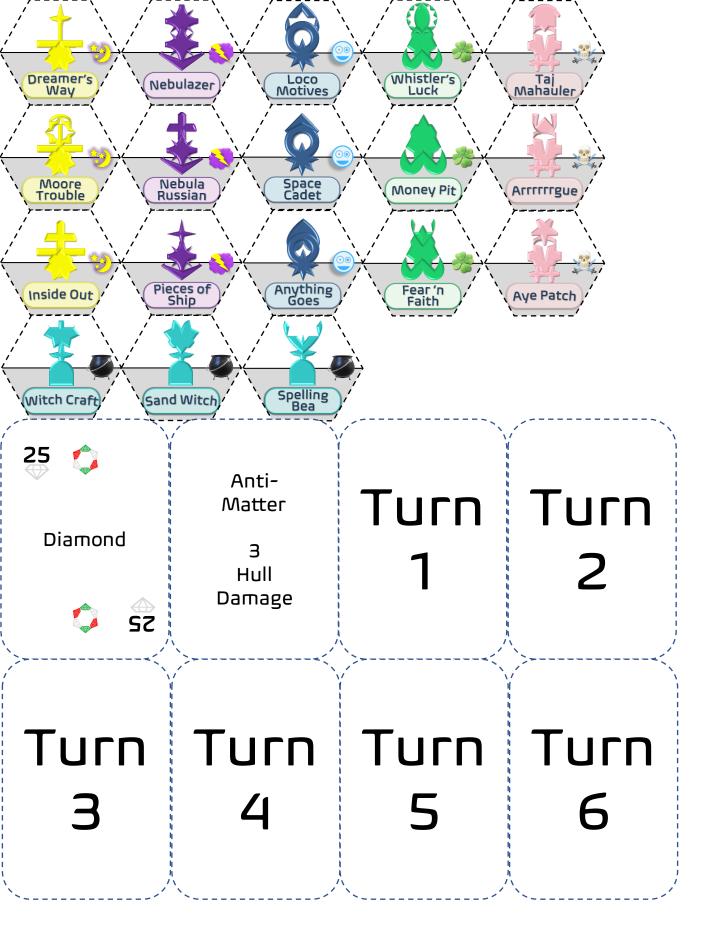


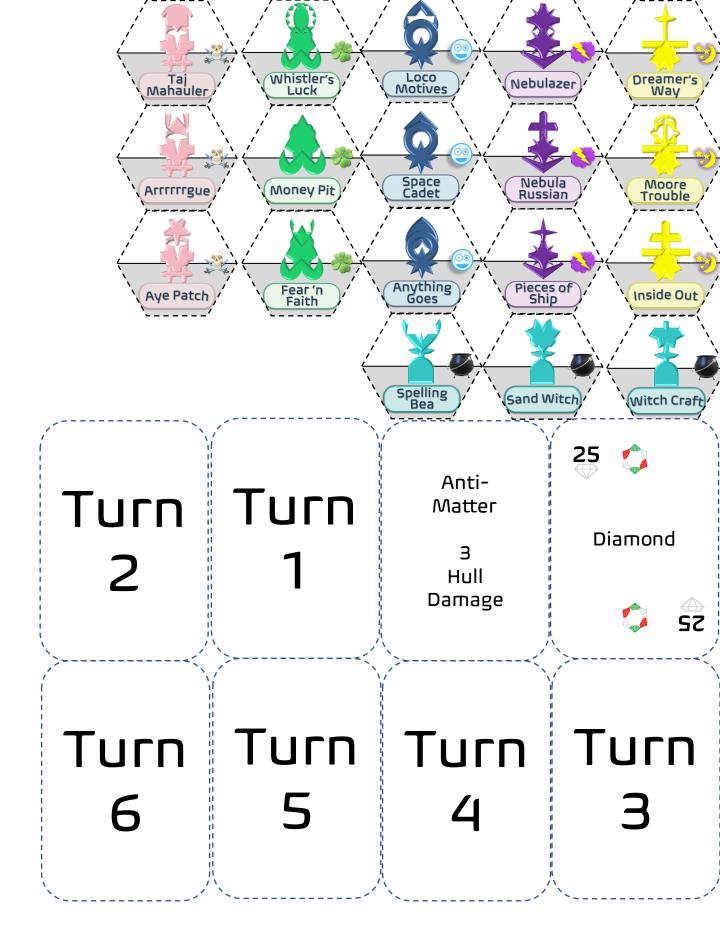


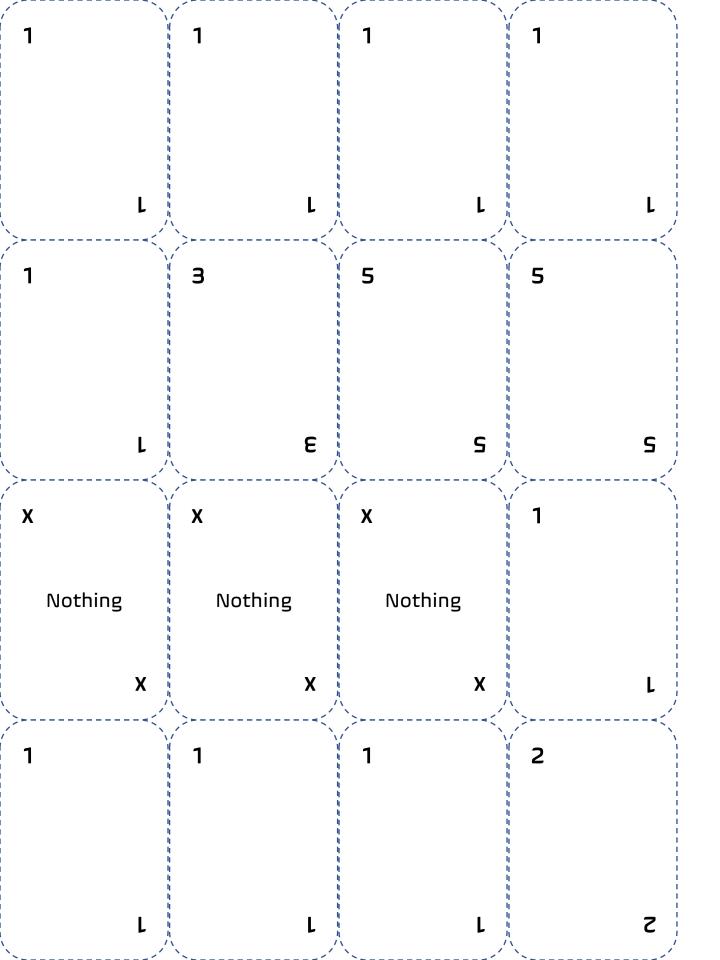


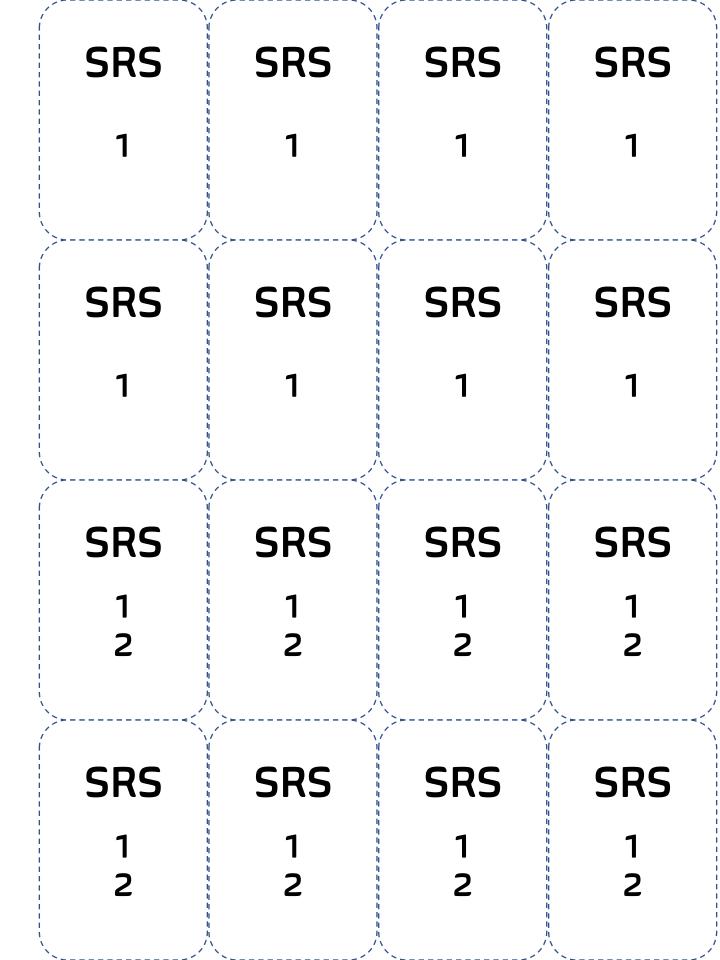


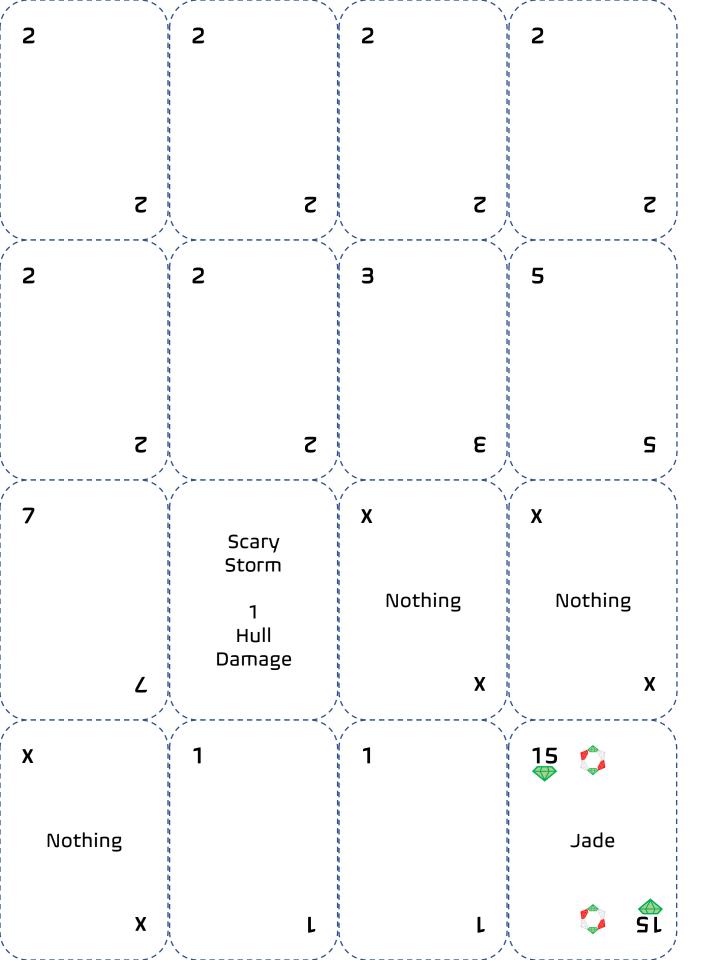
Ship	Ship	Ship	Ship	Ship	Ship
Mods	Mods	Mods	Mods	Mods	Mods
Ship	Ship	Ship	Ship	Ship	Ship
Mods	Mods	Mods	Mods	Mods	Mods
Ship	Ship	Ship	Ship	Ship	Ship
Mods	Mods	Mods	Mods	Mods	Mods
Ship	Ship	Ship		Ship	Ship
Mods	Mods	Mods		Mods	Mods
Ship	Ship	Ship	Ship		Ship
Mods	Mods	Mods	Mods		Mods



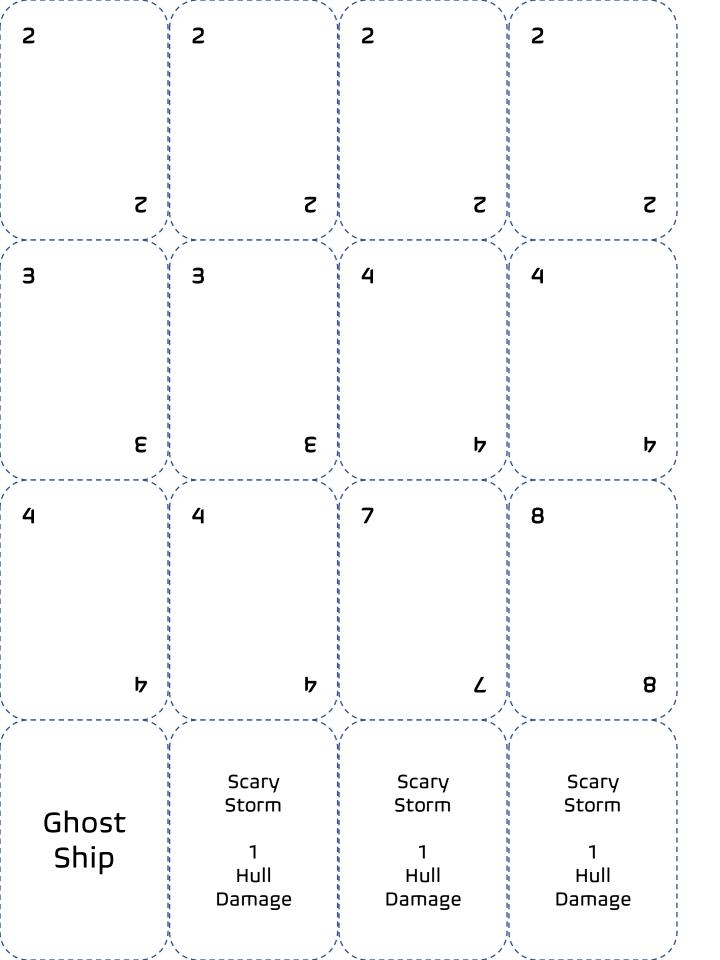




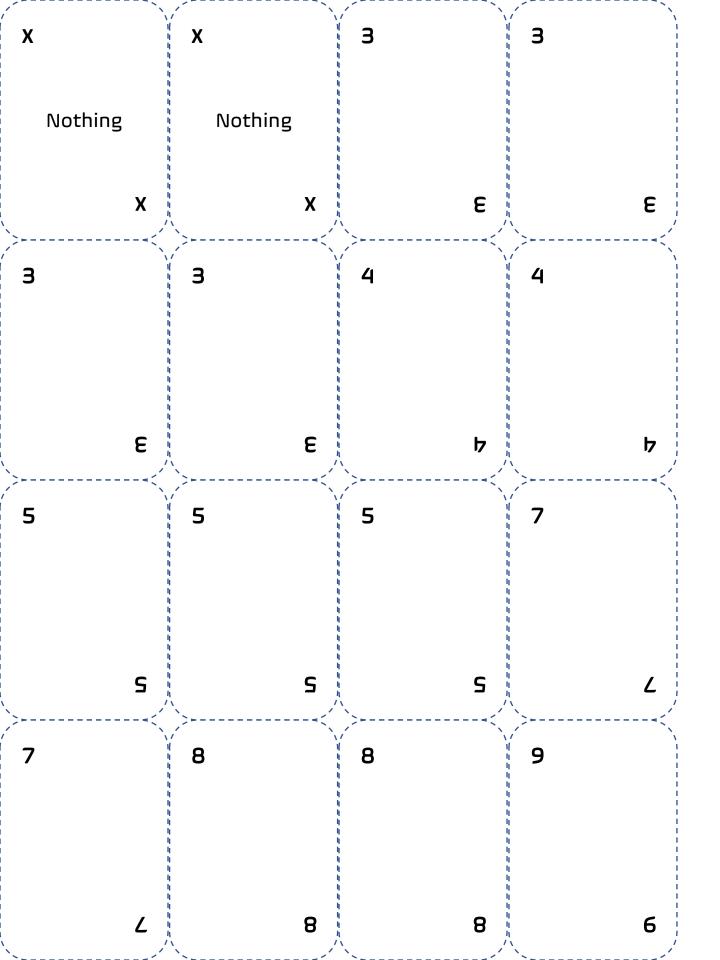




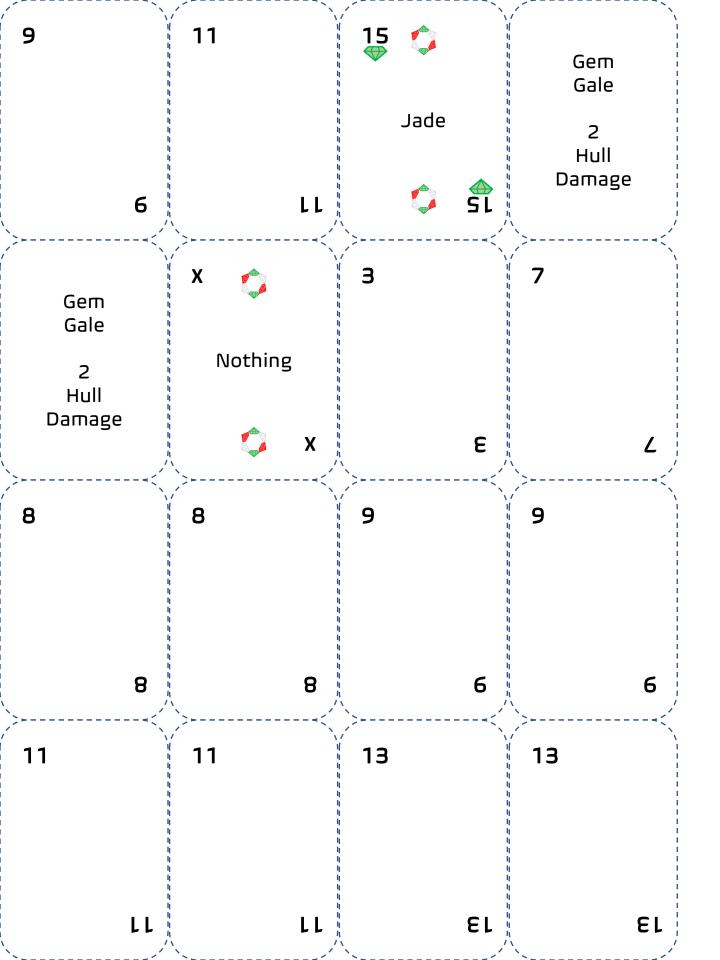
SRS	SRS	SRS	<b>SRS</b>
1	1	1	1
2	2	2	2
SRS	<b>SRS</b>	SRS	SRS
1	1	1	1
2	2	2	2
	/		
SRS 1 2 3	SRS 1 2 3	SRS 1 2	SRS 1 2

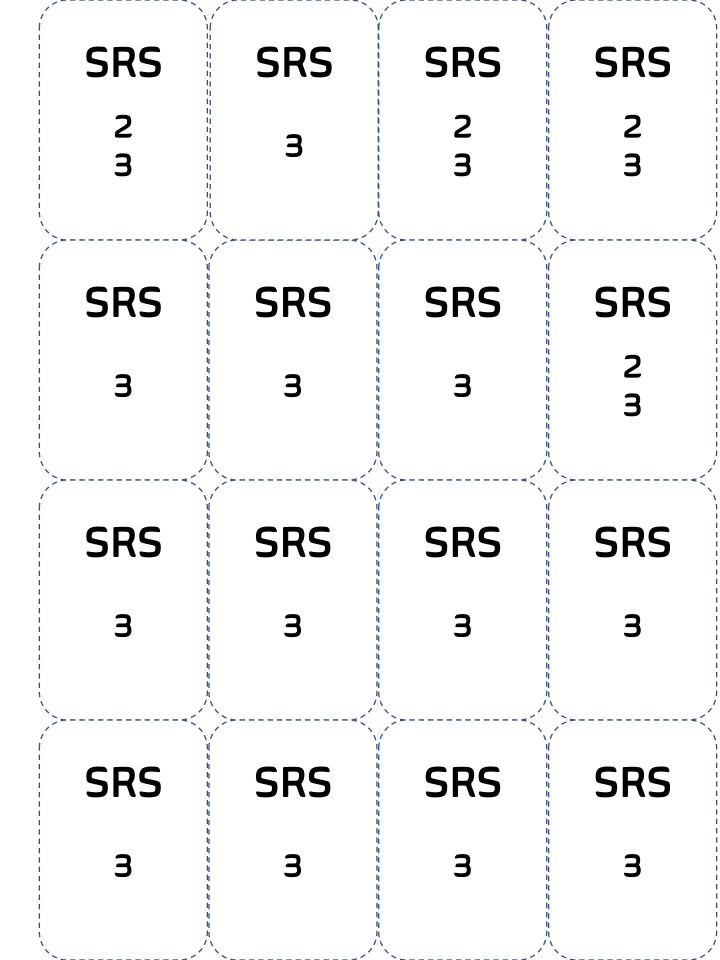


SRS	SRS	SRS	SRS
	1	1	1
	2	2	2
	3	3	3
/	SRS	SRS	SRS
	1	1	1
	2	2	2
	3	3	3
Ϋ́Υ Ι΄	SRS	SRS	SRS
	1	1	1
	2	2	2
	3	3	3
	SRS	SRS	SRS
	1	1	1
	2	2	2
	3	3	3



SRS	SRS	SRS	SRS
2	2	2	2
3	3	3	3
SRS	SRS	SRS	SRS
2	2	2	2
3	3	3	3
SRS	SRS	SRS	SRS
2	2	2	2
3	3	3	3
SRS	SRS	SRS	SRS
2	2	2	2
3	3	3	3





Damage Value Table	Boarding	(Losing Ship	Receives 1 Damage)	Randomly draw 3 cards from	their Guild's Manifest	Take 3 Random Manifest Cards	OR	1 Ship Mod at random from the	hoardad Shin	Take 3 Random Manifact Cards			L Ship Iviod at random from the	boarded Ship	Capture the ship. All ship	Mods stay with the ship.	AND	Randomlv draw 1/2 (rounded			size from their Guild's Manifest		Damage Value Table	Boardine	(I osine Shin		Receives 1 Damage)	Randomly draw 3 cards from	their Guild's Manifest	Take 3 Random Manifest Cards	OR	1 Ship Mod at random from the	boarded Ship	Take 3 Random Manifest Cards	AND	1 Ship Mod at random from the	E dinp mod at language not the	Doarded Ship	Capture the ship. All Ship	Mods stay with the ship.	AND	Randomly draw 1/2 (rounded	down) of that ship's Cargo Hold		
Jamage	Shin		ALLACK	1	Damage		'n	Damage	)		U		Damage		9	Damage		Shin	Doctroved	nesnohen			Damage		ship	Attack		1	Damage		m	Damage	)		5	Damage	1021122		9	Damage		Ship	Destroved		
	Дашаре		Allue	1 4 5 5	C () T			6 to 10				11 to 15			16 +0 20	07 01 0T			21+				-		Damage	Value		1 + 2 E	C 01 T			6 to 10				11 to 15			16 40 20	07 01 OT			- 71 +		
		All Players bid for	Turn Sequence		Turn Sequence			collect new	resources		<i>בו</i> רמוומחכר רמווומפר	a) Mondo Denaire		diric Ang io/nije	spow		4) Discard SRS	cards down to	Guild Manifest					Round	All Plavers hid for		Iurn Sequence		Turn Sequence	1) Mayani Chine B		COLLECT NEW	resources	2) Conduct Combat		3) Make Repairs		dius yna io/one	Spow		4) DISCARD SKS	cards down to	Guild Manifest	1:	
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	Tu									Ŀ		_	1 t	_	_		+			1		<u> </u>	+	Ra	Re nd	ec on	ei nly	ve / di	es rav	<b>1</b> v 3	Di ca	an ard	na s fr	ge om	<b>?)</b>	-									
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	Co M	۱al	ке	Re	эр	ai	ГS	;				1	1 t	o :	15				Da	5 m	ag	e		Ta <b>AA</b> 1 S	ke I <b>D</b> Ship	3 I 5 N	Ra Vlo	nd od a	on at					Car											
			/o ds		5U	Y :	5	nip		ŀ		1	6 t	0	20		┥		De	6	ag	P	╈	Ca	arc ptu ods	ire	e ti	he	sh					,											
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	E	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
	Separate attacks	Yes. Attacking Ships in the Target's	Not applicable; Ships within the same hex are
	against Target's green	green zone combine into one attack,	always considered to be within each other's
Τ	and red zones	and likewise with the Target's red zone.	green zone
	Eligible Attackers	Yes. If they have not participated in	No, each Attacker in the Target's space may
	combine for 1 attack	another attack	conduct a separate boarding attempt
	Eligible Defenders	Any partner guild ship with Target in	No, Target must rely on its own Defensive
	assist in defense	their green zone can aid in defense	Boarding Value
		<u>Attacker(s)</u> : Sum of green fire arc	
		value(s)	Attacker: Attacking Boarding value
	Combat Value	Taraat : Either areen or red fire arc	
		value plus green fire arc values of	<u>Target</u> : Defending defender value
		assisting Guild Ships	If Attachar wine Target concults the Damage
		If Attacker(s) win. Target consults the	n Attacker wins, Larget consults the Damage Value Table under Boarding
	Damage	Damage Value Table under Ship Attack	Losing Ship of the boarding attempt takes 1
C			damage
Соп		Combat Summary	larv
nb		Ship Attack	Boarding
at	Line of Sight Check	Attacker(s) can fire across multiple clear	Ships must be within the same hex
S		Target must he within an Attacker's	Target is hv definition within theAttackers's
uп	Fire Arc Check	green fire arc	green fire arc
пп	Separate attacks	Yes. Attacking Ships in the Target's	Not applicable; Ships within the same hex are
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Y	Eligible Attackers	Yes. If they have not participated in	No, each Attacker in the Target's space may
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	Eligible Defenders	Any partner guild ship with Target in	No, Target must rely on its own Defensive
	assist in detense	their green zone can aid in defense	Boarding Value
		<u>Attacker(s)</u> : Sum of green fire arc value(s)	
			<u>Attacker</u> : Attacking Boarding value
	Combat Value	Target : Either green or red fire arc	Target: Defending defender value
		value plus green fire arc values of assisting Guild Ships	
			If Attacker wins, Target consults the Damage
		If Attacker(s) win, Target consults the	Value Table under Boarding
	uamage	Damage Value Table under Ship Attack	Losing Ship of the boarding attempt takes 1
			damage
1			

	Combat Summ	агу					
	Ship Attack	Boarding					
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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	<u>Attacker(s)</u> : Sum of green fire arc value(s) <u>Target</u> : Either green or red fire arc value plus green fire arc values of	<u>Attacker</u> : Attacking Boarding value <u>Target</u> : 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					
	· · ·	Losing Ship of the boarding attempt takes damage					

Damage Value Table	Boarding	(Losing Ship	Receives 1 Damage)	Randomly draw 3 cards from	their Guild's Manifest	Take 3 Random Manifest Cards	OR	1 Ship Mod at random from the	hoardad Shin	Take 3 Random Manifest Cards			L Ship Iviod at random from the	boarded Ship	Capture the ship. All Ship	Mods stay with the ship.	AND	Randomlv draw 1/2 (rounded			size from their Guild's Manifest		Damage Value Table	Boardine	(I osine Shin		Receives 1 Damage)	Randomly draw 3 cards from	their Guild's Manifest	Take 3 Random Manifest Cards	OR	1 Ship Mod at random from the	boarded Ship	Take 3 Random Manifest Cards	AND	1 Ship Mod at random from the	E dinp mod at language not the	Doarded Snip	Capture the ship. All Ship	Mods stay with the ship.	AND	Randomly draw 1/2 (rounded	down) of that ship's Cargo Hold		
Jamage	Ship		עוופרא	1	Damage		m	Damage	)		U		Damage		9	Damage	,	Ship	Doctroved	nescioken			Damage		ship	Attack		1	Damage		m	Damage	)		2	Damage	1000000		9	Damage		Ship	Destroved		
-	Damape	-Sumue Anderi	מוחב	1 +0 5				6 to 10				11 to 15				TP 10 70			21+				-		Damage	Value		1 4 5 5	C 01 T			6 to 10				11 to 15			16 40 20	07 01 OT			- 71 +		
		All Players bid for	Turn Sequence		Turn Sequence	1) Maya all Chine B		collect new	resources		<i>בו</i> רמוומחכר רמווומפר	a) Mondo Denaire		ana/or Buy Snip	Mods		4) Discard SRS	cards down to	Guild Manifest		limits			Round	All Plavers hid for		Iurn Sequence		Turn Sequence	1) Mayani Chine B		COLLECT NEW	resources	2) Conduct Combat		3) Make Repairs		dilic Ang io/nijp	Spow		4) Discard SRS	cards down to	Guild Manifest	1:	
	Deviad											Ď	а	гT	18	e	;e	٠v	/a	lu	e	۲	٢a	ıЬ	le	2					_														
Round All Players bid for					Damage Value								Ship Attack			k					(L	.0	oa sir	ng	S	hi																			
Turn Sequence				Ŀ	1 to 5								1					Ra	nd	on	nly	/ di	rav	v 3	ca	rd	na s fr	ge om	<u>e)</u> 1																
Turn Sequence 1) Move all Ships, & collect new resources			ŀ	6 to 10								Damag 3 Damag					Та <i>ОК</i> 1 S	2	3 F 5 N	Ra Vlo	nd od a	on at	n I∿	1ar	nif€		Car																		
<ul><li>2) Conduct Combat</li><li>3) Make Repairs</li><li>and/or Ruy Ship</li></ul>						11 to 15						Da			5 Damage			Ta <b>AA</b> 1 S	ke I <b>D</b> Ship	3 I 5 N	Ra Vlo	nd od a	on at					Car																	
	and/or Buy Ship Mods			ŀ		1	6 t	to	20	,	┨		Da	6	ag	e	╈	Ca	arc ptu ods	ire	e ti	he	sh				hip p.	,																	
4) Discard SRS cards down to Guild Manifest limits							2	1+					S	Shi				<b>A∧</b> Ra do	<b>iD</b> nde wn	on i) c	nly of 1	/ di tha	rav at s	v 1 shij	/2 p's	(ro Ca	oun	de H	olc																

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		<u>Attacker(s)</u> : Sum of green fire arc	
		value(s)	<u>Attacker</u> : Attacking Boarding value
	Combat Value	Taraat : Either areen or red fire arc	)
		value plus green fire arc values of accident	<u>Target</u> : Defending defender value
			If Attacker wins, Target consults the Damage
	C	If Attacker(s) win, Target consults the	Value Table under Boarding
	uamage	Damage Value Table under Ship Attack	Losing Ship of the boarding attempt takes 1
С			damage
оп		Combat Summary	lary
٦b		Ship Attack	Boarding
at	Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Ships must be within the same hex
Sı	i	Target must be within an Attacker's	Target is, by definition, within theAttackers's
лL	Fire Arc Check	green fire arc	green fire arc
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			<u>Attacker</u> : Attacking Boarding value
	Combat Value	<u>Target</u> : Either green or red fire arc	Target: Defending defender value
		value plus green fire arc values of assisting Guild Ships	
			If Attacker wins, Target consults the Damage
		If Attacker(s) win, Target consults the	Value Table under Boarding
	Damage	Damage Value Table under Ship Attack	Losing Ship of the boarding attempt takes 1
			damage
1			

	Combat Summary										
	Ship Attack	Boarding									
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Combat Value	<u>Attacker(s)</u> : Sum of green fire arc value(s) <u>Target</u> : Either green or red fire arc value plus green fire arc values of	<u>Attacker</u> : Attacking Boarding value <u>Target</u> : Defending defender value									
Damage	assisting Guild Ships 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									