
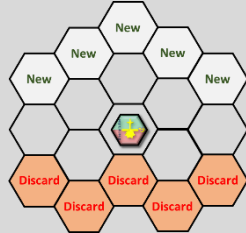





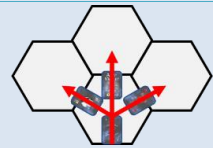





PLAYER TURN:

Each Displaced Ship	1	If there are any of your Ship Tokens on their Cards:	<p>a) Draw a Ship Appearance Card and place the Ship's Token on an any LRS Display per the card's diagram (green of the Ship Token facing the arrow's direction).</p> <p>b) Repeat step 1 or 2 for each ship on its Ship Card.</p>	OR	Draw a Befallen Card if the Ship is to stay on its card (Note: only 2 Befallen Cards max per turn may be acquired this way).																								
	2	Generate New LRS	<p>1) Rotate your LRS so that your Flagship is pointing "North" on its hex.</p> <p>2) Remove all LRS hexes completely astern of the Guild Flagship's LRS hex's "southern-most" line.</p> <p>3) Remove Ship Counters that "fall off" with the removed LRS hexes & place them on their respective Ship Card.</p> <p>4) Draw new LRS hexes from The Neb bag to complete the LRS picture. Place them in clockwise order.</p> <p>5) Put "fallen off" LRS hexes into The Neb bag.</p>																										
Combat	3	Conduct Combat (Optional)	Conduct Ship Attacks, Cybersnatches, and/or Boardings if desired. Each Ship may only participate in one Combat attack per turn.			 Ship Attack  Cyber snatch  Boarding																							
Clues & Rumors	4	Draw Clues and/or Rumors	<ul style="list-style-type: none"> If at another Guild's or Neutral TP, draw from the Treasure Clue deck and place it in the Rumor Mill. If at your own TP, draw a Clue for your Clue Stash. If in a LRS System Hex, draw a Clue for your Clue Stash. Only one Clue/Rumor per hex per turn 																										
Each Ship	5	Buy Stuff	<table border="1"> <thead> <tr> <th rowspan="2"></th> <th colspan="3">Purchase Price</th> </tr> <tr> <th>At TP</th> <th>At your TP</th> <th>Not at TP</th> </tr> </thead> <tbody> <tr> <td>1 Pt of Ship Damage</td> <td>10</td> <td>9</td> <td>20</td> </tr> <tr> <td>Befallen Card</td> <td>10</td> <td>9</td> <td>-</td> </tr> <tr> <td>Exorcism of Ghost</td> <td>10</td> <td>9</td> <td>-</td> </tr> <tr> <td>Hire Ship</td> <td>Ship Cost</td> <td>Ship Cost</td> <td>-</td> </tr> </tbody> </table>		Purchase Price			At TP	At your TP	Not at TP	1 Pt of Ship Damage	10	9	20	Befallen Card	10	9	-	Exorcism of Ghost	10	9	-	Hire Ship	Ship Cost	Ship Cost	-			
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6	Move Ships	<p>1) Lay out SRS cards per the LRS Hex's SRS value.</p> <p>2) Decide to move Left, Straight, or Right.</p> <p>3) Collect SRS resource cards and/or apply Ship damage as appropriate.</p>																											
Guild	7	Discard Cards	If necessary, discard SRS and/or Befallen cards to at or below your Guild Manifest Level (i.e., card inventory).																										
Player	8	Check for Victory	If any of the Error! Reference source not found. conditions have been met, become																										

MASTER OF THE NEB



Player Reference



Combat Rules Summary

	Ship Attack	Cybersnatch	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Attacker(s) can fire across multiple clear hexes	Ships must be within the same clear hex
Fire Arc Check	Target must be within an Attacker's green fire arc	Target must be within an Attacker's green fire arc	Target is, by definition, within the Attacker's green fire arc
Other Attackers combine for 1 attack	Yes. If they have not participated in another attack	Yes. If they have not participated in another attack	No, each Attacker conducts a separate boarding attempt
Other Defenders assist in defence	Any partner guild ship with Target in their green zone can aid 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	<p><u>Attacker(s)</u>: Sum of green fire arc value(s)</p> <p><u>Target</u>: Either green or red fire arc value + green fire arc values of assisting Guild Ships</p>	<p><u>Attacker(s)</u>: Sum of Cybersnatch value(s)</p> <p><u>Target</u>: Cybersnatch value</p>	<p><u>Attacker</u>: Attacking Boarding value</p> <p><u>Target</u>: Defending defender value</p>
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker(s) win, Target consults the Damage Value Table under Cybersnatch	<p>If Attacker(s) win, Target consults the Damage Value Table under Cybersnatch</p> <p>Loser of the boarding attempt takes 1 damage</p>

Damage Value Table

Damage Value	Ship Attack	Cybersnatch	Boarding
1 to 5	1 Damage	Randomly Draw 1 Clue from their Clue stash	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Randomly Draw 1 Clue from their Clue stash, then see their Clue Stash	Take that Ship's Legendary Captain, OR Take 2 Random Manifest Cards, OR Draw 1 random Clue from their Stash
11 to 15	5 Damage	See their Clue Stash, then choose a Clue to take	Take the Legendary Captain (if there is one aboard), 3 Random Manifest Cards, AND 1 random Clue from their Stash
16 to 20	6 Damage	See their Clue Stash, choose a Clue to take, then randomly draw a second Clue of theirs to go to the Rumor Mill	Capture the ship. Legendary Captain stays with the ship. Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size for your Guild's Manifest from Opponent, AND look at their Clue Stash then take 2 of their Clues
21 +	Ship Destroyed	Look at their Clue Stash, then take 2 of their Clues	



Player Reference

Player Guide