



Calculate

During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to .



Evade

During Modify Defense Dice, spend 1 or more to change a blank or result to an result.



Focus

During Modify Attack Dice, spend to change all to . During Modify Defense Dice, spend to change all to .



Reinforce

When attacker is in full arc (or) matching the token, before taking two or more damage, add one .



Jam

Jamming ship chooses one green token or target's lock to discard. If none present, jam token remains until one is.



Disarm

Cannot attack while disarmed.



Tractor

After 1–3 tokens (based on ship size), roll one fewer . Tractoring ship may force a or straight using [1 ↑]. If moved by opponent, may gain a stress token to rotate 90°.



Cloak

Roll two more . Cannot attack. Spend during System Phase to or straight . Small ships use [2 ↑] template.



Ion

1–3 tokens required based on ship size. Cannot assign dial. No dial: blue [1 ↑], only allowed, remove all ion tokens.



Target Lock

During Modify Attack Dice, spend to reroll any number of .



Stress

Cannot perform actions. Attempt red maneuver: white [2 ↑] instead. Remove one stress token after a blue maneuver.



Strain

Roll one fewer , then remove one strain token. After executing a blue maneuver, remove one strain token.



Deplete

Roll one fewer , then remove one deplete token. After executing a blue maneuver, remove one deplete token.



Critical Marker

Reminder that a damage card effect applies.



Shield

Flip to cancel or results. Certain effects can recover shields, flipping them again.



Charge

Flip to spend for various effects. When [1] present, recover one charge (per card) during End Phase by flipping it again.



Force Charge

During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to . Recover at most one charge per ship during End Phase.

RANGE BONUS

At range 0–1, attacker adds one .

At range 3, defender adds one .



Range bonus does not apply

MANEUVERS

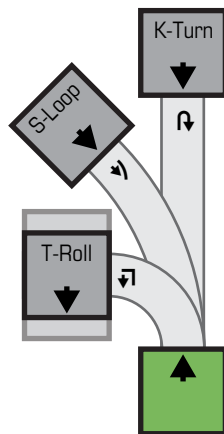
Move Through: When the template is placed on an obstacle, suffer the effect. Devices may have an effect. Ships have no effect.

Overlapping: If final position overlaps a ship, move backward along template until no longer touching. Skip Perform Action step.

Koigran Turn: Use ↑ template, placing front ship guides.

Segnor's Loop: Use ↖ template, placing front ship guides.

Tallon Roll: Use ↖ template, rotate 90° into turn and align hashmark to left, middle, or right of template like a barrel roll.





















SETUP

1. **Place 6 Obstacles:** Alternating in player order, beyond range 1 of each other and beyond range 2 of all edges of the play area.
2. **Place Forces:** Starting from lowest to highest initiative (in player order if tied). Place within range 1 of player's edge.







THE GAME ROUND

1. **Planning Phase:** Each player secretly plans their ships' maneuvers by assigning them facedown dials.
2. **System Phase:** In ascending order of initiative, each ship that has an effect that says it can be used during the System Phase resolves those abilities. You may perform at most one drop, launch, or decloak.
3. **Activation Phase:** In ascending order of initiative, each ship reveals its dial, executes its maneuver, and may perform one action.
4. **Engagement Phase:** In descending order of initiative, each ship may perform one attack.
5. **End Phase:** Remove circular tokens. Recover recurring charges. Remove negative recurring charges.



ACTIONS




-  **Barrel Roll:** Move sideways with [1 ↑] template. May shift forward/backward. Medium/large ships place long template edge.
-  **Boost:** Move forward with [1 ↖], [1 ↑], or [1 ↗] template.
-  **Calculate:** Gain 1 calculate token.
-  **Cloak:** Gain 1 cloak token.
-  **Coordinate:** A friendly at range 1–2 performs an action.
-  **Evade:** Gain 1 evade token.
-  **Focus:** Gain 1 focus token.
-  **Lock:** Acquire a lock on an object at range 0–3.
-  **Jam:** A ship at range 1 (or 1-2 inside ) gains 1 jam token.
-  **Reinforce:** Gain 1 fore or aft reinforce token.
-  **Reload:** Recover 1  on a , , or . Gain 1 disarm token.
-  **Rotate:** Rotate your turret arc indicator.
-  **SLAM:** Execute a maneuver with same speed. Gain 1 disarm token.


PERFORMING AN ATTACK



1. **Declare Target**
Measure Range, Choose Weapon, Declare Defender, Pay Costs
2. **Attack Dice**
 - a. Roll Attack Dice
 - b. Defender Modifies Attack Dice
 - c. Attacker Modifies Attack Dice
3. **Defense Dice**
 - a. Roll Defense Dice
 - b. Attacker Modifies Defense Dice
 - c. Defender Modifies Defense Dice
4. **Neutralize Results**
 - a.  Results Cancel  Results
 - b.  Results Cancel  Results
 - c. Determine Whether Attack Hits
5. **Deal Damage**
 - a. Defender Suffers  Damage
 - b. Defender Suffers  Damage
6. **Aftermath**
 - a. Resolve “After Defending” Abilities
 - b. Resolve “After Attacking” Abilities
 - c. Possibly Perform Bonus Attack

OBSTACLES

Obstructed Attack: When attacking through any obstacle, add one . For gas clouds, change one blank result to an .

Asteroid: Roll one  and suffer any  or , then skip the Perform Action step. While at range 0, cannot perform attacks.

Debris Cloud: Roll one  and suffer any . Gain stress token.

Gas Cloud: Roll one , on  or , gain one strain token. Then skip the Perform Action step.