

BEACONS

Beacons can be explored by performing a Droid use action in the Pilot cabin. Most of them are 2 tiles sized, they are placed randomly and face-off on the space area around the ship. The four exit beacons in the corner are 1 tile sized and are placed randomly and face-off onto the corner of the space area. If a beacon is explored, it takes effect immediately.

Beacon types:

- SIGNAL: A signal beacon consists of one sentence (flavor text) and a choice, the player that currently explores has to make. If you choose a weapon unit, place the corresponding marker freely onto one of the weapon cabins. A weapon cabin can have up to 2 units at the same time. If there are parasites on the beacon, place the same amount of parasites in the cord: this effect happens regardless of the choice. After the beacon effects took place, remove the signal beacon from the space area.

OR - choose between the two effects.

IF - either choose the first effect (but then the second effect will take place as well), or not.

- NEBULA: a nebula beacon is not removed after it is explored. There are three types of nebulas:

REFLECT: if an enemy shot hits this beacon, reflect the shot back to the enemy ship (as an autoshot)

RECEIVE: if an enemy shot hits this beacon, move down the hull marker by one.

OBJECTIVE: fulfill this additional objective to remove this beacon. If you remove this beacon, you unlock the rare item shown: place it's token into the bag.