

ENCOUNTER (yellow):

An enemy ship approaches. This means, the enemy ship attacks you and you have to fight with weapons.

Enemy ship: turn the booklet to the page the event mentioned. You will find a similar grid as the Space area with coordinates (1-10, A-J). The enemy ship has a thick line bordered shape. Outside the shape all your shots will miss. Inside the shape you will find empty areas, that represent the armor, and cabins, just like in your ship. These cabins are larger and at the beginning of the game they are covered: they are unidentified. If a cabin is uncovered and the type is readable, that means, the same cabin in your ship is hacked: place a hack marker onto that cabin. During the game enemy ships gain more abilities and they'll become harder to deal with.

The enemy has a cord, too: place a matter to each circle until the cord turns towards the enemy ship: these matters represent the hull of the enemy ship. Under the enemy ship is a control panel, that shows the number of equipped weapons and the weapon types.

Fight mainly takes several turns. Starts with the event itself and ends either by destroying the enemy ship, or escaping from it.

1. At the beginning of the fight

- place matters onto the enemy cord circles
- place hack markers for every uncovered enemy cabins onto your ship cabins
- check for enemy weapons (and later in the game for abilities)
- prepare the fight according to the event moment

2, During the fight:

- every time the enemy ship gets a hit, place a matter from the enemy cord to your cord (to an unoccupied circle nearest to the funnel cabin). If enemy ship has no matters, their ship is destroyed.
- every time the enemy hits beacons, place a parasite onto the beacon it hits. If it hits your cabins, place damage markers according to the enemy weapon type (read more: units).

3. End of the fight:

If the majority of the players decided to jump at this encounter, it will have an effect of the following moments in the jump phase:

Reward moment: if you destroyed an enemy ship in this event, you have the choice to get the reward(s): you can always check your possible rewards at the event. The first two players, that come earlier in the acting moment perform a vote by using the vote button/decision tab/app: they can choose to either get the reward or let it be. The following chart describes the results of the combination of answers from the two players:

Vote		
player1	player2	result
get	get	<i>quarrel</i> : nobody gets reward, instead you have to escape
get	let	player1 gets reward player2 loses half of his matters (rounded up)
let	get	player2 gets reward player1 loses half of matters (rounded up)
let	let	<i>courtesy</i> : instead of reward you both get a matter

Escape moment: if there is an undestroyed enemy ship left in this event, or you voted GET-GET, place the same number of intruders as the players onto the cord. Then, move the infection and overdose markers down to maximum.

4. The attack tab:

At this tab you will have multiple button choices, which dice to shoot with. Shoot dices shoot in the range of a 10x10 area (1-10, A-J), Sniper dices in the range of a 6x6 area (3-8,C-H), and Aim dices also a 10x10 area, but one of the values can be set directly. The following chart summarizes the usage of these different cases:

Moment	Attack	effect
pulsate moment	SNIPER dices	substance is shot into your ship
autoshoot moment	SHOOT dices	hits only enemy ship cabins, place enemy matter to your cord
acting moment (player uses a basic weapon cabin)	SHOOT dices	hits enemy ship cabins and armor, player gains the matter
acting moment (player uses an upgraded weapon cabin)	AIM dices	hits enemy ship cabins and armor, player gains the matter
enemy shooting moment	SHOOT dices	hits your ship cabins or places parasites on beacons