# SPACESHIP

The spaceship is a powerful construction of cabins, covered with armor, sorrounded by the SPACE AREA. This construction is also vulnerable, like a human body: damage can cause the loss of hull, and too much matters present on the board can lead to overdose.

Hull: if the ship cabins are hit by a shot, move the behavior marker of the stowaway track down by one. If the marker goes below "sleep", move the hull marker on the ship track also down by one for every shot, that hits the ship.

Overdose: If there are already at least 2 matters in the ship, the next matter causes to move the hull marker on the ship track up by one.

If one of the markers reach Lesion, set the marker back to maximum, and shoot a lesion at your spaceship (Read more: Endgame).

The spaceship has two main parts:

- Armor: after exploring a beacon, the remaining empty fields become the armor of the ship. It also means, that beacons adjacent to empty fields are also explorable. Armor expands, if new beacons are explored. The armor absorbs the hit by an enemy shot or a cord shot (nothing happens). Armor is also the part of the ship, where new cabins can be installed.

- Cabins: inside the spaceship, the moving areas of the players are the cabins. Every turn the players in the planning moment can decide, which cabin they want to visit. In the acting moment, place the characters onto the planned cabin location.

Cabins can be activated (used) in the acting moment. All cabins have different benefits by using them. If a cabin is already activated in this turn, or hit by a substance, it becomes occupied (Read more: actions). Any number of characters and substances can be in a cabin at the same time.

At the beginning of the game there are cabins already installed to your ship. They are unlocked (you know how to install them). You can find new cabin types during the game to unlock them: if you unlock a cabin type, you can install it by using the engine cabin.

Starter cabins (what happens, when you use Activate action on them:

| Pilot | Coordinates: explore a beacon. To succeed, USE DROID. |
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| Engine | Install: choose empty fields in the Armor to place an unlocked cabin there. The cabin must fit. To succeed, USE DROID. |
| Funnel | Pump: move every substances from the cord fields into the cabin and collect every matters you find in the cabin. Move the remaining substances in the cord. |
| Weapon (A,B) | Pierce: roll the SHOOT dices to shoot at enemy ship. If you hit enemy armor, enemy ship also loses hull. Don't forget to use the weapon's unit if it has any. |
| Stowaway | Cater her: set the behavior of the stowaway to "play". |
| Hybernate | Sleep: set your stamina to "relaxed". Two players can use this cabin at the same time. |