Turn	Name		Deficit Points	Name		Deficit Points	Round
	Faction			Faction			Table
	Objective	Ships	Total	Objective	Ships	Total	
1							
2							Scenario
3							Assault
4							Chance
5							Salvage
6							Scramble
7							
8							Ended By
9							Score
10							Time
11							Round
12							
Total							v2.0 2022-11-25

Abbreviations

Dice and damage: [A] attack die, [B] blank, [C] critical hit, [D] defense die, [E] evade, [F] focus, [H] hit.

RX: range X.

MP: mission point.

Damage cards: [FD]: face down, [FU]: face up.

Obstacles

Asteroids: Suffer 1[H]. Roll 1[A], Suffer 1[H] on [H]/[C]. No Attacks @R0.

Blaze: Roll 1[A], Suffer 1[H] on [H]/[C], gain 1 stress on [F]. Skip perform action step. Remove fuse or blaze in end phase.

Debris: Gain 1 stress. Roll 1[A], Suffer matching result on [H]/[C]. No Attacks @R0.

Electro-Chaff: Break all locks. 1 jam. Roll 1[A], gain 1 stress on [H]/[C]. No Locks @R0. Remove fuse or cloud in end phase.

Gas Cloud: Break all locks. 1 strain. Roll 1[A], gain 1 ion on [H], 3 ion on [C]. No locks @R0.

Loose Cargo/Spare Parts: 1 strain. Roll 1[A], gain 1 stress on [H]/[C].

Devices

Blazer Bomb: Ships & remotes @R0-1 roll 1[A], suffer [H] on [H]/[C], then place Blaze obstacle with 1 fuse marker.

Bomblet: Ships & remotes @R0-1 roll 2[A]: suffer 1[H] on [H]/[C].

Concussion Bomb: Ships & remotes @R0-1 take 1[FD], then must expose 1[FD] or gain 1 strain.

Electro-Proton Bomb: Ships & remotes @R0-2 roll 4[A]. Ships lose 1 shield on [B], gain 1 ion on [H]/[F], gain 1 disarm on [C]. Remotes lose 1 shield on [B], suffer 1[H] on [H]/[F].

Ion Bomb: Ships @R0-1 gain 3 ion. Remotes @R0-1 suffer 1[H].

Proton Bomb: Ships & remotes @R0-1 suffer 1[C].

Seismic Charge: Choose 1 obstacle @R0-1. Ships & remotes @R0-1 of obstacle suffer 1[H], then remove obstacle.

Thermal Detonator: Ships & remotes @R0-1 roll 1[A]. 1 strain on [F], matching result on [H]/[C].

Cluster Mine: Roll 2[A]: matching result on [H]/[C].

Conner Net: suffer 1[H] and 3 ion.

Proximity Mine: Roll 2[A]. Suffer 1[H], plus matching result on [H]/[C].

Scenarios

Score deficit points at start of game.

Scenario points start Round 2. Victory determined in End Phase. 12 Rounds.

Assault

5 satellites. 1 @ center. Rest @R3 of center satellite, beyond R2 of each other, and @R2-4 of a board edge. Place on your side then opponent's side.

Player with most ships @R0-1 controls a satellite and earn 1MP. Medium and large ships count as 2 smalls.

Ships score full MP when destroyed.

Chance

1 satellite @ center.

Satellite contested by ships @R0-2. 1MP if both players contest, 2MP if only 1 player contests.

Ships score half MP (round down) when damaged to half health (round up).

Ships score remaining MP when destroyed.

Salvage

5 supply caches. 1 @ center. Rest @R3 of center cache, beyond R2 of each other, and @R2-4 of a board edge. Place on your side then opponent's side.

Tow Action only in Perform Action Step at R0-1 of cache. Remove Cloak Tokens.

While towing, can not perform barrel row, boost, cloak or slam actions, and may not gain cloak tokens.

Jettison cache at end of activation, when suffering a [C], when destroyed, when put in reserve, or when fleeing. Opponent chooses new location @R1 of carrying ship.

Scramble

3 satellites. 1 @ center. Rest @R3 of center satellite, beyond R2 of each other, and @R2-4 of a board edge. Place on opponent's side then your side.

Scramble Action only in Perform Action Step @R0-1 of satellite.

Ships score full MP when destroyed.

Random Scenario

Roll 2[A] to determine scenario.

	[H]/[C]	[B]/[F]
[H]/[C]	Assault	Chance
[B]/[F]	Salvage	Scramble

Abbreviations

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Blaze: Roll 1[A], Suffer 1[H] on [H]/[C], gain 1 stress on [F]. Skip perform action step. Remove fuse or blaze in end phase.

Debris: Gain 1 stress. Roll 1[A], Suffer matching result on [H]/[C]. No Attacks @R0.

Electro-Chaff: Break all locks. 1 jam. Roll 1[A], gain 1 stress on [H]/[C]. No Locks @R0. Remove fuse or cloud in end phase.

Gas Cloud: Break all locks. 1 strain. Roll 1[A], gain 1 ion on [H], 3 ion on [C]. No locks @R0.

Loose Cargo/Spare Parts: 1 strain. Roll 1[A], gain 1 stress on [H]/[C].

Devices

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Seismic Charge: Choose 1 obstacle @R0-1. Ships & remotes @R0-1 of obstacle suffer 1[H], then remove obstacle.

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Jettison cache at end of activation, when suffering a [C], when destroyed, when put in reserve, or when fleeing. Opponent chooses new location @R1 of carrying ship.

Scramble

3 satellites. 1 @ center. Rest @R3 of center satellite, beyond R2 of each other, and @R2-4 of a board edge. Place on opponent's side then your side.

Scramble Action only in Perform Action Step @R0-1 of satellite.

Ships score full MP when destroyed.

Random Scenario

Roll 2[A] to determine scenario.

	[H]/[C]	[B]/[F]
[H]/[C]	Assault	Chance
[B]/[F]	Salvage	Scramble

| Turn | Name | | Deficit Points | Name | | Deficit Points | Round |
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