



8 - Turn sequence

Alternative - Reversing Step 1 and 2: At the start of a new Turn, begin by establishing Initiative and then note the current Turn (Day) in the colour of the player holding the Initiative. This is more of a "quality of life change" and has no actual impact on the game.

21 - Tankers

Addition - Rules for moving Tankers between systems: These rules depend on the type of game. Both methods can be combined in large games.

For regular games: In the system where the Tanker is, proclaim the move of one or more Tanker(s) in the administrative phase. It takes 3 days to move a Tanker fleet to the next star regardless of distance and they can't use unsafe paths.

Example: Administration phase at the end of Day X, the Tanker fleet is ordered to transit. At the end of Day X+3, in the administrative phase, they are proclaimed to have arrived and can be used on Day X+4.

For campaigns: 1 Tanker is available to deploy as long as the player has control of (not Blockaded) 4 Planets and/or Stations. This can motivate scenarios where players can take over Stations as Scenario Objectives.

25 - Stations, Blockades & Refits

Change - Maximum placement distance: Station-to-Station placement max distance is changed from 40 to 30 LU.

Change - General minimum distance: The 10 LU minimum distance from an "object" is changed to 8 LU and to be measured from a "Tunneling or Transfer Gate, Planet, Star or Station".

31 - Space lanes & Stellar tunneling

Change - Minimum velocity: Stellar tunneling velocity is changed to 6 LU (the same as for Transfer).

Addition - Exit velocity: For both Tunneling and Transfer, the arriving ship can choose a velocity between 6 and 9 LU.

Addition: Ships that are tunneling exits the target star at the end of the turn. They can only Coast when emerging but may engage in Combat. If there are several ships arriving, the local initiative holder (the player holding the turn initiative in the arrival system) decides which side will have a ship exit but not which ship.

36 - Deployment

Addition: Ships cannot be deployed within Combat range of hostile Ships nor within 1 LU of friendly Ships.