



QUICK REFERENCE SHEET #1

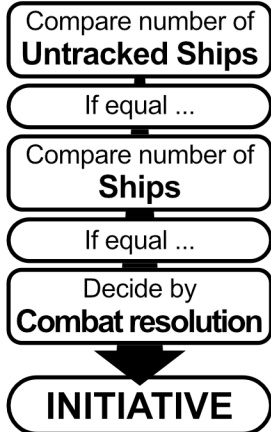
Turn sequence (8)

A Turn (or Day) is divided into 4 Phases:

- 1) Advance the **Calendar / Turn counter**
- 2) Decide current **Initiative** (note in **Calendar**)
- 3) **Ships are Activated** (along with their **Ordnance**)
- 4) Check **Win conditions** & update all **Vectors**

Initiative (8)

- **Initiative** is only decided once for each **Turn** and does not change.
- **Tankers** does not count as **Ships** for deciding **Initiative**.
- The final method uses a round of **Combat** (without using the **Evasive** option and redoing any **Draw** results), the winner has the **Initiative**.



Orders (12)

- A **Ship** can receive 1 **Order** each **Activation**.
- If no **Order** is given, the **Ship** will **Coast**.

Coast

- The **Ship** is idle and will **Cool down**.
- Remove 1 **Heat** before the **Masking signature** step.
- This **Order** can always be chosen, regardless of actual **Heat** level.

Burn (Adds 1 Heat)

- **Acceleration**. A small **Vector change** of 3 LU.
- This option is always available, unless the **Drive System** is **Offline**.

Hard burn (Adds 1 Heat)

- **Acceleration**. A large **Vector change** of 7 LU.
- Consumes 1 **Fuel**.
- If there's no **Fuel** left or **Drive System** is **Offline**, this **Order** cannot be chosen.
- Not allowed within 2 LU of a **Planet** or **Station**.

Heat dump

- **Heat** reduction which consumes 1 **Fuel**.
- **Heat** levels are set to 0.
- Done just before the **Masking signature** step.

Repair system

- Attempt to repair a **Damaged System**.
- Check the outcome immediately.

Launch torpedo

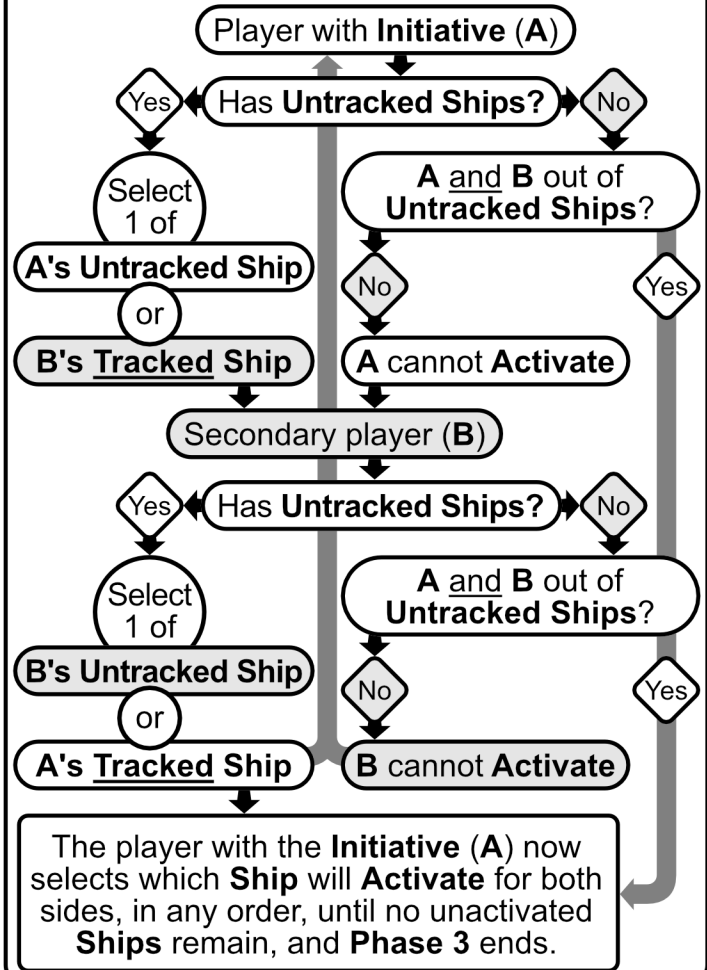
- The **Ship** launches 1 **Torpedo**.
- If none is available, this **Order** cannot be chosen.

Special order

- Special actions like **Refit**. Additional *special action orders* can be defined by a **Scenario**.

Activating a ship (8)

- **Ship Activation** depends on **Initiative**.
- **Activation** of a **Tracked Ship** can be forced on the opponent.
- Once all **Untracked Ships** have **Activated**, the player with **Initiative** can freely choose which **Ship** to activate on either side.



Ship activity steps (11)

When a **Ship** is being **Activated** (regardless of it being **Tracked** or not), it is no longer **Passive** and will do the following 5 **Steps** in sequence:

- 1) **Guide Torpedo**: Any **Torpedo** guided by the **Ship** now **Activates**. It will **Coast** every turn and may **Attack** at a point along its **Vector**. If it is within 30 LU from the **Guiding Ship** at this point, it can be guided, otherwise it is **Deactivated** (removed from play).
- 2) **Orders**: The ship can be given one **Order**.
- 3) **Vector plot**: The ship's new **Vector end point** is plotted (see **Astrometrics**).
- 4) **Vector actions**: Follow the **Vector** and resolve **Attacks**, complete **Refueling** and apply area effects (**Radiation** and **Asteroids**) in the order they happen, as the **Vector** is drawn.
- 5) **Masking signature**: If the **Ship** is **Tracked** (for any reason) but not currently **Overheated**, the ship can try to **Mask signature**. This is an **easy RE Test**. If the test **Succeeds**, the **current Vector point** is cleared of the **Tracked symbol**.



QUICK REFERENCE SHEET #2

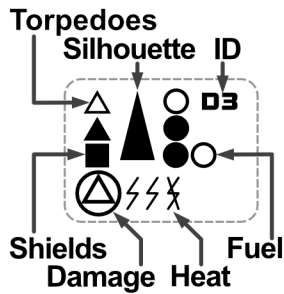
Ship types & Manifests (4, 6 & 18)

Ships are only points on the map but they all have a **Manifest**.

Status for each **System** is recorded on the **Ship's Manifest** during the game.

A **System** starts as an outline.

Spent **Torpedoes**, consumed **Fuel** and lost **Shields** are filled in. The **Damage** symbols are only added after **Combat** and crossed over when **Repaired**.



Repairing a System (12)

- Repair a **Damaged System** with a **RE** test.
- Check the outcome immediately.
 - ★ **Success: Repairs the System.**
 - ★ **Partial success: Success** but adds 1 **Heat**.
 - ★ **Failure: No effect (stays Damaged).**
- Once **Repaired**, the **Damaged system** is crossed over in the **Ship manifest**.

Scanning (10)

- **Scan** is done before the **Masking signature** step.
- The **Scan range** is 15 LU.
- Select 1 enemy **Ship** as the target.
- A **Damaged Core system** disables **Scan** ability.
- Resolve the **Scan** with an **easy RE**.
 - ★ **Success: Target** becomes **Tracked**.
 - ★ **Failure: Cruiser** gains 1 **Heat**. **Target** is not **Tracked**.

Tracked ships (9)

There are 2 ways a **Ship** can become **Tracked**: being **Scanned** or becoming **Overheated**.

1) Tracked through Scanning

- A **Ship** can only ever be **Scanned** whilst being **Passive** since another **Ship** must be **Active** to perform the **Scan**.
- If the **Scan** is **Successful**, the **Ship** becomes **Tracked** and its current **Vector end point** is marked with the **Tracked** symbol.

2) Tracked through Overheating

- **Overheating** happens immediately when 3 **Heat** is reached, both during a **Ship's** own **Activation** or whilst being **Passive** (i.e. another **Ship** is **Active**). It immediately becomes **Tracked** and that **Ship's** current **Vector end point** is marked with the **Tracked symbol** (if not already **Tracked**).
- If an **Active Ship** reduce **Heat** levels below 3, it can attempt to **Mask signature** in the same **Activation** to become **Untracked**.

Damage & Destruction (17 & 18)

The moment a **Ship** reaches 5 **Heat** levels, the **Ship** is instantly **Destroyed** due to **Meltdown** and crew death.

When a **Ship** suffers a **Hit**:

- The opposing **Ship** loses a **Shield**.
- If there's no **Shield** it suffers **System Damage**.
- If the **Ship** already has a **Damaged system** (even if repaired), it will be **Destroyed** and removed from play (marked as **Destroyed** on the map).

Whenever a **System damage** is inflicted, the corresponding **System symbol** is added to the ship's manifest. That **System** is **Offline**. Once **Repaired**, the symbol is crossed over and the **System** becomes available again.

The players decide which **System** to **Damage** depending on the type of **Combat protocol** they used in the **Attack**. See the **FtB Combat cards**.

Destroyer Configuration: +1 Fuel



Ability: Stealth - **Masking signature** step is always an automatic **Success**.

Cruiser Configuration: +1 Ordnance



Ability: Scanners - **Scanning** action that forces a **Target** to become **Tracked**.

Battleship Configuration: +1 Shield



Ability: Focus fire - Battleship **Hits** remove 1 **Shield** + do **Damage** (not for **Draw**).

Liner Configuration: +1 Shield, No Weapons, Burn is 2 LU / Hard burn is 5 LU.



Overheats at 2 **Heat**. **Ability:** Freightier - **Drive Repair** always **Succeed**.

Runner Configuration: + 1 Fuel, No Shields, No Weapons, Overheats at 2 Heat.



Ability: Courier - **Burn Acceleration** is 4 LU and does not add **Heat**.

Ship systems (5)

Core: The crew, computers and cooling system. If the **Core** is **Offline**, **Ships** can't lose **Heat** by any means nor can their **Abilities** be used.

Weapons: When the **Weapon system** is **Offline**, any **Hit** scored in **Combat** has no effect on the opponent and **Countermeasure** fire **Success** equals the effect of **Partial success**.

Drive: The propulsion system. Without it, a **Ship** cannot do **Burn** nor **Hard burn Orders**.

Armour: Used to negate 1 **Hit** in **Combat**. Once it is gone it can't be replaced or regained (except through special rules).

Fuel: A **Hard burn**, **Evasive** manoeuvre or a **Heat dump** consumes **Fuel**.

Torpedoes: Massive, propelled weapons built for use in space. Guided and lethal.

Heat: **Heat** levels must be kept low or the **Ship** may lose **Initiative** or risk **Destruction**.



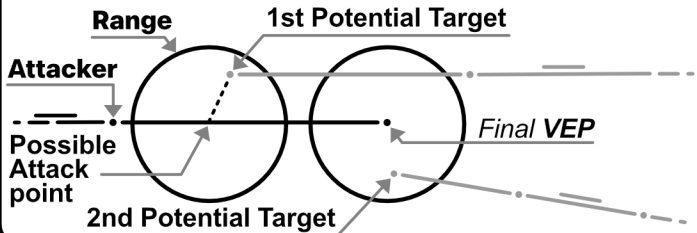
QUICK REFERENCE SHEET #3

Ship attacks (14)

- Ship Weapons has a Range of 3 LU.
- A Ship has 1 Attack and cannot target a Torpedo.
- Enemy Ships within Range from the Active Ship's Vector are Potential Targets.
- The Attack is made from 1 selected Attack point anywhere along the Attacker's Vector.
- An Attack can only have 1 Target.
- If an Active Ship don't Attack the first available Target(s) or none at all, or there are additional Potential Targets at a point along the Vector after Combat resolution, the opponent may Attack with Cover fire from 1 of those Ships (in order, along the Vector). If so, neither Ship may take Evasive actions in that Combat.

Example: The Attacker may choose to Attack the 1st or 2nd Potential Target.

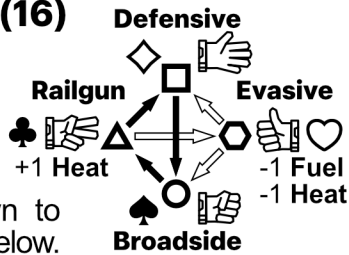
- If the 1st Target is Attacked, the opponent can later use the 2nd Target Ship for Cover fire (if the Attacker survived the first Combat).
- If the 1st is NOT Attacked, the opponent may use that Ship for Cover fire but must decide to do so before the Attacker moves on along the Vector to the 2nd Target.



Combat resolution (16)

Resolve Combat using rock - paper - scissors and "bomb", selecting a card suite or using the Combat cards.

These resolve as shown to the right, with the effects below.



Whenever Combat is Won, or is a Draw (in which case, both players win), it's a Hit (1 Shield is removed or Damage is applied if there's no Shield).

The Combat protocols in use give additional effects:

- Defensive: Target's choice of Damage. If Target has a Shield, they may convert the Hit to 2 Heat.
- Railgun: Winner's choice of Damage, unless Target chose Evasive, then it's the Target's choice.
- Broadside: Target's choice of Damage, or the winner may add 1 Heat to the Ship instead of the Hit.
- Evasive actions: No Combat effect on Opponent. No loss of Shields and no Damage done.

Torpedo attacks (14 & 19)

- Torpedo Attacks has a Range of 6 LU.
- The Attack is made from 1 selected Attack point anywhere along the Attacker's Vector.
- A Torpedo Attack can only have 1 Target.
- A Torpedo will automatically Attack a Ship placing its Vector end point within 3 LU of it. This Attack is Resolved right away. If multiple Torpedoes Attacks, Resolve these in the order decided by the controlling player.
- If a Ship's Vector end point is placed within 3 LU of a friendly Torpedo, the Torpedo is removed.

When a Torpedo Attacks, the Targeted ship will deploy Countermeasures. This is a RE test (for the targeted Ship, not the Torpedo):

- Success: The attacking Torpedo is Defeated and removed from play. No effect on Target. If Weapons are Offline, this result becomes a Partial success.
- Partial success: The attacking Torpedo Hits the Target but the Target chooses System damage, unless there are Shields, then a Shield is removed and the Attack ends.
- Failure: The Torpedo Hits the Target and the Torpedo player chooses System damage, regardless of Shield status.

The Target can take Evasive actions (if Drive is online).

- Costs 1 Fuel and removes 1 Heat (if Core is online).
- Countermeasure test becomes an easy RE test.

An Active Torpedo can Attack another Torpedo.

- Torpedoes never automatically Attack Torpedoes.
- The Attacking player's Torpedo is Detonated.

Attacker makes an easy RE test to see what happens with the enemy Torpedo.

- Success: The targeted Torpedo is Defeated and removed from play.
- Failure: The blast is ineffective and the targeted Torpedo is left in play.

Random events (13)

Random events (RE) are decided using the same system as for Combat (without Evasive). If cards are used instead, pick one randomly (the suite symbols are used as shown below). Evasive is only used if a Scenario specifies its use.

- △ ♣ Win: Success! The action is performed or a negative event was avoided.
- ◇ Draw: Partial success. It didn't go quite as well (or bad!) as it could have.
- ♠ Loose: Failure! The action fails and there may be severe consequences.

When any rule calls for a "RE test", the player resolves a Random event. Each such rule will clearly state what the outcomes from the three possible results are. If the rule calls for an "easy test" or "easy RE test", a Partial success (Draw) will count as a Success!

Note that the probability for each outcome using either hand gestures or cards to resolve it are the same!



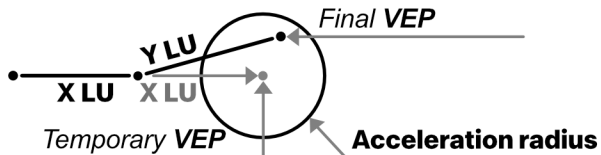
QUICK REFERENCE SHEET #4

Astrometrics (28)

Plotting a course (**Ship Vector**) is similar to doing a vector diagram to find the **Vector end point** (VEP).

1) The **Temporary VEP** can be found by adding the last **Vector** (X) to the **Current end point** (same direction and length of the **Vector** measured in whole LU's).

2) A **Ship** (or **Torpedo** being launched) can then move their **Final VEP** to a point within the **Acceleration** radius of the **Temporary VEP**. The **Acceleration** radius is in LU's, equal to a **Burn** or **Hard burn**. The final **Vector** (Y) must always be in whole LU's.



- Length Units (LU) are measured in whole units only (i.e. whole centimeters, inches, etc. depending on the scale of the game).
- **Passing through** means that a **Ship's Vector** intersects a zone or area marked on the map or defined by a radius of X LU's.
- All objects must maintain a minimum safe distance between them. A **Ship** or **Torpedo** may not place its **Vector end point** (VEP) on another, friend or foe.
- A **Ship** (and **Torpedoes**) must always have at least 1 Length Unit of **Velocity** (unless the **Ship** is **Docked** or in **Orbit**).

Gravity influence (30 & 29 & 28)

- Any **Ship** or **Torpedo** **Passing through** an area of **Gravitational influence** must **Deflect** their **Vector**, 1 time per influence.
- Any **Acceleration** from a **Burn** or **Hard burn** this **Turn** is added before the **Deflection** is done.
- If the next **Vector** is wholly within the **Gravity influence**, the **Ship** is forced to enter **Orbit**. **Torpedoes** crashes (**Detonates**) and are removed.
- If a resulting **Vector** passes straight through a gravity well (or it is ambiguous), the player must choose a side on which to pass.

If the **Vector** length in LUs of the **Ship** or **Torpedo** is:

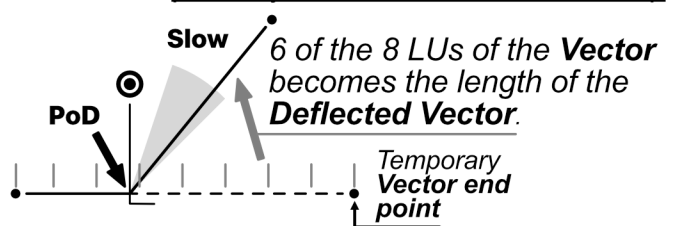
- $\geq 3 \times$ **Gravitational influence**, the **Ship** or **Torpedo** is **Fast** and **Deflects** less.
- $< 3 \times$ **Gravitational influence**, the **Ship** or **Torpedo** is **Slow** and **Deflects** more.

Telemetry (26)

- — • **Ship Vector** with start and end point.
- — ⊙ **Hit on Ship** - 1 Ring / **Hit** (active or **Cover** firing player's colour).
- — ☼ **Ship Destroyed** - "Beams" (active or **Cover** firing player's colour).
- — ◇ **Diamond** marks **Ship** as **Tracked**.
- — ○ **Torpedo** - Each **Vector** line ends with a small circle. Cross over if **Detonated/Destroyed**.
- - - - • **Attack** - Dashed line drawn to **Target** (attacker's colour) / Dash-dash-dot line for **Cover fire**.
- — ~ **Torpedo Attack** - Wavy line.
- — = • **Vectors** - Marked as **Activated** with a short parallel line (or crossed over).
- — ◡ **Radiation zones** - Shown with a circle (or a wavy line) with triangles pointing into the zone.
- — / \ **Asteroid fields** - Limited by a zig-zag line and triangles pointing inwards.
- • • **Stars** - Dots with dotted or dashed concentric circles. Size: *Giant, Average, Dwarf*.
- ⊙ • **Planets** - Dots in the center with additions for *Gas giants, Atmospheric planets* and *Planetoids* (no atmosphere).
- ⊕ • **Stations** - Circles with 4 legs. **Facilities** or *Point of Interest (PoI)* - A diamond with 2 legs.
- — — **Influence** - Lines showing the radial distance of **Gravity** (the extra mark is for **Radiation** range).
- — — **Space lane** - *Transfer*: 3 marks that form a "road" to stay on. *Tunneling*: Only 1 mark combined with **Star** center point.

Deflection (30)

- A **Ship** or **Torpedo** **Passing through** a gravity well at 1 LU or less, always count as **Slow**.
- The length of the **Deflected Vector** is equal to the number of LUs counted from the **Point of deflection** plus any fraction of a LU, rounded up.



- In the next **Plot** of the **Ship** or **Torpedo**, the original **Vector** length is used to **Plot** the next **Vector end point**. This length is always equal to the length of the **Deflected Vector** + the number of whole LUs before the **Point of deflection**.