

# Introduction

*Turn or Burn* is a quick and dirty game of space fighter combat. To start a game, you design your fighter from a deck of system cards. Each turn you play a system or maneuver card face-down to plot the action your fighter will take. The game uses vector movement, so plan ahead! When everyone has plotted, all players reveal their actions simultaneously. Fighters move, guns fire, stuff explodes, and it is on to the next turn.

You will need to provide your own hex map. However, you can find everything else you need to play *Turn or Burn* in this file. Although fighter counters are included, the best way to play *Turn or Burn* is on a large hex map with space fighter miniatures. You can find hex maps and miniatures at most hobby and game stores.

These rules are divided into several modules. Each module introduces a new scenario and the rules you need to play it. The rules in each module build on rules presented in previous modules.



*Rebels vs Imperials*

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Monika Livingstone.

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# Scenario

This scenario introduces the *Turn or Burn* plotting and movement rules. It depicts a duel between 2 small space fighters. You win the scenario if you eliminate your opponent's fighter without being eliminated yourself. A fighter is eliminated if it is destroyed, its crew member is killed, its gun is removed, or its momentum marker leaves the map. The map is fixed; if a fighter's momentum marker leaves the map the fighter is out of the game.

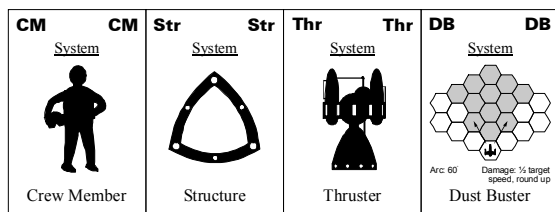
# Getting Started

## Build Your Fighter

**System Cards:** Use the system cards to build your fighter. System cards available in this module are crew member, structure, thruster, and the 4 gun types: bubble gun, dust buster, neutrino beam, and laser turret. See the System Cards section on page 1-3 for a description of each card.

**Four Cards:** In this module, your fighter begins with 4 system cards: 1 crew member, 1 structure, 1 thruster, and 1 gun. The only decision you have to make at this point is which gun to take.

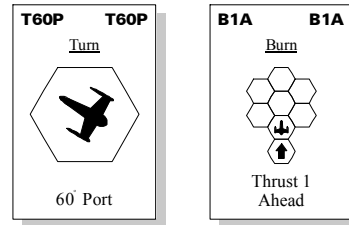
**Hidden:** Do not show your opponent your system cards until you use them or until they are pulled when your fighter is hit.



*Four System Fighter*

## Take Set of Maneuver Cards

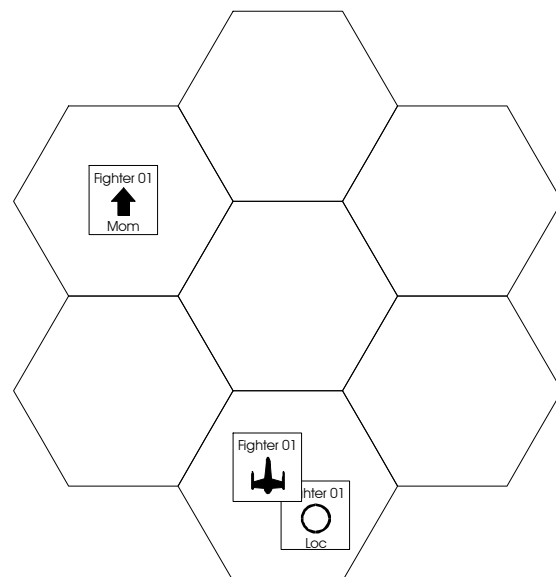
There are 3 types of maneuver cards: turn, burn, and ditto. There are 14 cards in each maneuver set: 6 turns, 7 burns, and 1 ditto. However, you will not use the ditto maneuver in this module. See the Move Fighters section on page 1-5 for a description of the maneuver cards.



*Maneuver Cards*

## Set up the Map

Place opposing fighters on opposite sides of the map. Each fighter comes with a matching location and momentum marker. Place your fighter's location marker in the same hex as your fighter and place its momentum marker anywhere on the map from 0 to 6 hexes away from your fighter. Your fighter may start at any facing; it is perfectly legal to fly into combat facing backwards.

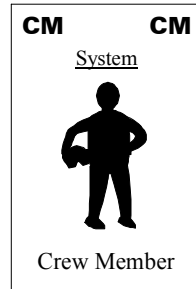


*Fighter 1 Ready*

# System Cards

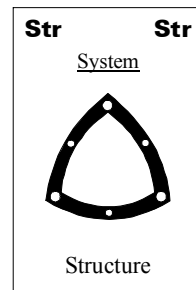
## Crew Member

This system represents your fighter's cockpit and pilot. If your fighter has no crew member card it may no longer perform actions and is eliminated from the game.



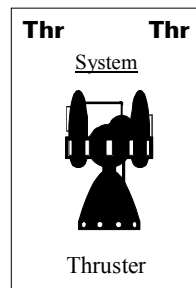
## Structure

A structure card represents your fighter's superstructure. If your fighter has no structure cards it breaks up and is eliminated from the game. A fighter that breaks up does *not* do anything dramatic like explode or cause damage to nearby fighters.



## Thruster

Your fighter begins with 1 thruster card. If your fighter does not have a thruster card it may not perform any burn maneuvers. It may still perform turn maneuvers and fire its gun.

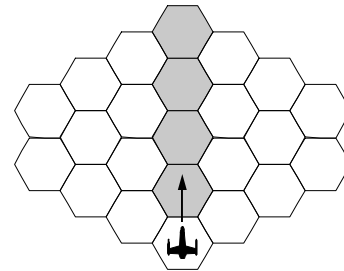


## Guns

All guns have a range of 12 hexes. See the Fire Guns section on page 1-7 for a description of how guns are used in combat.

### Bubble Gun

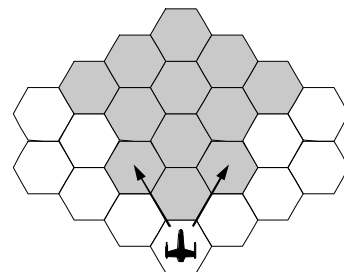
This gun creates bubbles of inverse space in a narrow beam. The bubble gun fires down only the hex row directly in front of your fighter and it causes 6 points of damage at any range. In Module 2, bubble guns ignore armor and knock down shields.



Damage: 6  
Firing Arc: 0 degrees

### Dust Buster

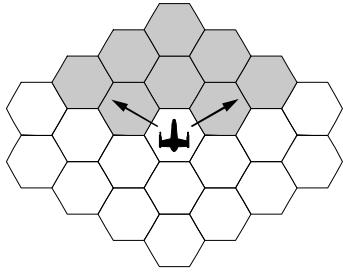
This gun fires a beam of heavy particles in front of your target. The target fighter collides with these particles and takes damage equal to the 1/2 the target's speed, rounded up. A fighter's speed is equal to the number of hexes from the fighter to its momentum marker. Count the hex the fighter is in but do not count the hex the marker is in.



Damage: 1/2 target speed  
Firing Arc: 60 degrees

**Neutrino Beam**

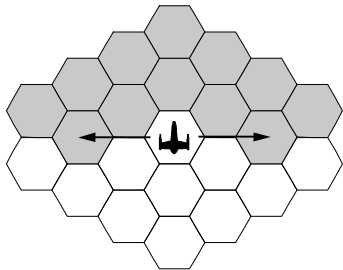
This gun fires a wide beam of high-energy neutrinos. If the range to the target is 4 or less, the amount of damage caused is equal to 6 minus the range. If the range to the target is greater than 4, the amount of damage to the target is 1.



Damage: 6-range or 1  
Firing Arc: 120 degrees

**Laser Turret**

This gun is easy to aim but causes only a single point of damage.



Damage: 1  
Firing Arc: 180 degrees

# Turn Sequence

*Turn or Burn* is played in a series of turns. Each turn is broken down into 3 phases:

1. Plot Actions
2. Move Fighters
3. Fire Guns

**Plot Actions**

**Facedown:** Each fighter may plot 1 action each turn. To plot an action, place a single system or maneuver card facedown on the table next to your fighter. Later, you *must* execute the action you plotted if you are able to.

**Maneuver:** To maneuver your fighter, place either a turn or burn maneuver card facedown on the table. See the Move Fighters section on page 1-5 for a description of these cards.

**Fire:** To fire your gun, place your gun system card facedown on the table.

**Turn Faceup:** After all players have plotted their actions, turn the cards faceup.

**Move Fighters**

Each player moves his or her fighter across the map. If you plotted a maneuver, you *must* execute it; you cannot change your mind now. See the Move Fighters section on page 1-5 for a description of how to move fighters.

**Fire Guns**

If you plotted a gun system, you may fire your gun if there is a target within range and in the gun's firing arc. All gun fire is simultaneous. So even if your fighter is blown to bits during this phase, you may still fire your gun if you plotted to do so. See the Fire Guns section on page 1-7 for a description of gun fire.

# Move Fighters

*Turn or Burn* use vector movement. The speed and direction of your fighter is tracked using a location marker and a momentum marker. Your fighter's facing does not necessarily correspond to the direction it is moving—these are space fighters hurtling through a vacuum, not airplanes flying through an atmosphere. Of course, almost all science fiction films and TV depict space fighters as if they were airplanes flying through an atmosphere. Try to ignore them!

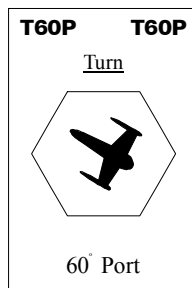
## Maneuver Cards

Use maneuver cards to plot your fighters turns or burns. There are 3 types of maneuver cards: turn, burn, and ditto. Use a turn card to plot a change in your fighter's facing or use a burn card to plot thrust in the direction your fighter is facing. You will not use the ditto card in this module.

**Turn Cards:** There are 6 turn cards:

1. TNC - no change
2. T60S - 60 degrees starboard
3. T120S - 120 degrees starboard
4. TR - turn reverse (180 degrees)
5. T120P - 120 degrees port
6. T60P - 60 degrees port

Starboard is right and port is left. All turns are relative to the fighter's current facing. A no change turn (TNC) is really not a turn, but you can use this card as a way to plot doing nothing without giving away the fact that you are plotting to do nothing.



**Burn Cards:** There are 7 burn cards:

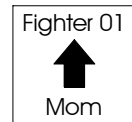
1. B1A - thrust 1 ahead
2. B2A - thrust 2 ahead
3. B2S - thrust 2 with starboard slip
4. B2P - thrust 2 with port slip
5. B3A - thrust 3 ahead
6. B3S - thrust 3 with starboard slip
7. B3P - thrust 3 with port slip

The hex your fighter will move to relative to its momentum marker is shown on each burn card.

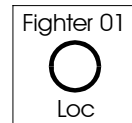
## Markers

Each fighter has a momentum marker and a location marker.

**Momentum:** The momentum marker marks the hex your fighter will move into next turn if it does not plot a burn maneuver. Your fighter's speed is the distance between it and its momentum marker.



**Location:** Your fighter's location marker is used to mark the hex your fighter was in before it moved. Use this hex to determine where to place the momentum marker after you move your fighter.



**Getting Started:** At the beginning of the game, place your location marker in the same hex as your fighter and place your momentum marker anywhere within 6 hexes of your fighter.

### Movement Procedure

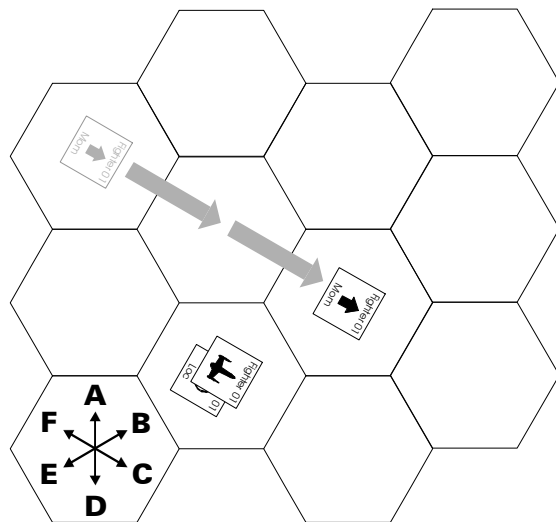
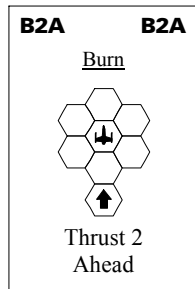
Follow these steps to move your fighter:

1. Apply Thrust
2. Move Your Fighter
3. Turn Your Fighter
3. Adjust Markers

#### Apply Thrust

**Burn:** If you plotted a burn maneuver, turn your fighter's momentum marker so it points in the same direction your fighter is pointing. Then move the momentum marker as shown on the burn maneuver card. The arrow on the maneuver card indicates the hex the momentum marker is in and the fighter indicates the hex the marker will move to.

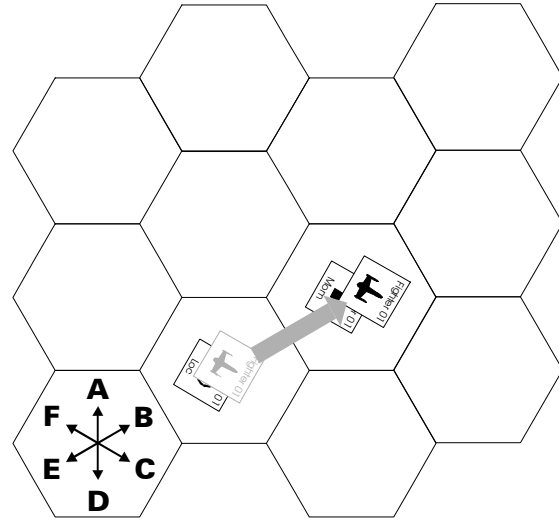
**Example:** Your fighter is pointing in direction C and you plotted a thrust 2 ahead burn (B2A), so move the momentum marker 2 hexes in direction C.



*Burn Maneuver*

#### Move Your Fighter

**Coast:** Move your fighter to the hex that contains its momentum marker. You *must* do this every turn, no matter what action you plotted. Leave your location marker in the hex where your fighter started.

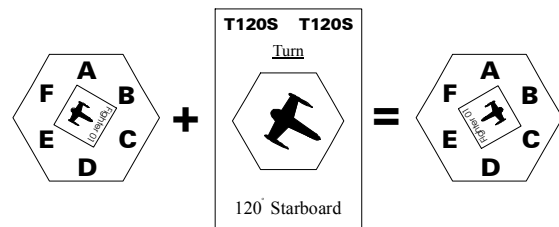


*Move Fighter*

#### Turn Your Fighter

**Turn:** If you plotted a turn maneuver, turn your fighter to its new facing. Turns are relative to your fighter's current facing —not to its direction of travel.

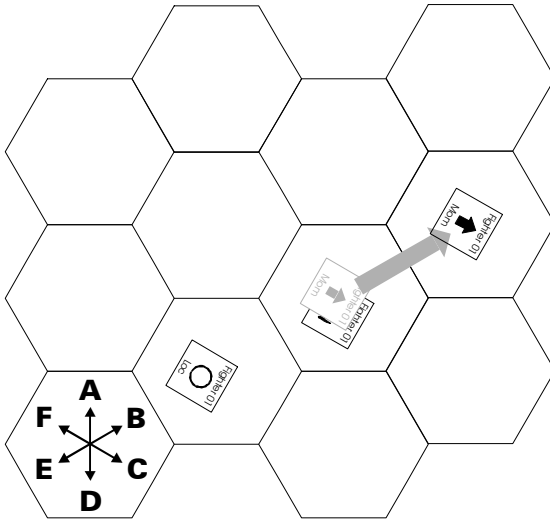
**Example:** Your fighter is pointing in direction C and you plotted a 120 degree starboard turn, so turn your fighter to point in direction E.



*Turn Maneuver*

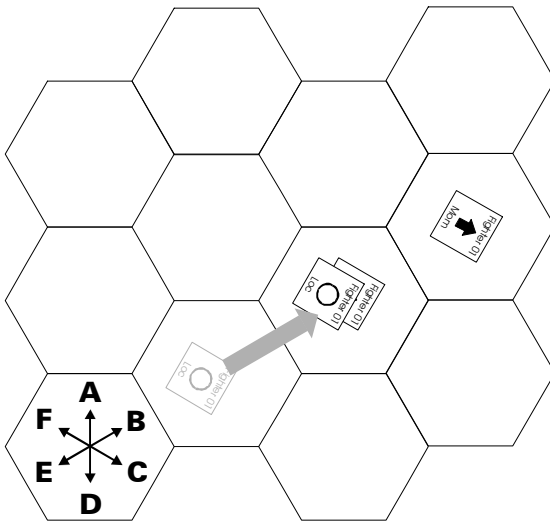
**Adjust Markers**

**Momentum:** Move the momentum marker so that your fighter is at an equal distance from and directly between its momentum marker and its location marker.



*Adjust Momentum Marker*

**Location:** After you move the momentum marker, move the location marker into your fighter's new hex.



*Adjust Location Marker*

# Fire Guns

If you plotted to fire your gun, and your opponent's fighter is within range and in your gun's firing arc, you may blast away. Your opponent must put together a hand of cards consisting of all his or her system cards and the appropriate number of miss cards. Then you randomly pull a number of cards from this hand equal to the damage caused by your gun.

Follow these steps to resolve gun fire:

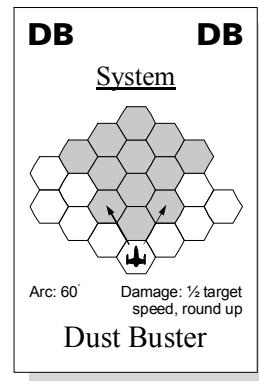
1. Check Range and Arc
2. Add Miss Cards
3. Pull Cards

## Check Range and Arc

**Range:** All guns have a range of 12 hexes. However, a fighter cannot fire its gun at a target in the same hex. In other words, you cannot fire your gun at range 0.

**Arc:** Gun system cards show the gun's firing arc. Hold the gun card next to the firing fighter and point it in the same direction the fighter is pointing. The gray hexes on the card show what hexes your fighter can fire its gun into.

**No Target:** If there are not any targets within range and firing arc, the fighter cannot fire its gun.



*Gun System Card*

## Add Miss Cards

The owner of the target fighter must put together a hand of cards consisting of all the fighter's system cards plus a certain number of miss cards. *Do not include maneuver cards.* The number of miss cards you must add depends on the range, burns the target plotted this turn, and the size of the target. These factors are cumulative; a small fighter executing a burn maneuver 12 hexes away will be difficult to hit.

Miss	
Range	Cards
0	Can't Hit!
1-3	0
4-6	1
7-9	2
10-12	4
Size	Cards
4	2
5	1
6	0
7-9	-1
10-12	-2
Thrust n	n Cards
Jammer	2 Cards

**Range:** Count the number of hexes from the firing fighter to the target. Count the hex the target is in, but do not count the hex the firing fighter is in. Then add miss cards as follows:

Range	Miss Cards
0	Cannot Hit!
1-3	Add no cards
4-6	Add 1 card
7-9	Add 2 cards
10-12	Add 4 cards

**Burn Maneuvers:** If the target fighter executed a burn maneuver this turn, add a number of miss cards equal to the thrust of the burn.

Thrust	Miss Cards
0	Add no cards
1	Add 1 card
2	Add 2 cards
3	Add 3 cards

**Fighter Size:** If a fighter *started* the game with 4 system cards, it gets 2 extra miss cards. If it *started* with 5 system cards, it gets 1 extra miss card. In this module, all fighters start with 4 system cards so you always get at least 2 miss cards.

Fighter Size	Miss Cards
4	Add 2 cards
5	Add 1 card
6	Add no cards

**Constant Size:** Your fighter size never changes. If you start with 6 system cards, and you lose 2, you still have a 6-system fighter.

## Pull Cards

The firing player removes a number of cards equal to the damage caused by the firing gun. The target player should hold up his or her deck of system and miss cards with their backs to the firing player. The firing player will then remove the required number of cards 1 at a time.

**Effect:** Pulled miss cards have no effect. Pulled systems are destroyed and may not be repaired or used again during the game.

## Stuff Explodes

**End:** The duel ends when either fighter loses its structure, crew member, or gun system card, or if its momentum marker leaves the map. The map is fixed; if a fighter's momentum marker leaves the map the fighter is out of the game.

**Draw:** If both players fire guns on the same turn, damage is simultaneous. If both fighters are eliminated on the same turn the game ends in a draw.

## Credits

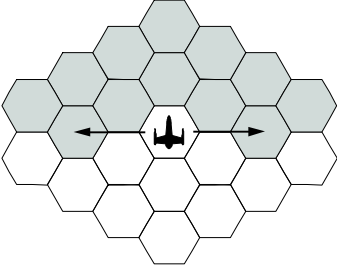
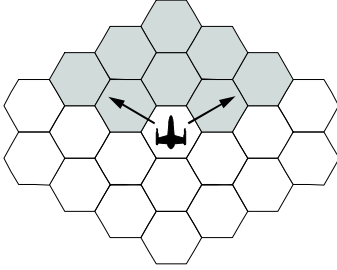
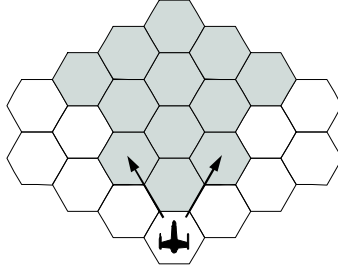
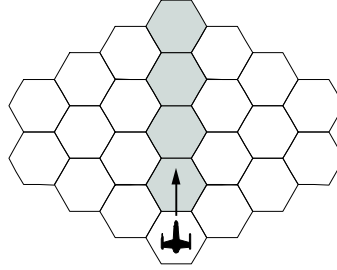
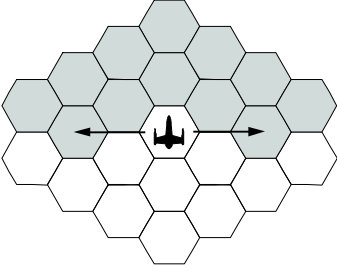
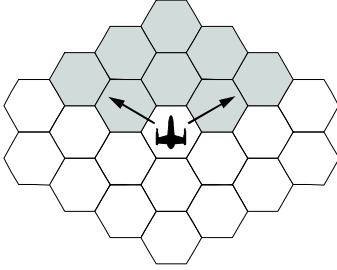
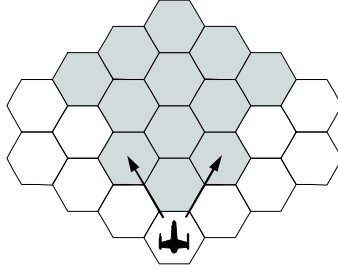
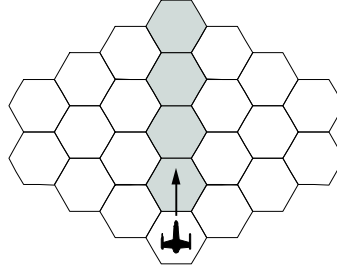
**Designer:** Greg Turner

**Playtesters:** Roger Allen, Dean Ashley, Carl, Douglas Elfrink, Morgan Finley, Joe, Kevin A. George, Alex Mathias, Claude McDaniel, Marc Morain, Nathan, David Niemeyer, Liz Niemeyer, Ryan Pierce, David Reed, Russell Slaven, Michael Temels, Thad Vasicek, Chris Vogel, Ed Woody, Kim Woody




**Special Thanks To:** Top Deck Games




**Art:** Repair Robot artwork by Monika Livingstone.



<b>LT</b>	<b>LT</b>   <b>NB</b>	<b>NB</b>   <b>DB</b>	<b>DB</b>   <b>BG</b>	<b>BG</b>
<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>
				
Arc: 180°    Damage: 1	Arc: 120°    Damage: 6-range or 1	Arc: 60°    Damage: ½ target speed, round up	Arc: 0°    Damage: 6	
Laser Turret	Neutrino Beam	Dust Buster	Bubble Gun	
<b>LT</b>	<b>LT</b>   <b>NB</b>	<b>NB</b>   <b>DB</b>	<b>DB</b>   <b>BG</b>	<b>BG</b>
<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>
				
Arc: 180°    Damage: 1	Arc: 120°    Damage: 6-range or 1	Arc: 60°    Damage: ½ target speed, round up	Arc: 0°    Damage: 6	
Laser Turret	Neutrino Beam	Dust Buster	Bubble Gun	

*Gun System Cards - print 1*

Fighter 01	Fighter 01	Fighter 01
	 Mom	 Loc

Fighter 02	Fighter 02	Fighter 02
	 Mom	 Loc

*Counters - print on card stock and mount on chipboard*

**Miss**

Range	Cards
0	Can't Hit!
1-3	0
4-6	1
7-9	2
10-12	4

Size	Cards
4	2
5	1
6	0
7-9	-1
10-12	-2

Thrust n	n Cards
Jammer	2 Cards

**Miss**

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4-6	1
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Thrust n	n Cards
Jammer	2 Cards

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Thrust n	n Cards
Jammer	2 Cards

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10-12	-2

Thrust n	n Cards
Jammer	2 Cards

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Thrust n	n Cards
Jammer	2 Cards

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Size	Cards
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5	1
6	0
7-9	-1
10-12	-2

Thrust n	n Cards
Jammer	2 Cards

**Miss**

Range	Cards
0	Can't Hit!
1-3	0
4-6	1
7-9	2
10-12	4

Size	Cards
4	2
5	1
6	0
7-9	-1
10-12	-2

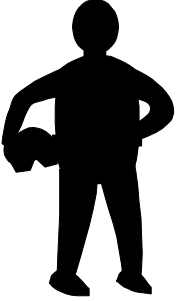
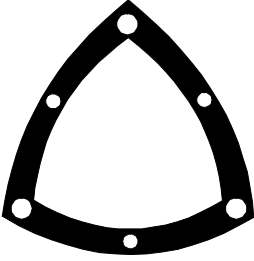
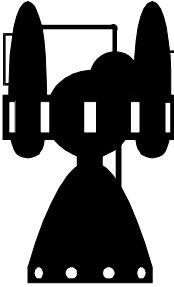
Thrust n	n Cards
Jammer	2 Cards

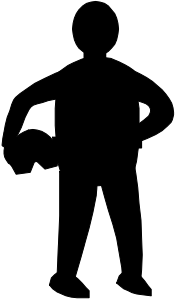
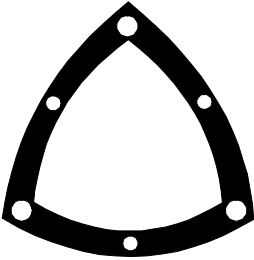
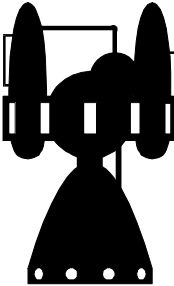
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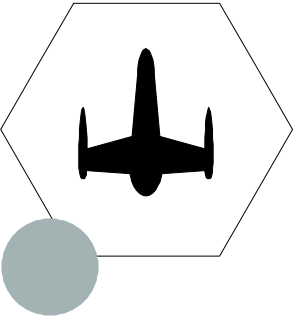
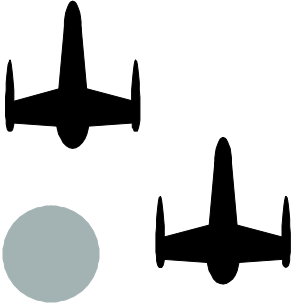
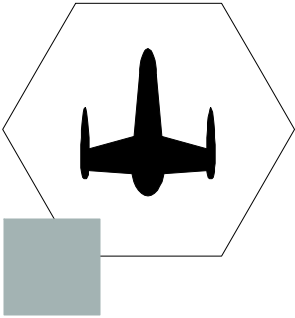
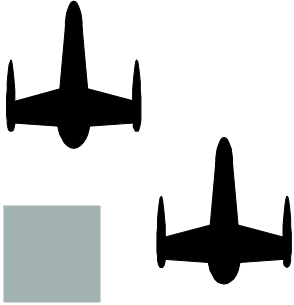
Range	Cards
0	Can't Hit!
1-3	0
4-6	1
7-9	2
10-12	4

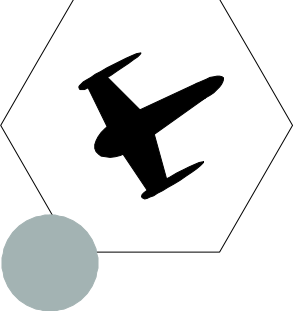
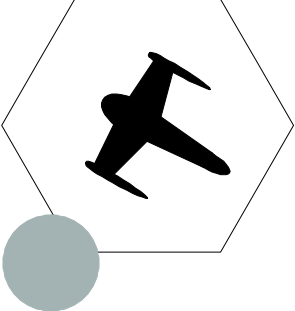
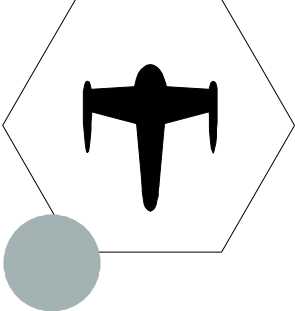
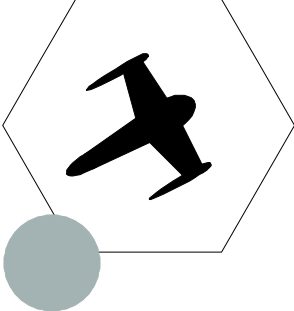
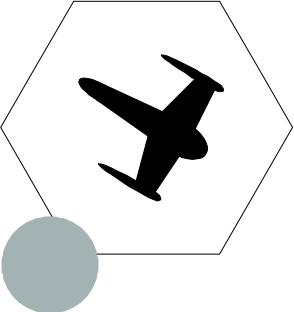
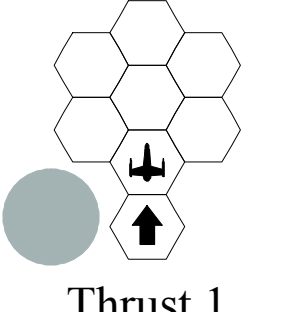
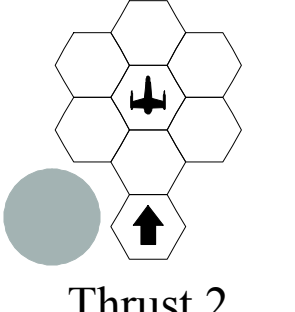
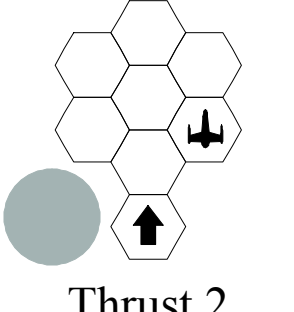
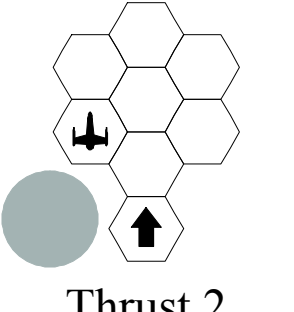
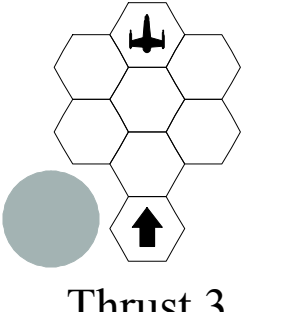
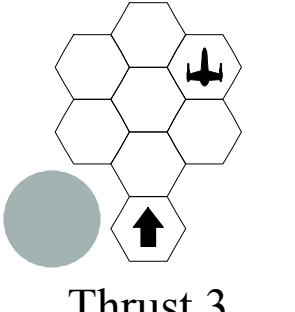
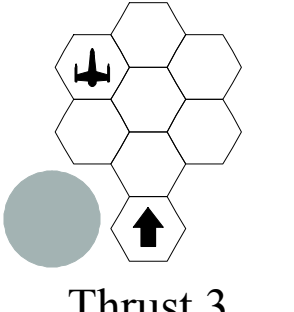
Size	Cards
4	2
5	1
6	0
7-9	-1
10-12	-2



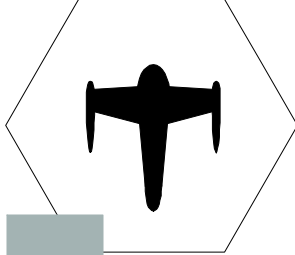


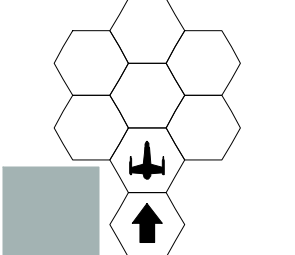
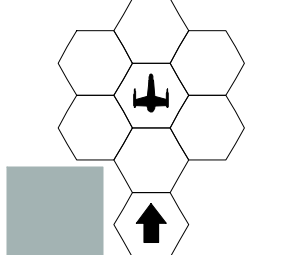
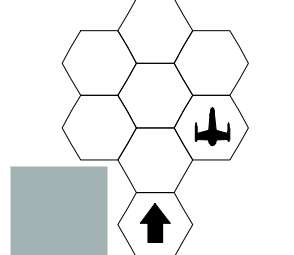
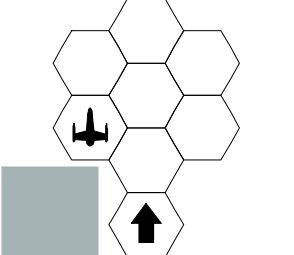
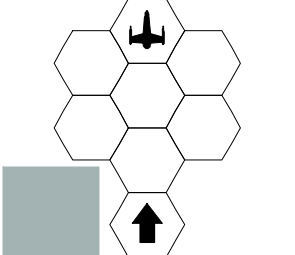
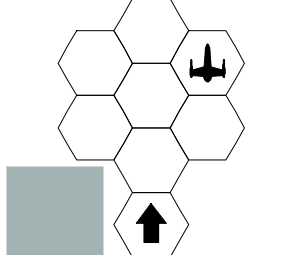
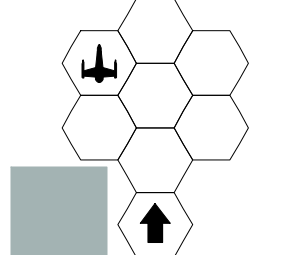
Thrust n	n Cards
Jammer	2 Cards

<b>Crew</b>	<b>Crew</b>	<b>Str</b>	<b>Str</b>	<b>Thr</b>	<b>Thr</b>
<u>System</u>		<u>System</u>		<u>System</u>	
					
Crew Member		Structure		Thruster	

<b>Crew</b>	<b>Crew</b>	<b>Str</b>	<b>Str</b>	<b>Thr</b>	<b>Thr</b>
<u>System</u>		<u>System</u>		<u>System</u>	
					
Crew Member		Structure		Thruster	

<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>	<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>
<u>Turn</u>		<u>Maneuver</u>		<u>Turn</u>		<u>Maneuver</u>	
							
No Change		ditto		No Change		ditto	

<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>		<u>Turn</u>		<u>Turn</u>	
							
60° Starboard		120° Starboard		Reverse		120° Port	
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
60° Port		Thrust 1 Ahead		Thrust 2 Ahead		Thrust 2 Starboard Slip	
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
Thrust 2 Port Slip		Thrust 3 Ahead		Thrust 3 Starboard Slip		Thrust 3 Port Slip	

<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>		<u>Turn</u>		<u>Turn</u>	
							
60° Starboard	120° Starboard	Reverse	120° Port				
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
60° Port	Thrust 1 Ahead	Thrust 2 Ahead	Thrust 2 Starboard Slip				
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>				
							
Thrust 2 Port Slip	Thrust 3 Ahead	Thrust 3 Starboard Slip	Thrust 3 Port Slip				

**TURN**  
**BURN**

**TURN**  
**BURN**

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**TURN**  
**BURN**

# Introduction

This module introduces the ditto maneuver, which allows a single player to run 2 fighters. Five new system cards are also introduced; repair bot, armor, shield generator, scanner, and jammer. And you may now plot a new action, eject, using your crew member system card.

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# Scenario

**Background:** This scenario depicts the mayhem that ensues when 2 massive fighter squadrons engage in a dogfight over the mineral rich planet Pa'pchorh (or whatever.) The map is fixed and covers only a small portion of the battle. As one fighter leaves the map, or goes down in a blaze of glory, another moves in to take its place. The battle rages on until one side establishes orbital superiority.

**Teams:** This scenario is played in 2 teams with 2 or more fighters on each team. If there are only 2 players, both players must run 2 fighters each (not hard, really.) If there are an odd number of players, 1 player must run 2 fighters so both teams will have an equal number.

**Elimination:** A fighter is eliminated if it is destroyed, its crew member ejects or is killed, or it leaves the map. In this module, a fighter is *not* eliminated if its gun is destroyed. The map is fixed; if a fighter's momentum marker leaves the map the fighter is out of the game.

**Replacement:** Eliminated fighters are replaced. If your fighter is eliminated, you must build a new one, skip the next turn, then reenter the map. On your turn of re-entry, the opposing team chooses which map edge hex your new fighter will start in. Then you choose your fighter's facing and speed. Your new fighter may enter at any facing and at any speed from 0 to 6. You may enter combat with your shields up.

**Victory:** Your team scores 1 point for each opposing fighter eliminated. The first team to reach 8 points wins the scenario. Players may agree to a different goal number before the game begins. Or, players may agree to play the scenario for a fixed length of time and the team that scores the most points by the end of the time period wins.

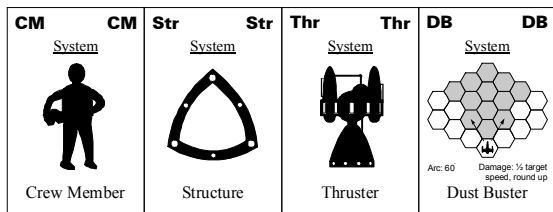
Last Updated: 2007-09-16

# Getting Started

## Build Your Fighter

**New Cards:** System cards introduced in this module are repair bot, armor, shield generator, scanner, and jammer. See the System Cards section in the next column for a description of these cards.

**Basics:** The maximum number of system cards a fighter may have is 6. Your fighter must begin with at least 1 crew member, 1 structure, 1 thruster, and 1 gun. You decide what you want the remaining 2 cards to be.



*Basic Systems*

**Redundant Systems:** You may have 2 cards that are the same, but remember, you can plot only 1 action per turn. However, having a backup crew member or thruster may not be a bad idea. For example, if you have 3 structure cards and you lose 2 of them, your fighter does not break up.

**Hidden:** You do not have to show your opponent your system cards until you use them or until they are pulled when your fighter is hit.

## Take Set of Maneuver Cards

Each player should start with a set of maneuver cards. If you are running 2 fighters, you will use the ditto maneuver card. See the Move Fighters section on page 2-5 for a description of the ditto maneuver.

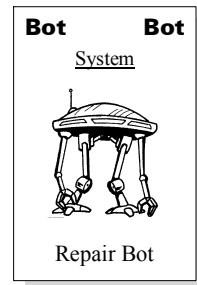
## Set up the Map

Place opposing fighters on opposite sides of the map. Place each fighter's location marker in the same hex as the fighter and place its momentum marker anywhere from 0 to 6 hexes away from the fighter. Your fighters may start at any facing, and they may enter combat with shields up.

# System Cards

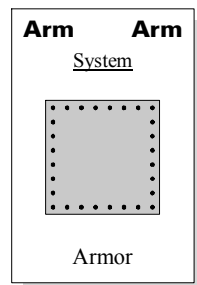
## Repair Bot

You can use a repair bot to fix damage to your fighter. Plot a repair action by placing the repair bot card face-down on the table. During the Operate Systems phase, add any 1 system card you lost earlier (except armor) back into your fighter. You cannot add a system card that you did not start with.



## Armor

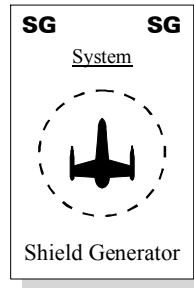
You may equip your fighter with external, ablative armor. You do not have to plot an armor card; the armor automatically absorbs damage before it reaches your critical systems. However, bubble guns ignore armor. See the Fire Guns section on page 2-5 for a description of how armor absorbs damage.





## Shield Generator

This system may be used to create an impervious energy shell around your fighter. You plot raising or lowering your shields by playing a shield generator card face-down on the map.



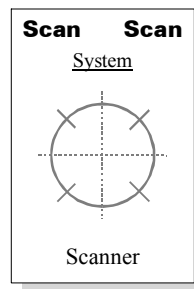
**Shield Marker:** When your shields come up, place a shield marker in your fighter's hex. Remove the marker when your shields go down.



**Effect:** While shields are up, your fighter ignores all damage it receives. However, a hit from a bubble gun will destroy the shield generator itself. See page 2-6. While your shields are up you may plot only repairs, turn maneuvers, or to lower your shields.

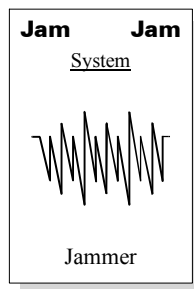
## Scanner

This specialized targeting computer allows you to lock-on to a single target. When you fire your gun at a target you have lock-on to, divide the range in half and round up. This increases the range of your guns to 24 hexes.



## Jammer

You may use this system to thwart enemy scanners. When you operate a jammer, remove all lock-ons placed on your fighter. You may even remove a lock-on on the same turn you receive it.



**Miss Cards:** On any turn you operate a jammer, your fighter receives 2 additional miss cards if someone fires at it.

# Turn Sequence

In this module, a new phase, Operate Systems, is introduced. Each turn is now broken down into these phases:

1. Plot Actions
2. Move Fighters
3. Operate Systems
4. Fire Guns

## Plot Actions

**Ditto Maneuver:** This module introduces a new maneuver card, ditto, that allows you to plot maneuvers for 2 different fighters using a single set of maneuver cards. See the Move Fighters section on page 2-5 for an explanation.

**Eject:** To eject, place your crew member card facedown on the table. During the Operate Systems phase, your fighter is eliminated. The other team gets a point, but at least you can start over the turn after next with a fresh fighter.

**Repair Bot:** To repair a system, place your repair bot card facedown on the table.

**Armor:** You do not have to plot armor; it works automatically during combat.

**Shield Generator:** To raise or lower shields, place your shield generator card facedown on the table. While your shields are raised, the only cards you may plot are the shield generator and repair bot system cards and turn maneuver cards.

**Scanner or Jammer:** To activate your scanner or jammer, place your scanner or jammer card facedown on the table.

## Operate Systems

### *Eject*

If you plotted a crew member card, remove your fighter from the map. The other team scores 1 point.

### *Repair Bot*

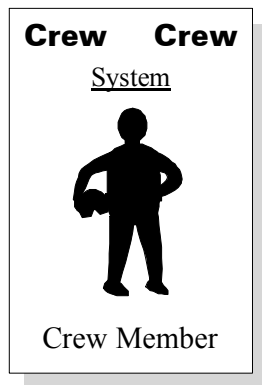
If you plotted a repair bot card, you may add back to your fighter any 1 system card that you lost earlier. However, you cannot repair armor and you cannot add a system card that you did not start with.

### *Shield Generator*

If you plotted a shield generator card while your shields are down, your shields come up. Place a shield marker in your fighter's hex to indicate that its shields are up. If you plotted a shield generator card while your shields were up, your shields come down. Remove the shield marker from your fighter's hex.

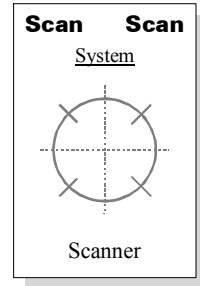
### *Jammer*

If you plotted a jammer card, remove all lock-on markers from your fighter. Your fighter cannot be locked onto by scanners this turn.



*Play your crew member card facedown to plot an eject action*

### *Scanner*



**Add Lock-On:** If you plotted a scanner card, you may place your lock-on marker on any 1 opposing fighter anywhere on the map. If you already have a lock-on, you may move your marker to another fighter or leave it where it is. There is no range limit or firing arc for scanners. However, you may have lock-on to only a single target at any given time.

**Maintain Lock-On:** You may maintain lock-on from one turn to the next by playing either a scanner or a gun card each turn. However, you must remove your lock-on marker when any of the following occur:



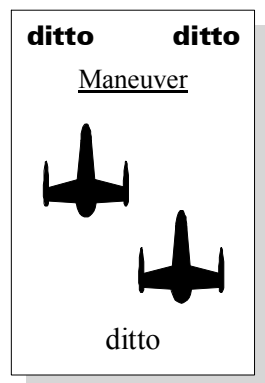
1. you play a gun card and the target is not within range
2. you play a gun card and the target is not in the gun's arc
3. you play a gun card and fire on a different target
4. you play any card other than scanner or gun
5. your target plays a jammer card

**Lock-On Example:** On the 1st turn, Kim plays her scanner card during the Plot phase and places her lock-on marker on Thad's fighter during the Operate Systems phase. On the 2nd turn, Kim guesses that Thad will be out of her neutrino beam's arc, so she plays her scanner card again to maintain lock-on. On the 3rd turn, Kim plays her gun card during the Plot phase, hoping this time Thad will move into her gun's arc. During the Move Fighters phase, Thad's fighter does indeed move into Kim's firing arc and he is 13 hexes away. During the Fire Guns phase, Kim fires on Thad with an effective range of 7 (13 / 2, rounded up.) Kim's lock-on marker remains on Thad's fighter after firing.

## Move Fighters

This module introduces a new maneuver card, ditto, that allows you to plot maneuvers for 2 different fighters using a single set of maneuver cards. If you want to plot the same maneuver for both of your fighters, place the maneuver card you want next to one fighter and place the ditto card next to the other. During the Move Fighters phase, both fighters must execute the same maneuver.

**Example:** You have 2 fighters and you want them both to turn 60 degrees to port. During the Plot phase, place your T60P maneuver card facedown next to one fighter, and your ditto maneuver card facedown next to the other. During the Move Fighters phase, both will turn 60 to port.



*Use the ditto maneuver card to plot the same maneuver for both of your fighters*

## Fire Guns

### Multiple Gun Actions

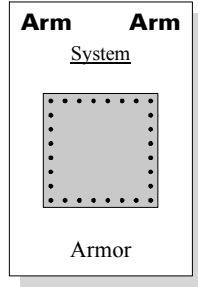
**Announce:** If 2 or more fighters on the same team plot gun actions, all gunning fighters must announce their targets *before* resolving any damage. In other words, you cannot wait to see if your team mate destroys a target before you decide who to shot at.

**Resolve Damage:** Resolve damage 1 fighter at a time. Destroyed system cards are pulled permanently; do not put them back for the next fighter to pull. However, always make sure you have the correct number of miss cards before each fighter begins pulling cards.

**Example:** Fighters Alpha and Beta both shoot at Tau. It does not matter who pulls cards first, so Alpha starts. Alpha is 4 hexes away and Tau did not perform a burn maneuver, so add 1 miss card. Alpha caused 2 points of damage so she pulls 2 cards, the miss card and a gun card. Now it is Beta's turn. Beta is 10 hexes away, so Tau makes sure he has exactly 4 miss cards before Beta pulls any cards. Tau's gun card is gone, so Beta pulls from Tau's remaining system cards plus the 4 miss cards.

### Armor

**Effect:** If your fighter has 1 or more armor cards, ignore *all* of the damage it receives during *1 complete turn* (however, see Bubble Gun below.) Even if your fighter is hit by multiple attackers, all damage for the entire turn is ignored. At the end of a turn during which damage is taken, remove 1 armor card from your fighter.



**Miss Cards:** If you are entitled to 1 or more miss cards, make sure your fighter is actually hit before you remove your armor card. Hold up all of your system cards and miss cards and have your opponent pull cards normally. If any system card is taken, return it to your fighter and instead remove 1 armor card at the end of the turn.

**Bubble Gun:** *Damage from a bubble gun ignores armor.* If your armored fighter is hit with a bubble gun, treat the armor as just another system card that may be pulled by the bubble gun's damage.

### Shields

A fighter that has shields up cannot be damaged (however, see Bubble Gun below.) A fighter with its shields up cannot fire its own gun.



**Bubble Gun:** If a fighter with shields up is hit by a bubble gun, remove the fighter's shield generator system card. It does not receive any other damage. The fighter's shields come down automatically at the end of the current turn. The fighter cannot suffer any additional damage until the next turn, even if it is hit again by another bubble gun.

**Miss Cards:** If you are entitled to 1 or more miss cards, make sure your fighter is actually hit by the bubble gun before you eliminate the shield generator. Hold up all of your system cards and miss cards and have your opponent pull cards normally. If any system card is taken, return it to your fighter and instead remove 1 shield generator card and drop shields at the end of the turn.

### Lock-On

**Halve Range:** If you have a lock-on marker on another fighter, you may fire your gun at a range of 24 hexes. Divide the range in half and round up when you determine the range to your target.



**Neutrino Beam:** If you are firing a neutrino beam, divide the range in half *before* determining how much damage the gun will do. For example, a neutrino beam fired at range 6 will do 3 points of damage.

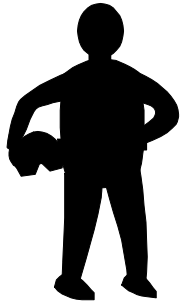
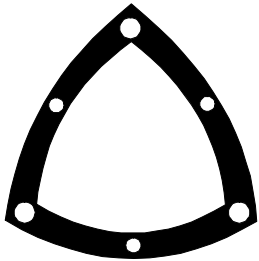
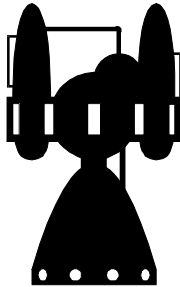
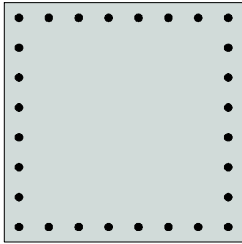
**Owner:** A lock-on benefits only the fighter that placed the marker; other fighters do not receive this benefit unless they place their own lock-on markers on the target.


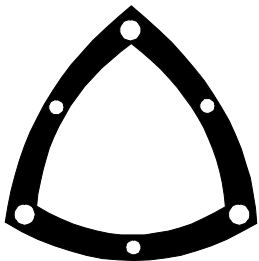
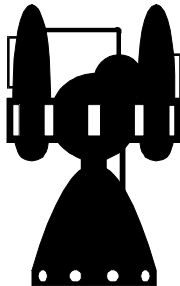
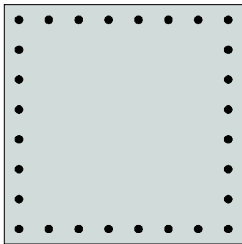
### Jammer

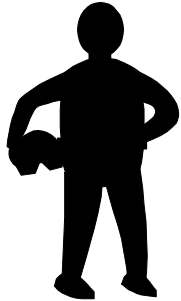
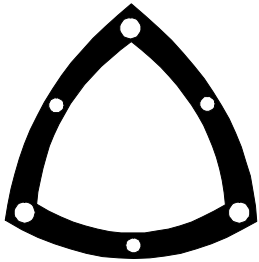
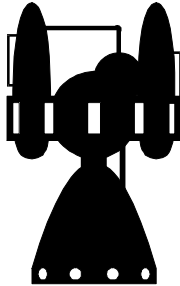
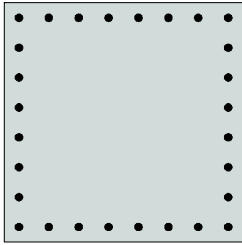
If you plotted a jammer action and your fighter is fired upon, add 2 additional miss cards.

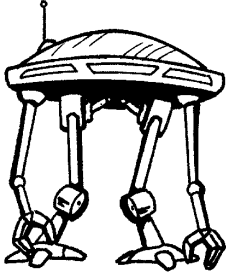

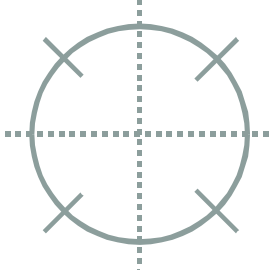

Miss	
Range	Cards
0	Can't Hit!
1-3	0
4-6	1
7-9	2
10-12	4
Size	Cards
4	2
5	1
6	0
7-9	-1
10-12	-2
Thrust n	n Cards
Jammer	2 Cards

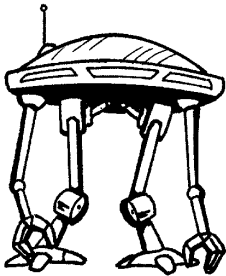

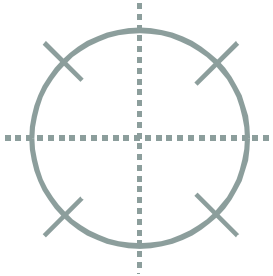

*You receive 2 additional miss cards when you play a jammer*

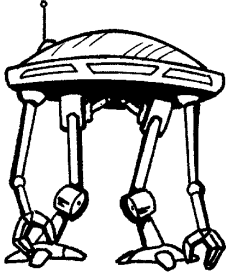

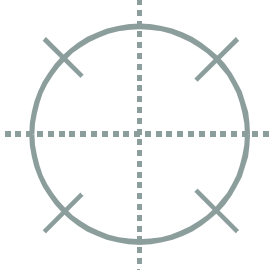

<b>Crew</b>	<b>Crew</b>	<b>Str</b>	<b>Str</b>	<b>Thr</b>	<b>Thr</b>	<b>Arm</b>	<b>Arm</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Crew Member		Structure		Thruster		Armor	

<b>Crew</b>	<b>Crew</b>	<b>Str</b>	<b>Str</b>	<b>Thr</b>	<b>Thr</b>	<b>Arm</b>	<b>Arm</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Crew Member		Structure		Thruster		Armor	

<b>Crew</b>	<b>Crew</b>	<b>Str</b>	<b>Str</b>	<b>Thr</b>	<b>Thr</b>	<b>Arm</b>	<b>Arm</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Crew Member		Structure		Thruster		Armor	

<b>Bot</b>	<b>Bot</b>	<b>SG</b>	<b>SG</b>	<b>Scan</b>	<b>Scan</b>	<b>Jam</b>	<b>Jam</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Repair Bot		Shield Generator		Scanner		Jammer	

<b>Bot</b>	<b>Bot</b>	<b>SG</b>	<b>SG</b>	<b>Scan</b>	<b>Scan</b>	<b>Jam</b>	<b>Jam</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Repair Bot		Shield Generator		Scanner		Jammer	

<b>Bot</b>	<b>Bot</b>	<b>SG</b>	<b>SG</b>	<b>Scan</b>	<b>Scan</b>	<b>Jam</b>	<b>Jam</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Repair Bot		Shield Generator		Scanner		Jammer	

<b>LT</b>	<b>LT</b>	<b>NB</b>	<b>NB</b>	<b>DB</b>	<b>DB</b>	<b>BG</b>	<b>BG</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
Arc: 180°	Damage: 1	Arc: 120°	Damage: 6-range or 1	Arc: 60°	Damage: 1/2 target speed, round up	Arc: 0°	Damage: 6, ignore armor, K.O. shields

Laser Turret

Neutrino Beam

Dust Buster

Bubble Gun

<b>LT</b>	<b>LT</b>	<b>NB</b>	<b>NB</b>	<b>DB</b>	<b>DB</b>	<b>BG</b>	<b>BG</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
Arc: 180°	Damage: 1	Arc: 120°	Damage: 6-range or 1	Arc: 60°	Damage: 1/2 target speed, round up	Arc: 0°	Damage: 6, ignore armor, K.O. shields

Laser Turret

Neutrino Beam

Dust Buster

Bubble Gun

<b>LT</b>	<b>LT</b>	<b>NB</b>	<b>NB</b>	<b>DB</b>	<b>DB</b>	<b>BG</b>	<b>BG</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
Arc: 180°	Damage: 1	Arc: 120°	Damage: 6-range or 1	Arc: 60°	Damage: 1/2 target speed, round up	Arc: 0°	Damage: 6, ignore armor, K.O. shields

Laser Turret

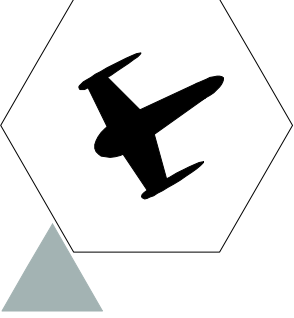
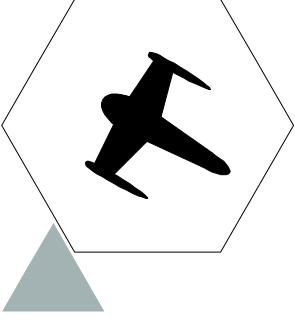
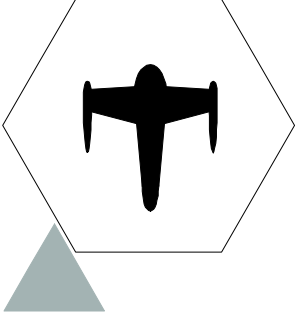
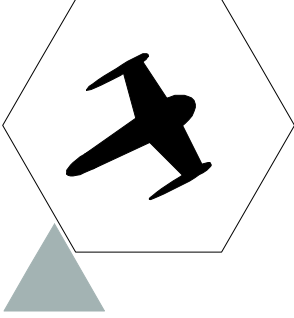
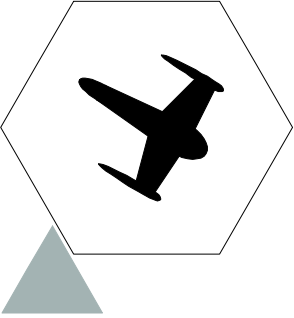
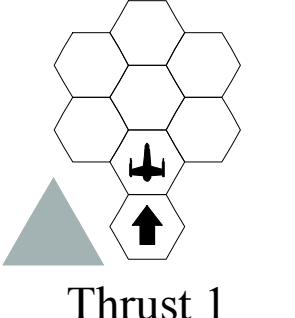
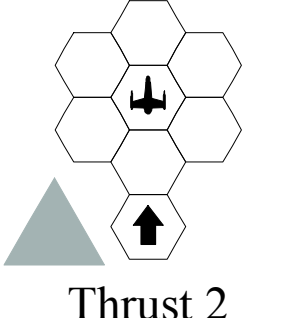
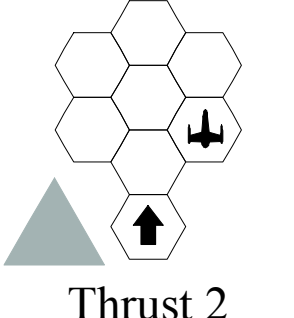
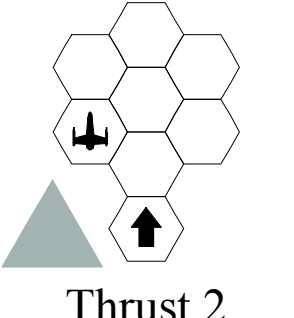
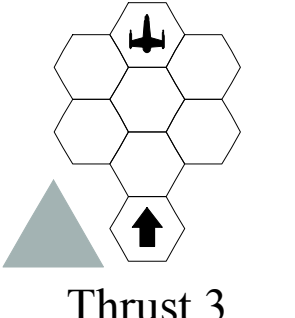
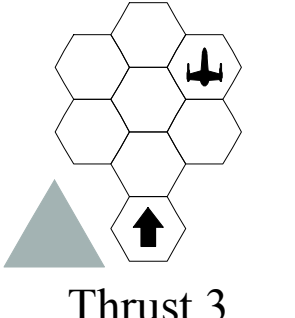
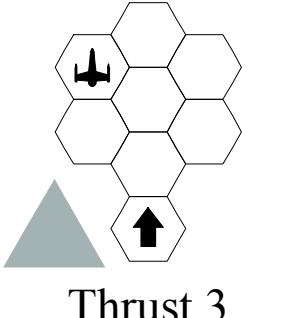
Neutrino Beam

Dust Buster

Bubble Gun

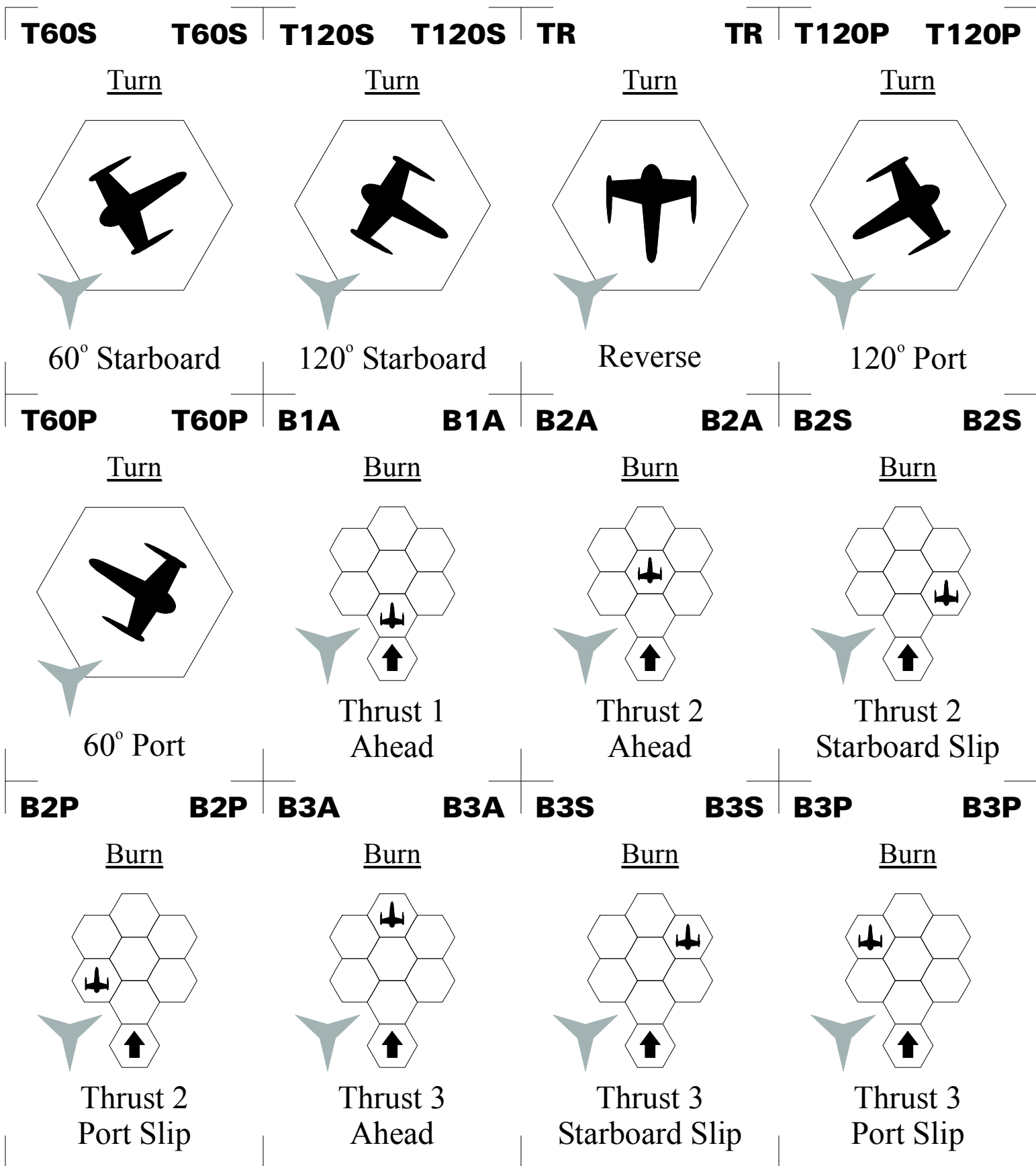
<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>	<u>Turn</u>	<u>Turn</u>	<u>Turn</u>	<u>Turn</u>	<u>Turn</u>	<u>Turn</u>	<u>Turn</u>
60° Starboard	120° Starboard	Reverse	120° Port				
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>
60° Port	Thrust 1 Ahead	Thrust 2 Ahead	Thrust 2 Starboard Slip				
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>	<u>Burn</u>
Thrust 2 Port Slip	Thrust 3 Ahead	Thrust 3 Starboard Slip	Thrust 3 Port Slip				

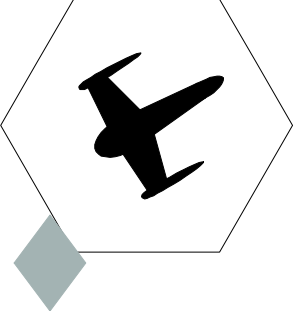
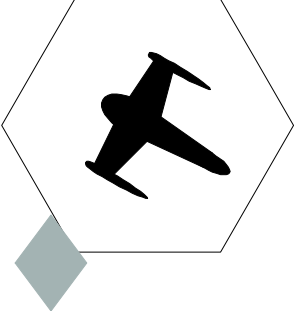
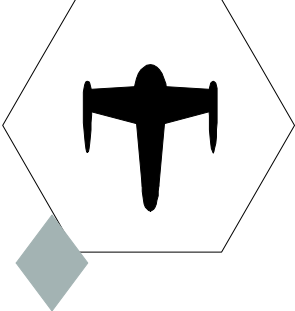
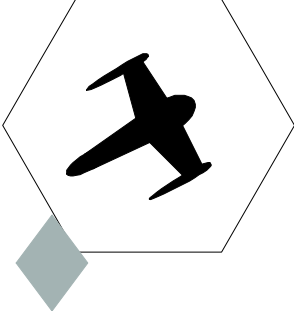
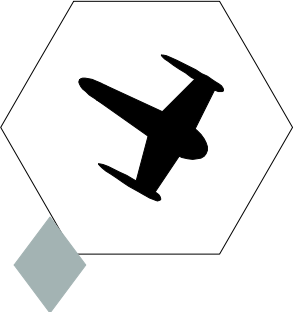
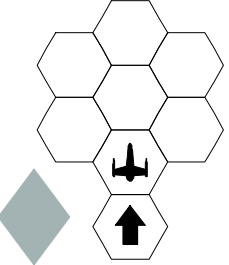
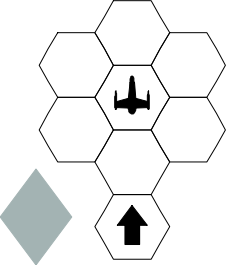
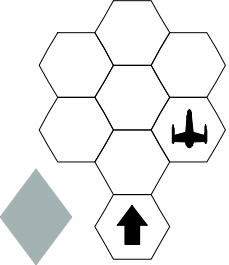
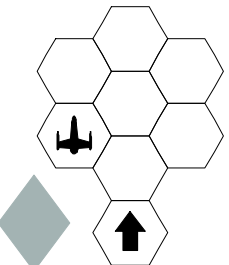
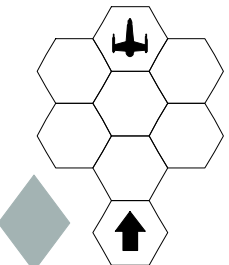
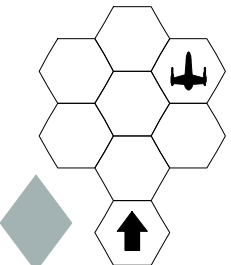
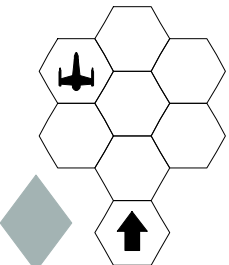


<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>		<u>Turn</u>		<u>Turn</u>	
							
60° Starboard		120° Starboard		Reverse		120° Port	
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
60° Port		Thrust 1 Ahead		Thrust 2 Ahead		Thrust 2 Starboard Slip	
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
Thrust 2 Port Slip		Thrust 3 Ahead		Thrust 3 Starboard Slip		Thrust 3 Port Slip	
















































<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>		<u>Turn</u>		<u>Turn</u>	
60° Starboard		120° Starboard		Reverse		120° Port	
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
60° Port		Thrust 1 Ahead		Thrust 2 Ahead		Thrust 2 Starboard Slip	
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
Thrust 2 Port Slip		Thrust 3 Ahead		Thrust 3 Starboard Slip		Thrust 3 Port Slip	

<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>		<u>Turn</u>		<u>Turn</u>	
60° Starboard		120° Starboard		Reverse		120° Port	
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
60° Port		Thrust 1 Ahead		Thrust 2 Ahead		Thrust 2 Starboard Slip	
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
Thrust 2 Port Slip		Thrust 3 Ahead		Thrust 3 Starboard Slip		Thrust 3 Port Slip	











































<b>T60S</b>	<b>T60S</b>	<b>T120S</b>	<b>T120S</b>	<b>TR</b>	<b>TR</b>	<b>T120P</b>	<b>T120P</b>
<u>Turn</u>		<u>Turn</u>			<u>Turn</u>		<u>Turn</u>
							
60° Starboard		120° Starboard		Reverse		120° Port	
<b>T60P</b>	<b>T60P</b>	<b>B1A</b>	<b>B1A</b>	<b>B2A</b>	<b>B2A</b>	<b>B2S</b>	<b>B2S</b>
<u>Turn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
60° Port		Thrust 1 Ahead		Thrust 2 Ahead		Thrust 2 Starboard Slip	
<b>B2P</b>	<b>B2P</b>	<b>B3A</b>	<b>B3A</b>	<b>B3S</b>	<b>B3S</b>	<b>B3P</b>	<b>B3P</b>
<u>Burn</u>		<u>Burn</u>		<u>Burn</u>		<u>Burn</u>	
							
Thrust 2 Port Slip		Thrust 3 Ahead		Thrust 3 Starboard Slip		Thrust 3 Port Slip	

<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>	<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>
<u>Turn</u>		<u>Maneuver</u>		<u>Turn</u>		<u>Maneuver</u>	
No Change		ditto		No Change		ditto	
<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>	<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>
<u>Turn</u>		<u>Maneuver</u>		<u>Turn</u>		<u>Maneuver</u>	
No Change		ditto		No Change		ditto	
<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>	<b>TNC</b>	<b>TNC</b>	<b>ditto</b>	<b>ditto</b>
<u>Turn</u>		<u>Maneuver</u>		<u>Turn</u>		<u>Maneuver</u>	
No Change		ditto		No Change		ditto	

Fighter 01 	Fighter 01 Mom 	Fighter 01 Loc 	Fighter 01 Lock-On 	Fighter 01 Heavy Guns 	Shield 
Fighter 02 	Fighter 02 Mom 	Fighter 02 Loc 	Fighter 02 Lock-On 	Fighter 02 Heavy Guns 	Shield 
Fighter 03 	Fighter 03 Mom 	Fighter 03 Loc 	Fighter 03 Lock-On 	Fighter 03 Heavy Guns 	Shield 
Fighter 04 	Fighter 04 Mom 	Fighter 04 Loc 	Fighter 04 Lock-On 	Fighter 04 Heavy Guns 	Shield 
Fighter 05 	Fighter 05 Mom 	Fighter 05 Loc 	Fighter 05 Lock-On 	Fighter 05 Heavy Guns 	Shield 
Fighter 06 	Fighter 06 Mom 	Fighter 06 Loc 	Fighter 06 Lock-On 	Fighter 06 Heavy Guns 	Shield 
Fighter 07 	Fighter 07 Mom 	Fighter 07 Loc 	Fighter 07 Lock-On 	Fighter 07 Heavy Guns 	Shield 
Fighter 08 	Fighter 08 Mom 	Fighter 08 Loc 	Fighter 08 Lock-On 	Fighter 08 Heavy Guns	Shield 

*Black & White Counters - print on card stock and mount on chipboard  
Heavy Gun counters are used in Module 3*

Fighter 01 	Fighter 01  Mom ●	Fighter 01  Loc ●	Fighter 01  Lock-On ●	Fighter 01 <b>Heavy Guns</b> ●	
Fighter 02 	Fighter 02  Mom ■	Fighter 02  Loc ■	Fighter 02  Lock-On ■	Fighter 02 <b>Heavy Guns</b> ■	
Fighter 03 	Fighter 03  Mom ▲	Fighter 03  Loc ▲	Fighter 03  Lock-On ▲	Fighter 03 <b>Heavy Guns</b> ▲	
Fighter 04 	Fighter 04  Mom +	Fighter 04  Loc +	Fighter 04  Lock-On +	Fighter 04 <b>Heavy Guns</b> +	
Fighter 05 	Fighter 05  Mom ✕	Fighter 05  Loc ✕	Fighter 05  Lock-On ✕	Fighter 05 <b>Heavy Guns</b> ✕	
Fighter 06 	Fighter 06  Mom ◆	Fighter 06  Loc ◆	Fighter 06  Lock-On ◆	Fighter 06 <b>Heavy Guns</b> ◆	
Fighter 07 	Fighter 07  Mom ▼	Fighter 07  Loc ▼	Fighter 07  Lock-On ▼	Fighter 07 <b>Heavy Guns</b> ▼	
Fighter 08 	Fighter 08  Mom	Fighter 08  Loc	Fighter 08  Lock-On	Fighter 08 <b>Heavy Guns</b>	

*Color Counters - print on card stock and mount on chipboard  
Heavy Gun counters are used in Module 3*



# Introduction

This module allows you to build heavy fighters with bigger guns and more systems. And fighters are no longer limited to just 1 action per turn—a fighter may perform 1 action for each crew member on board.

**Optional:** All of the of the rules in this module are optional. You may pick and choose which rules you want to use and ignore the rest.

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# Scenario

**Background:** The Evil Empire has fielded a new type of bigger, badder fighter and its coming for your defenseless agricultural station (or whatever.) You must destroy it with nothing more than determination and a couple of standard issue fighters. Good luck!

**Sides:** This scenario can be played by 2 or 3 players. The Evil Empire has 1 super fighter with 12 system cards. Supers are described in the Big Fighter section on page 3-2. The Peaceful Agrarians have 3 small and/or standard fighters with a total of 15 system cards.

**Victory:** You win the scenario if you eliminate your opponent's fighters without being eliminated yourself. A fighter is eliminated if its destroyed, all of its crew members eject or are killed, or it's momentum marker leaves the map. The map is fixed; if a fighter's momentum marker leaves the map, the fighter is out of the game.

**Variants:** This scenario can be easily expanded to include more players. For each additional Evil Empire 12-system fighter, add Peaceful Agrarian fighters totaling 15 system cards.

## Big Fighters

You can build heavy fighters with up to 9 system cards and super fighters with up to 12 system cards.

### Heavy Fighters

**System Cards:** Any fighter that starts with 7, 8, or 9 system cards is considered heavy. All heavy fighter rules apply to the fighter, even if it loses system cards during combat.

**Structure:** A heavy fighter must start with at least 2 structure cards. If at any point your heavy fighter has only 1 structure card and more than 6 system cards total, you must remove system cards until only 6 remain. You decide which cards to remove from your fighter. Just be sure not to remove your last structure-

**Turns:** A heavy fighter is not as nimble as a standard fighter. Your heavy may not make a reverse turn (TR) maneuver. Remove this card from your maneuver deck.

**Burns:** Your heavy fighter must have at least 2 thrusters to make a thrust 3 burn. If it has only 1 thruster, it may make only thrust 1 and thrust 2 burns.

**Miss:** Before you determine damage to a heavy fighter, subtract 1 miss card. If there are no miss cards in your hand, there is no effect.

**Scenario Balance:** A squadron of heavy fighters is harder to kill than an equivalent squadron of standard fighters. For each heavy fighter in your squadron, give your opponent 1 additional system card.

### Super Fighters

**System Cards:** Any fighter that starts with 10, 11, or 12 system cards is considered super. All super fighter rules apply to the fighter, even if it loses system cards during combat.

**Structure:** A super fighter must start with at least 3 structure cards. If at any point your super has only 2 structure cards and more than 9 system cards total, you must remove system cards until only 9 remain. If your super has only 1 structure and more than 6 systems total, you must remove systems until only 6 remain. You decide which cards to remove from your fighter.

**Turns:** The term “nimble” cannot be applied to a super fighter. Your super may not make reverse turn (TR) or 120 degree turn (T120P, T120S) maneuvers. Remove these 3 cards from your maneuver deck.

**Burns:** Your super fighter must have at least 3 thrusters to make a thrust 3 burn. It must have at least 2 thrusters to make a thrust 2 burn. If it has only 1 thruster, it may make only thrust 1 burns.

**Miss:** Before you determine damage to a super fighter, subtract 2 miss cards. If there is only 1 miss card in your hand, remove it. And if there are no miss cards, there is no effect.

**Scenario Balance:** For each super fighter in your squadron, give your opponent 3 additional system card.

Fighter Size	Minimum Struct	Thrusters Needed	Maneuver Cards	Miss Cards
4	1	Any = 1	All	+2
5	1	Any = 1	All	+1
6 "Standard"	1	Any = 1	All	0
7-9 "Heavy"	2	Burn 1 = 1 Burn 2 = 1 Burn 3 = 2	No TR	-1
10-12 "Super-Heavy"	3	Burn 1 = 1 Burn 2 = 2 Burn 3 = 3	No TR No T120P No T120S	-2

*Fighter Size Summary*

# Big Guns

**Sets:** You may give your fighter heavy guns by building it with 2 or more identical gun cards. Any set of identical gun cards on your fighter makes up a single, heavy gun.

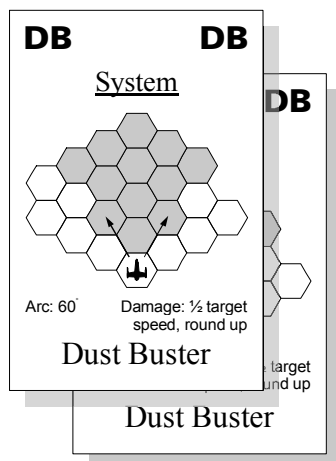
**Announce:** When you build your fighter, you must announce that it has heavy guns. As a reminder, place the corresponding heavy gun marker from the Module 2 counters in front of you. If you do not announce that you have heavy guns, each gun card is a separate gun.

**Plot:** Plot gun fire by playing facedown a single card from your heavy gun. When you reveal your plot you must also show your opponent the other gun card or cards in the set.

**Damage:** The amount of damage inflicted by a heavy gun is doubled if there are 2 cards in the set, tripled if there are 3 cards, and so on.

**Range:** There is no effect on range.

**Eliminated:** If *any* card in a heavy gun set is pulled due to damage, the *entire* heavy gun no longer functions. However, keep the remaining gun cards to soak up further damage.



*A 2-system heavy dust buster causes damage equal to the target's speed*

# Multiple Actions

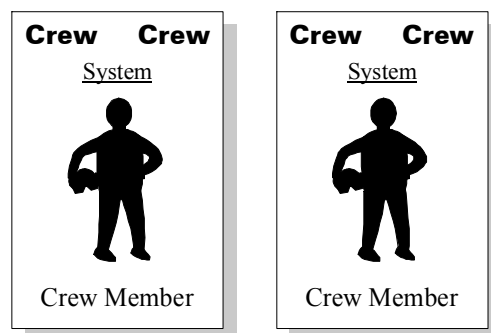
You may plot 1 action for each crew member on your fighter.

**One Maneuver:** A fighter may plot only a single maneuver each turn, no matter how many crew members are on board.

**Guns:** If you plot 2 or more gun actions, you can fire the guns at the same target or fire each gun at a different target. You must announce all of your targets before firing any guns. Treat each gun separately. In other words, make sure the targeted fighter has the correct number of miss cards before each gun fires.

**Scanner:** You can plot a scanner and a gun on the same turn, but the scanner halves the range only for guns fired on the *next* turn. In other words, you get the range bonus only if your scanner marker was on your target at the beginning of the current turn.

**Shields:** You may drop shields and fire a gun on the same turn. However, you cannot raise shields and fire a gun on the same turn.



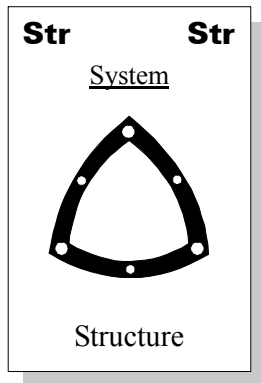
*You receive 1 action for each crew member*

## External Systems

You may add additional system cards to your fighter by mounting them externally. When you build your fighter, you must declare how many of its systems are internal and how many are external.

**Limits:** You may mount externally any system except crew, structure, or armor. The number of external systems you may mount is equal to the number of structure cards you fighter has. For example, a 6-system fighter with 1 structure card may mount a single, 7th external system. A 12-system fighter with 3 structures could mount 3 external systems, giving it a total of 15 cards. This is as big as it gets, folks.

**Faceup:** When you build your fighter, keep its internal system cards hidden in your hand as usual, but place all external system cards faceup in front of you. When you plot the use of an external system, you must place it faceup next to your fighter instead of facedown. Everyone can see what you are plotting and may change their plots accordingly.



*You may have 1 external system for each structure card*

**Pull Cards:** When your fighter is fired upon, place the internal systems and external systems together along with any miss cards in a hand to be pulled by your opponent. If your opponent pulls a card that could be either internal or external, treat it as the external system. For example, Roger's fighter has both an internal and an external neutrino beam when David pulls a neutrino beam from his hand. Roger loses his external neutrino beam.

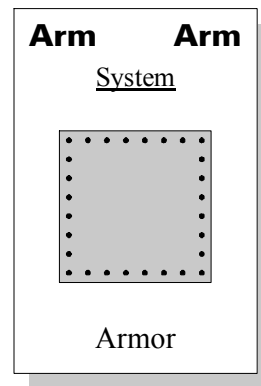
**Automatic Loss:** External systems are easily destroyed. You must remove 1 *external* system card at the end of any phase in which you lost 1 or more *internal* system cards.

**Shields & Armor:** Shields protect external systems, but armor does not. When you remove an armor card, you must also remove 1 external system.

**Big Guns:** An external gun cannot be part of a heavy gun.

**Repair Bots:** External systems may be repaired normally.

**Fighter Size:** External systems do not contribute to a fighter's size. Heavy and super status is determined by the number of internal systems. For example, a fighter with a 7th, external system is still treated as a standard, 6-system fighter, not as a heavy fighter.



*When you lose an armor card, you must also give up 1 external system*

# Introduction

Four new weapons systems are introduced in this module; mine racks, cannons, rocket launchers, and missile launchers. These weapons fire projectiles. A projectile is represented on the map by its own counter, and it has its own momentum and location markers.

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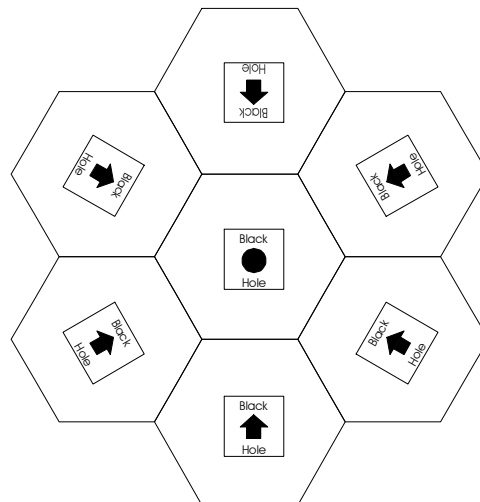
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# Scenario

**Background:** This scenario pits 2 fighters against each other in the gravitational well of a black hole. You win if you eliminate your opponent's fighter and then safely exit the map. A fighter is eliminated if it is destroyed or its crew member is killed or ejects. A fighter is also eliminated if its momentum marker leaves the map before the opposing fighter has been destroyed.

**Fighters:** Before the game begins, players must agree on the maximum number of system cards each fighter may have. This number may be from 4 to 15. You may build your fighter with any number of systems up to the agreed maximum.

**Map:** Set up opposing fighters on opposite sides of the map. A fighter may enter combat with its shields up. Set the black hole counter in the center of the map, directly between the 2 fighters. Place the 6 arrow counters in each of the 6 hexes that surround the black hole so that the arrows point to the black hole.



*Set up Black Hole*

Turn or Burn Copyright © 2005 by Greg Turner  
 Repair Robot artwork Copyright © 1996 by  
 Monika Livingstone.

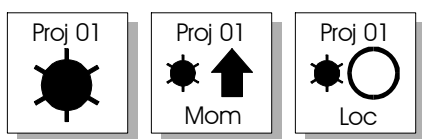
Last Updated: 2007-09-16

# System Cards

## Projectile Weapons

Four new weapons systems are introduced in this module: mine racks, cannons, rocket launchers, and missile launchers. These weapons fire projectiles.

**Projectiles:** A projectile is represented on the map by its own counter, and it has its own momentum and location markers.



**Ammo:** A projectile weapon carries a limited amount of ammo. Use an ammo form to keep track of your usage. Once a weapon runs out of ammo it may no longer fire. However, keep its system card because it may still be pulled if your fighter is damaged.

**System Destroyed:** If a projectile weapon is destroyed, any unlaunched projectiles are also destroyed but they do not explode.

**Fighter Eliminated:** If you launch a projectile and your fighter is later eliminated, your projectile stays on the map and you may continue to move it. You may also continue to maneuver any missiles you launched before your demise.

**Ammo**

Mines: ○○○○○○○○

Cannon: ○○○○

Rockets: ○○

Missile:

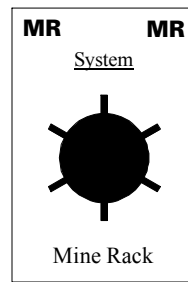
ID Number:

Fuel: ○○○○○○○○

*Ammo Form*

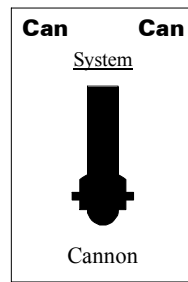
### Mine Rack

A mine rack carries 8 projectiles. When you drop a mine, the projectile adopts the momentum of your fighter.



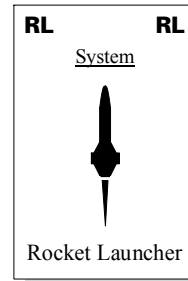
### Cannon

A cannon carries 4 projectiles. When fired, you may impart the equivalent of a thrust 0, 1, 2, or 3 burn maneuver to the projectile, but only in the direction your fighter is facing.



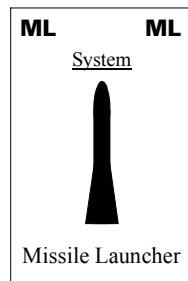
### Rocket Launcher

A rocket launcher carries 2 projectiles. When launched, you may place the rocket's momentum marker anywhere within 3 hexes of your fighter's momentum marker.



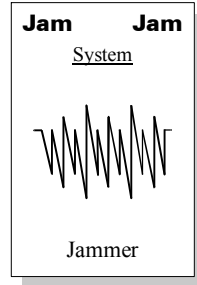
### Missile Launcher

A missile launcher carries a single missile. On the turn of launch and each subsequent turn, you may adjust your missile's momentum marker 0, 1, 2, or 3 hexes in any direction. However, you may adjust a missile's momentum marker a total of only 8 hexes before it runs out of fuel.



## Jammer

**Detonate:** You may use your Jammer to attempt to detonate a projectile within 12 hexes of your fighter. The projectile may belong to you or your opponent.



**Procedure:** During the Operate Systems Phase, create a deck of cards consisting of 1 projectile system card plus a number of miss cards equal to the distance from your fighter to the target projectile. Draw 1 card. If you draw the projectile card, the projectile explodes causing normal damage to its surroundings. Any other projectiles caught in the explosion are destroyed *without* detonating.

**Fail Safe:** Projectiles have elaborate safety mechanism and will *not* detonate if there is a fighter *friendly to the projectile* in the same or in an adjacent hex. It does not matter if the fighter has armor or active shields; the projectile cannot be detonated.

## Repair Bot

**One Reload:** Once per game, a projectile weapon may be reloaded by a repair bot. It is not necessary for the weapon to be destroyed, just play your repair bot card and announce that a weapon has been reloaded. A repair bot may completely reload 1 weapon per turn.

**Repair:** If a projectile weapon is destroyed *before* it is reloaded, it comes back fully loaded when repaired. This counts as the weapon's single reload for the game. If a projectile weapon is destroyed *after* it was reloaded, it will have no ammo when repaired.

# Turn Sequence

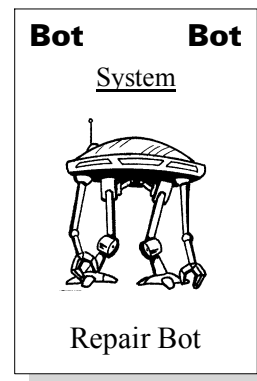
Each turn is broken down into these phases:

1. Plot Actions
2. Launch Projectiles
3. Maneuver Missiles
4. Move Projectiles
5. Move Fighters
6. Operate Systems
7. Fire Guns
8. Detonate Projectiles
9. Gravitational Effect

## Plot Actions

**Projectile Weapons:** To launch a projectile, place the weapon system card facedown on the table.

**Do Not Reveal:** *Do not* reveal your plotted action when everyone has finished plotting. Instead, reveal projectile launches at the beginning of the Launch Projectiles phase and reveal all other plots at the beginning the Move Fighters phase.



*A repair bot may reload projectile weapons*

### Launch Projectiles

**Reveal Plot:** Anyone who plotted to launch a projectile must flip its system card faceup. *Leave all other plotted actions facedown.*

**Take Turns:** If you and your opponent both plotted to launch projectiles, roll a die. The high roller must launch first. If you or your opponent have more than 1 fighter launching projectiles, take turns 1 fighter at a time. In other words, 1 of the high roller's fighters launches, then 1 of the low roller's fighters, then 1 of the high roller's, etc...

**Deplete Ammo:** Cross a box off on your ammo form to note the expenditure of ammo.

**Place Counter:** Place a projectile or missile counter in the same hex as your fighter. A missile is a projectile but use a different counter to let everyone know it can maneuver.

**Place Markers:** Place the projectile's location marker in the hex with your fighter. Where you place its momentum marker depends on the type of weapon. See below.

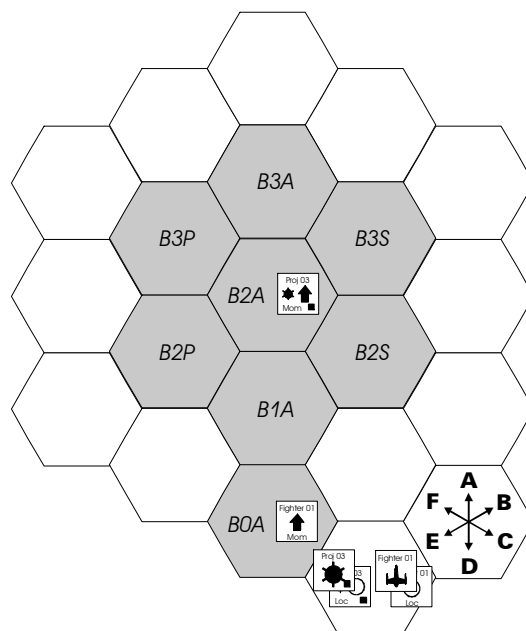
### Mine Rack

Place the projectile's momentum marker in the same hex as your fighter's momentum marker.

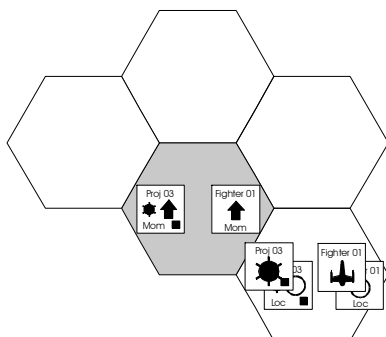
### Cannon

Your cannon may impart the equivalent of a thrust 0, 1, 2, or 3 burn maneuver to the projectile's momentum. This burn must be in the direction your fighter is facing.

**Example:** Kevin's fighter is facing direction A when he fires his canon. He decides to impart a thrust 2 ahead burn (B2A) to the projectile, so he moves its momentum marker 2 hexes in direction A.



*Fire Cannon*

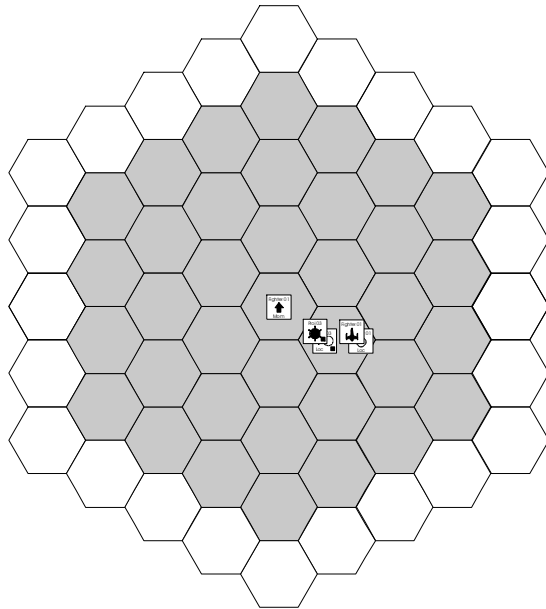


*Drop Mine*



**Rocket Launcher**

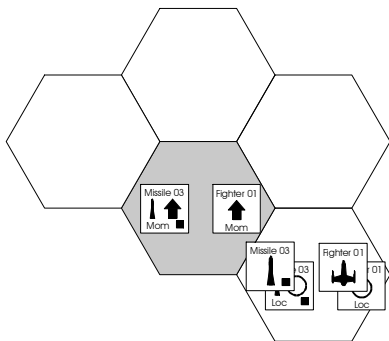
You may place a rocket's momentum marker anywhere within 3 hexes of your fighter's momentum marker.



*Launch Rocket*

**Missile Launcher**

Place the projectile's momentum marker in the same hex as your fighter's momentum marker. The missile may adjust its momentum marker during the Maneuver Missiles Phase. See below.



*Launch Missile*

**Maneuver Missiles**

Each missile may adjust its momentum marker 0, 1, 2, or 3 hexes in any direction.

**Fuel:** The missile must expend 1 point of fuel for each hex it adjusts its momentum marker. Note the expenditure of fuel on an ammo form. Once a missile runs out of fuel it may no longer maneuver but will continue to operate like any other projectile.

**Take Turns:** If you and your opponent both have missiles on the map, roll a die. The high roller must maneuver first. If you or your opponent have more than 1 missile, take turns 1 missile at a time. In other words, 1 of the high roller's missiles maneuvers, then 1 of the low roller's missiles, then 1 of the high roller's, etc...

**Move Projectiles**

Move each projectile (and missile) counter to its momentum marker. Then move its momentum marker so the projectile is halfway between its momentum and location markers. Finally, move the projectile's location marker into the same hex as the projectile.

**Move Fighters**

Reveal all remaining plotted actions. You should have already revealed projectile launches at the beginning of the Launch Projectiles phase. If you forgot to reveal a projectile launch, you *cannot* launch now and your action is lost.

**Operate Systems**

If you plotted a jammer action, you may attempt to detonate 1 projectile within 12 hexes of your fighter. If you plotted a repair bot action, you may reload 1 projectile weapon system.

**Fire Guns**

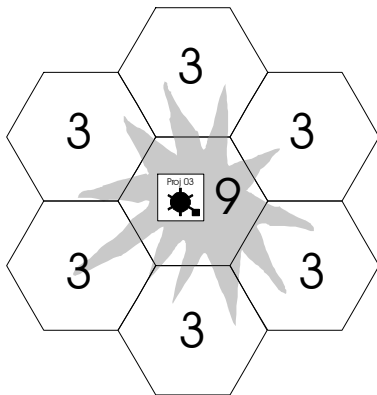
See Combat on page 4-8.

## Detonate Projectiles

You may detonate all, some, or none of your projectiles during this phase.

**Fail Safe:** Projectiles have elaborate safety mechanism and will *not* detonate if there is a friendly fighter in its hex or in an adjacent hex. It does not matter if the friendly fighter has armor or active shields; the projectile will not explode.

**Damage:** When detonated, a projectile causes 9 points of damage to everything in its hex and 3 points of damage to everything in each of the 6 adjacent hexes. Apply damage by removing System Cards as usual, but units caught in the explosion do *not* receive any miss cards.



*Projectile Damage*

**Armor:** *Damage from a projectiles ignores armor.* If your armored fighter is caught in a projectile explosion, treat the armor as just another system card that may be pulled by the projectile's damage.

**Shields:** If a fighter with shields up is caught in a projectile explosion, remove the fighter's shield generator system card. It does not receive any other damage. The fighter's shields come down automatically at the end of the current turn. The fighter cannot suffer any additional damage until the next turn, even if it is hit again by another projectile.

**Concussion:** A fighter that survives a detonation suffers additional affects from the concussion. Move its momentum marker 1 hex in a random direction and turn the fighter to a random facing. To choose a random direction or facing, have your opponent hold up a set of 6 turn maneuver cards and draw one.

**Fratricide:** A projectile detonation destroys all other projectiles in its hex and the 6 adjacent hexes. However, projectile detonations during this phase are simultaneous, so a projectile that is about to be destroyed in an explosion may be detonated immediately for its full effect.

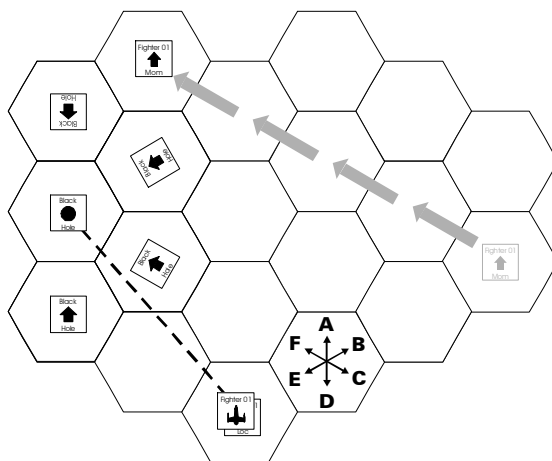
### Gravitational Effect

The black hole pulls all nearby units on the map toward it. The nearer a unit is to the black hole, the stronger the pull. For each fighter and projectile, determine its direction and distance from the black hole. Then adjust it's momentum marker in that direction the following number of hexes:

Distance to Black Hole	Adjust Momentum Marker
1 hex	8 hexes
2-3 hexes	4 hexes
4-7 hexes	2 hexes
8-15 hexes	1 hex
16+ hexes	no effect

**Direction:** To determine the direction from your fighter or projectile to the black hole, trace a straight line from the unit to the black hole and see which of the arrow hexes it passes through.

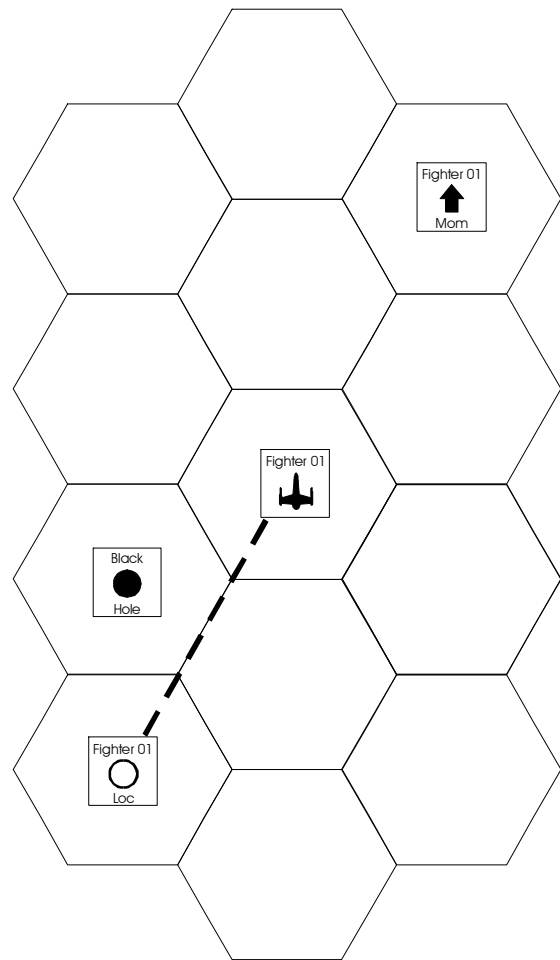
**Example:** A line drawn from the center of Chris's fighter's hex to the center of the black hole hex passes through the hex that contains the arrow pointing in direction F. The black hole is 3 hexes away, so Chris must adjust his momentum marker 4 hexes in direction F.



**Ambiguity:** If the line passes directly between 2 hexes, you decide which of the 2 directions you want to use.

### Movement

If a fighter or projectile moves through the black-hole hex, the unit is destroyed. To determine if this is the case, after you move a unit, but before you adjust its location marker, trace a straight line from the center of the location marker's hex to the center of the unit's hex. If this line crosses through or into the black-hole hex, or along a hex-side, the unit is destroyed. Armor and active shields have no effect.



*Fighter 01 Destroyed by Black Hole*

# Combat

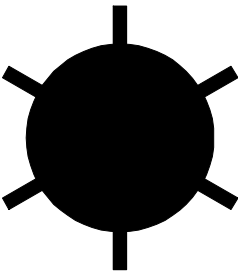
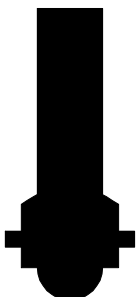


## Firing Guns at Projectiles

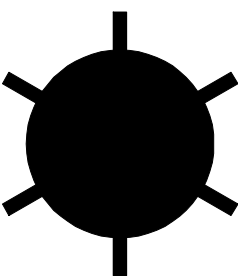
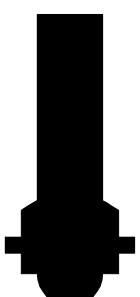


A fighter may fire a gun at a projectile just as it would another fighter. However, a projectile is small and difficult to hit.

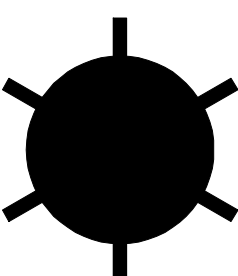
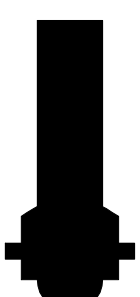


**Miss Cards:** Put together a deck of 6 cards made up of 5 miss cards and 1 projectile weapon system card to represent the projectile. Add additional miss cards for range and burn maneuvers. Count the number of hexes you adjusted a cannon or rocket's momentum marker on the turn of launch as an equivalent burn. Count the number of hexes you adjusted a missile's momentum marker as an equivalent burn.

**Pull Cards:** The firing player pulls a number of cards equal to the damage value of his or her gun, 1 card at a time. If the firing player draws the projectile card, the projectile is destroyed. Destroyed projectiles do not explode.

**Example:** Thad plotted a laser turret system card this turn. There are no choice fighters to shoot at, so he decides to take a desperate shot at an oncoming missile. The missile is 4 hexes away and, during the Missile Maneuver Phase, it adjusted its momentum marker 3 hexes. Thad's opponent puts together a deck of 9 miss cards (5 for projectile +1 for range +3 for burn) and 1 missile launcher system card. Thad has a 10% chance of hitting the missile. Good luck Thad!

<b>MR</b>	<b>MR</b>	<b>Can</b>	<b>Can</b>	<b>RL</b>	<b>RL</b>	<b>ML</b>	<b>ML</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Mine Rack		Cannon		Rocket Launcher		Missile Launcher	

<b>MR</b>	<b>MR</b>	<b>Can</b>	<b>Can</b>	<b>RL</b>	<b>RL</b>	<b>ML</b>	<b>ML</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Mine Rack		Cannon		Rocket Launcher		Missile Launcher	

<b>MR</b>	<b>MR</b>	<b>Can</b>	<b>Can</b>	<b>RL</b>	<b>RL</b>	<b>ML</b>	<b>ML</b>
<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
							
Mine Rack		Cannon		Rocket Launcher		Missile Launcher	

<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>
<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>
<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>	<p><b>Ammo</b></p> <p>Mines: ○○○○○○○○</p> <p>Cannon: ○○○○</p> <p>Rockets: ○○</p> <p>Missile: ID Number: <input type="text"/> Fuel: <input type="text"/> ○○○○○○○○</p>

Missile 01 	Missile 01 Mom	Missile 01 Loc	Missile 02 	Missile 02 Mom	Missile 02 Loc
Missile 03 	Missile 03 Mom	Missile 03 Loc	Missile 04 	Missile 04 Mom	Missile 04 Loc
Missile 05 	Missile 05 Mom	Missile 05 Loc	Missile 06 	Missile 06 Mom	Missile 06 Loc
Proj 01 	Proj 01 Mom	Proj 01 Loc	Proj 02 	Proj 02 Mom	Proj 02 Loc
Proj 03 	Proj 03 Mom	Proj 03 Loc	Proj 04 	Proj 04 Mom	Proj 04 Loc
Proj 05 	Proj 05 Mom	Proj 05 Loc	Proj 06 	Proj 06 Mom	Proj 06 Loc
Proj 07 	Proj 07 Mom	Proj 07 Loc	Proj 08 	Proj 08 Mom	Proj 08 Loc
Proj 09 	Proj 09 Mom	Proj 09 Loc	Proj 10 	Proj 10 Mom	Proj 10 Loc

Black 	Black 	Black 	Black 	Black 	Black 	Black 
Hole	Hole	Hole	Hole	Hole	Hole	Hole

*Black & White Counters - print on card stock and mount on chipboard*







# Introduction

This module adds optional systems and rules you may use with any scenario. However, this module has not been well play tested, so use it at your own risk.

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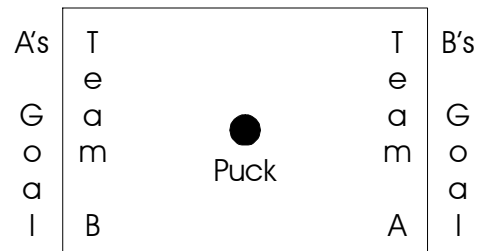
## Scenario

**Space Hockey:** No matter what level of technological advancement they obtain, humans are forever compelled to push a small, spherical object through a goal.

**Teams:** Divide into 2 teams. Each team must have the same number of standard fighters.

**Setup:** Place the puck in the center of the map with a speed of 0. Place your team's fighters in the hexes along one edge of the map with any facing and any speed up to 6. Your opponent must similarly place his or her fighters in the hexes along the opposite map edge. No more than 1 fighter may be placed in a single hex.

Out of Bounds

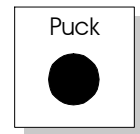


Out of Bounds

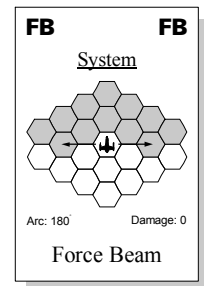
### Space Hockey Setup

**Goal:** You win the game when you move the puck off of the map edge opposite the one you setup along. If the puck leaves either of the other 2 side edges, place it back in its starting position with a speed of 0.

**Puck:** The puck is a meter wide sphere of depleted uranium encased in a neutronium shell. It cannot be damaged or destroyed. Although much smaller, the puck has the same mass as a standard fighter.



**Force Beam:** The only system that will affect the puck is a force beam, which is described on page 5-2. For mass difference, treat the puck as a standard fighter.



**Projectile:** The puck is a projectile and moves during the Move Projectiles step as described on page 4-5. When you fire a force beam at the puck, follow the Fire Guns at Projectiles rule on page 4-7.

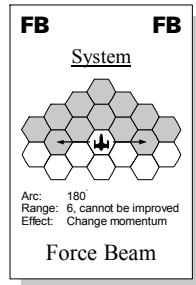
**Replacement:** Eliminated fighters are replaced. If your fighter is eliminated, you must build a new one, skip the next turn, then reenter the map. On your turn of re-entry, place your fighter in any hex along the map edge your team started on. You may give your fighter any facing and any speed up to 6.

# System Cards

These new systems were recently cooked up by the technicians back at R&D. None of them have been field tested, until now.

## Force Beam

This gun fires a beam of force that can either push two fighters apart or pull them together. It does no damage to either fighter.



**Range and Arc:** Force beams have a range of 6 hexes that cannot be improved by a scanner. The target must be in the forward 180 degree arc of your fighter.

**Restrictions:** You cannot fire a force beam at a fighter in the same hex. Also, you cannot use a force beam if your fighter or your target is operating shields.

**Plotting:** Plot force beam fire by placing its system card facedown next to your fighter.

**Fire Guns:** Force beam hits allow you to move momentum markers. To determine how many hexes you may move the markers, put together a deck of system and miss cards for the target. Pull cards one at a time until you pull a system card. The number of hexes you may move the markers depends on how many miss cards you pull. See the table below. Once you pull a system card, return that card to the target fighter.

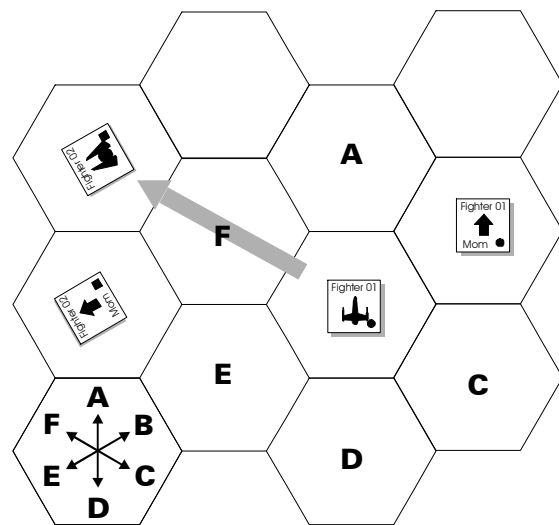
Miss Cards Pulled	Momentum Marker Moves
0	1-3 hexes
1	1-2 hexes
2	1 hex
3+	0 hexes

*Force Beam Effect*

For example, you pull 1 miss card and then an armor system. Return the armor system to the target fighter. You may move the target's momentum marker 1 or 2 hexes.

**Multiple Fighters:** If 2 or more fighters fire force beams at the same target, roll a die. The high roller fires first.

**Find Direction:** To determine the direction you may move 1 momentum marker, trace a straight line from your fighter to the target and determine which of these hexes it passes through:

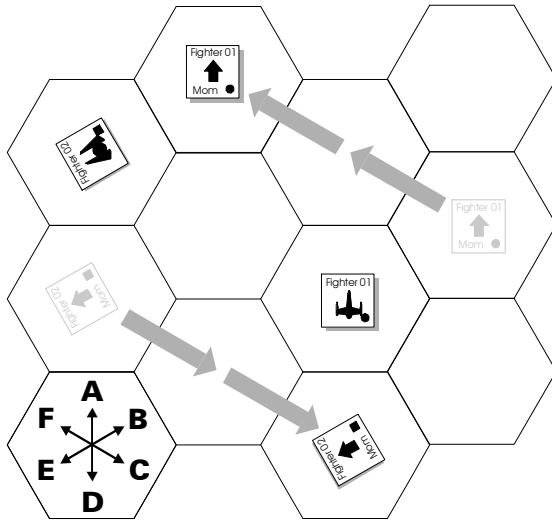


*Force Beam Direction*

For example, if the line passes through hex F, you may move 1 of the markers in direction F.

**Hex Side:** If the line passes directly between 2 hexes, you decide which of the 2 directions you want to use.

**Move Momentum Markers:** Now move 1 of the momentum marker in the direction determined above. Then move the other momentum marker an equal number of hexes in the *opposite* direction.



*Move Momentum Markers*

For example, you move your momentum marker 2 hexes in direction F and your target’s momentum marker 2 hexes in direction C.

**Mass Difference:** If the shooter and the target are different sizes, subtract the difference in size from the distance you move the larger fighter’s momentum marker. Treat any result less than 0 as 0.

Mass Difference	Reduce Hexes Moved
Super vs Standard	2
Super vs Heavy	1
Heavy vs Standard	1

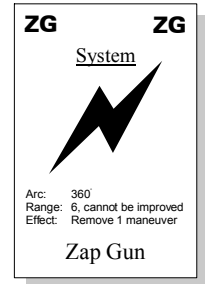
For example, if a standard fighter hits a super and draws one miss card, it may move its own momentum marker 1 or 2 hexes but it cannot move the super’s marker at all.

**Projectiles:** If the target is a projectile (other than the puck), move only the projectile’s momentum marker. Do not move the fighter’s marker at all.

**Big Guns:** You cannot double or triple a force beam.

**Zap Gun**

This gun allows you to fire an electromagnetic pulse in any direction. The weapon does not damage the target fighter’s systems but instead disrupts its ability to maneuver.



**Range and Arc:** A zap gun’s range of 6 hexes cannot be improved by a scanner. However, it does have a 360 degree firing arc.

**Restrictions:** You cannot zap a fighter in the same hex. Also, you cannot use a zap gun if your fighter or your target is operating shields.

**No Dittos:** If you use zap guns, your opponent will not be able to run 2 fighters with a single set of maneuver cards. Each fighter must have its own set of cards.

**Plot Actions:** To plot zap gun fire, place the card facedown next to your fighter.

**Fire Guns:** When you fire the zap gun, the target’s owner must put together a hand of cards consisting of all of his or her *maneuver* cards plus the appropriate number of miss cards. Then pull a single card from this hand. If it is a miss, there is no effect. If it is a maneuver, your opponent may no longer execute that maneuver.

**Armor:** Armor has no effect on zap gun fire.

**Repair Bot:** A bot may replace 1 eliminated maneuver card (drawn at random) each time the bot is operated.

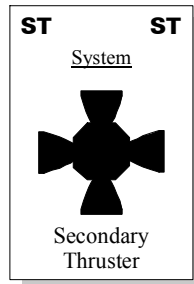
## Secondary Thrusters

Secondary thrusters allow your fighter to move its momentum marker 1 hex in any direction.

**Restrictions:** A heavy fighter must have 2 secondary thrusters to receive this benefit and a super must have 3. However, lay down only a single system card when plotting.

**Plot Actions:** To plot a secondary maneuver action, place the system card facedown next to your fighter.

**Move Fighters:** *After* all fighters have revealed their maneuvers, you may move your momentum marker 1 hex in any direction you like. If two or more fighters plotted secondary maneuvers, the faster fighter must move its marker first. Roll a die to resolve ties.



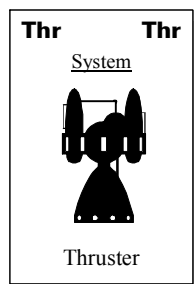
## Ramming

Desperate times call for desperate measures.

**Plot:** You may plot a ram action by placing your thruster system card facedown next to your fighter. You may not perform any maneuver.

**Detonate Projectiles:** During the Detonate Projectiles phase, if your fighter is in the same hex or in a hex adjacent to an opposing fighter, you may ram the opposing fighter.

**Effect:** If you choose to ram the opposing fighter, both fighters are destroyed. Armor and shields have no effect. Fighter size has no effect.



## Fuel

Each burn maneuver cuts into your fighter's limited fuel supply.

**Structure:** Each fighter starts with 18 points of fuel for each structure card it has. If a structure card is pulled due to damage, assume it was full and deduct 18 points of fuel from your total.

**Burn:** Each time you execute a burn, eliminate a number of fuel points equal to the size of the burn. For example, a B2S maneuver uses 2 points of fuel.

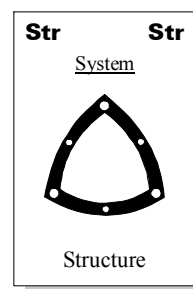
**Empty:** If you have only 2 fuel points left, you can make only a thrust 1 or 2 burn. If you have only 1 fuel point left, you can make only a thrust 1 burn. When you run out of fuel altogether, you can no longer execute burn maneuvers.

**Big:** Heavy and super fighters use fuel more rapidly. Heavies use 1.5 points of fuel for each thrust, and supers use 2 points of fuel for each thrust. Keep track of fractions.

For example, your heavy fighter makes a B3A maneuver so it uses 4.5 points of fuel.

Fighter Size	Burn 1	Burn 2	Burn 3
Standard	1	2	3
Heavy	1.5	3	4.5
Super	2	4	6

*Fuel Used*



*One Structure = 18 Fuel Points*

## Lock Down

You may lock down a system or a maneuver to perform its action automatically every turn. For example, you could lock down your gun so it fires every turn, freeing your pilot to maneuver.

### Locking an Action

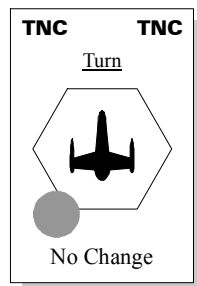
**Lock-On Maker:** When you reveal a plotted action, place a lock-on marker on the faceup card, leave the card on the table, and place 5 miss cards beneath it. The plotted action takes effect normally.



**Restrictions:** You may not lock a no change (TNC) maneuver. A fighter may have only 1 action locked at a time. If you want to lock down a new action, you must first cancel the currently locked action.

### Unlocking an Action

**TNC Maneuver:** You may plot a TNC maneuver to stop a locked action. When you reveal the TNC maneuver, you have the option of unlocking the locked action. If you choose to unlock the action, you must do so before the action takes effect.



### Burn Out

**Draw a Card:** Each time *after* a locked action is performed, shuffle the action card and its associated miss cards and allow your opponent to draw one.

**Action Card:** If the action card is drawn, that system burns out. If it's a system card, pull the card just as if it were destroyed in combat. If it's a maneuver card, remove the card from your hand; you may no longer execute this particular maneuver.

**Miss Card:** If your opponent draws a miss card, discard it. There is no effect other than an increased likelihood your system will burn out on the next turn.

### Eligible Actions

You may lock down the following: any maneuver except TNC, any gun, projectile launcher, scanner, jammer, and repair bot. You may not lock down crew, structure, thruster, armor or shield.

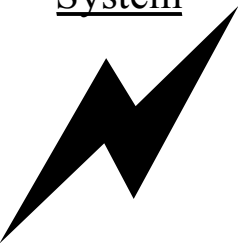
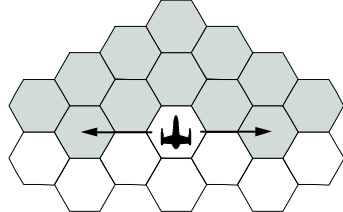
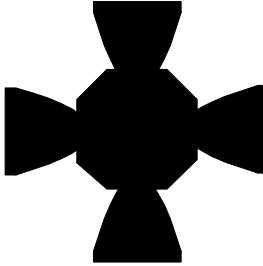
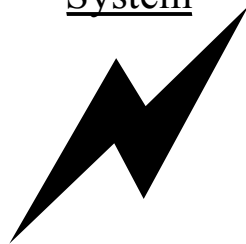
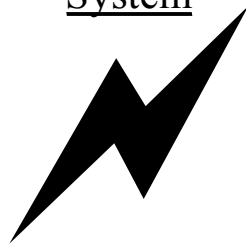
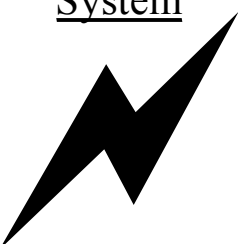
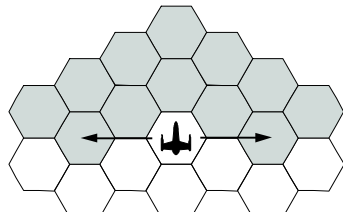
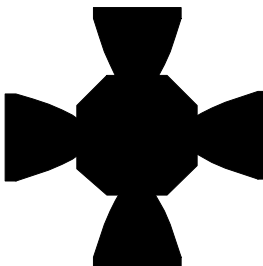
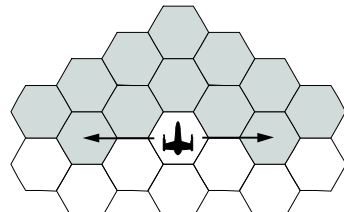
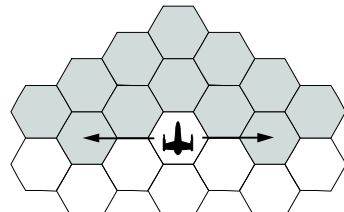
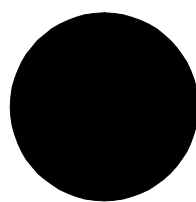
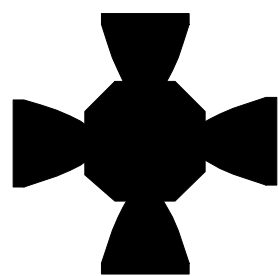
**Turn:** You must execute the locked turn maneuver each turn. You may not plot another turn (except TNC) while you have a turn locked. If you plot a burn, do the locked turn first.




**Burn:** You must execute the locked burn maneuver each turn. You may not plot another burn while you have a burn locked. If you execute a turn, do it first—before the locked burn.

**Gun:** A locked gun fires at the closest opposing fighter or projectile within its arc. If 2 or more targets are equally close, compare their momentum markers to your fighter's momentum marker to see who will be closest next turn. If there's still a tie, roll a die to see which target to shot.

**Scanner:** Each turn, a locked scanner moves your fighter's lock-on marker to the closest opposing fighter or projectile. Ignore firing arcs.

**Projectile Launchers:** A locked mine rack, cannon, rocket launcher, or missile launcher will launch a projectile each turn until it runs out of ammo or burns out. Cannons and rocket launchers must fire every shell with the same burn maneuver each turn. Record this information on a piece of scratch paper when you lock a cannon or rocket launcher.

<b>ZG</b>	<b>ZG</b>   <b>FB</b>	<b>FB</b>   <b>ST</b>	<b>ST</b>   <b>ZG</b>	<b>ZG</b>
<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>
				
Arc: 360° Range: 6, cannot be improved Effect: Remove 1 maneuver	Arc: 180° Range: 6, cannot be improved Effect: Change momentum		Arc: 360° Range: 6, cannot be improved Effect: Remove 1 maneuver	Arc: 360° Range: 6, cannot be improved Effect: Remove 1 maneuver
Zap Gun	Force Beam	Secondary Thruster	Zap Gun	Zap Gun
<b>ZG</b>	<b>ZG</b>   <b>FB</b>	<b>FB</b>   <b>ST</b>	<b>ST</b>   <b>FB</b>	<b>FB</b>
<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>	<u>System</u>
				
Arc: 360° Range: 6, cannot be improved Effect: Remove 1 maneuver	Arc: 180° Range: 6, cannot be improved Effect: Change momentum		Arc: 180° Range: 6, cannot be improved Effect: Change momentum	Arc: 180° Range: 6, cannot be improved Effect: Change momentum
Zap Gun	Force Beam	Secondary Thruster	Force Beam	Force Beam
		<b>Puck</b>   <b>Puck</b>   <b>ST</b>	<b>ST</b>	<b>ST</b>
		<u>System</u>		
				
		Puck	Secondary Thruster	

Puck 	Puck  ↑ Mom	Puck  ○ Loc
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### Big Party

This Modul is also used for the TUB PBM Game, the Play by Mail computer game. It bring a number of changes.

- up to 8 player
- game modi
- Ultra heavy ships
- stationes
- player skills
- winning by points
- freighter
- ramming

### Gaming

#### Ships

Big Party is for max 8 player with max 15 ships. This is nearly impossibel with cards and so it give now a Ordersheet. The players now write down the system cards for the shipson the shipsheet. On the righth side of the sheet they write the number of ammo and the number of the weapon.

A destroyd card get a cross in the right upper corner. If the card was repaired by the robot, then the cross get a circle around.

If a card not can be used, but is also not destroyed (i.e. a part of a big weapon), they get a cross in the lower left corner.

#### Orders

Instead of placing down a system or Maneuvercar now every player write down his orders for every ship down on the ordersheet. In front of the row is the number of the ship, above the turn number. So you can give more then one order for a ship if the ship has more then one crew member. Use more then one collum, one for each order. Leave the collum for the other ships empty. In the next turn use the next total free collum.

#### Hits

Instead of pulling system cards for the ships now you use a set of 15 System Hit Cards with numbers from one to fiveten.

If a ship was hit, then the player get so mutch system hit cards, as the ship has not destroyd system cards, and the appopriate number of miss cards. The attacking player draw a number of cards equal to the damage his gun has made. If he pull a system hit card the number of the card give the number of the destroyed card on the shipsheet. Count the numbers if the not destroyed cards from front to rear and destroy the matching card.

Exsample: Peters ship was hit from Frank for 3 points of damage. His ship has 12 cards, but 3 was destroyed (system 3,8 and 9). Peter get 9 system hit cards1 (1-9). His ship get 6 missing cards. Frank randomly draw 3 cards. He draw the system hit cards 4 and 6. So Peters active ship systems 4 and 6 are destroyed. This are the systems 5 and 7 on the shipsheet, because system card 3 ist already destroyed.

#### Alternative Hit System

Instead of the system hit cards you can use dice. You need a set of 4, 6, 8, 10, 12 and 20 side dice. If a ship was hit you count the not destroyd system cards and the appopriate number of miss cards. Then you roll the dice with the next higher number of sides. The result shows the destroyed system. Ignore results with higher numbers.

#### New maneuver cards

##### B5A

Burn 5 Ahead is a Turbo. B5A brings a ship 5 hex ahead without side maneuver. A standart ship with 4 system cards can make this maneuver with one thruster. All other ships need for this maneuver the double number of thruster then for the B3A maneuver. A super heavy ship needs 6 thruster, a ultra heavy ship or a freighter needs 8.



## Turn Or Burn

## Modul 5: Big Party

### Ramming

Another new card is Ramming. A ship can ramm another and use itself as an weapon.

To ramm an other ship booth ships must be in the same hex after the movement ant at last one ship must have the Ramming manevre as his order. Booth ships get dammaged.

The missing cards are at follow:

- own ship no ramming manevre: + 2 missing cards
- shields up: + 3 cards
- Turn in Ramming-round:  $60^\circ = 1$  card  
 $120^\circ = 2$  cards  
 $180^\circ = 3$  cards

Armor absorbs no damage. Armor works as a normal systemcard and is destroyed with one hit.

The damage of booth ships is equal to the distance of the booth momentum markers. If the markers are at 8 hex distance, booth ships get 8 points damage.

### New ships

A importand change is, that are no extern systems in big party. For this comes ultra heavy ships, freighter an stations.

If you build big ships, your enemy get no extra system cards. But building bigger ships cost extra building points. Heavy ships cost 1 point, super hevy ships cost 2 points and ultra heavy ships cost 3 points. Freighters cost no extra points.

### Ultra Heavy Ships

Ultra heavy ships (ultras) have 13 – 15 system cards with min. 1 crew and 4 strukture cards. Like super heavy ships they can turn with max. 60 grad. With one thruster they can thrust B1, with 2 they can do B2, for B3 they need 4 thruster. If you fire on a ultra, substract 3 missing cards for the ultra. Big things are easy to hit.

### Freighter

Freighters are transport ships and they have cargo cards (also new system cards). Freighters are only used in the freighter mode.

A freighter has 10 – 15 system cards with at least 1 crew, 2 strukture and 6 freight cards. Because they are not for fighting they can not use shields, scanner, jammer, armor and repair bots. Also they have no projectile weapons or big weapons. Only light weapons are allowed for self defence.

Turn, burn and missing cards are the same as ultra heavy ships.

In the freighter mode a freighter delivers cargo to own stations. For each cargo card you get X points. After the delivery, the freighter goes immediately from the map and starts in the next turn in the start region from the player.

A freighter delivers successfully when he is in the hex next to a own station with his momentum marker at a distance of max. 2 hex.

### Stations

You need stations in the freighter and capture mode. A station has no weapons and they don't move. A station can't be killed.

By starting the game all stations are with no owner. The players agree at the number of the stations. Then they put the stations on the map, one player one station, then the next player one and so on. The station must be at least 1/5 distance from the edge of the map and at 5 hex distance to the next station.

A station goes to a player, if the player damages the station. This can be a successful hit from a weapon, an explosion hit from a projectile or a successful ramming maneuver.

## Turn Or Burn

If more than one player hit a station in one round, then the station goes to the player, how :

1. make the biggest damage
2. same damage: is closer to the station
3. same close: is slower

is all the same, then the station is again without an owner.

## Game Modus

The end of a game (not Last man standing) is after a number of rounds or after by reaching a number of points.

If the ending after X rounds the player with the most points at the end of the last round wins. If you play to XXX points, the player first reach this points wins.

If you use both together, then the play ends, when the goal is reached.

The number of points for Hits, cargo cards etc. are fixed before the game starts. This gives also the art of the game. Many points for a hit give another game then many points for delivery cargo.

## Last Man Standing

No ints, no rounds! Only the last living Player wins. All other lose.

Destroyed ships are gone forever.

## Dogfight

Dogfight is fight all against all.

Points are as followed:

- X points for a destroyed system card
- X points for a destroyed ship
- Minus X points for a ejet maneuver

Destroyed ship come back in the second round after the kill.

## Capture

In Capture you take and hold stations.

## Modul 5: Big Party

Player get X points, if they are owner of a station at the end of a turn.

Destroyed ship come back in the second round after the kill.

## Freighter Mode

In the freighter mode you use stations.

In this mode a freighter deliver cargo to own stations. For each cargo card the player get X points. After the delivery, the freighter goes immediately from the map and started in the next turn in the startregion from the player.

A freighter deliver successful, when he is in the hex next to a own station with his momentum marker at a distance of max. 2 hex.

## Special Enemy

In this mode get a player X points, if he kill a ship of his special Enemy. The special enemy is the player with the next higher playernumber (or the player sitting on his right side).

## More than One

Without Last Man Standing you can combining all other modes, i.e.:

- 1 point for a destroyed system card
- 3 points for a destroyed ship
- Minus 3 points for a Ejekt
- 1 point for a station / turn
- 7 points for killing a special enemy

**Player skills**

Every player can chose from a number of skills. By starting the game all players agree at the number of skills for a player.

There are this skills:

**1. Target Computer**

The target computer helps fro targeting enemys. The emeny get minus 1 miss card, if he was hit.

**2. Navigation Computer**

The Nav-Computer helps to dodge a hit. The player get 1 more Miss card, if he was hit.

**3. Long Range Weapon**

Non Projektil weapons (Laser turret, Neutrino beam, Dust buster, Bubble Gun) get -2 if you check range.

**4. Explosion Ammo**

Explosion Ammo (Mine Rack, Cannon, Rocket, Missile) make 10 instead of 9 points damage in the same hex and 4 instead of 3 damage in the hexes around.

**5. Automatic Ammo**

Projektiles explode automatic, if they are in the same hex with a enemy ship. They explode not, if there are a friendly ship in the hex or in a adjacent hex.

**6. Automatic Missile**

Missiles explode automatic, if they are in the same hex or in a adjacent hex with a enemy ship. They explode not, if there are a friendly ship in the hex or in a adjacent hex.

**7. Close-up Jammer**

Jammer from this player are more effective in close -up. Shipd played the jammer get 5 instead of 2 miss cards if someone fires at it.

**8. Long Rang Jammer**

Jammer can destroy projectiles at a distance of max 16 hex. The projektil get one miss cardfor 2 hex distance.

**9. Precision Jam**

If you use jamming to destroy a projektil, the projektil get 1 miss card for 3 hex distance.

**Ship Overview**

Class	Cards	Min. Struktur	Thrust	Trust for B5A	Maneuver Cards	Miss Karten	Additional Building points
Standart	4	1	All=1	1	All	+ 2	0
Standart	5	1	All=1	2	All	+ 1	0
Standart	6	1	All=1	2	All	0	0
Heavy	7-9	2	B1=1 B2=1 B3=2	4	No TR	- 1	1
Super Heavy	10-12	3	B1=1 B2=2 B3=3	6	No T120/TR	- 2	2
Ultra Heavy	13-15	4	B1=1 B2=2 B3=4	8	No T120/TR	- 3	3
Freighter	10-15	2	B1=1 B2=2 B3=4	8	No T120/TR	- 3	0

## **Credits**

**Designer:** Greg Turner

**Designer:** of TUB-PBM / Big Party: Kai Otte

**Translator:** KaiOtte













**Playtesters:** Roger Allen, Dean Ashley, Carl, Douglas Elfrink, Morgan Finley, Joe, Kevin George, Alex Mathias, Claude McDaniel, Marc Morain, Nathan, David Niemeyer, Liz Niemeyer, Ryan Pierce, David Reed, Russell Slaven, Michael Temels, Thad Vasicek, Chris Vogel, Ed Woody, Kim Woody

**Special Thanks To:** Top Deck Games

**Art:** Repair Robot artwork by Monika Livingstone.



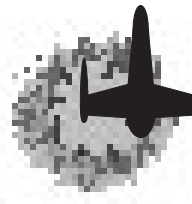













<p><u>System</u> <b>1</b></p> 	<p><u>System</u> <b>2</b></p> 	<p><u>System</u> <b>3</b></p> 	<p><u>System</u> <b>4</b></p> 
Hit	Hit	Hit	Hit
<p><u>System</u> <b>5</b></p> 	<p><u>System</u> <b>6</b></p> 	<p><u>System</u> <b>7</b></p> 	<p><u>System</u> <b>8</b></p> 
Hit	Hit	Hit	Hit
<p><u>System</u> <b>9</b></p> 	<p><u>System</u> <b>10</b></p> 	<p><u>System</u> <b>11</b></p> 	<p><u>System</u> <b>12</b></p> 
Hit	Hit	Hit	Hit

Turn or Burn

Modul 6: Big Party













	<u>System</u> <b>13</b> 	<u>System</u> <b>14</b> 	<u>System</u> <b>15</b> 	<u>System</u> 	
	Hit	Hit	Hit	Miss	
	<u>System</u> 	<u>System</u> 	<u>System</u> 	<u>System</u> 	
	Miss	Miss	Miss	Miss	
	<u>System</u> 	<u>System</u> 	<u>System</u> 	<u>System</u> 	
	Miss	Miss	Miss	Miss	

*Battle Cards- print as many as you need*



Turn or Burn

Modul 6: Big Party

┌		┌		┌		┌		┌
	<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
								
└	Miss	+	Miss	+	Miss	+	Miss	└
	<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
								
└	Miss	+	Miss	+	Miss	+	Miss	└
	<u>System</u>		<u>System</u>		<u>System</u>		<u>System</u>	
								
┌	Miss	└	Miss	└	Miss	└	Miss	┌

*Battle Cards- print as many as you need*

# Turn or Burn

# Modul 6: Big Party

Standard 1 	Standard 2 	Standard 3 	Standard 4 	Standard 5 	Standard 6 
Heavy 1 	Heavy 2 	Heavy 3 	Heavy 4 	Heavy 5 	Heavy 6 
Super 1 	Super 2 	Super 3 	Super 4 	Super 5 	Super 6 
Ultra 1 	Ultra 2 	Ultra 3 	Ultra 4 	Ultra 5 	Ultra 6 
Freighter 1 	Freighter 2 	Freighter 3 	Freighter 4 	Freighter 5 	Freighter 6 
Standard 1 Loc	Standard 2 Loc	Standard 3 Loc	Standard 4 Loc	Standard 5 Loc	Standard 6 Loc
Standard 1 Mom	Standard 2 Mom	Standard 3 Mom	Standard 4 Mom	Standard 5 Mom	Standard 6 Mom
Loc-On 1 	Loc-On 2 	Loc-On 3 	Loc-On 4 	Loc-On 5 	Loc-On 6 

Heavy 1 Loc	Heavy 2 Loc	Heavy 3 Loc	Heavy 4 Loc	Heavy 5 Loc	Heavy 6 Loc
Heavy 1 Mom	Heavy 2 Mom	Heavy 3 Mom	Heavy 4 Mom	Heavy 5 Mom	Heavy 6 Mom
Super 1 Loc	Super 2 Loc	Super 3 Loc	Super 4 Loc	Super 5 Loc	Super 6 Loc
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Freighter 1 Loc	Freighter 2 Loc	Freighter 3 Loc	Freighter 4 Loc	Freighter 5 Loc	Freighter 6 Loc
Freighter 1 Mom	Freighter 2 Mom	Freighter 3 Mom	Freighter 4 Mom	Freighter 5 Mom	Freighter 6 Mom

Standard 1 	Standard 2 	Standard 3 	Standard 4 	Standard 5 	Standard 6 
Heavy 1 	Heavy 2 	Heavy 3 	Heavy 4 	Heavy 5 	Heavy 6 
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Freighter 1 	Freighter 2 	Freighter 3 	Freighter 4 	Freighter 5 	Freighter 6 
Standard 1 Loc	Standard 2 Loc	Standard 3 Loc	Standard 4 Loc	Standard 5 Loc	Standard 6 Loc
Standard 1 Mom	Standard 2 Mom	Standard 3 Mom	Standard 4 Mom	Standard 5 Mom	Standard 6 Mom
Loc-On 1 	Loc-On 2 	Loc-On 3 	Loc-On 4 	Loc-On 5 	Loc-On 6 

Heavy 1 Loc	Heavy 2 Loc	Heavy 3 Loc	Heavy 4 Loc	Heavy 5 Loc	Heavy 6 Loc
Heavy 1 Mom	Heavy 2 Mom	Heavy 3 Mom	Heavy 4 Mom	Heavy 5 Mom	Heavy 6 Mom
Super 1 Loc	Super 2 Loc	Super 3 Loc	Super 4 Loc	Super 5 Loc	Super 6 Loc
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Freighter 1 Mom	Freighter 2 Mom	Freighter 3 Mom	Freighter 4 Mom	Freighter 5 Mom	Freighter 6 Mom

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Heavy 1 	Heavy 2 	Heavy 3 	Heavy 4 	Heavy 5 	Heavy 6 
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Freighter 1 	Freighter 2 	Freighter 3 	Freighter 4 	Freighter 5 	Freighter 6 
Standard 1 Loc	Standard 2 Loc	Standard 3 Loc	Standard 4 Loc	Standard 5 Loc	Standard 6 Loc
Standard 1 Mom	Standard 2 Mom	Standard 3 Mom	Standard 4 Mom	Standard 5 Mom	Standard 6 Mom
Loc-On 1 	Loc-On 2 	Loc-On 3 	Loc-On 4 	Loc-On 5 	Loc-On 6 

Heavy 1 Loc	Heavy 2 Loc	Heavy 3 Loc	Heavy 4 Loc	Heavy 5 Loc	Heavy 6 Loc
Heavy 1 Mom	Heavy 2 Mom	Heavy 3 Mom	Heavy 4 Mom	Heavy 5 Mom	Heavy 6 Mom
Super 1 Loc	Super 2 Loc	Super 3 Loc	Super 4 Loc	Super 5 Loc	Super 6 Loc
Super 1 Mom	Super 2 Mom	Super 3 Mom	Super 4 Mom	Super 5 Mom	Super 6 Mom
Ultra 1 Loc	Ultra 2 Loc	Ultra 3 Loc	Ultra 4 Loc	Ultra 5 Loc	Ultra 6 Loc
Ultra 1 Mom	Ultra 2 Mom	Ultra 3 Mom	Ultra 4 Mom	Ultra 5 Mom	Ultra 6 Mom
Freighter 1 Loc	Freighter 2 Loc	Freighter 3 Loc	Freighter 4 Loc	Freighter 5 Loc	Freighter 6 Loc
Freighter 1 Mom	Freighter 2 Mom	Freighter 3 Mom	Freighter 4 Mom	Freighter 5 Mom	Freighter 6 Mom

Standard 1 	Standard 2 	Standard 3 	Standard 4 	Standard 5 	Standard 6 
Heavy 1 	Heavy 2 	Heavy 3 	Heavy 4 	Heavy 5 	Heavy 6 
Super 1 	Super 2 	Super 3 	Super 4 	Super 5 	Super 6 
Ultra 1 	Ultra 2 	Ultra 3 	Ultra 4 	Ultra 5 	Ultra 6 
Freighter 1 	Freighter 2 	Freighter 3 	Freighter 4 	Freighter 5 	Freighter 6 
Standard 1 Loc	Standard 2 Loc	Standard 3 Loc	Standard 4 Loc	Standard 5 Loc	Standard 6 Loc
Standard 1 Mom	Standard 2 Mom	Standard 3 Mom	Standard 4 Mom	Standard 5 Mom	Standard 6 Mom
Loc-On 1 	Loc-On 2 	Loc-On 3 	Loc-On 4 	Loc-On 5 	Loc-On 6 

Heavy 1 Loc	Heavy 2 Loc	Heavy 3 Loc	Heavy 4 Loc	Heavy 5 Loc	Heavy 6 Loc
Heavy 1 Mom	Heavy 2 Mom	Heavy 3 Mom	Heavy 4 Mom	Heavy 5 Mom	Heavy 6 Mom
Super 1 Loc	Super 2 Loc	Super 3 Loc	Super 4 Loc	Super 5 Loc	Super 6 Loc
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Ultra 1 Mom	Ultra 2 Mom	Ultra 3 Mom	Ultra 4 Mom	Ultra 5 Mom	Ultra 6 Mom
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