

Icon Reference

Round Sequence

Ready Phase (page 10)

- all exerted cards
- Resolve to hand size
- Determine first captain

In initiative order

- Restore /repair
- Move
- Victory check

Adventure Phase (page 11)

In initiative order

- Play
- Choose activity
- Victory check

Procurement Phase (page 12)

In initiative order

- Procure
- Victory check

Action Phase (page 13)

Alternate in initiative order

- Take
- Victory check

Resource Phase (page 14)

- Collect Resource Tokens
- Victory check

Resolution Phase (page 16)

- Reveal all face down on pursued

Alternate in initiative order

- Take resolution
- Eligible Captains resolve
- Victory check

End of round

Ship attributes

- Attack Value
- Defense Value
- Initiative
- Jump

Capabilities

Basic

- Cargo
- Military
- Passenger
- Survey

Advanced

- Cargo/Passenger
- Military/Passenger
- Military/Survey
- Passenger/Survey

Adventure attributes or

- Abandonment
- Distance
- Subplot

Crew attributes

- Species
- Wounds

Connection subtypes

- Ally
- Locale
- Organization

Event Card

Gear subtypes

- Alteration
- Armor
- Gadget
- Vehicle
- Weapon

Heroic Card

Upgrade subtypes

- Computer
- Hardpoint
- Hull
- Internal

Upgrade attributes

- Structure

Game Concepts

- Action
- Credits
- Expense
- Exert
- Infamy
- Limited
- Linked
- Reaction
- Ready
- Use
- Victory Point

Skills

- Admin
- Combat
- Jack of all Trades
- Medical
- Psionics
- Science
- Social
- Starship Operations
- Tech
- Underworld
- Trained
- Expert