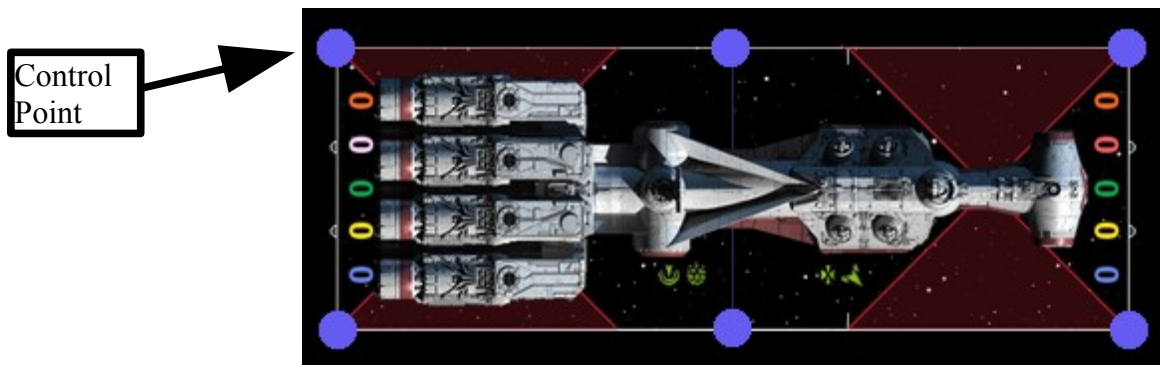


Lightspeed Episode 6: Mission 2 Guide



Control points

Distance is measured to the corner or intersection point on the edge of the ship base. The ship doesn't block measuring to any point on the base (i.e. you can target the other side of the ship).

Setup

Put the large ship in the middle of the board to the left of the Imperial players edge. The rear edge of the ship (excluding template bumps) must line up with the board edge. Obstacle tokens are placed at Range 2 from any edge and range 1 from the ship or other obstacles.

Each fleet then deploys following the normal rules.

At the Planning Phase:

The player who owns the most control points on the ship plots one of the allowed courses (bank 1 or move straight 2 or 3). If no-one controls the most points the ship will instead move straight 1.

During the Activation Stage:

After all the other ships have moved the CR-90 moves (see Epic play rules for huge ship movement). If the CR-90 base overlaps another ship at the end of movement that ship is destroyed. If it overlaps an obstacle token the obstacle token is destroyed. In either case the CR-90 will skip the perform action phase that turn.

The player who owns the most control points can perform the Coordinate action. A friendly ship at range 1-2 can perform a free action. This may be a **Secure** action. The player that controls the CR-90 at the activation stage may be different to the player that controlled it at the planning phase.

Shooting Control Points:

During a ships shooting phase it may attack a control point. This is a normal weapon attack against an Agility 1 target. On a successful hit all damage is removed and the controller of the point is changed from either the enemy to unclaimed, or unclaimed to friendly. This is per attack action; a ship that can perform multiple attacks may attack the same control point twice or different control points. Control is not changed as the result of secondary damage from an attack action (e.g. assault missiles, bomb detonation).

The CR-90 and control points are not considered friendly or enemy ships regardless of who currently controls it. The CR-90 itself cannot be the target of an attack or take damage. It is not affected by Ion attacks. They cannot be target locked.

Securing Control Points:

All ships have a special action **Secure** that isn't on their action bar. This can be used at Range 1 to change a control point to be owned by the player.

Victory:

If the ship leaves the board while the round is still active each player receives 10 victory points for each control point they own.

If all opponent ships have been destroyed the game continues until the ship leaves the field or the remaining player owns more control points than the opponent. At this point the game ends with the remaining player claiming all control points.

If the game ends due to time and the CR-90 is still on the board each player receives 5 victory points for each control point they own.

Lightspeed Episode 6 : Mission 3 Guide

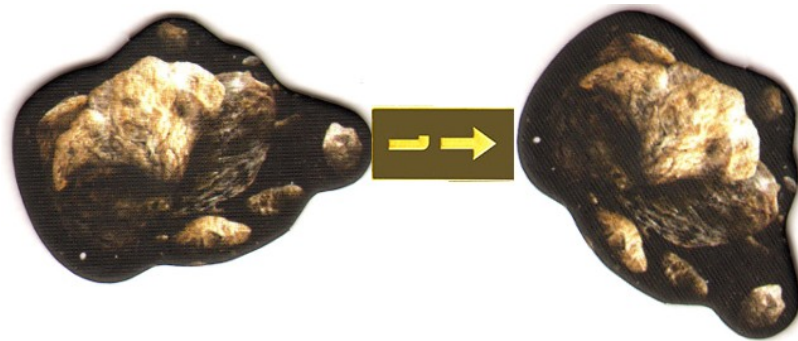
At the start of each turn, before the planning phase:

Roll a d6. If the value is over the current turn marker value then a pulse occurs and the turn marker is reset to 8; otherwise the turn marker value is decreased by 1.

Starting with a random player move each token that is part of the supply (the asteroid and satellite tokens). These are moved a straight towards the gravity drive token.

The gravity movement distance is:

- On a gravity pulse, Straight 2.
- If the turn marker is 3 or less, Straight 2
- If the turn marker is 4 or more, Straight 1



If a moved supply token or the movement template overlap the gravity drive the token is returned to the supply. If it overlaps a ship it is placed touching the front of the ship (at the movement pegs). If a supply token overlaps another supply token it is returned to the supply.



If in a players turn there are no supply tokens to move they may add 1 from the supply to any board edge at least range 1 from another token. Then the other player may do the same and the turn commences as normal.

If a gravity pulse occurs then after the tokens from the supply are moved all ships will receive one stress token. Any ship in range 1 of the gravity drive token will also be assigned 1 face down damage card.

Non-supply tokens, such as bomb markers, are not moved by the gravity pulse. Supply tokens may overlap non-supply tokens.

Claiming satellite tokens:

A satellite supply token can be claimed by having a ships base overlapping it after any movement or action phase (the movement template is ignored). A random power-up is selected from the unused power-ups and assigned to the ship that captured the token. The power-ups are:

Pilot: A +1 boost to pilot skill until the ship is hit from an attack (even if the attack deals no damage), then discard the upgrade.

Ammo: Add a bonus red die to all primary attacks until the ship fails to hit, then discard the upgrade.

Shield: The ship gains a shield token. This shield token can be applied to ships with no shields or exceed the maximum shield value. Discard the upgrade.

Sensors: Gain a bonus free action once, then discard the upgrade.

Scanners: Perform an action when stressed once, then discard the upgrade.

Hull: Use as an action to flip a face up damage card face down or remove a face down damage card then discard the upgrade.

Gravity drive token:

A ship whose movement template or base overlaps the gravity token will be assigned one face up damage card. The gravity drive is not considered an obstacle and cannot be ignored by rules that would ignore those effects.

Victory:

If one side is completely destroyed at the end of the game the winner will receive a bonus 10 points for each claimed satellite token and each remaining unclaimed satellite. If time is called each player will instead claim 10 points for each satellite token they have secured.