ORDER OF PLAY

1. LEAP INTO SYSTEM
2. ASSESS THREAT
3. FIGHT (IF NECESSARY)
4. SEARCH WRECKAGE FOR PARTS
5. SCAN THE SYSTEM
6. MAKE REPAIRS & BURY YOUR DEAD
7. LEAP AGAIN

THREATS (2D6)

3-	NO THREAT
4	4 MK I
5	5 MK I
6	6 MK I
7	1 MK II
8	1 MK II + 2 MK I
9	1 MK II + 3 MK I
10	2 MK II
11	2 MK II + 2 MK I
12	1 MK III
13	1 MK III + 3 MK I
14	1 MK III + 1 MK II
15+	2 MK III + 2 MK II + 2 MK I (ALIEN HOME SECTOR)

```
LEAP 1........................ 2D6-3
LEAP 2 ....................... 2D6-2
LEAP 3 ....................... 2D6-1
LEAP 4-7...................... 2D6
```
AFTER LEAP 7, THE DIE ROLL INCREASES BY 1 EVERY LEAP: 2D6+1 FOR LEAP 8, 2D6+2 FOR LEAP 9, AND SO ON.

ENEMY SHIPS

MARK I (FIGHTER)
```
HIT POINTS......................... 2
GUNS............................ 1 D6
OUT OF FUEL........ AFTER THIRD ROUND
```

MARK II (CRUISER)
```
HIT POINTS......................... 5
GUNS............................ 2 D6
OUT OF FUEL....... AFTER FOURTH ROUND
```

MARK III (BATTLESHIP)
```
HIT POINTS......................... 8
GUNS............................ 4 D6
OUT OF FUEL........ AFTER FIFTH ROUND
```

SCOUT ATTACK (D6)

1-4	MISS
5	1 DAMAGE
6+	2 DAMAGE

```
VETS/ACES............. ADD 1/2 TO ROLL
50% SCOUTS...... SUBTRACT 1 FROM ROLL
INJ. PILOTS....... DEAL ONLY 1 DAMAGE
```

MINING LASER (D6)

1-3	MISS
4-5	1 DAMAGE
6	2 DAMAGE
7	3 DAMAGE

ENEMY ATTACK (D6)

1-3	MISS
4-6	HIT; ROLL FOR THREAT TARGETING

THREAT TARGETING

(D6 FOR ROUND 1, AFTERWARDS 2D6)

1	SUPERFICIAL
2	FIFTH SCOUT
3	FOURTH SCOUT
4	THIRD SCOUT
5	SECOND SCOUT
6	LEAD SCOUT
7	HULL
8	ENGINES
9	MINING LASER
10	SCOUTING BAY
11	SICK BAY
12	SENSORS
13+	HULL

SCOUT DAMAGE (D6)

1	SUPERFICIAL
2	PILOT INJURED
3	PILOT KILLED IN ACTION
4	SCOUT OPERATING AT 50%
5	SCOUT INOPERABLE; LAND NOW
6	SCOUT DESTROYED; PILOT KIA

ORDER OF PLAY

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7. LEAP AGAIN

SYSTEM SCAN (2D6)

2-	BARREN
3	BARREN
4	BARREN
5	BARREN
6	1 FUEL
7	ANOMALY
8	1 FUEL
9	2 FUEL
10	3 FUEL
11+	HOME

LEAP 1.......................... 2D6-3
LEAP 2 .... 2D6-2
LEAP 3.......................... 2D6-1
LEAP 4-7........................ 2D6
LEAP 8+......................... 2D6+1

TO CALCULATE B-SCORE, ROLL 1D6 PER FUEL TAKEN FROM UNINHABITABLE PLANET.

ANOMALIES (2D6)

2	SPACE MADNESS: Roll d6 to choose a pilot. The pilot steals a scout and attacks the colony ship until destroyed.
3	ASTEROID FIELD: Roll d6. On a 1-2, the hull takes 1 damage. On a 3-4, it takes 2 damage. On a 5-6, it takes 3 damage.
4	GRAVITY WELL: Leaving this system costs 2 fuel.
5	AIRLOCK MISHAP: Lose 3 parts.
6	AWAY MISSION: Roll d6 to choose a pilot. That pilot dies.
7	ION STORM: Roll d6+6 on Threat Targeting table. System takes 2 damage.
8	AWAY MISSION: Roll d6 to choose a pilot. That pilot acquires veteran status or, if already a veteran, becomes an ace.
9	SHIP GRAVEYARD: Find 3 parts.
10	ALIEN TECHNOLOGY: Roll d6+6 on Threat Targeting table. Mark system 100% and upgraded.
11	A HEALING FIELD: Mark hull fully repaired.
12	BACK FROM THE DEAD: Choose a dead pilot. You find them alive and well. If they died in their scout, you find that too.

PARTS SEARCH (D6)

1	0 PARTS
2	0 PARTS
3	1 PART
4	2 PARTS
5	3 PARTS
6+	4 PARTS

IF YOU FOUGHT MK II.......+1 TO ROLL
IF YOU FOUGHT MK III......+2 TO ROLL
IF YOU FOUGHT BOTH........+3 TO ROLL

REPAIR COST

REPAIR AN INOP. SCOUT	1 PART
REPAIR 1 HULL DAMAGE	1 PART
FULLY REPAIR DAMAGED SYSTEM	2 PARTS
UPGRADE A SYSTEM	4 PARTS
BUILD A NEW SCOUT	6 PARTS

SELF-DESTRUCT (D6)

1-5	COWARD! WE MUST GO ON!
6	ENGAGE SELF-DESTRUCT.

FOR EVERY INOP. SYSTEM.... +1 TO ROLL
TO RESIGN, RIP X.O.'S LOG IN HALF.

EXECUTIVE OFFICER'S LOG
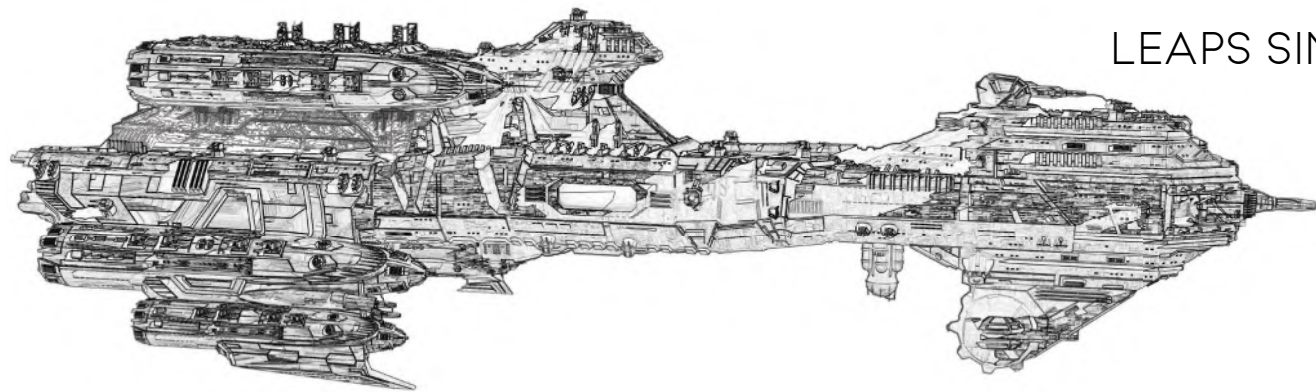
SHIP NAME: _____

LEAPS SINCE INCIDENT: _____

FUEL: ⑩⑨⑧⑦⑥⑤④③②①

PARTS: ⑩⑨⑧⑦⑥⑤④③②①

B-SCORE: _____

CHECK TO SELF-DESTRUCT: [ ]
NOTE: WILL KILL ALL ABOARD

HULL

DAMAGE: 1   2   3   4   5   6   7

UPGRADED: [ ]   DESTROYED: [ ]

ENGINES

STATUS: 100%   66%   33%   INOP.

UPGRADED: [ ]

MINING LASER

STATUS: 100%   66%   33%   INOP.

UPGRADED: [ ]   KILLS: ①②③④⑤

SCOUT BAY

STATUS: 100%   66%   33%   INOP.

UPGRADED: [ ]

SICK BAY

STATUS: 100%   66%   33%   INOP.

UPGRADED: [ ]

SENSORS

STATUS: 100%   66%   33%   INOP.

UPGRADED: [ ]

SYSTEM DAMAGE

	UPGRADED	100%	66%	33%	INOP.
HULL	May take 7 dam.	May take 6 dam.	n/a	n/a	Ship destroyed
ENGINES	Roll 2d6-1 for targeting after Rd. 1	Roll 2d6 for targeting after Rd. 1	Roll 2d6+1 for targeting after Rd. 1	Roll 2d6+2 for targeting after Rd. 1	Ship cannot leap
MINING LASER	Roll d6+1 to attack	Roll d6 to attack	Roll d6-1 to attack	Roll d6-2 to attack	Cannot fire
SCOUT BAY	5 scouts can launch	4 scouts can launch	3 scouts can launch	2 scouts can launch	1 scout can launch
SICK BAY	Injured pilots heal at end of battle	Newly inj. pilots injured for 1 leap	Newly inj. pilots injured for 2 leaps	Newly inj. pilots injured for 3 leaps	Newly inj. pilots die
SENSORS	Roll 2d6+1 for system scan	Roll 2d6 for system scan	Roll 2d6-1 for system scan	Roll 2d6-2 for system scan	Roll 2d6-3 for system scan

SCOUTS

FLIGHT POSITION	SHIP NAME	PILOT NUM.	DAMAGE
			50% / INOP / DEST.
			50% / INOP / DEST.
			50% / INOP / DEST.
			50% / INOP / DEST.
			50% / INOP / DEST.
			50% / INOP / DEST.
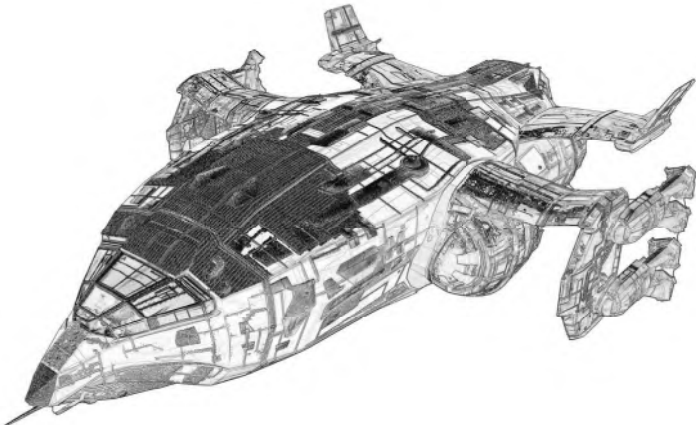
PILOTS

	NAME	KILLS	RANK	STATUS	LEAPS INJURED
1		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③
2		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③
3		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③
4		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③
5		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③
6		①②③④⑤ ⑥⑦⑧⑨⑩	VET ☐☐ ACE ☐☐	INJ. / KIA	①②③

ROLL OF HONOR

NAME	KILLS	RANK
		VET ☐☐ ACE ☐☐
		VET ☐☐ ACE ☐☐
		VET ☐☐ ACE ☐☐
		VET ☐☐ ACE ☐☐
		VET ☐☐ ACE ☐☐
		VET ☐☐ ACE ☐☐

TRAINING

NEW RECRUITS	50% TRAINED	READY TO FLY
①②③④⑤⑥	①②③④⑤⑥	ADD TO ROSTER

WHEN PILOT KIA, ADD NEW RECRUIT. AT THE END OF THE NEXT LEAP, RECRUITS BECOME 50% TRAINED. AT THE END OF THE SECOND FULL LEAP SINCE PILOT DEATH, ASSIGN TO ROSTER.

LEAP 1

COMBAT ROUNDS: ①②③④⑤

PARTS FOUND: ⓪①②③④

FUEL FOUND: ⓪①②③

B-SCORE: _____

THREAT

NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 2

COMBAT ROUNDS: ①②③④⑤

PARTS FOUND: ⓪①②③④

FUEL FOUND: ⓪①②③

B-SCORE: _____

THREAT

NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 3

COMBAT ROUNDS: ①②③④⑤

PARTS FOUND: ⓪①②③④

FUEL FOUND: ⓪①②③

B-SCORE: _____

THREAT

NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 4

COMBAT ROUNDS: ①②③④⑤

PARTS FOUND: ⓪①②③④

FUEL FOUND: ⓪①②③

B-SCORE: _____

THREAT

NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 5

COMBAT ROUNDS: ①②③④⑤

PARTS FOUND: ⓪①②③④

FUEL FOUND: ⓪①②③

B-SCORE: _____

THREAT

NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 6

COMBAT ROUNDS: ① ② ③ ④ ⑤

PARTS FOUND: ⓪ ① ② ③ ④

FUEL FOUND: ⓪ ① ② ③

B-SCORE: _____

THREAT

NONE: [ ]

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②				

LEAP 7

COMBAT ROUNDS: ① ② ③ ④ ⑤

PARTS FOUND: ⓪ ① ② ③ ④

FUEL FOUND: ⓪ ① ② ③

B-SCORE: _____

THREAT

NONE: [ ]

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②				

LEAP 8

COMBAT ROUNDS: ① ② ③ ④ ⑤

PARTS FOUND: ⓪ ① ② ③ ④

FUEL FOUND: ⓪ ① ② ③

B-SCORE: _____

THREAT

NONE: [ ]

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②				

LEAP 9

COMBAT ROUNDS: ① ② ③ ④ ⑤

PARTS FOUND: ⓪ ① ② ③ ④

FUEL FOUND: ⓪ ① ② ③

B-SCORE: _____

THREAT

NONE: [ ]

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②				

LEAP 10

COMBAT ROUNDS: ① ② ③ ④ ⑤

PARTS FOUND: ⓪ ① ② ③ ④

FUEL FOUND: ⓪ ① ② ③

B-SCORE: _____

THREAT

NONE: [ ]

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②	○MK II:	① ② ③ ④ ⑤	○MK III:	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
○MK I:	① ②	○MK I:	① ②				

LOST SHIP — ENCOUNTERS LOG

LEAP 11

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: ⌷

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 12

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: ⌷

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 13

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: ⌷

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 14

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: ⌷

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 15

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: ⌷

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②	○MK II:	①②③④⑤	○MK III:	①②③④⑤⑥⑦⑧
○MK I:	①②	○MK I:	①②				

LEAP 16

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②				

LEAP 17

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②				

LEAP 18

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②				

LEAP 19

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②				

LEAP 20

COMBAT ROUNDS: ①②③④⑤
PARTS FOUND: ⓪①②③④
FUEL FOUND: ⓪①②③
B-SCORE: _____

THREAT
NONE: []

SHIP	DAM	SHIP	DAM	SHIP	DAM	SHIP	DAM
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②	◯MK II:	①②③④⑤	◯MK III:	①②③④⑤⑥⑦⑧
◯MK I:	①②	◯MK I:	①②				