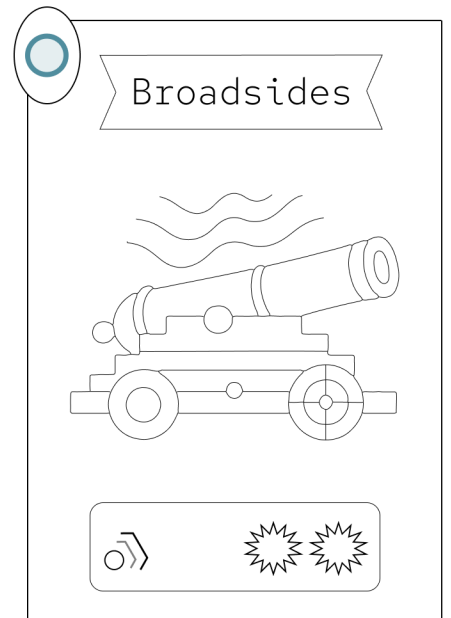
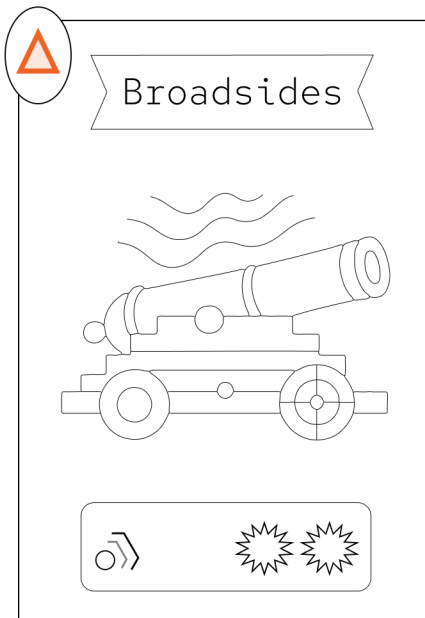
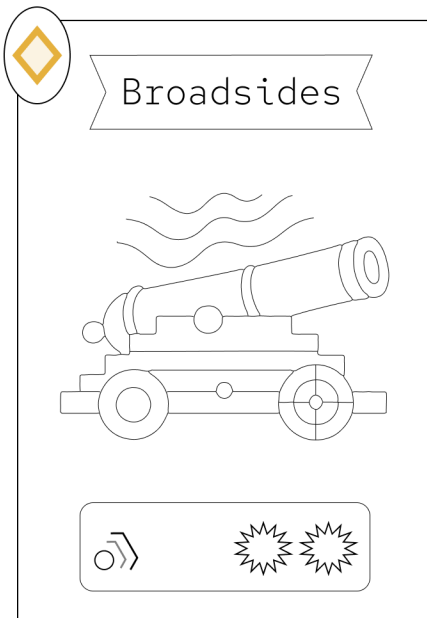
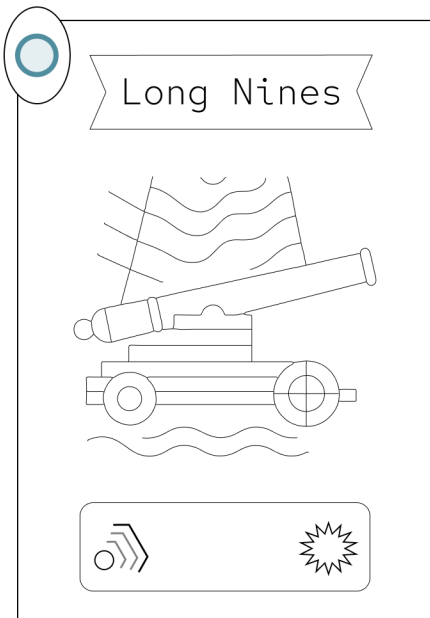
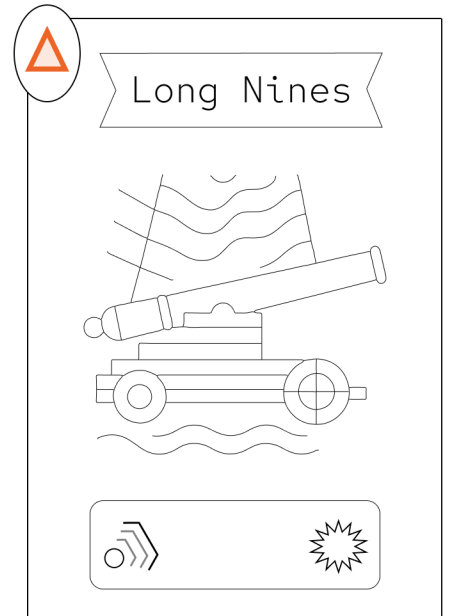
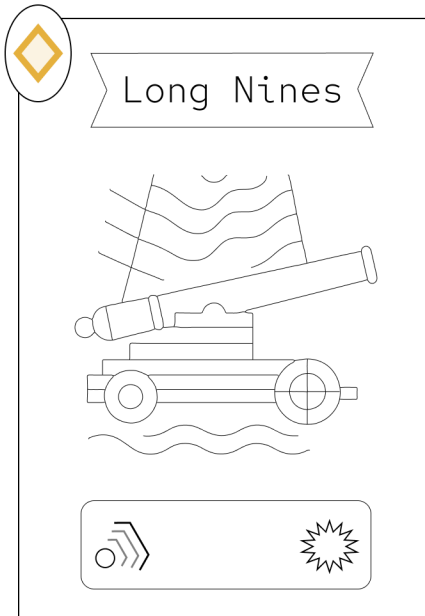
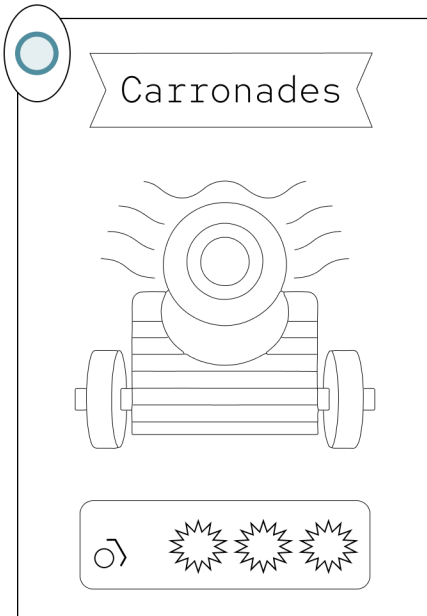
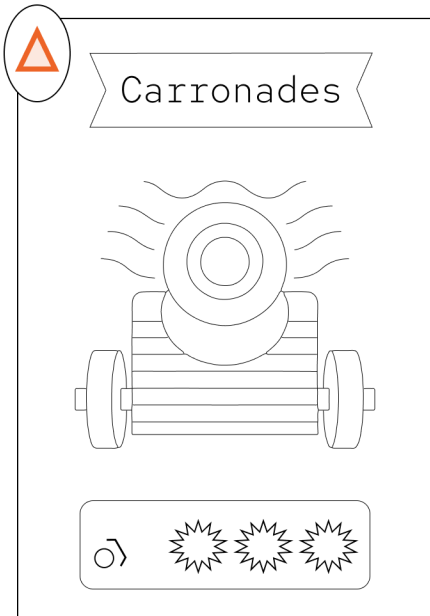
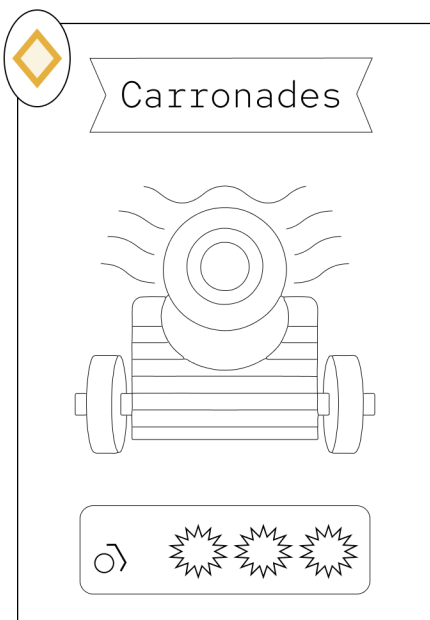




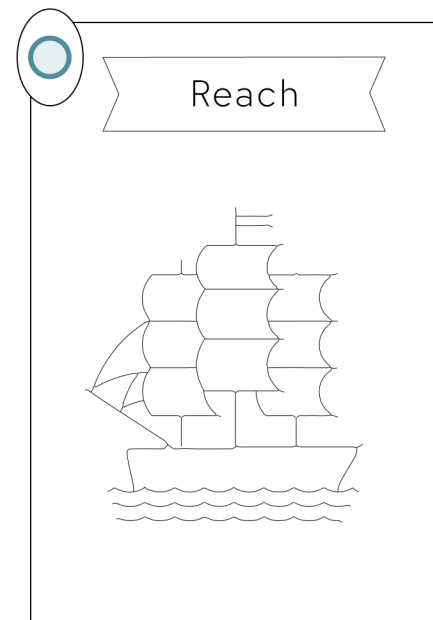
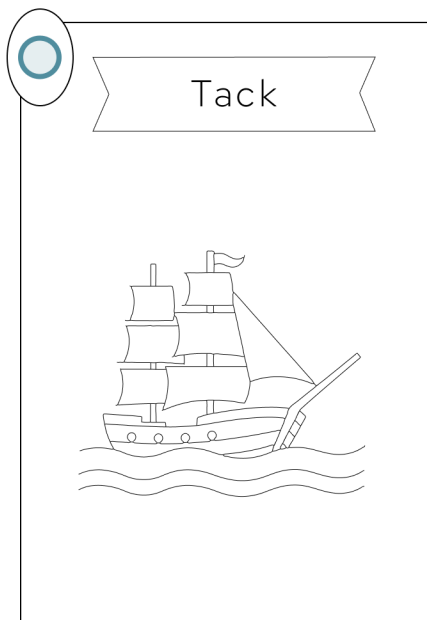
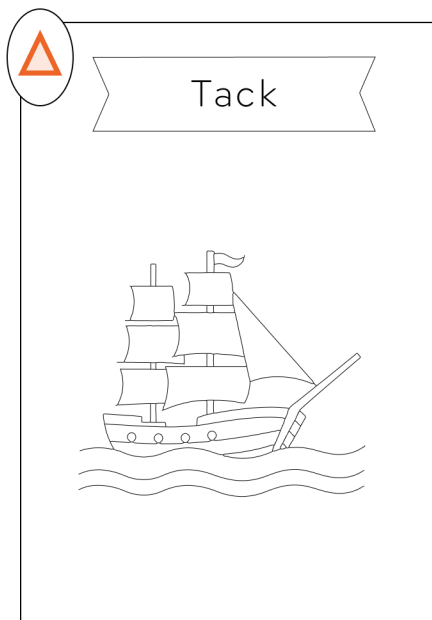
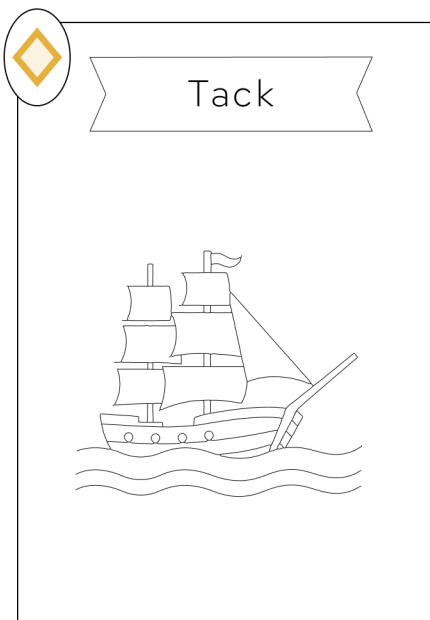
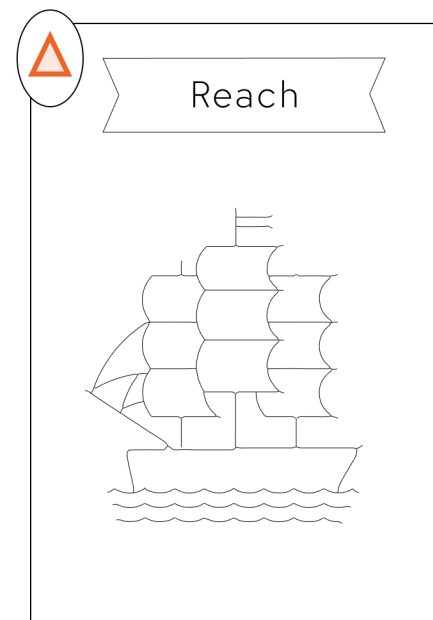


SETUP

1. Choose First player
2. Deal Marketplace
3. Place ships
 - Starting with first player: place a ship no closer than 4-hexes from the edge.
 - Alternating players starting with second player: Place a ship exactly 4-hexes from one enemy ship and no closer than 4-hexes to any enemy ship
4. Set wind direction
 - Second player sets wind direction

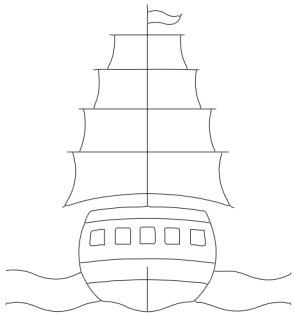
PHASES

1. Plan
 - Secretly assign cubes to planning areas.
2. Draw
 - Choose first player based on 
 - Alternating players up to 6 cards in hand.
3. Action
 - Play
 - Discard
 - Pass (no re-entry this phase)
4. Reset
 - Discard Marketplace and deal new Marketplace.

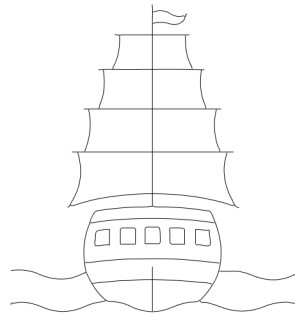




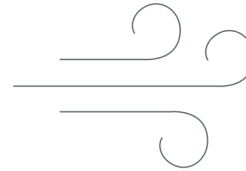
Run



Run



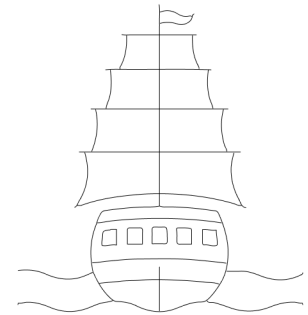
Wind



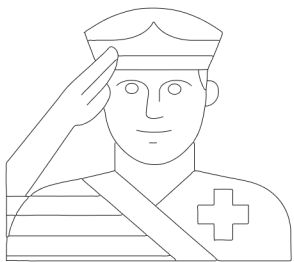
Do not hold



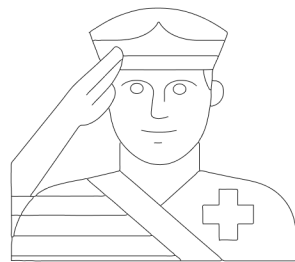
Run



Return to Duty



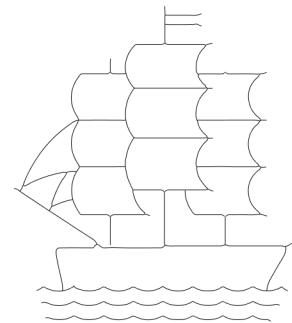
Return to Duty

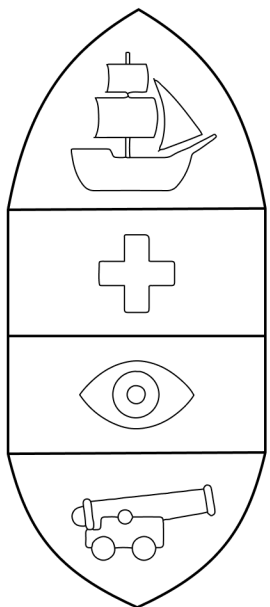


Return to Duty

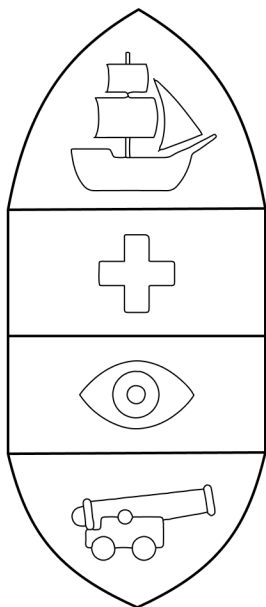


Reach

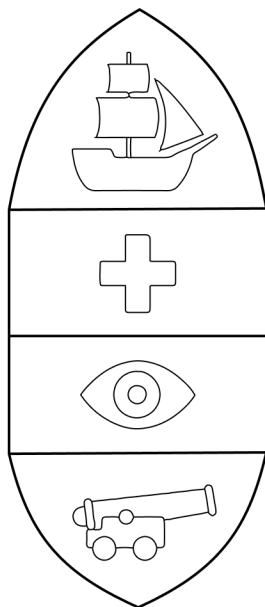




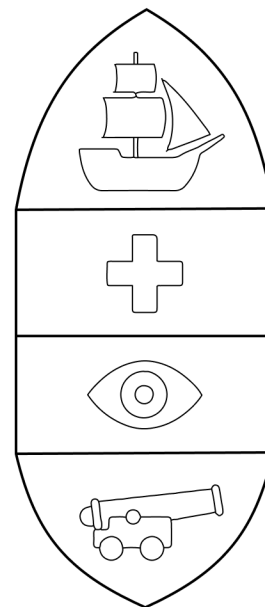
Spent



Spent



Spent



Spent

