

BS:EOS GAME BREAKDOWN

PRE GAME:

1. ROLL FOR OR CHOOSE A MISSION
2. COMPARE FLEET LISTS
3. CHOOSE UPGRADE CARDS
4. ESTABLISH WHO IS THE ATTACKER & THE DEFENDER
5. FOLLOW MISSION SET UP INSTRUCTIONS

GAME DURATION: 6 ROUNDS

ROUND PHASES:

1. AIR OPERATIONS
2. ESTABLISH PASS NUMBER
3. INITIATIVE
4. ALTERNATING SHIP ACTIVATIONS
5. SUBMARINE STRIKES
6. REMOVE SUNK SHIPS
7. ATTEMPT TO REPAIR DAMAGE

SHIP ACTIVATION PHASES:

1. CHOOSE TO ACTIVATE A SHIP OR SPEND A PASS
2. PERFORM 'WHEN THIS SHIP ACTIVATES' INSTRUCTIONS
3. REMOVE EVASIVE ACTION OR SMOKE TOKENS FROM THIS SHIP
4. CHOOSE TO USE, IGNORE OR REPLACE ORDER CARD
5. CHOOSE TO MAINTAIN, INCREASE OR DECREASE THE SPEED OF YOUR SHIP
6. MOVE YOUR SHIP FORWARD BY ITS SPEED THEN TURN IT UP TO ITS TURN ANGLE
7. NAME THE TARGETS OF EACH OF YOUR BATTERIES
8. FIRE EACH BATTERY AT EACH NOMINATED TARGET
9. PLACE ANY AIMING TOKENS

END OF GAME:

1. BOTH PLAYERS TOTAL THE NUMBER OF POINTS THEY HAVE SUNK
2. THE PLAYER WHO HAS SUNK THE MOST POINTS IS THE WINNER OF THE GAME