

Using Sensors

You use sensors in the game to find cloaked ships or stealth ships on the board. When vessels do not have a cloaking and or stealth devices on them you do not need to follow these rules. When a vessel is on the board and it is trying to scan for a ship it sends out a pulse. As the pulse goes outward it becomes weaker. When scanning for a cloaked vessel you have to role the dice to see how many ships you can find with in a given range (See chart 1.1).

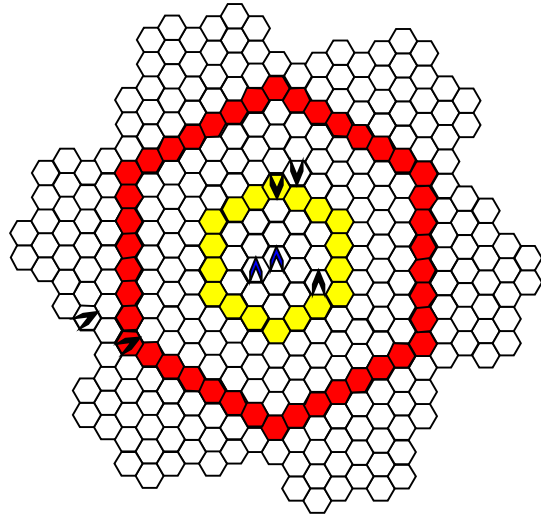
For Cloaked Ships				
Hex (Range)	<u>1 – 3</u>	<u>4 – 7</u>	<u>8 – 12</u>	<u>13 – And Up</u>
Die Role	1 – 5	1 – 3	1 – 2	1 – 1

For Stealth Ships				
Hex (Range)	<u>1 – 3</u>	<u>4 – 7</u>	<u>8 – 12</u>	<u>13 – And Up</u>
Die Role	1 – 6	1 – 4	1 – 3	1 – 2

You are in control of the Blue ships on the board below. You see their are some cloaked ships and you want to see if you can scan them and be able to find them. You role a 5 and then you check the chart above. You find you can see up to three hexes (Up to the yellow hex ring).

In there you were able to find two ships of the opponents side (The black colored ships). But you are not able to see the other three ships on the out side of the yellow hex. If you have rolled a 2 instead, then you would have been able to see all the ships inside the red hex ring, but not out side of the (Red) hex ring. If you have rolled a 1 instead, you would have been able to detect all of the ships on the board in the given range.

Illustration 1.1

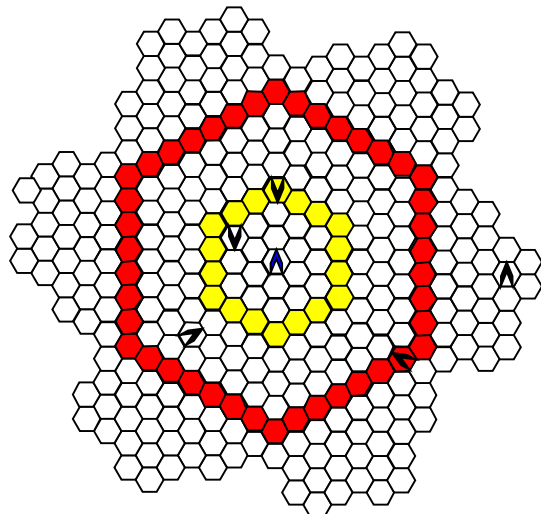


The rules for the Stealth Devices is the same with the following exception, you do not use the Cloaking Device but you use the chart labeled "For Stealth Ships" If you notice it is easier to find a stealth ship then a cloaked ship.

Example:

Corey is in charge of the Blue ship and he wants to find the enemy ships around him. He sees on the board ships that are turned over (The Black arrows). He wants to find where these ships are. He then Announces he is going to scan for enemy ships (During the scanning phase of the game). He roles the die and gets a 4. He then consults the chart "For Cloaked Ships" He sees a 4 and can scan up to three hexes away (See illustration on the Right). [In the illustration you can see the yellow hex ring and see only two ships that are 3 hexes away]. He finds he can only detect two ships. Once he has detected the two ships he informs the player of the two ships that he has been able to find the two ships and he knows where they are. The player has the option of either turning over the playing pieces or leaving them the way they are.

Illustration 1.2



If Corey had been able to role a 2, then he would have been able to detect all of the vessels in Illustration 1.2. Then he would have informed the player that he had found all the ships in the given area and the player has the option of turning over the ships or leaving them as is.

To find vessels with a Stealth Device it is the same procedure with one exception. The player who controls the vessel does not have to turn the ship over. Since the vessel does not need to be turned over due to the fact the vessel is not invisible, but only to sensors.