SETUP

🏠 HOUSE RULES

- Safe Warp: Choose D# ÷ 2 instead of rolling D# for movement
- Consume cargo to take full D#

PLAYERS

- 🏠$6 versus $4
- 🏠 Hidden Objective: Draw 2 Titles and keep 1
- Choose ships in reverse from last player. Place on closest spawn.
- Buy outfits in ship selection order

BOARD

- Nyr as center and use only Ember exploration tokens & FP track
- For first time players:
  - Use **Burning Horse**, **Kemplar II**, **Neo Damascus**,
    [4 players] **Outpost 338**], and [5 players] **Expedior Gate**
  - No NPC ships recommended

TURN STRUCTURE

You cannot return to a prior phase

1. **ACTION**: move, scan, attack, collect, jettison, rescue, trade, Missions, Abilities (in any order and as many as possible or fewer).
   Minor actions do no end movement.
   a. **DECLARE** action
   b. **SPEND** Energy, Armed Markers, or roll dice
   c. **RESOLVE** the action
2. **BUSINESS**: only if Action phases ends on planet or space station. Recharge, rearrange cargo/outfits, repair, buy/sell outfits/ships, buy FP, and/or (at Kiln only) Sift Relics.
3. **STATUS**: spend energy to rearm action markers (or move from outfit to Disarmed), refresh Abilities, refresh Impulse, draw titles, and count FP.
   a. Ice Damage spreads
   b. Check Economy Board and add $1 demand bonus if applicable