

King of the Hill

SETUP

Setup: Place sensor tokens on both ends of a 3-range circular zone in the center of the play area. Place one asteroid in the center, and each player may place one additional asteroid anywhere outside this "Hill."

Points: Recommend 70 points for building each player's force.

Duration: Agree on a turn limit ahead of the game. Recommend 7 or 8 turns.

SPECIAL RULES

Supernova Radiation

As an optional rule, each ship in the center zone suffers one point of damage during the end phase. Apply to shields first, then hull.

OBJECTIVE

Goal: Gain control of the central contested zone.

Scoring: Player with the most victory points at the end of the mission wins.

- 1 Victory point for each surviving ship in the center ring during the end phase of each turn.

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