

Turn Record Sheet for Gateway to the Stars

Power: _____

Player: _____

Turn Number	1	2	3	4	5	6	7	8	9
Production by TFs (1)									
Trade Income (1)									
Survey Bonus									
Resource Advance (2)									
Savings									
Total Funds Available									
P (Star Probe)	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =
S (Survey)	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =
Y (Colony Expedition)	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =
T (Trade Expedition)	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =
C (Cruiser)	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =	x2 ea =
D (Dreadnought)	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =
SB (Starbase)	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =	x4 ea =
Repair Dreadnought	x1 ea =	x1 ea =	x1 ea =	x1 ea =	x1 ea =	x1 ea =	x1 ea =	x1 ea =	x1 ea =
Buy Survey Card (2)									
Alter Power Order (2+)									
Total Spending									
Amount Saved (3 max.)									

VPs: TF (3ea): ___ On Cards: ___ Advances: ___ Indep. found (2ea): ___ Ts Docked (1ea): ___ Saved Cr (1/2 ea): ___ 1st Col. (3 or 1): ___ Tot: ___

Turn Order

1. Power Order

In multi-player game, draw Power Card for 1st Power, then roll die, if odd, play goes to left, if even to right.

2. Economics

Players simultaneously determine income and spending; negotiations and card trading are carried out.

3. Movement/Combat/Discovery

The first Power performs all its movement; then all its combat; then its discoveries. Each succeeding Power next does the same, in Power Order.

4. Surveys

System surveys are carried out in Power Order.

5. Colonization

Colonization is carried out simultaneously by all players. Captured TFs are converted or destroyed. This phase is repeated twice on the last turn.

Special System Counters

Stargates: Stargate is already present (place counter only after surveyed).

Hazardous: Unknown Menace of strength 3 present. Does not attack, but before survey can be done must be attacked and defeated (flip).

Vanished: All units now in the system are eliminated. Navigation rolls are no longer required for moves here, but discovery is not completed; draw another counter when discovery is again possible.

Vortex: All units now in system, or which *end* a move or retreat in later, are eliminated. However, **a stargate is present, place counter** - units *can* move *through* the system.

U: Unfriendly Independent Power with Independent Colonies (ICs), & System Defense Units (SDU) of strength 3, 1 step. Immediately attacks, but does *not* interdict. **Already surveyed; place stargate.**

F: Friendly Independent Power with Independent Colonies (ICs). For each Trade Expedition docked at a IC, gain 1 Cr. per turn bonus, plus filled Exchange box. **Already surveyed; place stargate.**

* **Star Probes** (and ships with them) are automatically permitted to retreat from Vanished, Vortex, and Unfriendly results above.

Counter Stack Order

Highest to Lowest:

- Starbases
 - TFs
 - Stargate
 - Ships
 - Regular System Counter
- Special system counters and Annihilated Counters are placed by themselves, not in stacks.

Jump Hazard

Path	Roll 1 die:
18	1,2 = Fails
19	1,2 Elim; 3,4 fails
20	1-4 elim; 5-8 fails

Unit Capabilities

Unit	Abrv	Strg*	Build	Special Abilities
Star Probe	P	1	4	Automatic Navigation to undiscovered Systems
Survey Ship	S	2	2	Survey Ability=2 (for all others, 1)
Colony Exp	Y	0	2	Used to create colony (TF)
Trade Exp	T	0	2	Trade with Indep; colonize on roll of 3-6
Cruiser	C	3	2	Interdicted only by other Cruisers
Dreadnought	D	3x2	4	Has two steps
Starbase	SB	3x4	4	Unit Build Site, has 4 steps.
Total Colony Force	TF	3x2	Y's	Produces 1 Credit each turn, has two steps.

Navigation, Colonization

Navigation to Undiscovered System: If unit other than star probe attempts to move to undiscovered system, roll 1 die: on 1 or 2 is eliminated. Probe succeed automatically, no roll. Units may attempt to move to system one at a time, when one succeeds others may move there with no roll.

Colonization: The number of Colony Exp required to create a TF is System Favorability + Number of TFs already present. Only 1 TF may be created at the same time at a system during a given Colonization phase (2 phases on last turn).

Colonization Advance: When the number of Colony Exp required to create a TF is 3 or higher, the Colony Advance reduces it by 1.

Movement Allowance: All units have a Movement Point Allowance of 6, expect for SB and TF which may not move.