

# Crossing the Transverse

In Crossing the Transverse, players control a fleet of spaceships that can all travel via hyperspace jumps along specified routes. Each class of ship can make a different type of jump.

## Objective

To capture the opponent's flagship.

## Components

Galaxy Map board

2 E-Class Ships (of each color)

2 I-Class Ships (of each color)

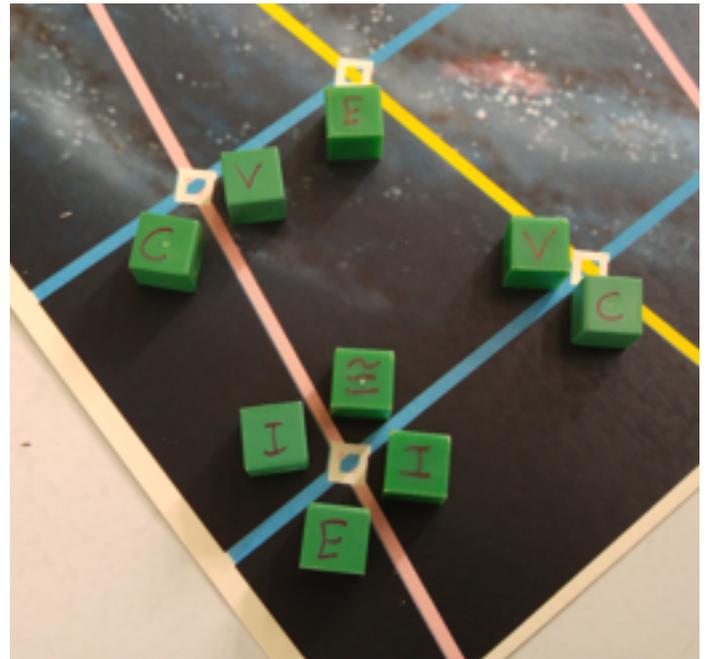
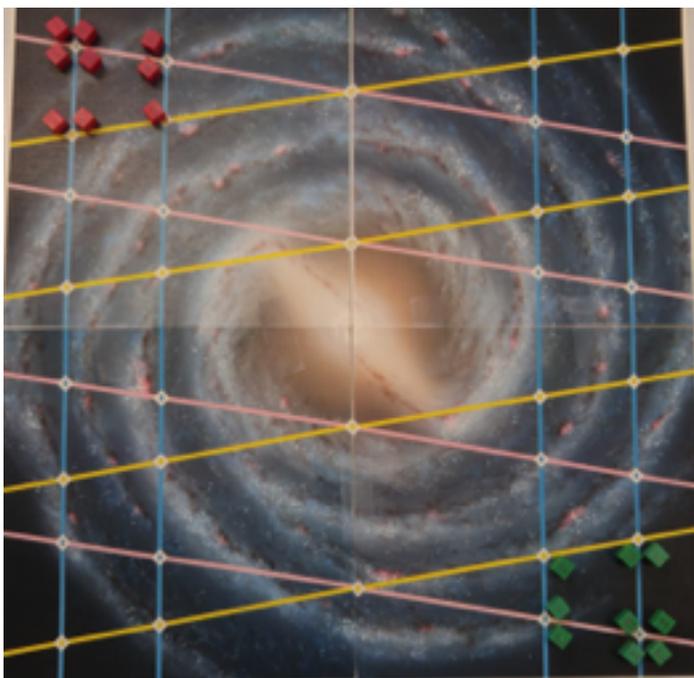
2 C-Class Ships (of each color)

2 V-Class Ships (of each color)

1 Congruence-Class ( $\cong$ ) Flagship (of each color)

## Setup

Player set up their fleet in opposing corners of the board, like so:



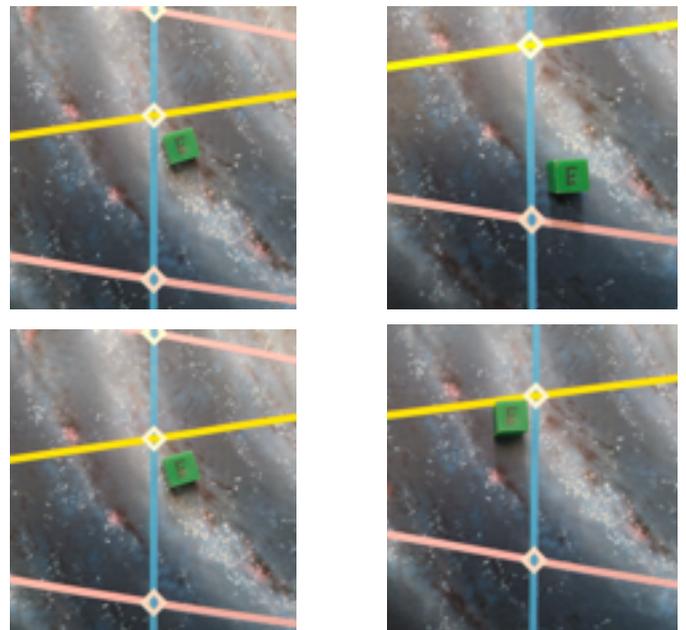
The darker color goes first.

## Game Play

On your turn, you must move one of your ships. Ships move along the hyperspace routes indicated by the blue, pink, and yellow lines. A docking bay constitutes one of the four angles at each intersection of two routes.

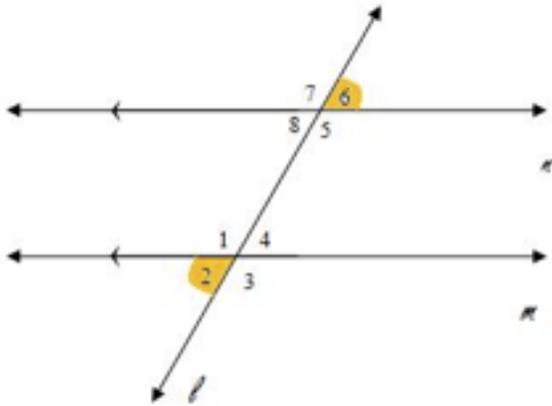
All ships can move using *sub-light engines* to an adjacent angle. This includes same-side interior angles that are only one route away.

Examples:

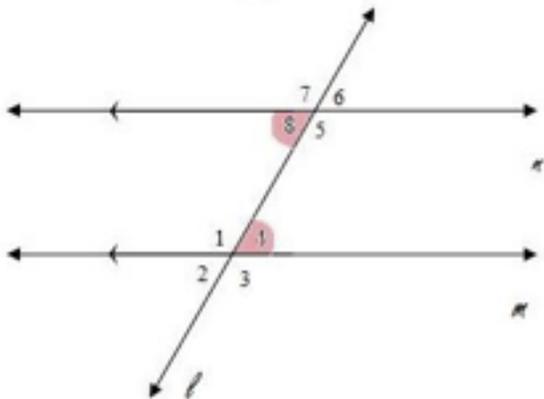


Each ship can make *hyperspace jumps* along one of the hyperspace routes. This allows distant travel. Each class of ship can make a different type of jump.

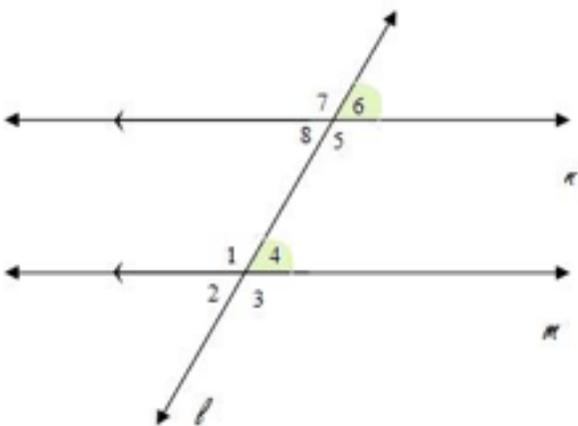
E-Class ships can move between alternate exterior angles on the same route (transversal).



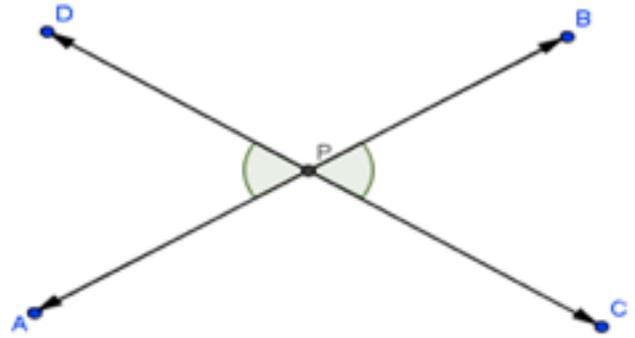
I-Class ships can move between alternate interior angles on the same route (transversal).



C-Class ships can move between corresponding angles on the same route (transversal).

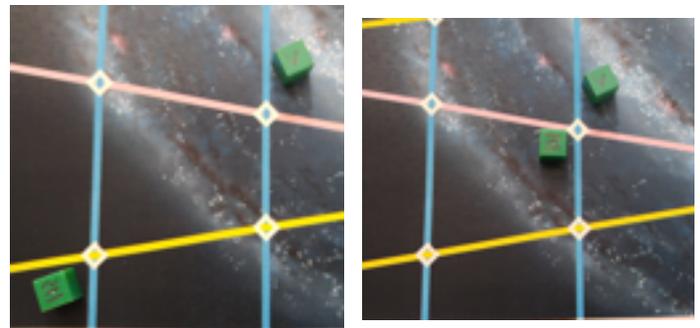


V-Class ships can move between vertical angles on the same intersection.



The Congruence-Class Flagship has a special maneuver. The flagship can jump so that it is occupying the vertical angle of one of the V-Class ships.

Example:



If a ship moves into the same space as an enemy ship, the enemy ship is capture. (The Flagship cannot capture using its special maneuver - it would merely be blocked).

If a V-Class ship crosses the transverse and enters the enemy quadrant, it can rescue a captured ship. Place the captured ship back in its starting location.

Game End

The game ends when a flagship is captured (victory for the captor) or when both players have fewer than 5 ships (tie).