

SEA SEARCH

A research exploration
board game on a mysterious sea

Created by Jon Bumstead



Sea Search A research exploration game on a mysterious sea

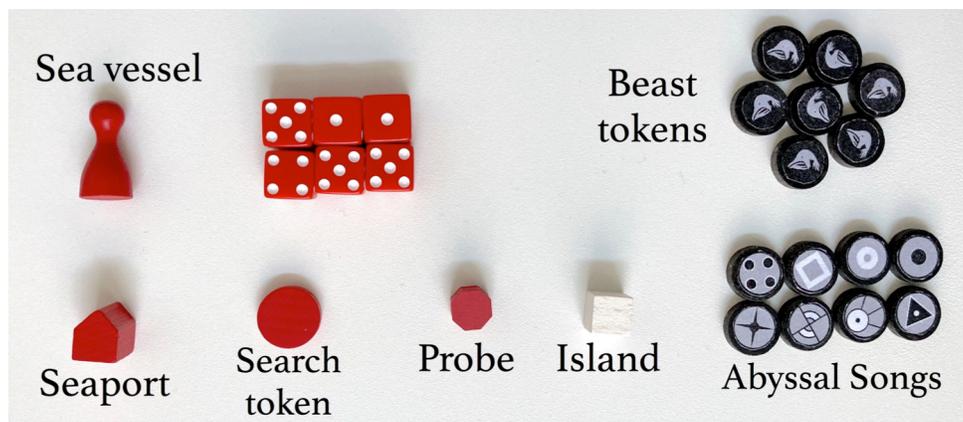
Game modes

Alona Sea is a recently discovered body of water that contains new ocean species and obeys bizarre physics unexplained by current theory. You lead a research team on a sea vessel into the uncharted waters to conduct cutting-edge research and uncover the mysteries of the sea. You quickly realize, however, that your team is not alone. You must compete with other rival labs and defeat dangerous beasts that may destroy all human attempts to understand the nature of the sea.

The game has two modes (see table below). For new players, start with a normal game to learn the basic gameplay.

Game Mode	Time	Decks Used	Goal
Normal Game	1-2 hours	Item Deck and Sea Deck with no Beast cards	Obtain three Abyssal Song recordings and move your ship to the center tile OR Be the last player with Seaports.
Epic Game	1-3 hours	Item Deck and Sea Deck with Beast cards	Defeat all beasts introduced to the game. AND Obtain three Abyssal Song recordings and move your ship to the center tile OR Be the last player with Seaports.

In Sea Search, players must strategically move their ships across the board to research unique sounds (Abyssal Songs) emanating from the sea. To safely navigate the sea, the ships must establish research posts called Seaports and protect them with state-of-art detector buoys called Probes. In Epic Games, players must also face dangerous beasts capable of stranding your crew at sea.

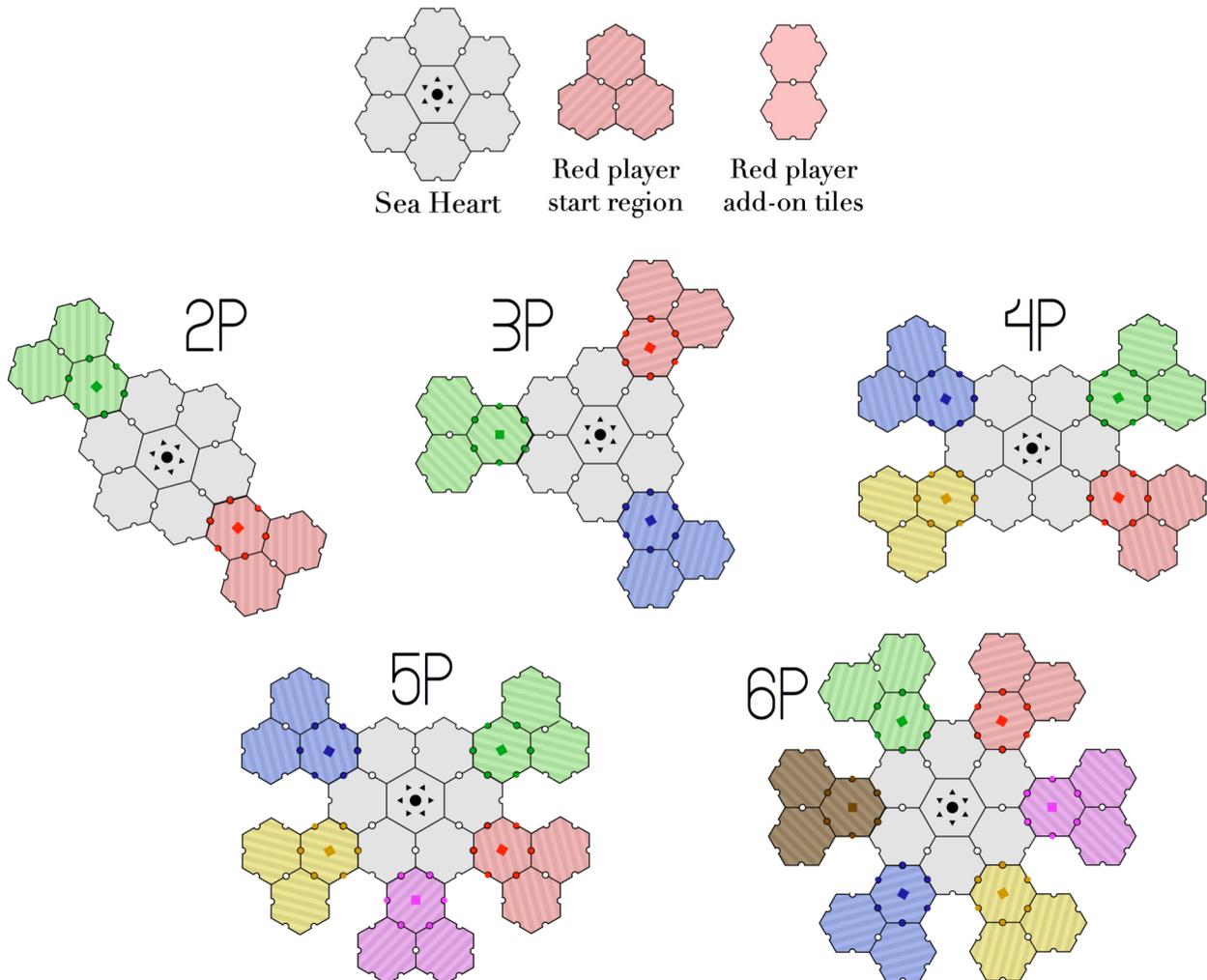


Main Sea Search game pieces

Board Setup

Sea Search begins by placing down a seven-tiled board called the “Sea Heart,” and adding three-tiled region for each player’s color. The board setup varies depending on the number of players.

Each player starts with a sea vessel and one Seaport on the tile corresponding to their ship’s color (see below). The player then places Probes on each edge of their starting tile. Counter boards are used by each player for tracking Probes, Seaports, Abyssal Songs, and Beast attacks, which are all explained in later sections.



Board configuration for 2-6 players and start tile for each player (right panel). The circles are probes, and the squares are Seaports. Each Sea Vessel begins on the tile with the corresponding Seaport.

Place the Probe counter at zero and Research counter at three on each player’s Counter board. Advancing these counters is explained in the Basic Gameplay section.

Each player rolls two dice and the highest roll goes first. After setting up the Sea deck and Item deck, each player gets four actions per turn, as described in the Basic Gameplay section.

Setting up the decks

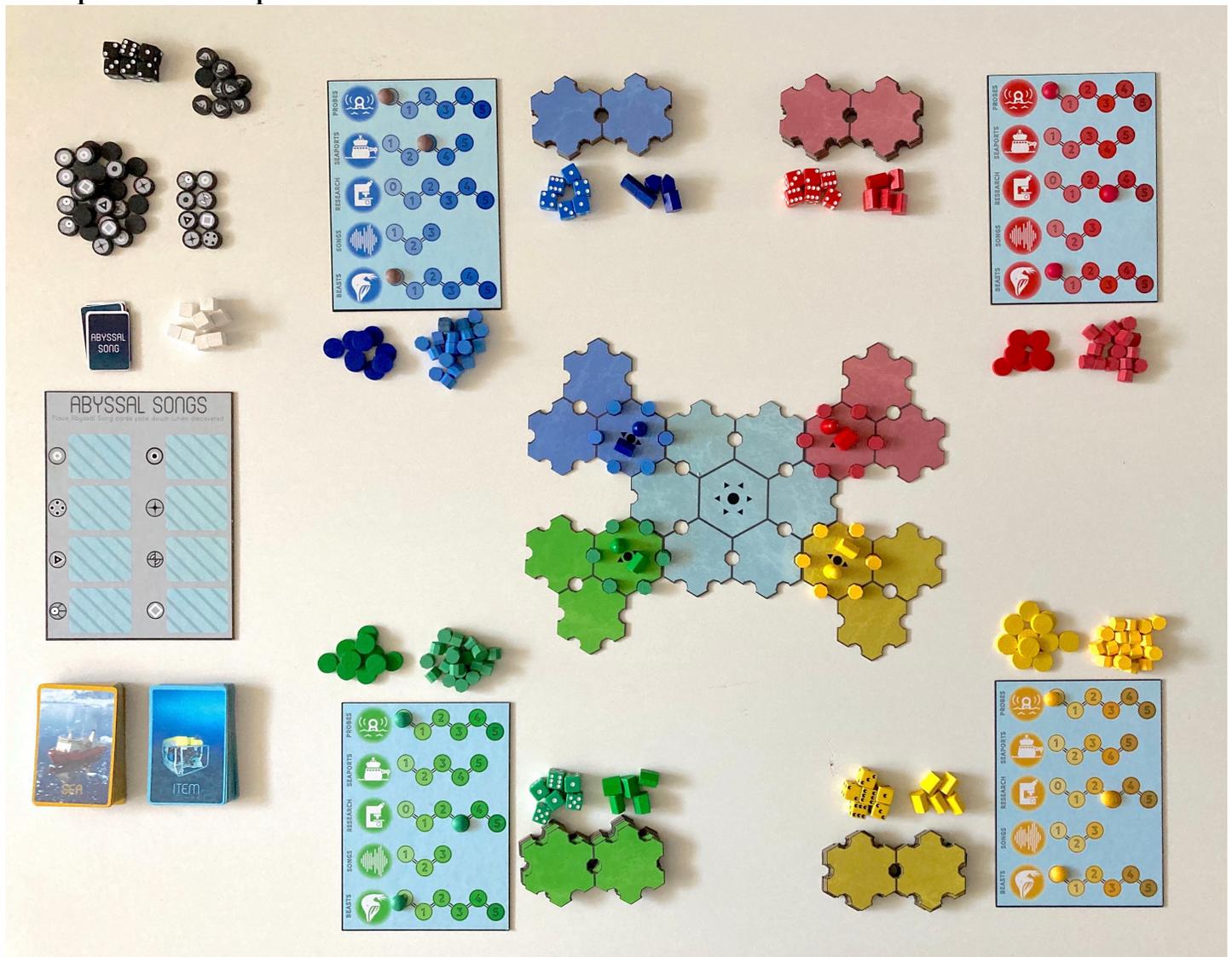
After setting up the board, players need to set up the Item and Sea decks according to the game mode. Epic games include Beasts, which are explained in the Beast section.

Normal Game: Shuffle the item deck. Remove all Beast cards from the Sea deck and shuffle the deck. Sea cards are drawn after each player's turn.

Epic Game: Shuffle the item deck. Remove all Beast cards from the Sea deck. Shuffle the deck without the Beast cards and then remove Sea cards equal to the number of players. Cut the remaining Sea cards evenly into seven piles. Add one Beast card to each pile.

Shuffle the piles separately and then stack the piles on top of each other, placing the pile without the Beast card on the top. Sea Cards are drawn after each player's turn. A Beast is introduced to the game when it is drawn from the Sea deck.

Example board setup

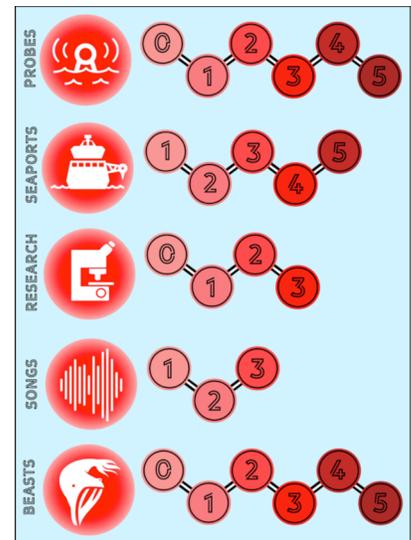


Basic Gameplay and Components

Actions (4 per turn): Each player has four actions per turn and must strategically use them to achieve the goal in the selected game mode.

Players can use one action to:

- Move their sea vessel to an adjacent tile
- Move between tiles with Islands
- Move between tiles with your Seaports
- Cast a Probe on their current tile's edge
- Establish a Seaport on their ship's current tile
- Attempt to dismantle an enemy Seaport
- Attempt to dismantle an enemy Probe
- Draw an Item card (once per turn)
- Steal Research – remove an enemy Search token
- Trade in two Search tokens for an Abyssal Song

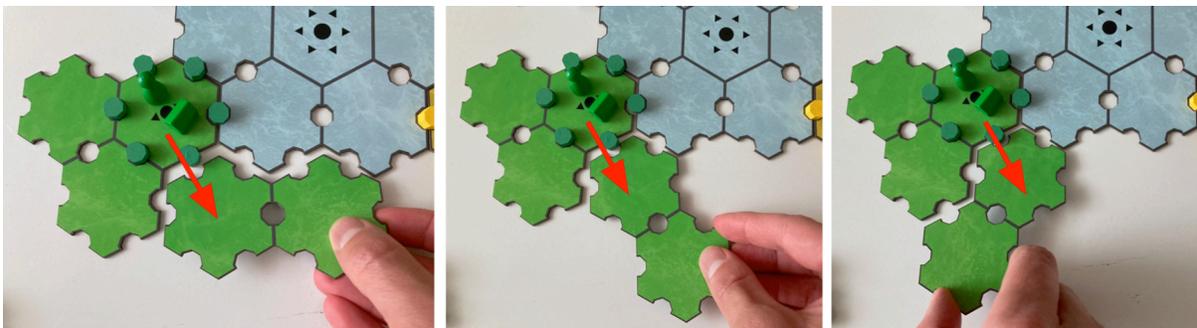


A player's Counter Board

Counter: Each player keeps track of Probes placed, Seaports available, Abyssal Songs discovered, Research conducted, and Beast events using a Counter Board.

Sea vessels: Each player has one ship for sailing around Alona Sea. The ship can move from its current tile to any surrounding tile using one action.

Players build their own board using “add-on pieces” consisting of two tiles with their color. If a player wants to move in a new direction off the board, they add one of these pieces to the game. The add-on piece is positioned adjacent to their ship's current tile so the edges align. Each player gets six add-on pieces.



Green player moving into new tile using an add-on piece. The player has three options for laying down the add-on piece.

Sea cards (52): Sea cards bring good and bad fortune. Players must draw one Sea Card after each turn. Sea cards can result in releasing a Beast or discovering an Island (See later sections for info). If a Beast is drawn during an Epic game, players stop drawing Sea cards until the Beast is defeated.

Players stop drawing Sea cards when the deck runs out of cards.

Item cards (34): Using one action, a player can draw an Item card on an eligible tile. After picking up the Item card, they must place one of their Search tokens on that tile.

Only one Item card can be drawn per turn. Item cards do not need to be shared with others until they are played. Each player can only hold four item cards at a time, so they cannot draw an item card when they already have four cards.



Sea and Item decks

Item cards **cannot** be drawn on:

- a tile with a Search token
- a tile with a Seaport
- a tile with an Abyssal Song token
- a tile with an Island
- the center tile of the Sea Heart

Only one Item card can be played during a player's turn (no action required). The card can be played at any time during the turn, as long as it is before picking up a Sea card. The card must be discarded after use, unless the card specifies otherwise.

If there are no Item cards left in the deck, shuffle the discarded cards to start a new deck.



Search tokens

Abyssal Songs (8): Abyssal Songs are deep ocean sounds that deviate from background ocean noise. These sounds are essential for unraveling the mysterious nature of the sea you sail. Abyssal Songs can be discovered by drawing an Abyssal Song card from the Abyssal Song deck.



Abyssal Song board, cards, and tokens

A card can be drawn from the Abyssal Song deck in two ways.

1. Use one action to remove two of your own Search tokens on **differently colored tiles (not including the Sea Heart tiles)** from the board in exchange for drawing an Abyssal Song card.
2. **Research Breakthrough:** When your Research counter hits five, you immediately draw an Abyssal Song card. You then set your Research Count to three.

Advancing your Research: When a player lands on a tile with another player's Search token, they can use one action to remove the Search token from the board to advance their Research Counter one position. The player whose Search token was removed has to decrease their Research Counter. If a player's Research Counter ever hits zero, they have to remove a Seaport and reset their Research Counter to three.

When a player hits five on their Research Counter, they have achieved a **Research Breakthrough** and get to immediately view a new Abyssal Song card and play it. After playing the card, they must set their Research Counter down to three.

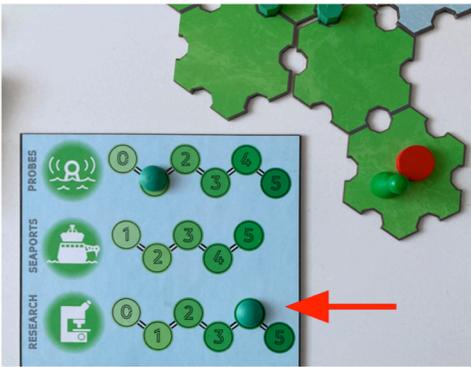
Overview of two ways to discover an Abyssal Song

Option 1



Use one action to remove two Search tokens on different color tiles

Option 2

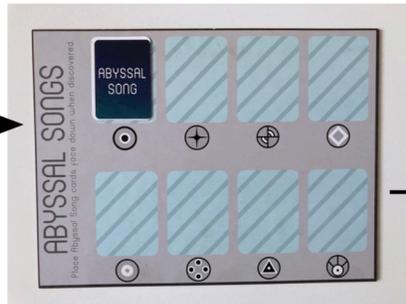


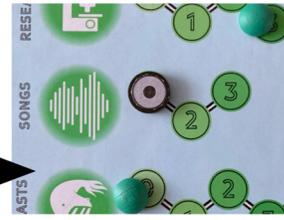
Use one action to remove enemy Search token. Green Research Count will hit 5.



Draw an Abyssal Song card

Place it face-down on board





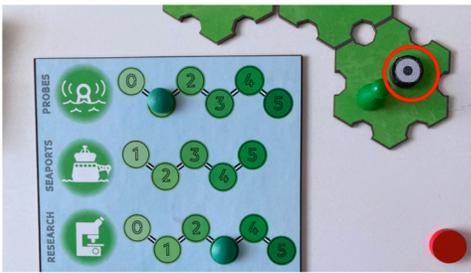
Add same symbol token to your counter board

Option 1



Place matching Abyssal Song token on tile with Search token (pick tile closest to your ship)

Option 2



Place Abyssal Song token on your ship's current tile and reset Research Count to 3.

Playing an Abyssal Song card: There are two types of Abyssal Songs: Anomalies and Echoes. Anomalies can only be heard once and only count toward an Abyssal Song discovery for the player who draws the card. Echoes can be rediscovered by other players (see next section).

When an Abyssal Song is drawn, players do the following:

- Place the card **face down** on the Abyssal Song Board on one of the empty positions. Make sure not to reveal whether the Abyssal Song is an Anomaly or an Echo to the other players!
- Place an Abyssal Song token on the tile containing the Search token being removed. The Abyssal Song token should match the symbol of where you placed the card on the Abyssal Song Board.
 - If you are trading in two of your Search tokens, place the Abyssal Song token on the tile with the Search token closest to your ship.
 - Your ship does not need to be on the tile with the Search tokens to trade them in to draw an Abyssal Song card.
- Place another Abyssal Song token with the same symbol on your Counter board.

Rediscovering an Abyssal Song: Players know the location of discovered Abyssal Songs by the tokens placed on the board. They can use an action when their ship is on that tile to view the corresponding face-down Abyssal Song card. If it is an Echo, the player can add the same Abyssal Song token to their Counter. If it is an Anomaly, nothing can be recorded. The player has wasted time traveling to the tile and searching the ocean floor for an Abyssal Song that can only be heard once.

Once you discover three different Abyssal Songs you have enough information to conduct your research off the ship. To exit the sea, you must reach the center tile of the Sea Heart. If you make it to the center tile of the Sea Heart with three Abyssal Songs and at least one Seaport, you have won the game.

Probes: A sea vessel can cast a Probe on an edge of the tile it currently occupies at the expense of one action. Probes are used for sectioning off and defending territory. Probes cannot be placed on the outer edges of a Sea Region (thick black edges). When you lay down a Probe, advance your Probe Counter on your Counter Board. Once you've laid down five Probes, you have earned a Seaport (see next section).

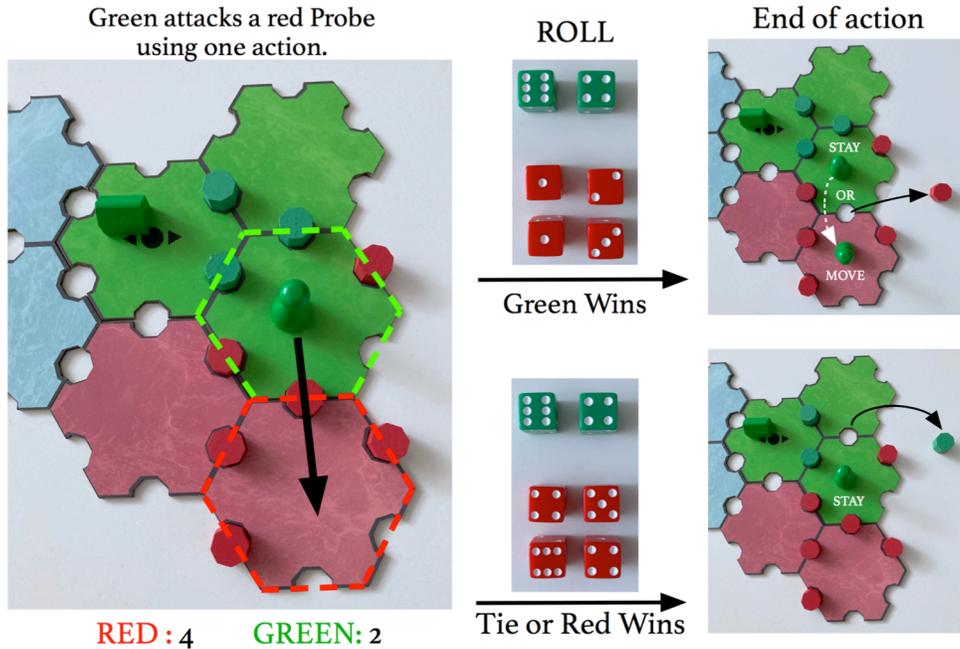
Sea vessels cannot cross an edge occupied by an enemy Probe unless it is disarmed. You can attempt to disarm an enemy Probe neighboring your sea vessel by using one action. The outcome is decided by a dice battle with whichever player owns that Probe (see figure on next page).

Dice	Defender: dice equal to defender's Probes on defended tile Attacker: dice equal to attacker's Probes on attacker's current tile
Attacker wins	Defender Probe removed. Attacker ship can stay or advance to defended tile.
Defender wins or Tie	Attacker removes a Probe on current tile. Attacker ship stays in current tile.

Players can attempt to disarm Probes multiple times per turn.

If your ship is ever surrounded by enemy Probes or there is no way for your ship to move out of a tile, you must immediately move your ship to your nearest Seaport and you lose your next turn.

If a player loses all their Seaports and is thus eliminated from the game, their Probes are inactive. If a player wants to add one of their Probes to an edge occupied with an inactive Probe, they can remove the inactive Probe and add their own.



Probe attack overview. The red and green dashed lines show the edges eligible for gaining dice in the roll

Seaports: Seaports are small floating research stations for regrouping your sea vessel. Each player begins with one Seaport in their starting tile surrounded by Probes (see Board Setup for details). If a player loses all their Seaports, they are out of the game.

A player gains a new Seaport for every **five Probes** they lay down (keep track of Probes using the Probe counter on your Counter Board). Once five Probes are reached, place a Seaport token on your Counter Board and set your Probe counter to zero.

The earned Seaport can now be placed on a tile your sea vessel is currently occupying using one action during one of your turns. The Seaport remains on your Counter Board until you place it on the board using an action. If you lose your last Seaport and have Seaports on your Counter Board, you cannot place them down on the board to get back in the game. **Seaports cannot be placed on the center tile of the Sea Heart or a tile containing an enemy Seaport, Abyssal Song token, Search token, Island, or Beast token.**

A ship can travel between two of its own Seaports using one action. Players may also move between Seaports of any color using one actions with the permission of the player who owns the Seaport, which may be useful for defeating Beasts or teaming up against another player.

Players can dismantle enemy Seaports, so it is important that they are well guarded. To attack a Seaport, a ship must land on a tile containing the enemy Seaport. The attacking player must then use an action to attack it. The result of the attack is decided by a dice roll.

Dice	Attacker: Dice equal to number of Seaports they have on the board Defender: One die plus dice equal to number of Seaports they have on the board
Attacker wins	If attacker wins, the enemy Seaport is removed from the board.
Defender wins or tie	Attacker moves their ship to one of their Seaports, loses any remaining actions, does not draw a Sea Card, and loses their next turn.

Seaports must also be removed from the board if they are ever surrounded by enemy probes.

Each player is allowed a maximum of five Seaports. If a player gains a Seaport but already has five down on the board or on their Counter board, the player can choose any of the Seaports to move to a new location.

Islands (8): Islands act as a portal between two tiles on the board. When a player's ship is on a tile with an Island, they can use one action to move their ship to another tile with an Island.

Islands are discovered when a player draws an Island card from the Sea deck. When an Island is drawn, place an Island token on any eligible tile adjacent to your ship (including the tile your ship is currently occupying). An Island cannot be placed on:

- the center tile of the Sea Heart
- a tile with a Seaport, enemy ship, Abyssal Song token, Search token, another Island, or Beast token

If you draw an Island and all the tiles surrounding your ship are ineligible tiles, place the Island card back in the Sea deck and shuffle the deck without placing the Island on the board.

MOVE

Move your sea vessel to an adjacent tile (1 action)

Move between your Seaports (1 action)

Move between Islands (1 action)

DEFEND

Cast a Probe on your current tile's edge (1 action)

- Advance Probe Count one position

Establish a Seaport on their ship's current tile (1 action)

ATTACK

PROBE ATTACK (1 action)

Dice : Defender: Dice equal to defender's Probes on defended tile
Attacker: Dice equal to attacker's Probes on attacker's current tile

Attacker wins : Defender probe removed. Attacker ship can stay or advance to defended tile

Defender wins : Attacker must remove a Probe on current tile and ship stays in current tile

SEAPORT ATTACK (1 action)

Dice : Defender: One die plus dice equal to their Seaports
Attacker: Dice equal to their Seaports

Attacker wins : The enemy Seaport is removed from the board.

Defender wins : Attacker moves their ship to one of their Seaports, loses any remaining actions, does not draw a Sea Card, and loses their next turn.

RESEARCH

Draw an Item card (1 action, only allowed once per turn)

- Place Search token on your current tile

Remove an enemy Search token on your current tile (1 action)

- Increase your Research count one position

- Enemy decreases their Research count one position

Trade in two Search tokens for an Abyssal Song (1 action)

- Search tokens must be on different colored tiles (Sea Heart does not count)

- Place Song token on whichever of those two tiles is closest to your ship

View a discovered Abyssal Song (1 action)

- Your ship must be on tile with the Abyssal Song token

- Look at card with symbol that matches the token

Research Breakthrough (0 actions)

- Draw Abyssal Song card immediately after Research count hits 5

- Place Abyssal Song token on ship's current tile

- Set Research count to 3

Some Rules to remember:

If a Seaport is ever surrounded by enemy probes, it must be removed from the board.

If your ship is ever surrounded by enemy Probes or there is no way for your ship to move out of a tile, you must immediately move your ship to your nearest Seaport and you lose your next turn.

One item card can be played at any time during your turn with no action, as long as it is before picking up a Sea card.

Players may move between Seaports of any color using two actions with the permission of the player who owns the Seaports.

Seaports cannot be placed on the center tile of the Sea Heart or a tile containing an enemy Seaport, Abyssal Song token, Search token, Island, or Beast token.

You can use an action to view a discovered Abyssal song card (on the Abyssal Song Board) when your ship is on the tile with the corresponding token.

Components

Sea Vessels (1 per player)

Sea Start Board (1 per player)

Sea Add-on Pieces (4 per player)

Counter boards (1 per player)

Sea Heart Board (1)

Abyssal song board (1)

Seaports (max of 5 per player)

Probes (20 per player)

Search tokens (6 per player)

Sea Deck (51 cards)

Item Deck (34 cards)

Abyssal Song Deck (8 cards)

Abyssal Song Tokens (40)

Islands (8)

Beast tokens (20)

Probe counter token (1 per player)

Research counter token (1 per player)

Beast counter token (1 per player)

Beasts

Dangerous beasts exist on the sea and must be defeated to win **Epic Games**. Fighting beasts often requires allegiance with other players. Beasts are introduced to the game by drawing from the Sea deck. Players can choose whether or not to cooperate with one another to defeat beasts, but all Beasts drawn must be defeated. When a Beast is drawn, players stop drawing Sea cards until the Beast is defeated.

Each Beast has its own attacks and method for defeating it as described below. Beasts often need to be tracked on the board using two-sided Beast tokens. **Beast tokens can occupy the same tile as ships, Islands, Abyssal Songs, Seaports, and Search tokens, but they usually only have negative effects on Seaports and ships.** The effects of some Beasts must be counted using the Beast Counter on your Counter Board.



Remember, players may move between Seaports of any color using two actions with the permission of the player who owns the Seaport. Fast travel between Seaports may be necessary to defeat certain Beasts.

Beast Rolls: Players often face Beasts with the same type of dice roll called a Beast Roll. The player and Beast both get dice equal to that player's Seaports. The outcome of the roll is described for each Beast.

Siren

A collimated beam stretches over the horizon, luring your ship to investigate. As you move toward the source, the beam only appears farther away. The entire night passes with no progress and your team is left exhausted and confused, miles off course from your previous destination.

Beast setup:

Each player places one Siren token on the farthest eligible tile from their ship's current position. You cannot place the Siren token in a tile with an enemy sea vessel in this first move.

Siren tokens cannot be placed on or move into tiles with a Seaport or an Island.

Players set their Beast Counter at two.

Beast's attack:

At the end of each turn, a player must:

- Move two spaces towards the nearest Siren token.
- Count the number of Seaports with Report tokens they have and add one to the value. They can then move any Siren token that number of spaces.



If a player ever lands in a tile with the Siren, they must decrease their Beast counter one position and drop a Report token if they are carrying one.

If your Beast counter hits zero, you must remove one Seaport and set your Beast counter back to two.

How to defeat the beast: The Siren is defeated by placing Report tokens on tiles with Seaports.

Sea vessels receive a Report token when they land on the center tile in the Sea Heart and can only carry one at a time. The Report token travels with their ship. Players can pick up or drop Report tokens using one action.

Players must drop one Report token on each of their Seaports. Report tokens on tiles with Seaports can still be picked up. Once all Seaports on the board have a Report token, the Siren is defeated and all Beast tokens must be removed from the board.

Kraken

The ship's sonar detects a large mass moving through the water. It seems impossible for a single organism to reach this size, but all your measurements point to only one conclusion. This beast of prehistoric proportions now threatens more than just your research grant deliverables. You must work together with other researchers by sending out high frequency whistle calls to scare away the Kraken, or you can try to abandon your rivals at sea.

	Kraken
	Whistle

Beast setup: All players set their Beast counter at three. Place one Whistle token on the center tile and Kraken tokens on each tile with a Seaport.

When your ship is in the same tile as the Whistle, you can pick it up by removing one of your Probes from the board.

You can steal the Whistle from a player carrying it by entering the same tile and removing two of your Probes from the board.

When a player is holding the Whistle,

- they can only move two tiles per turn (they still get four actions)
- they can pass the token to another ship to increase their Beast counter one position (no action required)

If a player does not have the Whistle at the beginning of their turn, they have to add a Kraken token to a tile adjacent to their current position. Krakens cannot be placed on tiles with Sea Vessels, Search tokens, Abyssal Songs, or Islands. If there are no eligible tiles, then the player must decrease their Beast Counter one position.

Beast's attack: If a player enters a tile with a Kraken OR they have the Whistle at the end of their turn, they must perform a Beast Roll.

Roll result	Result
Player wins	Increase Beast counter one position and they get the Whistle if another player has it.
Beast wins or tie	Decrease Beast counter one position.

If a player's Beast counter hits zero, they have to remove a Seaport and reset their Beast counter at three. If there is a Kraken token on the tile with the Seaport getting removed, the Kraken token remains on the board.

How to defeat the beast: When a ship carrying the Whistle enters a tile with a Kraken token, the player can use one action to remove the Kraken token from the board. The Beast is defeated when all Kraken tokens are removed from the board.

Sentient Fog

A thick fog rises over the sea. Space twists around the pillowing mist and the time you've spent out at sea begins to blend into a singularity. You and your crew desperately try to piece together a timeline you can comprehend. The fog moves across the sea to a time before the sea was discovered by humans.

Beast setup: Place the Fog token on the center tile in the Sea Heart.

Place one Specimen token under each player's Sea Vessel. This token symbolizes a small Specimen of the Fog collected by your lab and moves with your ship. When players have the Specimen token, their ships have new abilities:

- They can pass over enemy Probes without having to attack them
- They get one extra die when attacking enemy Seaports
- They can be surrounded by enemy Probes without penalty

	Fog token
	Specimen token

Players can drop the Specimen or pick it up using one action.

Beast attack: After each round of turns, the Fog moves two tiles toward the nearest Sea Vessel. If multiple Sea Vessels are equidistant from the Fog token, those players roll two dice to decide which way the Fog goes. The Fog moves towards the player with the lowest roll.

After the Fog's turn, **players carrying a Specimen token** must remove from the board all Probes and Seaports on the Fog's current tile.

If the Fog lands on a tile with a Sea Vessel, that player must remove one Seaport, regardless of whether the player is carrying the Specimen or not. Players cannot willingly enter a tile with the Fog token.

How to defeat the beast: To remove the Fog from the board, all players must dispose of their Specimen by dropping the token on the center tile of the Sea Heart. When the Specimen token is dropped on the center tile it is removed from the board.

Privatization

The mysterious nature of this sea is making headlines and private companies are beginning to realize the fortunes to be made in the tech and tourism industry. After only a few months of lobbying, several governments have signed legislation to privatize Alona Sea. While the private companies will offer tempting incentives to bring down rival labs, all researchers must band together to declare Alona Sea a conservation area.

	Purchased zone
	Available zone

Beast setup: All players set their Beast counter at 2. Place Available Zone tokens on all the Sea Heart tiles.

Beast attack: After each player's turn, all players take turns doing one of these action. The player whose turn it is goes first.

- Move an Available Zone token one space
- Flip a Beast token
- Increase another player's or your Beast Counter one position.
- Decrease another player's Beast Counter one position.

After these actions are performed, player's must do the following in this order.

1. If a player is on a tile with a Purchased Zone token, they increase their Beast Count one position.
2. If a player's Beast counter is at zero AND they have a Purchased Zone token on a tile with one of their Seaports, they must remove that Seaport. They then reset their Beast counter to 2.
3. Check if anyone has a Beast counter at 5.

How to defeat the beast: If any player has a Beast counter at 5, then the Beast is defeated and all Beast tokens can be removed from the board.

Seamites

During your visit to one of your Seaports, you notice severe damage along the waterline. After studying a sample of the surrounding water, your team discovers microscopic creatures that must be responsible for eating away at your research infrastructure.

	Active Seamites
	Inactive Seamites

Beast setup: Players must place an active Seamite token on all tiles with Seaports.

Beast attack: At the end of each turn, players must face any Seamites on tiles containing one of their Seaports. There is a separate dice battle for each of their Seaports with Seamites.

The Seamites get two dice per active Seamite token and one die per inactive Seamite token on that tile. The player gets dice equal to their Seaports.

Roll result	Result
Player loses by 6+	Remove the Seaport and all Seamite tokens on that tile from the board.
Player loses by 1-5 or ties	Remove two of your Probes from the board. There is no penalty if you have fewer than two Probes on the board, just remove them all.
Player wins	You can move one inactive Seamite token on this tile to another tile with an enemy Seaport.

Sea Vessels cannot travel between Seaports that have any Seamite token (active or inactive).

How to defeat the beast: When a Sea Vessel occupies a tile with an active Seamite token, they can use one action to deactivate the Seamite (i.e., flip the token). Once all the Seamite tokens on the board are inactive, the Seamites are defeated and all Beast tokens must be removed from the board.

Planetary Storm

Due to the warming of the planet, massive superstorms envelop the entire sea. All resources must be applied to collecting data to understand the storm's behavior in Alona Sea. The report will helpfully convince legislators to draft new laws for preventing global warming.

Beast setup: Place one inactive Storm Center token on the center tile of the Sea Heart. Each player must set their Beast counter to 2.

Beast attack: After each round of player turns, flip over all inactive Storm Centers to make them active. Each player must then place one inactive Storm Center on a tile touching an active Storm Center.

	Active Storm Center
	Inactive Storm Center

Storm tokens cannot be placed on tiles with Abyssal Songs or Search tokens.

Any Seaports on active Storm Centers must be removed from the board.

If a ship is ever in a tile with an active Storm Center, they must immediately perform a Beast roll.

Roll result	Result
Player wins	Increase Beast counter one position
Beast wins or tie	Decrease Beast counter one position.

If a player's Beast count ever hits zero, then they have to remove a Seaport and set their Beast count back to 2.

How to defeat the beast: If a player places a Search token on a tile with a Storm Center (active or inactive), then they increase their Beast counter one position.

If a player hits 5 on their Beast counter, they no longer lose a Seaport if an action Storm Center is on its tile. However, they still need to do a Beast roll if their ship is on a tile with an active Storm Center.

When all players hit 5 on their Beast counter, then the Planetary Storm is defeated and all Beast tokens are removed from the board.

Military Intervention

The government has issued a military intervention to quarantine Alona Sea. All research in the sea must be forfeited to the government and vessels must exit the sea immediately. Battlecruisers descend onto the water.

Beast setup: Add one Battlecruiser token on each tile a sea vessel began the game (i.e., one Battlecruiser for each player). Remove any Seaport and Probes on that tile. If this is your last Seaport, you may move it to any eligible tile on the board.



Beast attack: After each round of turns, each Battlecruiser can either move two tiles or remove one Probe on their current tile. **Battlecruisers cannot pass over Probes.**

The actions of the Battlecruiser must be directed to reaching the nearest sea vessel. Battlecruisers only destroy Probes if there is no way to reach a Sea Vessel in their current turn.

Battlecruisers can add tiles to the board if it helps them reach a Sea Vessel — use the color that matches that Battlecruiser's starting tile.

Players must decide together what sequence of actions get each Battlecruiser to the nearest sea vessel. If there is any debate or two players are in equal danger, then those player's roll two dice to decide what to do.

A player has to remove a Seaport if:

- A Battlecruiser lands on the same tile as their Sea Vessel. That Battlecruiser turn then ends.
- A Battlecruiser moves into a tile with one of their Seaport. That Seaport is removed.
- Their Sea Vessel voluntarily moves into a tile with a Battlecruiser.

How to defeat the beast: To remove a Battlecruiser from the board, you must place Probes on every edge of its current tile. The Military Intervention is over once all the Battlecruisers are removed from the board.