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)
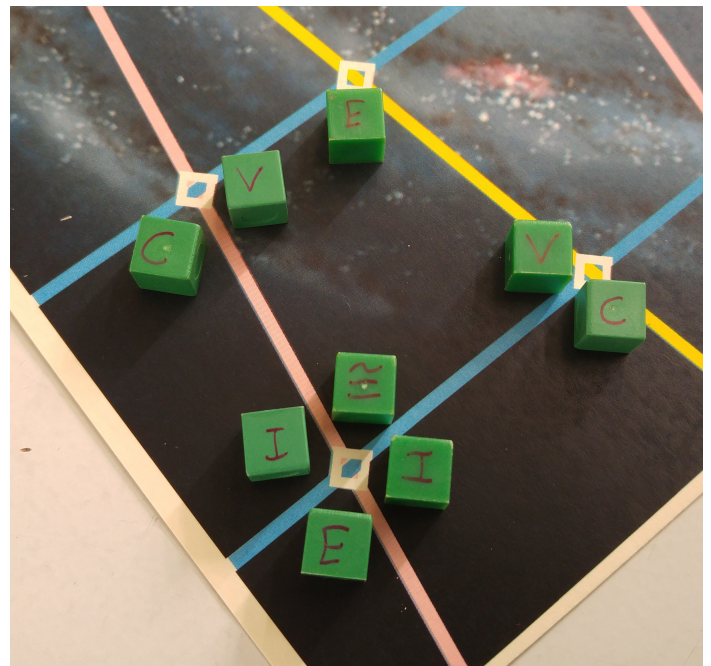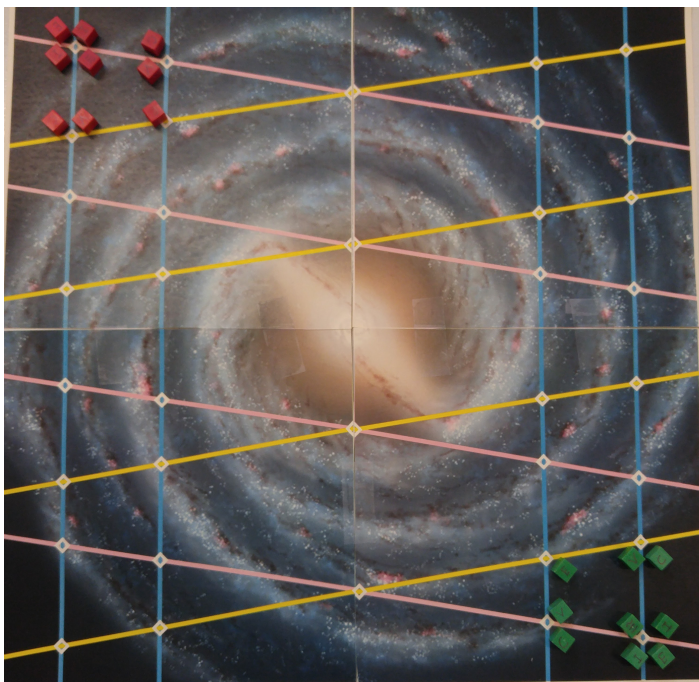2 I-Class Ships (of each color)
2 C-Class Ships (of each color)
2 V-Class Ships (of each color)
1 Congruence-Class ($\cong$) Flagship (of each color)

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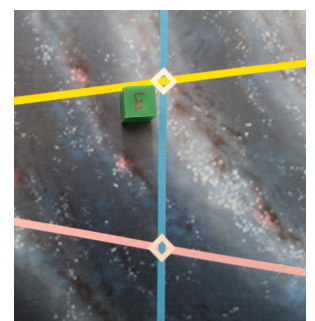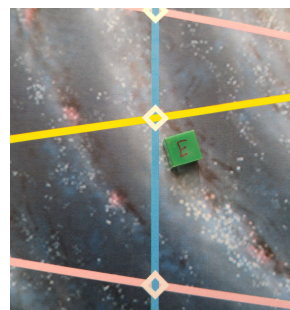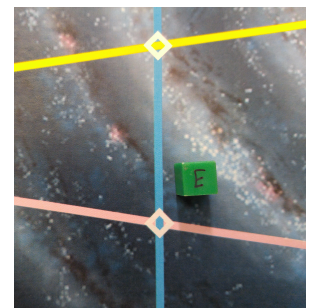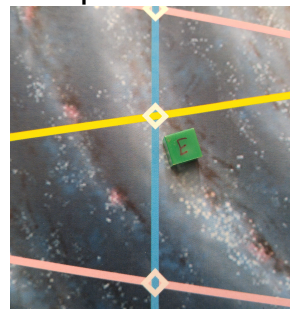
Each ship can make *hyperspace jumps* along one of the hyperspace routes. This allows distant travel. Each class of ship can make a different type of jump.

These jumps can only occur between congruent angles. For these purposes, all lines of the same color are parallel to each other.
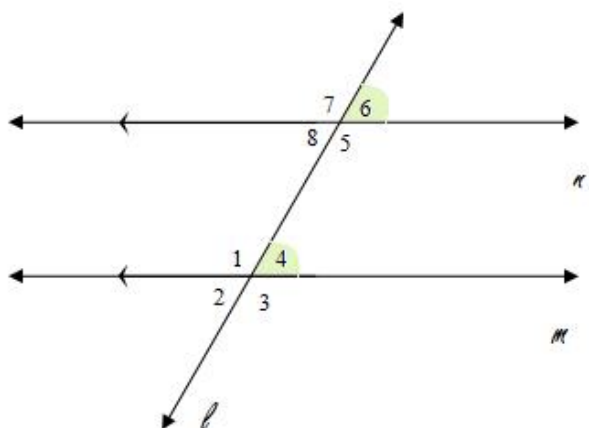
E-Class ships can move between alternate exterior angles on the same route (transversal).
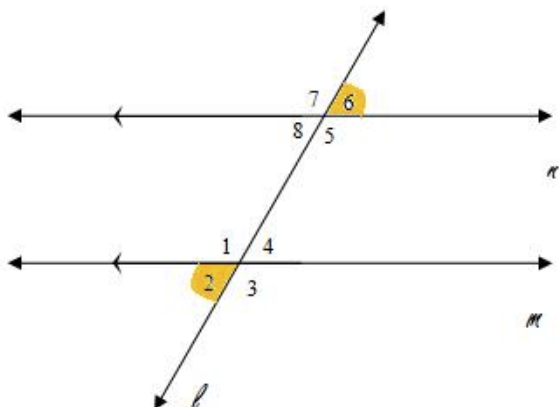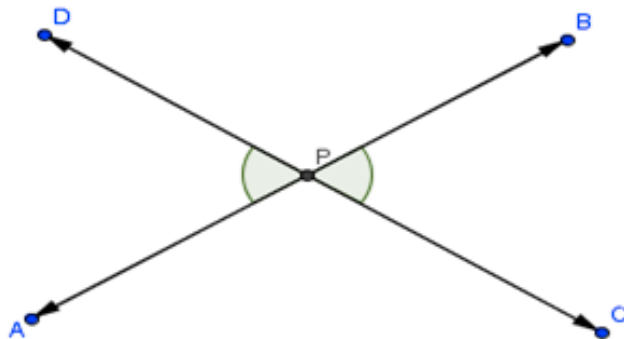

I-Class ships can move between alternate interior angles on the same route (transversal).
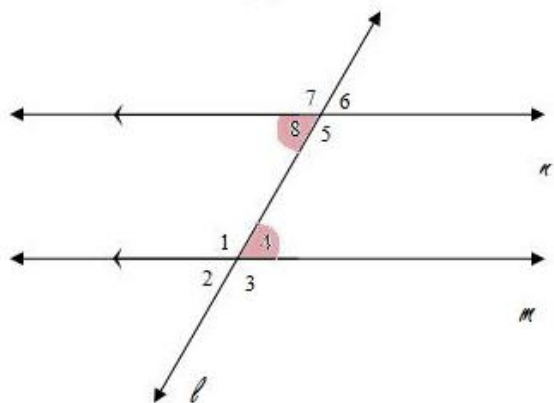
C-Class ships can move between corresponding angles on the same route (transversal).
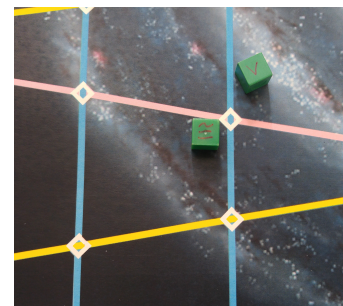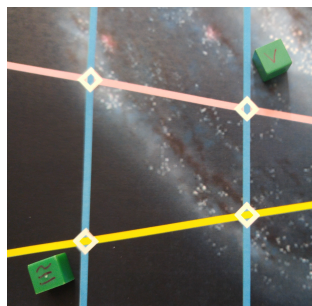

V-Class ships can move between vertical angles on the same intersection.

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 captured. (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).