







The Hitchhikers Guide To The High Frontier

Don't panik!




Movement

Rocket movement consists of spending "burns". A burn is the amount of fuel according to the thruster card it uses in this turn. You may never spend more burns than your rockets acceleration. Please read the example in rules (section 6.1) to see how to calculate your acceleration (modified thrust).


Movement costs

	Enter a red filled dot: 1 burn. <i>You can continue movement in any direction.</i>
	Cross a Hohmann in a straight line: free
	End your movement on a Hohmann: free. <i>Note: In your next turn, you can move in direction from that point.</i>
	Hohmann pivot (change direction in mid-turn at a Hohmann): 2 burns (plus another burn if you continue movement and enter the next red dot)
	Enter L-Points (all non-red dots): Free. <i>Note: Different to Hohmanns, you can change direction for free on all non-red dots, which is a great way to save fuel.</i>
	Aerobrake landing (dashed lines): Free. Unidirectional (only move in direction of arrow) and aerobrake hazard (see right). <i>Tip: Aerobraking offers a fuel-saving but risky way to land on planets.</i>

Markers for special rules

	crash hazard (6.4. E) <i>Note: There are both red and non-filled crash hazards. The normal rules apply in addition to the crash hazard.</i>
	aerobrake hazard (6.4. F) Discard any rocket parts named "Sail" and take a hazard die roll.
	radiation level hazard (8.3 C) <i>Expanded game only</i>

Note that some dots have letters in them like "HEO". They are just for flavor and have no impact on the rules.

	<i>Some routes (lines on the map) have different color. They have no special rules. These are recommended routes to destinations. The sign posts show the amount of burns (assuming you end movement at every Hohmann to save fuel).</i>
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Objects: landing / takeoff

If the acceleration of your rocket is at least one more than the object size	If the acceleration of your rocket is smaller than or equal to the object size
Landing is free. <i>Note: If you ended your previous turn on the last red dot next to a planet, you can thus land for free</i>	Landing costs an amount of fuel equal to the object size (but does not count against your acceleration)
Take off is free, but you must enter the first dot and spend one burn as usual for that.	Take off costs an amount of fuel equal to the object size (not counting against your acceleration and remember that this fuel is spent before calculating your acceleration) plus one burn to enter the first dot, as usual.

Tip: To help with landing, note that at beginning of each turn, you can choose which thruster in your rocket stack you want to use. Thus you can use a low fuel thruster to transport a high thrust but high consumption thruster next to a large object and then use the later to land on the object for free.