STAR EATER

Regulation: Beta1

03/02/21

A note from 5Volt:

Content wise, this rulebook is for the Beta version of Star Eater. The rules for Star Eater are unlikely to change significantly as the project progresses, but their presentation will continue to evolve.

Thank you for your interest in Star Eater.
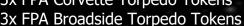
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I. Component List

3x FPA Main Cannon Projectile Tokens
3x FPA Corvette Torpedo Tokens
3x FPA Broadside Torpedo Tokens
6x Lamais Broadside Projectile Tokens
3x Lamais Main Cannon Projectile Tokens
8x Shield tokens

10 x Lamais Component Cards
(2 main weapon,
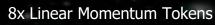 2 broadside weapon,
 2 Hangar,
 1 Special Ability,
 3 Point Defence)
5 x Lamais Corvette Cards

8x Linear Momentum Tokens
4x Counter Clockwise Momentum Tokens
4x Clockwise Momentum Tokens

10 x FPA Component Cards
(2 main weapon,
 2 broadside weapon,
 2 Hangar,
 1 Special Ability,
 3 Point Defence)
5x FPA Corvette Cards

32 x Armour tokens(various values)

16 x Commands

14 x Structure tokens(various values)

2x Engine cards

<not pictured>   1x Board

1x cooldown track

2x Momentum mat

2x Loadout Mat

1x twelve-sided die

1x FPA Capital Ship Token
 and corresponding armour
mat

3x FPA Corvette Token

1x Lamais Capital Ship Token
 and corresponding armour
mat

3x Lamais Corvette Token

II. Setup and Important Concepts

1   Introduction

Star Eater is a board game about combat in deep space. Each player controls a single large Capital Ship and 3 Corvettes. Your objective is to destroy your opponent's Capital Ship. Both players commit to their actions simultaneously, allowing you to predict your opponent to gain the upper hand. Each player works to land shots on their opponent while managing their own Capital Ship's momentum.
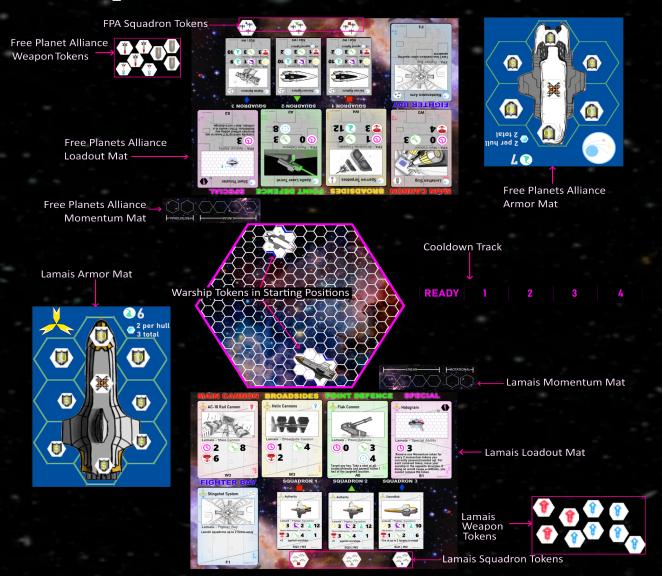
2   Setup

Figure 1: Full set up of Star Eater

3 Important Concepts

3.1 Armour and Structure

Capital Ships in Star Eater are divided into various sections. Each section has its own independent armour rating, which is the health of that particular section. Structure is the internal health of the Capital Ship as a whole. In order to deal damage to the structure of a Capital Ship, a player must first destroy the armour on at least one section of the opponent, after which, further damage in the same location will flow inward toward the ships structure health.
When a Capital Ship's structure health is reduced to zero, they lose the game.

3.1.1 Shields

Shields are additional tokens which can be added to the Capital Ship's Hull. Each shield tokens counts for 1 armour. When damage is applied to a hull section, it applies to shields first. Shields can be added to and moved around the Capital Ship by using the "Defence Stations" Command. Each Capital Ship has a shield capacity represented by two numbers on the armour mat, the first number is the amount of shields permitted on any single hull section and the second is the number of shields permitted to be on the ship in total. Shields must be added to armour sections and cannot be added directly to the Capital Ship's Structure.

3.2 Capital Ship Components

Figure 2: example Capital Ship tokens

Each Capital Ship has five components which can be customised during The Loadout Phase (see 4) before combat begins: the Main weapon(s), Broadsides weapons, Hangar, on-board Corvettes, and Point Defence modules. Each Capital Ship also comes with one Special Ability component. Each faction has access to different components which can be added to their ship. Different ship components have different statistics which will affect aspects of their operation. Each customisable component has a physical location on the Capital Ship which is indicated by a particular symbol. Some components may have multiple locations, depending on the chosen ship, in which case all locations where a component type is mounted will be indicated.

3.2.1 Main Weapon

The Main weapon is the forward-facing damage dealer. On most ships, this weapon will provide a reliable source of damage against the enemy ship. However the fact that Main weapons will only ever fire forward makes them a bit more difficult to use in attacks of opportunity and lining up main cannon shots may require several turns of manoeuvring. Main weapon cards have a RED background. Main **weapon**s are indicated on your Capital Ship token by a red arrow leading from a filled circle ( ).

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3.2.2 Broadsides

Broadsides are secondary weapons and will often offer some form of utility to offset weaknesses in the ship's main cannon. In addition to this, Broadsides are placed on either side of the ship; port and starboard. When firing Broadsides, the player must commit to fire either the port or starboard weapons using the relevant card. Broadside cards have a ORANGE background. Broadside weapons are indicated on your Capital Ship token by one or more orange arrows leading from a hollow circle (⬆).

3.2.3 Hangar

The Hangars can launch support Corvettes from the main Capital Ship. Different Hangars will provide different advantages such as **reducing the cooldown from repairing** Corvettes or being able to Launch Corvettes a greater distance.
 Hangar cards have a BLUE background. Hangars are indicated on your Capital Ship by a blue chevron at the edges of the Capital Ship token (❯).

3.2.4 Corvettes

Each Capital Ship has a compliment of three on-board Corvettes. Corvettes can be chosen individually from the faction's Corvette **Cards.** Each of the three Corvettes has a unique call-sign icon which can be seen on the Corvette token and Loadout Mat (■ , ▲ and ♦ for Corvettes 1, 2 and 3 respectively).

Most Corvettes will specialise in one task or another, **for example Destroyers such as bombers or assault Corvettes** specialise in dealing damage directly to Capital Ships, or **hunter-killer** Corvettes which are adept at shooting down the enemy's Corvettes. Corvette supply is limited within a faction and more powerful heavy Corvettes tend to be less plentiful than lighter utility craft so a **given faction may** not be able to field a full compliment of three heavy assault Corvettes and must select at least one other type to round out the Corvette selection.

3.2.5 Point Defence

The Point Defence Turrets equipped on your ship can be customised as well. Point Defence weapons are strictly defensive and will never deal damage to enemy Capital Ships, however they excel at shooting enemy **Corvette**s and Torpedoes out of the air. Point Defence cards have a GREEN background. Point Defence weapons are indicated on your Capital Ship by a green circle with a vertical line (🟢).

3.2.6 Special Ability Module

Each Capital Ship has a unique special ability which cannot be customised. Special abilities are limited-use powerful abilities which can turn the tide of a fight. Special ability cards have a PINK background. Special abilities do not have a location on the Capital Ship.

3.3 Statistics

- **Damage** 💥 – For weapons which can attack the Capital Ship, a damage stat determines how much damage is dealt to either the Capital Ship's armour or structure when the weapon hits. This stat is used by all weapon classes.

- **Range** 🎯 – For weapons which do not produce a token (Beam or Direct Fire) the range stat determines the maximum distance that they can attack. For Beams this is measured as a straight line in number of hexes, for Direct Fire weapons, this determines the area in which they can select a target to attack.

- **Cooldown** 🕐 – Turns this component will be on cooldown after use (see 6.4)

- **Speed** 🌀 – For Corvettes this determines the number of hexes they can move per turn (see 9.1.2).
  For weapon classes which produce a token (Projectile or Torpedo) the speed stat determines how fast that token will move across the board in terms of hexes per turn

- **Accuracy** ⊕ – For Direct Fire weapons, the Accuracy stat determines the likelihood that the weapon will hit its target. This stat is used in conjunction with the Evasion stat of the weapon's target to determine whether or not the weapon hits (see 7.2).

- **Evasion** 🌀 – For all valid targets of a Direct Fire weapon (Corvettes, Torpedoes and Capital Ships), the Evasion stat whether or not they can dodge the Direct Fire weapon. This stat is used in conjunction with the Accuracy of the attacking weapon to determine whether or not the weapon hits. A Capital Ship's Evasion stat can be found at the top of the corresponding Armour Mat.

- **Agility** 🌀 – For Corvettes the agility represents how many times they can turn before each step of their movement (See 9.1.2).

Card Title Token
Faction Icon
Jupiter Ion Cannon
Faction - Component Class
FPA - Main Cannon
Component Stats
Cooldown
Range
Damage
Special Effect
Priority Tie-Breaker
When hitting a warship, add 1 🕐 to its Main and Broadside weapons.
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Regulation: BETA1

Figure 3: Example main cannon component card

III. Playing the game

4   The Loadout Phase

The Loadout Phase occurs before the battle begins and is when both players will customise their Capital Ships. The players all place their Capital Ship's special ability card on their Loadout Mats in the 'Special' slot.

The player with the lowest priority number on their Capital Ship's Special Ability goes first. Starting with the first player and proceeding clockwise, each player will select 1 component or all 3 Corvettes at once, for their Capital Ship and place it face up in the relevant slot on the loadout mat. Once all players have placed 1 component or their Corvettes, the player to the left of the first player will become the new first player and another round of selections is made in the same manner. This process will continue until all components have been selected for all Capital Ships

Once during the Loadout phase, a player may chose to swap a single component or all 3 corvettes on their loadout mat instead of placing down a new component. Players may not pass during this process unless all components on their ships have already been selected and they do not want to use their ability to swap a component. Once all players have passed, or filled all their component slots and used their ability to swap, the loadout phase is over and the game begins. After all players have finished choosing components, they should take the relevant weapon and Corvette tokens from the box and lay them out below their Loadout Mats.

5   Round Order Summary

1. Commitment phase: Each player places face down: The Engine Card and two Commands.
2. Movement Phase: Each player reveals their Engine Card and places their Momentum Tokens on the Momentum Mat. **Players then move their Capital Ship according to the Momentum Tokens that are displayed on their Momentum Mat, and then all weapon tokens on the board are updated(see 6.2.3).**
   After all weapon tokens, each corvette on the board is compelled to move 1 space(see 6.2.4).
3. Action Phase: The players reveal their Commands and play out their actions.
4. Cooldown Phase: Both players pick up all cards which have reached the 'Ready' space on the cooldown track. Both players then move all Commands on the cooldown track down one space.

6 Round Phase Details

6.1 The Commitment Phase

During the Commitment Phase, both players will select a setting on their Engine Card, and play it face down, they will also play, face down, two Commands. Once both players are satisfied with their choices, the round proceeds.

The Commands should be played next to one another and the order is important. The Left hand side command will be performed first, before the right hand side.

6.2 The Movement Phase

Capital Ships in Star Eater have momentum. Every turn, the Capital Ship has an opportunity to fire their engines. This will alter the momentum on the Capital Ship (represented by tokens **on the Momentum Mat**). Players pre-commit their Capital Ship's Engine Card at the beginning of the round, during the Commitment Phase. However movement will not take place until the Momentum Phase when the turn is underway. Once momentum has been applied to a Capital Ship, it cannot be removed unless the Capital Ship fires its engines in the opposite direction to cancel it out. When a Momentum Token is cancelled out in this way you simply remove it from the Momentum Mat and move any Momentum Tokens which were after it on the mat to fill any gaps it has left. If there are multiple Momentum Tokens which could be cancelled by a thrust, only the last one is cancelled.

e.g. if the player has momentum tokens (⬆ ⬀ ⬆) and plays (⬇) on the engine card, their new momentum will be (⬆ ⬀).

Momentum may also be modified by playing thrust which points two hex edges away from a momentum already on the mat. In this case the existing momentum will be turned to face the direction in between the existing momentum and the new thrust (e.g. ⬀ + ⬁ = ⬆). If there are multiple Momentum Tokens which could be modified by a thrust, only the last one is modified,

e.g. if the player has Momentum Tokens (⬆ ⬀ ⬆) and plays (⬁) on the Engine Card, their new momentum will be (⬆ ⬆ ⬆).

Momentum will also be lost if the Capital Ship collides with the enemy Capital Ship or the edge of the board according to the collision rules (see 10).

This means that speed can be built up over the course of several turns, and care must be taken to think a few turns ahead in order to avoid collisions. Up to four linear Momentum Tokens and two rotational Momentum Tokens are able to be cumulatively placed on the a Capital Ship at one time. This means that once a player reaches either of these limits, they can only play thrust values which would counter or modify their current momentum, all other values will be ignored. See section 6.2.2 for details.
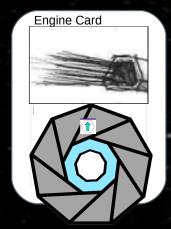

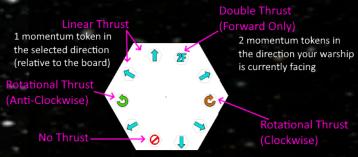Engine Card

Figure 4: The Engine Card with northbound thrust selected

Figure 5: Options on the Engine Card

Linear Thrust
1 momentum token in the selected direction (relative to the board)

Double Thrust (Forward Only)
2 momentum tokens in the direction your warship is currently facing

Rotational Thrust (Anti-Clockwise)

No Thrust

Rotational Thrust (Clockwise)

6.2.1 The Engine Card

The Engine Card is played face down at the start of a round and determines how the players momentum will be affected in that round. The Engine Card consists of a wheel which may be turned to select one of ten Thrust options:

- **A single thrust in each of the six directions, these will add one** Momentum to your Capital Ship in the relevant direction, relative to the board
- **The special double thrust action, which applies two Momentum in the direction that the ship is currently facing**
- **Rotational options for clockwise and anticlockwise rotation.**
- **No Thrust this turn(bottom left)**

6.2.2 Applying Momentum

Both Capital Ships are moved according to the momentum tokens they possess on the Momentum Mat. If a player has more than one Momentum Token, the linear directions are first played out in the order they are placed on the Momentum Mat and then any rotational directions. Each Capital Ship moves one momentum token at a time, simultaneously **i.e.** both players process their first token, then their second token and so on in lock-step. After each Momentum Token is processed, if the Capital Ships are overlapping with any token, an opposing Capital Ship, or the edge of the board, a collision occurs at the overlapping hull sections(see 10).

6.2.3 Updating Weapons

Each Cannon weapon token on the board is moved forward according to the 'speed' stat of the weapon it was fired from. Once all cannon tokens have been moved, each Torpedo weapon token is moved according to the speed stat of the weapon it was fired from and the Torpedo Homing Algorithm(see 7.4).

6.2.4 Corvette Movement Step

Every turn each corvette on the board is compelled to move 1 space during the movement phase. This movement is unrelated to the use of the Corvettes command card and must be performed every turn for every corvette. The player with the highest priority hangar bay goes first, selecting a corvette to move. They may optionally rotate the corvette 1 hex edge in either direction before moving it forward by 1 space.
The player with the second-highest priority hangar bay must then do the same, and so on until all corvettes on the board have moved 1 step.
If it is not possible to move a given corvette in this way(i.e. all 3 possible spaces are already occupied) then that corvette is immediately destroyed.

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6.3 Action Phase

Both players reveal their first command card and process the command then move the command cards to the cooldown track. Both players then reveal their second command card and process the command.

Each command card has a priority number printed on the bottom of the card. Lower number cards go first. If both players commands with the same priority in the same position(first or second), they should refer to the tie breaker at the bottom of the relevant component card e.g. if both players fire a weapon, the tie breaker is located at the bottom of their weapon cards on the component mat. See Section 8 for details on the individual commands.

6.4 The Cooldown Phase

During the Cooldown Phase both players pick up all of their Commands which have reached the "ready" slot on the cooldown track, as well as their engine cards to start the next turn. Both players then move any cards on the cooldown track down the track by 1 space. Any cards which reach the "Ready" slot should remain there until they're picked up during the Cooldown Phase at the end of the next round.

7 Weapon Rules

7.1 Beams

Beam weapons fire a straight beam which can pierce through multiple targets along its path. The Beam will only be stopped by a Capital Ship, and will destroy every other token it crosses between the weapon it is fired from and its eventual destination. The number of hexes the beam covers is determined by the range stat of the Beam weapon. For each target destroyed along the length of the beam, the potential damage that the beam can deal to a Capital Ship is reduced by **one**. For example, if a Beam has a damage stat of **three** and is firing through **two** tokens before hitting a Capital Ship, it will deal **one** damage to the Capital Ship at the location that it hits as well as destroying the other two tokens.

7.2 Direct Fire Weapons

Direct Fire weapons can attack any single target in the forward arc of the weapon. The forward arc is defined as all hexes in a straight line to the forward left or forward right of the weapon, and all spaces in between (see Figure 6)They are also limited by their range stat and cannot attack any targets which are out of range.

Valid targets for a Direct Fire weapon are Corvettes, Torpedoes, or individual hull sections of the enemy Capital Ship.

If a direct fire has an Accuracy(⊕) stat equal or higher than the Evasion(🌀) stat of its target, the weapon will hit. If the weapon does not have enouch Accuracy then:

1. If the weapon is mounted on a Corvette, the attacking player may spend additional corvette activations to provide an accuracy bonus of 1 accuracy per activation spent.

2. If the weapon is mounted on the Capital Ship (e.g. a point defence weapon), the player may apply additional cooldown to the component in exchange for an accuracy bonus of 1 per additional cooldown.

Figure 6: Direct Fire weapon ranges

Figure 7: Valid direct fire attack locations, obstructions are denoted with an X, and obstructed tiles are denoted with an O.

7.2.1 Direct Fire Obstructions.

Direct Fire weapons can be obstructed by elements in the way. Valid obstructions are Capital Ship hull sections, Corvettes, Torpedoes or Projectiles. When an obstruction is present, the **weapon** cannot **target** any **object** which is directly behind the obstruction (see Figure 7).

7.2.2 Direct Fire Point Defence

Direct Fire Point Defence weapons are special cases of Direct Fire weapons. They differ from other varieties in three ways:

1. They cannot be used to target Capital Ships.
2. They are not restricted to firing **in the** forward arc, and can aim in any direction
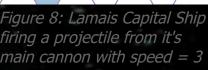3. The Capital Ship that they are mounted on does not count as an obstruction for Point Defence weapons.

7.3   Cannons

Cannons are fired from hardpoints on the main Capital Ship. When fired, Cannon Projectiles

Figure 8: Lamais Capital Ship firing a projectile from it's main cannon with speed = 3

will continue moving in a straight line each turn according to their speed stat. Cannon projectiles already on the board will be moved during the Movement Phase. If a projectile passes through any other objects (Corvettes or Torpedoes), it will destroy them and continue on its way unimpeded. If the Projectile collides with any Capital Ship hull section (friend or enemy), it will be returned to the player's Loadout Mat and apply damage to that armour section according to the Projectile's damage stat.

If the Projectiles do not hit any object during this turn, they will keep travelling according to their speed stat and in the same direction every subsequent Movement Phase, until they leave the board and returned to the player. If a player fires a projectile weapon and all the relevant projectile tokens are already on the board, they may remove the projectile token which has been on the board longest and re-use it to fire the cannon.
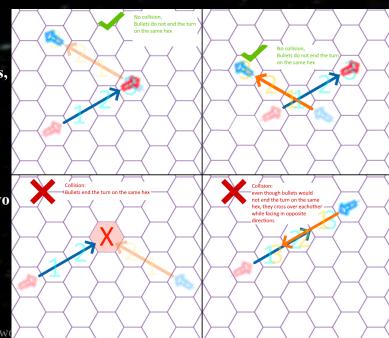
Projectile Collision

Apart from colliding with enemy Capital Ships, Projectiles can collide with one another. This happens when two Projectiles end the turn on the same hex. i.e. after both Projectiles have been moved this turn, they occupy the same location on the board.
An additional collision criteria occurs when two Projectiles are travelling directly towards one

Figure 9: Possible crossing paths of projectiles

another. In this circumstance, they will collide even if they do not end the turn on the same space in a head-on collision.

For the purposes of projectile-projectile collisions, the damage stat is not relevant and both Projectiles are simply removed from the board.
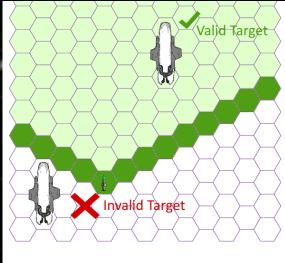
7.4   Torpedoes

Figure 10: Torpedo Targeting Area

Torpedo motion is processed in stages for each Torpedo on the board: Targeting and Movement. To understand Torpedo motion, we must incorporate the direction that a Torpedo is facing at the beginning of its turn. Torpedoes can only select targets which are in front of the **Torpedo**. The only valid targets for a Torpedo are enemy Capital Ships. When a Torpedo collides with the hull section of an enemy Capital Ship, it will be returned to the player and apply damage to that armour section according to the Torpedo's damage stat. If a player fires a torpedo weapon and all the relevant torpedo tokens are already on the board, they may remove the torpedo token which has been on the board longest and re-use it to fire the cannon.

Targeting(Only important in 3 or 4 player mode)

The arc in which Torpedoes can select targets is between the forward-left direction and forward-right direction, as shown in Figure 10.

When selecting a target, the Torpedo will prioritise targets based on:

1. The closest target will be selected
2. If multiple targets are equidistant, the one which is closer to the direct forward direction of the Torpedo is selected
3. If multiple equidistant targets are equally close to the forward direction, the Torpedo will flavor the one which deviates clockwise

Movement

Once a target has been selected, the Torpedo will begin moving. The Torpedo will initially move directly forward in the direction that it is facing. If no target has been selected, the Torpedo will simply move forward the maximum number of hexes allowed by its 'speed' stat.
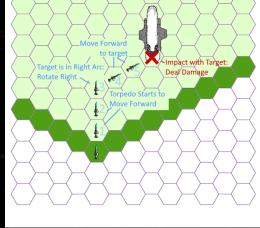

Figure 11: Torpedo Homing in on target.

If a target has been selected, and if at any point along the Torpedo's path any part of the target intersects with either the Torpedo's left or right targeting arc, the Torpedo will immediately turn to face its target, and the continue moving forward, towards the target.

If the torpedo passes over a projectile during movement, the torpedo is destroyed immediately and returned to the owning player's hand, whilst the projectile is unaffected.

If the torpedo passes over a Corvette while travelling, it continues through unimpeded and the Corvette remains on the board.

If the torpedo ends its turn on a hex containing a Corvette or another torpedo, both tokens are destroyed.

8 Commands

8.1.1 Fire Main

Fire the main weapon. If the weapon uses a token(Projectile or Torpedo), it will be moved immediately. Being placed on the board counts as 1 movement for the token.

8.1.2 Port/Starboard Broadside

There are two Broadside cards, one for the port broadsides and one for the starboard side. If the weapon uses a token(Projectile or Torpedo), it will be moved immediately. Being placed on the board counts as 1 movement for the token.

8.1.3 Corvettes

Activate Corvettes allows the owning player to choose from 3 options
1. Perform 3 Corvette activations across any of your Corvettes on the board.
2. Launch 1 Corvette from your Capital Ship and use 1 Corvette activation across any Corvettes on the board.
3. Repair a destroyed Corvette(move it from the graveyard to your component mat)

A Corvette activation can be used to move or fire from a single Corvette(see 9 for details). If used to repair a Corvette, this card will be put at 1 cooldown.For all other action, no cooldown. Corvettes can only fire 1 time per turn, no matter how many activations they are given.

8.1.4 Defence Stations

Defence Stations commands your ship's crew to take up defensive stations on the ship. When this card is revealed the owning player may elect to either
1. Immediately Fire the point defence weapon.
2. Keep the card face up in their play area. In this case, they may choose to fire the point defence weapon at any point later in the turn i.e. directly before or after any other command is resolved by any player, or between the Corvette activations of any player.
3. Immediately add two shield tokens to their Capital Ship and rearrange any shield tokens already present on the ship

If used to take shields, this card will be put at 1 cooldown. For all other action, no cooldown.

8.1.5 Vent Coolant

Move one Command down the cooldown track by one space. If applied to a card on the 'Ready' cooldown slot, it may be played on top of the vent-coolant card as though it was played this turn, however if played this way it will take one extra cooldown. Vent cooldown itself never takes any cooldown.

8.1.6 Power to Engines

Add one linear momentum token to your **Capital Ship and move in the relevant direction. If the new momentum causes a cancellation or modification to the Capital Ship's momentum, the Capital Ship moves in the direction** *played,* rather than the result of the modification. **Power to engines will then take two** cooldown.

8.1.7 Special Ability

Activate the special ability of your Capital Ship. Each Capital Ship's special ability works differently so be sure to check the special ability card.

9   Corvettes

Corvettes are very fragile and will be destroyed if they take any damage from any source. Many types of Capital Ship-based weapon will rip straight through them without stopping. If a player's Corvette is destroyed (either by the opponent or by accidental fire or collision from a player's Capital Ship), then that Corvette Token is placed aside and removed from play. The Corvette can be repaired if the player uses the "Activate Corvettes" command on a future turn.

9.1.1 Launching Corvettes

When launching a Corvette it should be placed directly next to the a **Hangar** of the main Capital Ship, facing such that the tail of the Corvette is in contact with the edge of the Capital Ship token that it was **launched** from. Some Hangars will have special effects on launch, which may allow the Corvette to be launched further away or facing in a different direction.

9.1.2 Corvette Movement

The number of individual moves that a **Corvette** can make in a single activation is determined by it's 'speed' stat e.g. a 'speed' of three means the Corvette can move up to three spaces.
 Before each single hex movement, the controlling player may turn the Corvette up to the number of times shown by its manoeuvrability stat. The player may decide to use any number of the moves available for a given **Corvette,** and does not necessarily have to move the full distance.

Figure 12: Example of a Corvette's movement path. This Corvette has speed 4 and manouverability 1.

9.1.3 Corvette Weapons

Corvette weapons always face in the same direction as the Corvette itself. Firing a Corvette weapon takes up a full activation, but if there are any activations remaining after this, the Corvette may move again.

10 Resolving Collisions

When applying momentum, collisions can occur either between two Capital Ships, or between a Capital Ship and the edge of the board. When two Capital Ships collide, they will each take damage according their combined momentum. When a Capital Ship collides with the edge of the board, it will receive damage based on its momentum.

Colliding with small tokens

If the token that a Capital Ship is overlapping with is a weapon (Projectile or Torpedo) or Corvette token, then the small token is destroyed. In the case of a weapon token, it deals full damage to the Capital Ship's hull at the overlapped section before returning to the owning player's hand.

Colliding with a Capital Ship

If the Capital Ships are overlapping each-other, movement is paused. Both players will then reverse **all of their** momentum tokens which drive them further into the collision(i.e. if the momentum token will not move them out of the overlapping state, it is reversed). **Will then take** damage at each overlapping hull section according to the sum total number of tokens **reversed by both players**. If the collision was initiated by linear momentum, only linear momentum tokens will be **reversed** in this fashion and rotational momentum will not be processed as part of the collision.
Following **this**, the last movement step should be undone so that the Capital Ships return to their last position directly before the overlapping occurred and the rest of the Momentum Tokens play out according to their new state (i.e. in the reversed directions if they were reversed).

Colliding with the edge of the board

If the Capital Ship is overlapping with the edge of the board (i.e. partially off the play area) then the process is similar. The Momentum Token and all upcoming momentum tokens which do not move the Capital Ship back onto the play space should be removed rather than reversed, the player's own Capital Ship takes damage at each hull segment which has left the board according to the number of tokens removed.
The last movement step should then be undone so that the Capital Ship returns to it's position directly before leaving the board and the rest of the momentum plays out. As above, if the collision was caused by linear momentum, only linear momentum should be processed as part of this collision. If playing out the remaining momentum result in further collisions, these play out according to the same rules.