

Note that the blue arrow, of equal length to the red arrow, hits the middle of the 5th hex in the cardinal direction, while the red arrow touches into the 6th hex in a non-cardinal direction. After 4 hexes of movement in a non-cardinal direction (moving 5 hexes or more), you get 1 extra hex of movement. So if you move 5 hexes into facing 2.6, you may move one more hex (6 hexes in all). Thus you move 6 hexes for the cost of 5 in non-cardinal directions. This is only true within each 8 hexes of movement this turn on the current scale.

Example: *The Remora is able to move 5 hexes this turn. So it expends 1.33MR moving to the sixth hex between 1.2 and 1.4. Though moving at 5 hexes per turn, it has*

traveled six hexes in the non-cardinal direction and spent 2 MR.

From here it is easy to think of the directions as minutes on a clock. Just divide the number of minutes by 10 and you have the exact facing of your ship in relation to its original facing and how much MR you need to spend to get to your new facing. To determine degrees, simply multiply the minutes times 6.

Example: *The Remora moves 6 hexes to a point at 11 minutes (66°) to starboard from its starting position. 11 divided by 10 is 1.1, so that 2 MR was expended this turn.* ❖

