

# Belter – Sequence of Play

## Preliminary Phase

- Determine Turn Order
- Add immigrants
- Roll for unmaintained items

## Player Turn

1. Production
2. Cargo Loading
3. Movement
  - a. Maneuver or Coast
  - b. Seekers have 6 MP, Carriers have 4 MP
  - c. Patrol ships move to any hex
4. Combat (optional)
5. Cargo Offloading
  - a. Stationary ships only
  - b. Prospecting

## Market Phase

- Sell ore/gas/CT
- Buy equipment
- Hire units
- Pay maintenance
- Adjust Market