

Creuss player is the **RED** player, and has ships in System Hex #1 (lower right hand corner); the green check marks show System Hexes that **The Ghosts of Creuss** player may activate and legally move to using either normal movement, or **The Ghosts of Creuss** racial special ability; the examples of movement destinations using **The Ghosts of Creuss** racial special ability are System Hexes marked with a #2 or a #3.



- I. The **RED** player has the Gravity Drive technology advance
- II. The **RED** player ***DOES NOT*** have the Lightwave Deflector technology advance
- III. Example #4, movement to System Hex #4 displays an ***illegal*** activation destination using a flank speed Action Card (total movement of 4), since the Ghosts of Creuss player does not possess the Lightwave Deflectors technology advance, ***Normal*** movement through an enemy fleet with 1 or more non-Fighter ships is **not allowed**