

Subspace Lattice

The Advanced Manual

Three fully annotated games from the Fleet Academy

Interstellar Warp Gaming Federation

Digital Defiance

Rules version **hybrid-fleet**

Companion to the Official Rules (`rules.pdf`)

Abstract

This manual replays the three guided missions from the in-game academy with every ply diagrammed and explained: a short Surgical Strike highlight reel, a full 57-ply battle, and a **hybrid-fleet** siege decided by the sector clock. Part I teaches how to think — reading positions, valuing moves, and looking ahead. Parts II–IV walk the games. Each diagram shows the position *after* the numbered ply; the moved ship’s squares glow.

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Part I

How to think in Subspace Lattice

1 How to read a position

Every diagram in this manual shows four things at once. Learn to scan them in this order:

1. **Hub safety.** Where is each Command Hub, and can anything reach it *next ply*? This question outranks every other. Most decided fleet games end by Surgical Strike, and most Surgical Strikes are walk-ins that the loser could have seen one move earlier.
2. **The nets.** Blue is White's Sensor Net, red is Black's, purple overlap is Contested Space (it counts for neither side's sector coverage). The net is not decoration: Beams may only slide inside their own glow, and an enemy standing in your net is Target Locked.
3. **Locked ships.** A Target Locked ship moves one orthogonal step, nothing else. A locked Beam is a wall ornament; a locked Infiltrator cannot warp. Count locked ships before you count material.
4. **Link integrity.** Escorts only radiate while chained to the Hub (friendly ships no more than two squares apart). One careless step can silently unplug half your net.

2 What a move is worth

Chess players value material; Go players value territory. Lattice asks you to price three currencies at once:

Material Captures matter, but a dead Escort that was not radiating is worth less than one holding your net together.

Coverage Net cells are mobility for your Beams, Target Locks against the enemy, and — after the sector clock arms — a win condition.

Tempo White moves first and holds the Initiative Relay Escort as compensation for having to commit first. Spending a ply on a move that neither threatens nor builds hands the initiative back.

The recurring beginner error is over-valuing material: trading an active linked Escort for a passive one is usually a loss even though the count says even.

3 Thinking ahead: the three-question scan

Before every move, in order:

1. **Can I take their Hub?** If yes, play it. The game ends.
2. **Can they take mine after my intended move?** Simulate your candidate, then check every enemy reply against your Hub square. If any reply lands there, the candidate is illegal in spirit — find another. This is the discipline the academy drills as *refuse the hang*.
3. **What does the move do for the nets?** Prefer moves that answer two ways at once: extend coverage *and* threaten, retreat *and* keep the chain linked.

Depth beyond one reply comes from asking question 2 recursively about forcing lines only: captures, Hub threats, and moves that lock a key enemy ship. Quiet positions do not need deep trees; sharp ones do.

4 Openings: the first ten plies

The mirrored fleet plus White's relay Escort makes openings about *structure*, not gambits:

- Advance central Escorts first — they carry the net forward and screen the Hub file.
- Keep every Escort within two squares of the chain. A linked fleet walks; an unlinked one crawls.
- Beams want *prepared* files: slide them early inside your net to a lane that will point at the enemy Hub once coverage arrives.
- The Gravity Well at (5,5) splits the board. Decide early which side of it your pressure will live on.

5 Midgame: pressure without overextension

Mission 2 is the model: net pressure, Target Lock threats, and probing for a Hub mistake — not racing to paint the map. Overextended ships end up inside the enemy glow, locked, and become targets. Watch for the moment an enemy Beam's lane and your Hub share a file: that is when defensive plies stop being optional.

6 Endgame: strike or clock

Two finishes exist. If a Hub hunt is winning, convert like Mission 1 and 2: clear the lane, refuse the hang, strike. If both fleets dig in, the sector clock (armed at ply 100 under fleet rules) turns coverage into the win condition — Mission 3. Late game, every net cell is a point on the scoreboard, Contested Space is a weapon (project into their net to stall their streak), and passive defense finally loses on the clock instead of drawing forever.

Part II

The annotated games

7 Mission 1 — Surgical Strike, the highlight reel

Guided mission 1 of 3. A short, fixed highlight reel—not a full match. Tap Play and watch each order. White grows the net, refuses a Hub hang, then Surgical Strike. Black shows the usual counterplay and death-trap temptation.



Starting position.



Ply 1 — White Escort (5,3)→(5,4)

White opens by pushing the Initiative Relay Escort. Going first already has a forward foothold; deepening it grows midboard coverage so later Beam fire has somewhere to live. [net 34–42 • 4 ships locked]



Ply 2 — Black Escort (8,8)→(8,7)

Black does not yet contest the Beam's file. A quiet side step keeps options open while White telegraphs net-building on the left. [net 34–42 • 4 ships locked]



Ply 3 — White Escort (3,2)→(3,3)

White's Beam is still boxed inside a small net. Sliding an Escort beside the file extends the blue glow toward Black's Hub without sitting on the lane (which would block the shot). [net 36–42 • 5 ships locked]



Ply 4 — Black Escort (6,1)→(5,1)

Black reaches for a classic beginner trap: step next to White's Hub. If White greedily stares at the Beam shot and ignores this, Black takes Surgical Strike next. [net 36–42 • 5 ships locked • **Hub en prise!**]



Ply 5 — White Escort (4,1)→(5,1)

White refuses the hang. The prepared Beam shot can wait one ply—Hub safety always comes first. Capture the threat. [captures Escort • net 36–42 • 4 ships locked]



Ply 6 — Black Escort (8,7)→(8,6)

Black's tactical shot failed. With no immediate recapture, Black shuffles—tempo lost, Hub still sitting on White's Beam file. [net 36–42 • 4 ships locked • Hub en prise!]



Ply 7 — White Beam (2,0)→(2,4)

Net open, Hub safe, enemy Hub on the Beam's file. White converts preparation into Surgical Strike—the usual way fleet games end when the plan works. [captures Command Hub • net 36–0 • White wins]

Debrief. Mission complete. White wins by Surgical Strike. Next: a chess-length battle (~50 plies), then a clock finish when Hubs survive.

8 Mission 2 — A standard battle (57 plies)

Guided mission 2 of 3. Fixed 57-ply game: White is building toward Surgical Strike — park Beams, grow Escorts so those Beams can ride, march the Hub for coverage, then peel the enemy Hub's screen. Quiet hops are just relay work; use “Play next 5” to skim them.



Starting position.



Ply 1 — White Beam (2,0)→(2,3)

White climbs the left Beam off the back rank. Beams cannot invent a path — they only slide inside Sensor Net — so parking now means the dreadnought is already on a file when Escorts later grow the glow toward Black. [net 31–28]



Ply 2 — Black Beam (2,10)→(2,7)

Black mirrors on the opposite wing. Same logic: get the long-range piece onto a file before the Escorts start laying relays. [net 31–28]



Ply 3 — White Beam (8,0)→(8,3)

White's second Beam leaves the corner. Corner Beams are stranded until coverage arrives; mid-file parking is cheaper tempo once the relay chain starts. [net 31–28]



Ply 4 — Black Beam (2,7)→(5,7)

Black swings onto column 5 — the file Black's own Hub sits on, and the one White will eventually need to contest. Central Beams matter once anyone's net reaches midboard. [net 31–28]



Ply 5 — White Beam (8,3)→(6,3)

White tucks onto column 6 beside the Hub file. Two Beams flanking the center means whichever Escort chain grows first already has a rider waiting. [net 31–28]



Ply 6 — Black Beam (8,10)→(8,7)

Black Beam to (8,7). [net 31–28]



Ply 7 — White Beam (2,3)→(4,3)

Left Beam steps to column 4. White now owns the two files most likely to become Hub-hunt lanes once coverage stretches forward — not attacking yet, just choosing where the shot will come from. [net 31–28]



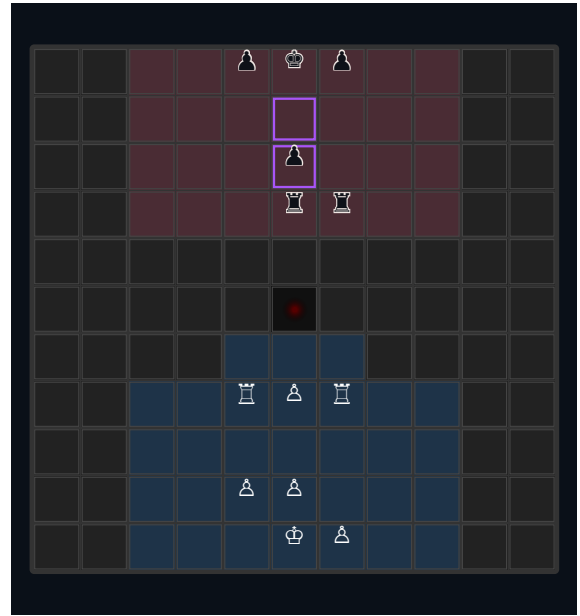
Ply 8 — Black Beam (8,7)→(6,7)

Black's last Beam joins column 6. Opening placement is done; the next job belongs to Escorts, who actually grow the nets those Beams will ride. [net 31–28]



Ply 9 — White Escort (4,0)→(4,1)

First Escort hop. Escorts are the only ships that push Sensor Net into unmapped dark — without this chain, the parked Beams stay boxed in their starting glow. [net 31–28]



Ply 10 — Black Escort (5,9)→(5,8)

Black Escort to (5,8). [net 31–28]



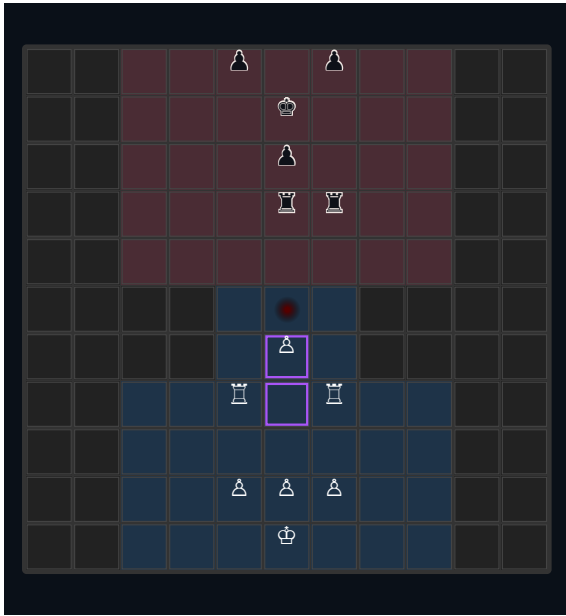
Ply 11 — White Escort (6,0)→(6,1)

White Escort to (6,1). [net 31–28]



Ply 12 — Black Command Hub (5,10)→(5,9)

Black's Hub edges forward. The Hub is the net's power anchor, so this is not king-walking for its own sake — red coverage jumps because the whole lattice moves with the flagship. [net 31–35]



Ply 13 — White Escort (5,3)→(5,4)

White's forward Escort (the first-mover's extra relay) steps to (5,4). That is the point of the Relay: early midboard coverage so White's Beams get lanes before Black can match. [net 34–35]



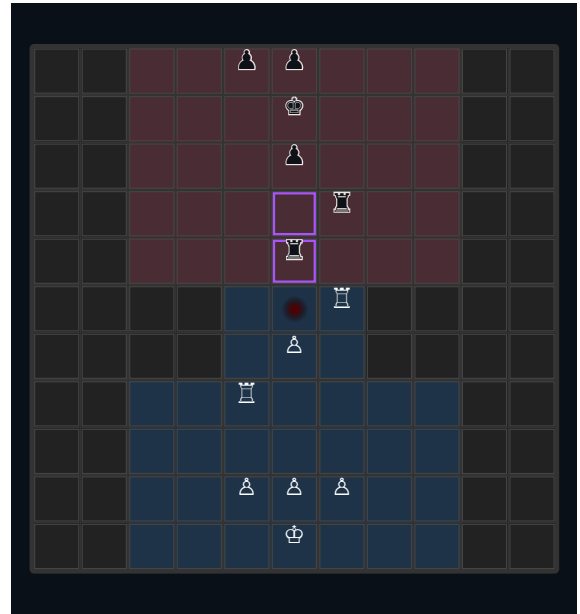
Ply 14 — Black Escort (6,10)→(5,10)

Black Escort to (5,10). [net 34–35]



Ply 15 — White Beam (6,3)→(6,5)

White's Beam slides to (6,5) because the Escort chain finally covers the path. The advance is the payoff for plies 9–13 — Beams only move when the net lets them. [net 34–35]



Ply 16 — Black Beam (5,7)→(5,6)

Black answers on (5,6). Midboard Beams are there to punish an overextended Escort or to sit on a file the enemy Hub might wander onto. [net 34–35]



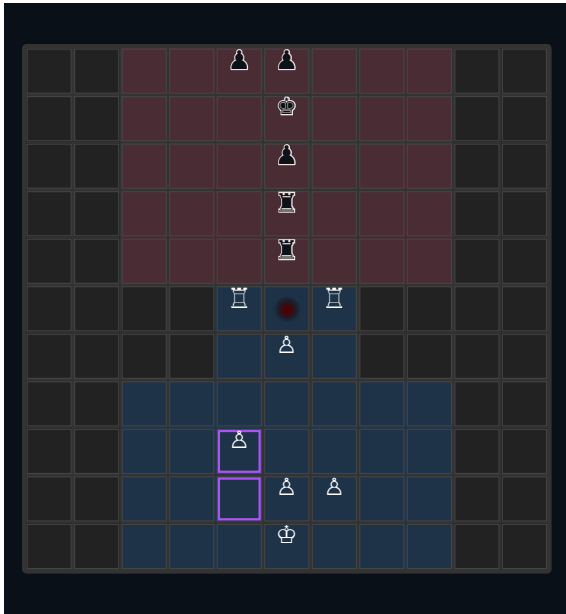
Ply 17 — White Beam (4,3)→(4,5)

White's column-4 Beam reaches (4,5). Coverage dips briefly because the piece left a square the net was using; the bet is Escorts will re-link before Black can exploit the hole. [net 28–35]



Ply 18 — Black Beam (6,7)→(5,7)

Black Beam to (5,7). [net 28–35]



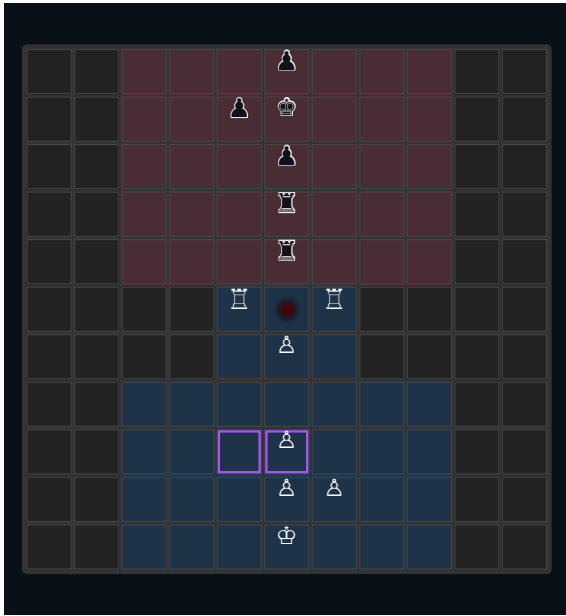
Ply 19 — White Escort (4,1)→(4,2)

Escort to (4,2) snaps blue coverage back. This is the usual repair job after a Beam advance: reconnect the daisy-chain so the forward dreadnought stays fed. [net 34–35]



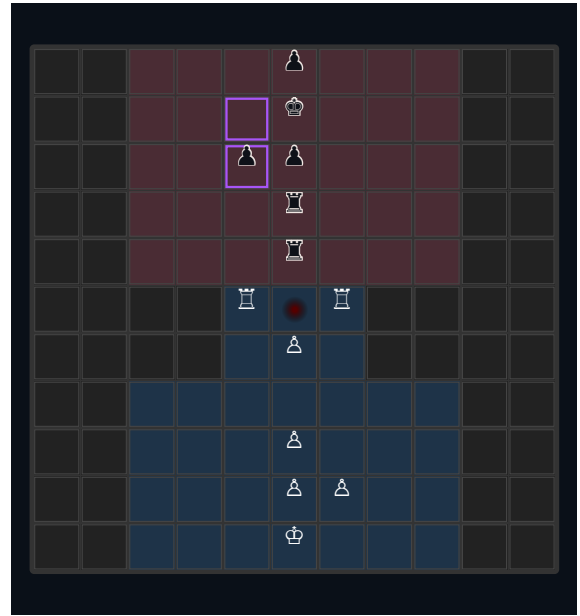
Ply 20 — Black Escort (4,10)→(4,9)

Black Escort to (4,9). [net 34–35]



Ply 21 — White Escort (4,2)→(5,2)

White Escort to (5,2). [net 34–35]



Ply 22 — Black Escort (4,9)→(4,8)

Black Escort to (4,8). [net 34–35]



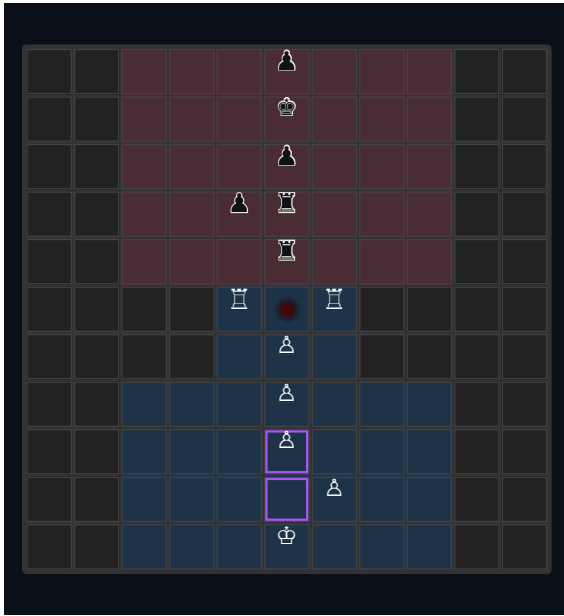
Ply 23 — White Escort (5,2)→(5,3)

White Escort to (5,3). [net 34–35]



Ply 24 — Black Escort (4,8)→(4,7)

Black Escort to (4,7). [net 34–35]



Ply 25 — White Escort (5,1)→(5,2)

White Escort to (5,2). [net 34–35]



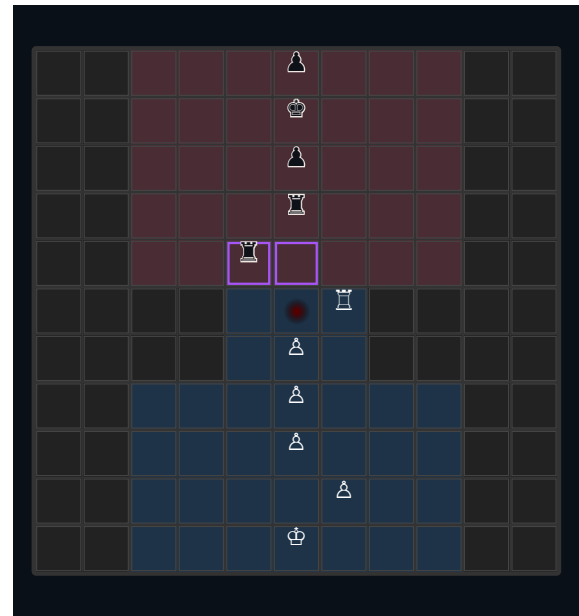
Ply 26 — Black Escort (4,7)→(4,6)

Escort to (4,6) puts a White ship under Target Lock. Locks are the midgame punishment for standing in enemy glow — a locked Beam crawls one step and stops being a long-range threat. [net 34–38 • 1 ship locked]



Ply 27 — White Beam (4,5)→(4,6)

White's Beam takes that Escort. Removing the tip both lifts the lock and clears a square on the file White wants open for the Hub hunt. [captures Escort • net 34–35 • 1 ship locked]



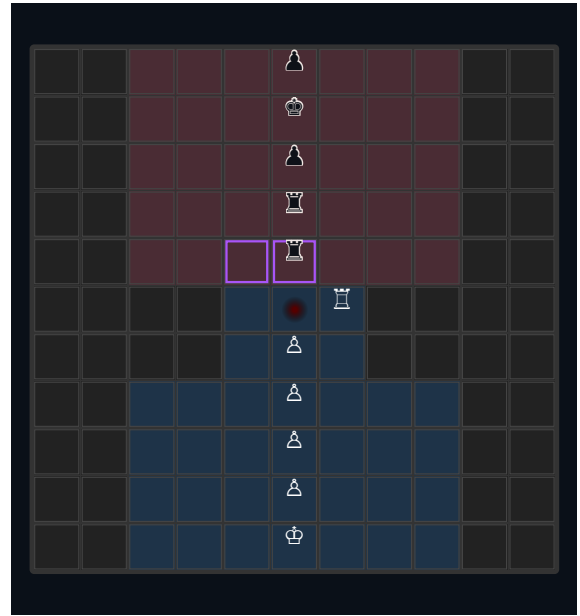
Ply 28 — Black Beam (5,6)→(4,6)

Black Beam recaptures. Trading a Beam for an Escort is often fine for White — Escorts carry net, Beams only ride it — but Black at least clears the immediate taker. [captures Beam • net 34–35]



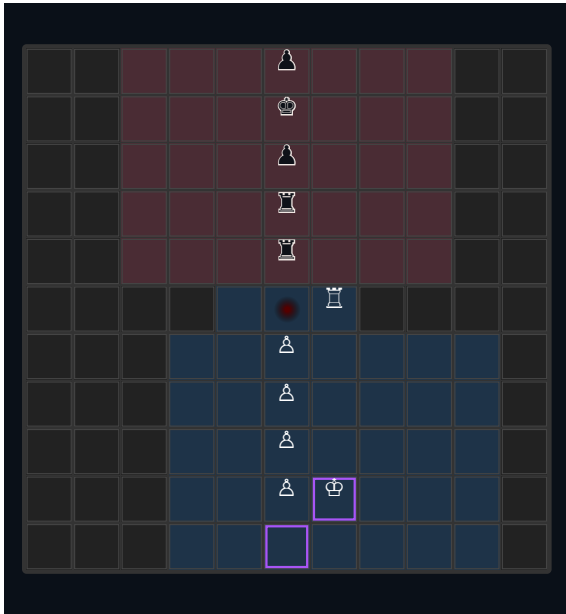
Ply 29 — White Escort (6,1)→(5,1)

White Escort to (5,1). [net 34–35]



Ply 30 — Black Beam (4,6)→(5,6)

Black Beam to (5,6). [net 34–35]



Ply 31 — White Command Hub (5,0)→(6,1)

White Hub leaves the back rank. Flagship steps expand Sovereign Space for every linked Escort; blue coverage jumps because the power anchor moved, not because a random Escort painted a cell. [net 38–35]



Ply 32 — Black Command Hub (5,9)→(6,8)

Black Hub to (6,8). Once both flagships are mobile, coverage races and Target Locks appear; the board is no longer two back-rank museums. [net 38–42 • 1 ship locked]



Ply 33 — White Command Hub (6,1)→(6,2)

White Hub to (6,2). Nets sit even. The march is still about owning the center files so Escorts and Beams can force Black's Hub into a bad square later. [net 42-42 • 1 ship locked]



Ply 34 — Black Escort (5,10)→(5,9)

Black Escort to (5,9). [net 42-42 • 1 ship locked]



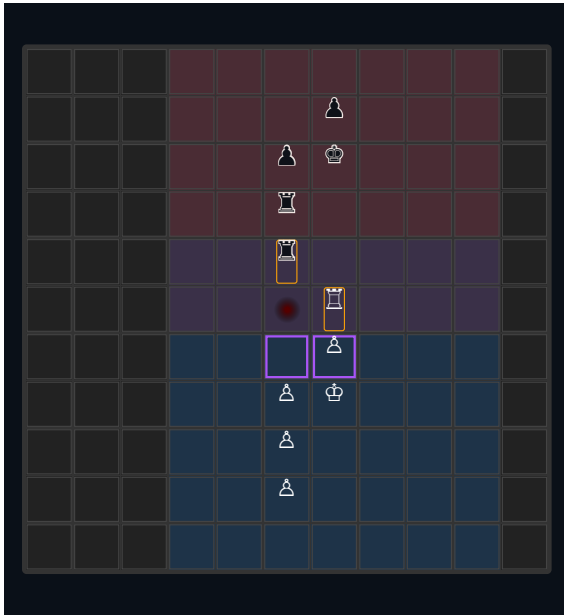
Ply 35 — White Command Hub (6,2)→(6,3)

Hub to (6,3): blue leaps to 49 cells and two ships lock. That spike is what turns setup into a Hub hunt — White's lattice finally covers the files Black's Hub has to live on. [net 49-42 • 2 ships locked]



Ply 36 — Black Escort (5,9)→(6,9)

Black Escort to (6,9). [net 49-42 • 2 ships locked]



Ply 37 — White Escort (5,4)→(6,4)

Escort to (6,4). A forward Hub without a linked relay is a coverage mirage — one capture unplugs half the glow. This Escort is insurance for the march. [net 49–42 • 2 ships locked]



Ply 38 — Black Beam (5,7)→(6,7)

Black Beam to (6,7). [net 49–42 • 2 ships locked]



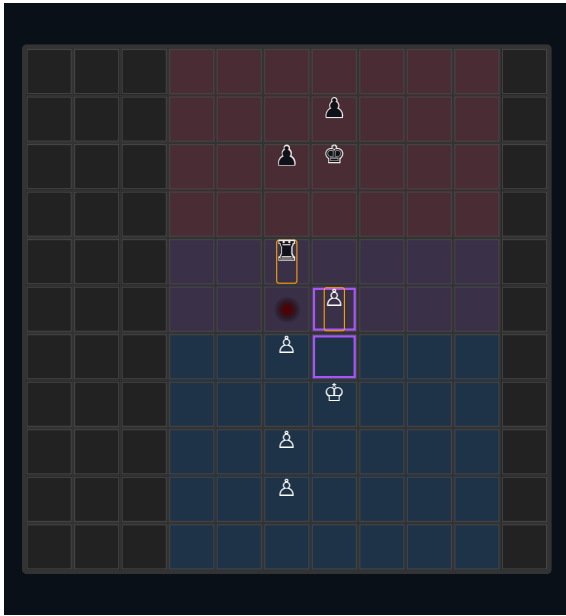
Ply 39 — White Escort (5,3)→(5,4)

White Escort to (5,4). [net 49–42 • 2 ships locked]



Ply 40 — Black Beam (6,7)→(6,5)

Capture on (6,5). With dreadnoughts trading, the fight shifts to who still has Escorts holding the chain — those are what keep the Hub hunt (or the defense) alive. [captures Beam • net 49–42 • 2 ships locked]



Ply 41 — White Escort (6,4)→(6,5)

White Escort takes back. The point is not the piece count — it is keeping a friendly body on the file White's Hub is climbing so Black cannot plant there for free. [captures Beam • net 49–42 • 2 ships locked]



Ply 42 — Black Escort (5,8)→(5,7)

Black Escort to (5,7). [net 49–42 • 2 ships locked]



Ply 43 — White Escort (5,1)→(6,1)

White Escort to (6,1). [net 49–42 • 2 ships locked]



Ply 44 — Black Escort (5,7)→(6,7)

Black Escort to (6,7). [net 49–42 • 2 ships locked]



Ply 45 — White Escort (5,2)→(5,3)

White Escort to (5,3). [net 49-42 • 2 ships locked]



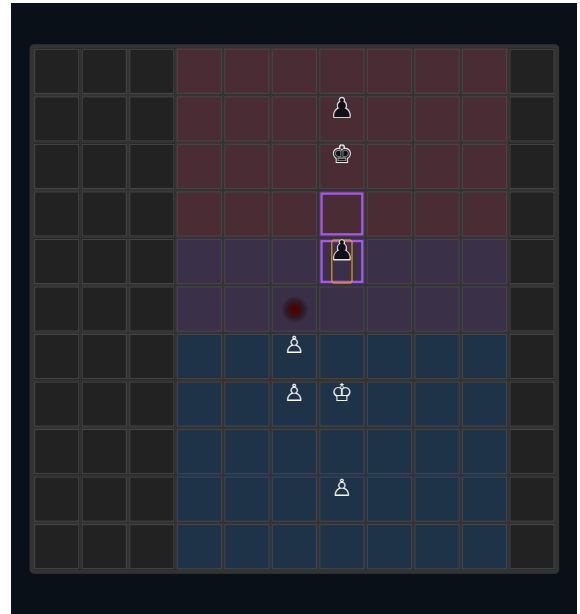
Ply 46 — Black Beam (5,6)→(6,6)

Black Beam to (6,6). [net 49-42 • 2 ships locked]



Ply 47 — White Escort (6,5)→(6,6)

Escort takes on (6,6). No Black dreadnought left hanging over the Hub file means White can press the Hub without a Beam shot answering from midboard. [captures Beam • net 52-42 • 2 ships locked]



Ply 48 — Black Escort (6,7)→(6,6)

Recapture. Coverage dips, but Black's real problem is screen thickness around the Hub, not the trade itself. [captures Escort • net 49-42 • 1 ship locked]



Ply 49 — White Escort (5,4)→(6,4)

White Escort to (6,4). [net 49–42 • 1 ship locked]



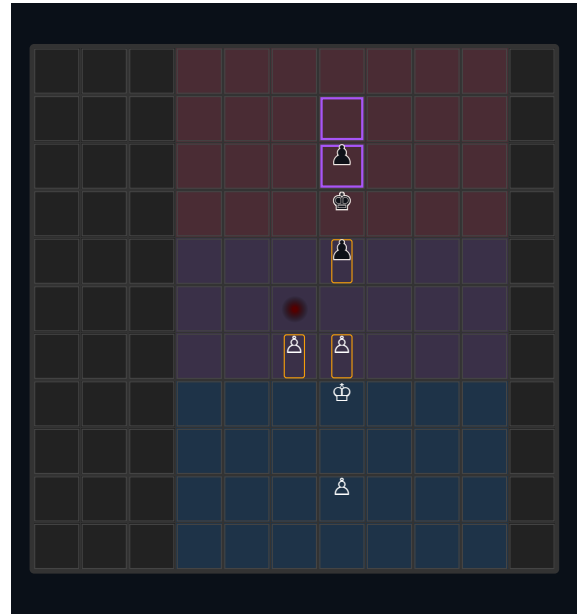
Ply 50 — Black Command Hub (6,8)→(6,7)

Hub to (6,7). Equal nets, but every step toward White's Escorts makes Surgical Strike one mistake away. Bold when you need coverage; fatal if the screen is thin. [net 49–49 • 2 ships locked]



Ply 51 — White Escort (5,3)→(5,4)

White Escort to (5,4). [net 49–49 • 3 ships locked]



Ply 52 — Black Escort (6,9)→(6,8)

Black Escort to (6,8). [net 49–49 • 3 ships locked]



Ply 53 — White Escort (6,1)→(6,2)

White Escort to (6,2). [net 49-49 • 3 ships locked]



Ply 54 — Black Escort (6,6)→(6,5)

Black Escort to (6,5). [net 49-49 • 3 ships locked]



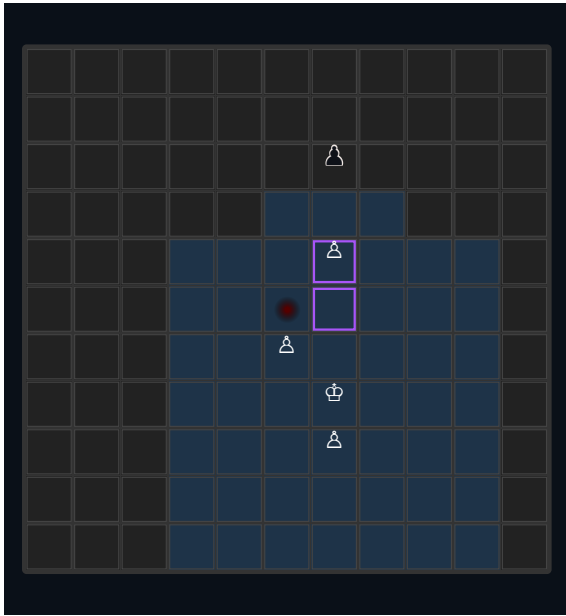
Ply 55 — White Escort (6,4)→(6,5)

White takes on (6,5). Thin the screen first; the Hub itself is next if Black walks onto a square White already attacks. [captures Escort • net 49-49 • 2 ships locked]



Ply 56 — Black Command Hub (6,7)→(6,6)

Hub to (6,6) — en prise. Hub safety outranks every other plan. This single step hands White the Surgical Strike the whole opening was built to deliver. [net 49-49 • 4 ships locked • Hub en prise!]



Ply 57 — White Escort (6,5)→(6,6)

Escort captures the Command Hub. Game over. The Beam parking, relay chain, Hub march, and trades were all scaffolding for this one capture. [captures Command Hub • net 52-0 • White wins]

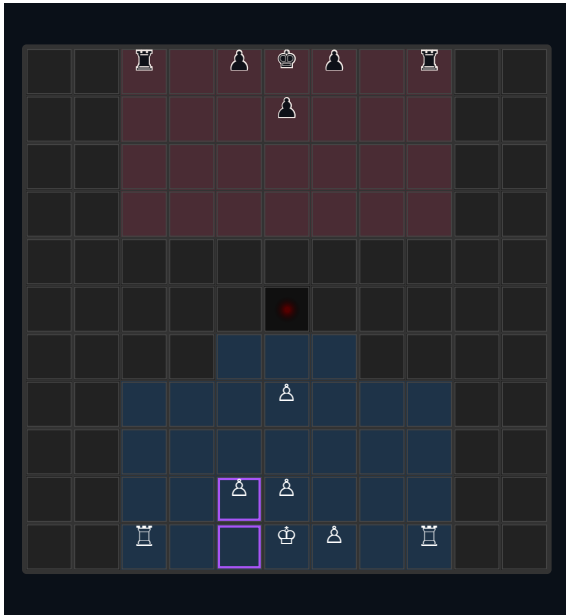
Debrief. Mission complete. White wins by Surgical Strike after 57 plies — the usual finish when the Hub hunt works. Next: a dig-in game where Strike never lands and the sector clock decides.

9 Mission 3 — When the clock decides (115 plies)

The full 115-ply record of the academy's sector-clock mission. Plan from the first Escort: neither Hub will fall, so every relay and Hub walk is stockpiling Sovereign Space for ply 100+. In the app you join near activation; here you see the whole siege. White wins by Sector Integration.



Starting position.



Ply 1 — White Escort (4,0)→(4,1)

White's first Escort hop — the start of a daisy-chain off the Hub. Later Beams and Hub marches only matter if this lattice keeps linking forward. [net 31–28]



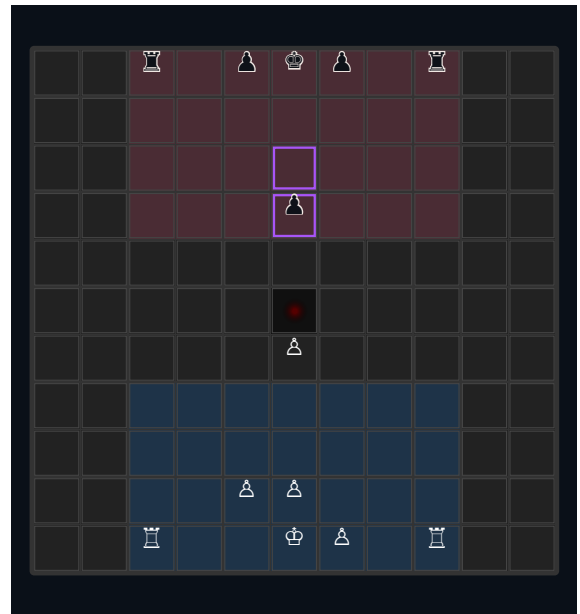
Ply 2 — Black Escort (5,9)→(5,8)

Black Escort to (5,8). [net 31–28]



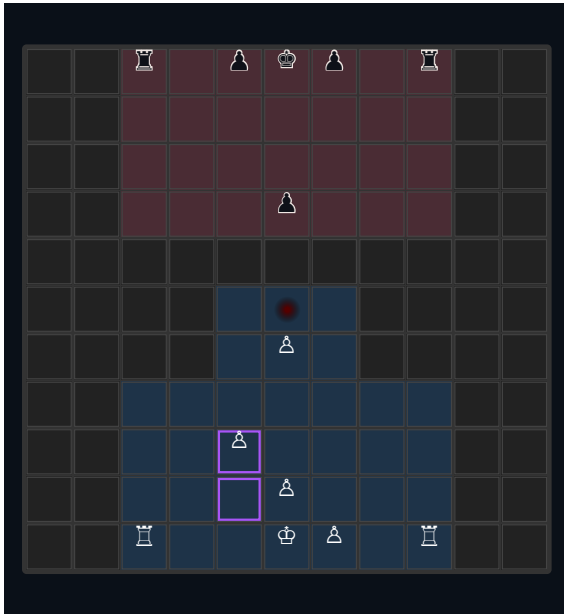
Ply 3 — White Escort (5,3)→(5,4)

White Escort to (5,4). [net 28–28]



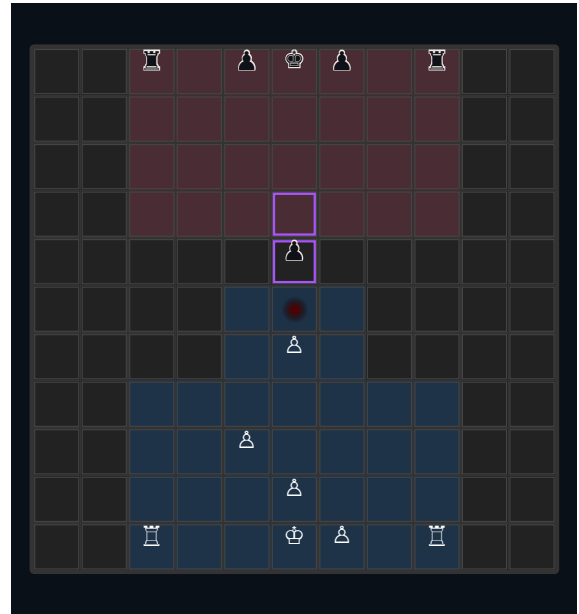
Ply 4 — Black Escort (5,8)→(5,7)

Black Escort to (5,7). [net 28–28]



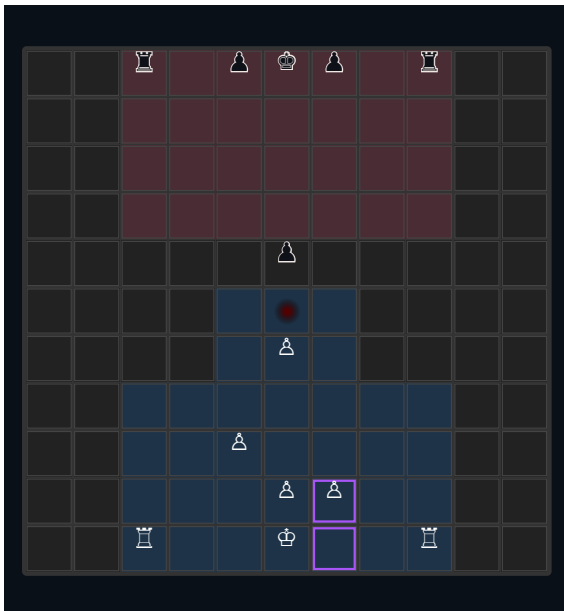
Ply 5 — White Escort (4,1)→(4,2)

White Escort to (4,2). [net 34-28]



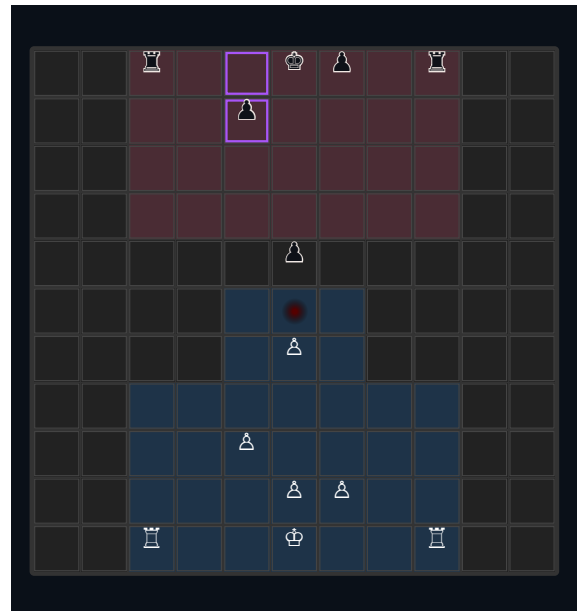
Ply 6 — Black Escort (5,7)→(5,6)

Black Escort to (5,6). [net 34–28]



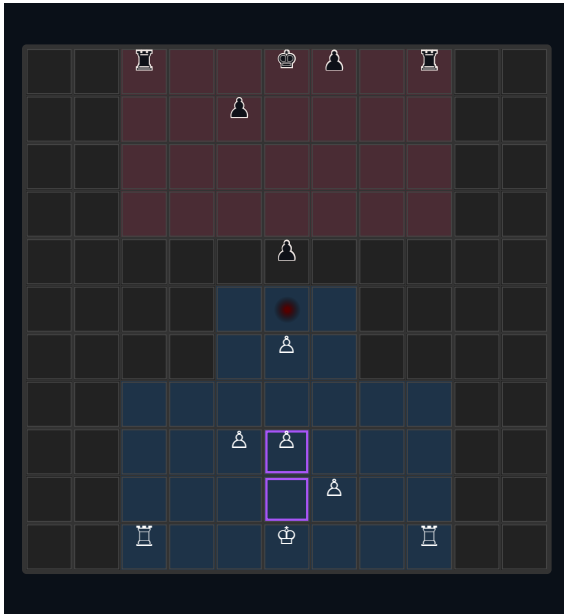
Ply 7 — White Escort (6,0)→(6,1)

White Escort to (6,1). [net 34-28]



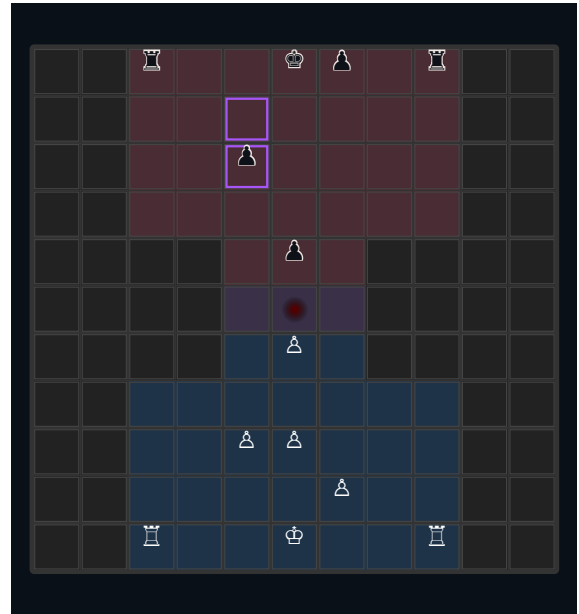
Ply 8 — Black Escort $(4,10) \rightarrow (4,9)$

Black Escort to (4,9). [net 34-28]



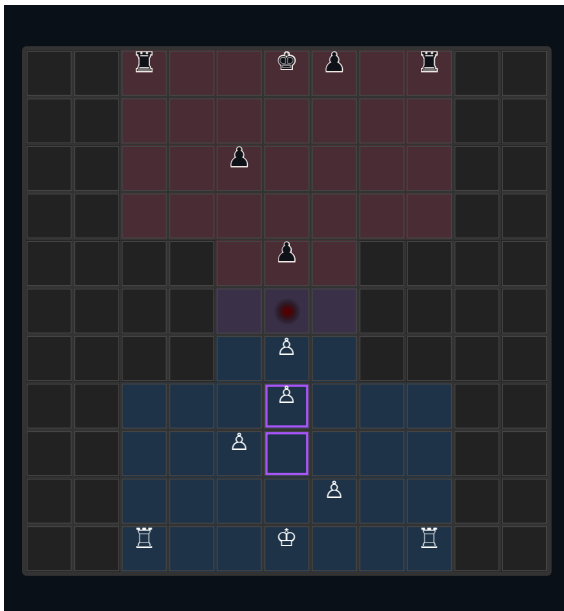
Ply 9 — White Escort (5,1)→(5,2)

White Escort to (5,2). [net 34-28]



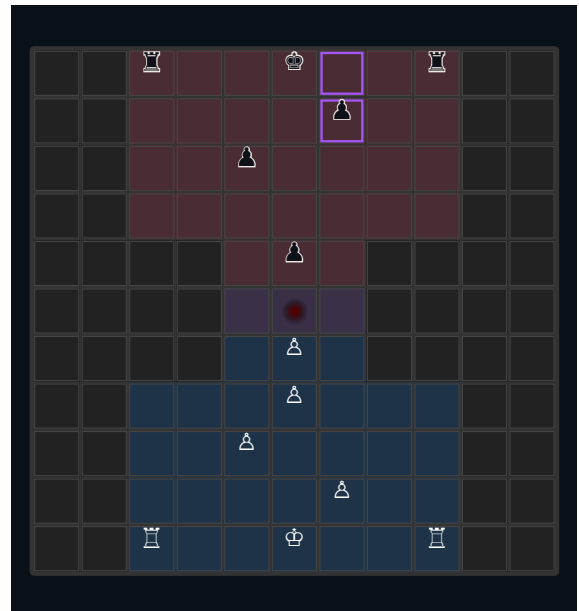
Ply 10 — Black Escort (4,9)→(4,8)

Black Escort to (4,8). [net 34–34]



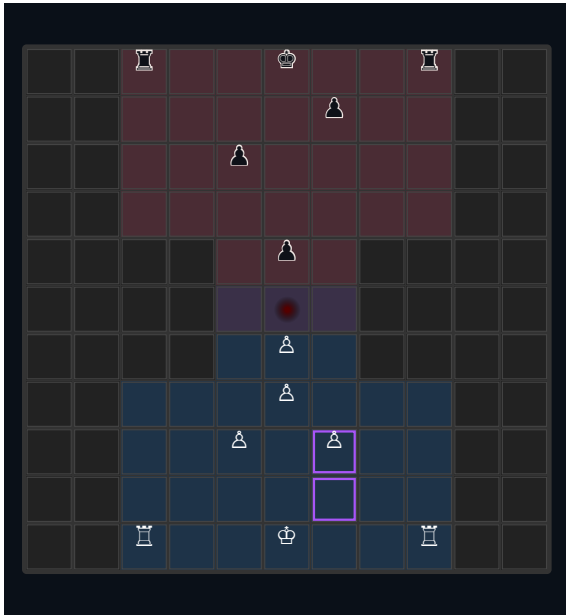
Ply 11 — White Escort (5,2)→(5,3)

White Escort to (5,3). [net 34–34]



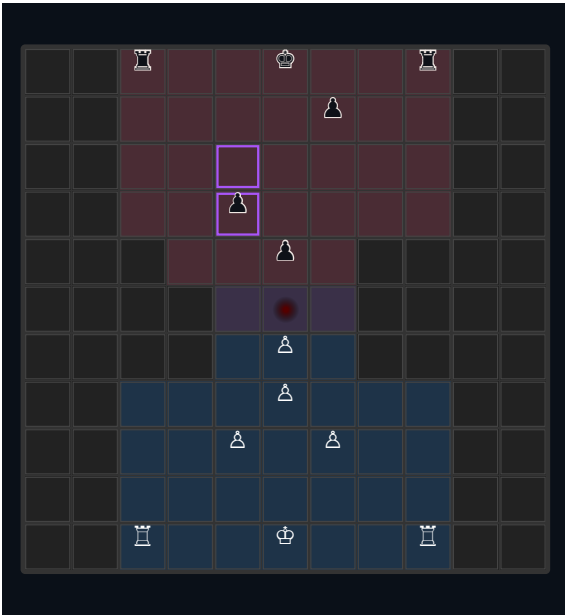
Ply 12 — Black Escort (6,10)→(6,9)

Black Escort to (6,9). [net 34-34]



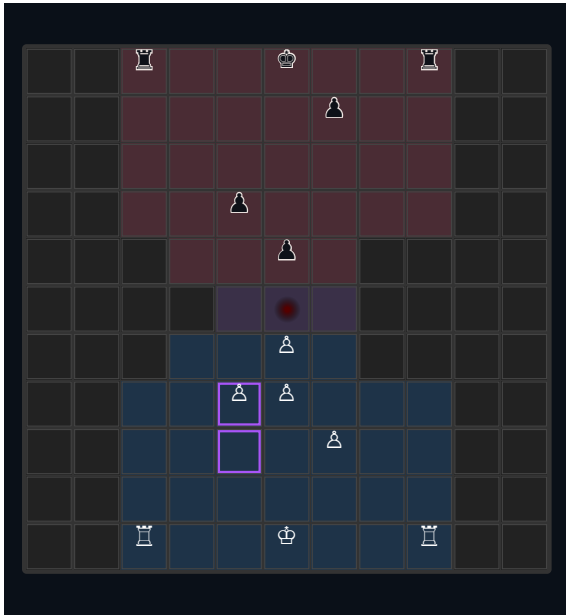
Ply 13 — White Escort (6,1)→(6,2)

White Escort to (6,2). [net 34–34]



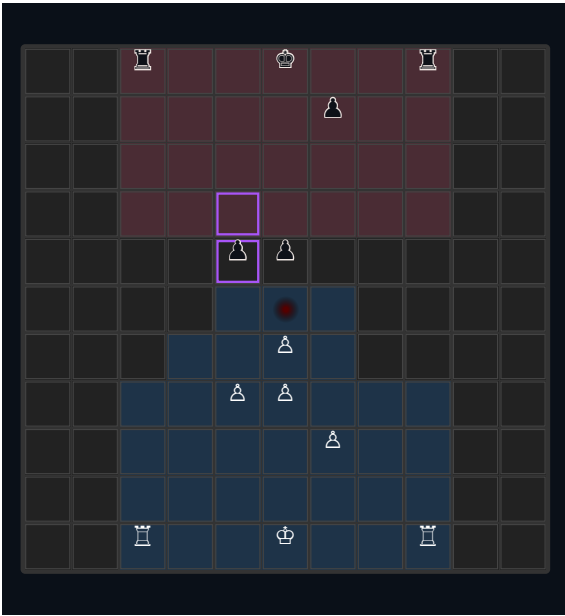
Ply 14 — Black Escort (4,8)→(4,7)

Black Escort to (4,7). [net 34–35]



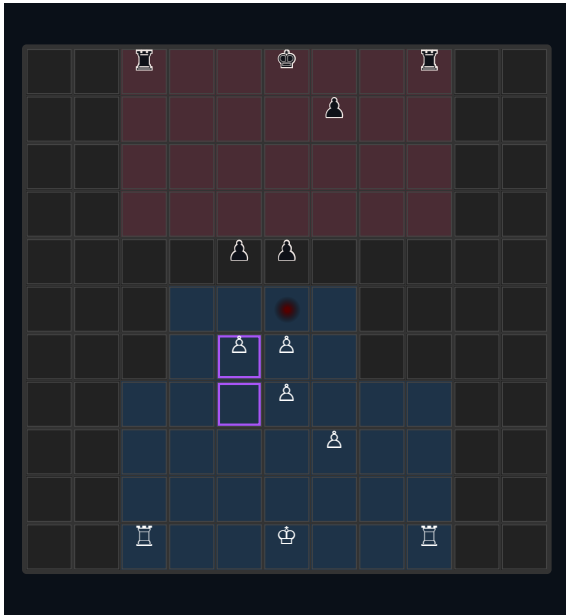
Ply 15 — White Escort (4,2)→(4,3)

White Escort to (4,3). [net 35–35]



Ply 16 — Black Escort (4,7)→(4,6)

Black Escort to (4,6). [net 35–28]



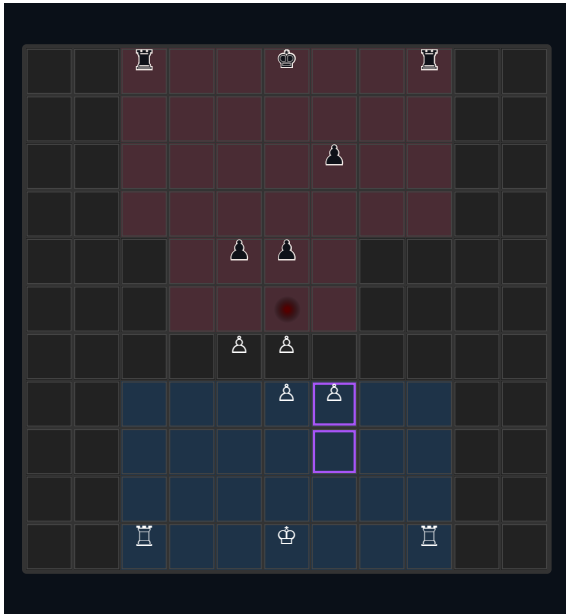
Ply 17 — White Escort (4,3)→(4,4)

White Escort to (4,4). [net 36–28]



Ply 18 — Black Escort (6,9)→(6,8)

Black Escort to (6,8). [net 36–36]



Ply 19 — White Escort (6,2)→(6,3)

White Escort to (6,3). [net 28–36]



Ply 20 — Black Escort (6,8)→(6,7)

Black Escort to (6,7). [net 28–28]



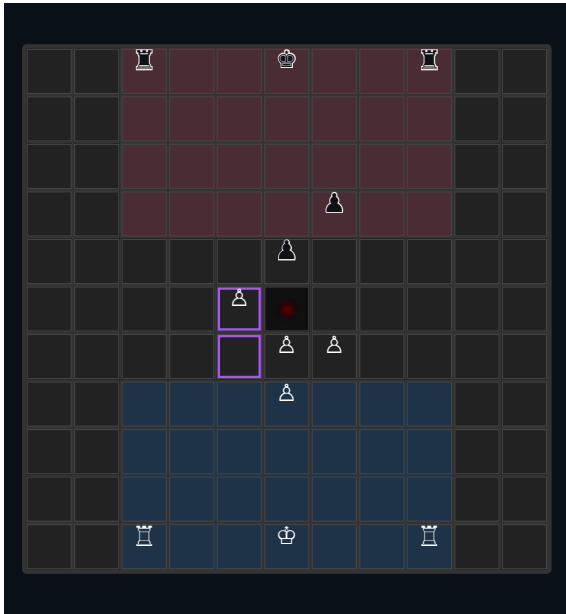
Ply 21 — White Escort (6,3)→(6,4)

White Escort to (6,4). [net 28–28]



Ply 22 — Black Escort (4,6)→(4,5)

Black Escort to (4,5). [net 28–28]



Ply 23 — White Escort (4,4)→(4,5)

Capture on (4,5). Early trades here are about who still radiates: kill a relay that was about to daisy-chain, and you shrink the enemy's future Sovereign Space. [captures Escort • net 28–28]



Ply 24 — Black Escort (6,7)→(6,6)

Black Escort to (6,6). [net 28–28]



Ply 25 — White Escort (6,4)→(6,5)

White Escort to (6,5). [net 28–28]



Ply 26 — Black Escort (6,6)→(6,5)

Recapture on (6,5). Piece count looks even; the real question is whether the survivor still chains to a Hub. A dead Escort that was linking is worse than its label suggests. [captures Escort • net 28–28]



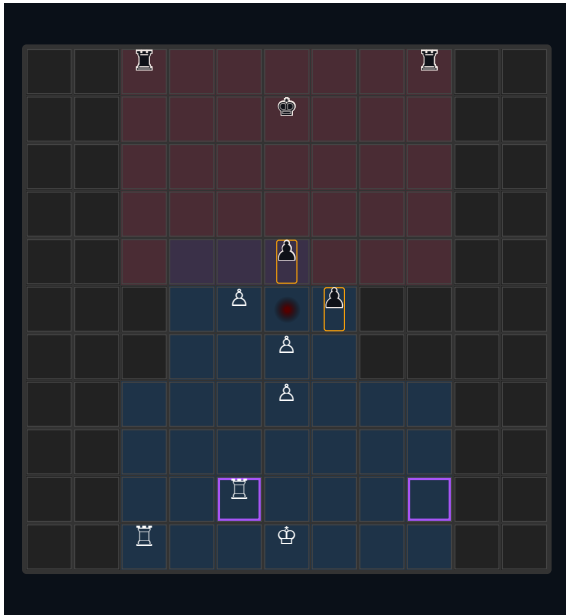
Ply 27 — White Beam (8,0)→(8,1)

White Beam to (8,1). [net 28–28]



Ply 28 — Black Command Hub (5,10)→(5,9)

Black Hub leaves the back rank. When Strike is not landing, Hub steps are territorial: the lattice expands with the flagship. [net 28–35]



Ply 29 — White Beam (8,1)→(4,1)

Wide slide to (4,1). The path is already blue — White is not waiting on another Escort hop. Long Beam moves are how you redeploy once the net is built. [net 39–35 • 2 ships locked]



Ply 30 — Black Beam (2,10)→(3,10)

Black Beam to (3,10). [net 39–35 • 2 ships locked]



Ply 31 — White Beam (4,1)→(2,1)

White Beam to (2,1). [net 28–35]



Ply 32 — Black Beam (3,10)→(6,10)

Black Beam to (6,10). [net 28–35]



Ply 33 — White Command Hub (5,0)→(6,1)

Hub to (6,1). Same territorial idea as Black's march: mobile flagships, not back-rank monuments, when the endgame will be a coverage race. [net 42-35 • 2 ships locked]



Ply 34 — Black Beam (6,10)→(5,10)

Black Beam to (5,10). [net 42-35 • 2 ships locked]



Ply 35 — White Command Hub (6,1)→(6,2)

White Command Hub to (6,2). [net 45-35 • 2 ships
locked]



Ply 36 — Black Command Hub (5,9)→(6,8)

Black Command Hub to (6,8). [net 45-45 • 4 ships
locked]



Ply 37 — White Beam (2,1)→(3,1)

White Beam to (3,1). [net 45-45 • 4 ships locked]



Ply 38 — Black Command Hub (6,8)→(7,9)

Black Command Hub to (7,9). [net 45-35 • 2 ships locked]



Ply 39 — White Command Hub (6,2)→(5,2)

White Command Hub to (5,2). [net 45-35 • 2 ships locked]



Ply 40 — Black Beam (8,10)→(10,10)

Black Beam to (10,10). [net 45-35 • 2 ships locked]



Ply 41 — White Command Hub (5,2)→(4,2)
 White Command Hub to (4,2). [net 45-35 • 2 ships locked]



Ply 42 — Black Command Hub (7,9)→(8,10)
 Black Command Hub to (8,10). [net 45-24 • 2 ships locked]



Ply 43 — White Command Hub (4,2)→(4,3)
 White Command Hub to (4,3). [net 49-24 • 2 ships locked]



Ply 44 — Black Beam (10,10)→(10,8)
 Black Beam to (10,8). [net 49-24 • 2 ships locked]



Ply 45 — White Command Hub (4,3)→(4,4)
 White Command Hub to (4,4). [net 49-24 • 2 ships
 locked]



Ply 46 — Black Beam (10,8)→(10,9)
 Black Beam to (10,9). [net 49-24 • 2 ships locked]



Ply 47 — White Beam (2,0)→(2,3)
 White Beam to (2,3). [net 49-24 • 2 ships locked]



Ply 48 — Black Beam (10,9)→(10,7)
 Black Beam to (10,7). [net 49-24 • 2 ships locked]



Ply 49 — White Beam (3,1)→(6,1)

White Beam to (6,1). [net 49-24 • 2 ships locked]



Ply 50 — Black Command Hub (8,10)→(7,10)

Black Command Hub to (7,10). [net 49-28 • 2 ships locked]



Ply 51 — White Beam (6,1)→(6,5)

Capture on (6,5). Removing an Escort here is a coverage attack — fewer red cells — even though nobody is threatening Surgical Strike. [captures Escort • net 49-28 • 1 ship locked]



Ply 52 — Black Command Hub (7,10)→(8,10)

Black Command Hub to (8,10). [net 49-24 • 1 ship locked]



Ply 53 — White Command Hub (4,4)→(3,5)
 White Command Hub to (3,5). [net 49-24 • 1 ship locked]



Ply 54 — Black Command Hub (8,10)→(9,9)
 Black Command Hub to (9,9). [net 49-25 • 1 ship locked]



Ply 55 — White Beam (2,3)→(2,7)
 White Beam to (2,7). [net 49-25 • 1 ship locked]



Ply 56 — Black Beam (10,7)→(6,7)
 Black Beam to (6,7). [net 49-25 • 2 ships locked]



Ply 57 — White Beam (6,5)→(6,7)

White takes on (6,7). With Beams leaving, the rest of the game is Escorts, Hubs, and who owns more Sovereign Space when ply 100 hits. [captures Beam

• net 49–25 • 2 ships locked]



Ply 58 — Black Command Hub (9,9)→(8,8)

Black Command Hub to (8,8). [net 49–36 • 2 ships locked]



Ply 59 — White Beam (6,7)→(6,6)

White Beam to (6,6). [net 49–36 • 2 ships locked]



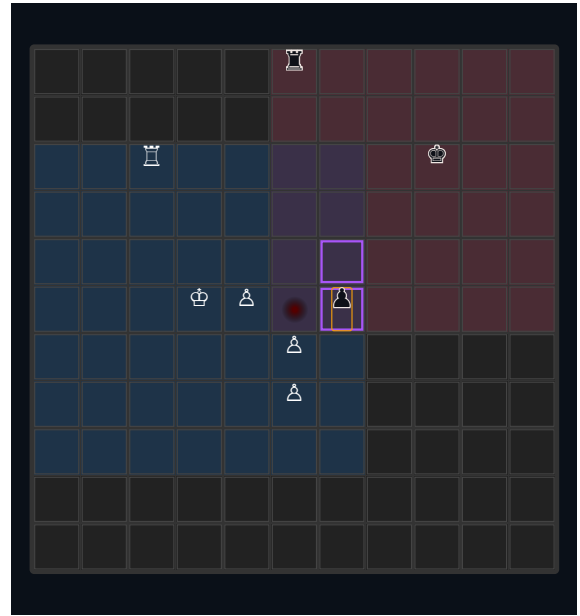
Ply 60 — Black Escort (5,6)→(6,6)

Recapture. Costly if that Escort was a link in the chain; cheap if it frees Black to keep Hub-walking for territory. [captures Beam • net 49–36 • 1 ship locked]



Ply 61 — White Beam (2,7)→(2,8)

White Beam to (2,8). [net 49-36 • 1 ship locked]



Ply 62 — Black Escort (6,6)→(6,5)

Black Escort to (6,5). [net 49-36 • 1 ship locked]



Ply 63 — White Command Hub (3,5)→(2,5)

White Command Hub to (2,5). [net 46-36 • 1 ship locked]



Ply 64 — Black Command Hub (8,8)→(8,7)

Black Command Hub to (8,7). [net 46-42 • 2 ships locked]



Ply 65 — White Command Hub (2,5)→(1,6)
 White Command Hub to (1,6). [net 35-42 • 1 ship
 locked]



Ply 66 — Black Command Hub (8,7)→(7,8)
 Black Command Hub to (7,8). [net 35-42 • 1 ship
 locked]



Ply 67 — White Command Hub (1,6)→(1,5)
 White Command Hub to (1,5). [net 35-42 • 1 ship
 locked]



Ply 68 — Black Command Hub (7,8)→(8,9)
 Black Command Hub to (8,9). [net 35-30]



Ply 69 — White Beam (2,8)→(2,5)

White Beam to (2,5). [net 44-30 • 1 ship locked]



Ply 70 — Black Beam (5,10) $\rightarrow$ (5,6)

Black Beam to (5,6). [net 44-30 • 2 ships locked]



Ply 71 — White Command Hub (1,5)→(0,6)

White Command Hub to (0,6). [net 42-30 • 2 ships
locked]



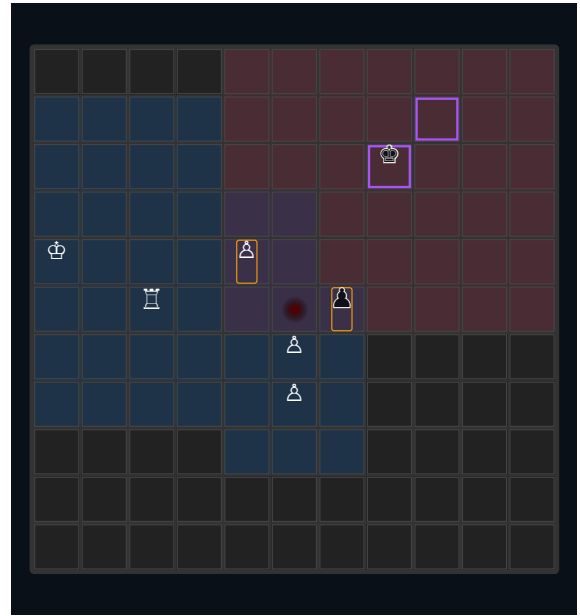
Ply 72 — Black Beam (5,6)→(4,6)

Black Beam to (4,6). [net 42-30 • 2 ships locked]



Ply 73 — White Escort (4,5)→(4,6)

Escort takes on (4,6). Fewer long-range shots in the air while both Hubs keep reshaping coverage toward activation. [captures Beam • net 44-30 • 1 ship locked]



Ply 74 — Black Command Hub (8,9)→(7,8)

Black Command Hub to (7,8). [net 44-42 • 2 ships locked]



Ply 75 — White Escort (4,6)→(4,5)

White Escort to (4,5). [net 42-42 • 2 ships locked]



Ply 76 — Black Command Hub (7,8)→(7,9)

Black Command Hub to (7,9). [net 42-35 • 1 ship locked]



Ply 77 — White Beam (2,5)→(0,5)

White Beam to (0,5). [net 28–35]



Ply 78 — Black Command Hub (7,9)→(8,9)

Black Command Hub to (8,9). [net 28–30]



Ply 79 — White Beam (0,5)→(0,3)

White Beam to (0,3). [net 28–30]



Ply 80 — Black Command Hub (8,9)→(9,9)

Black Command Hub to (9,9). [net 28–25]





Ply 85 — White Beam (3,7)→(3,6)

White Beam to (3,6). [net 28–28]



Ply 86 — Black Command Hub (7,10)→(8,10)

Black Command Hub to (8,10). [net 28–24]



Ply 87 — White Beam (3,6)→(2,6)

White Beam to (2,6). [net 42–24 • 1 ship locked]



Ply 88 — Black Command Hub (8,10)→(7,10)

Black Command Hub to (7,10). [net 42–28 • 1 ship locked]



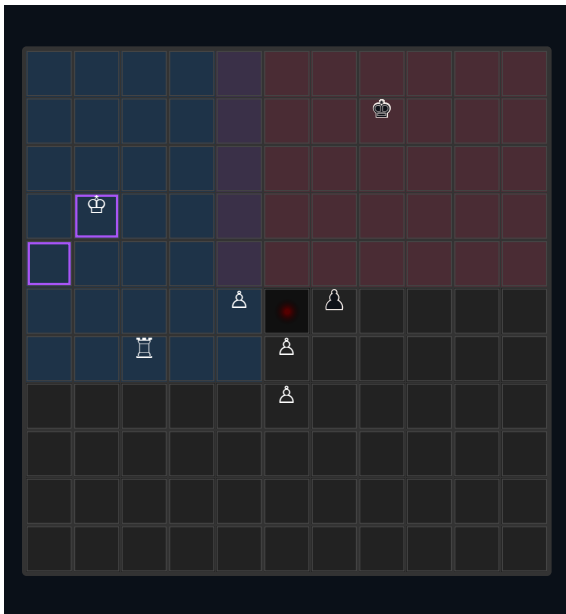
Ply 89 — White Beam (2,6)→(2,4)

White Beam to (2,4). [net 42-28 • 1 ship locked]



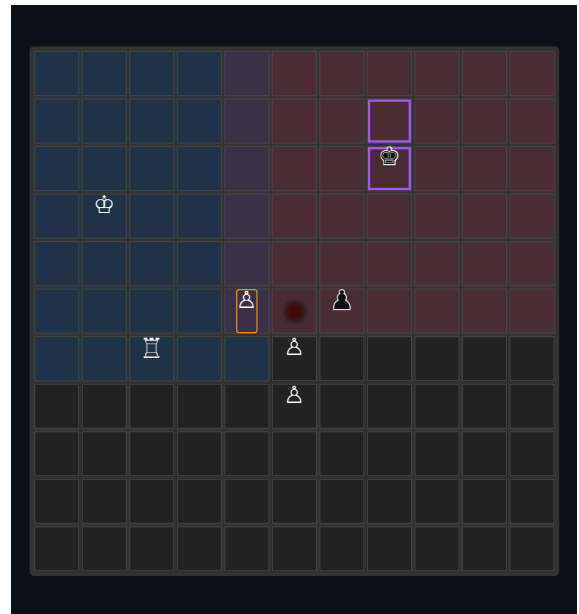
Ply 90 — Black Command Hub (7,10)→(7,9)

Black Command Hub to (7,9). [net 42-35 • 1 ship locked]



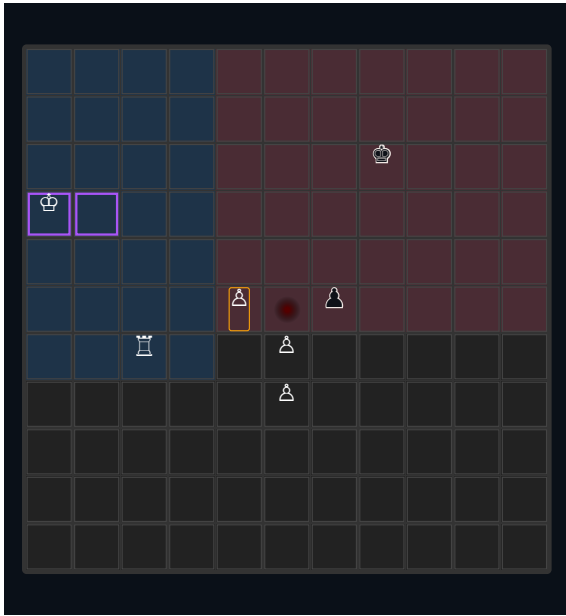
Ply 91 — White Command Hub (0,6)→(1,7)

White Command Hub to (1,7). [net 35-35]

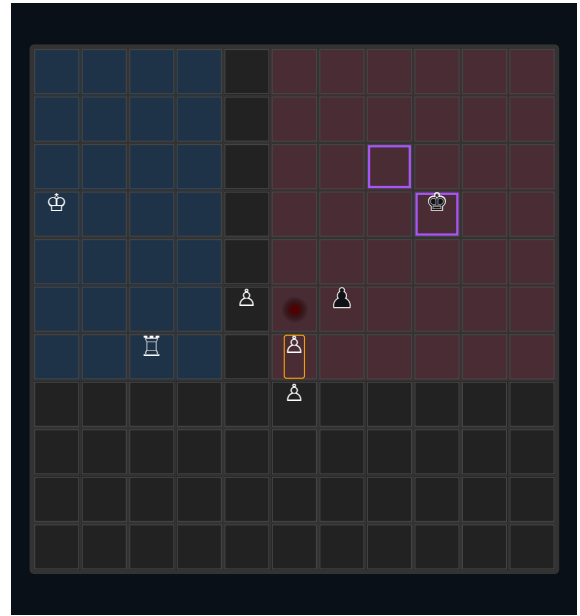


Ply 92 — Black Command Hub (7,9)→(7,8)

Black Command Hub to (7,8). [net 35-42 • 1 ship locked]



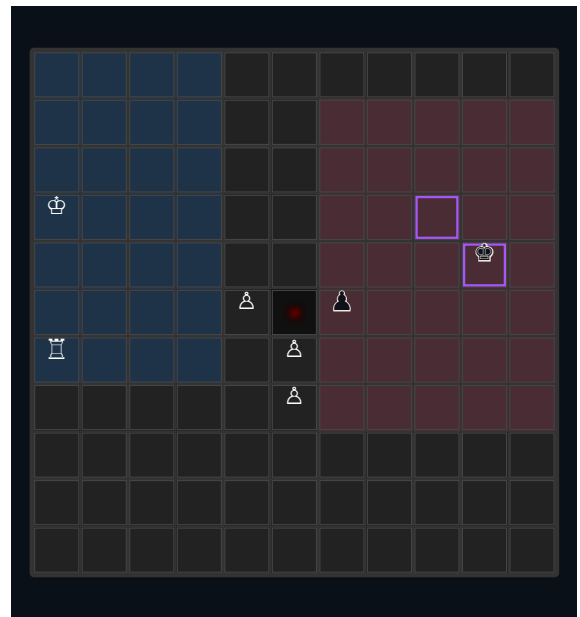
Ply 93 — White Command Hub (1,7)→(0,7)
 White Command Hub to (0,7). [net 28-42 • 1 ship locked]



Ply 94 — Black Command Hub (7,8)→(8,7)
 Black Command Hub to (8,7). [net 28-42 • 1 ship locked]



Ply 95 — White Beam (2,4)→(0,4)
 White Beam to (0,4). [net 28-42 • 1 ship locked]



Ply 96 — Black Command Hub (8,7)→(9,6)
 Black Command Hub to (9,6). [net 28-35]



Ply 97 — White Command Hub (0,7)→(1,8)
 White Command Hub to (1,8). [net 30–35]



Ply 98 — Black Command Hub (9,6)→(10,6)
 Black Command Hub to (10,6). [net 30–28]



Ply 99 — White Command Hub (1,8)→(0,7)
 White Command Hub to (0,7). [net 28–28]

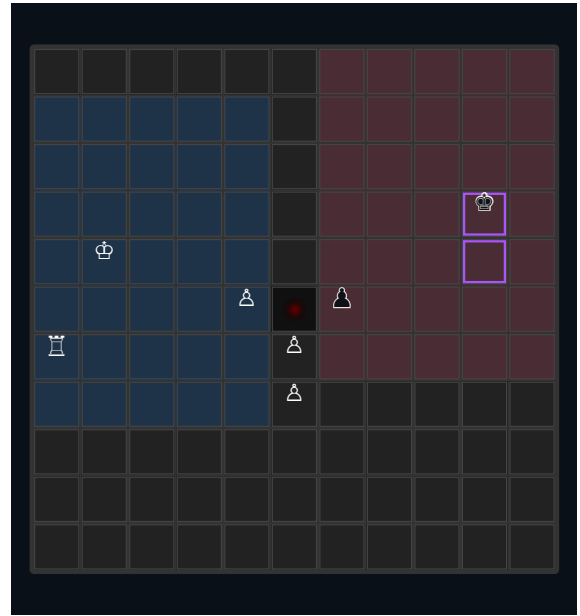


Ply 100 — Black Command Hub (10,6)→(9,6)
 Ply 100. Hold enough Sovereign Space through the opponent's reply and you win by Sector Integration. Purple Contested Space counts for neither side — use it to break a streak. Surgical Strike is still legal; it just never arrives here. [net 28–35]



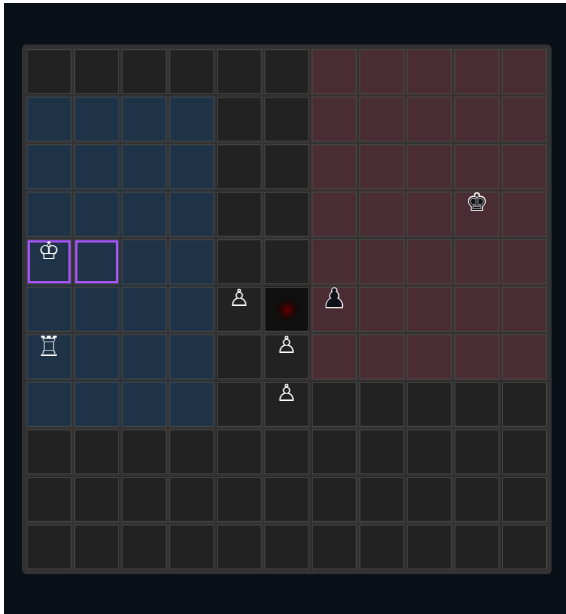
Ply 101 — White Command Hub (0,7)→(1,6)

White Hub nudges blue up. After activation, flagship walks are counted in coverage, not only in king safety.
[net 35-35]



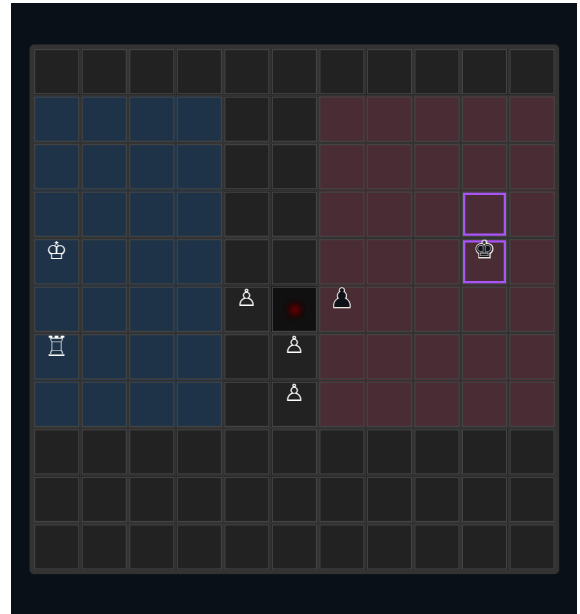
Ply 102 — Black Command Hub (9,6)→(9,7)

Black Command Hub to (9,7). [net 35-35]



Ply 103 — White Command Hub (1,6)→(0,6)

White Command Hub to (0,6). [net 28-35]



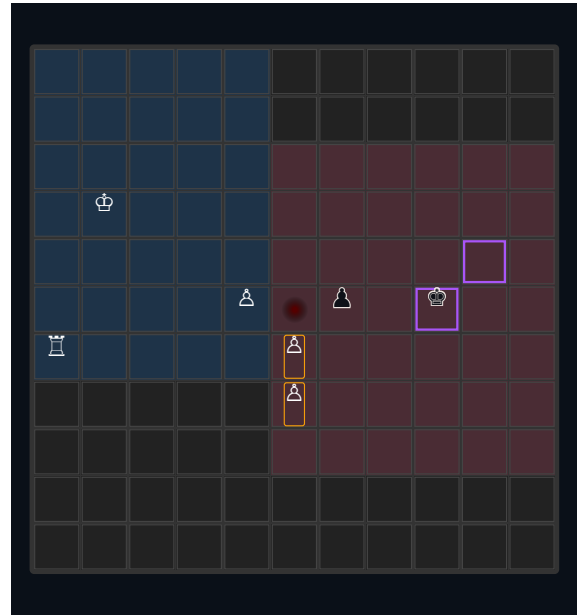
Ply 104 — Black Command Hub (9,7)→(9,6)

Black Command Hub to (9,6). [net 28-35]



Ply 105 — White Command Hub
(0,6)→(1,7)

White Command Hub to (1,7). [net 35-35]



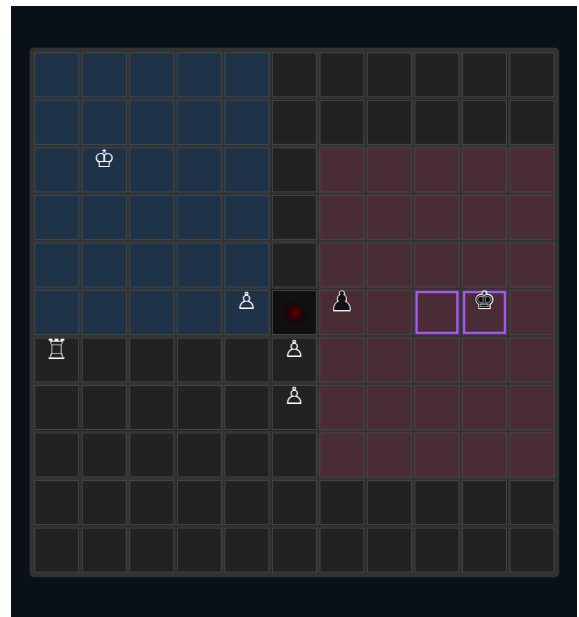
Ply 106 — Black Command Hub
(9,6)→(8,5)

Hub to (8,5). Late replies are about stealing Sovereign Space and creating Contested cells so White cannot simply sit on a winning ratio. [net 35-42 • 2 ships locked]



Ply 107 — White Command Hub
(1,7)→(1,8)

White Command Hub to (1,8). [net 30-42 • 2 ships locked]



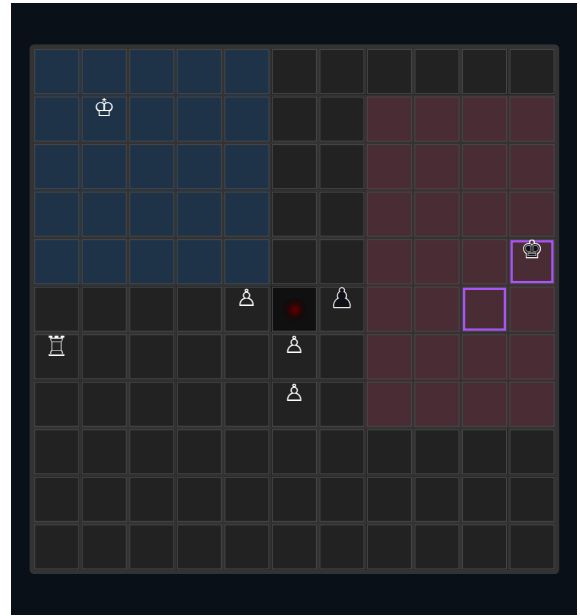
Ply 108 — Black Command Hub
(8,5)→(9,5)

Black Command Hub to (9,5). [net 30-35]



Ply 109 — White Command Hub (1,8)→(1,9)

White Command Hub to (1,9). [net 25-35]



Ply 110 — Black Command Hub (9,5)→(10,6)

Black Command Hub to (10,6). [net 25-28]



Ply 111 — White Command Hub (1,9)→(2,8)

Hub to (2,8). The grind is: climb above the Integration line, then make the hold survive Black's next Hub shuffle. [net 36-28]



Ply 112 — Black Command Hub (10,6)→(9,5)

Black Command Hub to (9,5). [net 36-35]



Ply 113 — White Beam (0,4)→(0,8)
White Beam to (0,8). [net 36–35]



Ply 114 — Black Command Hub (9,5)→(10,5)
Black Command Hub to (10,5). [net 36–28]



Ply 115 — White Command Hub (2,8)→(3,7)
Hub to (3,7). Coverage clears the threshold and sticks. No Hub fell; saturation ended it — the reason the sector clock exists when both fleets refuse Strike.
[net 55–28 • 1 ship locked • **White wins**]

Debrief. White wins by Sector Integration — coverage held past the threshold, no Hub taken. Surgical Strike was legal the whole way; dig-in play simply never found it. Contested Space and Hub marches are the late weapons when Strike stalls.