

Space Monster Target Selection Nomogram

You can use this nomogram to determine the Monster's target instead of using the movement rules on page 22. Remember that instructions on the most recent Health card overrule this nomogram.

To use this nomogram, you'll need a straight edge. A pencil may also be helpful.

Start with the health of each possible target. Draw a line to how far the target is from the Monster (near = 1 to 2 cards, mid = 3 to 5 cards, far = 6 or more cards) and carry that line through to intersect the first target line.

Draw a line from that point of intersection to the base combat value of the target. Carry that line through to intersect the second target line. The target whose intersection is closest to the top of the second target line is the one the Monster pursues.

