

Appendix IMT – Interstellar Movement Table

- There are four ways to initiate interstellar movement in GGDM: By activation of the Movement, Expansion, Combat, or Commerce Powers.¹
- All interstellar movement has conditions precedent which must be met at the moment that movement is initiated.

Moving Unit	Origin System	Destination System	Power Activation
REGULAR MOVEMENT ACTION			
Any ship not transporting population ²	Any star, <i>Scene</i> on origin star	To any system colonized ³ by ship’s owner where there is no intent to initiate combat upon arrival. ⁴	Movement
SPECIAL MOVEMENT ACTIONS			
Scout ⁵	Any star, no <i>Scene</i> required	To any system <i>not colonized</i> (does not have a Supporting Colony) by Scout’s owner.	Expansion (Scouting)
Colony Ship ⁶	Any star	To any system currently on the Public Space that currently has a <i>Scene</i> on the destination star; irrelevant whether the destination system is colonized or uncolonized.	Expansion (Transporting Population)
Warship ⁷	Any star, <i>Scene</i> on origin star	To any system without a Supporting colony ⁸ or to any system where the warship’s owner wants to initiate combat upon arrival.	Combat (Combat Movement)
Cargo Ship ⁹	Any star, <i>Scene</i> on origin star	To any system where there is a known alien colony ; Native Population Type is irrelevant.	Commerce (Trade Mission)

Interplanetary Movement: In-system movement is considered to instantaneous within the scale of GGDM Regular Turns (see Interplanetary Movement, 2 Movement, p. 844) and does not require a Power Activation. This occurs before any Regular Turn action.

Short Movement: Ships arriving at their destination star by ‘short movement’ arrive at the end of the same Regular Turn they left the origin star, which is frequently important for Power Activations. See Space Hop and Heroic Movement, 2 Movement, both p. 850.

¹ See Engage!, 1 Movement, p. 838.

² See Engage!, 1 Movement, p. 838.

³ In this context, “colonized” means having a colony in the system, regardless of colony political status (except Conquered Colonies) or native population type. See Supporting Colony, 1 Movement, p. 840.

⁴ Warships may use the Movement Power Activation to move between systems controlled by the warship’s owner but they will not be able to automatically initiate combat upon arrival. To do that requires movement by activation of the Combat Power. See Ad Astra, 1 Movement, p. 839.

⁵ See Through the Never, 3 Expansion, p. 907.

⁶ See Canned Food, 3 Expansion, p. 913.

⁷ See The Combat Power and Move Out!, 1 Combat, pp. 941-942.

⁸ This, of necessity, means that the Combat Power may/must be used in lieu of the Expansion Power where warships are being sent to an unexplored system. See Send the Enterprise!, 3 Expansion, p. 909.

⁹ See Green Goods, 1 Commerce, p. 1188.