Xia — Legends of a Drift System

Components
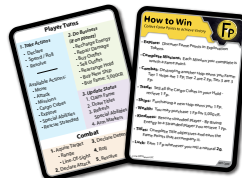
21 Miniatures

18 Special Ability Cards
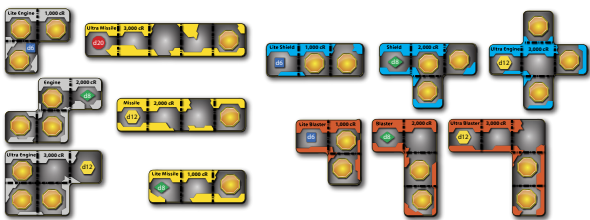
18 Ship Cards

5 How To Win Cards

18 Title Cards
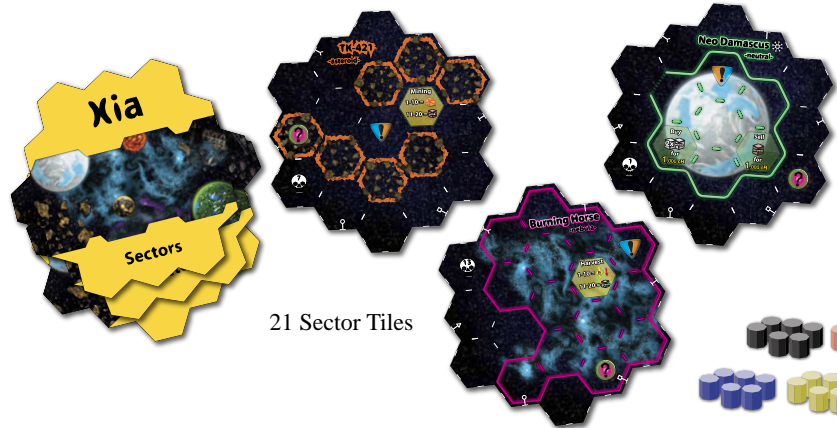
60 Outfits (5 each)

3 NPC Cards

52 Mission Cards

Fame Point Track

Victory Marker

21 Sector Tiles
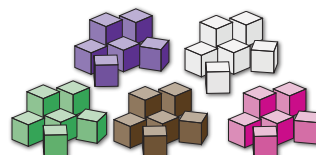
30 Markers

4 Dice
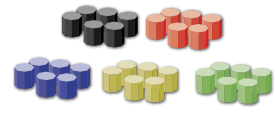
60 Damage Markers

18 Exploration Tokens

60 Cargo Cubes

35 Credit Chips

Overview: Become a Legend

Game Overview

Xia is a 3-5 player, sandbox-style, competitive space adventure. Each player starts as a lowly, but hopeful, captain of a small starship.

Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Captains vie with each other for Titles, riches, and most importantly Fame.

The most adaptive, risk-taking, and creative players will excel. One captain will rise above the others, surpassing mortality by becoming Legend!

First Game

Because of the complexity of Xia, we recommend the following for your first game:

Read all the rules first: You will be much happier!

Play to 5 Fame Points: This will keep the game short and sweet.

Starting Sectors: Use **Azure, Burning Horse**, **Kemplar II**, **TK-421. (In a 3 player game don't place TK-421).**

Ignore NPCs: Remove the NPCs from the game and ignore all NPC related cards.

Strategies/Outfits: For your first playthrough, each player should pick one of the following strategy/Outfit combinations. This will ensure that the various mechanisms in the game will come into play, allowing you to learn each facet of the game.

- **Explorer:** Buy Raptor-K Engine. Your goal is to explore new Sectors and collect as many Exploration Tokens as possible.

- **Trader:** Buy M-22 Engine and Targe V Shield, then fly to Azure and purchase pink Cargo Cubes with your remaining Credit Chip. Fly to Kemplar II and sell your Cargo Cubes. Use your Lite Shield in case of attack.

- **Worker:** Buy Halon Engine and Targe V Shield. Fly to the nearest Mission Point and Draw Missions. Look for Research and Shuttle Missions to complete.

- **Pirate:** Buy M-22 Engine and Saker III Blaster. Attack everything that moves. Focus on ships with Cargo Cubes and/or Bounty.

Some of these strategies may seem stronger than others. However, during regular play, the board layout is random in nature, so players will need to adapt their strategies to succeed.

Setting up

1. Take the **Sector Tiles**, shuffle them, and place them face down in a stack within reach of all players.

2. Deal the top four (or three for a three player game) sectors face up one at a time, lining up the edge symbols to the previously laid sector as shown.
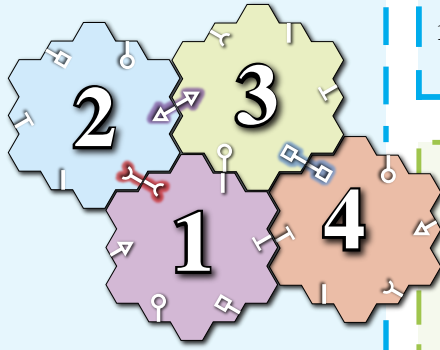
   • If the Xia or Lost Sector are drawn, re-shuffle them into the deck and draw another tile.

3. Shuffle the **Exploration Tokens** and place them face down within reach of all players. Place an Exploration Token on any starting tile with an Exploration Space.

4. Shuffle the **Mission Cards** and place the deck face down within reach of all players.

5. Shuffle the **Title Cards** and place the deck face down within reach of all players.

6. Deal out one **How To Win Card** to each player.

7. Shuffle the **three NPC Cards** and deal one face up to each player. (In a 4-player game, the dealer doesn't get one.) Players take the corresponding NPC miniature and place it on the NPC Card.

8. Set the **four dice** within reach of all players. These dice are referred to throughout this rulebook as d6, d8, d12, and d20, where the number represents the number of sides.

9. Place the **Cargo Cubes** within reach of all players.

10. Place the **Damage Markers** within reach of all players.

11. Give 3,000cR worth of **Credit Chips** to each player. Place the rest of the Credit Chips within reach of all players.

12. Organize the **Outfits** based on shape and place them within reach of all players.

13. Set the **Fame Point Track** in the play area.

14. Players now decide to how many Fame Points they wish to play. Place the **Victory Marker** on the Fame Point Track to indicate the winning total. *(Average playtimes: 5 points ≈ 15 min per player. 10 points ≈ 30 min per player. 20 points ≈ 45 min per player.)*

15. Take the **Ship Cards** and matching **Special Ability Cards.** Separate the Tier 1 cards (*Swamp Rat*, *Numerator*, *Easy Tiger*, and *Puddle Jumper*). Set the Tier 2 and Tier 3 cards aside for now.

16. Each player rolls a d20. The player with the highest roll chooses a Tier 1 Ship Card and takes the matching Miniature and Special Ability Card. This continues with the player who had the second highest roll, and so on until each player has chosen a Tier 1 Ship card. All players then place their Miniatures on the **Spawn Point** of the Sector Tile closest to them.

Spawn Point

17. Each player now takes a set of **Markers** of the same color. It doesn't matter which color a player takes.

   • One Marker is placed on the Fame Point Track at 0 (Unknown).

   • One Marker is placed on the highest number of the Ship Card's Energy Meter.

   • The remaining four Markers are placed on the Ship Card, filling out the Armed section.

18. In the same order as ship selection, each player may now spend their Credits to purchase Outfits. The Outfits are placed in their Ship Card's Hold. Players may only purchase what will fit in the Hold. Players do not *have* to spend all or any of their Credits at this point.

19. The game is now ready to start! The player who picked their ship last takes the first turn.

Turn Overview

A player's turn consists of three Phases:

1. Action Phase
The Action Phase includes fighting, flying, using abilities, collecting, trading, and working on/completing missions. The player will use the inherent abilities of his ship, Outfits he has equipped on his ship, and his bonus abilities from Special Abilities Cards to take Actions. A player may continue taking actions until they cannot, or do not, wish to take any more. When a player is done taking Actions, they may move to the Business Phase.

2. Business Phase *(optional)*
The Business Phase only happens if a player ends their Action Phase on a planet space. The Business Phase includes recharging/repairing the ship, buying/exchanging Outfits, and purchasing a new ship or Fame Points. If the player is not on a planet, the Business Phase is skipped.

3. Status Phase
A player's turn will always conclude with a Status Phase. During this phase, players re-arm their Markers, draw Titles, count Fame Points, and possibly claim victory!

Once a phase has started, a player cannot go back to a previous phase *(ex. A player cannot start their Business Phase and then go back to the Action Phase)*. After the player's Status Phase is completed, their turn is over. Play continues with the player sitting to their left.

Victory

**Fp** Players achieve Victory through a Fame Point system. Players can earn Fame Points in nine ways: Exploration, Missions, Trade, Combat, Wealth, Ships, Kindness, Titles, and Luck.

When a player's Marker on the Fame Point Track reaches the Victory Token, the game is over and that player is declared the victor. The winning player receives eternal glory(!) and proceeds to read aloud the Victory Story on the back of their Ship Card.
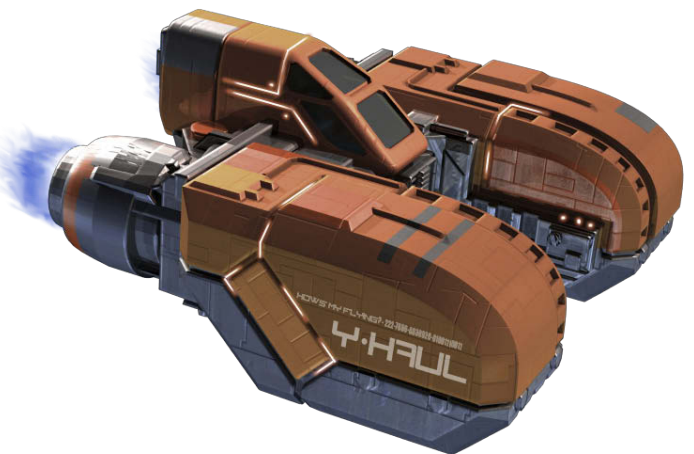
Fame

Fame Point Track

At the beginning of the game, each player places one of their Markers on the Fame Point Track at "0 – Unknown." As players claim Fame Points, they advance their Marker up the Fame Point Track. Victory is achieved when one player's Marker reaches the Victory Token.

- Variable Game Length: At the beginning of the game, players decide the number of Fame Points needed for Victory and place the Victory Token on the Fame Point Track at that number. The recommended number of Fame Points for beginners is 10. Players can decide to play a shorter game with fewer Fame Points, or a longer game with more Fame Points.

How to Earn Fame Points

There are a variety of ways that players can gain Fame Points (Fp):

- **Explore:** Players may collect Exploration Tokens, some of which are worth one Fame Point *(Adventurous pilots can earn a name for themselves exploring new Sectors)*.

- **Missions**: Each mission completed is worth a Fame Point *(Earn a reputation by doing jobs)*.

- **Combat:** Destroying another ship is worth Fame Points. Any player that destroys a ship receives a number of Fame Points equal to the destroyed ship's tier number. *(Become known for your fierce prowess)*.

- **Trade:** Selling all the Cargo cubes in a ship's Hold is worth 1 Fp. However, you must sell a **minimum of 2 Cargo Cubes** to receive the Fame Point *(A clever capitalist can be just as famous as a vicious pirate)*.

- **Ships:** Purchasing a new ship during the Business Phase earns the purchasing player 1 Fp *(A ship directly correlates to one's status)*.

- **Wealth:** *Players may purchase 1 Fame Point for 5,000 cR. *(Money can buy a great deal)*.

- **Kindness:** Rescuing a Stranded player is worth 1 Fp *(It's not always tooth and nail to get ahead. People remember mercy)*.

- **Titles:** Claiming Titles is worth 1, 2, or 3 Fp. The amount is stated on the Title Card *(A Title is a mark of fame)*.

You may not purchase the final Fame Point needed for Victory.

Ships: She may not look like much...

Ship Overview

Ships are the players' in-game representation. Each ship has a Ship Card, Miniature, and Special Ability Card.

Miniatures occupy one space on the game board at a time. Ship Cards are set in front of the player and contain valuable information. Special Ability Cards allow the player to perform a unique and powerful ation.

Miniatures

Ship Miniatures take up one space on the board.

Ships are moved on the board by Engines, Impulse, and Special Abilities.

No more than one ship may occupy a single space on the board at a time. However, ships may move through occupied spaces.

Special Abilities

Each ship in the game has a unique Special Ability Card. Special Abilities are powers that help the player in a unique way.

Use: The top of each Special Ability Card specifies how the Special Ability is used *(ex. As an Action, or As Defense)*. To use the Special Ability, the player spends the Energy specified on the Special Ability Card and then follows the directions on that Card. Most special abilities require the player to roll a d20.

Exhaust: After a Special Ability has been used, the card is flipped face down. It is Exhausted and cannot be used again until it is refreshed.

Refresh: During the Status Phase of a player's turn, all their Special Ability Cards are refreshed. Flip them face up to indicate they are ready for use again.

New Ship: When a player purchases a new ship, they will retain their Special Ability Cards from all previously owned ships *(ex. When a player reaches a Tier 3 ship, their ship will have 3 Special Ability Cards)*.

(Read each Special Ability Card for more details.)
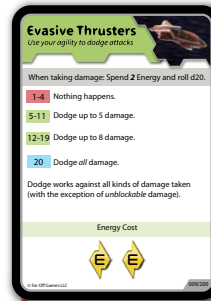
Ship Cards

The Ship Card is placed face up in front of the player who owns the ship. The Ship Card contains information about the player's ship. Displayed on the front of the Ship Card are:
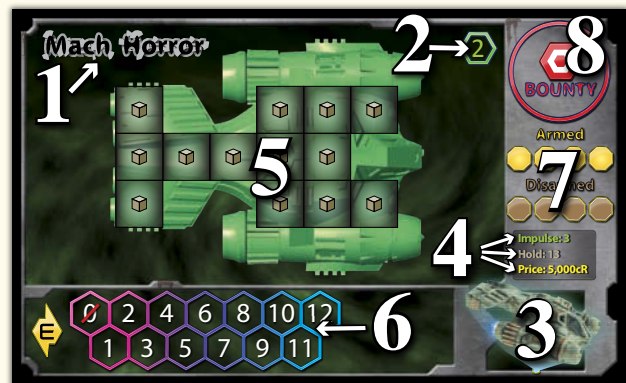

1. Name
This is the name of the ship.

2. Tier
Ships are either Tier 1, 2 or 3.

3. Hologram
This is an image of the ship.

4. Impulse / Hold Size / Price
- Impulse represents the number of spaces a ship may move without spending Energy *(See - Movement pg. X)*.
- Hold Size is a quick reference for how many spaces are in the Hold.
- The Price of a ship is the amount of Credits a player has to pay to purchase the ship.

5. Hold
The Hold represents the physical capacity of the ship.

6. Energy Meter
This meter keeps track of the ship's Energy.

7. Armed / Disarmed Spaces
Armed spaces are used to hold Markers that are currently ready to be spent on Outfits. Disarmed spaces hold Markers that are waiting to be Armed.

8. Bounty
Bounty Credits are placed here.

Displayed on the back of the Ship Card are:

9. Ship Technical Information
The ship's statistics are listed here. These have no bearing on the game, but that doesn't mean they aren't important.

10. Backstory
The ship's backstory is located here. Read this when you first purchase a ship to learn about its history!

11. Victory Story
This tale is meant to be read after the ship obtains Victory. It is intended to be read aloud to all players so they may bask in your glory!
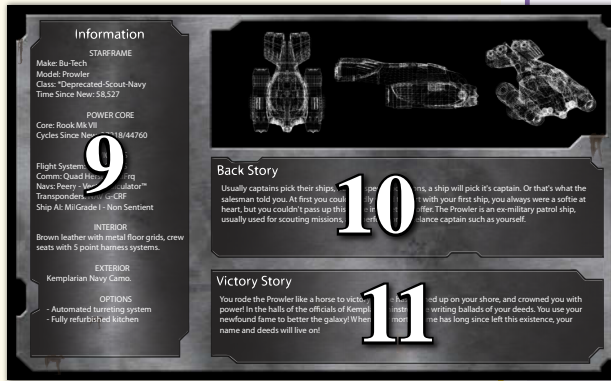
Energy Meter

A ship's Energy is a rechargeable resource. Energy is spent to arm Markers, use Special Abilities, and scan Sector Tiles.

Spending: To spend Energy, a player simply moves their Marker down the Energy Meter the number of spaces required.

Recharging: During the Business phase, if a player is on a planet, he may replenish his Energy for free. The player moves his Marker up to the maximum number on his Energy Meter.

Stranded: If a player has no Energy *and* no Armed Markers they are Stranded. A stranded player cannot do anything except move their ship's Impulse Value *(See: Stranded - pg. X)*

Bounty

There are certain illegal acts that will earn a player a Bounty of Credits on their Ship Card. Having a Bounty is a sign that the ship is wanted for illegal acts. A Bounty should remain separate from a player's earned Credits. A player earns a Bounty on their head by:

Innocent: Ships without any Bounty are considered Innocent.

Outlaw: Ships with Bounty are considered Outlaw ships. Outlaw ships may not enter Lawful Planet Entrances.

Players will earn Bounty for:

- **Evading:** Whenever a player crosses through a Planetary Shield instead of using the legal Planetary Entrance, there is a chance that their Bounty will increase by 1,000cR.

- **Crime:** Illegal Missions specify a Bounty for either completing or failing that Mission. This information is included on the Mission Card.

- **Raiding:** Destroying an Innocent ship will increase a player's Bounty by 1,000cR.

Other rules for Bounty:

- **Claiming:** When a ship with a Bounty is destroyed by another ship, all Credit Chips in the destroyed ship's Bounty Area are immediately claimed by the attacking ship. However, if the attacking ship is also destroyed, the Bounty is unclaimed and remains on the Ship Card.

- **Removing:** If a ship has Bounty, it is only removed if another ship destroys them and claims it, or the player purchases a new ship.

- **Bribes:** An Outlaw ship may only enter a Lawful Planetary Entrance by spending Credits equal to their Bounty. *(ex. A ship with 2,000cR Bounty can enter Lunari's Planetary Entrance by paying 2,000cR)*

Hold

The Hold is the ship's cargo hold grid. It represents the physical capacity of the ship. Outfits and Cargo Cubes are kept in the Hold. Each ship has a unique layout of Hold spaces. Players will need to arrange Outfits in the Hold for maximum use of space. A player may not have more Cargo Cubes or Outfits than she has space for in her Hold.
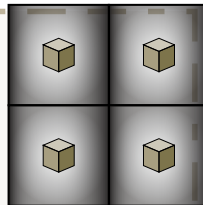
- **Damage:** When a ship takes damage, Damage Markers are placed into the Hold, one damage marker per space. Each space that is damaged is no longer useable. If a ship takes damage equal to or exceeding the number of Hold spaces, the ship is destroyed. After a ship is destroyed all damage markers are removed for respawning *(See - Death pg. X)*.

- **Repairs:** During the Business Phase of a players turn they may spend 1,000cR to completely repair their ship by removing all Damage Markers.

Buy New Ship

During a player's Business Phase, a player may purchase a ship that is exactly one Tier higher than their current ship.

To purchase a new ship, a player spends a number of Credit Chips equal to the price displayed on the new ship's Ship Card. Once purchased, the old Ship Card and Miniature are replaced by the new Ship Card and Miniature. The old Ship Card and Miniature are set aside for the rest of the game. However, all previous Special Ability Cards are kept, and all Outfits, Cargo Cubes, and Credit Chips from the previous ship are transferred to the new ship's Hold. **Damage and Bounty are not transferred.**
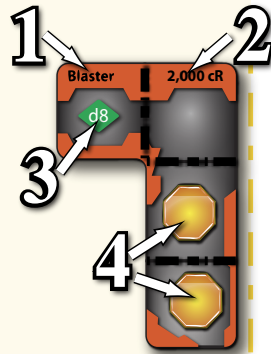
Outfits: ...but she's got it where it counts!

Outfits Overview

Outfits are the primary focus of the Action Phase. Players use Outfits to move, defend, and attack with their ship. Outfits come in four types: Engines, Shields, Blasters, and Missiles. Engines are used for movement; Shields for protection; and Blaster and Missiles for attacking other ships. Each type of Outfit comes in 3 tiers. The tiers go from cheap, small, and weak to expensive, big, and powerful.

Each Outfit contains:

1. Name: The name of the Outfit *(ex. Blaster).*

2. Price: How many Credits the player must spend to purchase the Outfit *(ex. 2,000cR for this Blaster).*

3. Die: The die that is rolled when resolving an Action using that Outfit *(ex. d8 is an 8-sided die).*

4. Use Spaces: The Use Spaces represent how many times an Outfit may be used in a turn. These spaces are where Armed Markers go when using the Outfit to take an Action. *(ex. This Blaster has 2 Use Spaces and may be used twice in one turn.)*

Outfits Detail

Outfits in the Hold: Outfits take up space in the Hold. Weaker Outfits are smaller, while the more powerful Outfits are larger. Outfits do not have to be "right side up" in the Hold, and therefore can take on a variety of positions. Ships may only hold Outfits if there is enough space in the Hold. Players will need to be creative to fit certain configurations of Outfits in their Hold.
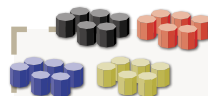
Outfits: Correct   Outfits: Wrong!

Order: When using Outfits, players can activate them in any order *(ex. A player may use an Engine, then a Blaster, then another Engine).* A player may use any, all, or none of his Outfits during the Action Phase of his turn.

Using: During a player's Action Phase, he may spend any of his Armed Markers to use any of his Outfits. To use an Outfit, a player moves the Marker from the Armed Space on the Ship Card to a Use Space on the Outfit being used. The player then rolls the corresponding die for that Outfit. The Action is then completed by resolving the die roll.
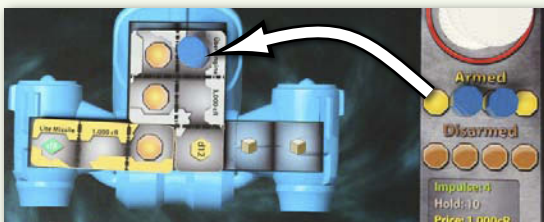
Arming: During a player's Status Phase, they may move Unarmed or Spent Markers to Armed Spaces of their Ship Card. Arming a Marker costs 1 Energy per Marker. If the player has no Energy, he may not arm any Markers.

Use Spaces: Use Spaces represent how many times an Outfit may be used in one turn. Players may spend their Armed Markers on any free Use Spaces of an Outfit to use it. A free Use Space is one without Markers or Damage on it. If an Outfit does not have any free Use Spaces, then it cannot be used *(ex. This Lite Blaster has been used twice this turn and cannot be used again).*

No Free Use Spaces

Purchasing: OOutfits can be purchased during a player's Business Phase for the price listed on the Outfit. Players must be able to fit an Outfit in their ship's Hold in order to purchase it.

Rearranging: Player may rearrange their Outfits in their Hold only during the Business Phase of their turn. Outfits with Damage Markers cannot be rearranged; they must first be repaired.

Selling: : Outfits can be sold during the Business Phase of a player's turn. Outfits are sold for half of their cost, rounded up *(Tier 1 Outfits sell for 1,000cR; Tier 2 Outfits for 1,000cR; Tier 3 Outfits for 2,000cR).* Damaged Outfits cannot be sold; they must first be repaired.

Damage: Damage Markers placed on an Outfit cause that Outfit to become less effective. Use Spaces that have Damage cannot be used. In addition, each Damage Marker on an Outfit reduces its roll by 1 *(ex. A Player activates a Lite Engine with 1 Damage Marker on it. He rolls a d6 and receives a 4. Because of the Damage Marker, this counts as rolling a 3).*

This ship cannot use its Lite Blaster, and all rolls for the Lite Engine are -1.
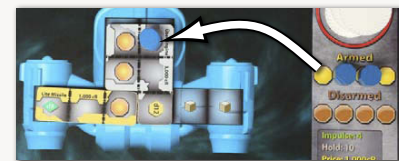
Markers

Markers are used to keep track of Fame and Energy. They are also spent to use Outfits. At the start of the game, each player places one Marker on the Fame Point Track, another on the Energy Meter, and the last four on the Ship Card on the spaces marked "Armed."

Outfits: Each ship holds 4 Markers that can be Armed and subsequently spent to use Outfits. These 4 Markers are kept separate from the Marker keeping track of Energy. *(See the section titled "Outfits" below for more details)*

Spending: To spend a Marker, the player moves one Marker from an Armed space on the Ship Card to a Use space on the corresponding Outfit. The player then rolls a die for that Outfit and resolves the roll.

Arming: During the Status Phase a player may spend Energy to rearm Markers at a cost of one Energy per Marker. A player can arm as many Markers as they desire, up to the maximum of 4. To Arm, the player simply moves their Energy Marker down one space and moves the chosen Marker to an Armed space on their Ship Card.

Disarmed: During the Status Phase, Markers that have been spent but have not been Armed are placed on Disarmed spaces.

Spending Armed Marker

Outfits: Engines

During a player's Action Phase, that player may use an Engine Outfit to take a Move Action, following the steps outlined in the Action Phase section of the rulebook, above. The number rolled on the die corresponds to the number of spaces the player may move their Miniature on the board. Players do not have to use all of the rolled movement, but any unused movement is discarded. Movement is covered in more detail later in this rulebook.

Engine   2,000 cR d8
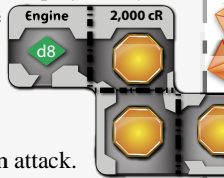
Ramming: Engines may be used in a desperate situation as an attack. Ramming has a Range of 1 space. The attack is carried out similar to a Blaster, with the exception that damage dealt is also applied to the attacking ship. The damage to the attacking ship is unblockable, while the target ship is free to use shields or defensive abilities. Also, the attack always does full damage to the attacker, no matter how much damage the target takes *(even if the target is destroyed)*. If the attacker combines ramming with other attacks, only the ramming damage is applied to the attacker.

Outfits: Blasters

Lite Blaster   1,000 cR d6

During a player's Action Phase, that player may use a Blaster Outfit to take an Attack Action against an adjacent ship. Blasters have a Range of 1 space and require Line of Sight (See **Combat** section, below). After determining Range and Line of Sight, the player follows the steps outlined in the Combat section of the rulebook, below. The number rolled on the di(c)e corresponds to the amount of damage done to the target ship in Damage Markers.

Outfits: Missiles

Uber Missile   3,000 cR d20

During a player's Action Phase, that player may use a Missile Outfit to take an Attack Action against a ship at a distance. Missiles have a Range of 2-6 spaces and require Line of Sight. After determining Range and Line of Sight, the player follows the steps outlined in the Combat section of the rulebook, below. The number rolled on the die corresponds to the amount of damage done to the target ship in Damage Markers.

Players cannot use Missiles to attack adjacent ships, the targeted ship must be at least 2 spaces away.

Outfits: Shields

Uber Shield   3,000 cR d12

Shields are the only Outfits that can be used outside of a player's own Action Phase. Shields can be used to prevent incoming damage when another player's ship (or an NPC ship) attacks. A player declares how many Armed Markers he is spending during the third step of combat, outlined below. The number rolled on the di(c)e corresponds to the amount of damage absorbed by the Shields. If the Shields roll is equal to or higher than the incoming damage, no damage is taken.
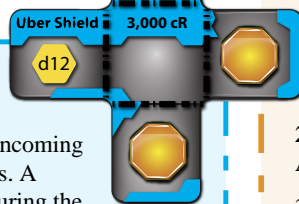
Special Rules: Shields can protect a player from more than just combat damage. Players may use Shield Outfits to prevent damage from Asteroid Fields and Energy loss from Nebulae.

- **Asteroid Field Damage:** IImmediately after rolling damage from an Asteroid Field, a player may use his Shield Outfits as outlined above to prevent any of that damage. This works for Asteroid Borders and Mining.

- **Nebula Energy Loss:** Immediately after rolling Energy loss from a Nebula, a player may use his Shield Outfits as outlined above to prevent any of that Energy loss; treat the Energy loss as damage for these calculations. This works for Nebula Borders and Harvesting.

- Shields do not help defend against Planetary Shields, Debris Fields, Stars, or Unblockable Damage.

Nuts & Bolts: Death / Combat / Movement
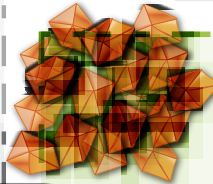
Damage Markers

Damage Markers (DMs) are used to keep track of how much damage a ship has sustained. When a ship has taken too much damage, the ship is destroyed.

Taking Damage: Ships take damage in the form of Damage Markers (DMs). Each DM represents one point of damage. The player receiving the damage places Damage Markers into their ship's Hold. Each DM takes 1 Hold space. Wherever DMs are placed in the Hold, those spaces are unable to be used until repaired *(See: Business Phase)*. The player receiving the damage chooses where to place the DMs in the Hold.

Cubes: If the Hold space where the Damage Marker is being placed is occupied by a Cargo Cube, the Cube is immediately Jettisoned *(set on the board in the same space as the ship)* where it could be picked up by another ship.

Use Space: If the DM is placed on a Use Space of an Outfit, any Markers are immediately set on a Disarmed Space and the Use Space is no longer usable until repaired.

Outfits: DMs placed on an Outfit cause that Outfit to become less effective. Each DM placed on an Outfit reduces rolls by 1 *(ex. A Blaster Outfit with 2 DMs rolls a 5; this counts as a 3 because of the DMs)*. DMs on an Outfit affect rolls only for that Outfit.

Destroyed: When a ship has received DMs equal to or in excess of its number of Hold spaces, the ship is immediately destroyed.

NPCs: NPC ships have a slightly different damage system. See NPC Overview *(later in this rulebook)* for more detail.

Death

1. Death: If a ship is destroyed, it is immediately removed from the game board and placed on its owner's Ship Card. All **active Missions are discarded**, all **Cargo Cubes are dropped** in the space where the ship was destroyed *(Exception: Cargo Cubes dropped in Star Spaces are destroyed)* and **all Bounty is removed** *(either collected by destroyer or discarded)*. If it was that player's turn, their turn ends immediately.

2. Reset: Once destroyed, the ship is reset to full Energy, all Markers are Armed, and all Damage Markers are removed.

3. Lose a Turn (except Tier 1 ships): The player's (or NPC's) next turn is skipped. However, players with Tier 1 ships do not lose their next turn.

4. Respawn: Ships respawn by rolling a d20. The roll determines the Spawn Point on which the ship will be placed. Each Sector Tile has a numbered Spawn Point (1-19), and the ship is placed on the Spawn Point with a number that is closest to the rolled number (in case of a tie, the ship is placed on the higher-numbered Spawn Point). If a Spawn Point is currently occupied, disregard that space for purposes of determining the respawn point. On a roll of 20, the player may choose to place on any Spawn Point.

2

Spawn Point #2

5. Take Turn: Immediately after Respawning the player (or NPC) takes a turn as normal.

Nuances: Players do not lose Outfits, Credits, Fame, etc. **Only** Active Mission and Cargo Cubes are lost.

Dying While Ramming: If both the Attacker and Defender are destroyed during a Ramming Attack, the Attacker does not receive credit for the kill: No Bounty is collected, and no Fame Points are awarded.

Combat

Strike fear into your foes through Combat! Destroy ships for Fame, collect Bounties, recover and sell any Cargo Cubes that are dropped, and take on Assassin or Bounty Hunter missions!

Combat is carried out in five steps:

1. **Acquire Target:** The attacker must first determine if he can actually attack the target ship:

   - **Range:** The attacker must first be close enough to the target ship to make an attack. Blasters have a Range of 1 space. Missiles have a Range of 2-6 spaces. Some Special Abilities can be used as attacks; the Special Ability Card will specify the Range of these attacks. Range is counted from the attacking ship to the target ship in the most direct line. If the target is within Range, the attacker must then determine if he has Line of Sight.

   - **Line of Sight:** A ship is within Line of Sight if a straight line can be drawn from the center of the attacking ship's space to the center of the target ship's space *without crossing through an Impenetrable Border*. The Impenetrable Borders are: Asteroids, Debris Fields, Stars, and Planetary Shields/Entrances. A player also cannot shoot through any space that has not been explored.

Line of Sight example: *Numerator* has Line of Sight on *Gaiden* (red) and *Easy Tiger* (white), but not on *Slow Leak* (orange) or *Swamp Rat* (green).

If the attacker is within Range and has a clear Line of Sight, he may proceed to Declare Attack.

2. **Declare Attack:** The attacker declares his target and how many Outfits and/or Special Abilities he is going to use for the attack. The attacker then spends any required Markers/Energy as outline above in the Action Phase section of the rulebook, or on the Special Ability Card. **Players can combine offensive attacks into one attack or spread them out into separate attacks.** *(ex. A player could use two Armed Markers on a Blaster Outfit and one Armed Marker on a Missile Outfit all in one Attack Action. Or a player could spread the Armed Markers out into separate Attack Actions, choosing to attack different ships with each one.)*

3. **Declares Defense:** Any players being attacked are now given a chance to use Shield Outfits and/or Special Abilities to defend against the attack. The Defender(s) spend any required Markers/Actions at this time and follows the instructions in the Outfits: Shields section, above. If the Defender(s) don't declare the use of any Shield Outfits or Special Abilities now, they can't be used after the Damage Roll.

4. **Roll:** All participants now roll the dice associated with the Outfits/Special Abilities they declared during Steps 2 and 3 of this Combat. The Attacker rolls first, followed by the Defender(s).

5. **Resolve:** Add up the di(c)e rolls of the Attacker and add in any Special Abilities – this is the Attack Value. Add up the di(c)e rolls of the Defender and add in any Special Abilities – this is the Defense Value.

Subtract the Defense Value from the Attack Value to calculate the Damage taken by the Defender *(See Damage Markers later in this rulebook for more information)*. In the case of multiple defenders, each defender Resolves the Attack separately.

6. **Re-Arm:** Defenders who have spent Armed Markers on a Shield Outfit this combat round may imediatel re-arm any of those spent Markers at a cost of 1 Energy per marker. **This does not apply to Markers spent in previous Actions.**

After the Defender(s) assign the Damage and Re-Arm, the Combat is over.

Combat Example

1. **Acquire Target:** Brandon's ship is adjacent to Oliver's, so he is within Range of his Blaster. There is a Nebula Border between them, but that does not affect Line of Sight, so he can proceed with the Attack.

2. **Declare Attack:** Brandon declares he is attacking Oliver with his Blaster twice, spending two Markers in one Attack.

3. **Declare Defense:** Oliver declares he is defending with his ship's Evasive Thrusters Special Ability and his Shield, spending one Marker to use the latter (he could have spent up to three to increase his defense even more).

4. **Roll:** Both players roll their di(c)e.

Brandon rolls one d6 for each Marker placed on the Blaster Outfit's Use Spaces (two dice). Brandon gets a 6 and a 5, for a total Attack Value of 11.

Oliver rolls one d8 for each Marker placed on his Shield Outfit's Use Spaces (one die), and a d20 for his ship's Special Ability (Evasive Thrusters). He gets a 3 and a success (which, according to the Evasive Thrusters Special Ability Card, prevents 5 damage), for a total Defense Value of 8.

5. **Resolve:** The Defense Value (8) is subtracted from the Attack Value (11), for a remainder of 3. Oliver must place 3 Damage Markers on spaces in his Hold of his choosing. Here, Oliver has decided to place all three Damage Markers on empty spaces.

6. **Re-Arm:** Oliver now chooses to spend one Energy to arm the Marker used on the Shield Outfit.

The Attack Action is now over.

Movement

Move Actions: Both Engine Outfits and the ship's Impulse value *(listed on its Ship Card)* can be used to take Move Actions.

Impulse: Impulse Engines allow a player to move without spending Energy or using their Armed Markers. To use the Impulse Engines, the player simply declares a Move Action and moves a number of spaces up to the Impulse value. **Impulse Engines may only be used once per turn.**

Engine Outfits: Engine Outfits are the primary means of moving around the board. To use an Engine Outfit, the player follows the steps listed in the Action Phase section of the rulebook, above.

(Minor) Actions: : A player may take Minor Actions without ending a Move Action. See Action Phase, above, for more details.

Other Ships: A ship may move through spaces occupied by other ships. However, they may not end their movement in an occupied space.

Borders: Borders: There are nine types of Borders on the game board, each with its own set of rules for movement. See Borders, below, for details.

Special Abilities: Some Special Ability Cards grant extra movement or allow for special movement. Read your Special Ability Card for more detail.

Stranded

A player who has no Energy and no Armed Markers is Stranded. A Stranded player may only use Impulse Engines for movement; they may take no other Actions.

Unstranded: A player becomes unstranded when they refill their Energy meter, either by being Rescued or Recharging at a planet.

Rescue a Stranded Player: A player may Rescue another player who is Stranded. The rescuer must be adjacent to the Stranded player. As a Rescue Action, the rescuer transfers 2 Energy to the Stranded player, **the Stranded player must accept this help**.

The rescuer reduces his Energy Meter by two, and the Stranded player increases his Energy Meter by two. **The unstranded player may immediately Arm Markers with his newly received Energy**. The rescuer then receives 1 Fame Point.

Nebulae: Nebulae can cause Energy loss, leaving a ship Stranded. If the ship was taking a Move Action, that Move Action is immediately ended.

Player Phase Detail

Action Phase

During their Action Phase, players take Actions. To take an Action, the player:

- **Declares** the Action they are taking;
- **Spends** any required Energy or Armed Markers and **Rolls** any associated dice; and
- **Resolves** the Action.

(ex. Player 1 first declares he will take a Move Action using his Engine Outfit. He spends an Armed Marker on his Engine and rolls the corresponding die, getting a 5. He then resolves the action by moving his ship 5 spaces on the game board. The Action is now over, and the player may take another Action or move to the next Phase.)

The player may continue to take Actions until they decide not to, or they are unable to take more Actions.

The available Actions *(each of which is described in more detail later)* are:

Move
- **Engines:** Armed Markers can be spent on Engine Outfits to move.
- **Impulse:** A player may move spaces equal to her ship's Impulse.

Attack
- **Blasters:** Armed Markers can be spent on Blaster Outfits to attack.
- **Missiles:** Armed Markers can be spent on Missile Outfits to attack.
- **Ram:** Armed Markers can be spent on Engine Outfits to attack.

Missions
- **Draw Missions (Minor):** A player on a Mission Point may draw Mission Cards. This Action may not be taken if the player has a current Active Mission.
- **Mission Objectives:** A player may complete the objectives stated on their Active Mission card.
- **Complete a Mission:** A player may turn in their completed Mission for payment at the final Mission Point shown on the card.

Cargo Cubes
- **Buy Cargo Cubes:** Players may purchase Cargo Cubes from a planet's Buy Space. The cost is 1,000cR for two Cargo Cubes.
- **Mine / Salvage / Harvest:** Players may Salvage, Mine, or Harvest Cargo Cubes from the correspondingly marked spaces on the board.
- **Sell Cargo Cubes:** Cargo Cubes can be sold at a planet's Sell Spaces. The player receives 1,000cR per Cargo Cube sold.
- **Collect Cubes:** Cargo Cubes that are on a board space can be collected by a ship in the same space as the Cargo Cube.

Explore
- **Scan Sector:** A player adjacent to an unexplored edge may draw a new Sector Tile from the stack at a cost of 1 Energy.
- **Blind Jump(Minor):** A player adjacent to an unexplored edge may draw a new Sector Tile from the stack, place it, and move into it.
- **Collect Exploration Tokens (Minor):** Players can collect Exploration Tokens from Exploration Spaces. Tokens might provide 1 Fame Point, 1,000cR, or nothing!

Other
- **Special Abilities:** Some special abilities are designated as Actions.
- **Rescue a Stranded Player:** A player may rescue an adjacent player who has no Energy/Armed Markers by giving them 2 Energy.
- **Jettison Cargo (Minor):** A player may discard their current Mission Card or jettison any Cargo Cubes in their Hold. To do the latter, simply move those cubes on to the space on the Sector Tile occupied by the Miniature. A player may not pick up any cargo that they jettisoned on that turn.

(Minor) Actions: Several of these Actions are marked as (Minor). Minor Actions may be taken during a Move Action without ending the movement.

(ex. You use an Engine to take a Move Action. On the roll, you receive a 5, allowing you to move a total of 5 spaces. You may move 3 spaces, take a Blind Jump Action, move 1 space, collect an Exploration Token, and move one final space. However, if you took a Scan Sector Action instead of the Blind Jump Action, your Move Action would end and you couldn't move the final two spaces.)

After completing the Action Phase (either by being unable to take another Action or by deciding to end the phase), a player will either move on to the Business Phase or the Status Phase.

Business Phase

To conduct Business, a player must end their Action Phase on a Planet Space, which is any space inside of a Planetary Shield. If a player doesn't end their turn on such a space, their Business Phase is skipped. Once a player starts the Business Phase, they may not take any more Actions *(they have landed on the planet)*. Players may conduct as much business as they would like and have the Credits for.

Players may do the following during the Business Phase:

- **Recharge Energy:** A player may recharge his Energy Meter up to its maximum for free.
- **Repair Damage:** A player may spend 1,000cR to remove all Damage Markers from their ship.
- **Buy Outfits:** A player may purchase new Outfits, provided they fit in the Hold.
- **Sell Outfits:** A player may sell any undamaged Outfit for half of its original cost, rounded up.
- **Rearrange Hold:** A player may rearrange any item in their ship's Hold. Damage Markers and Outfits with Damage Markers cannot be rearranged in this manner.
- **Buy New Ship:** A player may purchase a ship that is one tier higher than their current ship. The cost to do so is displayed on the higher-tiered ship's Ship card.
- **Buy Fame 5,000cR:** A player may purchase one Fame Point for 5,000cR.

When the player completes their Business Phase, they move on to their Status Phase.
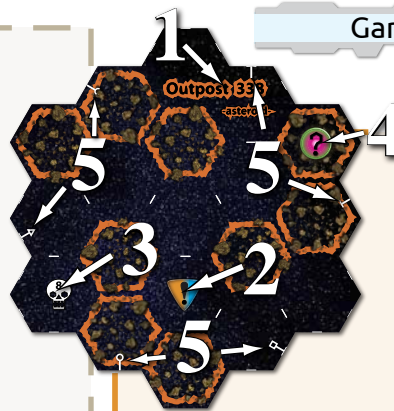
Status Phase

The Status Phase is a brief phase where elements of the game are updated. During the Status Phase, the active player will complete these steps, in order:

1. **Claim Fame:** The player claims any unclaimed Titles and Fame Points acquired during their turn. If the player reaches the Victory Marker, the game ends and the player claims victory!

2. **Draw Titles:** Titles are drawn the first time a player's Marker reaches a purple space on the Fame Point Track. *(ex. The first player to reach 3 Fame Points will draw a Title Card, but the next player to reach 3 Fame Points will not.)*

3. **Refresh Special Ability Cards:** Any exhausted Special Ability Cards are now refreshed by flipping them face up.

4. **Arm Markers:** The active player may arm any spent or disarmed Markers by moving them on to the Armed Spaces of his Ship Card.

   - It costs one Energy to move each Marker to an Armed Space.
   - If a Marker is not armed, it is placed on a Disarmed Space *(no markers should be left on any Outfits)*.
   - When arming Markers while on a planet, players **do not** have to spend Energy.

Game Board: Sectors / Borders

The game board is made up of Sector Tiles.

1. Name / Type: Each Sector Tile has a unique name. Below the name is the sector's type.

2. Mission Point: This space is used to Draw and Complete Missions. See **Missions**, below, for more detail.

3. Spawn Point This space is used to respawn destroyed ships.

4. Exploration Space: Exploration Tokens are placed on this space. See **Exploration**, below, for more detail.

5. Symbols: Each side of the Sector Tile has a Symbol. When a player draws a new Sector Tile, the Symbols are used to align the new tile with tile on which the player's ship is currently located. After the Sector Tile is placed, the Symbols may be ignored. This will often result in Symbols not lining up with all surrounding tiles; this is fine.

Spaces and Borders

Each Sector Tile is made up of 19 hexagonal spaces. These hex spaces are divided by different kinds of Borders, each with their own set of rules *(See – Borders for details)*.

Some sectors have special spaces for Cargo Cubes *(See: Cargo Cubes for details)*. Explanation Spaces detail special rules for a sector or space, they should be treated like normal space.

Exploration

To explore new sectors of the system, a ship needs to first be on a space with an unexplored edge, and there has to be at least one sector left in the deck.

Unexplored Edge: An unexplored edge is any edge space that does not touch another sector tile.

Once positioned on an unexplored edge, there are two options for exploration:

1. **Scan:** A player may take a Scan Action to draw a Sector Tile from the Sector Deck; this costs 1 Energy. The Sector Tile is flipped face up, and a Symbol from the drawn tile is matched with the Symbol on same Sector Tile edge as the player's ship. Again, this might result in other Symbols not matching; this is fine.

Scanning from unexplored edge.

Draw and place new Sector


Line up matching edge Symbol

2. Blind Jump: A player may take a (Minor) Action to Blind Jump on to a new Sector Tile. The player declares an adjacent, unexplored space into which he wants to move. He then draws a Sector Tile, matches the Symbol, and places the Sector Tile. He must move into the space he declared at the beginning of the Blind Jump (Minor) Action *(ex. A player that Blind Jumps into a Star is immediately destroyed – he can't choose to abort the Blind Jump)*.

Remember, Blind Jumping is a (Minor) Action, so it can be done during a Move Action, allowing the player to continue the Move Action after the Jump.

In the middle of a Move Action

Moving into unexplored space.

Draw tile accept consequences.

Nuances: If a player's ship is on a space that has more than one unexplored edge, he must declare which edge he is exploring before drawing the new tile. Edge symbols are only used when drawing a new tile and are only important to match with the exploring player's tile of origin. Edge symbols are not intended to match up with all surrounding tiles. *(If this annoys you, sorry!)*

Exploration Tokens

Exploration Spaces represent areas of interest in a Sector. A captain might make a discovery that increases his Fame, or he could find a treasure trove of Credit Chips!

Placing: When a newly drawn Sector Tile has an Exploration Space, an Exploration Token is taken face down from the pile and placed on the Exploration Space, still face down. **DO NOT reveal the Exploration Token.**

Exploring: The first player to move their ship on to the Exploration Space claims the Exploration Token. Flip it up, claim your reward, and place the Exploration Token on your Ship Card. There are three possible rewards:

1,000cR: The player immediately receives 1,000cR.

Fp: The player immediately receives 1 Fame Point.

X: The player receives nothing.

Nuance: Once a token has been claimed by a player, it cannot be claimed again by another player.

Exploration spaces do not "respawn" tokens, so a Exploration space will only recieve one token per game.

Undiscovered Exploration Token

*Sectors without Exploration Spaces do not receive Exploration Tokens.*

Borders

There are fourteen types of Borders which affect the board *(though some share rules)*. The rules associated with Borders affect Movement and Line of Sight determinations.

Some Borders have different rules when entering than when exiting *(ex. Nebulae take Energy from a ship when entering, but not when exiting)*. If the rule doesn't specify between entering and exiting, the rule applies to both.

Normal: Normal Space is represented by dashed white lines. Normal Spaces are simply empty areas of the star system. Normal Spaces have no special rules for Movement or Line of Sight.

Normal Space
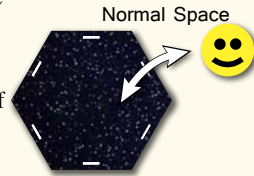
Star: Star Borders are denoted with solid red lines. Star Borders represent the edges of Stars. Stars block Line of Sight, and any ship that moves past a Star Border is immediately destroyed. *(The ship melts in the intense heat).*

Star Border
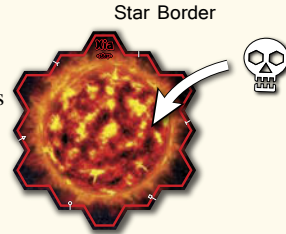
Asteroid: Asteroid Fields are represented by jagged-yet-solid orange lines. Asteroid Fields block Line of Sight. Ships may move through them, but the odds of properly navigating through one are slim.

- **Entering:** Roll a d20:
  - 1-10: The ship takes Damage equal to the roll *(an asteroid has collided with the ship)*. Shield Outfits and Special Abilities may be used after the roll to mitigate this Damage.

Asteroid Field
1-10=
11-20=
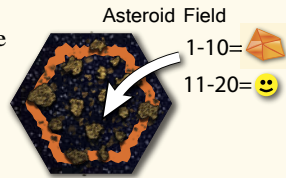
  - 11-20: No Damage is taken. *(Skillful flying has saved the ship!)*

- **Exiting:** A player may exit an Asteroid Space without consequence. However, if they move into a new Asteroid Space, they must roll for Damage, as above.

1. Planetary Shields: Planetary Shields are represented by solid glowing lines in red, green, or blue *(the rules are the same for every color)*. Planetary Shields block Line of Sight. Players may attempt to move through Planetary Shields, but it is a dangerous and illegal act with the following consequences:

- **Crossing:** If a player crosses a Planetary Shield, whether to enter the planet's area or to leave it, he must roll a d20:
  - 1-10: The Planetary Shield prevents crossing. The ship cannot move into the desired space, and it loses that Movement Point (though it may still continue its Move Action if it has more movement).

Planet Entrance
Planetary Shield
1-10= move
11-17= 1,000cR
18-20=
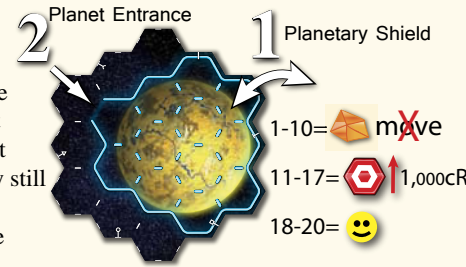
    Additionally, the ship takes Damage equal to the roll *(the ship crashed into the pulsing Shield)*.

  - 11-17: The ship successfully crosses the Planetary Shield. However, the ship is detected! 1,000cR is added to that ship's Bounty.

  - 18-20: The ship successfully crosses the Planetary Shield undetected with no consequences.

2. Planet Entrances: Planetary Entrances are represented by dashed glowing lines in red, green, or blue *(but much lighter than the Planetary Shield lines)*. Planetary Entrances block Line of Sight. Moving through a Planetary Entrance has rules associated with it depending on the legal status of the planet and ship. See **Planets**, below, for more details.

Nebulae: Nebulae are represented by solid pink lines. Nebulae do not affect Line of Sight. Ships may fly through Nebulae, but there are certain risks involved.

Nebula

1-10= E ↓
11-20= 🙂

- **Entering:** Roll a d20:.

  - o 1-10: Subtract an amount of Energy from the ship's Energy Meter equal to the roll *(The ship hit a volitle electro-static gas cloud)*. Shield Outfits and Special Abilities may be used after the roll to mitigate this damage. If the ship does not have enough Energy to satisfy the roll, then he must disarm Markers.

    If his total Energy and Armed Markers is less than the roll, the ship is immediately Stranded and may only use Impulse.

  - o 11-20: The ship enters the Nebula with no consequences.

- **Exiting:** Once inside a Nebula, players may stay in, move around, or exit the Nebula without consequences.

Inner Borders: Planets and Nebulae have Inner Borders (dashed lines in the color of the Outer Border). These spaces are considered Normal Space and are simply meant to denote the region of space these features occupy.

Debris: Debris Fields are represented by solid yellow lines. Debris Fields block Line of Sight. Ships may move through Debris Fields, but it's a risky move:

Debris Field

1-3= ☠
4-20= 🙂
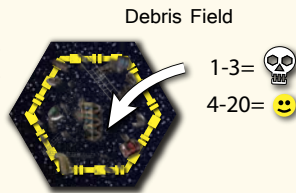
- **Entering:** Roll a d20:

  - o 1-3: The ship is immediately destroyed *(An old space mine or unstable nuclear reactor detonates, taking you with it!)*.

  - o 4-20: The ship passes through the Debris Field without any consequences.

- **Exiting:** A player may exit a Debris Field without any consequences. However, if they move into a new Debris Field, they must roll for Damage, as above.

Gates: Gates are represented by solid green lines. Gates do not affect Line of Sight. Ships may move through Gates as if they were Normal Space. They may also use Gates:
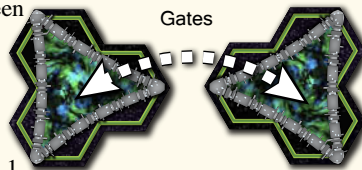
Gates

- **Use Gate:** A ship on a Gate may use 1 Movement Point to travel to any space on any other Gate *(The gates allow ships to travel through thier sub-space Tether)*.

- Other than the special movement between Gates, the Gate spaces should be treated like Normal Space.

- **Tigris:** The Tigris Gate is malfunctioning and does not connect to other Gates. Instead players will roll a d20 and be placed on the Spawn Point rolled.

Applying Border Effects: As soon as the ship moves through, or attempts to move through the border, the roll must be made and applied. *(ex. A player uses an Engine, rolls a 5 and moves one space into a Nebula. The d20 roll is an 8, this drains the ship of all Energy and Armed Markers. The ship is immediately Stranded and may only use Impulse. The ship does not get to use the remaining 4 movement from the Engine.)*

Double Traversal: When a ship crosses two borders with a single Movement Point, the player applies the appropriate effects for both of them in the order they are crossed *(ex. A player moves one space, exiting through a Planetary Shield and entering a Nebula. The player first rolls for the Planetary Shield and applies the outcome; then, he rolls for the Nebulas and applies the outcome)*.

Planets

There are six planets in the game: two Lawful, three Neutral, and one Outlaw. Planets are the only place on the board where players may initiate their Business Phase *(See Business Phase, above, for more details)*. Planets have Buy and Sell Spaces for buying and selling Cargo Cubes *(see Cargo Cubes, below, for details)*. Planets have powerful shields surrounding them that make crossing them dangerous, but Planetary Entrances allow safer movement for certain ships *(see details later in this section)*. Players don't have to use the entrance, they may try to illegally sneak through the Planetary Shield.

If a player is on a space inside a Planetary Shield, they are considered on that planet. Players on a planet are not considered adjacent to players who aren't on the same Planet *(the powerful Planetary Shield separates them)*.

Determining Adjacency: If a **Planetary Shield** or **Planetary Entrance** is separating two ships, they are not considered to be adjacent to each other for the purpose of Attacks, Missions, and Special Abilities. As a rule of thumb, to interact with a ship on a Planet, players must also be on that Planet.

Ships are *not* adjacent.

Ships *are* adjacent.

There are three types of planets:

- **Lawful:** Any outlaw ship *(i.e. a ship with a Bounty)* is not allowed through the Planetary Entrance. Outlaw ships may still try to enter illegally through the Planetary Shield.

- **Outlaw:** Any innocent ship *(i.e. a ship without a Bounty)* that enters through the Planetary Entrance receives a +1,000cR Bounty *(for associating with Outlaws)*.

- **Neutral** planets have a green planetary shield and are marked Neutral. These planets have no special rules.

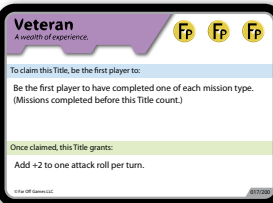These special rules for planets apply in addition to the rules for Planetary Shields and Entrances.

Cards: Titles and Missions

Veteran
A wealth of experience.
Fp Fp Fp

To claim this Title, be the first player to:
Be the first player to have completed one of each mission type.
(Missions completed before this Title count.)

Once claimed, this Title grants:
Add +2 to one attack roll per turn.
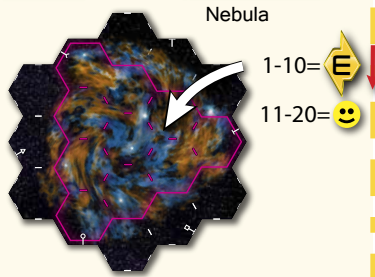
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Titles

Titles are a mark of Fame for pilots who complete certain exploits. Once a Title is drawn, all players compete to complete its objective and claim the Title for their own. Titles are unique and range in difficulty and reward. Titles are worth 1 to 3 Fame Points and grant small abilities called Skills. Once the Title has been claimed, it is no longer available for other players to claim. The following rules discuss drawing and claiming Titles.

Drawing: The purple spaces on the Fame Point Track are Title spaces. The first player to move his Marker on to or past that space draws a Title Card, reads it aloud, and places it face up in the play area within view of all players *(ex. The first player to reach 3 on the Fame Point Track draws a Title Card, reads it aloud, and places it on the table. The next player to reach 3 on the Fame Point Track does not draw a new Title Card)*. It is now available for any player to claim.

Claiming: The first player to complete the Title's objective (as listed on the Title Card) may claim it during their Status Phase. The player takes the Title Card, places it face up in front of himself, and receives the Fame Point(s) and Skill listed on the card. Players may claim multiple Titles on their turn as long as they meet each objective.

Skills: In addition to granting a player Fame Points, each Title gives a player a Skill. Skills are immediately available to the Title holder. These Skills help to enhance a player's Actions or provide new abilities. See the Title Cards for more details.

Missions Overview

Each Mission Card has the following features:

1. Mission Type
2. Story Text
3. Objectives - different for each Mission Type
4. Payment - determined by different factors
5. Delivery - the Sector Tile on whose Mission Point the player must be to complete the Mission

Completing Missions is one way for players to earn Credit Chips and Fame Points. Missions come in a variety of Types, pay different amounts, and can be either Legal or Illegal.

Draw: While on a Mission Point, a player can choose to draw Mission Cards as a (Minor) Action as long as he doesn't already have an Active Mission. The player draws the top three Mission Cards from the Mission Deck. The player may select a single Mission to accept; or none. If the player accepts a Mission, he places the Mission Card face down in front of them as their Active Mission. Players may only have one Active Mission at a time.

Objectives: Each Mission Type has different Objectives, listed on the Mission Cards. Most Objectives require taking an Action to complete. These Objectives must be fulfilled before a player can Deliver the Mission and receive the Payment. Specific Objectives for different Mission Types are explained later on this page.

Reveal: Immediately after completing the Objective(s), the player must flip the Mission Card face up and reveal the Mission. At this time, place the Payment on the Mission Card. The Mission must still be Delivered before this Payment can be claimed.

Deliver: Once the Mission's Objective(s) is complete and the Mission Card Revealed, a player can go to the specified Delivery Mission Point to complete the Mission. The player declares a Complete a Mission Action. Note that this is NOT a (Minor) Action, so a player must stop their Movement to complete this Action.

Payment: Once the player has taken the Complete a Mission Action, they receive the payment on the Mission Card, earn one Fame Point, and, if applicable as stated on the Mission Card, increase their Bounty. Flip the completed Mission Card face down; it is no longer considered Active, and it is not placed in the Mission Card Discard Pile.

Death: When a player's ship is destroyed, any Active Mission they have is immediately discarded.

Abort Mission: A player may discard their current Active Mission by taking a Jettison Cargo Action. Place the Mission Card in the Mission Card Discard Pile. There are no negative repercussions for discarding a Mission.

Discard Pile: If the Mission Card Deck runs out, shuffle the Mission Card Discard Pile and create a new Mission Card Deck.

Lawful Missions

Legal Missions are a great source of income and Fame for upstanding citizens. There are three kinds of Legal Missions:

Shuttle
1. Fly to Mission Point.
2. **As an Action:** Pick up passengers at Mission Point.
3. Reveal Mission Card. Only place Credit Chips on the Mission Card if the Delivery Mission Point has already been revealed on an explored Sector Tile. Payment is determined by the shortest flyable distance between the pick-up and drop-off locations, measured in Sector Tiles. If the Delivery Mission Point has not yet been revealed, wait until it is and then immediately calculate Payment, placing it on the Mission Card.
4. **As an Action:** Deliver passengers to Delivery Mission Point.
5. Receive Payment on Mission Card.

Research
1. Fly to Mission Point.
2. **As an Action:** Conduct research at Mission Point (d20 roll).
3. Reveal Mission Card. Place Payment on Mission Card. Payment is determined by quality of research.
4. **As an Action:** Deliver research to Delivery Mission Point.
5. Receive Payment on Mission Card.

Bounty Hunter
1. Destroy any Outlaw ship *(i.e. any ship with a Bounty)*.
2. **Immediately after target is destroyed:** Collect remains (d20 roll).
3. Reveal Mission Card. Place Payment on Mission Card. Payment is determined by how intact the remains are.
4. **As an Action:** Deliver remains to Delivery Mission Point.
5. Receive Payment on Mission Card.

Illegal Missions

A player can make more money outside of the law, but at greater risk. There are three kinds of Illegal Missions:

Smuggler
1. **As an Action:** Pick up contraband at Mission Point.
2. Sneak past planetary detection when moving on to Delivery Planet (d20 roll; see Mission Cards). You must Sneak whether you use the Planetary Entrance or Shield. If you move on to a planet through the Planetary Shield, you must still roll for moving past that Border.
3. Reveal Mission Card. Place Payment on the Mission Card. Payment is determined by the shortest flyable distance between the pick-up and drop-off locations, measured in Sector Tiles.
4. **As an Action:** Deliver contraband to Delivery Mission Point.
5. Receive Payment on Mission Card.

Thief
1. Fly adjacent to target ship.
2. **As an Action:** Try to acquire goods (d20 roll).
3. Reveal Mission Card. Place Payment on Mission Card. Payment is determined by number of goods acquired (see Mission Card).
4. **As an Action:** Deliver goods to Delivery Mission Point.
5. Receive Payment on Mission Card.

Assassin
1. Destroy target ship. The target ship is determined by seating order, as stated on the Mission Card.
2. Reveal Mission Card. Place Payment on Mission Card. Payment is determined by the Tier of target ship (Merchant and Scoundrel are considered Tier 1; Enforcer is considered Tier 2).
3. **As an Action:** Deliver remains to Delivery Mission Point.
4. Receive Payment on Mission Card.
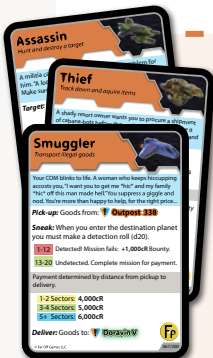
Capitalism: Cargo Cubes and Credits

Cargo Cubes
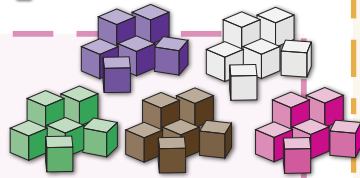
Cargo Cubes represent goods that are traded throughout the system. Cargo Cubes can be acquired and sold for Credits and Fame. Cargo Cubes are stored empty spaces in the Hold of a ship, one Cargo Cube per space.
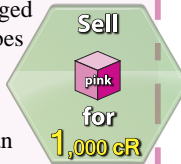
There are three ways to acquire Cargo Cubes:

Buy
2x brown for **1,000 cR**

- **Buy:** Cargo Cubes can be bought from a Planet's Buy Space. Players can use a Buy Cargo Cubes Action to buy two Cargo Cubes for 1,000cR. To buy Cargo Cubes, the player must have enough empty space in their Hold. Players may purchase as many Cargo Cubes as they desire, as long as they have enough Credits and space in the Hold.

- **Mine/Salvage/Harvest:** Cargo Cubes can be obtained by Mining Asteroid Fields, Salvaging technology from Debris Fields, and Harvesting Nebula gasses. See **Mine/Salvage/Harvest**, below, for more details.

- **Collect:** Cargo Cubes that have been Jettisoned on to the game board can be collected by using a Collect Cargo Cubes Action while on the same space as the Jettisoned Cargo Cubes. As always, a player must have room in the Hold for these Cargo Cubes.

When a player acquires Cargo Cubes, the Cargo Cubes are placed into the player's Hold. Once placed, Cargo Cubes may only be rearranged during that player's Business Phase. Once acquired, Cargo Cubes can be Sold or Jettisoned:

Sell
pink for **1,000 cR**

- **Sell:** Cargo Cubes that match the icon on a planet's Sell Space can be Sold at that planet's Sell Space. Players can use a Sell Cargo Cubes Action to sell as many of these Cargo Cubes as they want for 1,000cR per Cargo Cube. If a player Sells all the Cargo Cubes in his Hold, he also receives one Fame Point. Planet Loath buys Cargo Cubes of any color.

- **Jettison Cargo:** Players can take a Jettison Cargo (Minor) Action to Jettison any or all Cargo Cubes from their Hold. Remove the Jettisoned Cargo Cubes from the ship's Hold and place them on the game board on the same space as the jettisoning ship.

- **Damage:** If a Damage Marker is placed in a Hold Space currently holding a Cargo Cube, the Cargo Cube is immediately Jettisoned.

Mine / Salvage / Harvest

There are three ways to collect Cargo Cubes outside of planetary Buy Spaces. The player can Mine Asteroid Fields, Salvage from Debris Fields, or Harvest from Nebulae. In order to do so, the player must be on a Mine, Salvage, or Harvest Space and have at least one free Space in his Hold. The player then declares he is taking a Mining, Salvaging, or Harvesting action. For each, roll a d20 to determine the results of the attempt:

Mine Action: This Action represents the ship's dangerous attempt to match velocity and trajectory with an asteroid in order to mine the valuable minerals and alloys.
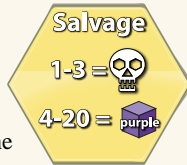
Mining
1-10 =
11-20 = pink

- **1-10:** The ship receives the number rolled as Damage *(The ship collided with an asteroid)*. Shield Outfits and Special Abilities may be used after the roll to mitigate this Damage.

- **11-20:** The ship receives one Cargo Cube of the type displayed on the Mining Space. Players may Mine a single Mining Space as many times as they want on a single turn.

Salvage Action: This Action represents the players attempt to pick through the hazardous remains of past battles and derelict ships to try and find something of value in the old wreckage.

Salvage
1-3 = ☠
4-20 = purple

- **1-3:** The ship is immediately destroyed *(A leftover space-mine or unstable reactor has detonated!)*. This cannot be prevented with Shield Outfits or Special Abilities.

- **4-20:** The ship receives one Cargo Cube of the type displayed on the Salvage Space. Players may Salvage a single Salvage Space as many times as they want on a single turn.

Harvest Action: This action represents the ship's attempt to harvest the elusive gasses that collect near the nebula's more volatile regions.

Harvest
1-10 = (E) ↓
11-20 = green
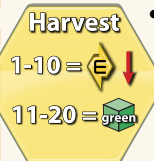
- **1-10:** The ship loses Energy equal to the number rolled *(An electro-static anomaly has absorbed the ship's Energy)*. Shield Outfits and Special Abilities may be used after the roll to mitigate this Energy loss.

- **11-20:** The ship receives one Cargo Cube of the type displayed on the Harvest Space. Players may Harvest a single Harvest Space as many times as they want on a single turn.

As always, there must be space in the Hold to put the Cargo Cubes in.

Cargo Cubes in the Hold

Credits

Credits (cR) are the currency of Xia. Credits are represented by Credit chips. Credit chips come in increments of 1,000cR *(silver)* and 5,000cR *(black)*.

Players can spend Credits to purchase repairs, new Outfits, new ships, and even Fame Points! Credit Chips can be acquired in many different ways:

There are many ways to acquire Credits:

- **Exploration:** Players can seek out unclaimed Exploration Tokens, some of which offer 1,000cR as a reward.

- **Missions:** Each Mission specifies how many cR the player will earn by completing it.

- **Selling Cargo Cubes:** See **Cargo Cubes** above. Cargo Cubes always sell for 1,000cR.

- **Bounties:** Ships that have a Bounty on them can be destroyed to earn that Bounty.

- **Free Trade:** Players can give their Credits to other players. This allows players to bribe other players and forge alliances. *(Bribes and alliances can be broken and are not considered binding.)*

- **Ship Special Abilities:** There are some ship abilities that will help players get Credits.

NPC Overview

Non-player ships (referred to as non-player characters, or NPCs) are autonomous ships that are controlled by sets of rules. There are three unique NPCs included in the base game: *Enforcer*, *Scoundrel*, and *Merchant*. Each NPC has an NPC Card that outlines their Actions. NPC Cards are dealt out at the beginning of the game (See **Setup**, above). The player dealt the NPC card for a particular NPC will be responsible for carrying out that NPC's Actions throughout the game. However, the player is not affiliated with the NPC in any way

NPC Turns

At the beginning of the game the 3 NPC cards are shuffled and dealt to the first three players. Players take a turn for the NPC they control directly after their own turn has concluded. NPC's turns do not have phases like player's turns. To take an NPC turn the player simply reads their NPC card from top to bottom following the directions. A round of Player and NPC turns will look something like this:

1. Player 1's turn.

2. Player 1 takes a turn for the Scoundrel.

3. Player 2's turn.

4. Player 2 takes a turn for the Enforcer.

5. Player 3's turn.

6. Player 3 would take a turn for the Merchant, but the turn is skipped because the Merchant hasn't spawned yet.

7. Player 4's turn.

   (Player 4 did not recieve an NPC Card, as there are only 3 NPC's in the base game, so there is no NPC turn after player 4's turn.)

8. Back to Player 1's turn.

NPC-Specific Rules

Damage: When taking damage, the player controlling the NPC takes Damage Markers and places them on the NPC Ship Card. When the number of Damage Markers equals or exceeds the number needed "To Kill", the NPC is destroyed.

Death and Respawn: When NPCs are destroyed, the NPC's ship is immediately removed from the game board and placed on the NPC's NPC Card. The player who destroyed the NPC takes any Credits and Fame Points specified on the NPC Card. If one NPC destroys another NPC, the Credits are taken and placed on the attacking NPC's NPC Card (ex. The Enforcer destroys the Scoundrel. Any Credits on the Scoundrel's NPC Card are taken and placed on the Enforcer's NPC Card). Otherwise, the Death and Respawn of an NPC follow the same rules as players, found in the section Death, above

Movement: NPCs will avoid Asteroid Fields, Debris Fields, Planetary Shields, and Stars. Nebulae do not affect NPCs. NPCs cannot take Scan or Blind Jump Actions, and therefore cannot move into unexplored Sector Tiles. NPCs always take the most direct route to their targets. If there is more than one most-direct route, the player controlling that NPC determines the path.

- **Unreachable Sectors:** Because of the random layout of the board, it is possible for there to be sectors that are unreachable by NPC's without crossing through a regularly avoided border. In this case the NPC will move through the safest / most direct path to reach that Sector in this order Asteroids, Debris, then as a last resort, Planetary Shields. NPC's must apply effects of these borders in the same way a player would.

Enforcer: The *Enforcer* is the law. The *Enforcer* targets nearby Outlaw ships, moves towards them, and then attacks. If there aren't any nearby Outlaws, the *Enforcer* patrols between Lawful planets. If attacked, the *Enforcer* will retaliate, if possible. The *Enforcer* can never have a Bounty on it

Scoundrel: The *Scoundrel* is a dirty pirate. The *Scoundrel* will hunt down any nearby Innocent ships. After attacking, the *Scoundrel* will run away towards its home planet of Loath. If attacked, the *Scoundrel* will retaliate, if possible. The *Scoundrel* cannot enter Lawful planets since it always has a Bounty on it. **The Scoundrel will never target the Enforcer**.

Merchant: The *Merchant* ship is a trader. During each of its turns, the *Merchant* will move along trade routes and, if possible, Sell/Buy Cargo Cubes. The *Merchant* does not have to stop its movement to Buy/Sell.

For more details on the actions each NPC will take, please read the NPC's NPC Card.

Lore!

Lore!

Lore!

Lore!

Player Turn Phases

1. Take Actions

Move
- Engines
- Impulse (Even if Stranded)

Attack
- Blasters
- Missiles
- Ram

Missions
- Draw Missions (Minor)
- Mission Objectives
- Complete a Mission

Cargo Cubes
- Buy Cargo Cubes
- Collect Cubes
- Mine / Salvage / Harvest
- Sell Cargo Cubes

Explore
- Scan Sector
- Blind Jump (Minor)
- Collect Exploration Tokens (Minor)

Other
- Special Abilities
- Rescue a Stranded Player
- Jettison Cargo (Minor)

2. Do Business (if on planet)
- Recharge Energy
- Repair Damage
- Buy Outfits
- Sell Outfits
- Rearrange Hold
- Buy New Ship
- Buy Fame: 5,000cR for 1Fp

3. Update Status
1. Claim Fame
2. Draw Titles
3. Refresh Special Ability Cards
4. Arm Markers

Gates — Line-Of-Sight ✓

A ship on a Gate space may spend 1 movement to travel to any space on another Gate

Debris — Line-Of-Sight ✗

1-3 the ship is immediately destroyed

4-20 the ship passes through the border without any consequences.

1–3 = ☠
4–20 = 🙂

Asteroids — Line-Of-Sight ✗

1-10 the ship is receives the number rolled as damage. Shields can be used directly after the Asteroid roll to mitigate this damage.
11-20 the ship passes through the border without taking damage.

1–10 = 🔶
11–20 = 🙂

Stars — Line-Of-Sight ✗

If a ship moves into a Star the ship is immediately destroyed.

☠

Nebulas — Line-Of-Sight ✓

1-10 the number rolled is subtracted from the ship's Energy meter. Shields can be used directly after the Nebula roll to mitigate the Energy loss.

11-20 the ship enters the Nebula with no consequences.

1–10 = ⚡↓
11–20 = 🙂

Planetary Shields — Line-Of-Sight ✗

1-10 the ship does not move through the Shield and it receives unblockable damage equal to the number rolled.
11-17 the ship passes through but the ship gets +1,000cR Bounty.
18-20 the ship passes through the Planetary Shield with no consequences.

1–10 = 🔶 move
11–17 = ⬡↑
18–20 = 🙂

Planetary Entrance — Line-Of-Sight ✗

Lawful: Any Outlaw ship is not allowed through the Planetary Entrance.
Outlaw: Any innocent ship that enters through the Planetary Entrance receives +1,000cR Bounty.
Neutral: These planets have no special rules.

⬡ = move
⬡↑
🙂

Normal Space — Line-Of-Sight ✓

Ships may move through Normal space without any consequence.

🙂