XIA
LEGENDS OF A DRIFT SYSTEM

A Game by Cody Miller

Slightly bent by murphzero   v 1.35

Far Off Games

Contents

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.

Captains fly their ships about the system exploring new *Sectors,* completing various *Missions,* and battling other ships. Captains vie with each other for *Titles,* riches, and, most importantly, **Fame.**

The most adaptive, risk-taking, and creative captains will excel. One captain will rise above the others and become Legend.

Object of the Game

Captains achieve Victory through a **Fame Point** system. Captains earn **Fame Points** (⊚) in ten main ways:

FP **Exploring, Rescue, Relics, Missions, Combat, Trade, Ships, Wealth, Titles,** and **Luck.**

Each captain starts with their *Marker* on the *Fame Point Track* at 0 (Unknown). As captains claim *Fame Points,* they advance their Marker up the Fame Point Track.

When a captain's *Marker* on the *Fame Point Track* reaches the space occupied by the *Victory Token,* the game is over and that captain is declared the winner.

Turn Overview

A captain's turn consists of three Phases, completed in this order:

⬡ 1. **Action Phase** this phase includes the bulk of movement, fighting, using abilities, Missions and commerce. Some actions require activating a ship's equipped Outfits or spending energy, others are free and may be attempted multiple times in the same phase. A captain may continue taking Actions until they cannot (or do not wish to) take further Actions, at which point their Action Phase ends.

⊘ 2. **Starport Phase** *(while at a Starport)* The Starport Phase includes recharging/repairing the ship, buying/exchanging Outfits, and purchasing a new ship or Fame Points. If the captain is not at Starport (or is on a **Dead World**), the Starport Phase is skipped.

◉ 3. **Status Phase** A captain's turn always ends with a Status Phase. During this phase, the captain re-arms Markers, refreshes Abilities and Impulse Tokens, draws Titles, counts Fame Points, and possibly claims victory!

After the captain's Status Phase is completed, their turn is over. Play continues clockwise around the table with the captain sitting to their left.

A Word About Rules Integration...

The Embers expansion included fundamental Rules Changes that have been incorporated into these rules.

Missions are drawn during the *Action Phase*, but selected at the end of the turn.

Trade Selling cargo for ⓟ requires the sale of all cubes a location can buy.

Respawning Ships respawn with damage equal to their tier and no longer lose a turn.

The rest of the expansion rules are modular.

Where the rules refer to a specific expansion element, the rule is preceded by an indicator of which expansion the rule is from. Games that aren't using those elements should ignore those rule sections.

⬢ **Embers of a Forsaken Star**

✖ **Missions and Powers**

Ⓚ **Kickstarter Missions/Sellsword Mk II**

✖ Legends of a Drift System

5 How to Win Cards

4 Dice

21 Miniatures on Flight Stands

18 Ship Mats
    30 Markers (6 of each color)
    5 Impulse Tokens
    5 Color Tokens
    7 Outlaw Tokens

84 Outfits (7 of each type)

18 Ship Ability Cards

21 Sector Tiles

18 Title Cards

3 NPC Cards

52 Mission Cards
(6 Bounty Hunter, 10 Research, 12 Shuttle, 8 Assassin, 8 Smuggler, 8 Thief)

75 Cargo Cubes (15 of each color)

1 Fame Point Track

1 Victory Marker

21 Exploration Tokens

40 Credits (30 Silver 1,000⌂, 10 Gold 5,000⌂)

80 Damage Markers

1 Replication Token

⬢ Embers of a Forsaken Star

5 Replacement How to Win Cards

1 Economy Board

7 Miniatures on Flight Stands

3 Ship Mats

1 First Player Token

45 Mod Tiles

15 Relic Tokens

20 Outfits (10 of each type)

3 Ship Ability Cards & 3 Replacement Ship Ability Cards

11 Sector Tiles & 1 Giant Comet Tile (Rikishi Event)

10 Title Cards

1 NPC Card

32 Mission Cards
(8 Cargo, 8 Private Eye, 8 Arms Dealer, 8 Coerce)

15 Cargo Cubes

1 Replacement Fame Point Track

8 Event Tokens

30 Replacement Exploration Tokens

10 Credits (10 Silver 1,000⌂)

60 Ice Damage Markers

20 Solo Variant Cards

Ⓚ Sellsword Mk II

1 Miniature on Flight Stand

1 NPC Card

1 Sellsword Rules Card

1 Ship Mat

1 Ship Ability Card

1 RKS Blaster Outfit

✖ Missions and Powers

21 Ship Ability Cards

32 Mission Cards
(8 Assist, 8 Transport, 8 Boom!, 8 Counterfeit)

Metal 2,000⌂ coins

10 Credits (10 Copper 2,000⌂)

Ⓚ Kickstarter Missions

8 Mission Cards
(8 Envoy)

How to Earn Fame Points

There are ten main ways that captains can gain *Fame Points* (⬢):

⚫ **Exploring** Collect *Exploration Tokens,* some of which are worth 1⬢.

  🔹 *The Embers Exploration Tokens (if using) offer different rewards when collected. When a captain accumulates two Exploration Tokens, they are immediately exchanged for either 1⬢ or 2,000△*

⚫ **Rescue** Rescuing a *Stranded* captain is worth 1⬢.

⚫ **Relics** Sifting *Relic Tokens* at **The Kiln** offers ⬢ or other rewards.

  🔹 *Relics* and **The Kiln** are part of the Embers expansion rules.

⚫ **Missions** Each *Mission* completed is worth 1⬢.

⚫ **Combat** Destroying another ship is worth ⬢ equal to the destroyed ship's tier.

⚫ **Trade** Selling a **Big Shipment** of Cargo Cubes is worth 1⬢. A **Big Shipment** contains a minimum of 2 Cargo Cubes **and** all of the cubes in the ship's hold that a location can buy. Selling less cubes is possible, but will not earn a ⬢.

⊘ **Ships** Buying a new ship during the *Starport Phase* earns the captain 1⬢.

⊘ **Wealth** During the *Starport Phase* a captain can *Throw Some Credits Around* and spend 5,000△ to earn 1⬢. *Captains may not purchase the final Fame Point needed for Victory.*

⬥ **Titles** During the *Status Phase,* claiming *Titles* is worth 1⬢, 2⬢, or 3⬢.

⚫ **Luck** Whenever a captain rolls a natural 20 for any of *their* 🟥[d20] rolls, they receive 1⬢. *Maximum once per turn.*

Setup

1. Shuffle the **Sector** Tiles. Deal one Sector tile per captain, placing them, one at a time, face up in the center of the play area. For each sector after the first, line up its edge symbol to the previously laid Sector.

  🔹 *If using **Nyr**, find Nyr's Sector tile and place it face up in the center of the play area as the first sector. Each additional Sector is placed adjacent to **Nyr,** matching its edge symbol to Nyr's so that Nyr is in the center, surrounded by the other tiles.*

SETUP WITHOUT NYR

SETUP USING NYR

• If a Sector without a *Spawn Point* is drawn, re-shuffle it into the deck and draw another tile.

2. Shuffle the *Relic Tokens* and *Exploration Tokens*. Place an *Exploration Token* face down on any *Exploration Spaces* on the starting tiles.

3. Shuffle the *Mission Cards, Title Cards,* and (if using) **Event Cards.** Place the decks face down within reach of all captains.

4. Place the 📦 **Cargo Cubes,** 💥 *Damage Markers* / ❄ *Ice Damage Markers, Outfits*, *Mods*, △ *Credits,* and Dice 🟥 🔵 🟡 🟥 within reach of all captains.

5. Give each captain one *How to Win Card* and **4,000△** worth of Credits.

6. Shuffle the three NPC Cards (**Enforcer, Merchant,** and **Scoundrel**) and deal one face up to each captain. (In a 4 or 5-captain game, not everyone will get one.) Captains take the corresponding NPC miniature and place it on the NPC Card.

  🔹 *If using **Nyr,** place **The Kiln's** NPC card in the play area and its miniature on the rules space of the Nyr sector tile.*

7. Place the *Fame Point Track* (or the **Event Fame Point Track**) in the play area.

  • *Variable Game Length:* At the beginning of the game, captains decide the number of Fame Points needed for Victory by placing the *Victory Token* on the Fame Point Track at that number. Captains can decide to play a shorter game with fewer Fame Points, or a longer game with more Fame Points.

  🔹 *If using the **Economy Board,** determine the number of starting cubes for each cube type on the Economy board by rolling the 🟥 [d6] for each cube type and placing that number of cubes on the space for that cube type.*

8. Choose Ships - Separate the blue Tier 1 🔵 *Ship Mats* and matching *Ship Ability Cards* and miniatures. *(Set the green Tier 2 🟢 and purple Tier 3 🟣 mats and cards aside for now.)* Each captain rolls the 🟥[d20]. The captain with the highest roll chooses a Tier 1 🔵 Ship Mat and takes the matching miniature and Ship Ability Card. This continues counter-clockwise around the table until each captain has chosen. All captains then place their miniatures on the Spawn Point of the Sector Tile closest to them.

9. Each captain takes an *Impulse Token,* a set of six *Markers,* and a **Color Token.**

  • The Impulse Token is placed face up (yellow side up) on the Ship Mat.
  • One Marker is placed on the Fame Point Track at 0 (Unknown).
  • One Marker is placed on the highest number of the Ship Mat's **Energy Meter.**
  • The remaining four Markers are placed on the Ship Mat's **Armed** section.
  • The Color Token is placed around their Ship's Flight Stand.

10. In the same order as ship selection, each captain may now spend their *Credits* to purchase *Outfits.* The Outfits are placed in their Ship Mat's Hold. Captains may only purchase what will fit in the Hold. Captains are not required to spend all or any of their Credits at this point, but captains without an Engine Outfit will be at a disadvantage.

The captain who picked their ship **last**

  🔹 takes the First Player token; and
  • takes the first turn.

Ship Overview

Each ship has a miniature, Ship Mat, Ship Ability Card, five Markers, an Impulse Token, and a Color Token. A ship contains a Hold that can store cargo and the various Outfits and Mods it will need to perform actions.

Ship Attributes:

1. **Name**

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

3. **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.

4. **Price** The amount of Credits a captain has to pay to purchase the ship.

5. **Hold Size** Hold Size is a quick reference for how many spaces are in the Hold. A ship with damage equal to its Hold size is destroyed.

6. **Impulse Space / Value** The Impulse Space is where the *Impulse Token* is placed. The Impulse Value represents the number of spaces a ship may move without spending *Energy. (See **Movement** pg. 8.)*

7. **Hold** The Hold is the ship's cargo grid which represents the physical capacity of the ship. Outfits, Mods and *Cargo Cubes* are kept in the Hold. Each ship has a unique layout of Hold spaces. Captains will need to arrange Outfits in the Hold to maximize the use of space. A captain may not have more Cargo Cubes, Relics, Mods, or Outfits than they have space for in their Hold.

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

9. *Bounty* Bounty Credits are placed here. Captains destroying this ship will receive the Bounty Credits as a reward.

10. *Ship Ability Card* A card detailing the ship's unique special ability.
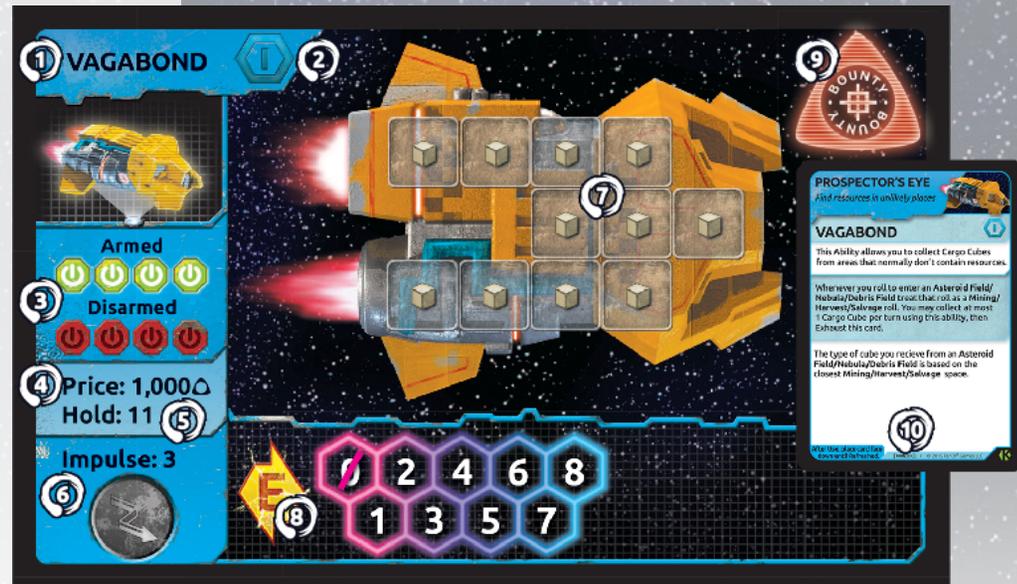
Markers

Markers are used to keep track of Fame and Energy.

At the start of the game, each captain places one Marker on the Fame Point Track at zero (Unknown), another on the highest number on their Energy Meter, and the last four on the Ship Mat on the spaces marked *Armed.*

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

⚡ **Disarming** During the Status Phase, any Markers that have not been Armed are placed on Disarmed spaces. After the Status Phase, no Markers should be left on Outfits.

Energy Meter

Energy is spent to arm Markers, use Abilities, and scan new Sector Tiles.

Spending To spend Energy, move the Marker down the Energy Meter the number of spaces required.

Recharging During the *Starport Phase,* ships at Starports may replenish their Energy to maximum for free.

Ships that have no Energy *and* no Armed Markers are considered *Stranded.* (See **Stranded** pg. 8.)

Impulse Token

This double-sided token is used to keep track of when a captain has used their Impulse movement.

⚡ Impulse Tokens are refreshed during the *Status Phase.*

Color Token

Color Tokens are used to help differentiate ships on the board. They fit over the flight stand of a ship's miniature.

Outfits and Mods

Ships use *Outfits* to move, defend, haul cargo, and attack. Outfits come in six types: *Engines, Blasters, Missiles, Shields, Armor Plating,* and *Cargo Pods.*

⬢ *Mods* are special 1x1 sized outfits that have special abilities or modify the abilities of other Outfits.

How Outfits and Mods Work

Placement Each Section of an *Outfit* or *Mod* takes up one space in the *Hold.* All of an outfit's sections must fit within the ship's Hold.

    ⬢ *Exceptions*:

- *Armor Plating / Cargo Pods* must have 1 section in the Hold and 3 outside of the Hold.
- *Shield Piercer* Mods are placed <u>over a Use Space</u> on a *Blaster*/Missile Outfit.
- *Enviro-Shld* Mods are placed <u>over a Use Space</u> on a Shield Outfit.

Outfits that do not fit in the Hold may not be taken aboard ship. Most Outfits are double sided and can be positioned with either side facing up. Captains will need to be creative to fit certain configurations of Outfits in their Hold.

Using Outfits and Mods Captains can activate their ship's Outfits/Mods in any order. A captain may use any, all, or none of their Outfits/Mods during the *Action Phase* of their turn.

To Activate an Outfit or Mod, a captain moves a *Marker* from an *Armed Space* on the *Ship Mat* to an available *Use Space* on the Outfit or Mod being activated. The captain then rolls the corresponding die for that Outfit (or the Outfit that the Mod is on). The Action is then completed by resolving the die roll.

Use Space An available Use Space is one with orange circles and without Markers or Damage on it. If an Outfit does not have any available Use Spaces, then it cannot be used.
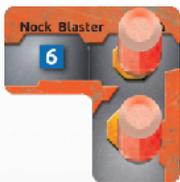
This tier 1 Blaster has been used twice this turn and cannot be used again because it has no more Use Spaces available.

Damage to Outfits and Mods

Damage Markers can be placed on any Section of an Outfit or Mod. If placed on a Section that contains a Marker, the Marker is moved to a Disarmed space on the Ship Mat. (*See Damage, Destruction, and Respawning pg. 14.*)

- Use Spaces that have Damage cannot be used.
- Each Damage Marker on an Outfit reduces its rolls by 1 (rolls cannot be reduced below 1).
- Damage, once placed may not be shifted or relocated, it must be repaired.
- Damaged Outfits/Mods may not be sold.
- Damaged Outfits/Mods may not be Rearranged in the ship's hold.
- Outfits/Mods may not be placed on spaces with damage markers.

Outfits/Mods are not destroyed when they are fully covered by Damage Markers; they are simply unusable until repaired

This tier 1 Engine has 1 Damage Marker on it. If a captain activated it and rolled a 4 on the d6, the result would be reduced by 1 for each Damage Marker on the unit - in this case 1, so the end result would be 3 Movement Points.

This Tier I shield cannot be used because damage covers both of its Use spaces.
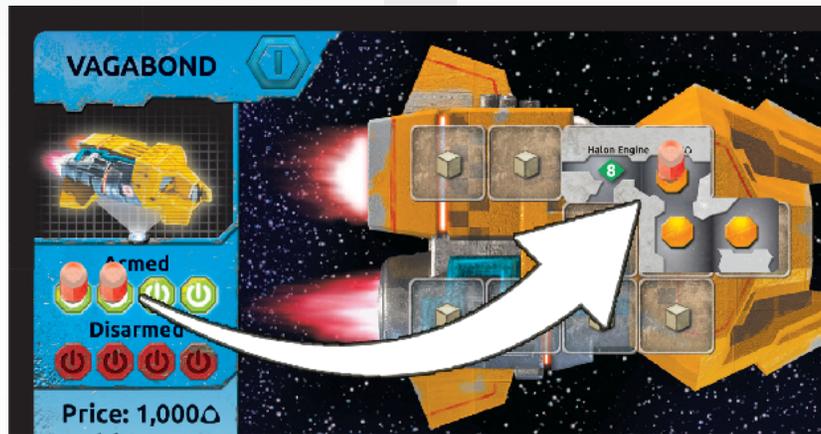
Damage markers can also be placed in spaces in the ship's Hold. If the space was empty, there is no additional effect.

A ship whose total number of damage markers equals or exceeds its hull size is immediately destroyed.

If a hold space receiving a damage marker was previously occupied by cargo (a Cargo Cube or a Relic), the cargo is immediately *Jettisoned.*

Jettisoned Cargo Cubes are placed on the same sector as the ship jettisoning them and may not be picked up by the same ship this turn.

Jettisoned Relic Tokens are removed from the game.

🚀 Action Phase

During their Action Phase, captains take Actions. To take an Action, the captain:

- **Declares** the Action they are taking;
- **Spends** required Energy/Armed Markers and **Rolls** any associated dice
- **Resolves** the Action's effects

🔄 *Minor Actions (M)* may be taken during movement without ending movement.

Example *A captain uses an Engine Outfit and rolls a 5. They may move 3 spaces, take a Blind Jump (M), move 1 space, collect an Exploration Token (M), and move one final space.*

⬢ **All** other *Standard Actions* end movement (unspent movement points are lost).

Example *A captain uses an Engine Outfit and rolls a 5. They move 1 space, and then take a Scan Sector Action, which ends their movement, preventing them from moving the final four spaces.*

Fp **Luck** Whenever a captain rolls a natural 20 for any of *their* ㉐[d20] rolls, they receive 1⊙. *Maximum once per turn.*

Actions

Movement (See *Movement* pg. 8.)

⬢ **Fire Main Engine** *Spend* Armed Markers on Engine Outfits to move.

🔄 **Impulse** Exhaust an Impulse Token to move spaces equal to the ship's Impulse value without spending energy.

🔄 **Blind Jump (M)** When adjacent to an unexplored edge with unspent movement: declare a destination hex, draw a new Sector, place it, and move into the destination hex, resolving any effects.

🔷🔄 **Resolve Border/Path Effect (M)** When a ship crosses a *Border*, the effects are resolved immediately and then the rest of its movement is resolved. When a ship enters a Gravity Path or *Comet Path*, the path's effects are resolved immediately. Resolving these effects can sometimes end movement but crossing borders/entering paths do not intrinsically end movement.

🔄 **Use Gate (M)** A ship on a Gate may spend 1 Movement point to travel through the Gate.

Exploring (See *Exploring* pg. 9.)

⬢ **Scan Sector** When adjacent to an unexplored edge, pay 1 energy to draw and place a new Sector Tile.

Fp 🔄 **Collect Exploration Token (M)** from Exploration Spaces. Tokens can provide ⊙ or other rewards

Fp ⬢ **Rescue** A captain with at least 3 energy gives 2 Energy to an adjacent captain's ship who has no Energy or Armed Markers. Earn 1⊙.

Missions (See *Missions* pg. 12.)

🔄 **Draw (M)** When on a Mission Point, a captain with less Active Missions than their Active Mission Limit (normally 1) may draw three face down Mission Cards.

⬢ **Reveal Objective** Reveal an Active Mission Card and attempt its objectives.

Fp ⬢ **Deliver** Turn in a completed Active Mission for payment at the final Mission Point shown on the card. Earn 1⊙.

🔄 **Jettison (M)** Discard an Active Mission Card. This may be done at any time.

⬢ **Attack** *Spend* Armed Markers to attack using Outfits. *(See* **Combat** *pg. 13.)*

- *Blasters* (range 1)
- **Missiles** (range 2-6)
- *Engines* (via Ramming, range 1)

Fp *Destroying another ship earns* ⊙ *equal to the Tier of the destroyed ship.*

🔄 **Shields Up (M)** Activate a Shield Outfit for defense against an attack or board effect.

Trade (See *Trade* pg. 15.)

⬢ **Buy** Cargo Cubes from a planet's Buy Space. The cost is 1,000⬡ for up to two Cargo Cubes.

⬢ **Sell** Cargo Cubes at a planet's Sell Space. The captain receives 1,000⬡ per Cargo Cube sold.

Fp Selling *Big Shipments* earns 1⊙. A *Big Shipment* contains a minimum of 2 Cargo Cubes **and** all of the cubes in the ship's hold that a location can buy.

🔄 **Collect (M)** Cargo Cubes that are on a board space can be collected by a ship located in the same space as the Cargo Cube.

🔄 **Jettison (M)** Transfer any cargo cubes from the ship's hold into the hex the ship occupies. Jettisoned Relics are destroyed (removed from the game).

⬢ **Mine** Cargo Cubes from the Mining Space in an ✺ *Asteroid* sector.

⬢ **Harvest** Cargo Cubes from the Harvest Space in a ⊛ *Nebula* sector.

⬢ **Salvage** Cargo Cubes from the Salvage Space in a ♠ *Debris* sector.

🔷⬢ **Quarry** Ember Cargo Cubes from the Quarry Space in an ✺ *Ice Asteroids* sector.

🔷⬢ *Excavate* Relics from ⑦ *Dead Worlds*.

Fp 🔷⬢ **Sift Relics** at *The Kiln,* converting a Relic in the ship's hold into ⊙ or other rewards.

Other

⬢ **Ship Ability Cards** Use Ship Abilities designated as Actions.

🔶 Abilities from the Missions and Powers expansion are always active and are never placed face down.

⌀ Starport Phase

The *Starport Phase* is **only** available to Ships that end their ***Action Phase*** at a Starport. *Starports* exist at:
- Planets (any space inside a ***Planetary Shield***); or
- 🔷 ***The Kiln*** (any space inside the Kiln)

🔷 ***Dead Worlds*** do not count as Planets - ships that end their ***Action Phase*** on Dead Worlds **must** skip the *Starport Phase.*

Captains at Starports may do any of the following, in any order, as many times as they can afford:

FP ⌀ **Buy New Ship** Purchase a ship that is exactly one tier higher than your current ship. A Tier 2⚙ ship costs 5,000⌂, and a Tier 3⬡ costs 8,000⌂.
- Purchasing a new ship earns 1⊕.
- All of the old ship's damage markers are discarded.
- All *Ship Ability Cards, Outfits, Mods, Cargo Cubes,* and *Credits* are transferred to the new ship.
- The old *Ship Mat* and miniature are removed from the game and are replaced by the new *Ship Mat* and miniature.
- The old ship's ***Bounty*** is not transferred to the new ship.
  "New ship, who dis?"

⌀ **Buy Outfits** Purchase new Outfits or Mods, provided they fit in the Hold.

⌀ **Rearrange Hold** Rearrange any or all undamaged Outfits/Mods and cargo in your hold into any legal configuration. Neither Damage Markers nor Outfits/Mods with Damage Markers can be rearranged.

⌀ **Recharge Energy** Recharge their ***Energy Meter*** up to its maximum for free.

⌀ **Repair Damage** Pay to remove all normal Damage Markers 💥 from your ship. Repairing a Tier 1◈ or Tier 2⚙ ship costs 1,000⌂. Repairing a Tier 3⬡ ship costs 2,000⌂.

⌀ **Sell Outfits/Mods** Sell any underlined undamaged Outfit/Mod for half of its original cost, rounded up. Tier 1◈ Outfits sell for 1,000⌂, tier 2⚙ for 1,000⌂, and tier 3⬡ for 2,000⌂. Damaged Outfits cannot be sold; they must first be repaired.

🔷⌀ **Thaw** Remove all Ice damage ❄ markers for free.

Wealth

FP ⌀ **Throw Some Credits Around** Captains may purchase 1⊕ for 5,000⌂.
Captains cannot purchase the final Fame Point required for victory.

〜 Status Phase

During the Status Phase, a captain completes the following steps in this order:

🔷〜1. **Freeze** *Ships with* ❄ *Ice damage only* - place 1 ❄ in every undamaged space that is orthogonally adjacent to existing Ice damage (ice damage does not spread into spaces containing normal damage). If placing this damage completely fills a ship's hold - the ship is immediately destroyed.

Titles are claimed and drawn during the *Status Phase.* Existing Titles are claimed *before* new Titles are drawn (i.e. a newly drawn Title cannot be claimed in the same *Status Phase* in which it was drawn).

FP 〜2. **Claim Existing Title** Claim any unclaimed Titles earned during their turn. Titles are worth between 1⊕ to 3⊕ Fame Points.

〜3. **Draw New Title** Title Cards are drawn the first time any captain's Marker reaches a purple Title space on the Fame Point Track.

> **Example** *The first captain to reach 3 Fame Points will draw a Title Card, but the next captain to reach 3 Fame Points will not.*

〜4. **Refresh** Exhausted Ship Ability Cards and Impulse Tokens are refreshed by flipping them face up.

〜5. **Arm Markers** Arm any spent or Disarmed Markers by moving them onto the Armed Spaces of their Ship Mat.
- 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 can be left on any Outfit's Use spaces).*
- Arming Markers while at a *Starport* is free - captains **do not** have to spend Energy. ***Dead Worlds*** are not Starports, so ships on Dead worlds must pay energy to rearm markers.
- A ship that is not at a *Starport* and does not have Energy cannot arm Markers and will need to use any remaining Armed Markers on its next turn to find more energy. If this ship also has no Armed Markers, it is *Stranded.* (See ***Stranded*** pg. 8.)

🔷〜6. **In Demand Cargo** (if using the *Economy Board*) When the *Economy Board* has one or more empty sections, place 1,000⌂ on each empty section of the Economy Board. No section may ever have more than 1,000⌂ on it.

7. **Select Active Mission** After ending their turn, captains look at all their face down mission cards, select at least 1 Active Mission card, then discard down to their Active Mission Limit. *(Default Active Mission Limit is 1, M-Comp units may increase this.)*

⬡ Movement

Movement A ship's Engine Outfits and Impulse Token generate Movement Points.

Movement Points Each Movement Point spent moves a ship one space. Captains may choose to end movement without spending all of their movement points. *Standard Actions,* if taken while moving, end that movement. Any unspent movement points are lost. Minor actions do not end movement.

⬡ **Fire Main Engine** A captain declares the Action and spends 1 Armed Marker, placing it on a free Use Space of an Engine Outfit. The captain rolls the associated die *(displayed on the Outfit)* and receives Movement Points equal to the die result. This amount is reduced by 1 for each Damage Marker present on the Engine. *GTS Mods* can increase this amount. The captain may then move as many spaces as they choose, up to the number of Movement Points rolled.

Impulse Tokens allow a captain to move without spending Energy or using their Armed Markers. To use Impulse, the Impulse Token must be face up (yellow side up). The captain flips their Impulse Token face down *(yellow-side down)*, and moves a number of spaces up to the ship's Impulse value. Impulse Tokens may only be used **once per turn**.

🔄 The Impulse Token is refreshed *(placed face up)* during the Status Phase.

While Moving

🪙 *Minor Actions (M)* may be taken while moving without ending the current movement. Minor actions include:

🪙 ***Blind Jump***	🪙 Collect Exploration Token
🪙 Draw Missions	🪙 Resolve Border/Path Effect
🪙 Collect Cargo	🪙 Shields Up
🪙 Jettison Cargo/Mission	🪙 Use Gate

⬡ *Standard Actions* may be taken while moving but immediately end the current movement - any unspent Movement Points are lost. Moving <u>after</u> a Standard Action requires a new Engine Activation or use of an Impulse Token.

> **Example** *a captain activates an Engine and rolls a 7. They move 4 spaces and then Buy Cargo Cubes. Their movement ends and the remaining 3 unspent Movement Points are lost.*

• **Other Ships** A ship may move through spaces occupied by other ships. However, a ship may not end its movement in an occupied space.

• **Using Occupied Action Hexes** If a captain wants to take an action on a space that is currently occupied by another ship, they may take the Action from an adjacent hex, <u>provided that they first spend two movement points, and immediately end their movement.</u> Essentially, the captain is moving to the occupied hex and back in order to perform the action. The action on the occupied hex may be attempted more than once, if desired. Unspent movement points afterwards are lost. In <u>***all***</u> other cases, declaring a non-minor

action while moving ends movement immediately. This prevents ships from blocking key spaces indefinitely. *Planetary Shields* block adjacency, so Using an occupied hex through a shield is not possible.

• Captains must still roll for any ***Borders*** passed through when using an occupied space.

> **Example** *A captain wishing to use an occupied Sell space takes a Fire Main Engine action, granting 5 movement. They use two of those to move adjacent to the occupied Sell space. They then spend two more movement to "use" the adjacent, occupied space, immediately taking a Sell action to Sell their Cargo Cubes as if they were on the occupied space, and their final movement point is lost.*

🪙 *Resolve Border/Path Effect (M)* While moving, a ship may pass (or attempt to pass) through a number of different kinds of borders. If a ***Border*** requires a 🔴[d20] roll, that roll is applied and resolved immediately. Movement then continues (if possible) directly after the roll is resolved. *(See ***Borders*** pg. 10 & pg. 20.)*

🛡🛡🛡 *Planetary Shield* effects resolve when entering <u>**or**</u> exiting a shield.

All other Borders (★ ***Star,*** ✴ ***Asteroid,*** ✴ ***Ice Asteroid,*** ♠ ***Debris Fields,*** ☁ ***Nebulae***) resolve their effects only when a ship **enters** the border.

✖ *Gravity / ***Comet*** Path Effects* resolve immediately when a ship enters or re-enters these paths, before any other movement or actions take place.

Stranded

A captain who has no Energy and no Armed Markers is *Stranded.* A Stranded captain:

• May only use Impulse Engines for movement
• Can only take *Minor Actions*
• *Cannot* take Standard Actions

If a captain becomes stranded while in the middle of moving (e.g. by entering a Nebula) their movement ends and any unspent Movement Points are lost.

A captain stops being Stranded when they gain 1 or more Energy or Armed Markers, (e.g. by being *Rescued* or *Recharging Energy* while at a *Starport*).

⬡ Rescue

A captain rescuing a *Stranded* ship must be adjacent to it and have at least 3 Energy (a captain cannot Rescue a ship if the action will make them Stranded).

⬡ **Rescue a Stranded Captain** Transfer 2 Energy to a Stranded ship and receive 1🔘. The Stranded captain **cannot** refuse this help.

The rescued captain may immediately Arm Markers with their newly received Energy.

🚀 Exploring

Add New Sectors

To explore new Sectors of the system, a ship needs to be on a space that is adjacent to an unexplored edge, with at least one Sector tile left in the deck.

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

Once positioned on a space adjacent to an unexplored edge, either:

- **⬡ Scan** Spend 1 Energy and draw a Sector Tile from the Sector Deck. 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 captain's ship.
  - Captains may not Scan through **_Planetary Shields_** (Planetary Shields block adjacency).
- **🌀 _Blind Jump_ (M)** Jump onto a new Sector Tile before knowing what it is. The captain declares the unexplored edge into which they want to move, indicates which hex they will move to, and spends 1 movement. They then draw a Sector Tile, match the Symbol, and place the Sector Tile. The captain must move their ship into the hex they declared at the beginning of the _Blind Jump_ and resolve any consequences.

  > **Example** A captain that Blind Jumps into a Star is immediately destroyed – they can't choose to abort the Blind Jump.

WHEN PLACING A NEW TILE, THE SYMBOL OF THE NEW TILE (2) MUST MATCH THE SYMBOL OF THE EXPLORING SHIP'S TILE (1).

Exploration Tokens

Placing When a newly drawn Sector Tile has one or more Exploration Spaces, an **_Exploration Token_** is taken face down from the pile and placed on each Exploration Space, still face down. **_Do not_** reveal Exploration Tokens when placing new Sectors.

Exploring The first captain to move their ship onto the Exploration Space flips the Exploration Token face up, claims their reward, and places the Exploration Token on their Ship Mat.

- ⬡ After resolving an Exploration Token, if a captain has 2 Exploration Tokens face up on their ship mat (after resolving the one just collected) they discard both tokens (remove from the game) and gain either 1 ⓕ OR 2,000⌂.

Planets and Planetary Entrances

The core game has seven planets: 🛡 **_Lunari_**, 🛡 **_Kemplar II_**, Ⓝ **_Azure_**, Ⓝ **_Doravin V,_** Ⓝ **_Neo Damascus,_** ☠ **_Loath,_** and ☠ **_Smugglers' Den_** (an asteroid that has the same rules as a planet).

⬢ The **_Embers_** expansion adds two more planets: Ⓝ **_Tig_** and ☠ **_Kei._**

Xia has three types of planets: 🛡 **Lawful (blue),** ☠ **Outlaw (red),** Ⓝ **Neutral (green).**

Planets have **_Buy_** and **_Sell_** Spaces for buying and selling **_Cargo Cubes_**.

⌀ All spaces on a planet (inside the **_Planetary Shield_**) are considered a Starport. Ships that end their **_Action Phase_** at a Starport may take a **_Starport Phase_**.

🛡 Ⓝ ☠ **_Planet Entrances_** *(Blocks Line of Sight, Blocks Adjacency)*

Planetary Entrances are dashed, glowing lines in red, green, or blue.

🛡 **Lawful (blue)** Any Outlaw ship *(a ship with a Bounty)* cannot enter (but may exit) through the Planetary Entrance. Outlaw ships may still try to enter illegally through the Planetary Shield.

☠ **Outlaw (red)** Any *Innocent* ship *(a ship without a Bounty)* that passes through the Planetary Entrance receives +1,000⌂ Bounty (⌗).

Ⓝ **Neutral (green)** These planets have no special rules.

⌗ Bounties

All Captain's Ships start without **_Bounties_**- they are **_Innocent_**.

Ships that commit illegal acts will accrue Bounties and become **_Outlaws._**

⌗ **Raiding** Destroying an **_Innocent_** ship adds 1,000⌂ to a captain's Bounty.

⌗ **Evading** Crossing a Planetary Shield instead of using the legal Planetary Entrance, risks adding 1,000⌂ to a captain's Bounty.

⌗ **Crime** Outlaw Missions specify a Bounty for either completing or failing the Mission, +1,000-2,000 ⌂ Bounty (varies by mission).

⌗ **Associating With Outlaws** An *Innocent* ship passing through the Planetary Entrance of an Outlaw planet receives +1,000⌂ Bounty

Ships with Bounties get an **_Outlaw Token_** on their flight stand to mark them as Outlaws.

Outlaw ships may not enter Lawful Planets via their Entrance.

• **Claiming a Bounty** A captain who destroys an outlaw ship claims all credits in the outlaw's Bounty. If the attacking captain is also destroyed (e.g. is destroyed in a Ram attack), the Bounty is unclaimed and is simply discarded.

• **Removing a Bounty** Bounties are removed if the ship is destroyed or when a captain purchases a new ship.
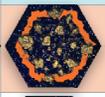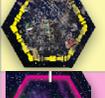
🛡 Borders

While moving, a ship may encounter different kinds of borders.

Some borders can affect ***Adjacency*** and Line of Sight determinations.

Block Line of Sight	Block Adjacency
🛡 Ⓝ 💀 ***Planetary Shields*** 🌠 ***Asteroids*** ♦ ***Debris Fields*** 🔷 🌠 ***Ice Asteroids*** ★ ***Star***	🛡 Ⓝ 💀 ***Planetary Shields***

Passing through (or attempting to pass through) some borders triggers an effect, which is resolved immediately.

🛡 Ⓝ 💀 ***Planetary Shield*** borders affect movement when the ship is <u>entering or exiting</u> the shield.

<u>All other Borders</u> apply effects only when a ship **enters** the border.

Border	🎲[d20] Effect	Defense?
🛡 Ⓝ 💀 ***Planetary Shield**** (Entering or Exiting)	1-10 Damage (💥), ship does not move, but 1 Movement Point is spent 11-17 Move and +1,000◇ ***Bounty**** ⊕ 18-20 Move and no damage or bounty	*None* *(Unblockable)*
🌠 ***Asteroids***	1-10 Damage (💥) and move 11-20 Move and no damage	*Shields*
🔷 🌠 ***Ice Asteroids***	1-10 Ice Damage (❄) and move 11-20 Move and no damage	*Shields*
♦ ***Debris Fields***	1-3 Destroyed 4-20 Move safely	*None*
🌀 ***Nebulae***	1-10 ⚡ Energy loss and move 11-20 Move and no damage	*Shields*
★ ***Star***	A ship entering a ★ *Star* border is destroyed immediately.	*None*

*(Also See **Borders** pg. 20)*

🌀 *Resolve Border/Path Effect* When a ship moves through (or attempts to move through) a Border that requires a 🎲[d20] roll, that roll is applied and resolved immediately. If the ship still has Movement Points afterwards, they continue moving directly after the 🎲[d20] roll is resolved.

Double Traversal When a ship crosses two borders with a single Movement point, the captain applies the appropriate effects for both of them in the order they are crossed.

> **Example** *A captain moves one space, exiting through a Planetary Shield and entering a Nebula. The captain first rolls for the Planetary Shield and applies the outcome; then, they roll for the Nebula and apply the outcome.*

__Damage__ effects (💥 or ❄) are applied immediately. The amount of damage is the number on the 🎲[d20] roll.

> Shield outfits may be used to reduce damage from: 🌠 *__Asteroids__* or 🌠 *__Ice Asteroids__*. Damage from *__Planetary Shields__* is *Unblockable*.

Energy loss from _Nebulae_ (⚡) is applied immediately. The amount of energy loss is the number on the 🎲[d20] roll.

> Shield outfits may be used to reduce energy loss from 🌀 *__Nebulae__*.

If a ship does not have enough Energy on their *__Energy Meter__* to satisfy the roll, Armed Markers are disarmed *(one per Energy lost)*, and moved to the Disarmed section of the Ship Mat. If a ship loses all its energy and has no Armed Markers, the ship is immediately *Stranded* - any unspent movement is lost. *Impulse Tokens* are not affected by *__Nebulae__*.

▲ *Gates*

Ships may move through Gates as if they were Normal Space.

🌀 **Use Gate** A captain (or NPC) on a space within a Gate's green border may spend 1 Movement point to travel to any space on another Gate. *(Exception* The Tigris gate <u>cannot</u> be chosen as a destination.)

Gate special movement is not considered when determining *__Adjacency__*, Range, or Line of Sight.

> 🄵🄿 The *first* captain to use a Gate (other than Tigris) earns 1🄵.

Tigris The *Tigris Gate* is malfunctioning and **does not connect** to other Gates. Instead, captains using the Tigris Gate roll a 🎲[d20] and are placed on the unoccupied Spawn Point closest to the roll *(on a tie, choose the higher-numbered Spawn Point)*. On a roll of 20, the captain may choose any Spawn Point (in addition to receiving 1 Fame Point for *__Luck__*.)
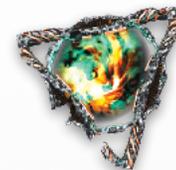
> 🄵🄿 The *first* captain to use the Tigris Gate earns 1🄵.
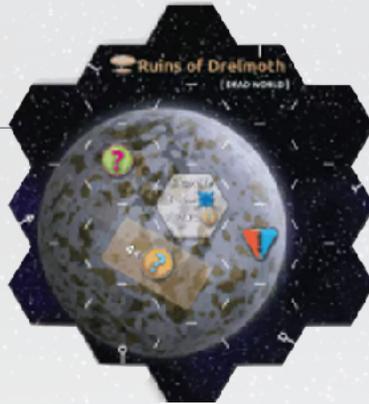
🔹 Dead Worlds and Relics

Dead Worlds

☛ Dead Worlds have no planetary shields and all ships may travel across them freely.

🚫 **No Starport Phase** Ships that end their *Action Phase* on a Dead World must skip the *Starport Phase.*

When a Dead World is discovered, place Relic Tokens equal to the number specified on the world's Relic Token Space (3 or 4).

Relic Token Space While Relic tokens are present, these spaces act as occupied **normal space** (ships can fly through it, but cannot end movement there.)

Relics

Relics represent treasures from ancient alien civilizations.

Captains can take an *Excavate* action on Excavate spaces of *Dead Worlds.* A captain must have 2 orthogonally adjacent empty spaces in their cargo hold to take an Excavate action.
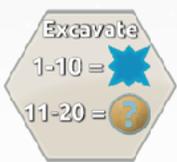
⬡ **Excavate** While a ship is on the Excavate space of a Dead World with Relic Tokens, roll the 🎲[d20] to determine the result. Shield Outfits **can** reduce Ice Damage from Excavation actions.

Relic Tokens take up 2 cargo spaces in a ship's hold.

Relics may be *Jettisoned.* If a space holding a Relic Token is damaged, that token is Jettisoned automatically. Jettisoned Relics are immediately destroyed (removed from the game).

Relics must be taken to **The Kiln** to be *Sifted.* A sifted Relic Token is revealed and converted into rewards like Cargo Cubes, Mods or ⓕ.

🔴 ⬡ **Sift** While docked with **The Kiln,** as a *Standard Action,* a captain may Sift any Relic Tokens in their hold. Sifting removes a Relic from the ship's hold, flips it face up, and the captain must choose to receive 1ⓕ **OR** the rewards shown. Any rewards that will not fit in the Ship's hold (cubes/mods) are ignored. Sifted Relic Tokens are removed from the game.

Sifted Relic Tokens are worth:
- 1ⓕ **OR** 3,000⬢
- 1ⓕ **OR** 2,000⬢ + 2 Specified Cubes
- 1ⓕ **OR** 2,000⬢ + Specified Mod

🔹 Gravity Paths

⟨⟩ Anomaly Sectors

Anomaly sectors have very concentrated gravity, represented by dashed purple or orange paths.

Entering Whenever any captain (not NPC) moves from a space not on the gravity path onto any space on the gravity path, they must roll the die specified and move their ship that many spaces down the path.

Actions Captains may not take any actions (minor or otherwise) while the gravity path's forced movement is being resolved.

> **Example** *Puddle Jumper moves onto the outer path (purple) of **Ferren's Call** with 4 movement left over. The ship immediately rolls for the purple gravity path, rolling the d12. The roll is a 8, moving the ship 5 spaces along the path, the 6th movement causes the ship to move off of the end of the path, the extra 2 movement from the gravity path is discarded.*
>
> *The ship has now entered the inner (orange) ring and must immediately roll the d6 and move along that path. After the d6 forced movement is resolved (if the ship survives), the captain can use the 4 movement they had left over when entering the path.*

🔹 Comets and Comet Paths

Each *Ice Asteroid* sector contains 1 Comet. When the sector is first revealed, place a comet on the special rules space.

Whenever any captain (not NPC) moves from a space not on the comet path onto any space on the comet path, immediately roll the 🟦 [d6] and move that Comet the number of spaces along the path.

Actions Captains may not take any actions (minor or otherwise) while the comet's movement is being resolved.

If a Comet ends movement on a space with a ship or Cargo Cube, that ship or cube is instantly destroyed. Surviving ships may then continue moving normally.

If a moving ship enters a space with a Comet, it is destroyed.

Missions

Completing Missions allows captains to earn Credits and Fame Points. Missions come in a variety of Types and can be *Lawful Missions* or *Outlaw Missions*.

Normally, a ship has an **Active Mission Limit** of one, meaning it can hold only a single Active Mission at a time.

How to Get Missions

- *Draw (M)* While on a *Mission Point* ⍌, a captain *without* an *Active Mission* (or with less Active Missions than their current Active Mission Limit) can draw three Mission Cards as a *Minor Action*. The cards are placed face down in front of them until their next Status phase. They may do this once per Mission Point per turn. A captain who lands on multiple Mission Points in the same turn may perform this *Minor Action* multiple times, each time the three newly drawn cards are added to any face down cards they already have.

- *Select Active Mission* During the *Status Phase,* a captain with 1 or more facedown Mission Cards may look at them before selecting at least 1 to be their *Active Mission* card. Afterwards, they must discard down to their *Active Mission Limit.*

  - ◆ The Active Mission Limit can be increased by purchasing *M-Comp Mods*.

  Example *A captain with no Active Missions flies over 2 Mission points and takes the Draw action twice. They draw a total of 6 cards (looking at none of them). During the Status Phase, they look at all 6 cards and keep 1, discarding the rest. If they had a M-Comp Mod, they could keep up to 3 missions.*

Completing Missions

Missions vary, but typically require flying to a specific *Mission Point* ⍌, attacking a specific target, or obtaining a specific cargo before *Revealing the Objective* of the *Active Mission.* Many missions will require that the ship *Deliver* the mission to a different *Mission Point* ⍌ in order to collect Payment.

- *Reveal Objective* Once the Mission's Start Conditions are met, Reveal the Active Mission (as a Standard Action) and complete any required roll at that time. If payment is conditional on Delivery, the rewards are placed on the revealed Mission Card.

- *Deliver* With the Mission Card Revealed, a captain at the specified Delivery Mission Point ⍌ can *Deliver* the mission as a *Standard Action,* ending their current movement.

  Payment After completing a Mission, a captain receives the payment on the Mission Card and 1⊚. For some Outlaw Missions, the captain's *Bounty* may (⊕) increase. Slide the completed Mission under the captain's Ship Mat so that just the mission type is visible; it is no longer considered Active.

Losing Missions

- *Jettison* A captain may discard active missions at any time (also discarding any Credits on the mission card). Some missions have Penalties for discarding them after they have been revealed (e.g. Transport missions).

  Dying with drawn missions If a ship is destroyed, discard all its Active Missions and all of its face down mission cards without looking at them.

Experience

Directly after taking a Mission Action that requires a ⍓[d20] roll: The captain may discard one of their previously completed Missions **of the same type** and roll the ⍓[d20] again, keeping only this new result.

> **Example** *A captain who has already completed 2 Research Missions attempts a third Research Mission. When taking the Research Action, they roll the d20 and receive a 2. They discard one of their previously completed Research cards to re-roll the d20 and receive a 3. They then spend their final remaining Research card and re-roll the d20 one more time, receiving a result of 16.*

Missions without ⍓[d20] rolls are not affected by Experience.

🎯 Combat

Combat is carried out in six steps:

1. Acquire Target The attacker chooses a single target that is within *Range.*

- *Range* is counted from the Attacking ship to the Defending ship in spaces on the game board. Adjacent ships are at range 1. Some *Ship Abilities* can be used as attacks; the *Ship Ability Card* will specify the Range of these attacks.

The attacker must also have *Line of Sight* to the target:

- **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 a **Border*** that blocks line of sight.

   - ★ *Stars,* ✳ *Asteroids,* ✳ *Ice Asteroids,* ♠ *Debris Fields,* and 🛡 🄽 ☠ *Planetary Shields/Entrances* all block Line of Sight.
   - No other board elements block line of sight (e.g. ☁ *Nebulae,* ▲ *Gates,* other ships, Mission Markers, Spawn Points, etc do not block line of sight).
   - Line of sight cannot be drawn across areas without a sector (unexplored space).

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

2. Declare Attack The attacker declares their target and how many Outfits and/or Abilities they are using for the Attack Action. The attacker then spends any required Armed Markers/Energy at this time. **Captains can combine offensive attacks into one attack or spread them out into separate attacks.**

3. Declare Defense The Defending ship may use Shield Outfits and/or Abilities as defense. The Defender spends any required Armed Markers/Energy. If Shields or Abilities are not declared in this step, they can't be used after the Attack Roll.

4. Roll After both Attacker and Defender make their declarations, roll the dice associated with the Outfits/ Abilities they declared during Steps 2 and 3. The Attacker rolls first, followed by the Defender.

5. Resolve Damage Subtract the Defense Value from the Attack Value to calculate the Damage taken by the Defender. The Defender applies a damage marker to their ship for each point of damage taken. *(See **Damage** pg. 14.)*

Attack Value The total of the Attacker's roll and its modifiers.
Defense Value The total of the Defenders roll and its modifiers.

6. Re-Arm Defenders who have spent Armed Markers on Shield Outfits during Step 3 *may* immediately re-arm any of those spent Markers at a cost of **1 Energy** per Marker. Re-Armed Markers are placed on Armed Spaces. Any Markers that are not Re-Armed are placed on Disarmed spaces. **This does not apply to Markers spent in previous Actions.**

The Attack Action is now over.

Adjacency

Ships are considered adjacent when they occupy spaces that are directly next to each other.

🛡 🄽 ☠ **Planetary Shields/Entrances block adjacency** Two ships on opposite sides of a Planetary Shield or Entrance are <u>not</u> considered to be adjacent to each other for the purpose of Attacks, Missions, and Special Abilities.

Some Actions only require being adjacent to the target.

Example *For a Thief Mission's "Steal" Action - only being adjacent is required. This means if the target ship is inside an Asteroid space, the Action can still take place. However, an Action that requires Line of Sight, such as using a Blaster against the target, could not be taken.*

Line of Sight Example

Numerator (A) has Line of Sight to every hex colored in green.
*Numerator has Line of Sight on **Gaiden** (B) at Range 1, and **Easy Tiger** (C) at Range 4, but not on **Nightshade** (D) at Range 3, or **Swamp Rat** (E) at Range 3.*

Combat Example

1. Acquire Target *Puddle Jumper* (brown) checks if they can attack *Gaiden* (red). *Gaiden* is at Range 1, which allows them to use their Blaster. There is a Nebula Border between them, but that does not affect Line of Sight, so they can proceed with the Attack.

2. Declare Attack *Puddle Jumper* declares they are attacking *Gaiden* with their Blaster twice, spending two Markers in one Attack.

3. Declare Defense *Gaiden* declares they are defending with their ship's Evasive Thrusters Ability and their Shield, spending one Marker to use the latter (they could have spent up to three to increase their defense even more).

4. Roll Both captains roll their dice.

- *Puddle Jumper* rolls one [d6] for each Marker placed on the Blaster Outfit's Use Spaces (two dice). *Puddle Jumper* gets a 6 and a 5, for a total Attack Value of 11.
- *Gaiden* rolls one [d8] for each Marker placed on their Shield Outfit's Use Spaces (one die), and a [d20] for their ship's Ability (Evasive Thrusters). They get a 3 on the Shield, and a 7 for the Ability roll (which, according to the Evasive Thrusters Ship 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. *Gaiden* must place 3 Damage Markers (💥) in their Hold on spaces of their choice.

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

The Attack Action is now over.

🚀 Damage, Destruction, and Respawning

Damage

Damage Markers (💥) are used to keep track of how much damage a ship has sustained.

Destroyed When a ship has received 💥 (or ❄) equal to or in excess of its number of Hold spaces, the ship is immediately destroyed.

Taking Damage Ships take damage in the form of Damage Markers (💥). Each 💥 represents one point of damage. The captain receiving the damage places Damage Markers into their ship's Hold. Each 💥 takes 1 Hold space. Any Hold space with a 💥 is unusable until *Repaired. (See Starport Phase pg. 18.)* **The captain receiving the damage chooses where to place the 💥s in the Hold.**

If the 💥 is placed on an…

Empty Hull Space No additional effect.

Hold Space Containing a Cargo Cube the Cube is *Jettisoned (set it on the board in the same space as the ship).*

Hold Space Containing a Relic the Relic is *Jettisoned* and immediately destroyed *(removed from the game).*

Outfits Damage Markers can be placed on any Section of an Outfit. Each Section of the Outfit can hold one 💥. Damage Markers on an Outfit cause that Outfit to become less effective. Each 💥 placed on an Outfit reduces rolls by 1

> **Example** *A Blaster Outfit with 2💥 rolls a 5; this counts as a 3 because of the 2💥.*

Outfit's Use Space A Use Space with a damage marker is no longer usable until repaired. Any Markers on the Use space are immediately moved to a Disarmed Space.

❖ Ice Damage

Ice Damage (❄) is placed like normal damage and has the same effects on spaces where it is placed.

Ice damage is removed during a *Thaw* and it spreads by *Freezing.*

⊘ **Thaw** During the *Starport Phase* captains may remove all ice damage for free (**only** available to Ships that end their *Action Phase* at a Starport).

➕ **Freezing** During the *Status Phase*, place 1 Ice damage (❄) in every space that is orthogonally adjacent to existing ice damage. If, due to Freezing, a ship's hold is entirely full of damage (💥 or ❄) the ship is immediately destroyed. When Freezing, spaces with normal damage should be ignored; Ice damage does not spread into spaces containing normal damage.

Ship Destroyed

It happens. Specifically, when:

- A ship's total damage (💥 or ✴) is equal to or greater than its number of Hold spaces.
- A ship resolves an Instant Death effect (like failing a *Salvage* roll, or **Blind Jumping** into the star, *Xia*).

When a ship is destroyed:

- **Keep** all Outfits, Mods, Credits and Fame (these are not affected).
- All of its Missions cards are discarded (Active and any drawn facedown).
- Lose All Cargo.

    All **Cargo Cubes** are *Jettisoned* in the same hex where the ship was destroyed (Cargo cubes dropped in Star Spaces are returned to Supply) *Relics* that are Jettisoned are removed from the game.

- The ship's **Bounty** is removed (if another captain destroyed the ship, they may claim it - otherwise any ⏣ are discarded).
- If it was the destroyed ship's turn, the turn ends immediately.
- On the destroyed ship's *next* turn - the ship **Respawns** (see below).

Claiming Rewards

The captain who destroys another ship claims ⑥ equal to the destroyed ship's tier number and collects any **Bounty** ⏣ on the destroyed ship.

…**But You Gotta Survive** If both the Attacker and Defender are destroyed during a Ramming Attack, the Attacker does not receive anything for the kill: No Bounty is collected, and no Fame Points are awarded.

Respawn

The turn after a ship is destroyed, it Respawns. Roll the ⑳[d20] and place the ship on the unoccupied Spawn Point with the number closest to the number rolled. In the case of a tie, place the ship on the higher-numbered Spawn Point. On a roll of 20, the captain may choose which unoccupied Spawn Point to place the ship (in addition to the 1⑥ for **Luck**).

Ships respawn with:

- Full Energy.
- All Markers are Armed.
- All Tokens and Ship Ability Cards are refreshed.
- All Damage Markers are removed, *then:*
    - The ship receives a set amount of unblockable damage, equal to the ship's Tier. The ship's captain chooses where to place the damage.

🚀 Trade

Captains can profit by trading in *Cargo Cubes* and *Relics* for Credits and Fame.

Cargo Cubes represent goods that are traded throughout the system and are stored in empty spaces in the Hold of a ship, one Cargo Cube per space.

- 🔷 Relics can be *Excavated* from *Dead Worlds* and *Sifted* at **The Kiln** to receive Fame and other valuables. Relic Tokens take up 2 spaces in a Ship's Hold.

Get Cargo

- 🔷 *Buy* While on a Planet's Buy Space, captains can use a Buy Cargo Cubes Action to buy up to two of the specified Cargo Cubes for 1,000⏁. The captain must have enough empty space in their Hold. Captains may purchase as many Cargo Cubes as they desire, as long as they have enough Credits and space in the Hold.

    ☠️ *Smugglers Den* sells Cargo Cubes of any color.

    🔷 **Supply** Buy actions are limited to the cubes available on the **Economy Board**. If a cube type's space is empty, it cannot be purchased until more of its type are *Produced*.

- 🔷 *Mining, Harvesting, Salvaging,* or *Quarrying*

    Cargo Cubes can be obtained by Mining **Asteroid** Fields, Harvesting **Nebula** gasses, Salvaging technology from **Debris Fields**, and Quarrying **Ice Asteroids**. Their ship must have at least one free space in their Hold. The captain then declares they are taking a *Standard Action*, which can be repeated as many times as the captain dares (some of these actions can be quite dangerous). Cubes obtained by these actions come from the general supply and not the **Economy Board**.
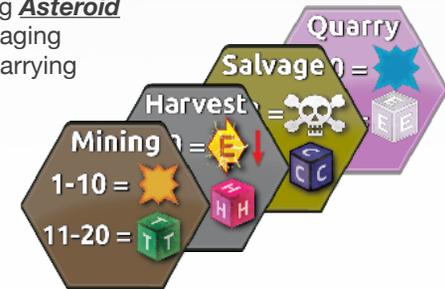
- 🟡 *Collect* Cargo Cubes that have been *Jettisoned* can be collected while on the same space as the Cargo Cubes. The captain may collect any number of Cubes in the space, as long as they have room in the Hold. **A captain may not collect any Cargo Cubes they have jettisoned in the same turn.**

- 🔷🔷 *Excavate* Risk *Ice Damage* to *Excavate Relic Tokens* from **Dead Worlds** as often as you dare. Relics take up 2 spaces in the Hold.

Get Paid

Sell Cargo Cubes that match the icon on a planet's Sell Space can be Sold at that planet's Sell Space for 1,000⬠ per Cargo Cube *(Ember sells for 2,000⬠ per Cargo Cube).*

Selling a *Big Shipment* of Cargo Cubes earns 1⊙.

A *Big Shipment* contains:
- at least 2 Cargo Cubes; AND
- all of the Cargo Cubes the current Sell space can buy.

A captain can choose to sell less Cargo Cubes than the location can buy, but they will not receive ⊙ if they do.

Loath buys Cargo Cubes of any color, but Loath *never* Produces Cargo Cubes on the *Economy Board*.

- **Consume** Sell actions cause each cube sold to be consumed by the purchasing planet - they are *not* placed on the *Economy Board*, but are placed in the general supply.
- **Produce** Each time a planet consumes a cargo cube, it produces a new cube of the type the planet generates, taking it from supply and placing it on the *Economy Board*. Producing cubes that are *in Demand* earns 1,000⬠.

  Each section on the *Economy Board* may hold a maximum of 6 cubes of that type. While a resource section is full, Sell actions do not cause cubes of that type to be produced.
- **Kei** Cubes traded at the planet *Kei* are placed on the *Economy Board*. Cubes received in exchange are taken from the *Economy Board* (if no cubes or not enough are available, the trade cannot be made).
- **Sift Relics** While docked with *The Kiln,* a captain may Sift any Relic Tokens in their hold. Sifting removes a Relic from the ship's hold, flips it face up, and the captain must choose to receive 1⊙ **OR** the rewards shown. Any rewards that will not fit in the Ship's hold (Cubes/Outfits/Mods) are ignored.

Lose Cargo

- *Jettison* (M) Remove any or all Cargo Cubes or Relics from a ship's Hold. Place Jettisoned Cargo Cubes on the game board on the same space as the jettisoning ship. **A captain that jettisons Cargo Cubes cannot pick those cubes up in the same turn.** Jettisoned Relics are removed from the game.
- *Destroyed Ships* immediately *Jettison* all Cargo Cubes and Relics.

Damage If a Damage Marker (💥 or ❄) is placed in a Hold Space currently holding a Cargo Cube or Relic Token, the cube or token is immediately *Jettisoned*.

🚀 Mine / Harvest / Salvage / Quarry

There are ways to obtain *Cargo Cubes* other than Buying them. The captain must be on a Mining, Salvage, Harvest, or Quarry Space and have at least one free space in their Hold. The captain declares a *Standard Action* appropriate to the space the ship is currently on and rolls a 🎲[d20] to determine the results:

◆ *Mine* from [✹ *Asteroid Fields*] A captain attempts to match velocity and trajectory with an asteroid in order to mine the valuable minerals and alloys:

1-10 (Failure): 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 (Success): The ship receives one Cargo Cube of the type displayed on the Mining Space. Captains may attempt to Mine a single Mining Space multiple times within their turn.

◆ *Harvest* from [☁ *Nebulae*] A captain attempts to harvest the elusive gasses that collect near the nebula's more volatile regions:

1-10 (Failure): The ship loses Energy equal to the number rolled. *(An electrostatic anomaly has absorbed the ship's Energy.)* Shield Outfits and Special Abilities may be used to mitigate this Energy loss.

If the captain does not have enough Energy, they must disarm Armed Markers *(one per Energy lost)*. If their total Energy and Armed Markers are less than the roll, the captain's move ends and they are immediately *Stranded*.

11-20 (Success): The ship receives one Cargo Cube of the type displayed on the Harvest Space. Captains may attempt to Harvest a single Harvest Space multiple times within their turn.

◆ **Salvage** from [♠ *Debris Fields*] A captain attempts to pick through the hazardous remains of past battles and derelict ships to try to find something of value in the old wreckage:

1-3 (Failure): 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 (Success): The ship receives one Cargo Cube of the type displayed on the Salvage Space. Captains may attempt to Salvage a single Salvage Space multiple times within their turn.

Quarry from [✹ *Ice Asteroids*]

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

11-20 (Success): The ship receives one Ember Cargo Cube. Captains may attempt to Quarry a single Quarry Space multiple times within their turn.

Non-Player Ships (NPCs)

Non-player ships (the *__Enforcer__*, the *__Scoundrel__*, and the *__Merchant__*) are autonomous ships that are controlled by sets of rules. The NPC Card for each are dealt out at the beginning of the game. *(See __Setup__ pg. 3.)* A captain dealt an NPC card is responsible for carrying out that NPC's Actions throughout the game. NPC decisions are pre-determined - captains responsible for an NPC's actions may not alter them to their advantage.

Spawning

NPCs *Spawn* only when the specific Sector Tile on their NPC Card has been placed on the board. Spawning NPCs appear on the Spawn Point of their Sector (if occupied, they appear on an adjacent unoccupied space). If an NPC is destroyed, it Respawns the following turn on a random, unoccupied Spawn Point with all damage markers removed.

NPC Actions

Movement NPCs will begin their action by selecting a target specified on their NPC card. They then move towards their target via the safest, most direct route. NPCs always take the most direct route to their targets. If there is more than one most-direct route, the captain controlling that NPC determines the path.

- NPCs can use ▲ *__Gates__*.
- 🌀 *__Nebulae__* do not affect NPCs.
- NPCs will avoid: ★ *__Stars__*, ❄ *__Asteroids__*, ❄ *__Ice Asteroids__*, ♠ *__Debris Fields__*, and 🛡 Ⓝ 💀 *__Planetary Shields__*.

NPCs **cannot**
- take *Scan* or *__Blind Jump__* Actions.
- move into unexplored Sector Tiles.

🔷 *Gravity Paths* do not affect NPCs.

🔷 NPCs entering *__Comet Paths__* do not trigger comet movement.

Unreachable Sectors It is possible for there to be Sectors that are unreachable by NPCs without crossing through a *__Border__*. In this case, the NPC will move through the safest / most direct path to reach that Sector. The safest path is determined in this order: Asteroids, Debris, then, as a last resort, Planetary Shields. NPCs must apply effects of these *__Borders__* in the same way a captain would.
- NPCs use shields to reduce damage from board effects.

NPCs in Combat

Defense Attacked NPCs automatically defend using the defense specified on their NPC Card.

__Damage__ If damaged, Damage Markers (💥) are placed on the NPC's Card. When the number of 💥 on the card equals or exceeds the NPC's 'To Kill' number, the NPC is destroyed.

Destroyed NPCs are immediately removed from the game board. The captain who destroyed the NPC takes any Credits and Fame Points specified in the green "On Kill" section of the NPC Card.

- NPCs Respawn on the turn after their destruction, respawning at a random, unoccupied spawn point as if they'd just entered the game.

- If one NPC destroys another NPC, the Credits on the destroyed NPC's Card are taken and placed on the attacking NPC's Card.

Example *The Enforcer destroys the Scoundrel. Any Credits on the Scoundrel's NPC Card are placed on the Enforcer's NPC Card.*

〰 Titles

Titles are claimed and drawn during the *Status Phase.* Existing Titles are claimed *before* new Titles are drawn (i.e. a newly drawn Title cannot be claimed in the same *Status Phase* in which it was drawn).

Fp Titles are worth between 1 Fp to 3 Fp Fame Points.

Skills In addition to granting a captain Fame Points, each Title gives a captain a Skill. Skills are immediately available to the Title holder.

Claiming The first captain to complete the Title's objective *(as listed on the Title Card)* may claim it **during the Status Phase.** The captain takes the Title Card and receives the Fame Point(s) and Skill listed on the card. Captains may claim multiple Titles during the Status Phase as long as they meet all necessary objectives. A claimed title is no longer available for other captains to claim.

Drawing The purple spaces on the Fame Point Track are Title spaces. The first captain to move their Marker onto or past a Title space draws a Title Card **during the Status Phase,** reads it aloud, and places it face up in the play area within view of all captains. It is now available **for any captain to claim.**

Example *The first captain to reach 3 on the Fame Point Track draws a Title Card, reads it aloud, and places it on the table. The next captain to reach 3 on the Fame Point Track does not draw a new Title Card.*
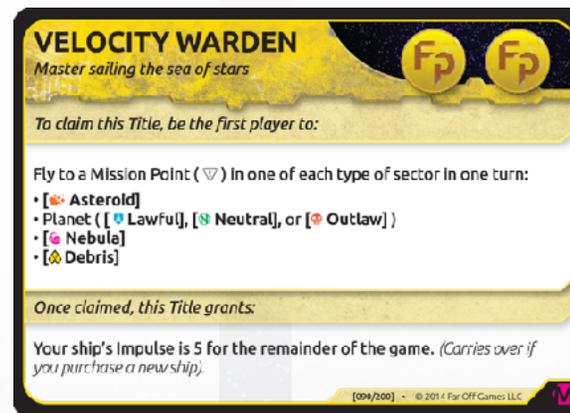
⊘ Starport Phase

The *Starport Phase* is **only** available to Ships that end their *Action Phase* at a Starport. *Starports* exist at:

- Planets (any space inside a *Planetary Shield*); or
- 🔷 *The Kiln* (any space inside the Kiln)

🔷 *Dead Worlds* do not count as Planets - ships that end their *Action Phase* on Dead Worlds **must** skip the *Starport Phase.*

Captains at Starports may do any of the following, in any order, as many times as they can afford:

⊘ Buy New Ship Purchase a ship that is exactly one tier higher than your current ship. A Tier 2 ship costs 5,000◊, and a Tier 3 costs 8,000◊.

- Purchasing a new ship earns 1⊕.
- All of the old ship's damage markers are discarded.
- All *Ship Ability Cards, Outfits, Mods, Cargo Cubes,* and *Credits* are transferred to the new ship.
- The old *Ship Mat* and miniature are removed from the game and are replaced by the new *Ship Mat* and miniature.
- The old ship's *Bounty* is not transferred to the new ship.
  "New ship, who dis?"

⊘ Buy Outfits Purchase new Outfits or Mods, provided they fit in the Hold.

⊘ Rearrange Hold Rearrange any or all undamaged Outfits/Mods and cargo in your hold into any legal configuration. Neither Damage Markers nor Outfits/Mods with Damage Markers can be rearranged.

⊘ Recharge Energy Recharge their *Energy Meter* up to its maximum for free.

⊘ Repair Damage Pay to remove all normal Damage Markers 💥 from your ship. Repairing a Tier 1 or Tier 2 ship costs 1,000◊. Repairing a Tier 3 ship costs 2,000◊.

⊘ Sell Outfits/Mods Sell any *undamaged* Outfit/Mod for half of its original cost, rounded up. Tier 1 Outfits sell for 1,000◊, tier 2 for 1,000◊, and tier 3 for 2,000◊. Damaged Outfits cannot be sold; they must first be repaired.

🔷⊘ Thaw Remove all Ice damage ❄ markers for free.

Wealth

⊘ Throw Some Credits Around Captains may purchase 1⊕ for 5,000◊. *Captains cannot purchase the final Fame Point required for victory.*

〰 Status Phase

During the Status Phase, a captain completes the following steps in this order:

🔷〰 1. **Freeze** *Ships with ❄ Ice damage only* - place 1 ❄ in every undamaged space that is orthogonally adjacent to existing Ice damage (ice damage does not spread into spaces containing normal damage). If placing this damage completely fills a ship's hold - the ship is immediately destroyed.

Titles are claimed and drawn during the *Status Phase.* Existing Titles are claimed *before* new Titles are drawn (i.e. a newly drawn Title cannot be claimed in the same *Status Phase* in which it was drawn).

2. **Claim Existing Title** The first captain to complete a Title's objective *(as listed on the Title Card)* may claim it. The captain takes the Title Card and receives the Fame Point(s) and Skill listed on the card. Captains may claim multiple Titles during the Status Phase as long as they meet all necessary objectives. A claimed title is no longer available for other captains to claim.

Skills In addition to granting a captain Fame Points, each Title gives a captain a Skill. Skills are immediately available to the Title holder.

3. **Draw New Title** The purple spaces on the Fame Point Track are Title spaces. The first captain to move their Marker onto or past a Title space draws a Title Card **during the Status Phase,** reads it aloud, and places it face up in the play area within view of all captains. It is now available **for any captain to claim.**

Example *The first captain to reach 3 Fame Points will draw a Title Card, but the next captain to reach 3 Fame Points will not.*

4. **Refresh** Exhausted Ship Ability Cards and Impulse Token are refreshed by flipping them face up.

5. **Arm Markers** Arm any spent or Disarmed Markers by moving them onto the Armed Spaces of their Ship Mat.

- 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 can be left on any Outfit's Use spaces).*
- Arming Markers while at a *Starport* is free - captains **do not** have to spend Energy. *Dead Worlds are not planets, so ships on Dead worlds must pay energy to rearm markers.*

🔷〰 6. **In Demand Cargo** (if using the *Economy Board*) When the *Economy Board* has one or more empty sections, place 1,000◊ on each empty section of the Economy Board. No section may ever have more than 1,000◊ on it.

〰 7. **Select Active Mission** Captains look at all their face down mission cards, select at least 1 Active Mission card, then discard down to their Active Mission Limit. *(Default Active Mission Limit is 1, M-Comp units may increase this.)*

XIA*

A CAPTAIN'S MANUAL OF THINGS IN XIA

Slightly bent by murphzero   v.1.31

A Game by Cody Miller

Far Off Games

Contents

2-Player Rules

The 2-Player Variant has the same rules as a normal game except:

• NPCs count as players for mission target purposes (just like solo play) with the exception of **The Kiln.** If playing without NPCs, the opposing player is **always** your mission target.

• **'Lone Drifter' Auto-Pilot Ability** In 2-Player: Add +2 movement to successful rolls.

Big Shipment

Selling a *Big Shipment* of **Cargo Cubes** earns 1 ⓕ. A *Big Shipment* must contain:

• at least 2 Cargo Cubes AND
• all of the Cargo Cubes the current Sell space can buy.

A captain can choose to sell less Cargo Cubes than the location can buy, but they will not receive ⓕ if they do.

> **Example** *A captain with 4 Terra Cargo Cubes at **Azure's** Sell space can sell all 4 and receive 4,000◊ and 1 ⓕ. If the captain chose to sell just 1 or 2 or 3 Terra, they would receive 1,000◊ per cube sold, but would not receive any ⓕ.*

Credits

Credits (◊) are the currency of Xia. Credits are represented by metal Credit coins. Credits come in increments of 1,000◊ *(silver),* 2,000◊ *(copper),* and 5,000◊ *(blue).*

Players can spend Credits to purchase repairs, new Outfits, new ships, and even Fame Points.

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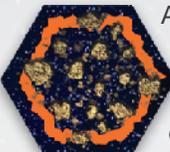
Borders

★ **Star** *(Blocks Line of Sight)*

Star Borders are denoted with solid, red lines. Star Borders represent the edges of Stars. Any ship that moves through a Star Border is immediately destroyed. *(The ship melts in the intense heat.)*

🐾 **Asteroid** *(Blocks Line of Sight)*

Asteroid Fields are represented by jagged-yet-solid orange lines.

Entering Roll a 🔴[d20]:

•**1-10:** The ship takes **Damage** (💥) equal to the roll *(an asteroid has collided with the ship)*. Shield Outfits and Abilities may be used immediately after the roll to mitigate this Damage.

• **11-20:** No 💥 is taken. (Skillful flying has saved the ship!)

Exiting No roll required, but entering another Asteroid space requires another 🔴[d20] roll.

🔷 🐾 **Ice Asteroids** *(Blocks Line of Sight)*

Ice Asteroid spaces have solid white borders and blue ice asteroid artwork inside.

Entering Roll a 🔴[d20]:

•**1-10:** The ship takes Ice Damage (❄️) equal to the roll. Shield Outfits and Abilities may be used immediately after the roll to mitigate this Damage.

• **11-20:** No ❄️ is taken. (Skillful flying has saved the ship!)

Exiting No roll required, but entering another Ice Asteroid space requires another 🔴[d20] roll.

♦ **Debris Fields** *(Blocks Line of Sight)*

Debris Fields are represented by solid, yellow lines.

Entering Roll a 🔴[d20]:

☠️ • **1-3:** The ship is immediately destroyed. Shield Outfits or other damage reduction abilities do not protect the ship from destruction.

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

Exiting No roll required, but entering another Debris Field space requires another 🔴[d20] roll.

☁ *Nebulae*

Nebulae are represented by solid, pink lines. Nebulae do not affect Line of Sight.

Entering Roll a 🔴[d20]:

1-10: ⚡ Subtract an amount of Energy from the ship's ***Energy Meter*** equal to the roll *(the ship hit a volatile electrostatic gas cloud)*. Shield Outfits and Abilities may be used after the roll to mitigate this Energy loss.

If the captain does not have enough Energy on their Energy Meter to satisfy the roll, Armed Markers are disarmed *(one per Energy lost)*, and moved to the Disarmed section of the Ship Mat. If a ship loses all its energy and has no Armed Markers, the ship is immediately *Stranded* - any unspent movement is lost. *Impulse Tokens* are not affected by Nebulae.

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

Exiting Once inside a Nebula, captains may stay in, move around, or exit the Nebula without consequences.

Inner Borders have dashed lines and are considered Normal Space.

Example *Puddle Jumper crosses a Nebula's boundary with 4 energy, two Armed Markers, and 4 Movement Points remaining. It rolls a 10 on the 🔴[d20] roll. Its Shields roll is only 4, so Puddle Jumper must lose the equivalent of 6 Energy.*

*Puddle Jumper loses its 4 energy and then moves its two armed markers to Disarmed. It is now **Stranded** and loses its unspent Movement Points.*

🛡 Ⓝ 💀 *Planetary Shields* *(Blocks Line of Sight, Blocks Adjacency)*

Planetary Shields are represented by solid, glowing lines in red, green, or blue. The effects of crossing them are the same, regardless of color.

Entering Roll a 🔴[d20]:

•**1-10:** Take unblockable Damage (💥) equal to the roll. The ship loses 1 Movement Point and remains in the space it was in when it attempted the crossing. *If the ship still has Movement Points remaining, it may attempt to cross the shield again after this effect is resolved.*

•**11-17:** The ship successfully crosses the Planetary Shield, but is detected! 1,000⏣ is added to the ship's Bounty (⏣)

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

Exiting Roll 🔴[d20] roll, as above.

Cargo Cubes

The core game has 5 different types of Cargo Cubes.

> ⬦ An additional cube type, Ember, is added in the expansion.

Spice (S) (Orange)
- *Purchased* at **Kemplar II**
- *Mined* from **Outpost 338**
- Sold at **Neo Damascus** for 1,000⬠ per cube

Holo (H) (Pink)
- *Purchased* at **Azure**
- *Harvested* from **Burning Horse**
- Sold at **Kemplar II** for 1,000⬠ per cube

Terra (T) (Green)
- *Purchased* at **Doravin V**
- *Mined* from **Red Gulch**
- Sold at **Azure** for 1,000⬠ per cube

Plasma (P) (Teal)
- *Purchased* at **Neo Damascus**
- *Harvested* from **Lower Stratus**
- Sold at **Lunari** for 1,000⬠ per cube

Cyber (C) (Purple)
- *Purchased* at **Lunari**
- *Salvaged* from **Pelmont** and **Kreller IV**
- Sold at **Doravin V** for 1,000⬠ per cube

⬦ Ember (White)
- Cannot be Purchased at any planet
- *Quarried* at **Blench** and **The Grinder**
- Sold at **The Kiln** for 2,000⬠ per cube

⬦ Event Cards and Event Fame Point Track

If using *Event Cards,* replace the old Fame Point Track with the new Fame Point Track that has pink Event spaces.

⊘ During the *Status Phase,* the first captain to reach or pass an Event space on the Fame Point Track draws an Event Card, reads it aloud, and resolves any effects.

Rounds Many Events last for a limited number of "rounds," which must be tracked. In this case, the card is placed to the right of the First Player and any 'round' rules on the card activate before the First Player's turn.

Event cards have two sections:

- *While This Card Is in Play* This section shows the rules for when this card is in play - these rules often override normal rules.
- *This Card Leaves Play When* This section defines how this card will leave play (e.g. a set number of rounds, or when a certain action is taken).

Event Tokens There are 8 Event Tokens with pink "EV" printed on them - these can be placed on the game board as a reminder that an event is taking place (for example on Tigris Gate during "Re-Tethered").

⬦ Economy Board

⬛ **Supply** Buy actions are limited to the cubes available on the *Economy Board*. If a cube type's space is empty, it cannot be purchased - it must be obtained by other means until more of its type are *Produced.*
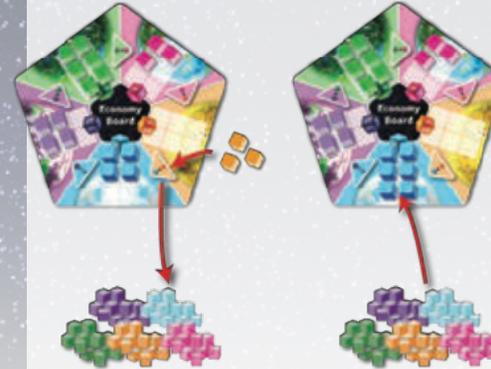
⊘ **Consume** Sell actions cause each cube sold to be consumed by the purchasing planet - they are <u>not</u> placed on the *Economy Board*, but are placed in the general supply.

⊘ **Produce** Each time a planet consumes a cargo cube, it produces a new cube of the type the planet generates, taking it from supply and placing it on the *Economy Board*.

Each section on the *Economy Board* may hold a maximum of 6 cubes of that type. While a resource section is full, Sell actions do not cause cubes of that type to be produced.

Example *While 4 Plasma Cubes are on the Economy Board, a captain Sells 3 Spice on Neo Damascus. The 3 Spice are consumed and returned to the general supply (not the Economy Board). Neo Damascus then would produce 3 cubes of its type (Plasma); but the first 2 placed on the Economy Board's Plasma section fill it up to its maximum of 6 cubes. The third Plasma cube is not produced and is left in supply.*

⊘ *In Demand* If any resource section of the Economy Board is empty (contains no cubes) during a *Status Phase,* that resource type is now *In Demand.* Place 1,000⬠ in the empty resource section. The next Sell action that causes the *In Demand* resource to be produced earns that captain the 1,000⬠ bonus. The *in Demand* bonus cannot be higher than 1,000⬠, no matter how long a resource section has been empty.

☠ **Squander** When selling cubes to **Loath** no new cubes are ever produced on the *Economy Board*.

Ⓝ **Kei** Cubes traded at **Kei** are placed on the *Economy Board.* Cubes received in exchange are taken from the *Economy Board* (if no cubes or not enough are available, the trade cannot be made). If a trade places cubes that are *in Demand,* the captain also gains the 1,000⬠ reward.

A trade may not receive cube types that were placed on the *Economy Board* by the same captain in the same turn.

Example *a captain who placed Cyber onto the Economy Board could not trade and receive any Cyber during the same turn.*

Exploration Tokens

Exploration Spaces represent areas of interest in a Sector.

Placing When a newly drawn Sector Tile has an Exploration Space, a random Exploration Token is taken from the pile (without revealing its face vale) and placed face down on the Exploration Space.

Exploring The first captain to move their ship onto the Exploration Space immediately resolves the token. They flip it face up, receive the revealed reward, and place the Exploration Token on their Ship Mat.

Whenever a captain has 2 Exploration Tokens face up on their ship mat, after resolving the one just collected, they discard both tokens (remove from the game) and gain either 1⊕ OR 2,000⌂.

Core Exploration Tokens (21)

⬤ **Credits (7)** The captain immediately receives 1,000⌂

⬤ **Fame (7)** The captain immediately receives 1 Fame Point (⊕).

⬤ **X (7)** The captain receives nothing.

Once a token has been claimed by a captain, remove it from the game.

✶ Embers Exploration Tokens (30)

If using the Embers expansion tokens, remove the entire set of core Exploration Tokens, replacing them with the new Exploration Tokens.

⬤ **Cargo Cube (2 each of Holo, Spice, Terra, Plasma, Cyber)** Take a matching Cargo Cube from the supply and place it in the ship's hold - if there is no available space in the hold for one or more cubes, the cubes are *Jettisoned*.

⬤ **Energy (5)** Immediately refill the ship's **_Energy Meter_** to maximum. This does not arm markers (i.e. this would give a Stranded captain energy, but they would need to wait until the Status Phase to re-arm markers).

⬤ **Ice Damage (5)** Immediately take 1 ice damage (blockable with a shield).

⬤ **Movement (5)** Immediately gain up to +5 Movement Points.

⬤ **Captain In Need (5)** Place the Exploration token on the captain's ship mat, then draw the top mission card. Read the Deliver To mission point ▽; (ignoring everything else on the card). To complete Captain in Need, fly to the Deliver To ▽. On completion, earn 1⊕ and 1,000⌂. Captain in Need takes up an Active Mission slot; (an existing Active Mission may be discarded to accept this mission). If the mission is declined, discard the mission card.

✶ Some missions do not have a Deliver To mission point. For *Captain in Need*, draw and discard missions until a Deliver To mission is drawn.

Missions

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 containing the Mission Point on which the captain must be located to complete the Mission.

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

Shortest Flyable Distance If a mission requires calculating this distance, start from the Sector Tile containing the "Pick up" Mission Point and count the fewest number of flyable tiles a ship needs to move into to reach the tile containing the "Deliver" Mission Point. A captain must count the most direct route that it is possible to fly. Do not count unexplored space or Star Sectors as flyable tiles. Gate "special movement" is never used when calculating shortest flyable distance.

Example *If the "Pick up" Sector is adjacent to the "Deliver" Sector, the shortest flyable distance is 1 Sector.*

(**Note:** Mission cargo / passengers are symbolic and do not have a physical representation or take up Hold spaces: Goods, Contraband, Passengers, etc. For example, nothing is actually stolen on a Thief Mission.)

🛡 Lawful Missions

Lawful Missions can be taken by any captain (even Outlaws).

✶ Assist

1. Fly to a ▽ in any [system type varies by card].

2. As an Action *Gear Up* Place x number of ⌂ on this card. (X=1, 2, or 3, captain's choice).

3. Target (varies by card, 'Player on your left/right/etc')

4. As an Action When adjacent to the target, spend X energy. Target may choose one: heal X damage, gain X energy, or move up to 2X spaces. Then you gain all ⌂ on this card (1,000-3,000⌂).

Bounty Hunter

1. *Destroy any Outlaw Ship (any ship with a **_Bounty_**).*

2. Immediately after target is destroyed: Collect remains (🎲[d20] roll). (Previously completed Bounty Hunter Missions may be spent immediately to re-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 ▽.

5. Receive Payment on Mission Card (2,000-5,000⌂).

◈ Cargo

1. Collect Mission Cubes *(by any means)*.

2. As an Action *Deliver Cubes* to Delivery ▽; payment is determined by the Cargo Cubes you deliver.

3. Receive Payment on Mission Card (2,000-9,000⌂).

◈ Envoy

1. Fly to Mission Point ▽.

2. As an Action Speak Conduct Negotiations by rolling # (Ï[d20] roll). (Previously completed Envoy Missions may be spent immediately to re-roll.)

3. Reveal Mission Card. Failure: Take number rolled as damage. Success: Place Credits equal to the specified Payment on Mission Card.

4. As an Action Deliver Results to Delivery ▽.

5. Receive Payment on Mission Card (3,000-5,000%).

◈ Private Eye

1. Fly to specified Mission Point ▽.

2. As an Action Reveal mission and *Collect Intel* by drawing and discarding the top three mission cards off the deck.

3. Payment is determined by number of Outlaw missions discarded. Place Credits equal to the specified Payment on Mission Card.

4. As an Action Deliver intel to Delivery ▽.

5. Receive Payment on Mission Card (2,000-5,000⌂).

Research

1. Fly to Mission Point ▽.

2. As an Action *Conduct Research* at specified ▽ (⓴[d20] roll). (Previously completed Research Missions may be spent immediately to re-roll.)

3. Reveal Mission Card. Place Credits equal to the specified Payment on Mission Card. Payment is determined by quality of research.

4. As an Action Deliver research to Delivery ▽.

5. Receive Payment on Mission Card (1,000-5,000⌂).

Shuttle

1. Fly to Mission Point ▽.

2. As an Action *Pick Up* passengers* at the ▽.

3. Reveal Mission Card. Place Credits equal to the specified 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. If the Delivery ▽ 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 ▽.

5. Receive Payment on Mission Card (2,000-4,000⌂).

*__Note:__ Passengers are symbolic and do not have a physical representation or take up Hold spaces.

◈ Transport

1. Fly to a ▽ in any [system type varies by card].

2. As an Action *Load* x number of ▣ in your hold. Place 2x damage on this card (X=1, 2, or 3, captain's choice).

3. Target (varies by card, 'Player on your left/right/etc')

4. As an Action When adjacent to the target, give target x (can't be refused), and you jettison any excess. Gain 2,000⌂ for each cargo cube that was not jettisoned (2,000-6,000⌂).

5. Penalty After you *Load*, if you discard this mission without completing it, take all the damage on this card as unblockable. +2,000⌂ *__Bounty__* ⊕.

⊕ Outlaw Missions

All captains may take Outlaw Missions, but completing them usually involves getting a *__Bounty__* and becoming an Outlaw.

◈ Arms Dealer

1. Pickup Outfit type *(or use Outfit currently in hold)*.

2. As an Action *Deliver Outfit (undamaged)* to Delivery ▽; payment is determined by Outfit delivered. (Remove Outfit from Hold and place back in supply, any markers on it go to Disarmed.)

3. Receive Payment on Mission Card (3,000-7,000⌂ and +1,000⌂ *__Bounty__* ⊕).

Assassin

1. *Destroy Target Ship* (or when target ship is destroyed for any reason, even if you were not the one to destroy it). 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 ▽.

4. Receive Payment on Mission Card (4,000-6,000⌂ and +1,000-2,000⌂ *__Bounty__* ⊕).

◈ Boom!

1. Fly to a ▽ in any [system type varies by card]. Put a *Detonator* on this card (use 1 damage token).

2. Target (varies by card, 'Player on your left/right/etc')

3. Armed - As an Action Jettison *Detonator*. You may take 1 action and unlimited *Minor Actions*, then roll ⓴ to determine combat damage, range from *Detonator,* and possible reward.

4. Payment is determined by total damage dealt to target. Place Payment on Mission Card.

    1-10 Ships within 1 space. 4 damage. 2,000⌂

    11-20 Ships within 4 spaces. 8 damage. 4,000⌂

Ignore __Borders__ except stars and planetary shields and entrances. Once __Armed,__ you may not Jettison this mission.

    Target within blast: Success! Get reward ⌂.
    Target outside of blast: Mission Fails.

Success or Fail +2,000⌂ *__Bounty__* ⊕. Remove *Detonator.*

🔷 Coerce

1. Fly within range of target ship.

2. As an Action Declare Mission and make an attack as normal.

3. Payment is determined by total damage dealt to target. Place Payment on Mission Card.

4. As an Action Deliver goods to Delivery ▽.

5. Receive Payment on Mission Card (3,000-5,000⬠ and up to +1,000⬠ **_Bounty_** ✦).

🔷 Counterfeit

1. Fly to a ▽ in any [system type varies by card].

2. Target (varies by card, 'Player on your left/right/etc')

3. As an Action When adjacent to target, declare how you will split 4,000⬠ reward, then Target must pick **Launder** or **Snitch.** You roll 🎲.

> **1-10 Launder:** Success! Split ⬠ as declared. You and target each get +1,000⬠ **_Bounty_** ✦
>
> **Snitch:** Mission Fails. Only you get +1,000⬠ **_Bounty_** ✦
>
> **11-20. Launder:** Success! Split ⬠ as declared.
>
> **Snitch:** Success! You get 4,000⬠ and +2,000⬠ **_Bounty_** ✦

Smuggler

1. As an Action *Pick Up Contraband* at Mission Point ▽.

2. 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.

3. Sneak past planetary detection when moving onto Delivery Planet (🎲[d20] roll). You must Sneak whether you enter through the Planetary Entrance or Shield. If you move onto a planet through the Planetary Shield, you must still roll for moving past that **Border.** *(Previously completed Smuggler Missions may be spent immediately to re-roll.)* *If Detected* +1,000⬠ **_Bounty_** ✦ *and Mission Fails.*

4. As an Action Deliver contraband to Delivery ▽.

5. Receive Payment on Mission Card (4,000-6,000⬠).

*****Note:** Contraband is symbolic and does not have a physical representation or take up Hold spaces.

Thief

1. Fly adjacent to target ship.

2. As an Action Try to *Acquire Goods** (🎲[d20] roll). (Previously completed Thief Missions may be spent immediately to re-roll.) *If Detected* +1,000⬠ **_Bounty_** ✦ *and Mission Fails.*

3. Reveal Mission Card. Place Payment on Mission Card. Payment is determined by amount of goods acquired.

4. As an Action Deliver goods to Delivery ▽.

5. Receive Payment on Mission Card (3,000-5,000⬠).

*****Note:** Goods are symbolic and do not have a physical representation or take up Hold spaces: nothing is actually stolen on a Thief Mission.

NPCs

NPC Turns

During **_Setup_**, the NPC Cards are shuffled and dealt to the first three captains. A captain takes a turn for the NPC they control directly after their turn. NPC turns do not have phases like captain turns. To take an NPC turn, the captain reads the NPC card from top to bottom, following the directions. A round of Captain and NPC turns in a 4 captain game will look something like this:

1. Captain 1's turn.

2. Captain 1 takes a turn for the *Scoundrel*.

3. Captain 2's turn.

4. Captain 2 takes a turn for the *Enforcer*.

5. Captain 3's turn.

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

7. Captain 4's turn. (Captain 4 does not have an NPC card.)

8. A new round starts with Captain 1's turn.

NPCs in Combat

Defense Attacked NPCs automatically defend using the defense specified on their NPC Card. NPCs also roll shield defense vs relevant board effects.

Damage If damaged, Damage Markers (💥) are placed on the NPC's Card. When the number of 💥 on the card equals or exceeds the NPC's 'To Kill' number, the NPC is destroyed.

Destroyed NPCs are immediately removed from the game board. The captain who destroyed the NPC takes any Credits and Fame Points specified in the green "On Kill" section of the NPC Card.

- NPCs Respawn on the turn after their destruction, respawning at a random, unoccupied spawn point as if they'd just entered the game.

- If one NPC destroys another NPC, the Credits on the destroyed NPC's Card are taken and placed on the attacking NPC's Card. (**Example** *The Enforcer destroys the Scoundrel. Any Credits on the Scoundrel's NPC Card are taken and placed on the Enforcer's NPC Card.)*

Enforcer

(🛡 **Lawful**) *Tier II* 🔟 The *Enforcer* is the law. The *Enforcer* can never have a ***Bounty*** on it.

Placed When [🛡 **Kemplar II**] is discovered (on that planet's Spawn Point).

Acquire Target

- If attacked, Enforcer targets most recent attacker (unless they are more than 2 sectors away).
- Otherwise, Enforcer targets closest Outlaw ship up to 1 sector away (Ties are broken by 🔟 [d20]).
- If no ship is targeted, Enforcer targets most distant [🛡 **Lawful**] planet.

Move Enforcer moves up to 6 spaces towards the target (or until it is 2-6 spaces away, if targeting a ship).

Attack If the targeted ship is within 2-6 spaces and the Enforcer has clear Line of Sight, it attacks with a ◈ [d8] missile.

Attack ◈ [d8] Missile
Defense ◈ [d8]
To Kill 12 Damage
On Kill Collect any credits on this card and 2 ⓧ. Add +2,000⬡ ***Bounty*** ✛.

Scoundrel

(☠ **Outlaw**) *Tier I* 🔟 The *Scoundrel* is a vile outlaw that attacks and flees.

- Cannot enter Lawful planets.
- Will never target the *Enforcer*.

Placed When [☠ **Loath**] is discovered (on that planet's Spawn Point).

Acquire Target

- If attacked, Scoundrel targets most recent attacker (unless they are more than 2 sectors away).
- Otherwise, Scoundrel targets closest Innocent ship (Ties broken by 🔟 [d20]).
- If no ship is targeted, Scoundrel targets [☠ **Loath**].

Move Scoundrel moves up to 5 spaces towards the target.

Attack and Flee If Scoundrel ends movement adjacent to target ship and has clear Line of Sight, it attacks with a ◈ [d8] Blaster, then moves 8 spaces towards [☠ **Loath**].

Bounty Scoundrel spawns with 2,000⬡ ***Bounty*** ✛ on this card. If Scoundrel kills an Innocent ship, add +1,000⬡ ***Bounty*** ✛ on this card.

Attack ◈ [d8] Blaster
Defense 6 [d6]
To Kill 10 Damage
On Kill Collect any credits on this card and 1 ⓧ.

Merchant

(🄽 **Neutral**) *Tier I* 🔟 The *Merchant* is a Cargo hauler that flies a trade route.

Placed When the **second planet** in the trade route is discovered (on that planet's Spawn Point).

Move Merchant moves 8 spaces towards the Sell space on the next planet on the trade route. (Ignores planets not yet discovered.) The Merchant's new destination is chosen when the Merchant tags a Sell Point. (Planets revealed while the Merchant is en route do not cause the Merchant to change course).

Wealth Place 1,000⬡ on the Merchant's card when it arrives at a Sell space on the route. Merchant then repeats this process for the next planet. *(Note: Merchant does not actually buy and sell Cargo Cubes, the trading is merely symbolic.)*

Trade Route
[🄽 **Doravin V**] > [🄽 **Azure**] >> [🛡 **Kemplar II**] >>
[🄽 **Neo Damascus**] >> [🛡 **Lunari**] >> (Repeats)

Defense ◈ [d8]
To Kill 15 Damage
On Kill Collect any credits on this card and 1 ⓧ. Add +1,000⬡ ***Bounty*** ✛.

🔷 The Kiln
(🄽 **Neutral**)

The Kiln is a neutral *Starport* that orbits the star, *Nyr.* The Kiln is where ships may *Sift Relics* and sell ***Ember***. *The Kiln* does not take turns like other NPCs.

- **Docking** For 1 movement point a captain may dock with The Kiln from any adjacent space. Place the docked ship on any space on the Kiln's NPC card.

    - **Orbit** When a ship docks with The Kiln, immediately roll the 6[d6] and move the Kiln along its path that number of spaces. If the Kiln would end movement in an occupied space, reduce its move so it ends movement in an unoccupied space.

- **Inside** Ships outside of *The Kiln* cannot interact with ships inside The Kiln. Movement within The Kiln costs 1 Movement Point per space. While inside the Kiln, ships may:

    - 🔷 **Sift Relics** While docked with the station during the ***Action Phase*** with a Relic Token in their hold, a captain may *Sift Relics*. The Relic Token is removed from their hold and revealed, at which point the captain picks which reward to receive, either 1ⓧ or some financial gain.

    - 🔷 **Sell Ember** The white Cargo Cube, ***Ember***, can be sold at *The Kiln's* Sell space for 2,000⬡ per cube. Selling a ***Big Shipment*** of Ember is also worth 1ⓧ.

- **Exiting** Ships may exit The Kiln from any space inside the station by spending 1 Movement Point and moving to any space adjacent to The Kiln.

⊘ **Starport Phase** The Kiln counts as a Starport for the purposes of the *Starport Phase.* The Kiln cannot be affected, attacked, or damaged by other ships. In the unlikely event that The Kiln is destroyed (e.g. if struck by the comet Rikishi - an ***Event Card***), all ships currently docked are destroyed as well. The Kiln then respawns on the special rules space of Nyr at the start of the next turn.

Outfits and Mods

Outfits

Attributes

Name / Type (e.g. *Saker V, type Blaster*).

Price (e.g. *2,000⬡ for this Blaster*).

Die The die rolled to resolve the Outfit's actions.

Use Spaces Where Armed Markers are placed when using the Outfit. Use Spaces limit how many times the Outfit may be used in a turn (e.g. *This Blaster, with 2 Use Spaces, may be used twice in one turn*).

Sections Outfits are divided into sections by white dashed lines. Each Section takes up one Hold space, and may hold one Damage Marker. (e.g. *A Saker V takes up 4 Hold spaces and can hold up to 4 Damage Markers.*)
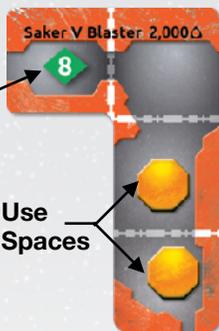
Use Spaces

Saker V Blaster 2,000⬡

Placement

Each Section of an *Outfit* takes up one space in the *Hold.* All of an outfit's sections must fit within the ship's Hold. Outfits may not overlap each other.

Outfits that do not fit in the Hold may not be taken aboard ship. Outfits may not be placed on Hold spaces that have damage markers.

🔷 Exceptions:
- *Armor Plating* / *Cargo Pods* have 1 section in the Hold and 3 outside of it.
- *Shield Piercer Mods* are placed <u>over a Use Space</u> on a Blaster/Missile Outfit.
- *Enviro-Shld Mods* are placed <u>over a Use Space</u> on a Shield Outfit.

Tier I ship *Vagabond,* loaded for bear…

Using

To Activate an Outfit, a captain moves a *Marker* from an *Armed Space* on the *Ship Mat* to an available *Use Space* on the Outfit being activated. The captain then rolls the corresponding die for that Outfit. The Action is then completed by resolving the die roll.

Available Use Space A Use Space without Markers or *Damage* on it. If an Outfit does not have any available Use Spaces, then it cannot be used.

Captains can activate their ship's Outfits in any order. A captain may use any, all, or none of their Outfits during the *Action Phase* of their turn.

Damage

Damage Markers can be placed on any Section of an Outfit. If placed on a Section that contains a Marker, the Marker is moved to a space on the Ship Mat's Disarmed area.

- Use Spaces that have Damage cannot be used.
- Each Damage Marker on an Outfit reduces its rolls by 1 (rolls cannot be reduced below 1).
- A Damaged Mod stops functioning and cannot be used.
- Damage, once placed may not be shifted or relocated, it must be repaired.
- Damaged Outfits/Mods may not be sold.
- Damaged Outfits/Mods may not be Rearranged in the ship's hold.
- Outfits/Mods may not be placed on spaces with damage markers.

This *M-22* Engine has 1 Damage marker. When activated, it rolls d6 and subtracts 1.

This *Targe* Shield has both Use Spaces covered with Damage Markers. It cannot be activated until at least 1 Use space is uncovered.

Engines

🔥 *Fire Main Engine*

On activation, roll the die indicated and - after adjustments - receive that amount of Movement Points.

Captains do not have to use all of the rolled movement, but any unused movement is discarded. *(See **Movement** pg. 9.)*

This action cannot be used to ram another ship.

⚔ *Attack - Ram*

Range: 1, requires Line of Sight.

Ramming requires being adjacent to the target and then taking an *Attack - Ram* action (a ship may not ram as part of other movement).

On activation, roll the die indicated to determine damage to both Attacker and Target ship. Damage to Attacker is <u>unblockable</u>. Targeted ship may reduce damage with Shields or abilities.

Blasters

⚔*Attack - Blasters*

Range: 1, requires Line of Sight.

On activation, roll the die indicated and - after adjustments - inflict that amount of Damage to the target.

Targeted ship may reduce damage with Shields or abilities.

Missiles

⚔ *Attack - Missiles*

Range: 2-6, requires Line of Sight.

On activation, roll the die indicated and - after adjustments - inflict that amount of Damage to the target.

Targeted ship may reduce damage with Shields or abilities.

Captains **cannot** use Missiles to attack adjacent ships; the targeted ship must be at least 2 spaces away.

Shields

☽ *Shields Up*

On activation, roll the die indicated and - after adjustments - reduce incoming damage by the result. Incoming damage can be reduced to zero. *(See **Combat** pg. 13.)*

Combat Re-Arm Immediately after defending from an Attack action, Markers spent on Shields for that Attack Action can be re-armed at a cost of 1 Energy per Marker.

Shields Can Reduce:

- **Blaster Damage**
- **Missile Damage**
- **Ramming Damage** (for a Targeted/Rammed ship only)
- **Asteroid Field Damage** (Borders or Mining)
- ***Nebulae* Energy Loss** (Borders or Harvesting)
- ***Ice Asteroid* Ice Damage** (Borders or Quarrying)
- 🪐 ***Dead World* Ice Damage** (Excavate)

*Shields Offer <u>No Protection</u> Against*

- ***Planetary Shield* Damage**
- **Ramming Damage** (to the Attacker/Ramming ship)
- ***Debris Fields***
- ***Stars***
- Any Damage designated as **Unblockable**

🪐 Armor Plating / Cargo Pod

Only one space of these outfits actually sit inside the cargo hold - the green *Connecting Section* (with the white arrow on it) – the rest of the outfit sits outside the hold, adding additional spaces to a captain's ship.

No section of these outfits can overlap with any other outfit on a ship.

Armor Plating
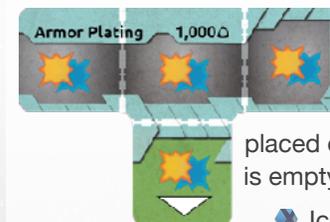
This outfit increases the amount of damage a ship can absorb before it is destroyed by 3.

Each Section on the armor plating outfit can hold 1 damage (and only damage). Nothing else can be placed on Armor Plating outfits. Either an Armor Plating Section is empty, or it contains a single damage marker (💥 or 💥).

🪐 Ice damage 💥 will only spread via the green *Connecting Section* to or from the Armor Plating.

Cargo Pod

This outfit increases the amount of cargo a ship can carry by 3 spaces.

Each Section on the Cargo Pod outfit can hold **_Cargo Cubes_** or Relics.

Relic Tokens must be stored entirely inside the cargo pod (a Relic cannot have half in the hold half in the pod).

The green *Connecting Section* is the only Section of the Pod that can contain a single damage marker (💥 or ❄). If a Cargo Pod's Connecting Section is damaged, all Sections within the cargo pod are also treated as damaged - any cargo there is *Jettisoned* and no cargo cubes/Relics can be placed anywhere in the Pod until the damage is repaired.

❄ Ice damage ❄ cannot spread into a Cargo Pod beyond the green *Connecting Section*.
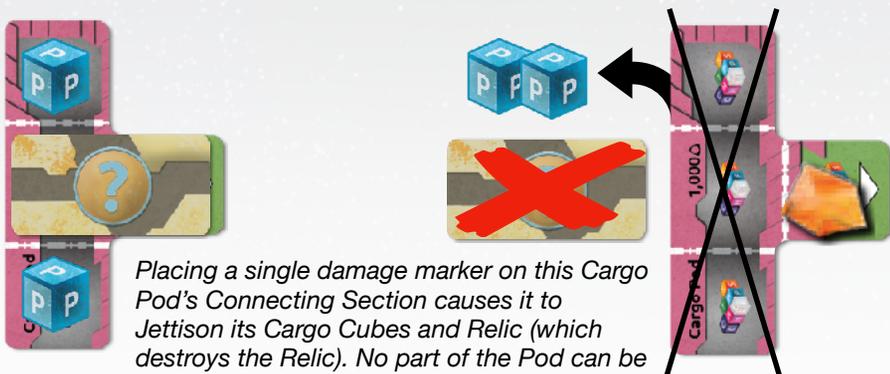
Placing a single damage marker on this Cargo Pod's Connecting Section causes it to Jettison its Cargo Cubes and Relic (which destroys the Relic). No part of the Pod can be used until this damage is repaired.

❖ Mods (Modifications)

Mods are special 1x1 sized outfits that modify other abilities of their ship.

Just like other Outfits, Mods can be rearranged, sold and transferred to a new ship. If a Mod takes damage, it stops functioning and cannot be used, moved, or sold until that damage is repaired. Mods cannot be placed on spaces with damage markers.

Piercer (Shield Piercer)

When Placed over a Use Space on a Blaster/Missile Outfit, this space continues to be a Use Space for that Outfit, but also gains the following:

❖*Attack With **Blasters** or Missiles + Piercer*

On activation, roll the die indicated on the outfit (Blaster or Missile). Shields rolled against the resulting damage are reduced by -4. This ability cannot reduce a Shield's defensive value below 0.

A Piercer may be placed anywhere in a ship's hold, but does not function unless is is placed over a Use Space on the correct type of Outfit.

> **Example** *An attack with a d6 blaster with a Piercer Mod vs an opponent defending with 1d8 shield. The blaster roll is a 4. The shield roll is a 3, which is reduced by the Piercer to 0 (it cannot go below 0). The result is 4 combat damage.*

Enviro-Shld (Environmental Shield)

Placed over a Use Space on a Shield Outfit. This space continues to be a Use Space for that Shield Outfit, but also gains the following:

On activation of a Shield with an Enviro-Shld Mod, the Shield Outfit automatically rolls its maximum value vs. non-combat damage or energy loss *(Mine, Harvest, Quarry, Nebula borders etc.)* **Enviro-Shlds do not affect shield rolls vs combat damage.**

An Enviro-Shld may be placed anywhere in a ship's hold, but does not function unless is is placed over a Use Space on a Shield Outfit.

> **Example** *A Mining action rolls an 8, so the ship is about to take 8 non-combat Damage. The captain activates a d6 shield with an Enviro-Shld Mod. The shield automatically rolls a 6, resulting in only 2 damage.*

GTS (Gravitational Thrust Stabilizers)

Placed in the cargo hold. Each GTS orthogonally adjacent to an Engine Outfit increases that Engine's rolls by +2 to all rolls with this outfit. However, the outfit roll **may never exceed the maximum die roll** for that outfit.

> **Example** *A Tier 1 Engine with 1 damage marker on it and a GTS adjacent to it activates and rolls a 5. The result is reduced by 1 for the damage and then increased by 2 for the GTS Mod, resulting in 6 Movement Points.*

M-Comp (Mission Computer)

Placed in the cargo hold.

All ships have an Active Mission Limit of one, but for every undamaged M-Comp in a ship's hold this limit is increased by +2. If a ship's M-Comp is damaged, it no longer increases the Active Mission Limit and the ship must discard active missions down to its new Active Mission Limit.

> **Example** *A captain Draws 3 Missions while having 1 undamaged M-Comp in their hold. When choosing to keep missions (in the Status Phase), they will be able to keep up to 3 missions (The normal limit of one + 2 for the M-Comp).*

⬡ Relic Tokens

Relic Tokens can be *Excavated* from *Dead Worlds*.
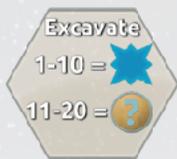
⬡Excavate While a ship is on the Excavate space of a Dead World and has 2 or more available cargo spaces, its captain can roll ⓴ [d20] if there are Relic Tokens present.

Relic Tokens take up 2 cargo spaces in a ship's hold. Relics may be *Jettisoned.* if a space holding a Relic Token is damaged, that token is Jettisoned automatically. Jettisoned Relics are immediately destroyed (removed from the game).

⬡ Sift While docked with ***The Kiln,*** as a *Standard Action,* a captain may Sift any Relic Tokens in their hold. Sifting removes a Relic from the ship's hold, flips it face up, and the captain must choose to receive **1⑲ OR the rewards shown**. Any rewards that will not fit in the Ship's hold (cubes/mods) are ignored. Sifted Relic Tokens are removed from the game.

Sifted Relic Tokens are worth:

- 1⑲ **OR** 3,000⬠
- 1⑲ **OR** 2,000⬠ + 2 Specified Cubes
- 1⑲ **OR** 2,000⬠ + Specified Mod

Relic Tokens on a Sector occupy the spaces they are in. Ships may freely pass through Relic Tokens on a sector, but may not end their movement there.

Sectors

The game board is made up of Sector Tiles.

1. Name / Type Each Sector Tile has a unique name. An icon *(left of name)* and sub-text *(below name)* denote the Sector's type.

2. Mission Point This space is used to Draw and Complete Missions. *(See **Missions** pg. 12.)*

3. Spawn Point This space is used to Spawn and Respawn ships.

4. Exploration Space Exploration Tokens are placed on this space.

5. Symbols Each side of the Sector Tile has a Symbol. When a captain draws a new Sector Tile, the Symbols are used to align the new tile with the tile on which the captain'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.
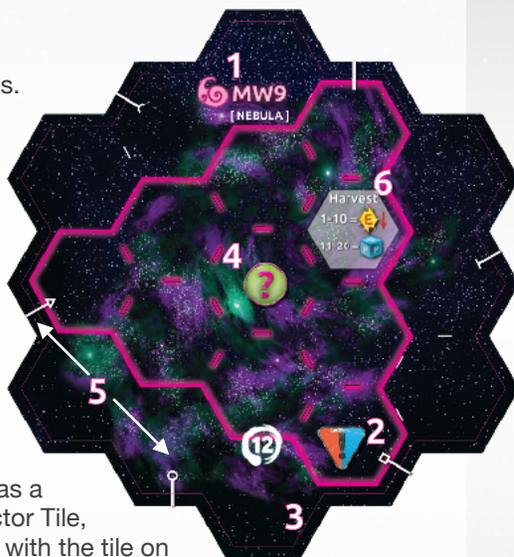
6. Special Spaces Some Sectors have special spaces for Cargo Cubes: Buy, Sell, Mine, Salvage, and Harvest spaces. In addition, some Sectors have spaces that detail special rules for that Sector or space. These special spaces are treated as Normal Space for Movement and Line of Sight.

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** pg. 10.)*

Calculating Distance Certain rules or cards require captains to calculate distance in Sectors rather than spaces. These are not interchangeable units of distance. *(e.g. A ship could be one space away, but in a different Sector.)*

Ship Ability Cards

Each ship has a unique Ship Ability Card.

Use Each Ship Ability Card specifies how the Ability is used. To use the Ability, the captain spends the Energy specified on the Ship Ability Card and then follows the directions on that Card. Most require a ⓴[d20] roll.

Exhaust After an Ability has been used, the card is flipped face down. It is Exhausted and cannot be used again until it is Refreshed. Some Abilities are Exhausted before their effects take place.

> **Example** *A captain uses the Auto-Pilot Ability as an Action, and rolls the ⓴[d20]. The card is now Exhausted. The effect, moving spaces after other captain's turns, is applied later.*

> ⬥ *Exception* Ship abilities from the Missions and Powers expansion are always active and are never placed face down.

⬚ **New Ship** When a captain purchases a new ship, they retain the Ship Ability Cards from all previously owned ships.

> **Example** *When a captain reaches a Tier 3 ship, their ship will have 3 Ship Ability Cards, one gained at each Tier.*

✚ **Refresh** During the Status Phase of a captain's turn, all their Ship Ability Cards are Refreshed. Flip them face up to indicate they are ready for use again. *(See **Status Phase** pg. 18.)*

Starports

⬚ Ships that end their ***Action Phase*** at a Starport can take a *Starport Phase.* **Starports** exist at:

- a Planet (any space inside a ***Planetary Shield***); or
- ⬥ ***The Kiln*** (any space inside the Kiln)

Dead Worlds have no Planetary Shields, do not count as Planets, and do not have Starports.

🎲 Action Phase

During their Action Phase, captains take Actions. To take an Action, the captain:

- **Declares** the Action they are taking;
- **Spends** required Energy/Armed Markers and **Rolls** any associated dice
- **Resolves** the Action's effects

🔄 *Minor Actions (M)* may be taken during movement without ending movement.

Example *A captain uses an Engine Outfit and rolls a 5. They may move 3 spaces, take a Blind Jump (M), move 1 space, collect an Exploration Token (M), and move one final space.*

⬡ **All** other *Standard Actions* end movement (unspent movement points are lost).

Example *A captain uses an Engine Outfit and rolls a 5. They move 1 space, and then take a Scan Sector Action, which ends their movement, preventing them from moving the final four spaces.*

Fp **Luck** Whenever a captain rolls a natural 20 for any of *their* 🔴[d20] rolls, they receive 1⊕. *Maximum once per turn.*

Actions

Movement (*See* **Movement** *pg. 8.*)

⬡ **Fire Main Engine** *Spend* Armed Markers on Engine Outfits to move.

🔄 **Impulse** Exhaust an Impulse Token to move spaces equal to the ship's Impulse value without spending energy.

🔄 **Blind Jump** (*M*) When adjacent to an unexplored edge with unspent movement: declare a destination hex, draw a new Sector, place it, and move into the destination hex, resolving any effects.

◆🔄 **Resolve Border/Path Effect** (*M*) When a ship crosses a **Border**, the effects are resolved immediately and then the rest of its movement is resolved. When a ship enters a Gravity Path or **Comet Path**, the path's effects are resolved immediately. Resolving these effects can sometimes end movement but crossing borders/entering paths do not intrinsically end movement.

🔄 **Use Gate** (*M*) A ship on a Gate may spend 1 Movement point to travel through the Gate.

Exploring (*See* **Exploring** *pg. 9.*)

⬡ **Scan Sector** When adjacent to an unexplored edge, pay 1 energy to draw and place a new Sector Tile.

Fp 🔄 **Collect Exploration Token** (*M*) from Exploration Spaces. Tokens can provide ⊕ or other rewards

Fp ⬡ **Rescue** A captain with at least 3 energy gives 2 Energy to an adjacent captain's ship who has no Energy or Armed Markers. Earn 1⊕.

Missions (See **Missions** pg. 12.)

🔄 **Draw** (*M*) When on a Mission Point, a captain with less Active Missions than their Active Mission Limit (normally 1) may draw three face down Mission Cards.

⬡ **Reveal Objective** Reveal an Active Mission Card and attempt its objectives.

Fp ⬡ **Deliver** Turn in a completed Active Mission for payment at the final Mission Point shown on the card. Earn 1⊕.

🔄 **Jettison** (*M*) Discard an Active Mission Card. This may be done at any time.

⬡ **Attack** *Spend* Armed Markers to attack using Outfits. (*See* **Combat** pg. 13.)

- **Blasters** (range 1)
- **Missiles** (range 2-6)
- **Engines** (via Ramming, range 1)

Fp *Destroying another ship earns ⊕ equal to the Tier of the destroyed ship.*

🔄 **Shields Up** (*M*) Activate a Shield Outfit for defense against an attack or board effect.

Trade (*See* **Trade** pg. 15.)

⬡ **Buy** Cargo Cubes from a planet's Buy Space. The cost is 1,000⬠ for up to two Cargo Cubes.

⬡ **Sell** Cargo Cubes at a planet's Sell Space. The captain receives 1,000⬠ per Cargo Cube sold.

Fp Selling **Big Shipments** earns 1⊕. A **Big Shipment** contains a minimum of 2 Cargo Cubes **and** all of the cubes in the ship's hold that a location can buy.

🔄 **Collect** (*M*) Cargo Cubes that are on a board space can be collected by a ship located in the same space as the Cargo Cube.

🔄 **Jettison** (*M*) Transfer any cargo cubes from the ship's hold into the hex the ship occupies. Jettisoned Relics are destroyed (removed from the game).

⬡ **Mine** Cargo Cubes from the Mining Space in an 🌋 **Asteroid** sector.

⬡ **Harvest** Cargo Cubes from the Harvest Space in a 🌀 **Nebula** sector.

⬡ **Salvage** Cargo Cubes from the Salvage Space in a ♠ **Debris** sector.

◆⬡ **Quarry** Ember Cargo Cubes from the Quarry Space in an 🌋 **Ice Asteroids** sector.

◆⬡ **Excavate** Relics from ⓣ **Dead Worlds**.

Fp ◆⬡ **Sift Relics** at **The Kiln**, converting a Relic in the ship's hold into ⊕ or other rewards.

Other

⬡ **Ship Ability Cards** Use Ship Abilities designated as Actions.

◆ Abilities from the Missions and Powers expansion are always active and are never placed face down.