

SHADOWSTAR CORSAIRS

BASE GAME RULES SUMMARY

SET UP

1. Lay out sectors as desired, with ConFed HQ near the center.
Try a 2x2 grid for 2 players, 3x2 for 3, and 3x3 for 4 or 5.
2. Give a player mat and 2 cards of each type to each player.
3. Determine the first player randomly.
4. In reverse order each player selects a ship and mat; placing the ship at the edge of the board, each in its own sector, with a shuttle adjacent. Passing causes a 2nd round in normal order.
5. Put an ownership token and 3 crew on each ship/mat (or HQ).
Put 3 kC tokens and 4 blue cubes on each player mat.
6. Discard 1 card of each type then start with the first player.
7. Play proceeds clockwise. First to 4 commendations wins.

KEY CONCEPTS

Each player can have at most 3 ships, 3 shuttles, and 15 crew in play at one time. Ships move via squares. Crew in a location outside of a ship are an outpost. Diagonal counts as adjacent.

LOCATIONS

They are bordered in blue on the map; controlled if only one player has ship, shuttle, or crew present; considered all one space for crew and cargo; holds unlimited cargo but only 4 crew per player; and contain icons of the resources they produce.

RESOURCE LEVELS

There are four basic resources (& development categories):



Tribute
(Politics)



Parts
(Technology)



Recruits
(Personnel)



Metal
(Finance)

These resources are generated on the board or player mat and converted into more useful items by the appropriate Actions.

The resource level for each category is the total number of those icons in locations controlled by the player, plus one "built in" to the station on the player mat. Minimum is 1. Capped at 5. Blue cubes track these levels on the player mat.

"Cargo" includes crew, resources, kC (kiloCredits) and bombs.



kiloCredit
(kC)



Bomb

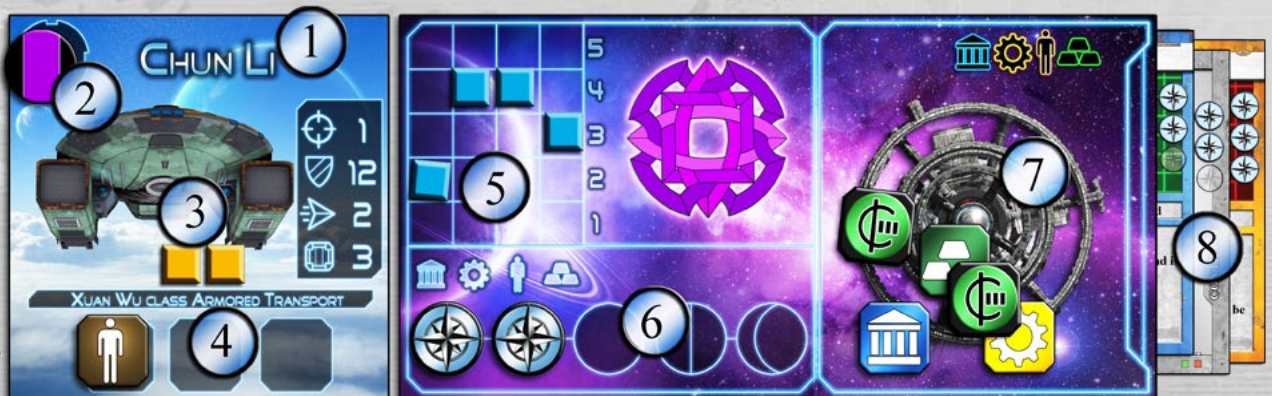
SHIP MAT

1. Ship Name
2. Ownership Token
3. Damage Markers
4. Cargo Hold



PLAYER MAT

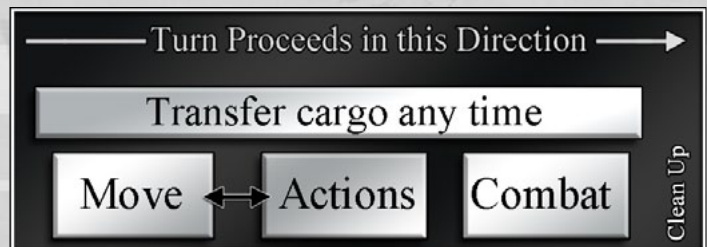
5. Resource Levels
6. Commendations
7. Station Cargo Bay
8. Stash



TURN STRUCTURE

In a turn the current player may move all of their ships and shuttles, take 1 to 5 actions, transfer cargo, and conduct combat.

- All movement is done either before or after the actions.
- No moves or actions can be done once combat begins.
- Transfers can occur at almost any time during your turn.



At the end of the turn, the player discards down to 5 total Tech plus Politics cards and adjusts their number of Contracts to equal their number of ships. Score stash for free if 10+ reputation.

ConFed HQ in Sector 05



MOVE

Ships may move a number of squares equal to their speed. The 2nd and 4th diagonal cost double. A ship/shuttle cannot enter a location controlled by another player's crew, but crew and cargo can. Moving through spacecraft provokes an attack. Stop if you enter a Hazard Zone (yellow graphics). You cannot enter a Forbidden Zone (red graphics).

ACTIONS

Either "SCORE" or select one of the four categories (Politics, Tech, Personnel, or Finance). Your corresponding resource level is how many actions you can take in that category (1 to 5).

Politics	Technology	Personnel	Finance
INFLUENCE play a Politics Card	ACTIVATE play a Tech Card	REDEPLOY move a Crew	PURCHASE spend Credits
NEGOTIATE Tribute → Poli Card	RECONSTRUCT Parts → Tech Card	TRAIN Recruit → Crew	REFINE Metal → Credit
GOVERN add Tribute	SALVAGE add Parts	ENLIST add Recruit	MINE add Metal

- The lower row actions generate a resource token at an icon you control, either on the board or on your player mat.
- The middle row converts an off-board resource into a new item.
- High level actions utilize these new items for in-game effects.

For PURCHASES, items appear where kC is spent. (2 Metal = 1 kC)

Purchases & Costs (kC)			
Cargo Tokens	1 each	Shuttle	2
Discard a Contract	1	Standard Ship	5
Repair 2 per kC	1 or more	Upgraded Ship	8
		Upgrade a Ship	3

Note: Xuan Wu has unique pricing.

TRANSFER (LOADING/UNLOADING CARGO)

- Must be adjacent to the cargo or its location, except outposts cannot transfer to other locations.
- A ConFed Station HQ cargo bay is represented on each player mat; the station itself is in Sector 05.
- Shuttles can carry one cargo token, placed under the piece.
- Cargo cannot be transferred in the middle of a battle.
- Nothing can be put *into* a location after there is a battle there.

COMBAT

Each of the current player's ships, shuttles, & outposts may attack one adjacent target; except outposts cannot attack other locations. Combat Strength (base damage inflicted) is listed for ships. For an outpost, strength is the number of uninjured crew.

Procedure after an attack is announced:

1. Attacker may play and resolve one card (with a red grid).
2. Defender may play and resolve one card.
3. Each rolls a die to modify Combat Strength by +/- 1
4. Each may spend one Bomb (if present) for +2 damage.
5. Each applies damage taken to their own ship (if present), or to recruits and crew on board or in their outpost.
6. Track damage with orange cubes on the ship mat. For shuttles and crew place a cube near or under the piece.
 - Damage equal to hull rating destroys a ship.
 - A shuttle or crew takes 2 damage to kill, recruits take 1.

The procedure does not repeat.

ADDITIONAL CONCEPTS

- If your only ship is lost, get a new one after a turn without.
- There is a safe zone around ConFed HQ, limit one craft per player.

CARDS

- Politics, Tech, & Contracts
- Stashed under player mat after use.
- Lit stars on card = reputation.
- SCORE action discards *all* cards in stash.
- If 5+ reputation turned in then gain 1 commendation.

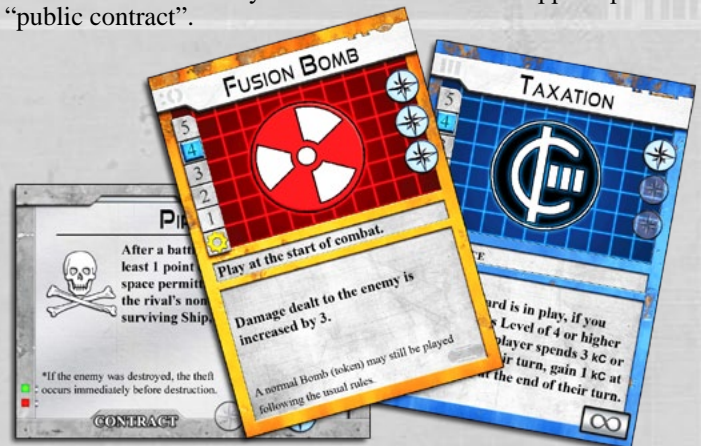


POLITICS (BLUE) & TECHNOLOGY (YELLOW) CARDS

Draw from the top of deck or top of discard pile. Card shows minimum resource level required and when it can be played. Infinity symbol means an ongoing effect, otherwise instant.

CONTRACT CARDS

These list a condition and a reward which may be claimed during the player's turn while the condition is met. Some contracts have two parts and must be posted (played) and then later fulfilled. None of this takes an action. Contracts cannot be fulfilled the turn they are drawn. One card is flipped up as a "public contract".



Ship Class	Cost	Combat	Hull	Speed	Cargo
Akita Inu	5 / 8	2 / 3	7 / 8	3 / 4	4
Clydesdale	5 / 8	3 / 4	10 / 13	2	2
Crucible	5 / 5	2	13	1	2
Kestrel	5 / 8	2	7 / 9	4 / 5	3 / 4
Renegade	5 / 8	3 / 4	8 / 9	3	2 / 3
Scarab	5 / 8	1 / 2	8 / 9	3	5 / 6
Tachikaze	5 / 8	4	6 / 8	3 / 4	1 / 2
Vega	5 / 8	1	8 / 10	4 / 5	4 / 5
Xuan Wu	4 / 6	1	12 / 13	2 / 3	3 / 4
Shuttle	2	1	2	2	1

		+1	
		-1	
		0	

Ship and dice reference tables.