

SHADOWSTAR CORSAIRS

RULES

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SHADOWSTAR CORSAIRS



RULES

Though I am deeply grateful to everyone who helped to make this dream a reality,
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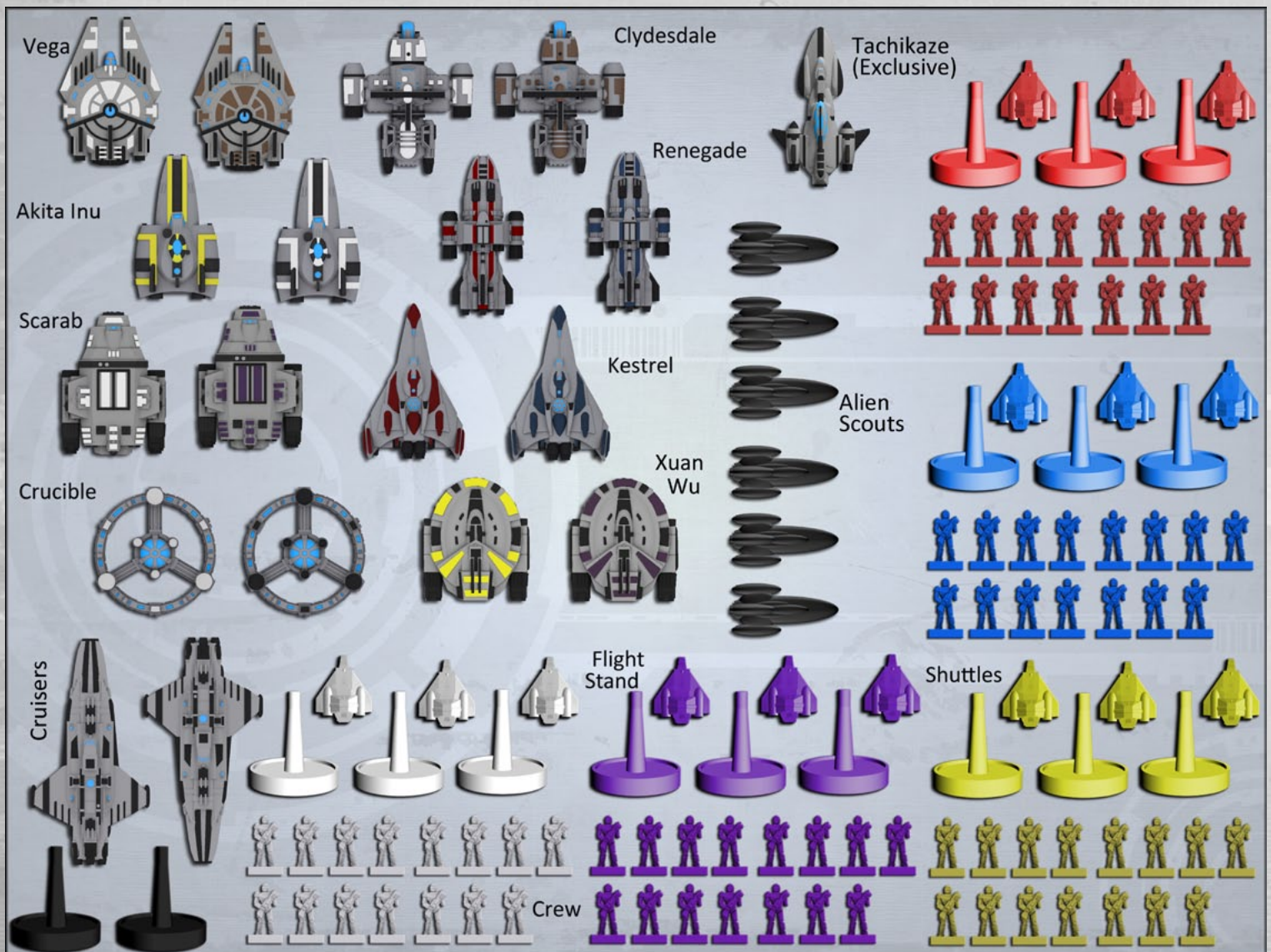
OVERVIEW

Long independent, the colonies of the Shadowstar Expanse have served as a buffer zone and natural barrier between the human ConFederation of Terra Mortis and the alien Umbral Empire. Now, however, the Expanse has been invaded and threatens to become a beachhead for further incursions. To forestall this, the beleaguered ConFed navy has called upon ambitious civilian starship captains to secure the area. Granted letters of marque, these modern corsairs must prove themselves by marshaling their forces, taming lawless outposts, and fending off rival captains. The administration will turn a blind eye to their methods so long as they get results. Though many may gain fame and riches, only one will be granted an admiralty and permanent governorship of this lucrative new territory.

Though a Corsair enters the Expanse with but a single old ship, one shuttle, and a handful of loyal crew, they may eventually command up to three customized ships, a trio of cargo shuttles, and more than a dozen squads of seasoned troops. Ships can be upgraded, territory claimed, and rivals fought both in space and on the ground. Conflict with other Corsairs is all but assured as each attempts to increase his or her reputation by demonstrating political influence, technical savvy, and a willingness to do whatever it takes to secure the Shadowstar Expanse!

During his or her turn a player will move their ships and take actions from one of four categories - deploying troops to hold territory and positioning resources where they are most needed. Potential combat is resolved and then the next player takes a turn. The ultimate goal is to earn enough Commendations to be declared the victor.

- The first player to earn the designated number of Commendations (typically 3 to 5) wins.
- Technology, Politics, and Contract cards have various game effects and also earn the reputation needed to gain Commendations
- These cards are gained by spending resources harvested from the board and by fulfilling a contracts.
- Using their ships and crew, a successful player must claim sufficient resources or complete enough contracts to propel themselves to victory, while hindering (or destroying) the competition.

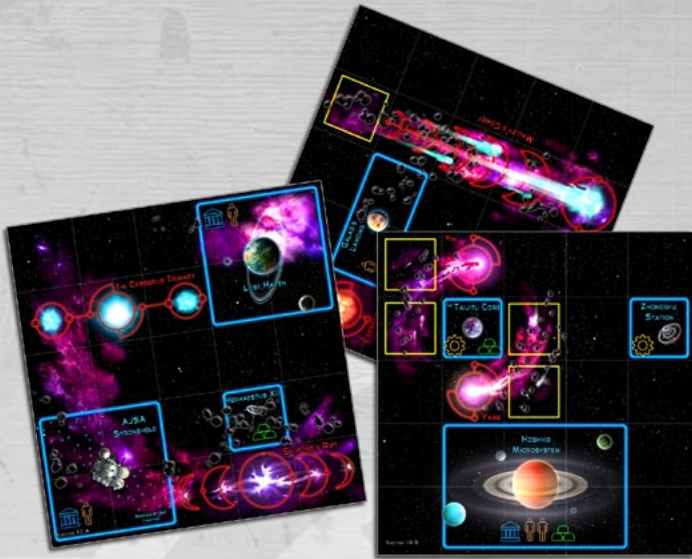


Plastic Components

In this document Blue text boxes and sentences in *italics* are background story information. Yellow side bars contain examples and suggestions. Red text boxes present optional advanced rules. White are “normal” side bars with extra information or details about nearby rules. You can skip all of these if you want the minimum amount of text between you and your first game.

Game terms that are defined in the glossary are Capitalized while specific game Actions are shown in SMALL CAPS.

✦ A star symbol is used to note key rules.



COMPONENTS

SECTOR TILES

The game board for Shadowstar Corsairs is created from a set of large, square tiles called Sectors. Several sectors are laid out edge to edge, forming a square or rectangle, in order to create the game board (a map of the Shadowstar Expanse). Each Sector is divided into 25 smaller squares which are important for starship movement and also help define the various Locations (bordered in blue) and Zones (Hazard Zones in yellow and Forbidden Zones in red). Icons within a Location show which resources can be generated there.

The text on the board is just for flavor except for the Sector ID in the corner of each tile. The number identifies the Sector and the letter (A or B) denotes the side. Side B typically has more resources and so is better suited to crowded games.

PLAYER MATS

Each player will have a mat upon which to track important information and store Cargo. The color of the mat is the player’s team color for this game. A player mat has the following areas:

Resource Level Tracker

These four columns track the player’s current Political, Technology, Personnel, and Finance Levels - which reflect the number of resource icons controlled by the player.

Commendations

Commendations earned during the game are placed here in clear view of the other players.

Station Cargo Bay

This area represents an unlimited, secure cargo bay located at the large ConFederation Headquarters (“ConFed HQ”) space station in Sector 05. It is a common destination for resources awaiting conversion to more useful items. It is also a good place to keep kiloCredits (money, denoted “kC”).

Stash

After a player uses a Politics, Technology, or Contract card it is usually placed in that player’s Stash. When these cards represent sufficient Reputation, they can be turned in for a Commendation with the SCORE Action. Cards can be tucked under the mat but the Reputation symbols must be visible.



Ship mat & player mat - an example of initial set up.

COMPONENTS








SHIPS

Each player will begin the game with a single Ship to command and may eventually own up to three at once. There are eight classes of Ship available for use by the Corsairs (nine in the Exclusive Edition of the game). Statistics for each are detailed on the back page of this manual and on the individual ship mats.

Ship Mats

Each Ship miniature on the board will have a corresponding ship mat used by the owning player. It is a place to store Cargo tokens and damage markers, and displays the Ship's statistics:

-  **Cost** – Number of kC a player must spend to buy this Ship during the game.
-  **Combat Strength** – Amount of damage (+/- 1) that the Ship typically inflicts on opponents.
-  **Hull Rating** – Amount of damage (orange markers) the Ship can sustain before being destroyed.
-  **Speed** – Number of squares the Ship may move.
-  **Cargo Capacity** – Maximum number of Cargo tokens plus Crew the Ship may carry.

When a Ship is obtained place an ownership token on the flight stand of the Ship and a matching one over the “Cost” icon on the ship mat. When a Ship takes damage place damage markers on the picture area of the mat. When Cargo is loaded place it in the token-shaped silhouettes along the bottom of the mat.

Each ship mat is two sided, representing a basic and (more expensive) upgraded version of the Ship. When a Ship is bought, be sure to place the mat so that the proper side is face up. Players begin the game with the basic version. The upgraded version of the Ship also has a special ability listed below the ship art.



Ownership Tokens

Flight Stands

Since all players are sharing a set of neutral Ship miniatures, the colored flight stands are used to show which player owns a specific Ship/miniature. If a player has more than one Ship using the same type of miniature, then the ownership tokens on the flight stands and player mats are required in order to tell which miniature goes with which ship mat.

Ships are put onto and taken off of flight stands as ownership changes. The colors painted onto the miniature itself have no bearing on ownership. If the Renegade with the red markings is on a blue flight stand, then it is the property of the blue player.

OTHER PLAYER PIECES

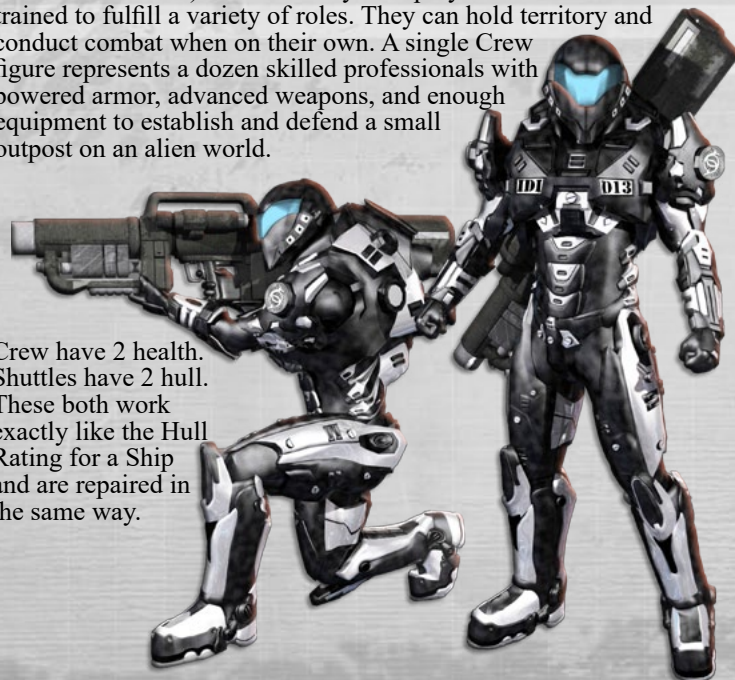
Shuttles

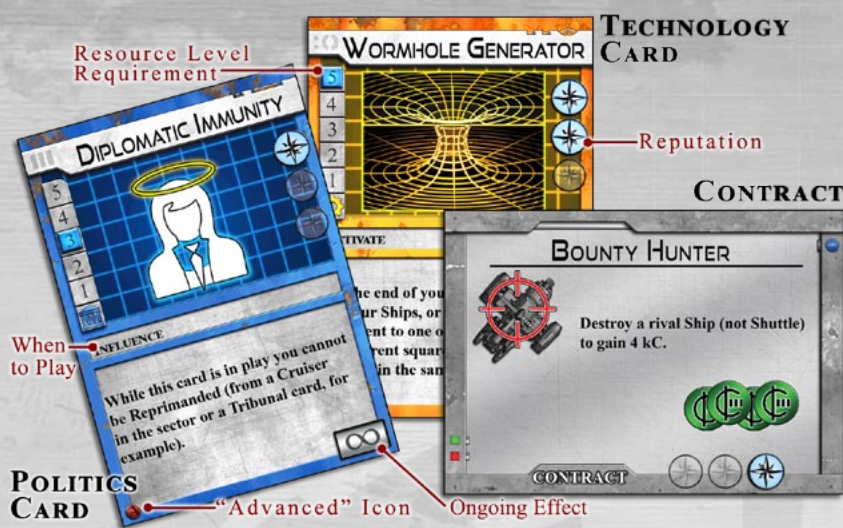
Each player has a trio of armed Shuttles in their team color. These are contractors hired to move Cargo or fulfill other duties. A Shuttle works much like a Ship with very low stats. Like a Ship it can hold territory on its own. It cannot, however, convert resources. Ships and Shuttles are also referred to as “Spacecraft.”

Crew

Every player also has a supply of CREW (Combatant/Resource Extractor/Workers). These are loyal employees enlisted and trained to fulfill a variety of roles. They can hold territory and conduct combat when on their own. A single Crew figure represents a dozen skilled professionals with powered armor, advanced weapons, and enough equipment to establish and defend a small outpost on an alien world.

Crew have 2 health.
Shuttles have 2 hull.
These both work exactly like the Hull Rating for a Ship and are repaired in the same way.





POLITICS & TECH CARDS

These cards are a vital part of the game as they represent the Corsairs demonstrating their power, either through political influence or through the use of advanced technology. Such endeavors add to the reputation of the Corsair, earning Commendations and eventual victory.

Politics cards are blue and have the Politics icon on the back. Technology cards are yellow and have the Tech icon on the back. The name of the card is written across the top. A line of text noting when the card can be played runs across the middle (the color of the grid is also an indicator). An explanation of what the card does is below this.

Running down the right side of the card are 1 to 3 circular star symbols. The number of illuminated stars is the amount of Reputation the card is worth when cleared from the player's Stash. Each card requires a minimum Politics or Tech Resource Level in order to play. The level is displayed on the left side.

There are also some symbols that appear in the corners of certain cards. An infinity symbol denotes a card with an ongoing effect which remains in play indefinitely. If there is a "1" overlaying the infinity, then it remains in play for the turn played plus 1 more (as also stated on the card). A small "A" in a red circle means that the card references the advanced rules and should be removed from the base game - either beforehand or as it comes up during play. A green "X" denotes a card unique to the exclusive edition of the game.

CONTRACTS

A third type of card represents an agreement between the Corsair and the ConFederation. Each Ship owned entitles the player to one private contract, which specifies some condition and a reward gained if that condition is fulfilled. After a private contract is fulfilled the player usually gets a replacement near the end of their turn. Completed contracts go into the player's Stash and earn Reputation after use just like Politics and Technology cards. There will also be one public contract anyone can fulfill.

OTHER COMPONENTS

Cargo Tokens

Basic resources can be harvested from Locations on the board and include Tribute, Parts, Recruits, and Metal. They are moved around as Cargo.

The currency in the game is the kiloCredit or kC. This wealth is tracked as a physical commodity. It is also shipped around as Cargo and can only be spent at its current location (*the chaotic nature of the Expanse prevents error-free FTL communication so refined darkmetal ingots are the currency of choice*).

Items like Bombs, Shields, and Fortifications can be bought. These tokens, along with basic resource tokens, credit tokens, and Crew pieces, are all considered "Cargo" though sometimes the phrase "Crew and Cargo" is used for clarity. All Cargo tokens have the same backs, making them indistinguishable when face down (an advanced game option).

Markers (cubes)

Resource Level Markers (blue cubes) record the player's current Political, Personnel, Finance, and Technology Levels on the player mat.

When a Ship suffers damage, orange **Damage Markers** are placed on the ship mat. If the number of damage markers equals or exceeds the hull rating of the Ship, then it is destroyed.

Combat Die

A six sided die used during combat; its value modifies the attacker's Combat Strength by -1, 0, or +1.



Other Tokens

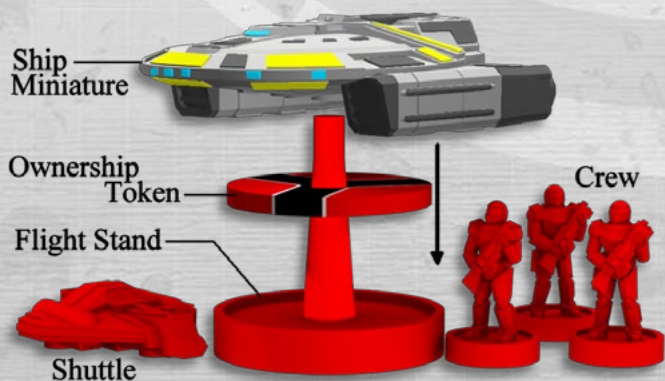
Battle Stations: In the advanced game, a Battle Stations token next to a Ship or Shuttle means it is on alert and has additional combat options but reduced mobility.

Battle Stations



+4 Counter

+4 Counters: A +4 token placed on top of Cargo token or under a Damage Marker represents a stack of five. These are used for convenience if tokens or markers run short.



SET UP

SET PARAMETERS

Shadowstar Corsairs is designed to allow players to tailor the game to their tastes in duration and complexity. To begin the game players must decide on a few parameters:

1) Commendations

A standard game is played to **4 Commendations**, with the shorter (though still substantial) game played to 3, and a long game to 5. Expect an average game with three or four experienced players to take a couple of hours to complete. New players may prefer a 3 Commendation game as it can take more time while people learn the ropes. Veteran players may like the longer game because it allows for more of a story to develop, and more of a chance to thwart those who establish an early lead.

2) Advanced Rules

There are several optional rules that can be added to increase complexity, depth, and replayability. Which if any of these are going to be included must be decided before the game starts. It is possible to add some advanced rules and leave others out.

3) Board Size & Layout

There are two suggested board sizes for some player counts. The smaller board encourages earlier and more frequent conflict as space and resources are tighter. The larger option allows for more breathing room and expansion (and higher Resource Levels) but can make it easier for someone to race ahead before the competition can react and get to them.

Lastly, there are a few different ways to lay out the Sector tiles that form the game board:

Standard

For a standard 3x3 set up, lay out the tiles from 1 to 9 in order starting in the upper right and moving across then down to form a 3 by 3 arrangement of sectors. Orient the Sector tiles so that the ID is in the lower left and the A or B side is face up as per the table. Use a subset of this or a random layout for other sizes.

Random

1. Arrange the sector tiles so that they all have either the A side or B side up as indicated in the table (or randomize this too!).
2. Locate Sector 05 and place it near the center of the playing area, oriented as desired.
3. Shuffle the remaining tiles, randomizing both order and orientation but keeping the same side (A or B) face up.
4. Place the first tile adjacent to the top edge of Sector 05. Proceed clockwise around Sector 05, placing Sectors until the specified number are placed.
5. Optional: In turn order each player may select and rotate a previously unselected tile 0, 90, 180, or 270 degrees.

Arbitrary

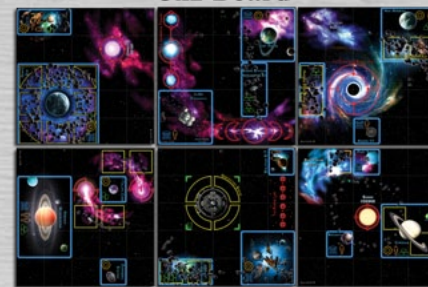
This is any agreed upon arrangement of Sector tiles. It is not constrained to any particular shape, side, or number of Sectors. It is suggested, however, that Sector 05 (or 11B) be included in the mix so that the ConFed HQ station can be accessed.

Once the parameters are set, it is time to get things in place so the contest can begin!

For learning, a three Commendation game with no advanced rules and the smaller board size is suggested. The Akita Inu and Kestrel are the recommended Ships for first-time players. Renegade is a good choice for those with martial tendencies.

Some example board layouts

3x2 Board



3x3 Board



2x2 Board



MAP THE EXPANSE

The suggested number of Sector tiles used, and thus the size of the Expanse, depends on the number of players. “B sides” of Sectors tend to have more resources and so work well with crowded maps, but feel free to mix and match however you like.

Players	Map Type	Tiles (layout)	Side
2	small	4 (2x2)	B
	large	6 (3x2)	A
3	small	6 (3x2)	B
	large	9 (3x3)	A
4	more resources	9 (3x3)	B
	fewer resources	9 (3x3)	A
5	normal	9 (3x3)	B
	epic	12 (4x3)	A

EQUIP THE CORSAIRS

Give each player the following game pieces:

Piece	Notes
1 Player Mat	Determines player colors
4 Blue Cubes	Placed on the player mat in the “level 1” row of the Resource Level tracker.
3 kiloCredit (kC) Tokens	Placed on the player mat in the “Cargo Bay at ConFed HQ” area.
3 Crew	These match the player color and will be placed on the ship mat and board during the next step.
1 Shuttle	

Each player will also need easy access to the rest of their pieces (flight stands, Shuttles, and Crew), plus the 6 ownership tokens, in their color.

LAYOUT THE PERIPHERY

Place the shuffled decks of Politics, Technology, and Contract cards near the board. Flip over the top Contract card and set it to the side as the first public Contract. This is separate from the eventual discard pile for Contracts.

Keep the Ship miniatures, ship mats, Cargo tokens, & damage markers where they can be easily accessed during the game. This is the general storage area for these extra pieces.

Distribute Cards

Each player draws two Politics, two Technology, and two Contract cards. These can be examined but must be kept private. One of each will be discarded before the start of the game.

DEPLOY THE FLEET

Determine a starting player randomly. During the game player order will proceed to the left (clockwise) around the board.

In **reverse** turn order, each player selects an available player Ship miniature with a matching ship mat and chooses a starting square*. Initially a player uses the basic (cheaper) version of the Ship. Place an ownership token on the Ship's flight stand and a matching one on the ship mat over the cost icon.

Next, the player places their Ship on the board. A player may not place his or her starting Ship in a Sector that already contains another player's Ship. Otherwise Ships may be placed in any square along the **outside edge** of the map that is not a Forbidden (red) Zone.

You can start along any edge, regardless of where you are sitting. You do not have to begin near your player mat.

After placing their Ship, the player places their Shuttle in any adjacent square that does not contain a Ship or Shuttle and is not a Forbidden Zone. The Shuttle does not have to be on the edge of the board and may be in a Sector with another player's Ship.

Place 3 Crew on the Cargo spaces on the ship mats, with extra in the station cargo bay if the Ship has insufficient room. Put the kC tokens in the station cargo bay area on the player mats. and adjust Resource Levels if needed.

COMMIT & BEGIN

Now that everything is in place, players reconsider the six cards they drew earlier and choose one of each type to keep. The other three are discarded face down. Since they might be drawn from later in the game, shuffle these small piles before turning them face up to start the discard pile for each deck.

If playing a two player game, then discard the top Politics and Tech cards before shuffling so the piles each have three cards in them. People can look through the discard piles at any time but may not change the order of cards in the pile.

The starting player takes their first turn to begin the game. The player to their left takes the next turn, and so on until someone earns enough Commendations to win.

*If desired, a player may "pass" when it is their turn to choose and place a Ship. If anyone passes, a second round is run for those players. This second run goes in normal (not reverse) player order and passing is not an option.

A player would typically do this if they were concerned about a player earlier in the turn order starting close and attacking before they could move, or if they wanted to see where everyone else started before picking a Ship and spot.



A two player, small map game about to start.

KEY CONCEPTS

AREAS OF A SECTOR

Squares

Each large sector tile is divided by thin white lines into a 5x5 grid of squares. These squares are used to place and move Ships, Shuttles, and other Spacecraft. Except for Alien Scouts, only one Spacecraft may be in a given square. The square that a Ship or Cruiser is in is determined by its flight stand even if part of the Ship extends over another square.

Locations

A *Location* is one or more squares contained within a light blue border. This space represents a logical area such as a planet or asteroid field, which may cover several squares.

✦ A **Location is considered a single space for Crew & Cargo.**

A Crew piece within a Location can be placed in any square within the Location and moved about within the Location at will – the squares in the Location are all considered the same space for any game effects pertaining to the Crew piece. The same holds for Cargo tokens; they are effectively considered to be in any and all of the squares in that Location. All Spacecraft, on the other hand, are always constrained to specific squares whether they are within a Location or not.

Zones

Zones are another logical grouping of squares but in this case the group only matters for movement. A Hazard Zone is indicated by yellow graphics on the map and denotes an area of space where caution is necessary or excessive speed impossible. A Hazard Zone can be entered, but that ends the move.

A Forbidden Zone is indicated by red graphics. These areas are off limits, usually because flying into them would be lethal (as in the case of a star or gravitic rift). Everything beyond the board is also considered a Forbidden Zone since Corsairs are not allowed to leave the Expanse during this contest.

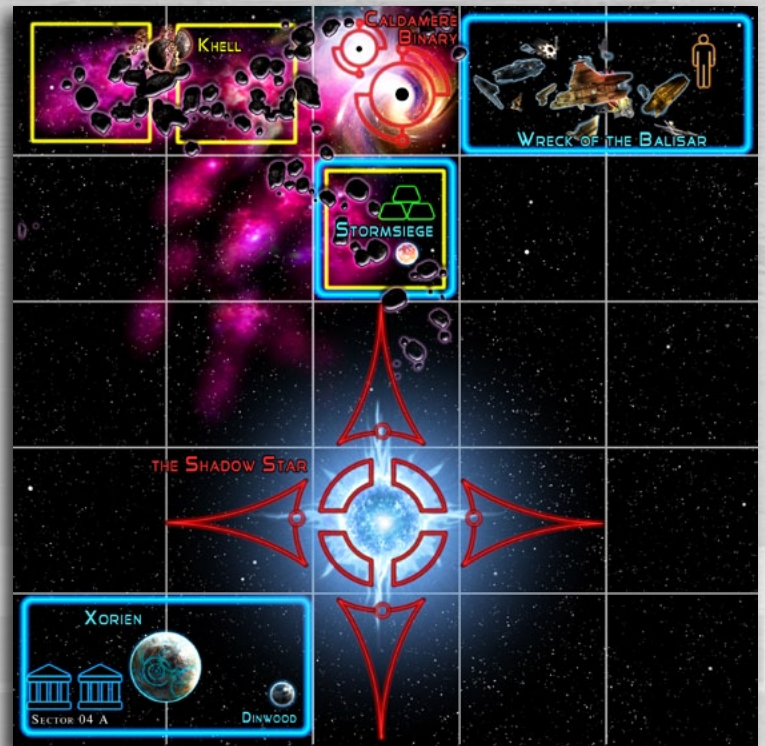
Even though the Expanse is divided into a grid of squares, some zones are depicted as circles or other shapes. This is done purely for aesthetics – it just looks better to have a circular Forbidden Zone around a circular star, even though the entire square (or group of squares) is off limits. Mechanically there is no difference. Yellow lines or arcs in a square make it a Hazard Zone. Red curves and circles denote a Forbidden Zone.

COMPONENT LIMITS

Whenever game pieces are no longer in play (because a Ship was destroyed, a kC spent, Crew killed, etc.) they are returned to general storage and may be reused if needed later in the game.

Resources represented by tokens are not limited by the number of tokens that come with the game. If supplies run short a +4 token can be placed on top of any Cargo token to represent a stack of 5. Damage markers are also unlimited.

Plastic components **are** limited by the supply that comes with the game. For example, a player can own three Ships at most because there are only three flight stands for each player to show ownership. To buy a new Ship there must be a miniature, ship mat, and flight stand available for use. Likewise, a player may not deploy more Crew or Shuttles than there are pieces to represent them.



CONTROLLING A LOCATION

✦ A **player controls a Location if they are the only player with a Ship, Shuttle, or Crew within the Location.**

Control is important for determining a player's current Resource Levels and where they may generate resources. It is possible for a Location to end up contested (under nobody's control) if more than one player has Units present.

OUTPOSTS

All of a given player's Crew and Cargo in a Location that are not in a Ship or Shuttle are referred to as an "Outpost."

A player has at most one Outpost in a Location and an Outpost must have at least one Crew present (as otherwise it's just a pile of Cargo that no one owns). Once entrenched, trained soldiers can utilize a variety of defenses and weapon emplacements to prevent the approach of unauthorized Spacecraft so:

✦ A **Ship or Shuttle cannot enter a Location that is under the control of another player's Outpost.**

Crew and other Cargo are free to enter an enemy controlled Location - this is a typical invasion - though control does not officially change or become contested until after the fight. Note that a Spacecraft alone (even with Crew on board) cannot prevent other Ships, Crew, or anything else from entering a Location.

Because the ConFederation has very strict regulations about private armies:

✦ A **given player may never have more than 4 of their Crew in the same Location outside of a Ship or Shuttle.**

On their own Ships (hidden from ConFed supervision) a player may have as many Crew as cargo space allows.

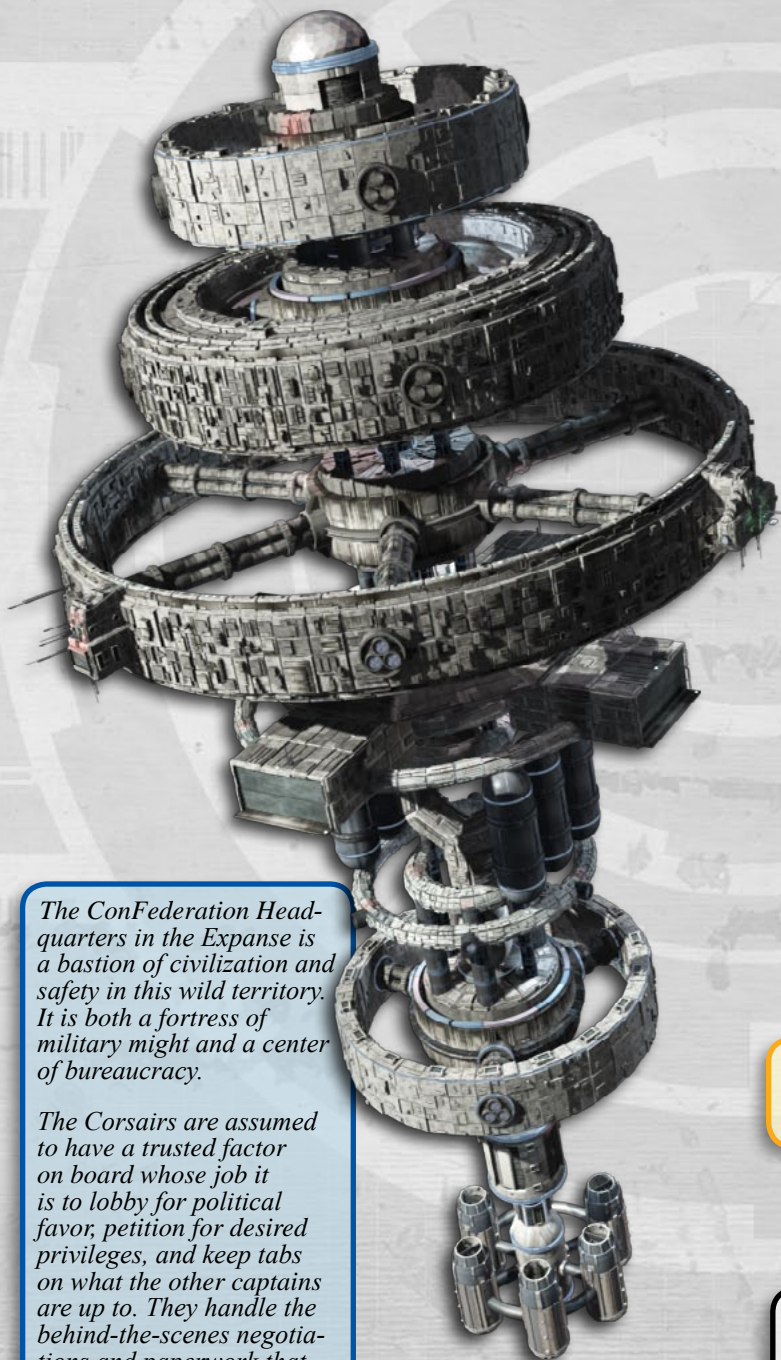
Aside from the restrictions on Crew, a Location can hold an unlimited amount of Cargo. This includes Recruits, which are very useful for taking damage your Crew would otherwise suffer.

CONFED HQ STATION

The ConFederation Headquarters (the big space station in Sector 05) is a special Location. Each player has a secure cargo bay on the station. This bay is represented by a large area on the player mat and it can hold an unlimited amount of Cargo and Crew.

This cargo bay also has one of each resource icon built into it, representing the Corsair's personal and family holdings. These icons can generate a resource just like the icons found in Locations on the board and ensure that a player will never have any Resource Level lower than 1.

The station cannot be attacked but the goods in the cargo bay are as vulnerable to Politics and Technology cards as those in a controlled Location. The station area is also a "safe zone" where combat is forbidden (which is why the Location border is green instead of blue).



The ConFederation Headquarters in the Expanse is a bastion of civilization and safety in this wild territory. It is both a fortress of military might and a center of bureaucracy.

The Corsairs are assumed to have a trusted factor on board whose job it is to lobby for political favor, petition for desired privileges, and keep tabs on what the other captains are up to. They handle the behind-the-scenes negotiations and paperwork that translates into the actions chosen each turn.

✦ A Ship or Shuttle cannot attack or be attacked when in the ConFed HQ station safe zone.

It is also forbidden to use or be targeted by cards that inflict damage while in this area, but other card effects (like stealing Cargo) are allowed. This Location is also a Hazard Zone as speed limits are strictly enforced. To guarantee free access for all:

✦ A player may not have more than one Ship or Shuttle in the ConFed HQ station safe zone.

If a new Ship or Shuttle wants to enter the game "at the station" but there are no available squares in the safe zone, then choose one of the squares closest to the zone. The station is in each of the four squares of the safe zone. Being adjacent to the safe zone is the same as being adjacent to the station itself.

BASIC RESOURCES

There are four basic resources in the game: Tribute, Parts, Recruits, and Darkmetal (aka "Metal"). There are Actions available to generate these resources on the board and to convert the resource tokens into more useful items. There are four "development categories" - one for each basic resource. Icons corresponding to the basic resources are found in Locations on the board, and on the player mat.

This icon generates **Tribute** tokens - representing the taxes, data, and legal documentation used to negotiate political influence. It is the basis of *Politics*.



Parts tokens can be collected here. Salvaging, reconstructing, and activating alien and human hardware forms the *Technology* development category.



Recruit tokens are created here. They are the root of *Personnel*, which deals with enlisting recruits, training them into useful Crew, and deploying them across the Expanse.



This icon is a place where **Metal** can be generated. Darkmetal is mined and refined to buy various items, forming the *Finance* category of actions.



RESOURCE LEVELS

Players have a Resource Level corresponding to each of the four basic resources.

✦ A given Resource Level is equal to how many of that icon are present in Locations controlled by the player, plus the one "free" icon built into the player mat. One is the minimum and five the maximum value.

As an example: if a player controls Locations with a total of 3 Recruit icons among them plus one Recruit icon on their player mat, then their Personnel Level is 4.

Resource Levels update whenever control of a Location changes. Higher levels allow a player to take more Actions and use more powerful cards.

You can count icons at any time to figure out these values, so don't worry if you accidentally bump the player mat. The down time between turns is a good chance to make sure everything adds up.

PLAYER TURNS

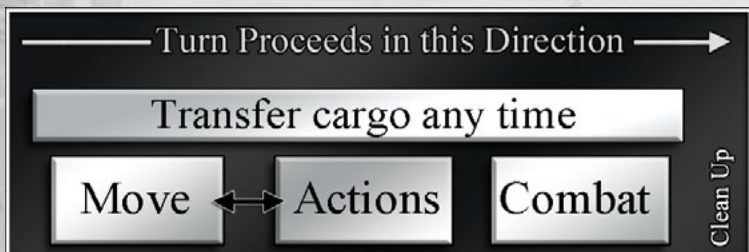
The starting player will take a complete turn and then the player to his or her left will do likewise. Play will continue in this manner throughout the game.

✦ **In a turn, a player may move all of their Ships and Shuttles, take some Actions in a given category, Transfer Cargo, and conduct combat.**

✦ **Adjacency is required for transferring Cargo and initiating combat.**

In Shadowstar Corsairs diagonal counts as adjacent as does being in the same square.

Graphically, the turn structure looks like this:



- A player does all of their movement, and then their Actions, or vice versa.
- All movement and Actions must be completed before combat starts.
- Cargo Transfers may be done at any time during the player's turn with a few restrictions.

At the end of their turn a player makes sure they have the right number of cards. Each of these phases (**move, transfer, actions, combat, and clean up**) is discussed in detail in the following pages.

MOVE

During the movement part of the turn, every one of the player's Ships and Shuttles may move a number of squares up to the speed listed on the ship mat for that Ship – or 2 squares in the case of a Shuttle. They may travel in any of the eight compass directions at each step. A Ship or Shuttle can load and unload Cargo while moving but a given craft must complete its movement for the turn before the next vessel is considered.

Because diagonal moves cover more distance, the second diagonal square costs 2 squares worth of movement to enter. This is also true of the fourth and sixth diagonal square should the Ship be able to move that far.



The image above shows three example flight paths for a Kestrel with a speed of 4. The numbers are the total movement cost at each step and the ghost images are where the Ship would end its movement along that particular path.

The “every other diagonal square counts twice” rule applies to any measure of distance in the game. For example, though a *Long Range Missile* can strike something 3 squares away, that would only be two diagonal squares (since the second costs 2). For non-movement, range can be measured through Forbidden Zones and other obstacles unless explicitly disallowed.



Passing Shots

- ✦ A Ship or Shuttle can enter a square containing another Spacecraft, but the vessel encroached upon may take a passing shot at the invading craft.

The passing shot is conducted as a normal combat between the rival Spacecraft and the invading Ship or Shuttle except that the invader plays no cards, rolls no die, and inflicts no damage. No Ship or Shuttle can end its move in a square with another vessel and cannot enter unless it has sufficient movement to leave the enemy space. Non-voluntary movement does not provoke passing shots.

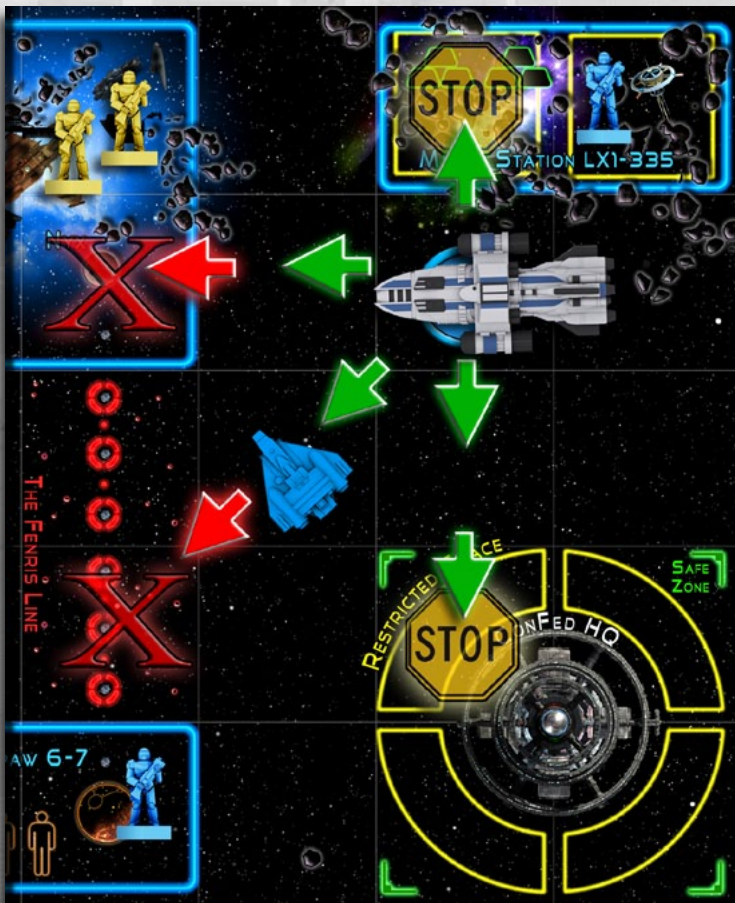
Restricted Space

There are restrictions about moving into Locations (blue-bordered areas), Hazard Zones, (indicated by yellow graphics) and Forbidden Zones (marked by red graphics) :

- Player Ships and Shuttles are not allowed to enter a Location controlled by another player's Outpost*.
- If a Spacecraft enters a Hazard Zone square, its movement for the turn ends there.
- No Spacecraft or Cargo may enter a Forbidden Zone.

Some examples of these areas and their effects are shown in the image below.

**Ground forces, once in control of a location, can erect meson disruption fields to prevent relativistic traversal, and anti-orbital batteries to deter close approach.*



TRANSFER

Cargo

The term “Cargo” includes Tribute, Parts, Recruits, Metal, Bombs, and kiloCredits (kC). It also includes Crew pieces and, in the advanced game, Fortifications and Shields. These are the items that can be stored or carried in a Ship's (or Station's) cargo hold, by a Shuttle, or at a Location.

Details

To “Transfer” is to pick up Cargo from a source and place it in a destination. The following are valid **sources and destinations**:

- a Ship or Shuttle
- a Location or Outpost
- the ConFed HQ station cargo bay

With these **restrictions**:

- The source and destination must be adjacent.
- Cargo owned by another player cannot be Transferred (unless the optional trading rules are in effect).
- Outposts cannot Transfer directly to or from other Locations or Outposts in other Locations; some sort of Spacecraft is required to move Cargo between Locations.
- Nothing can be Transferred *into* any Location once the combat phase has started but Cargo can be removed.

The station cargo bay on the player's mat is physically located at ConFed HQ in Sector 05. A player may perform any number of Transfers during his or her turn. Simultaneous Transfer (“swapping”) is allowed, as is chaining transfers from Ship to Location, to Ship, etc. within a given turn.

Movement Restriction Examples:

The blue player's Renegade cannot enter the Location straight ahead because it is under yellow's control. It could, however, still attack the Location after moving adjacent to it.

It cannot enter the spaces below that Location because they are a Forbidden Zone. It could move through the Shuttle but is not allowed to end its move in the same square.

To port and starboard are Hazard Zones. The Ship can enter these squares but cannot move any further this turn. It could, of course, weave around these obstacles by traveling through other squares if desired.

Transfer Examples:

Assuming that we are in the movement phase of the blue player's turn, there are several options for transfers. The Shuttle - which has a cargo capacity of 1 - could move down a square and load the blue Crew piece. Then it could unload it into ConFed HQ; or it could move back up a square and unload the Crew into yellow's Location, ConFed HQ, and the Renegade. This is a great time to move stuff (like bombs or recruits) from the station to the Ship or combat zone before the fight.

If blue took Finance actions this turn, they could generate metal tokens (aka “MINE”) in the Location to the upper right. These could be transferred onto the Renegade, then the Shuttle, and then onto the station (player mat). Alternatively, blue might prefer to REFINA a token into a kiloCredit while it is on the Ship and PURCHASE something useful (like a bomb or shield token).

PLAYER TURNS

	Politics	Technology	Personnel	Finance
SCORE turn in used Cards				
Use:	INFLUENCE play a Politics Card	ACTIVATE play a Tech Card	REDEPLOY move a Crew	PURCHASE spend Credits
Convert: (off board)	NEGOTIATE Tribute → Poli Card	RECONSTRUCT Parts → Tech Card	TRAIN Recruit → Crew	REFINE Metal → Credit
Generate: (at icons)	GOVERN add Tribute	SALVAGE add Parts	ENLIST add Recruit	MINE add Metal

ACTIONS

✦ Each turn a player either “SCORES” or chooses ONE development category (politics, technology, personnel, or finance) and takes Actions within that column.

✦ The number of Actions that may be taken is equal to the player’s Resource Level in that category, with a minimum of 1 and a maximum of 5.

Use the applicable Resource Level when the category is chosen, even if it later changes during this Action phase.

Actions generate resources, convert those resources into useful items, and use those items. Since there are three levels of actions (generate, convert, use) and four categories, there are twelve specific Actions plus SCORE. Each of these combinations has been given a shorthand name. A player can say “I am going to generate a Recruit (the Personnel resource)” or they can say “I am going to *Enlist*.” Both mean the same thing.

SCORE

This is a special Action that is not associated with any development category and is not affected by Resource Levels. It is, however, a vital part of winning the game. If the player has cards in their Stash with a combined total of five or more Reputation stars on them, this Action allows them to discard all cards in their Stash in exchange for one Commendation.

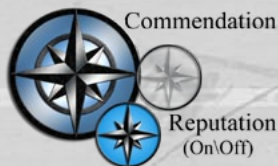
✦ 5 or more Reputation = 1 Commendation

✦ When the Stash is cleared, it is completely emptied and any Reputation over 5 is wasted.

When a player discards multiple cards at once, the cards may be moved to the discard pile(s) in any order. The admiralty frowns upon failure and cowardice so:

✦ A Player cannot take the SCORE Action unless they have a Ship on the board outside of the HQ safe zone.

It is still possible to earn a Commendation automatically due to Stash overflow (see end of turn “Clean Up”) since that does not require an Action.



Suppose a player controls Locations containing a total of two Technology icons. Counting the Tech icon built into the player mat, this gives them a Tech Level of 3. If they choose Technology as their Action category, here are two examples of what they could do for their Actions this turn:

- Generate 3 Parts tokens (2 on the board and 1 in the station cargo bay). This is also known as SALVAGE.
- SALVAGE 1 Part and load it onto a Ship (or just generate it at ConFed HQ), RECONSTRUCT the Part into a Tech Card, and then ACTIVATE the card.

Other combinations are also possible.

Though not an official rule, it is recommended that players do the low level (generate) Actions first, then conversions, and finally utilization Actions. This logical progression makes it easier to keep track of how many Actions have been taken. Some players may find it helpful to move the cube on the Resource Level tracker down one step for each Action taken, resetting it at the end of the phase.

Generation Actions

When a generate-level Action is taken, place one resource token of the proper type at a matching icon that the player controls (on the board or player mat). A given icon can generate at most one token per player turn, but some Locations may have duplicate icons. It is not uncommon for generated tokens to be loaded onto an adjacent Ship for conversion immediately.

Action	Token Placed	Action	Token Placed
GOVERN	Tribute	SALVAGE	Parts
ENLIST	Recruit	MINE	Metal

Conversion Actions

With each conversion Action the player returns one resource token (Tribute, Parts, Recruits, or Metal) to the general supply and gets something in return.

✦ **Resource tokens can only be “converted” from within Ship or the ConFed HQ Station cargo holds (in other words, on a ship mat or on the player mat).**

Shuttles cannot convert resources, nor can Outposts. Often, however, it is possible for a Ship adjacent to a Shuttle or Outpost to load and immediately convert those resource tokens.

NEGOTIATE

Turn in a Tribute token and draw the face down card off the top of the Politics deck or the face up card off the top of the Politics discard pile. The card is kept secret until later played. Cards in hand are not in any specific place and so require no cargo space.

If the Politics deck is exhausted shuffle the discard pile to form a new deck. So long as 3+ cards will remain in the deck draw and discard up to 3 cards, in order, to start a new discard pile.

RECONSTRUCT

This works just like NEGOTIATE except that Parts tokens are spent for Technology cards. In the advanced game, a Parts token can instead be spent to repair 1 or 2 damage among adjacent Units.

TRAIN

Replace a Recruit token with a Crew piece in the same hold.

REFINE

Replace a Metal token with a kiloCredit token in the same hold.

Utilization Actions

These four high level Actions are the most complex and effective available to the players. They use the items (cards, Crew, or Credits) previously created.

INFLUENCE

With each INFLUENCE Action, the player may play one applicable Politics card from their hand and resolve its effects.

Only cards which state that they can be played with INFLUENCE may be played at this time. These cards have a blue grid behind the icon. Red indicates a card playable at the start of combat and green denotes special cases. In addition to this color coding, all cards explicitly state when they can be played in a single line of text near the center of the card.

Every card also has a required minimum Resource Level displayed along the left edge. If the card has an ongoing effect - indicated by an infinity symbol in the lower right corner - then it is placed face up in front of the player away from the Stash. Otherwise it is put into the player's Stash after being used. A card must be playable and applicable in order to be used.

ACTIVATE

This action works just like INFLUENCE but a Technology card is played instead. Only those which say ACTIVATE may be played at this time. They have a yellow grid behind the icon.

REDEPLOY

With this Action, Crew may be moved around the board in a limited fashion without the need for a Ship or Shuttle. *This represents the Crew hitching a ride on military troop transports or local civilian craft moving throughout the Expanse.*

- With a REDEPLOY Action the player may move one of their Crew as if it was a Spacecraft with a speed equal to the player's **Personnel Level minus 2**.

Unlike a Spacecraft, the Crew can enter an enemy controlled Location - though they can move no further. They cannot enter non-Location spaces containing enemy Spacecraft.

A given Crew may only be REDEPLOYED once during the turn. Crew count multi-square Locations as a single space since they are effectively “everywhere” within a Location. Though Crew may cross empty space, they must end up in an Outpost or cargo hold or they die. Crew cannot be Transferred to or from empty space but otherwise may be Transferred while REDEPLOYING.



PURCHASE

This Action is used to spend kiloCredits (kC). The money for a given transaction must all be in the same Location or cargo hold. Purchased items arrive in that same Location or cargo hold - or in any square as close as possible if necessary.

Unrefined Darkmetal can be used as currency, though it is not as valuable as processed ingots.

- For all purchases, 2 Metal tokens may substitute for 1 kC.

Funds permitting, the player may make one of the following seven transactions as a single PURCHASE Action.

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

Note: Xuan Wu has unique pricing.

Purchase Details

- Cargo Tokens include Bombs, Tribute, Parts, Recruits, kC, and Metal but not Crew pieces. One transaction can buy multiple tokens in the same place. Each token costs 1 kC.

With the advanced rules a player may also buy Fortification and Shield tokens for 1 kC, and may conceal the token type they are purchasing if desired.

- A player may buy their way out of a contract by paying 1 kC anywhere. One of their Contracts is discarded with no effect. A new one may be drawn as usual (so Contracts equals Ships) during the clean up phase.
- To repair/heal, pay 1 or more kC to remove up to 2 damage markers per kC spent divided among any Units adjacent to the money.
- When a Ship is bought, choose an available miniature and one of the mats for that Ship class. Place an ownership token and the Ship on a flight stand of your color, and a matching ownership token on the ship mat. Like any purchase, Spacecraft arrive where the money was.
- To upgrade a Ship the player already owns flip the mat over to show the upgraded (gold text) version and pay the difference in price (or 3 kC for Crucible). Damage, Cargo, and cards remain unchanged. The Ship must be in a Location with the kC, or have all of the money in its hold, to upgrade.

Because of the paperwork involved (and to prevent unfair surprises to the competition):

- ✦ **Spacecraft cannot move on the turn they are PURCHASED.**

PLAYER TURNS

COMBAT

After a player has completed all of their movement and Actions, each of their Ships, Shuttles, and Outposts has the option of making a single attack against one rival Unit (Ship, Shuttle, or Outpost).

- ✦ **Ships and Shuttles can target adjacent Spacecraft.**
- ✦ **Ships and Shuttles can target an Outpost within a Location if they are adjacent to the Location.**
- ✦ **Outposts can attack targets that are within their Location, or Spacecraft adjacent to it.**

An exception to this is that an Outpost cannot attack Spacecraft outside of its Location unless the Outpost controls the Location. The ground must be secure before anti-orbital defences can be set up. Also note that an Outpost in one Location cannot target an Outpost in a different Location, even if the two are adjacent. There's just too much empty space in between.







Combat Strength

When combat occurs, both the attacker and defender calculate their Combat Strength as follows:

- ✦ **Combat Strength for a Ship is printed on the ship mat (or 1 for a Shuttle).**
- ✦ **Combat Strength for an Outpost is 1 for each uninjured Crew in the Outpost. Injured Crew add nothing.**

The stacking limit of 4 Crew in a Location means an Outpost will not have a starting Combat Strength over 4. Many cards will modify Combat Strength in various ways as explained on the specific cards. Also, both sides roll a Combat Die which may alter their Combat Strength slightly - adding an element of unpredictability into the conflict. A player may voluntarily reduce their Combat Strength at any time and by any amount.

- ✦ **Crew and Recruits being carried by a Ship or Shuttle add no Combat Strength but can take damage meant for the craft carrying them.**

Combat Die (symbols and values)			
	+1		+1
	0		0
	-1		-1

Why six symbols for three values?
Options for future expansions!



Procedure

The attacking player conducts attacks in any order desired, announcing and resolving them one at a time. Note that a single Location may potentially contain multiple targets (like an enemy Ship and an enemy Outpost) but only one may be targeted by a given attack.

For each Ship, Shuttle, or Outpost with which the current player wishes to attack, the following occurs:

1. The attacker announces the target, then plays a single applicable (red) card if desired. It is resolved immediately.
2. The defender may then play and resolve a single applicable card. These cards go to their respective Stashes.
3. Each player rolls a combat die, generating a number from -1 to +1. They adjust their Combat Strength accordingly and the result is the damage that will be inflicted on the enemy.
4. Each player may spend one Bomb to increase damage by 2.*
5. Players allocate each point of damage taken to one of their Recruits, Crew, Ships, or Shuttles involved.**

Each Recruit can take 1 damage. Crew and Shuttles can take 2. Ships can take damage up to their hull rating.

*If the advanced rules are being used, then consider Battle Stations and Fortifications right before Bombs.

**Shield Generators, and Fortifications in an Outpost, are additional advanced options for allocating damage.

This ends that particular fight for this turn. **The steps do NOT repeat** (it may take several fights to destroy a Ship or Outpost).

More About Combat

When a Ship takes damage, place orange cubes on the ship mat anywhere over the picture. If a Ship ever has a number of damage markers equal to or greater than its hull, then it is destroyed and anything (or anyone) being carried by the craft is lost. The game pieces are returned to the proper storage areas for potential reuse later. If all Crew in an Outpost are slain, any remaining Cargo tokens become unowned and are up for grabs.

Crew and Shuttles each have two health or hull points. When either takes a point of damage, place a damage marker next to or under the piece on the board. If an Outpost has multiple Crew present, some may be injured before any are killed. Recruits have no Combat Strength and are slain by one point of damage.

The attacker declares first if both sides have to make the same decision; for example when both sides are at Battle Stations, or when deciding how to allocate damage between their own Hull, Crew, and Recruits.

Though player Ships and Shuttles are not allowed to enter a Location controlled by another player's Outpost, they may enter contested Locations and may attack Outposts in controlled Locations by being adjacent to the Location. To attack a Ship or Shuttle within a Location one must still be adjacent to the vessel itself since Spacecraft are always in specific squares. This means that sometimes a Ship can hide in the back of a large Location.

Crew, Recruits, and other Cargo can be unloaded into a Location controlled by another player. If a player-controlled Location is invaded the owner does not officially lose control until after the fight or, if the invader doesn't attack, when the combat phase ends. At this point if there are multiple factions present the Location becomes contested and under nobody's control. This may be important for determining Resource Levels and, consequently, what cards can be played here or elsewhere.

While Outposts may share a Location - even if it's just one square - keep them separate (perhaps by stacking the tokens and placing the owning Crew on top) during the invasion and while control remains contested. Players retain ownership of their Recruits, Bombs, and other Cargo while control is contested but such neutral items become the property of whomever eventually ends up as the sole occupant of the Location.

Combat Example

During her turn, Andi has moved her (undamaged) Akita Inu-class freighter adjacent to Joe's Outpost, which contains 3 Crew, 1 Recruit, and 1 Bomb. The Akita Inu has a Combat Strength of 2 as listed on its ship mat. The Outpost has a Combat Strength of 3 because it contains 3 uninjured Crew.

Andi announces her intention to attack and plays an *Orbital Bombardment* card which will increase total damage by 2. The card is put into Andi's Stash. Joe then has the option of playing a card, but has nothing applicable.

Andi and Joe each roll a die. Andi gets a +1 while Joe gets a 0. This gives Andi a total strength of: $2+2+1 = 5$, and Joe: $3-1 = 2$. Joe decides to spend his Bomb token to increase his damage to 4.

Andi places 3 damage markers on her ship mat. If she had Crew or Recruits on board, damage could have been applied to them instead.

Joe must divide 5 damage among his 3 Crew and 1 Recruit. Recruits have one health and Crew have two, so he decides to kill off the Recruit and a Crew, while injuring the remaining 2 Crew with one hit each. The Recruit and 1 Crew are removed from the board and 2 damage markers are placed in the Outpost. It has a Combat Strength of zero until those injured Crew are healed or reinforcements arrive.

CLEAN UP

After all combat and Transfers are done, there is a bit of bookkeeping to be done before the player ends their turn. Run through the following steps in order:

1) Adjust Hand Size: Max 5 unplayed Politics + Tech cards

At this point the player may discard any Technology or Politics cards they wish to. If the player has more than 5 Technology plus Politics cards in their hand, they *must* discard down to 5 total. Cards discarded go to the appropriate discard piles; they do not go to the player's Stash and so do not affect the player's Reputation or earn Commendations. Cards in play (those with ongoing effects) do not count towards the limit, nor do Contracts or cards already in the player's Stash.

2) Equalize Contracts: 1 Contract per Ship

Compare the player's number of unfulfilled private Contracts to the number of Ships (not Shuttles) they have on the board and draw or discard Contracts as needed in order to make these equal. Posted Contracts count against this limit and may be discarded if over. If the player completed or posted a Public Contract, then a new one is drawn and displayed at this time.

New Contracts must be drawn from the face down deck - never the face up discard pile. If the draw deck is exhausted, then shuffle the discard pile to form a new deck. Contracts cannot be completed during the turn in which they are drawn.

3) Apply Reprimands: Discard Stash if punished

If a player has been "Reprimanded" (for example, by attacking a target within the jurisdiction of a ConFederation Cruiser), their entire Stash is discarded for no Reputation at this point.

4) Stash Overflow: 10+ Reputation = 1 Commendation

Next, if the current player's Stash contains cards worth 10 or more Reputation then the Stash *must* be cleared now for a single Commendation. Though it wastes a lot of Reputation, it doesn't take a SCORE Action at this point and it is done regardless of whether the player has a Ship on the board or not.

5) End Ongoing Effects: Move ongoing cards to Stash?

After the above adjustments a player has the option of removing any of their cards with ongoing effects (denoted by the infinity symbol in the corner) from play and putting them into their Stash. **This is the only time this can be done voluntarily.** It is allowable to play such a card (via ACTIVATE or INFLUENCE) earlier in the turn and remove it at this point in the same turn.

6) End of Turn

Finally, cards and effects that do something "at the end of the turn" happen in the order chosen by the current player.



ADDITIONAL CONCEPTS



BOMBS

A bomb token represents heavy ordnance usable both by Spacecraft and ground troops. In combat, a Bomb token can be spent immediately after the determination of damage to increase damage inflicted to the enemy by 2. A bomb token is only usable once and only one bomb may be used by each player in a given combat. The token must be on the Spacecraft or in the Outpost that employs it.



SHUTTLES

Shuttles move, transfer Cargo and fight like Ships. They can control a Location on their own but are **not** a legal place to convert resources. They can be bought for 2 kC and have 1 Combat Strength, 2 Hull, 2 Speed, and 1 Cargo Space.

CONTRACTS

Each Ship that a player owns entitles them to one private Contract. These cards list conditions and rewards. If, at any time during the player's turn, the condition has been met then the Contract may be revealed and the reward immediately collected. This does not take an Action. Successfully completed Contracts go to a player's Stash and are usually replaced during the Clean Up phase of the turn.

Unless the card specifically says otherwise posting and fulfilling Contracts is optional, and rewards earned from a Contract may be divided between any Locations and/or cargo holds the player controls. Unless they are duplicate cards multiple Contracts may be fulfilled by the same event.

✦ **A Contract cannot be posted or fulfilled during the turn that it is drawn.**

2-Stage Contracts

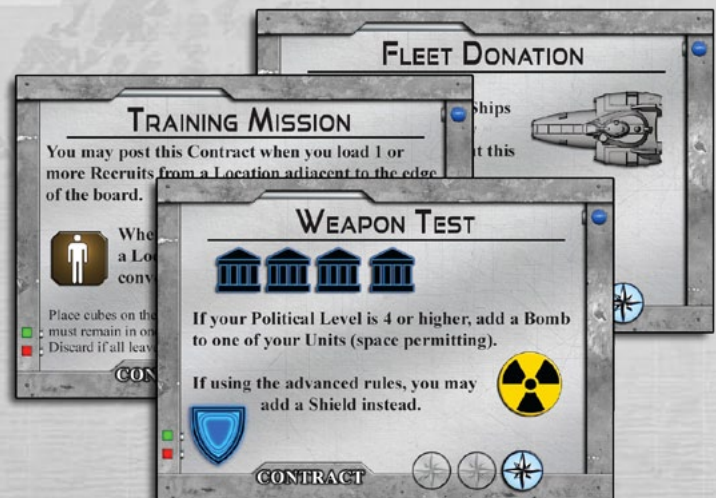
Some Contracts require two steps to complete. They may be "Posted" - played face up in front of the player - when the first condition is met. Once they are in play they are fulfilled like any other Contract when the second condition is met. They still count against the player's Contract limit while in play.

The Public Contract

There will be one public Contract face up near the Contract deck. During a player's turn, they treat that Contract as if it were theirs except that it does not count against their limit of one Contract per Ship. It can be completed, posted, or discarded with the proper PURCHASE action. If a player posts or fulfills the Public Contract, a new one is drawn during the next Clean Up phase; otherwise it is left in place for the next player.



Shuttles do not use flight stands, ownership tokens, or ship mats. If a Shuttle is carrying Cargo place the Cargo token beneath the piece on the board. For Crew, place them right next to and touching the Shuttle. If a Shuttle takes damage, place the damage cube next to or under the Shuttle.



DEATH & DESTRUCTION

Jettison Cargo

Cargo may be destroyed at any time during the player's turn*. Crew can likewise be dismissed to free up the game piece.

Scuttling Ships and Shuttles

A player's Spacecraft may be scuttled (which could mean it self-destructed, fled the Expanse, or just left the Corsair's service) at any time during the owning player's turn. The Ship miniature, mat, and everything on it is returned to the appropriate storage areas for later use.

Last Ship

The Corsairs enter the expanse with one Ship and the ConFederation insures that they will not leave with less than that, though it takes some time for the paperwork to process.

✦ **If a player owns no Ship at the start of their turn, then they are given a basic Ship of their choice at no cost so long as there is a miniature and mat available.**

Though the new Ship is selected at the start of the player's turn it remains out of play for now. Place the miniature and ship mat near or on the player mat. It is considered "on order" and cannot be bought or affected in any way by any player.

On the player's following turn, the previously selected Ship must enter the game either at ConFed HQ or in a Location the player controls - or a closest possible square if necessary. Unlike a purchased Ship, this new vessel **can** move the turn it arrives since everyone has had fair warning that it is on its way.

During a turn that a player is "shipless," they may still move Shuttles, take Actions, conduct Combat, and do everything else they could normally do that does not require a Ship - except that they will not be able to take the SCORE Action.

If your only Ship is heavily damaged, or if you just want a different vessel, it is legal to get a government-sponsored "refit" by scuttling it and then calling upon the Last Ship rules to get a fresh replacement (chosen at the start of your next turn and arriving the turn after that, as normal).

*"Any time during a turn" activities cannot be done between the playing of a card and its resolution, but could be done between two cards being played (outside of combat). Such activities can be done between one Action and the next and in the middle of a Ship or Shuttle moving.

Combat is a special case: the whole fight (cards, die rolls, damage, etc.) is considered a single event for these purposes and cannot be interrupted by "any time during a turn" activities.



CUSTOMIZATIONS & IMPROVEMENTS

Some Technology Cards have a distinct layout displaying icons for the four Ship statistics. These are Ship **customizations** and, when played via ACTIVATE, are tucked under one of the player's ship mats so that the stat bonuses line up properly on the right hand side. A Ship may only have a single customization card at a time.

There are some Technology cards that act as **improvements** for a Ship (examples include "Repair Drones" and "Cloaking Device"). When put into play, slide these cards under the top edge of the ship mat so that the card name is visible above. A Ship may have any number of these improvement cards applied in addition to a single customization. They stay with the mat when flipped but cannot be switched to a different mat. Each may be moved to the Stash like any ongoing effect. Shuttles cannot use these cards.

If you are working on a Ship-specific two-part Contract, you should keep it next to the mat or tucked under the left edge.

If a Ship is destroyed, all cards attached to it are discarded.



GAME OVER

As soon as any player has the required number of Commendations, that player wins and the game ends immediately.

EXAMPLE TURNS

This is an example of the first turns of a two player game. Only the relevant part of the game space is shown.

Apollo is playing yellow with a Kestrel-class Ship named "Gryphon." He chose a starting space with money in mind. His starting cards are not useful in this example.

Maya is playing red and using an Akita Inu named "Midnight Rose." She kept a Bounty Hunter contract and a Fusion Bomb to back it up, so she's looking for a fight. She set up to quickly claim 3 Parts icons and so get the Tech Level needed to play the card.

Turn One

Move: For the first turn, Apollo is going to fly Gryphon up to the mining station and its double metal icons. En route, he'll deposit a Crew piece in Rivenstone.

Before flying off, however, he unloads one Crew onto his Shuttle (which has a single cargo space) and one onto the adjacent ConFed HQ location - represented by the area on his player mat.

Actions: He chooses *Finance* for his action category since he now has an impressive Finance Level of 5 and so will get five actions. He *MINES* twice; generating a metal token at one of the mining station's icons and then the other. He loads the two tokens onto Gryphon and *REFINES* twice; converting both metal tokens into kiloCredit (kC) tokens on his ship mat. For the fifth action, he *MINES* again; this time generating the metal token on his player mat at ConFed HQ (Rivenstone is the only other option since both icons at the mining station have already been used this turn).

Combat & Clean Up: Apollo's troops at Nyx could attack but he decides not too. The Location becomes contested and so neither side benefits from the icons there. He has nothing that needs to be done during the clean up phase so his turn ends.

Turn Two

Move (1)*: As Apollo did, Maya is going to do her moves before her actions. Because she absolutely must control the Nyx Location in order to use her Fusion Bomb, Maya unloads all three of her Crew there and also leaves her Shuttle in place. She moves Midnight Rose forward three squares to claim the double Tech space and boost her Tech Level to 3.

Actions (2): For her actions this turn, Maya chooses the *Technology* category. Her first of three actions is to *SALVAGE*: generating a Parts token next to her Ship (she could have used the icon on her player mat instead). Her next action is to *RECONSTRUCT*: trading that Parts token in for a Technology card. She draws a "Long Range Missile" card which fits perfectly into her plans.





She decides to **ACTIVATE** the missile as her final action. It requires a Tech Level of 3 and a target within 3 spaces of her Ship. Maya plays the card and designates Gryphon as the target. Apollo places 2 damage cubes on his ship mat. The card goes to Maya's stash and will be worth 2 reputation (the lit stars on the right side) when the Stash is later cleared.

Combat (3): Maya wants to conduct the troop battle first. Neither side plays a combat card. Maya has three uninjured Crew for a Combat Strength of 3 versus Apollo's 1.

She rolls a -1; Apollo a +1, so both end up with a strength of 2.

2 damage removes Apollo's yellow Crew figure. Maya decides to injure two of her Crew instead of killing one and so places a couple of damage cubes next to her troops.

Maya's Shuttle, which was there "just in case," is no longer adjacent to any rivals and so has no combat options.

Combat (4): Now for the Ship battle: Midnight Rose versus the injured Gryphon. Maya announces the attack and (now that she has a Tech Level of 4 thanks to the recent capture of Nyx) plays her Fusion Bomb. Apollo has no response. The card is placed in Maya's stash.

Maya unfortunately rolls another -1 and so her total Combat Strength for Midnight Rose plus the fusion bomb plus the roll is $2+3-1=4$; not quite enough to destroy Apollo's Ship.

Meanwhile, Apollo rolls a 0 on the die and so inflicts Gryphon's listed Combat Strength (2) to Midnight Rose. Neither side has a "normal" bomb token on board to add damage and neither has Crew or Recruits

on their Ships to absorb hits. Each player places the appropriate number of damage cubes on their ship mats: 4 more on Gryphon, 2 on Midnight Rose.

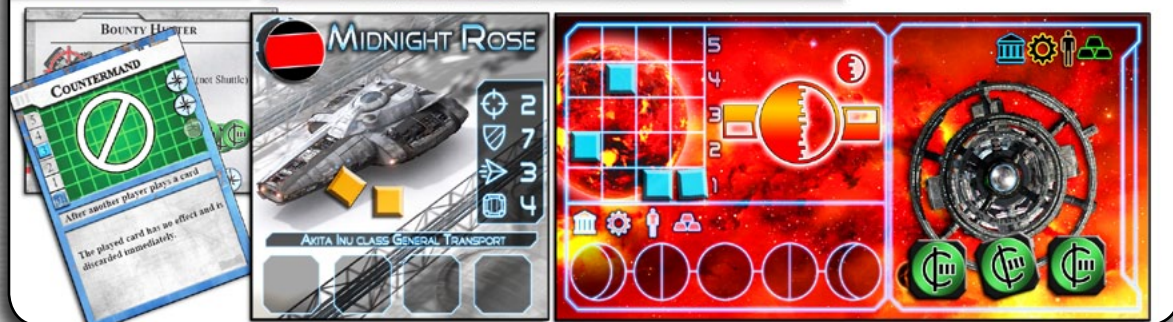
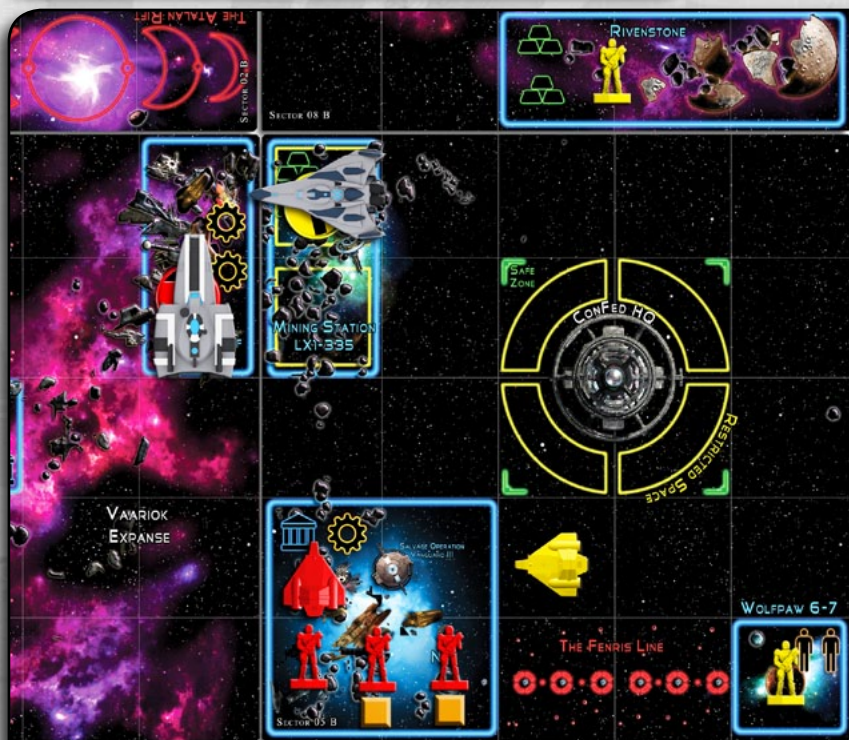
Gryphon now has 6 damage against its hull strength of 7. It's barely holding together, and Maya is wishing she had flown her Shuttle up for a shot at finishing it off.

Clean Up: Maya has fewer than 5 Tech plus Politics cards; 1 Contract for 1 Ship; and fewer than 10 reputation; so has nothing to adjust during this phase.

What Next?

Maya has 5 reputation stashed and so may want to take a **SCORE** action next turn in order to earn her first commendation.

Apollo has 5 kiloCredits and so might retreat to the safe zone then buy a second Ship. A more aggressive option would be to spend the money on repairs and bomb tokens, gather the troops, and counter attack!



ADVANCED OPTIONS

These rules are optional in the base game. They can be added piecemeal or all at once to customize your experience. In general these options allow for more variety but at the cost of increased complexity.

ADVANCED CARDS

Some cards reference advanced rules and have a red “A” (for Advanced) icon near a corner of the card. These should be removed prior to playing the base game, or they can be discarded as they come up during play.

BATTLE STATIONS

During their combat phase, a player may declare any of their Ships or Shuttles which have not yet attacked to be at battle stations or to stand down.

When a craft is put at battle stations, place this token next to the Unit on the board. The forces are on alert and may opt for an offensive or defensive stance in each coming engagement, at the cost of mobility.



✦ **A Ship or Shuttle at battle stations may inflict one more or take one less point of damage in each combat, but cannot voluntarily leave its square.**

The offensive/defensive decision is made after damage is rolled, but before either side has to declare their intention to use a Bomb or not. If both the attacker and defender are at battle stations, the attacker states their choice (if any) first and it is quite possible that the choices will cancel each other out.

When a Spacecraft is ordered to stand down, remove the token. Since this can only happen after movement is over, a Ship at battle stations must usually remain in place the following turn.

CARGO CONCEALMENT

At the start of his or her turn a player may turn any Cargo tokens they own face down so that the exact type is hidden. Except for when Cargo is Purchased, this is the only time Cargo tokens can be flipped face down. The player is allowed to peek at, or return face up, their own Cargo whenever they want but other players cannot examine face down tokens. They must be turned face up again if they are spent or used in such a way that another player needs to verify the token type.

If this rule is not in effect, Cargo cannot be concealed or hidden from other players.

FORTIFICATIONS

These are bought (for 1 kC) and moved about as Cargo. A Fortification token in a Location allows the owning Outpost to modify combat results in the same manner as a Ship at Battle Stations but without restrictions on movement. The Fortification (or “fort”) is not spent for this effect – it remains in place until removed voluntarily or destroyed.



✦ **An Outpost containing a Fortification Token may inflict one more or take one less point of damage in each combat.**

A Fortification token can take a hit in the same manner as a Recruit token except that if a player owns multiple Fortifications in a Location, the extra forts have no additional effects and all are destroyed if one is. This means that there is typically no reason to have more than one Fortification token in an Outpost.



RAIDING

A greedy captain might forgo damage in order to send a boarding party to a rival Spacecraft (or a raiding party to an Outpost) in order to steal valuable Cargo.

✦ A Ship or Shuttle can decide when announcing an attack to raid rather than inflict normal damage.

This option is only available to the attacker. The combat is conducted as normal except that any damage that the defender does not negate or apply to Recruits, Crew, Fortifications, or Shields is considered “raid damage.”

For each point of raid damage inflicted, the attacker may steal or destroy one piece of the defender’s non-Crew Cargo. Excess raid damage is wasted. It will never result in hull damage to a Ship, but damage the defender decides to apply to Recruits, Crew, Shields, and Fortifications is real and is handled normally. Raid damage is applied after normal damage is resolved, so the attacker must survive the damage inflicted by the defender in order to conduct the raid.

Raid Example

Suppose Bobby has an empty, basic Clydesdale and Ethan has a basic Scarab with 1 Crew and 4 Bombs on board. Bobby’s Clydesdale attacks Ethan’s Scarab, announcing that it will be a raid.

Neither side has cards they wish to play and both roll a 0 on the combat die. This means that Bobby is inflicting 3 damage versus Ethan’s 1 (the base Combat Strength for their Ships). Ethan decides to use a Bomb so the Clydesdale takes 3 damage, placing damage markers on the ship mat as usual. This is not enough to destroy the Clydesdale.

Ethan then decides to have the Crew take one point of damage and so a damage marker is placed next to the Crew piece. This leaves 2 raid damage and three bombs still on board. Bobby can steal two, destroy two, or steal one and destroy one. Since his cargo hold is empty, he decides to steal two bombs.

REPAIRS & BRIBES

This pair of rules gives Tribute and Parts tokens a special ability, somewhat like Recruits being able to take hits in combat, or Metal being spendable in place of Credits. They aren’t just for buying cards anymore!

✦ As a RECONSTRUCT Action, Parts tokens can be spent to remove damage.



Each token spent can repair/heal up to two damage markers from among any Units adjacent to the Parts. This works like spending kC for repairs with a PURCHASE Action: multiple Parts can be spent as a single Action, but they must all be in the same place.

✦ During the Action phase, a Tribute token can be spent for an extra Action.



The extra Action must be in the same category as the rest of the Actions for the turn. Note that this does not raise the Resource Level and so does not allow the playing of more powerful cards. This can be done up to three times (meaning 8 Actions is the maximum possible) in a turn and represents bribes and political coercion at the highest levels.

SHIELD GENERATORS

A Shield Generator (or “Shield”) is represented by a two-sided token. The blue side is a Shield at full strength and the red side is at half strength. A Shield may be allocated hits in combat. A blue shield that takes one hit is flipped to the red side. If a red shield is allocated a hit (or a blue Shield allocated two), the token is removed from play. Otherwise all Shields are flipped to the blue side at the start of the owning player’s next turn. A player can use only one Shield Generator in a given fight, but a Spacecraft or Outpost with multiple Shields may use one in each of several combats.



Shields are purchased in the same manner as Bombs and Fortifications. They also cost 1 kC and count as Cargo, even though they do not have the traditional Cargo crate art on the back. Because Shield tokens need to be double sided, it is not possible to conceal their nature. *Because of the large and unique energy signature, it is easy to determine that a target is shielded.*

TRADE BETWEEN PLAYERS

The players represent successful starship captains who were shrewd entrepreneurs before they were ever Corsairs of the Shadowstar Expanse. As such, trading and making deals is second nature to them.

If the trading rules are in effect, then the current player can Transfer Cargo (except for Crew) to or from cargo holds and Outposts that belong to another player so long as both sides approve of the trade.

Players may trade any combination of the following:

- **Ships & Shuttles:** In the case of a Ship, replace the flight stand and ownership token, then slide the ship mat and its contents (except for Crew) to the new owner. A Spacecraft cannot move during the turn in which it is traded, and cannot be traded if it has already moved during the current player’s turn.
- **Cargo:** This includes money (kC tokens) but not Crew. The Cargo must be moved according to the normal Transfer rules. All station storage areas are considered adjacent to each other, and so are well suited to trading.

Cards cannot be traded. Other agreements and alliances between players are based only on trust and are not binding by the rules.

Shadowstar Corsairs is designed to be easily modified and tailored to your preferences. Any of these advanced options can be added piecemeal to the game. Likewise, please feel free to come up with your own rules, or modify existing rules, to make this game your own.

Player interaction is the key to an exciting and memorable game of Shadowstar Corsairs. “Table talk,” negotiation, and alliances are not part of the rules, but they can certainly be part of the game. If you are in the lead, expect to be targeted by your rivals. If you are falling behind, see if you can find an ally - or what you can do to hit your enemy where it hurts the most. But no matter what transpires, just be sure to leave your rivalries in the Expanse when the game is done!

ADVANCED OPTIONS

NON-PLAYER FACTIONS

The sinister forces of the Umbral Empire have invaded the Shadowstar Expanse! In response, ConFederation cruisers have been dispatched to fend off this incursion and maintain order. Shrewd Corsairs can play these factions against each other and use them to further their own agendas.

Overview

Recently, alien forces invaded the Expanse, which had before been a neutral buffer zone. This prompted a massive military response by the ConFederation. In the ensuing battles most of the forces on each side were destroyed. This accounts for much of the debris and rich salvage opportunities found in the Expanse today. It is also the reason that the administration is desperate enough to turn to unsavory civilian captains for assistance - and why they are willing to turn a blind eye upon the carnage they wreak upon each other - so long as this territory is secured by the strongest possible leader in the end.

The ConFederation has a couple of battered Cruisers at hand plus the Station HQ, while the Umbral Empire has an unknown number of scout ships lurking in the shadows at the fringe of civilized space. The rest of each side's fleet lies in ruins with reinforcements still many weeks away.

A ConFederation Cruiser is a powerful ally which can be directed by the player most in need (or with the right cards). Because of its size a cruiser is placed on a flight stand - though one of neutral (black) color.

Alien scout ships are little more than heavy fighters - not much of a threat alone but dangerous when in larger packs. They move through the Expanse and attack those they encounter, but also heed the advice of the most desperate Corsair - hoping to make the contest as long as bloody as possible.

- ✦ **Confederation Cruisers cannot attack or be attacked by player forces, or targeted by damage dealing cards. A pack of Alien Scouts can be attacked or targeted by cards as a single entity.**

Set Up

When setting up the board using the standard, random, or an arbitrary layout, add the following steps to the end of the procedure:

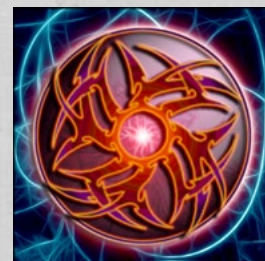
- Place the ConFed/Alien Phase mat, Cruiser side up, between the last player and the start player.
- Place one ConFed Cruiser in the center of Sector 05 (or another agreed-upon square if Sector 05 is not used). Initially, there are no Alien Scouts on the board.

Non-Player Turns

The ConFed/Alien Phase mat is a ship mat with Alien Scouts on one side and a ConFed Cruiser on the other. It sits between two players and when play passes over the mat either the Alien Scouts (if any) or the Confederation Cruiser(s) get a turn – depending on which side of the mat is showing. At the end of the non-player faction's turn, the mat is flipped over and play proceeds to the next player. In other words, these factions take their turn between the turns of two real players and they alternate one side then the other each time this happens.

When a non-player phase begins it is important to determine who is the “Favored” of the aliens or the “Consultant” for the ConFederation - as these player can significantly influence what these factions do. If the Alien side of the mat is face up, determine who is Favored. If the ConFed side is up then instead determine who is the Consultant.

In an attempt to prolong the conflict, the aliens will heed the advice of a Corsair who is falling behind. In game terms, this is the player with the fewest commendations. If tied - which is often the case early in the game - the first such player to the **right** (that is, counterclockwise) of the ConFed/Alien Phase mat becomes the Favored of the aliens. They take the “Favored” token (pictured here) to denote their status as it makes them ineligible to be the next Consultant. The mat itself doesn't move except with a *Reschedule* card.



The Consultant is the Corsair most in need of assistance, but not under suspicion of collusion with the enemy. This the player with the fewest commendations, excluding the player who was most recently Favored of the aliens (they will have the Favored token on their player mat). If tied, the first candidate to the **left** (clockwise) of the ConFed/Alien Phase mat becomes the Consultant. Note the craft in the image also point in this direction.





ConFederation Phase

If the ConFed/Alien Phase mat is showing the *ConFederation Phase* side when turn order comes to it then the ConFederation forces on the board act. The Consultant moves **one** ConFed cruiser - if one is on the board - following the normal rules for Ship movement except that the Cruiser *can* enter controlled Locations without contesting ownership. Next all Cruisers that are adjacent to any Alien Scouts must attack. If adjacent to multiple packs the Consultant designates the target. The results are resolved automatically as follows (no dice are rolled):

Pack Size	Result
1	The Alien Scout is destroyed. The Cruiser is unharmed.
2	Both Scouts are destroyed and the Cruiser retreats.
3	Two Alien Scouts are destroyed and the Cruiser retreats.

If a Cruiser *retreats*, it immediately jumps out of combat and is removed from the board. It is placed near the phase mat and returns, fully repaired, to the HQ station at the start of the next ConFed phase (with the exact square in the restricted space, or as close as possible, chosen by the Consultant at that time).

Reprimands

ConFederation captains are obligated to report any illegal behavior within their designated jurisdiction. If a Unit in a Sector with a Cruiser inflicts or suffers damage*, the attacking player will be Reprimanded by ConFederation authorities - even if the attack itself originated from beyond the Sector. During the Clean Up phase of the current turn, the offending player must discard all cards in their Stash (if any) but receives no Commendation regardless of the amount of Reputation turned in.

**This includes cards. It does not include raids (even if some "real" damage is taken), theft, or combat with aliens.*

Non-player Ship Stats

Below are the stats for the non-player craft. The Cruiser stats are in parenthesis because they are not actual values. These are battered veterans under orders to conserve ammo and retreat from any palpable hit. At full strength and unfettered, they would be much more formidable. Likewise the Scouts are moving slowly as they search for targets to engage.

Ship	Cost	Combat	Hull	Speed	Cargo
ConFed Cruiser	-	(4)	(2)	3	-
Alien Scout	-	1 per	2 each	1	-

Alien Phase

The alien phase occurs whenever play reaches the ConFed/Alien Phase mat and it is showing the *Alien Phase* side. The alien forces will multiply, move, and attack as described below.

Alien Scouts travel in "packs" and up to three Alien Scout pieces may occupy a given square. When grouped like this they move, attack, and are attacked, as a single entity.

Multiply

The Favored of the aliens chooses one of the following options:

1. Add one Scout to an existing pack of size 1 or 2.

or

2. Place a new Scout in a square at the edge of the board. The square cannot be under player control, a Forbidden Zone, or contain non-Scout Spacecraft.

Move

The Favored chooses **one** Scout or one pack and moves it one square. They may not enter controlled Locations or squares containing non-Alien craft. Packs can combine (maximum 1 Pack per square and 3 Scouts per Pack).

Attack

After the *Multiply* and *Move* is complete, all packs adjacent to valid targets must attack. Valid targets include Ships, Shuttles, and Outposts; including those owned by the Favored; as well as ConFed Cruisers. Alien Scouts will take any opportunity to attack, except that a lone Scout will not attack a Cruiser. For larger pack vs Cruiser combat use the table in the ConFederation Phase section to the left.

The Favored chooses the order of attacks, designates targets, rolls dice, and makes other decisions if there are multiple options available. If the Aliens are attacking forces of the Favored, another player should roll for the Scouts.

Alien Scouts are Spacecraft - they group and move by squares rather than Location - but they fight as a unit (like an Outpost). The Combat Strength of a pack of is 1 per Scout (damaged or not) in the pack. Each Scout takes two hits to destroy, and a damaged Scout will be destroyed before another Scout is damaged - so a pack will never have more than one damage marker with it.

Scouts repair all damage at the start of each Alien phase.

NOTES

CARD NOTES

The required Resource Level listed on a card are only needed when the card is played. Unless the card says otherwise, an ongoing effect or benefit can continue even if Resource Levels later decrease. Some cards show more than one Resource Level (*Call for Repairs* has cubes on both 2 and 5). The lowest level is required to use the basic ability of the card. Higher levels will improve upon this as described on the individual card.

Rewards for a Contract may appear among any of the player's controlled Locations and cargo holds. Exceptions will be explicit in the card descriptions. Cards must be kept private until played.

1-SHOT TRANSPORTER, CONFISCATION, PIRACY: These cards do not allow the player to look at face-down tokens (if those rules are being used) before selecting what to take.

BOUNTY HUNTER, COMMANDEER: A Ship or Shuttle cannot be both destroyed and captured. You must inflict the lethal point of damage in order to claim a bounty. A Ship that successfully Self Destructs does not count for either card.

CALL TO ACTION: This card can be used the same turn it is played. Extra actions may exceed the usual limit of 5 per turn.

CANNIBALIZE: It is also permissible to damage one Crew or Recruit in an Outpost to heal other Crew in that Outpost (their equipment is stripped down and used for parts). A piece cannot be assigned more damage than it has hull/health.

COMMANDEER: The vessel being captured does not drop below zero Hull regardless of the total damage inflicted. It is never necessary to repair a Ship from a negative Hull rating.

COUNTERMAND: If this card is used in reaction to an attacker playing a card at the start of combat, the defender may still play a combat card as normal after this one is resolved.

DRAFT: These Crew may be divided between an Outpost and a Ship (or Shuttle) if both are within the same Location.

EVAC (RELIC, DIGNITARY, CIVILIAN, MUNITIONS): For this Contract each stack of two tokens takes up one cargo space. Normally tokens cannot be stacked like this. Both the kC and the resources are generated by the Contract. Posting the Contract is optional whenever your Ship is at the HQ.

EXPRESS DELIVERY: If this comes up as a Public Contract, the next player must post it at the start of their turn. If they don't complete it that turn they may need to discard this or another Contract during clean up since posted Contracts count against their limit. When this contract is completed, the player retains ownership of the "delivered" goods.

EXTRA TOKENS

The game includes some extra tokens bearing the player logos. These can be used to randomly determine a start player if desired. These tokens can also be used to note which edge of the board a Mission Contract is heading for. If a given square cannot hold all of the game pieces present, one of these tokens can be placed in that square and the other, along with the game pieces, placed somewhere next to the board where there is sufficient room. The A, B, and C tokens can be used like additional pairs of logos for anyone.

Alternatively, the tokens could be used for home-made variants. For example, each player starts with their house crests as Cargo and the player is eliminated if both are destroyed, or in a Safe Zone, at the end of a their turn. This would work well using the hidden Cargo rules (Cargo tiles kept face down). Another example would be using one of these symbols to give each player a "home world" on the board. Place it face up on any Location in the same Sector as the starting Ship. The player permanently controls that Location even if enemy Units are present but cannot SCORE if, at the start of the turn, enemies are present but no friendly Units are. The A, B, C token pairs could be set up as "wormholes" so that squares with like tokens were considered adjacent to each other.

A large token featuring the Alien orb on one side and the ConFed star on the other is provided as an alternative to the ConFed/Alien Phase mat - it may be easier to flip over. A second, normal-sized "Favored of the Aliens" token is provided for no particular reason.

GUNBOAT DIPLOMACY: Damage negated (by Battle Stations or Defensive Tactics for example) does not count towards the total inflicted, but all damage allocated (to Crew or Shields for example) does, as does excess damage.

ION MISSILES will immobilize an entire pack of Alien Scouts. Place the affected Spacecraft on their side to indicate their incapacitated state.

MISSIONS (TRAINING, DIPLOMATIC, ORE HAULING, SCIENCE): see the notes for RELIEF SUPPLIES. Use the player logo tokens to mark the Contract and/or destination edge.

MISINFORMATION: An attacking Outpost cannot be Misinformed to strike an Outpost in a different Location. This card can be played in response to cards that target the Unit and would inflict damage. Units may end up attacking Units of the same color.

MORATORIUM: This also prevents "Stash Overflow" and card loss due to Reprimands and other effects.

GOVT. CONTRACTOR: If this card goes out of play, wait until the clean up phase to adjust the number of Contracts allowed.

REDIRECTION: This card can only be played if there is a valid new target for the redirection.

RELIEF SUPPLIES: You must supply the initial Cargo. If the destination Location is controlled by a rival, the token unloaded becomes their property and is not converted. Note that only one token needs to be unloaded; the rest can convert on the Ship. These special conversions do not take an Action and may occur in the Location, but otherwise follow the usual rules for each resource type.

SALVAGED SHUTTLE: The Shuttle appears in any Location controlled by the player or at the ConFed HQ (or as close as possible if there are no spaces open). It cannot move this turn.

SELF DESTRUCT: Your Ship, Shuttle, or Outpost is destroyed - overriding cards like Commandeer. All Cargo in a destructed Ship or Outpost is also lost.

STOCKPILE (TRIBUTE, PARTS, RECRUITS, DARKMETAL): The player *may* fulfill this Contract when they have the resources but it is not required. Damaged Ships and Crew can be donated.

TRANSIT SYSTEM: This represents space on military transports or similar craft. Place Cargo in transit on the card itself.

TRIBUNAL: A player must have at least one card in their Stash in order to be targeted by this card.

GLOSSARY

Action: the 12 options listed in the Action table, plus SCORE. Specific Actions are printed in SMALL CAPS in the rules.

Adjacent: In these rules, “adjacent” means “adjacent or closer.” For example, a Ship within a Location is also considered adjacent to that Location. Diagonal squares are adjacent.

Cargo: a shorthand term for resources and other items that can be transported in a Ship or Shuttle. Includes Tribute, Recruits, Metal, Parts, Bombs, kC, Fortifications, Shields, and Crew.

ConFedHQ station cargo bay: an area of the player mat that represents the Corsair’s secure storage area on the large space station in Sector 05. It has unlimited capacity and cannot be attacked.

Combat Strength: the base amount of damage a Unit will inflict in combat. It can be modified by several factors.

Commendation: the “victory points” for the game. The first player to earn a given amount wins.

Corsair: an independent starship captain with authorization to engage the enemy and act on behalf of the ConFederation. The player’s alter ego in the game.

Contract: a grey card listing a condition and reward. Players will have one private Contract per Ship they own. There will also be a public Contract anyone can fulfill during their turn.

Crew: “Combatant / Resource Extractor / Worker.” A single Crew piece represents a dozen trained professionals that serve as soldiers, resource gatherers, and administrators as well as ship-board personnel.

Discard: to move cards directly to the general discard pile for the given type of card.

Expanse: the Shadowstar Expanse. This is the area of space in which the contest takes place. Alternatively, the game board: composed of several square sector tiles.

Hazard Zone: a dangerous area of the Expanse. Indicated by yellow squares or graphics, Units must stop upon entering any square that is part of a Hazard Zone.

kC: kiloCredit. This is 1000 Credits where 1 credit is the standard value of a day’s labor in the ConFederation of Terra Mortis. The money tokens in the game are each 1 kC.

Finance Level: the number of Metal icons controlled by the player. Minimum 1, Maximum 5.

Forbidden Zone: a lethal or off-limits area of the Expanse. Forbidden Zones are indicated by red graphics. Such areas cannot be entered.

Location: an area of space (one or more squares) that can be controlled by a player and contains resource icons. On the board, these areas are bordered in blue.

Outpost: a shorthand term for “all of a player’s Crew, plus other Cargo they own, within a Location but not in a Ship or Shuttle.”

Passing Shot: A free attack granted to the defender if a rival Spacecraft enters its square.

Personnel Level: the number of Recruit icons controlled by the player. Minimum 1, Maximum 5.

Politics Level: the number of Tribute icons controlled by the player. Minimum 1, Maximum 5.

Reprimand: If a player has been Reprimanded, they must discard all cards in their Stash during their next clean up phase.

Reputation: value of a card towards earning a Commendation. Denoted by 1 to 3 lit stars on the right side of the card.

Resource: items that can be harvested at corresponding icons on the board. Includes Tribute, Recruits, Metal, and Parts.

Sector (Sector Tile): a large, square section of the main board. Each sector is made up of 25 squares. Several sectors are arranged to create the Expanse.

Stash: area next to the player mat where cards are placed after being used (and later turned in for Reputation).

Station: The ConFederation Headquarters in Sector 05; it is a safe haven for the Corsairs and their goods.

Ship (or Starship): This refers specifically to any of the painted, player owned starships that require a flight stand and come with a ship mat. It does not include Shuttles or non-player craft. Except for Crucible, each ship mat has two sides with the basic (blue text) version on one side and the upgraded (gold text) version on the other.

Shuttle: one of the small, triangular craft (no flight stand) that can be bought during the game. There are 3 in each team color.

Spacecraft : shorthand for “Ship, Shuttle, ConFederation Cruiser, or Alien Scout.”

Technology Level: the number of Parts icons controlled by the player. Minimum 1, Maximum 5.

Transfer: to load or unload Cargo to or from a valid area.

Turn: In these rules, a “turn” means a single player’s turn (as opposed to a round of each player taking a turn).

Unit: Shorthand for “Ship, Shuttle, or Outpost.”



SHIP REFERENCE

Statistics

The following tables summarizes the statistics from the ship mats for each type of player Ship (standard / upgraded).

Class	Cost	Combat	Hull	Speed	Cargo	Description	Names on the Ship Mats	
Akita Inu	5 / 8	2 / 3	7 / 8	3 / 4	4	A well-rounded ship	<i>Midnight Rose</i>	<i>JMS Powell</i>
Clydesdale	5 / 8	3 / 4	10 / 13	2	2	Great for combat, but slow	<i>Cristiana's Revenge</i>	<i>Jo Lynn</i>
Crucible	5 / 5	2	13	1	2	Small academy or refinery station	<i>Port Cadmus</i>	<i>Lyceum</i>
Kestrel	5 / 8	2	7 / 9	4 / 5	3 / 4	Built for speed without sacrifice	<i>Kagawa's Folly</i>	<i>Gryphon</i>
Renegade	5 / 8	3 / 4	8 / 9	3	2 / 3	Faster combat option	<i>Winchester</i>	<i>Thunderchild</i>
Scarab	5 / 8	1 / 2	8 / 9	3	5 / 6	Bulk hauler with maximum cargo	<i>HMT 0925</i>	<i>Khepri</i>
Tachikaze	5 / 8	4	6 / 8	3 / 4	1 / 2	Quick "glass cannon" (Exclusive Ed.)	<i>Vengeance</i>	
Vega	5 / 8	1	8 / 10	4 / 5	4 / 5	Very fast but lightly armed freighter	<i>Icarus</i>	<i>Shadow Ki</i>
Xuan Wu	4 / 6	1	12 / 13	2 / 3	3 / 4	Cheap and very durable "turtle"	<i>CSS Luchsinger</i>	<i>Chun Li</i>
Shuttle	2	1	2	2	1	Small helper craft, each player has 3 of these in their team color		

Silhouettes



Special Abilities

As noted on the ship mats, the upgraded version of each class has a special ability that affects that specific Ship:

- **Akita Inu:** Due to her **ease of maintenance**, whenever 2 points of repairs would be applied to this Ship at once fix 3 points instead. 4 points applied at once would fix 6, and so on.
- **Clydesdale:** Due to her external **missile pods**, she may carry up to 4 Bombs that do not take up any cargo space. Place or stack them in the empty part of the cargo area on the ship mat.
- The **Crucible**-class academy/refinery is a special case. Both sides are considered "basic" even though both have a special ability. Depending on which side is showing, the ability may be used once during the player's turn before combat to **TRAIN all Recruits**, or **REFINE all Metal** in its hold at that time. This does not take an action. The mat can be flipped (or re-flipped), following the normal rules, for 3 KC.
- **Kestrel:** With agility and **evasive maneuvers**, she avoids 1 damage when defending. This only applies to combat the Kestrel does not initiate. It does not apply to cards outside of combat.
- **Renegade:** Engaging her **overdrive**, this ship may move 4, but then her Combat Strength becomes zero for the rest of the player's turn. Cover the green target box with an orange cube when this ability has been used if you would like a reminder.
- **Scarab:** By **overloading** her massive cargo bay, she may carry 7 or 8 Cargo but her speed is reduced to 2 while doing so.
- **Tachikaze:** Utilizing **stealth** and speed Tachikaze does not provoke passing shots. There is only one of this unique Ship and it is only available in the Exclusive Edition.
- **Vega:** Counting on superior speed to set up an **attack run**, this Ship gains +1 Combat Strength in fights she starts. As with the Kestrel-class, this only applies in combat (including passing shots).
- **Xuan Wu:** With an emergency **micro-jump**, Xuan Wu may move 1 square (following the normal rules for movement) after defending in combat. This occurs after the combat is complete and damage has been applied. Also note that Xuan Wu is an exception to the Ship prices listed under the PURCHASE Action.