THE GALAXY CORPORATE
STAR TRADERS

Operations Manual

Anatomy of a Region

Travel Line

Sectors are connected by Travel Lines. Ships may move between sectors only along these lines.

Sector

Each region contains several sectors, each identified by a number. Game objects are placed in these sectors.

6   7

1

5

4

2

8

3

These little bars are just visual decoration. Pay them no mind. They can't hurt you. They're just going about their little blue bar business.

8

Influence Box

The tokens that display the regions' influence value are placed in this box.

Size Value

Each region has a size value, which is normally the number of sectors in the region.

Fleet Cards

Name and Image

Cost

The amount of credits that must be paid when hiring the ship.

Upkeep

The amount of credits that must be paid during the upkeep phase every turn, or the ship is lost.

Hull Integrity

The ship's hull integrity value. Any damage and reinforcement tokens can be placed here.

Improvement cost = *70*

75 Freighter **20**

3 **10**

Hull · Cargo

Weapon

The ship's weapon type and associated damage value.

Improvement cost = *50*

Laser: 1 · **0** **4** **2**

Cargo Hold

The ship's cargo value. This number determines how many units of cargo the ship may carry. Commodity counters can be placed here.

Improvement cost = *30*
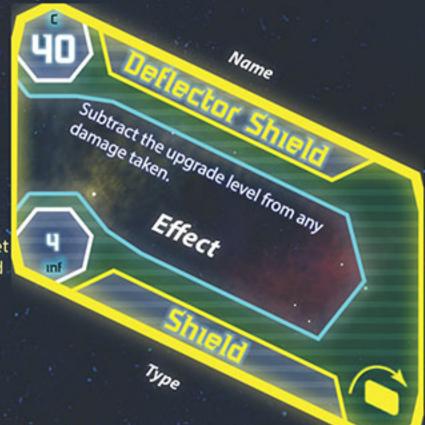
Attack Value

Add this number to the ship's *attack* roll.

Improvement cost = *60*

Move Value

The number of sectors the ship may move per turn.

Improvement cost = *45*

Defense Value

Add this number to the ship's *defense* roll.

Improvement cost = *40*

Upgrade Cards

Cost

Name

Deflector Shield

Subtract the upgrade level from any damage taken.

Effect

Shield

Type

Influence Level

This upgrade can only be purchased or improved at a planet or outpost with this combined influence (planet/outpost + region) or higher.

Level of Effectiveness

Place player markers in the green area to indicate the upgrade's level of effectiveness.

Crew Cards

Name

This ship may move +1 sector.

Engineer

Position

Ability

The bonus given by the crew member.

Hire Cost

The amount of credits that must be paid when hiring the crew member.

Usage Cost

The amount of credits that must be paid when using the crew member's ability.

Player Boards

Influence Counter

This counter keeps track of the player's *Influence Level*.

Ship Slots

Every player may have up to three ships in his or her fleet. Every player begins the game with a *Flagship*. Each ship is represented by a ship token with a corresponding symbol.

Territory Counter

This counter keeps track of the player's *Territory* (not used when playing Star Traders).

Tabletopia Tip

How to Use Counters

You can right-click on any counter and select *Modify* (the icon with the plus and minus signs) from the options to increase or decrease the counter. Alternatively, you can hit *Space* and use the plus and minus buttons or the mouse wheel to do the same thing.

Starting the Game

All players place one of their player markers in the white bag. This bag can then be used to choose a player at random. Draw a random marker from the bag to decide who begins the game as first player.

Choose one player to be the **Comptroller**. The Comptroller will roll the commodity dice and track the market prices. Alternatively, draw a player marker from the white bag if players cannot pick the Comptroller on their own.

Players determine how many regions they with to use (we recommend two or three regions per player plus the starting region), then the first player sets the size 8 region on the table to begin building the board, using either side and rotated in any orientation. It does not have to be in the middle. Determine if there are any planets or outposts in the region (see Determining Planets and Outposts, below).

Continuing clockwise, each player takes one region from the stack and adds it to the board, rotated in any orientation. The new region must connect to one of the already-placed regions via **travel lines** (see side bar). It does not have to connect to all of them, only one. Determine if there are any planets or outposts in the region. Repeat this step until the pre-determined number of regions have been added to the board.

Place an **influence marker** in the influence box of each region. The value of the influence marker is determined by the number of **adjacent** connecting regions. You can now determine the local trade modifier for each planet or outpost and place the appropriate modifier marker next to it as a handy reminder (see Local Trade Modifiers, page X).

Starting with the last player and continuing counter-clockwise, each player takes a flagship and places it on an unoccupied planet. Players may remain at that planet for their first turn.

Roll the main die for each commodity to determine its starting price.

Each player begins the game with 25 credits. Play always proceeds clockwise.

Connecting Regions

These two regions are connected by a *travel line*.

Influence Marker

1

+2

Trade Modifier

Setup · Determining Planets and Outposts

After you place a region on the playing board, you must determine if it holds any planets or outposts. Roll the main die: If the number rolled matches an unoccupied sector, place a random planet in that sector. Do the same thing for outposts. Regions cannot normally start with more than one planet and/or outpost.

Optional Rules

More Objects

Players may wish to play with more planets and/or outposts than normal, especially when using the optional territory rules. Included are enough planet and outpost tokens for a maximum of two planets and two outposts per region.

Exploration

Instead of setting up the game as normal, players may wish to add the regions face-down to encourage a bit of exploration. Determine the planets and outposts for the size 8 region and add its influence counter and trade modifier markers. Start all players on the planet in this region.

When a player is about to enter a face-down region, that player flips the region over and rotates it to the desired orientation, making sure it is connected to the previous region via travel lines. Determine the planets and outposts for the region at that time, and add its influence counter and any relevent trade modifier markers. The player may then continue moving.

Our Example Game - Setup

Miriam, Chris, Andrew, and Dan sit down to play a rousing game of *The Galaxy Corporate: Star Traders*. in this example, text in parenthesis refers to the setup steps on the previous page.

All the players place a player marker of their own color into the white bag, and Miriam draws a marker from the bag (**step 1**). She pulls a red marker, which is her own color. Miriam goes first amid shouts of "Rigged!" They decide that Dan will be the Comptroller, because he remembers little things like not skipping an entire game phase (**step 2**). They also agree on using thirteen sectors, letting each of them place three random ones.

Miriam takes the region with eight sectors and plops it down in the middle of the board (**step 3**). Andrew asks why they can't put it in the corner this time and make an interesting shape, but Miriam wants a region with an influence of six, so in the middle it goes. She rolls a three and four for the planet and outpost, respectively. She draws a random planet from the black bag and places it on sector three and puts an outpost on sector four.

Dan is playing yellow, the next color in clockwise order, so he adds a five-sector region and rolls to see if it has a planet or outpost (**step 4**). Andrew goes next, and they continue on that way until all the regions are placed on the table.

As they figure out the influence for each region (**step 5**), Miriam notices that one of the regions next to the eight-sector region doesn't connect. Only five of the regions connect via travel lines, so that region only has an influence of five. Andrew cackles "Denied!" and puts the appropriate marker in the influence box. Once that's done, they figure out the trade modifiers for each planet and outpost and put the appropriate markers next to each one so they don't have to figure it out every time they make a trade (also **step 5**).

Since Chris goes last, he takes his first ship token and picks his planet first (**step 6**), followed by everyone else in reverse play order (or counter-clockwise). Dan rolls the main die to establish the starting price (**step 7**) for each commodity and sets the appropriate counters.

With prices established, and everyone on a planet, everyone takes 25 credits (**step 8**) and the game begins!

Gameplay

Winning the Game

The main objective in *The Galaxy Corporate: Star Traders* is to increase your *influence level* (see *Influence Levels and Tokens*). A standard game is played until a player reaches influence level ten. If at the beginning of the influence phase one player has reached level ten, he or she wins. In the event of more than one player with a level higher than ten, the player with the higher influence level wins. If there is a tie, the game continues until one player has the highest influence level. Increase or decrease the required influence level to play longer or shorter games.

Gameplay is divided into a number of *phases*, determining the order in which things happen. The time from the start of phase one to the end of phase six is called a *round*. Each ship's movement and action is known as its *turn*. The phases of a round are as follows:

1. *Influence Phase* — Check to see if anyone meets the victory condition (see *Winning the Game*, below). If not, all players collect an *influence token* if they do not already have their maximum allotment of tokens (see *Gaining Influence Tokens*). Players may elect to receive credits instead of an influence token, receiving five credits times their influence level in this way. They may also exchange held influence tokens for an additional five credits per token, but only if they elected to receive credits.

2. *Upkeep Phase* — Pay upkeep on any assets which require an *upkeep cost* (see *Paying Upkeep*). You may also activate any inactive cards (flip any face-down cards face-up). Paying upkeep happens before activating cards.

3. *Market Phase* — Roll the *commodity dice* and adjust the commodities' prices accordingly by adding the number with the plus sign or subtracting the number with the minus sign. All players may spend influence tokens to adjust the price of any commodity up or down (see REFERENCE).

4. *Travel Phase* — Starting with the first player, all players move their ships in *priority order*. All priority one ships move first in turn order, followed by the next priority ship in turn order, and so on.

5. *Action Phase* — Players perform actions in the same order as Phase 4.

6. *Priority Phase* — After all ships have taken their turns, players may rearrange the priority order of their ships. Players may also bid influence tokens on becoming the first player starting in the next round.

Our Example Game - The First Round

Since it's the first round, nobody has won yet and everyone except Chris elects to receive an influence token. Chris notices that the yellow commodity is seven credits per unit, so takes five credits instead (five credits times his starting influence level of one).

Nobody has to worry about upkeep for now, so the upkeep phase is skipped. Before Dan rolls the commodity dice he asks if anyone wants to manipulate the market. As it turns out, Miriam, Dan and Andrew all do. As things stand, the red commodity is at two, the blue commodity is at five and yellow is at seven. Miriam spends her influence token to bring yellow down in price. She rolls the main die and gets a one, moving yellow down only one credit. Dan brings blue down to three, and Andrew changes his mind and decides to hang on to his influence token. After all this manipulation, the commodity dice are finally rolled and the prices are adjusted accordingly.

Now everybody decides where they want to purchase their commodities, but all the movement happens first. Miriam is at a planet with a -3 trade modifier so she stays where she is. Dan's also happy with his planet, so stays put as well. Andrew moves two sectors to an outpost with a better modifier, and Chris moves all three sectors into the next region since he got stuck at a planet with a +2 modifier with no nearby outposts. Since he can only move three sectors per turn, he'll have to wait until next round to purchase his commodities.

After movement, everyone takes an action. Miriam decides to buy red, which went up to four after the dice were rolled. With a -3 trade modifier, it's still only one credit for her, so she pays five credits and takes five red tokens from the supply, placing them in her cargo hold. The red commodity now increases its price by one credit per unit, so it becomes nine credits. Dan buys blue, which had gone down to one. Andrew had moved to an outpost with a -4 modifier, so red is still cheap enough to buy five units. He decides to buy red. Dan thanks him for the help since red goes up another five credits. Little does he know...

The Priority Phase arrives and Andrew makes his move. Andrew announces that he is bidding his influence token to become the first player next round. Since neither Miriam nor Dan has an influence token, they had to pass to Andrew. Chris does not have a token, either, so Andrew remains unchallenged and becomes the first player. He can now sell his units of red before Dan.

Influence Levels and Tokens

Players gain and lose influence levels during the game. Influence *levels* affect many things throughout the game, chief among them being the number of influence tokens a player may have at any one time. If the influence level is the permanent indicator of how well a player is doing, the influence *tokens* are temporary products spent to gain the benefit of that influence level. Think of them as a second form of currency.

Gaining Influence Levels

The only way to increase your influence level in *The Galaxy Corporate: Star Traders* is through acquiring planets and outposts (see *Acquiring Planets and Outposts*) either by buying them or by taking them by force in the form of *blockades* (see **REFERENCE**).

Gaining Influence Tokens

After checking to see if anyone won, all the players have the option in the influence phase to receive an influence token or an income of credits.

Players can never have more influence tokens than their influence level. If during the influence phase you have an amount of tokens equal to your level, you may not gain another token (or income). Influence tokens can be used for a variety of purposes, as noted throughout this rulebook and on some cards.

Gaining Income

Instead of an influence token, players may elect to receive an *income*. This income is five credits times your influence level. You may not receive an income if you already have a number of influence tokens equal to your influence level.

In addition to gaining income, you may spend influence tokens to gain an additional five credits per token. You may only do this if you received income.

In the first round, Chris only had an influence level of one, so he only received five credits. Later in the game, Chris has an influence level of four and three influence tokens. He discovers that if he boosts his credits by just a little he can purchase an outpost that round. In the influence phase, he elects to receive an income. Because his influence level is now four, he gains twenty credits (five times four). He also decides to spend his other three tokens to receive another fifteen credits.

He would not have been able to spend those tokens if he gained an influence token instead of income. Likewise, if he already had four tokens, he would not have been able to gain another one and thus would not have been able to gain his income of twenty credits.

Some corporate assets such as fleet ships have an upkeep cost. These costs are paid during the upkeep phase. You may also activate any inactive cards once all upkeep is paid.

Paying Upkeep

Upkeep must be paid in full for each asset with an upkeep cost. If the upkeep cannot be paid, that asset is lost. You may choose to dismiss fleet ships instead of paying their upkeep cost. Return the ship and any crew on board to the bottom of their respective decks and remove its playing piece from the board.

Activating Inactive Cards

Some cards may become *inactive* during the course of the game. Fleet ships come into play inactive, and upgrades can become disabled (inactive) by combat. Inactive cards are flipped face down to indicate they are not in use.

Once upkeep is paid, you must *activate* your inactive cards by flipping them face up. Some cards may not be activated unless certain conditions are met, as in the case of disabled upgrades (see *Targeting Upgrades*).

Tabletopia Tip

Placing Cards on the Bottom of the Deck

When placing cards on a deck, if you hold down Shift, you can place cards on the botom of the deck.

Flipping Cards

Hover over a card to highlight it and hit the *F* key to flip it. You do not need to select the card. Cards will flip without disturbing anything on top of them (like tokens).

During the game, the prices of the three tradable commodities are constantly in flux. The *Market Phase* is an abstract representation of the influence of galactic supply and demand, as well as how your corporation can affect the market.

The Market Dice

The prices of the three commodities are adjusted based on three dice, each one matching the color of the commodity it governs. The faces of the dice are modifiers rather than actual numbers. Modifiers with a plus sign adjust the price higher and modifiers with a minus sign adjust the price lower.

Influencing the Market

Players may spend influence tokens to directly manipulate commodity prices before the market dice are rolled. Each player gets an opportunity, starting with the first player and proceeding clockwise, to spend a token and roll the main die. You must declare which commodity you are adjusting, and whether it is going up or down, before you roll the die. You may do this as many times as you have tokens to spend, but once you pass the next player gets his or her opportunity. Once the die is rolled, adjust the intended commodity up or down the amount shown.

Once all players have had an opportunity to manipulate the market, the commodity dice are rolled and natural supply and demand runs its course.

Once the market phase is over, everyone can move their ships. The next two phases are meant to have a "simultaneous" feel while keeping a turn order so things don't get out of hand.

All the players, starting with the first player and proceeding clockwise, move their ships in *priority order* (see *REFERENCE*). Players move the *priority one* ship first (which in most cases is the Flagship). Once all players have moved the priority one ship, they can move their *priority two* ships, and so on.

Moving

The default *movement value* for all flagships is *three* sectors. This value can change during the course of the game through the use of improvements and crew, and fleet ships have other default values as printed on their cards. Players do not have to move a ship its full movement value, or at all, but cannot move the ship more sectors than its movement value allows.

Ships can move to any sector connected by a *travel line* (see *Anatomy of a Region*). Ships can also move into and through sectors occupied by planets, outposts, and other ships, including blockading ships (see *REFERENCE*).

Miriam has hired two fleet ships and her trading empire is off and running. The market has been adjusted and it is now time to move. She is once again the first player, so gets to move first. Her flagship is *first priority* and is going to sell some cargo at a planet one sector over, so she moves it only the one sector. Dan, Andrew and Chris move their *priority one* ships, and since Miriam has more fleet ships at her disposal it becomes her turn again.

Her *priority two* ship is going to an outpost with a -5 trade modifier, but it is still two regions away. Her ship can only move two sectors, so she moves it the two sectors and grumbles at how slow it is. Dan and Chris both have other fleet ships, so they get to move their *priority two* ships as well.

It is now Miriam's turn again for her *priority three* ship. This ship just traded at an outpost and she wants to hire some crew for it with her new credits, so she moves it to the planet a couple sectors away. Chris also has a *priority three* ship, so he gets to move his ship next.

After movement, players can perform actions. Much like the *travel phase*, each ship takes an individual action in *priority order*. *Priority one* ships go first, then *priority two* ships, and so on.

Corporate Actions

In addition to actions taken by individual ships, players may make special actions designated *corporate actions*. These actions happen after all ships have taken their individual actions, and happen in turn order. Unless otherwise specified, players may only make one corporate action on their turn, if they are able. See page 23 for more information.

There are several things players can do in a turn, determined by which *objects* are in the sector with them. A player can only encounter *one* object in the sector.

Objects

Everything placed on the board that isn't a counter or marker is an *object*. This includes *ships*, *planets* and *outposts*. Players may encounter only one object in a turn.

Ships

Ships are either friendly or opposing.

- ◉ *Friendly Ships* — Players can swap any amount of cargo and/or crew between any two friendly ships in the same sector. This is considered an action by one, not both, of the ships involved.

- ◉ *Opposing Ships* — There is only one action players may take against opposing ships: attack (see *Attacking*).

Outposts

Ships may *trade* (see *Trading*) at outposts, or hire fleet ships and/or crew if Influence tokens are spent (see *Hiring Fleet Ships* and *Hiring Crew*).

Planets

Along with trading, ships can fortify their hulls and purchase corporate assets. Players may do any of the following at a planet:

- ◉ Make a trade (see *Trading*).
- ◉ Repair/reinforce your hull (see *Hull Integrity, Repair, and Reinforcement*).
- ◉ Purchase an upgrade (see *Purchasing Upgrades*) and/or make improvements (see *Improving Ships*).
- ◉ Hire a fleet ship (see *Hiring Fleet Ships*).
- ◉ Hire crew (see *Hiring Crew*).

Each of the above is considered an *action*. Unlike encountering ships, players may perform multiple actions when encountering planets, provided he or she has the credits to do so.

Players may also acquire planets and outposts through blockades or purchasing them outright. See *Acquiring Planets and Outposts* for more information.

Trading

A single trade is the buying or selling of any quantity of any one commodity. You may trade at planets and outposts, and may make as many trades as you like in the same turn with the following restrictions:

- ⦿ You may not buy and sell the same commodity in the same round no matter which ship did the buying or selling.
- ⦿ You may not trade again in the same region with the same ship until it trades in a different region.

Tokens for bought commodities come out of the supply (the appropriately colored bag). Tokens for sold commodities go back into the supply.

Local Trade Modifiers

Each planet and outpost has a local trade modifier that is applied to every trade to represent the local economy. It is the planet's population value minus the region's influence value. Outposts do not have population values, so they will always have a negative modifier to trades.

The local trade modifiers can all be determined during setup (see *Game Setup*), and the appropriate markers can be placed on the board so players don't have to figure out the modifier every time they want to make a trade.

> Brian lands on a planet with a *population* of 3. The region he is in has an *influence* value of 4. The planet's *trade modifier*, therefore, is -1 (3 minus 4). The commodity in question normally trades at 10 credits. With a -1 modifier, Brian can buy or sell this commodity at 9 credits per unit at this planet.

Adjusting Market Value

The *market value* of each commodity is affected by each and every trade as units come and go from the local *supply*. After each trade is made, either *increase* or *decrease* the price of the traded commodity. If bought, the price of the commodity is *increased* by one per unit. If sold, *decrease* the price of the commodity by one per unit.

> Brian buys 5 units of the previously mentioned commodity for 9 credits per unit. After this trade, Brian *increases* the price of the commodity by 5 since the supply just went down.

Purchasing Corporate Assets

Upgrades, fleet ships and crew are all considered *corporate assets*. Corporate assets can only normally be purchased at planets. Players may purchase multiple assets in a round, provided he or she has enough credits.

Upgrades and Improvements

Players may improve their fleet by *improving* their ships and/or purchasing *upgrades*. Any ship may be improved or given an upgrade. Players may purchase any available upgrade as long as they have the credits. Upgrades may be sold back at a planet for half of its cost multiplied by its level of effectiveness. Upgrades may not be "partially sold" to reduce their level. They must be completely sold and removed from the ship.

Upgrade Types and Levels

Every upgrade has a *type* and a *level of effectiveness* (see *Upgrade Cards*). Ships may have multiple upgrades, but only one of each type. Before purchasing a new upgrade of that type, the old one must be sold. Unless otherwise stated, when an upgrade is purchased, it begins at level one. Put a *corporate marker* on it to indicate its level of effectiveness. Upgrades can only be purchased on planets with a *combined* influence level (planet's influence + region influence) equal to or greater than the upgrade's *influence level value*. Place the purchased upgrade below the ship on the left side.

Improving Ships

Ships may be *improved* at the same time other upgrades are purchased, and they may be improved multiple levels per turn. Upgrades may also be improved in the same turn they are purchased. To improve an upgrade, pay its cost for each level of effectiveness. To improve a ship, refer to the fleet card example and pay the indicated cost for each level of improvement to the desired value. Place a corporate marker next to the number for each improvement. When determining the improved value, add one to the number for each corporate marker next to it.

Improvements and Influence Level

You can only improve a ship or an upgrade at planets with a *combined* influence level (planet's influence + region influence) equal to or higher than the number of improvements already present for the desired improvement type. If there are more corporate markers next to the number than the influence level, you cannot improve that number. For upgrades, add the upgrade's influence level to the number of corporate markers present on the upgrade.

Dan set his *Freighter* down on a planet with an influence level of 3. The region has an influence level of 1, so that gives it a combined influence level of 4.

Dan decides to buy a *Deflector Shield* upgrade. Its influence level is 4, which makes it available on this planet. Dan pays 40 credits and adds it to his Freighter. He has enough to improve it further, but with one corporate marker on it already, he would need to go to a planet with a combined influence level of at least five to improve it.

He decides instead to improve the Freighter's *cargo hold* by two. With no corporate markers next to the cargo number, he is okay to improve it, and pays 30 credits per marker, putting them both next to the cargo number to indicate that it has gone up by two.

Purchasing Corporate Assets

Fleet Ships

Only *flagships* may hire fleet ships. When choosing to hire a fleet ship, players draw a number of fleet cards equal to the planet's influence number. You may also spend influence tokens to draw extra cards, one card per token spent. While outposts have an influence value of zero and therefore no cards are normally drawn, it is possible to hire fleet ships at outpost by using influence tokens to draw "extra" cards. Multiple fleet ships can be hired as long as you have enough credits to pay the hire cost (see *Fleet Cards*) and you do not yet have the maximum number of ships in your fleet. Fleet ships come into play inactive. Place the fleet card to the right of the ships you already own, face down, and put the corresponding playing token on the planet where it was hired. You may use your new fleet ship(s) as long as you can afford the *upkeep cost* (see *Paying Upkeep*). Players may have a maximum of three ships in their fleet, including flagships.

Crew

Both flagships and fleet ships can hire crew. Like fleet ships, players draw a number of cards from the crew deck equal to the planet's influence value, and can spend influence tokens to draw extra cards, one per token spent. Likewise, crew can also be hired at outposts by spending influence tokens to draw "extra" cards. Multiple crew can be hired as long as you can afford to pay the hire cost (see *Crew Cards*). Place hired crew members below the ships that hired them, on the right side. Ships may have multiple crew members, but only one crew member of any given *position*.

Using Crew

Crew members can bestow special bonuses to their ships. You can use the crew member as many times as you want, but you must pay the *usage cost* (see *Crew Cards*) each time you do. If the usage cost is "inf," the cost is an influence token (or multiple influence tokens) instead of credits.

Miriam wants to head over to a planet with a nice big +4 trade modifier to sell her goods. The planet is five sectors away, and her ship can only travel three sectors per turn.

However, she hired an *Engineer* a few rounds ago for exactly this situation. His *usage cost* is three. Miriam moves three sectors, and then pays three credits for each additional sector, paying a total of six credits to reach that planet.

Acquiring Planets and Outposts

Players raise their influence levels by acquiring planets and outposts. These objects can be acquired either by purchasing them outright, or by taking them by force with a blockade.

Instead of making a normal action at a planet or outpost, as described above, a flagship can purchase that object (see *Purchasing Planets and Outposts*, below). Other fleet ships cannot purchase objects, but can instead initiate *blockades* (see *Taking Them by Force*) to take them by force.

Planets have a *population* value and an *influence* value. Outposts have neither. When you gain a planet or outpost, you increase your influence level by the influence value of the planet *plus* the influence value of the region. For outposts, it is simply the influence value of the region.

Place a corporate marker next to the planet or outpost to indicate that you are now its owner.

Optional Rule

Territory, or Advanced Influence

Normally, a region's influence value is added to both the planet and the outpost within that region. These *Territory* rules change this, adding a concept called *occupying presence*. When a player gains a planet or outpost, he or she is said to have an *occupying presence* in the region. As long as there is only one occupying presence in a region, that player gains the influence value of the region (only once, no matter how many objects he or she owns within that region). If more than one player has an occupying presence, the player with the *greater* presence (who owns the most objects in that region) gains the influence value. In the case of a tie, no player gains the influence value. When a player has control of the region and possesses the region's influence value, place a corporate marker of that player's color above the influence box to denote which player currently controls the region.

While this rule is entirely optional for *Star Traders*, it is mandatory when playing *Hostile Takeover*.

Purchasing Planets and Outposts

Only flagships may purchase planets and outposts and your flagship must be in the same sector as the planet or outpost you wish to purchase.

The Price of Ownership

Purchase Costs		
Influence	Planet	Outpost
1	110	80
2	170	130
3	230	180
4	290	230
5	350	280
6	410	330
7	470	n/a
8	530	n/a
9	590	n/a

Planets cost 50 credits + 60 credits per influence point. Outposts cost 30 credits + 50 credits per influence point. Once purchased, place a *corporate marker* next to the planet or outpost to indicate possession. Influence points include *both* the planet's or outpost's influence value and the region's influence value. If the planet or outpost is owned by another player, it may be purchased outright for *twice* its normal cost. The credits go back to the supply, not the owning player.

The Perks of Ownership

Owning a planet or an outpost provides the owner with a special bonus. All trade modifiers for the owner are *doubled* and the purchase cost for upgrades and improvements is cut in *half*.

Our Example Game - Gaining Planets and Outposts

It is late in the game and Dan is first player. In the movement phase he takes a look at objects within reach of his flagship to see if there is anything he can purchase. Right in the next sector is a planet with a population of three and an influence value of two. The region's influence value is four, so the planet would raise his influence level by six (2 + 4). Taking a quick look at the chart, he notices that it would cost him 410 credits (50 + 360, or 60 times 6 influence points). He doesn't have that much, but there is an outpost in the region as well, also within reach. The outpost itself doesn't have an influence value, but it would still give Dan the region's influence value of four. According to the chart, the outpost would only cost 230 credits (30 + 200, or 50 times 4 influence points), so Dan decides to purchase the outpost instead. Everyone else moves, and play proceeds to the action phase.

Dan pays his credits, places a corporate marker next to the outpost, and changes his influence counter to indicate his new level. Since his flagship took its turn to purchase the outpost, it cannot trade there this round.

Andrew's priority one ship is in an empty sector, so play passes to Chris. His priority one ship sells off some cargo.

Miriam's priority one ship is also stuck at an empty sector, so play passes back to Dan, who makes a trade with his priority two ship at a planet. Chris does the same thing, but at a different planet.

Now that Dan has gained an outpost and gotten considerably more powerful, Miriam's plan has changed for her priority three ship, which she originally moved to a planet to pick up some crew members. She screams "Blockade!" and places a damage token next to the planet to indicate the blockade is in effect (see *Blockades*).

Chris's priority three ship is close enough to get to the newly blockaded planet right away, but movement for the round already happened. He uses his priority three ship's turn to pick up a crew member that could help break up Miriam's blockade. He draws a couple of engineers and a mechanic. He has a couple of influence tokens, so he decides to spend one to draw one more card. As luck would have it, he gets a tactical officer, which he hires.

Blockades

There comes a time when you may not have the money for a planet or outpost, but you want it now. The only option, then, is to take it by force. This is known as a *blockade*. Blockades are also a useful way to prolong the game. If the planet or outpost being blockaded is owned by another player and that player satisfies the victory condition (usually having an influence level of ten or higher), that player can not win the game until the blockade is resolved.

Blockading ships do not obstruct traffic. Other ships can move in and out of the sector freely. However, no ship may (normally) land on and perform an action at the blockaded object. This includes attempting to purchase it while the blockade is in effect.

Declaring a Blockade

To initiate a blockade, your ship must be in the same sector as the target object and that sector must not be threatened. Declaring the blockade is the only action that ship may do for the turn and it may do nothing else while the blockade is in effect except attack threatening ships. Place a damage token at the planet or outpost to indicate that the blockade is in effect. That is it for the round, and the blockading fun will start next round.

Blockades

The Blockade Roll

Each round after declaring the blockade, the blockading player must roll **equal to** or **higher than** a target number on the **main die**. This target number is the **population number** of the planet or outpost (zero in the case of outposts) plus the region's **size value**. If the roll fails, the blockading player places a corporate marker next to the blockading ship(s) and tries again next round, adding one for each marker attached to the blockade. This is repeated until the blockade is successful or called off (whether voluntary or through the blockading ship(s) being destroyed or disabled).

The blockade roll is made during a blockading ship's turn in the action phase. and may not be made if the sector is **threatened**.

A Lasting Battle

Some (most) blockades will take more than one round to complete. There are a couple ways to help or hinder a blockade to ensure it either takes longer or succeeds quicker.

Players may use more than one ship to blockade. Each additional ship adds one to the number of corporate markers placed after a failed roll. In addition, each ship in the blockaded sector may make a blockade roll on its turn during the action phase, giving the blockading player more than one chance to roll the target number.

If the sector remains threatened at the end of the round, the blockading player must **reduce** the number of supporting corporate markers (usually his or her own) by the number of threatening ships in the sector.

Influence and Blockades

Players may also spend influence tokens to add corporate markers and affect the outcome of the blockade. The blockading player may add markers to the blockading ship(s), giving the die roll a +1 for each corporate marker. The player being blockaded may add markers to the target planet or outpost, raising the target number by one for each corporate marker. Neutral players may add corporate markers to either side of the blockade, to help or hinder as they see fit. In practice, you may want to remove markers that cancel each other out to clarify the bonus or penalty to the blockade roll.

Tokens may only be spent **before** the die is rolled. Each player has an opportunity, in turn order, to spend influence and add markers. When all players have added markers or passed, the die is rolled. ●

Our Example Game - The Blockade

During the next round, Chris moves his ship into the blockaded sector, and Miriam moves another of her ships into the sector as well to assist in the blockade.

Chris gets to take his turn before Miriam, but now he has two ships to contend with. He attacks one of Miriam's ships, but misses. The two blockading ships are priorities one and two. The priority one ship attacks and destroys Chris's ship. Since the sector is no longer threatened during the priority two ship's turn, it may make a blockade roll.

Before the roll takes place, each player may spend **influence tokens** to help or hinder the blockade. Chris spends a token to add one to the target number. Miriam spends two tokens to add two to her roll. Andrew and Dan decline to spend tokens. Miriam gets a further bonus to her roll because of the second ship. She rolls the **main die** and adds two for the two tokens next to the damage marker. Unfortunately, she rolls a one, and even with her bonus does not meet the target number. She adds two corporate markers (one for each ship) and can roll again next round as long as the sector is not threatened.

Blockades

A Successful Blockade

If the blockade is successful against a *neutral* planet or outpost, the blockading player gains ownership. If the planet or outpost is owned by another player, it *becomes* neutral and the blockade ends. A *second* blockade attempt may be declared next turn to claim ownership.

Our Example Game - The Blockade, Part Two

Let's now pretend that the blockaded planet is owned by Chris, which is why he freaked out when Miriam announced her blockade. It adds four *influence levels* (its two influence plus the region's two influence).

Another round goes by and no other ships have managed to get to the sector. At the end of the action phase, Miriam once again gets to roll for her blockade. This time both Andrew and Dan have an interest in seeing Chris lose the planet, so they spend a token each to help Miriam. They each add one of their corporate markers to the pile accumulating by Miriam's ships. Miriam also spends a token and adds a corporate marker. Chris knows a lost cause when he sees one, so elects to save his tokens for a new strategy.

Last round, the *target number* was increased by one and Miriam's *die roll* was increased by four. Miriam removes Chris's corporate marker and one of her own since they cancel each other out. There are now four of her corporate markers left, as well as a corporate marker from both Andrew and Dan. Including her second ship, she now has a plus seven to her die roll. The target number is eight, so even just rolling a one would do it. The blockade succeeds!

Miriam gloats at Chris and removes the damage token and all the corporate markers next to the planet. Since the planet has gone back to being neutral, Chris also takes back the corporate marker indicating his possession of the planet. He has now lost those four levels permanently. However, Miriam does not automatically gain the planet. She must now initiate a new blockade and start over from the beginning.

Combat

There comes a time when money and diplomacy just are not the right means to the end. In times like that, there is only one recourse: blowing the other ship to tiny bits.

Threatened Sectors

When ships controlled by multiple players occupy the same sector, that sector is considered to be *threatened*, even if one, several, or all of those ships is or are *disabled*. Attacking other ships can only be done (with few exceptions) in the same sector as the target ship(s).

Attacking

On your turn, if there is an opposing ship in the same sector, your ship may *attack* that other ship. Unlike other games, this does not engage the ships or otherwise lock them into battle. Both ships are free to leave the sector or attack the other ship on their respective turns. Attacking is simply an action that may be performed upon another ship. There is (normally) no counterattack.

During an attack, the attacking ship is designated the *attacker* and the target ship is designated the *defender*. Both players roll the *main die* and add any applicable bonus. Reroll any ties. If the attacker wins, the attacking ship's *damage value* is done to the defending ship. This is normally applied to the defending ship's *hull integrity*. If a ship's hull integrity drops to zero, it is *disabled*. If it drops below zero, it is *destroyed* (see *Destroyed and Disabled* Ships).

Optional Rule

Precice Hits

To make combat a bit more exciting, ships may do extra damage through better targeting with this optional rule. If the attacker wins, take the difference between the rolls and add it to the attacking ship's *damage value*.

Our Example Game - Combat

Let's take a closer look at what happened during Miriam's blockade.

Chris's ship has an *attack bonus* of one. Miriam's two ships have *defense bonuses* of one and two. Chris chooses to attack the ship with the defense bonus of one. Both players roll the *main die*. Miriam gets the higher number and wins. Since her ship was the *defender*, Chris fails the attack and nothing else happens.

Miriam's turn comes and her priority one ship has an attack bonus of two. Chris's ship has no defense bonus. Both players roll the main die and get a three. Since Miriam has an attack bonus, she adds two to the roll and her attack value is now five, which is higher than the three Chris rolled. Her ship has a *damage value* of one, so the defending ship's *hull integrity* is now zero. Chris's ship is now *disabled* (which is slightly different than the version above). Miriam's priority two ship also attacks Chris's ship on its turn. It has no attack bonus, but Miriam rolls higher than Chris and succeeds in the attack anyway. It also has a damage value of one, which brings the defending ship's hull integrity below zero and *destroys* it.

If they were playing with the *Precise Hits* rule, Miriam's priority one ship would have had a plus two bonus to its damage value (Miriam's adjusted roll of five minus Chris's roll of three), bringing it to three. Chris's ship would have been destroyed outright in one shot.

Combat

Distroyed and Disabled Ships

When a ship's hull integrity reaches zero, it is considered **disabled**. The ship can do nothing except move one sector per turn and land on a planet to repair. When the ship's hull integrity drops below zero, the ship is **destroyed**.

If the destroyed ship is a Fleet ship, it is discarded to the bottom of the Fleet deck. All Crew aboard the ship is discarded to the bottom of the Crew deck. Any cargo may be **salvaged** by the attacking ship (see **Salvaging Cargo**).

If the destroyed ship is a Flagship, any Crew and/or Upgrades are lost and discarded to the bottom of the Crew and Upgrade piles, respectively. Likewise, any **improvements** to the ship are also lost and those corporate markers removed. In addition, you lose all of your **influence tokens**. Move your Flagship to the nearest planet and pay 15 credits per sector from where the ship was destroyed to that planet. If you do not have enough credits, you simply lose all of your credits. Any cargo may be **salvaged** by the attacking ship (see **Salvaging Cargo**).

Salvaging Cargo

When a ship carrying cargo is **destroyed**, that cargo may be **salvaged** by the attacking ship. Roll the **main die**. If the roll is **less than or equal to** the amount of cargo carried by the destroyed ship, the attacker gains that amount of the ship's cargo as long as there is room in the attacking ship's cargo hold. In the case of multiple cargo types, the **defending player** chooses which cargo is salvaged.

Optional Rule

Temporary Loss of Influence Levels

When your **flagship** is destroyed, your corporation suffers a temporary loss of influence. Place a **damage token** next to your **influence counter** each time this happens. The damage tokens act as a penalty, negating that many levels of influence. Your influence level can never drop below one.

Players may regain influence through the following actions:

- ⊙ Destroying another player's ship (flagship or fleet ship)
- ⊙ Successfully blockading a planet or outpost
- ⊙ Purchasing a planet or outpost

Influence levels are only restored by one level per action, no matter how much influence you might gain from the purchase or seizure of a planet or outpost. Remove one damage token each time you perform one of the above actions.

Combat

Hull Integrity, Repair, and Reinforcement

When a ship is damaged, place a *damage token* in its *hull integrity* area (see *Fleet Cards*). When hull integrity reaches zero, the ship is considered *disabled* (see *Destroyed and Disabled Ships*). Any further damage will *destroy* that ship.

Any ship can *reinforce* its hull by purchasing *reinforcement tokens* at a planet. Each reinforcement token adds one to the hull integrity. When a ship is damaged, the reinforcement tokens are removed first and reduces the damage by one point per token. Any damage left over is then applied to the hull area.

Ships may purchase reinforcement tokens and/or repair damaged hulls for 15 credits per point of hull integrity.

Corporate Actions

After all the ships have taken their actions, players may make a corporate action. Normally, players may only make *one* corporate action per turn. Players may make the following corporate actions:

⊙ Construct a Toll Station (see *Toll Stations*, p25)

⊙ Improve a Toll Station (see *Toll Stations*, p25)

⊙ Construct a Factory (see *Factories*, p26)

⊙ Produce Commodities (see *Factories*, p26)

The final phase of the round is the *priority phase*. Two things happen in this phase:

⊙ Players may rearrange the order in which their ships take their turns.
⊙ Players may bid on becoming the first player beginning with the next round.

Priority Order

Fleet cards are laid out left to right to represent the various ships in the fleet. Each player has three *priority tokens* (numbers 1, 2, and 3) to represent the priority order of his or her ships. In the priority phase, players may rearrange these tokens to represent a new priority order, with their ships taking turns in the new order represented.

The first player of the current round rearranges his or her tokens first, followed by each player going clockwise around the table. Once all players have rearranged their ships or passed, the bidding portion of the phase begins.

Bidding for First

After rearranging priority orders, players may bid *influence tokens* to become the new *first player*.

Starting with the first player, everyone may *bid* or *pass* in turn order. When a bid is made, it is considered the *current bid*, and every player in clockwise order has a chance to react to the bid. Players who passed before any bids were made still may react to the current bid.

Players react to the current bid by placing another bid, or passing. Once a bid is made, if players pass, they are no longer able to react to any bids and are out of the bidding. When a new bid is made, that bid becomes the current bid and every player (except those who have dropped out of the bidding) has a chance to react to the new current bid, in clockwise order from the current bidder.

Players bid one token per bid, and may bid on *any* player. The bid is placed in front of the player for whom it is intended. When reacting to a bid, players may bid again on someone else. They do not have to continue bidding on the same player.

All bids are committed and are discarded back to the *supply*, no matter who won the bidding. Whomever receives the highest bid wins. In the event of a tie, the *main die* is rolled by the tied players. Highest roll wins.

When passing, right-click on your player icon and select status > pass to indicate that you have passed. When the bidding is complete, reset your status to normal.

The winning player becomes the *first player* beginning with the next round. Play proceeds *clockwise* from that player.

If there is no bidding, the current first player remains first player.

Constructing and Improving Toll Stations

Toll stations may only be constructed on a travel line. When constructed, players place one corporate marker near the station to indicate ownership. Players may also choose to improve an existing toll station. When improved, add an additional corporate marker near the station.

Constructing or improving a toll station takes one corporate action, and only one station may be constructed or improved per action.

There may only ever be one toll station per travel line.

Costs, fees, and Benefits

Both constructing and improving a toll station costs **75** credits plus 25 credits times the region's influence value.

Once constructed, a toll station adds to the owning player's income in the influence phase by five credits times the region's influence value, per station, or one influence token per station.

Toll stations count toward an *occupying presence* when playing with the *advanced territory* rules (see p17).

When a player wishes to travel along a travel line occupied by a toll station, he or she must pay the owning player 25 credits per corporate marker near the station, or may not use that travel line.

Toll stations have an upkeep of five credits per station.

Players may buy existing toll stations from other players at twice the cost (if the station has more than one corporate marker, make sure to multiply the cost of constructing/improving by the amount of corporate markers before doubling it).

Constructing Factories

Factories may only be constructed on a planet. A planet may only hold a number of factories up to its **population** value. Factories cost 100 credits to build and may be built on any planet regardless of ownership. Established factories may not be purchased by other players. A player may have more than one factory on a single planet.

Building a factory takes one corporate action.

Factories have an upkeep of ten credits per factory.

Factories do **not** count toward an **occupying presence** (see **advanced territory** rules, p17).

Producing Commodities

Using a corporate action, a player may produce one commodity of any color in each factory he or she owns. They do not all need to be the same color.

Factories can only hold as many commodities as the planet's **Influence** value. If the player owns the planet, that factory may hold twice as many commodities.

A ship interacting with the planet may move any amount of commodities from the factory to its cargo hold as one of its actions, as long as both the ship and the factory are owned by the same player.