

The Galaxy Corporate

Star Traders

The Print & Play Version 1.1

2-4 Players

Ages 12 and up



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Welcome to the Galaxy Corporate

Well, here we are.

Thank you for downloading the first real version of Galaxy Corporate: Star Traders. I really appreciate your interest and hope that you enjoy the game. The Galaxy Corporate is the actual name of the game, with a subtitle of Star Traders. This will only matter when more games and expansions appear in the Galaxy Corporate universe. I'll try not to confuse you too much with the names.

I jokingly call this the "print-and-playtest" version but by no means does that imply that the game is not complete. I've played this game ad nauseam myself, but with only family and friends, and I think I've done all I can with it. I feel the game is ready to be seen by the public, and if there's an opportunity to improve it still further, you bet I'll take it. Hopefully your input will help me make this something special.

You don't have to do anything. You could just play and enjoy the game or, if you don't like it, delete the pdf and never speak of it again. However, please consider going to the game's page on Board Game Geek to leave a bit of feedback. I'd prefer a little more than "this sucks," or "what an awesome game!" If you could tell me what you liked and didn't like, I could make the game that much more enjoyable. Log a review or a play session. Take a picture if you made a particularly snazzy build of the game. I'd like that.

This game will take a little bit of work to put together, but nothing too complicated. After the rules I'll tell you what you need.

One more thing: I'm not an artist. I have some basic skills at graphic design, but layout's pretty much all I got. I tried to make the printable components decent to look at, but the final version will be a bit cooler after I get a professional designer to give it a facelift. Most of this will be black and white, but I've supplied color versions where color actually does matter. If you don't have a color printer, you can always color in the black and white version.

Anyway, thanks for your interest. I hope it's rewarded through play.

● — Chris Mayer — ●

Acknowledgements

I absolutely have to thank my wife, Miriam DuBois, first and foremost, for all of her love and support. She's been a driving force in both the development of this game and the development of my future games and publishing company. I really couldn't have done this without her.

Also, a big thank you to my brother, Justin Mayer, for his support. This game is all the better for his involvement.

And to my other playtesters: Dan Adler, Andrew Black, Stephanie Lucas, and Kristen Mayer. You guys were a very big help.

The snazzy futuristic font is Antigra BB, licensed from Nate Piekos at <http://www.Blambot.com>. He does excellent work.

The private sector was the first to colonize the moons. Man was ready, but their governing bodies weren't. Tourists paved the way for the discoveries that would provoke the great exodus with civilian-funded science. The space travel lines didn't care why you went or how long you stayed out there, as long as you could pay.

It was mining at first. Terraforming didn't come until later, and that was when Earth knew traditional government was done. The asteroid belt and moons of Saturn and Jupiter turned into feudal states with private companies providing food and shelter for its workers. On the whole, it was much like the gold rush or railroad race in the old United States, only over a much greater distance. Earth needed what elements and compounds it could get and was still working on international law, let alone interplanetary law, so it looked the other way for a time. By the time its gaze did swing to the space rocks, it was too late.

The corporate colonies went and declared their independence from any national rule. The irony is the first Corporate War was what unified the planet, right before it destroyed all traditional forms of government.

The corporations won their freedoms and the galaxy became an unchecked wilderness where money ruled the day. Whole planets were terraformed for farming. The asteroid belt became an infamous birthplace for mercenaries and private armies. All this before discovering faster-than-light travel.

Things calmed down, then. The galaxy opened up and there was less fighting over more space. Suddenly there was plenty for everyone, but people always wanted more. Space may be infinite, but so is greed.

Such is life in the Galaxy Corporate...

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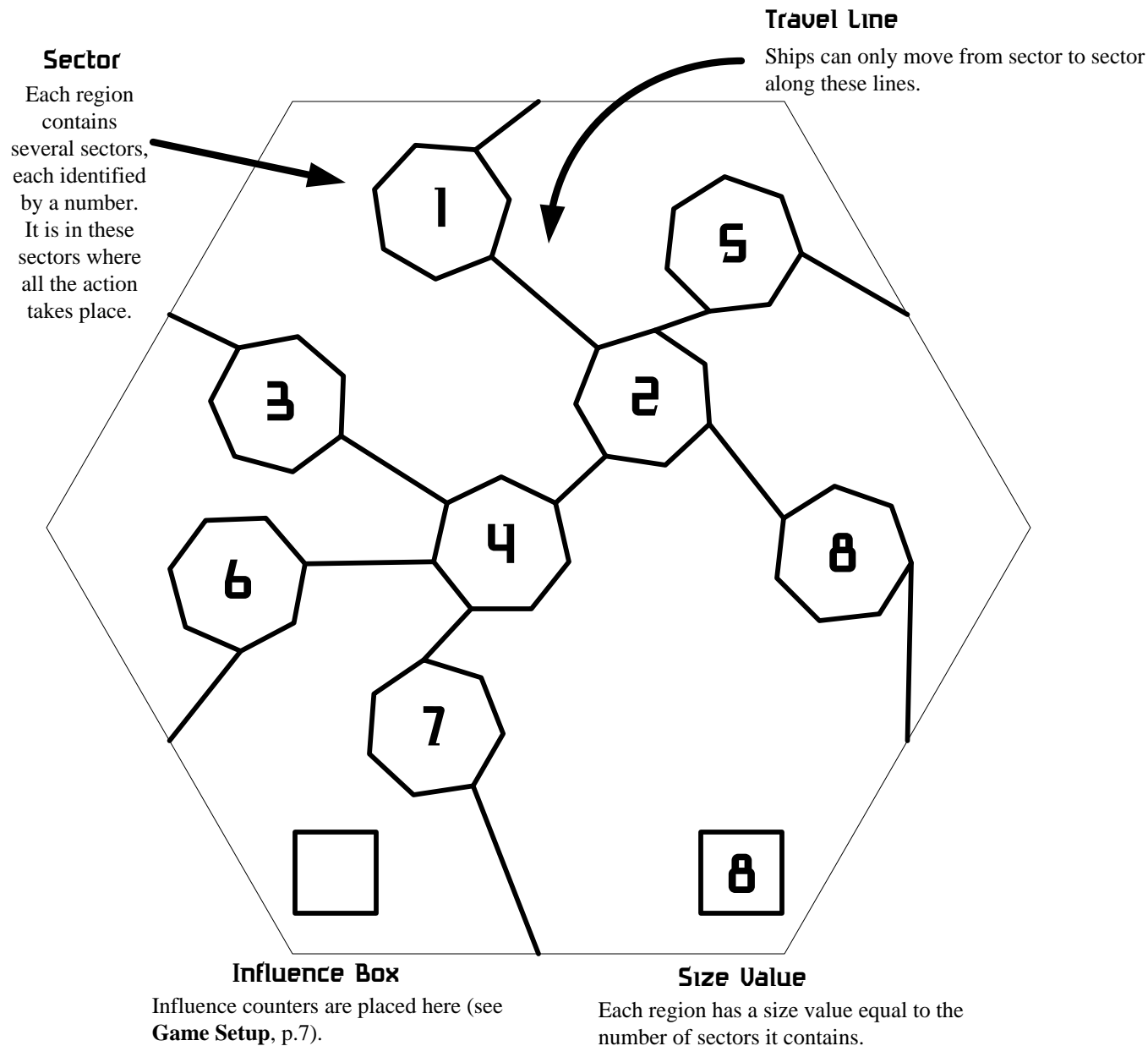
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Components

The Playing Field

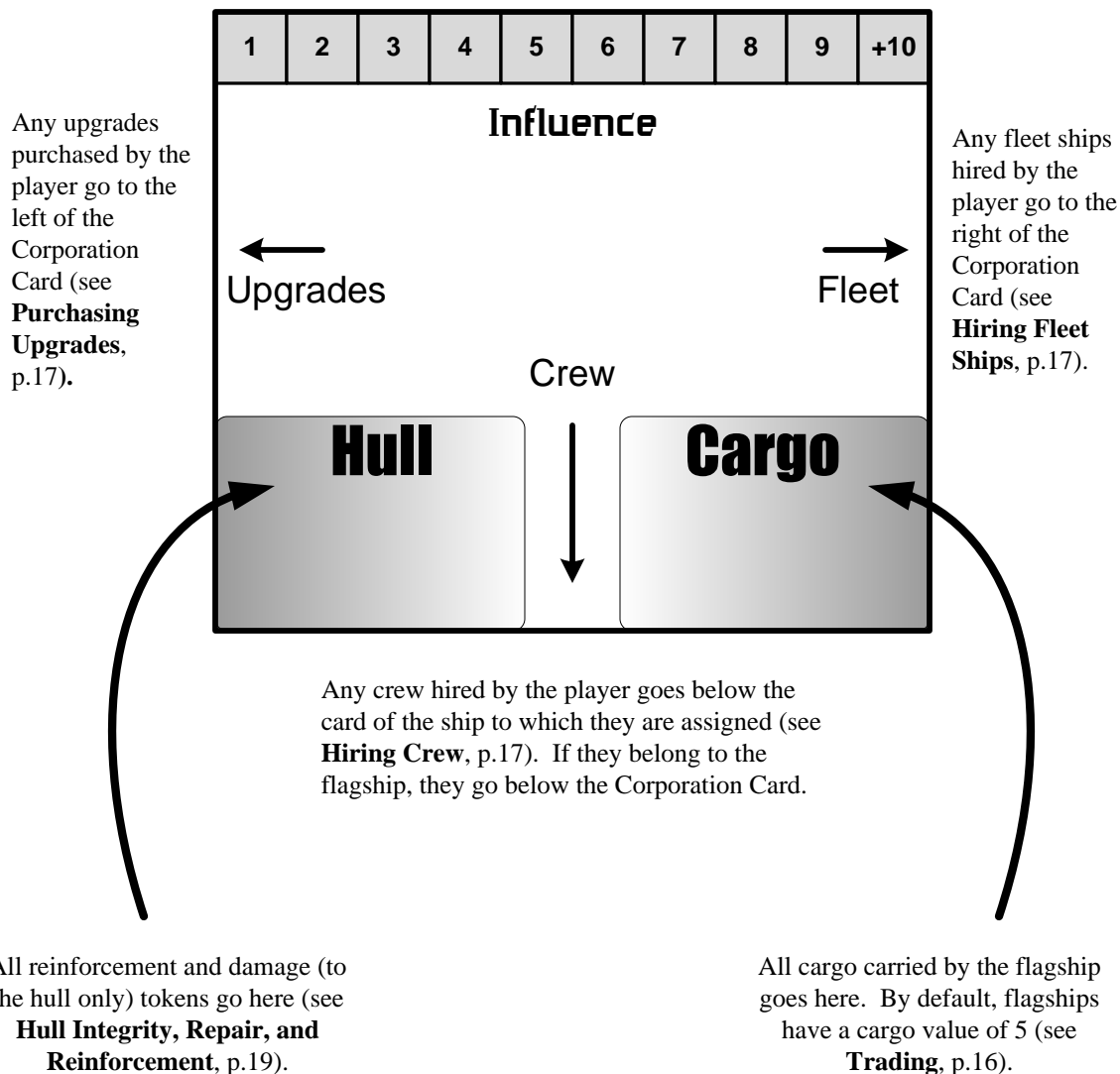
The game board is made up of hexagonal **regions**. Each region has a number of connected **sectors**, a **size** value, and an **influence** value.



Corporation Cards

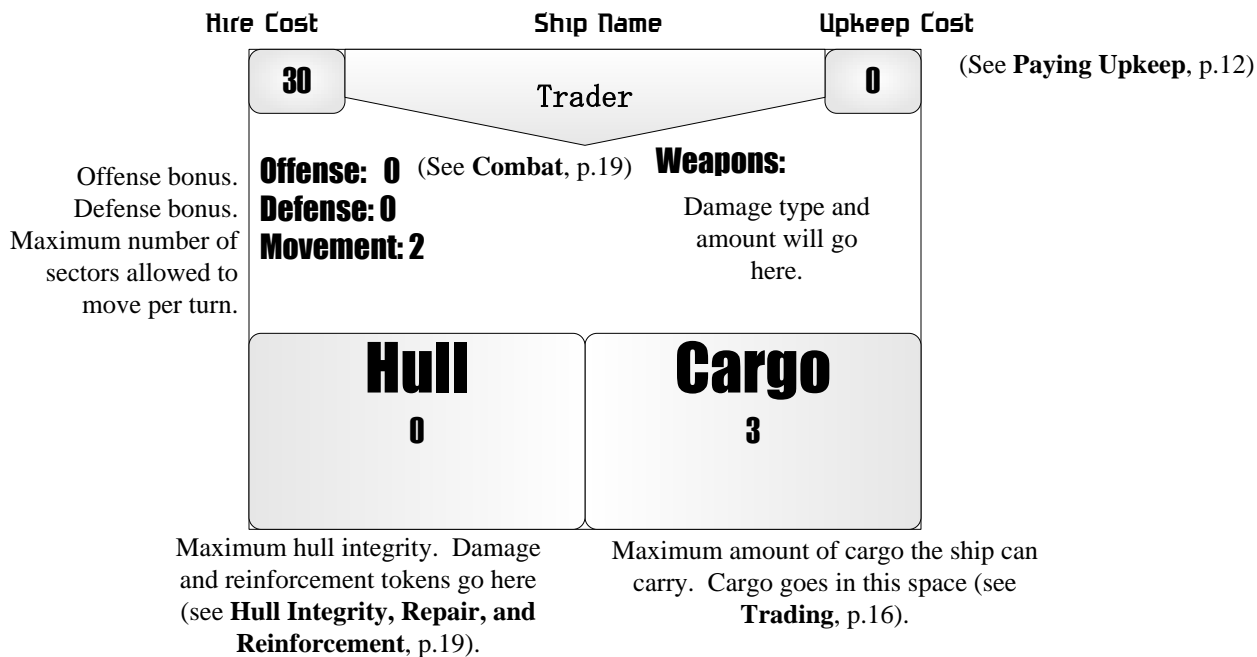
Each player begins the game with a **Corporation Card**. This card is used to track the player's **influence level** and **flagship** information.

Players track their influence here by putting a **corporate marker** on the number that corresponds to their current level of influence (see **Influence Levels and Tokens**, p.11). If the player's influence goes beyond ten, leave a marker in the +10 space and start from 1 with a new marker.



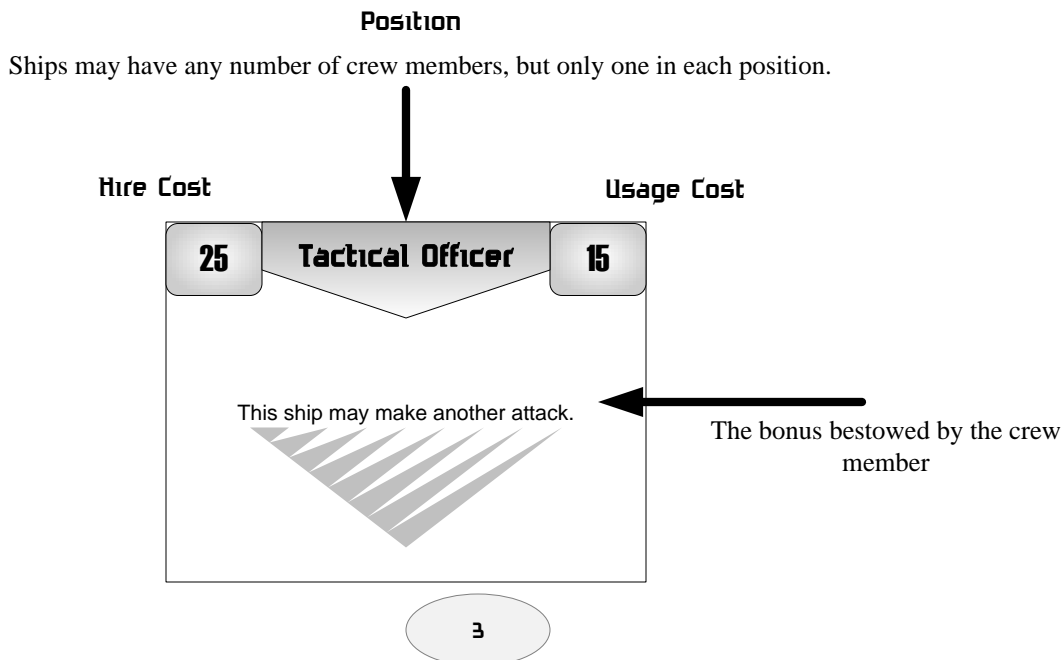
Fleet Cards

Each hireable ship in the Galaxy Corporate has a card to represent its strengths and weaknesses as well as to track its hull integrity and cargo (see **Hiring Fleet Ships**, p.17).



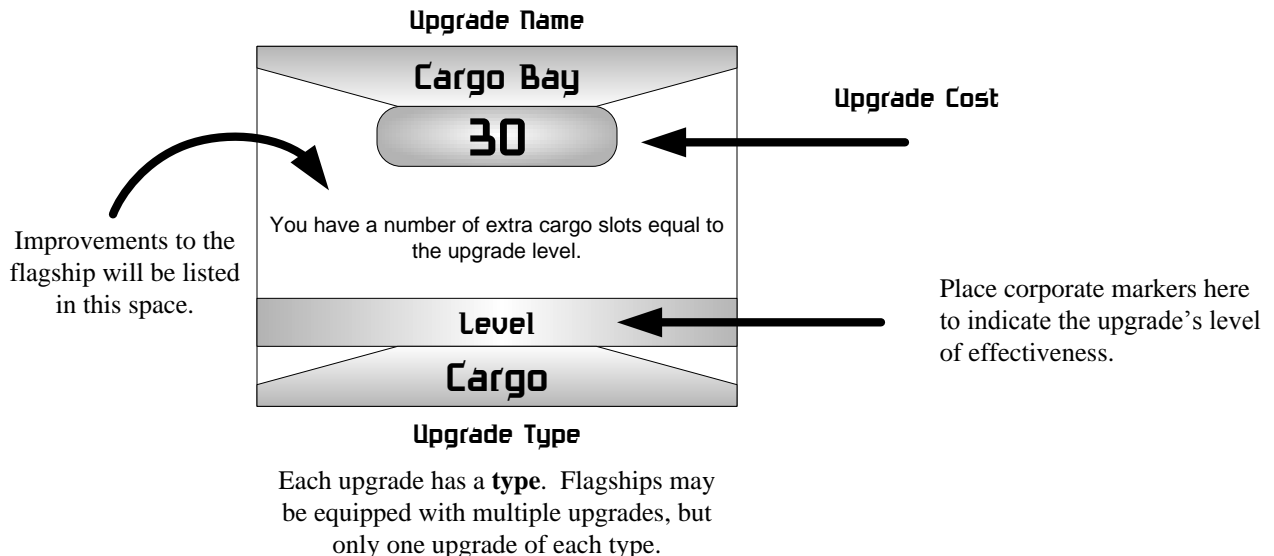
Crew Cards

Players can hire crew for any ship (see **Hiring Crew**, p.17). Each crew member has a card to represent his or her contribution to the ship's function.



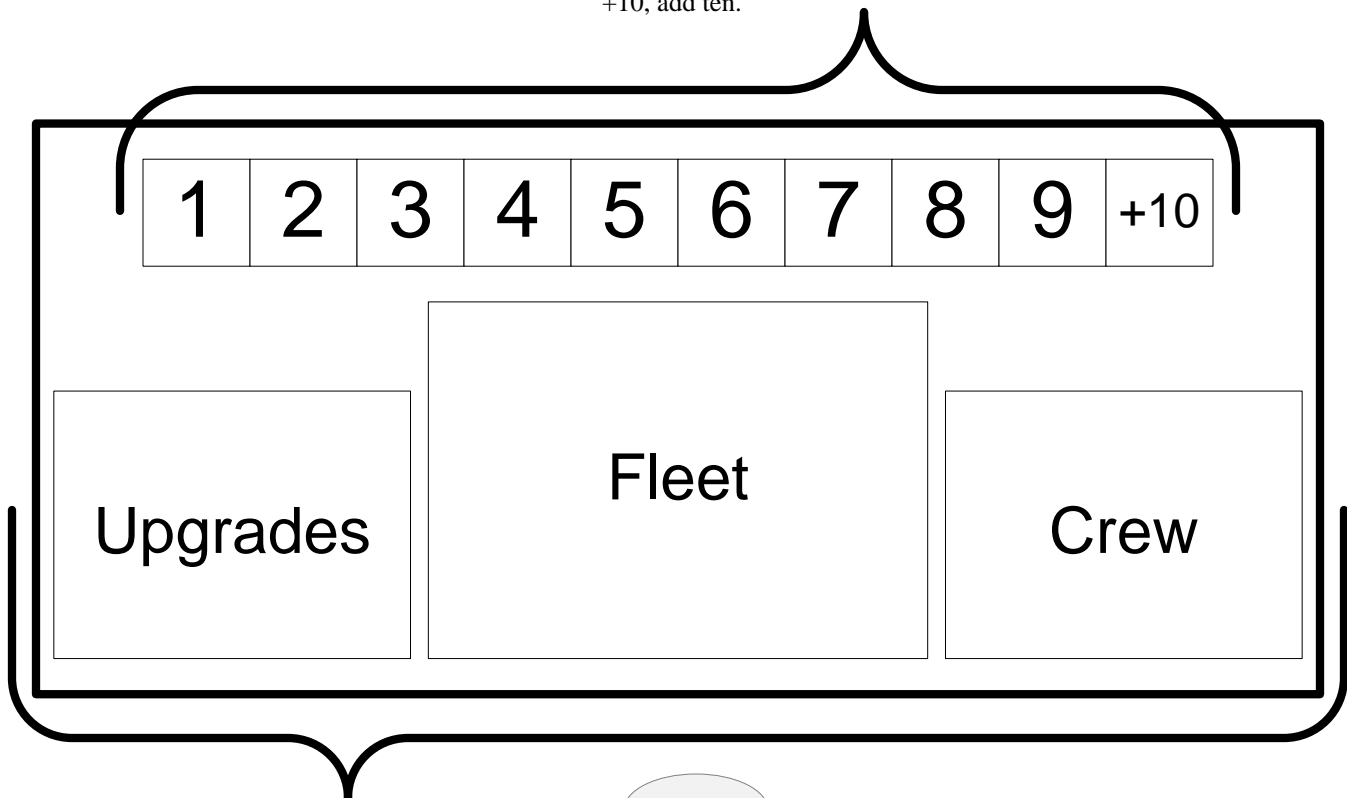
Upgrade Cards

While the fleet ships start out with an advantage over flagships, flagships can be upgraded and improved to become quite formidable (see **Purchasing Upgrades**, p.17). Every upgrade available is represented with its own card.



The Tracking Board

The various commodities are tracked here (see **The Market Phase**, p.12). Place a commodity token of each type on the relevant number. If the price goes over ten, leave a token on the +10 and place another token on the "ones" number. For every token on the +10, add ten.



Tokens, Markers and Counters

For this print and play version of Galaxy Corporate: Star Traders, the following tokens are provided:

- Flagship standee and two fleet ship standees for four players in color and black and white
- Corporate markers in color and black and white
- Influence counters
- Trade modifier counters
- Three types of commodity counters in three denominations in color and black and white
- Outpost markers
- Planet markers

Dice

Galaxy Corporate uses four dice. One die has eight sides (also referred to as the **d8**) and has many uses throughout the game.

The other three dice each have six sides and are used to modify the prices of the three commodities in the game (add the number with the plus sign and subtract the number with the minus sign) (see **The Market Phase**, p.12). They are collectively referred to as the **commodity dice**. Each die corresponds to the tradable commodity of the same color (or shape in the black and white version). These dice are primarily used in the market phase (see **Gameplay**, p.8).

Number	Commodity 1	Commodity 2	Commodity 3
1	-6	+2	-2
2	-4	+2	-2
3	-2	+2	-2
4	+2	+2	-2
5	+4	-3	+3
6	+6	-5	+5

This print and play version provides templates to make paper versions of the goods dice. You can also use the chart above to convert normal dice.

Other Components

You will also need some small bits to mark damage and reinforcement (see **Hull Integrity, Repair, and Reinforcement**, p.19) as well as some sort of play money for two types of currency: credits and influence. We recommend using poker chips: they make great all-purpose counters. You can use whatever you want as long as influence is distinct from the credits.

Putting it Together

You will need to assemble parts of the game before you can play, or use your own pieces.

Print out the cards however you wish. Card backs are included in the files so you don't have to label them yourself. We suggest either printing on cardstock or mounting the paper to cardstock before cutting them out.

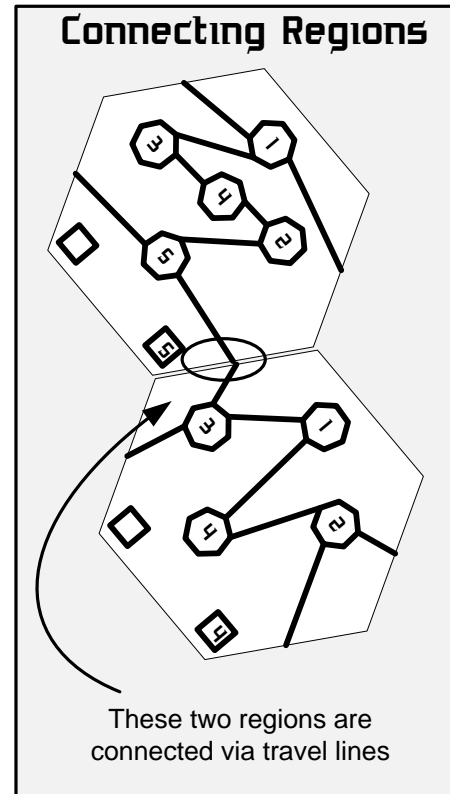
The regions are double-sided. You will need to glue side 1 and side 2 of each region (8, 7a, 7b, etc) together. We suggest gluing each side to a piece of cardboard or foam sheet for a sturdier game board. Likewise, we suggest the same thing for the counters and tokens before you cut them out.

The dice and playing pieces are designed to be folded and glued together to make three-dimensional objects. Fold inward on the lines and glue where indicated.

Feel free to substitute your own pieces or dress these up however you wish.

Game Setup

1. Everyone rolls the d8 to see who goes first. Highest roll wins, and play proceeds clockwise.
2. Set the 8-sector region on the table to start the board. It does not have to be the middle. Determine if there are any planets and/or outposts by following the steps in **Determining Planets and Outposts**, below.
3. Starting with the first player and continuing clockwise, each player takes one region and adds it to the board. The new region must connect to at least one other region via travel lines (see side bar). Determine if there are any planets and/or outposts. Repeat this step until all the regions have been added to the board.
4. Place an influence counter in the influence box of each region (see **The Playing Field**, p.1). The value of the influence counter should equal the number of adjacent regions connected by travel lines. You can now determine the local trade modifier for each planet and outpost (see **Local Trade Modifiers**, p.16) and place the appropriate modifier counter next to the planet or outpost as a handy reminder.
5. Starting with the last player and continuing counter-clockwise, each player takes a flagship and places it on an unoccupied planet of their choosing.
6. Roll the d8 for each commodity and place a token on the rolled number on the tracking board (see **The Tracking Board**, p.4). This is the starting price for that commodity. Place the rest of the commodity tokens off to the side. This is the **supply**. When a commodity is bought, tokens are taken from here. They are put back here when the commodity is sold. (See **Trading**, p.16).
7. Each player takes a corporation card and 25 credits and places them in their play area (see **Priority Order and the Play Area**, p.9).



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 d8 for the planet first. 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.

Our Example Game

Miriam, Brian, Gregg, and Eric sit down to play a rousing game of **The Galaxy Corporate**. In this example, text in parenthesis refers to the setup steps on the previous page.

Before any of the pieces make it out of the box, Miriam grabs the eight-sided die and rolls (**step 1**). She gets a six, followed by a three for Brian, a five for Gregg, and a one for Eric. Miriam goes first.

After laughing at Eric, she takes the region with eight sectors and plops it down in the middle of the table (**step 2**). Gregg 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. Brian's got the playing pieces organized now, so he puts a random planet on sector three and an outpost on sector four.

Brian is sitting on Miriam's left, so he adds a five-sector region and rolls to see if it has a planet or outpost (**step 3**). Gregg 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 4**), 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. Gregg cackles "Denied!" and puts the appropriate counter in the influence box. Once that's done, they figure out the trade modifiers for each planet and outpost and put the appropriate counters next to each one so they don't have to figure it out every time they make a trade.

Since Eric goes last, he takes the blue flagship and picks his planet first (**step 5**), followed by everyone else in reverse play order (or counter-clockwise). Brian takes one token of each commodity and rolls the eight-sided die to establish its starting price (**step 6**).

With the prices established, and everyone on a planet, Brian hands everyone a corporation card and twenty-five credits (**step 7**), and the game begins!

More Objects (Optional)

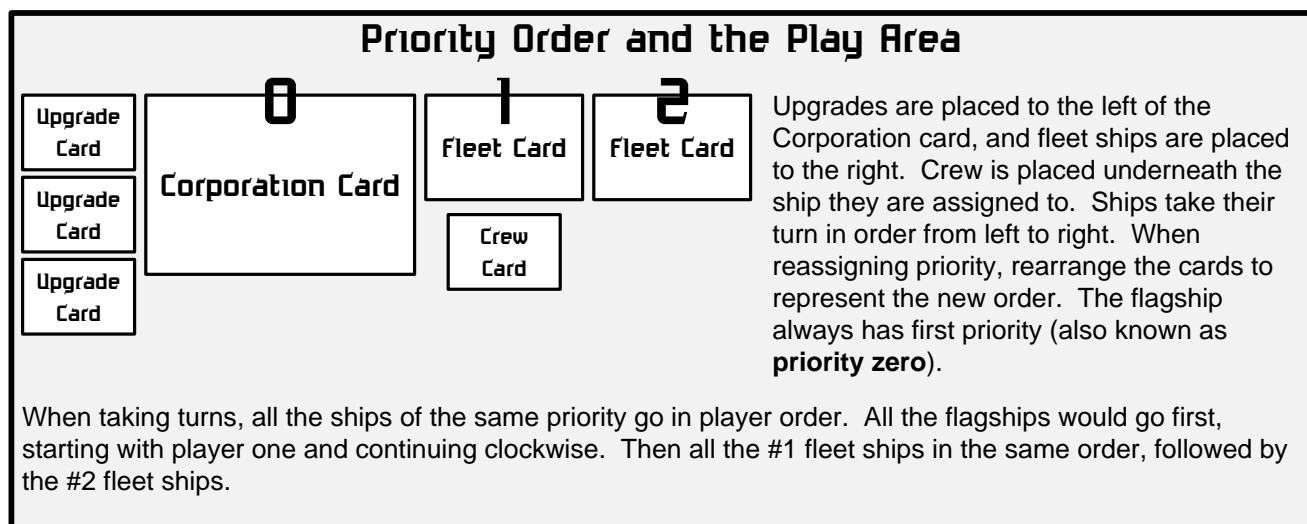
Players may wish to play with more planets and/or outposts than normal, especially when using the optional territory rules (see **Territory**, p.18). In this print and play version you can use the above method to determine up to any maximum you wish. However, we recommend no more than two planets and two outposts per region, and the final physical game will come with enough planets and outposts to reach this maximum.

Gameplay

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 (p.11)** – Check to see if anyone meets the victory condition (see **Winning the Game**, p.10). If not, all players collect an **influence token** if they do not already have their maximum allotment of tokens (see **Gaining Influence Tokens**, p.11). 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.
2. **Upkeep Phase (p.12)** – Pay **upkeep** on any assets which require an upkeep cost (see **Paying Upkeep**, p.12). You may also activate any inactive cards. Paying upkeep happens before activating cards.
3. **Market Phase (p.12)** – 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 good up or down.
4. **Travel Phase (p.13)** – Starting with the first player, all players move their ships in **priority order** (see **Priority Order and the Play Area**, below). All flagships move first, followed by the next priority ship when each player has moved his or her flagship, and so on.
5. **Action Phase (p.14)** – Players perform actions in the same order as Phase 4 (see **The Action Phase**, p.14, for more details).
6. **Priority Phase (p.15)** – After all ships have taken their turns, players may rearrange the priority order of their ships. The flagship is always first priority.



The First Round

Since it's the first round, nobody has won yet and everyone except Eric elects to receive an influence token. Eric 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. Brian takes the commodity dice in hand and asks if anyone wants to manipulate the market. As it turns out, Miriam, Brian and Gregg 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 eight-sided die and gets a one, moving yellow down only one credit. Brian brings blue down to three, and Gregg decides to spite Miriam and move yellow up – by seven credits! 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. Brian's also happy with his planet, so stays put as well. Gregg moves two sectors to an outpost with a better modifier, and Eric 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. If anyone had any fleet ships, they would then get to move their extra ships after all the flagships had gone.

After movement, everyone can do things. In the first round, "do things" is usually just limited to purchasing commodities to start building up some cash.

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. Brian buys blue, which had gone down to one, leaving Gregg with a choice. He is at an outpost with a -4 modifier. He can buy blue for two credits, which would help Brian, or he can buy red for five credits and help Miriam. Gregg's dilemma is that both of them may get to trade before him, so his commodities may actually go down in price before he gets to sell them. He decides to buy red because it seems more likely to still make him a profit next round.

With only one ship each, there's no point to the priority phase, so they skip right to the influence phase and the start of a new round.

Winning the Game

The main objective in **The Galaxy Corporate: Star Traders** is to increase your influence level (see **Influence Levels and Tokens**, p.11). A standard game is played until a player reaches influence level ten. If at the beginning of the influence phase one person 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. Feel free to increase or decrease the required influence level to play longer or shorter games.

The Influence Phase

Phase One

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 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 do this even if you cannot receive an income, but you may not spend tokens if you elected to receive an influence token.

In the first round, Eric only had an influence level of one, so he only received five credits. Later in the game, Eric 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.

Gaining Influence Levels

The only way to increase your influence level in **Star Traders** is through acquiring planets and outposts (see **Acquiring Planets and Outposts**, p.14) either by buying them or by force in the form of blockades.

The Upkeep Phase

Phase Two

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 adjust your playing pieces to represent the new priority order (If the dismissed ship was priority two, simply remove the piece from the board. If the ship was priority one, replace the priority two piece with the priority one piece).

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**, p.20).

The Market Phase

Phase Three

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 Commodity 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 commodity dice are rolled. Each player gets an opportunity, starting with the first player and proceeding clockwise, to spend a token and roll the eight-sided 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.

The Travel Phase

Phase Four

Once the market phase is over, everyone can move their ships. The next two turns 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. This means that each player moves their flagship first, then moves the priority one ship, then the priority two ship, 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 upgrades 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 than that.

Ships can move to any sector connected by a travel line (see **The Playing Field**, p.1).

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. Her flagship is going to sell some cargo at a planet one sector over, so she moves it only the one sector. Brian, Gregg and Eric move their flagships, and since Miriam has fleet ships at her disposal it becomes her turn again.

Her priority one 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. Brian and Eric both have fleet ships, so they get to move their priority one ships.

It is now Miriam’s turn again for her priority two ship. This ship just traded at a planet and she decides to see if she can hire some crew for it, so that ship stays there. Eric also has a priority two ship, so he gets to move his ship next.

Ships can move into and through sectors occupied by other ships, planets and outposts. There is nothing in **Star Traders** that can block movement.

The Action Phase

Phase Five

After movement, players can “do things.” Much like the travel phase, each ship takes an individual action in priority order. Flagships go first, then priority one ships, then priority two ships, and so on.

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, performing one action on that object.

Objects

Everything placed on the board that isn't a counter or token 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 (just because they're not part of your corporation doesn't make them necessarily hostile).

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**, p.19).

Outposts

Ships may only **trade** at outposts (see **Trading**, p.16).

Planets

Along with trading, ships can fortify their hulls and purchase corporate assets. Players must choose only one of the following options at a planet:

- Make a trade (see **Trading**, p.16).
- Repair/reinforce your hull (see **Hull Integrity, Repair, and Reinforcement**, p.19).
- Purchase an upgrade (see **Purchasing Upgrades**, p.17).
- Hire a fleet ship (see **Hiring Fleet Ships**, p.17).
- Hire crew (see **Hiring Crew**, p.17).

Acquiring Planets and Outposts

Along with the standard actions above, players will want to acquire the planets and outposts that can raise their influence levels.

Instead of making a normal action at a planet or outpost, a flagship can **purchase** that object (see **Purchasing Planets and Outposts**, p.18). Fleet ships cannot purchase objects, but can instead initiate **blockades** (see **Blockades**, p.22) to take them by force. Flagships cannot initiate blockades.

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.

Miriam sells off her flagship's cargo at the planet and play passes to Brian. He moved his flagship to the outpost he wanted to purchase, so he does. He pays his credits, places a corporate marker next to the outpost, and moves the marker on his corporate card to the new influence level. Since his flagship took its turn to purchase the outpost, it cannot trade there this round.

Gregg's flagship is in an empty sector, so play passes to Eric. Last round he snapped up a crew member with his flagship that he wanted to give to his priority two ship, which has more cargo room. He also wants to purchase an engine upgrade for his flagship, so he will use the priority two ship to swap the crew member. It's the flagship's turn first, though, so Eric goes ahead and buys the engine upgrade.

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

Now that Brian has gained an outpost and gotten considerably more powerful, Miriam's plan has changed for her priority two ship. She screams "Blockade!" and places a damage token next to the planet to indicate the blockade is in effect (see **Blockades**, p.22).

Eric's priority two ship is close enough to get to the newly blockaded planet right away, but movement for the round already happened. He uses his priority two ship's turn to move the crew member over anyway, since it will come in handy with his new goal of breaking up Miriam's blockade.

The Priority Phase

Phase Six

At the very end of the round, players have an opportunity to reorder their ships. Since the physical cards are arranged to indicate order, this means moving the cards around into the new order (see **Priority Order and the Play Area**, p.9). Flagships always have first priority, so the corporation card will always be the leftmost card in line, followed by the priority one fleet card, then the priority two fleet card, and so on.

The playing pieces on the board will also need to be rearranged, as the fleet ship pieces have the priority number on them to indicate which ship they represent.

Once everyone has passed or rearranged their priority order, the new round begins.

Miriam doesn't yet know that Eric's gunning for her, so she passes along with Brian and Gregg. Eric decides to reorder his ships so that he'll get first shot when he engages Miriam in combat next round (see **Combat**, p.19). He picks up all the cards that belong to the priority two ship and slides the priority one cards over. He then puts all the removed cards where the priority one cards used to be. He also switches the two fleet pieces on the board to indicate the new priority order. Now he's ready to take on Miriam's blockade!

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 turn 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** (see **Game Setup, step 6**, p.7). Tokens for sold commodities go back into the supply.

Local Trade Modifiers

The price of the commodities are all indicated on the **tracking board** (see **The Tracking Board**, p.4). Each planet and outpost has a local trade modifier that is also applied to the trade to represent the local economy. It is the planet's **population value** (demand) minus the region's **influence value** (supply). Outposts do not have population values, so they will always have a negative modifier to trades.

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) since the supply is greater than the demand. 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.

The local trade modifiers can all be determined during setup (see **Game Setup, step 4**, p.7), and the appropriate counters can be placed on the board so players don't have to figure out the modifier every time they want to make a trade.

Adjusting Market Value

The market value of each commodity is affected by each and every trade. 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 be purchased at planets.

When purchasing a corporate asset, you must determine which asset you will purchase before looking at any cards. While multiple assets may be purchased per turn, only one kind of asset may be purchased. If a player wanted to purchase upgrades and hire crew, it would take two rounds: one to purchase the upgrades and one to hire crew.

Purchasing Corporate Assets (cont)

Purchasing Upgrades

Players may improve their flagships by purchasing **upgrades**. Only flagships may purchase upgrades, but fleet ships are generally better than a flagship without any (or even a few) upgrades anyway. Players may look through the upgrade deck at any time. Players may purchase any available upgrade as long as they have the credits.

Upgrade Types and Levels

Every upgrade has a **type** and a **level of effectiveness** (see **Upgrade Cards**, p.4). Flagships 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.

Improving Upgrade Level

Upgrades may be improved at the same time other upgrades are purchased, but upgrades can only be improved one level per turn. Multiple upgrades can be improved, but each one is limited to only one level per turn.

Selling Upgrades

Upgrades may only be sold at a planet. They are not sold to anyone in particular and just go to the bottom of the upgrade deck. The selling price is half the purchase cost. If the upgrade has been improved, multiply the selling price by the upgrade level. Upgrades may not be “partially sold” to simply decrease the upgrade level. They must be completely sold.

Hiring Fleet Ships

Only flagships may hire fleet ships. When choosing to hire a fleet ship, players look at the top three cards of the fleet deck. They may also spend influence tokens to draw extra cards, one card per token spent. Multiple fleet ships can be hired as long as you have enough credits to pay the hire cost (see **Fleet Cards**, p.3).

Fleet ships come into play inactive. Place the fleet card to the right of the ships you already own and put the corresponding fleet piece 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**, p.12).

Hiring Crew

Both flagships and fleet ships can hire crew. Like fleet ships, players look at the top three cards of the crew deck and can spend influence tokens to draw extra cards, one per token spent. Multiple crew can be hired as long as you can afford to pay the hire cost (see **Crew Cards**, p.3). Place hired crew members below the ships that hired them.

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**, p.3) each time you do. If the usage cost is “inf,” the cost is an influence token (or multiple influence tokens) instead of credits.

Purchasing Planets and Outposts

Gaining a planet or an outpost is not only the primary way to increase your **influence level**, in Star Traders it is the **only** way. Purchasing one is expensive, but easy.

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

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. This money goes back to the "bank," not the owning player.

Brian takes a look at nearby objects to see if there is anything he can purchase. In his region there 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. The outpost itself doesn't have an influence value, but it would still give Brian 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 Brian decides to purchase the outpost instead.

Purchase Cost Reference Chart

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

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 is cut in half. Remember also that outposts can only have negative modifiers so if you want to grab a hefty positive modifier for selling, a planet is the way to go.

Territory, or Advanced Influence rules (Optional)

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.

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. When more than one player occupy a sector, it is considered to be **threatened**. Combat can only happen, naturally, in threatened sectors.

Attacking

Combat is broken up into a series of **attacks**. On your turn, if there is an opposing ship in your sector, you may attack that ship. There is (normally) no counterattack and on the other ship's turn it is free to leave the sector or attack you.

During combat, the firing ship is designated the **attacker** and the target ship is designated the **defender**. Both players roll the eight-sided 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**, but ships can target and disable upgrades (see **Targeting Upgrades**, p.20). If a ship's hull integrity drops below zero, it is **destroyed** (see **Destroyed and Disabled Ships**, p.20).

Eric has moved his ship into the same sector as Miriam's blockading ship and is going to try to stop her blockade by destroying her ship as mercilessly as possible. Miriam has decided to leave her ship there and take her chances.

Eric declares his attack and rolls the eight-sided die. His ship's **offense bonus** (see **Fleet Cards**, p.3) is one, but Miriam's ship's **defense bonus** is two. He rolls a two, which gives him a total of three. Miriam rolls a five, which gives her a total of seven. Miriam wins the combat and her ship survives to take its turn.

Miriam attacks Eric's ship on its turn. Her attack bonus is zero, but so is Eric's defense bonus. She rolls a seven and Eric rolls a four. Her ship's **damage value** is only one, which brings the **hull integrity** of Eric's ship to zero. While it is not destroyed, it is still **disabled** (see **Destroyed and Disabled Ships**, p.20).

Hull Integrity, Repair, and Reinforcement

When a ship is damaged, place a damage token in its **hull integrity** area (see **Corporation Cards**, p.2, and **Fleet Cards**, p.3). When hull integrity reaches zero, the ship is considered **disabled** (see **Destroyed and Disabled Ships**, p.20). Any further damage will destroy that ship.

By default, flagships have a hull integrity of one. However, they can reinforce their 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. Both flagships and fleet ships may purchase reinforcement tokens.

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

Combat (cont)

Precise Hits (Optional)

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 damage done to the defending ship.

Let's take the previous example with the Precise Hits rule in effect. Miriam had rolled a seven and Eric had rolled a four. Normal damage would have been one, but with the Precise Hits rule, Miriam does an extra three damage (seven minus four), bringing the total damage to four. This destroys Eric's ship.

Targeting Upgrades

Sometimes you may want to just cripple a ship instead of destroying it. Or perhaps the ship has an upgrade that makes it difficult to destroy. You may target an upgrade instead of applying damage directly to the hull, thereby rendering that upgrade inactive. The target upgrade must be specified before the dice are rolled. Attacks are made as normal, but with a -1 penalty to the attack roll. Each point of damage negates one corporate marker on the upgrade card. When there is an equal number of damage tokens and corporate markers, the upgrade is disabled and must be repaired before it can be activated again. Flip the card over and place one of the damage tokens on top of it. Keep the other damage tokens and corporate markers to the side.

Repairing Upgrades

Repair cost for an upgrade is half the purchase cost per damage token. Upgrades may be partially repaired and function at partial capacity. Disabled upgrades that have been repaired may not be activated until the next upkeep phase.

Destroyed 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**, p.21).

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. 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**, p.21).

Combat (cont)

Salvaging Cargo

When a ship carrying cargo is destroyed, that cargo may be **salvaged** by the attacking ship. Roll the eight-sided 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.

To continue with our example of Eric's ill-fated attempt to break up Miriam's blockade, let's say that Eric's ship had cargo on it that he neglected to sell in his haste to stop Miriam. It had three units of blue, two units of red, and two units of yellow.

Miriam, even though her ship is committed to a blockade, has the opportunity to salvage the cargo from the destroyed ship. She rolls a three, which is less than the six units of cargo. If she had rolled a six she would have been able to take it all, but if she had rolled over six, she wouldn't have gotten any of it.

Miriam doesn't automatically get the three units of blue since Eric gets to decide which cargo is salvaged. Blue is the most expensive cargo at the moment, so he gives Miriam the two units of yellow and one unit of red.

Temporary Loss of Influence Levels (Optional)

When your Flagship is destroyed, your corporation suffers a temporary loss of influence. If this is the first time, place a damage counter on the number one spot on the **influence track** of your Corporation card (see **Corporation Cards**, p.2). If your Flagship is destroyed again while the damage counter is present, move it one level higher. The damage counter acts 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.

Everyone's been picking on poor Gregg. He managed to take an outpost early which raised his influence level to three.

Miriam attacks and destroys his flagship. In addition to the normal penalties, they are using the Temporary Loss of Influence Levels rules. Gregg puts a damage counter on the number one of his influence level track, which brings his influence level to two (three minus one). Even if his flagship is destroyed again (and again), Gregg's influence level can never drop below one. But the damage counter would still increase along the influence track, giving him more work to do to catch up.

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 temporarily lower a player's influence level. If the planet or outpost being blockaded is owned by another player, that player loses any influence gained from it while the blockade is in effect.

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

Only fleet ships may be used in blockades. Flagships may be used in support of the blockading ships (transferring crew or combating hostile ships) but do not count toward the blockade itself.

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. This is a game, after all, and it is only fair to give the other players a chance to react before you snatch up that planet or outpost.

The Blockade Roll

Each round after declaring the blockade, the blockading player must roll equal to or higher than a target number on the eight-sided 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 always done at the end of the action phase (it does not count as any one ship's turn), and only when the sector is not threatened.

Now that Eric's ship is out of the way, Miriam can continue with her blockade.

At the end of the action phase, she rolls the eight-sided die. This roll does not count as the blockading ship's action, so it is made even though Miriam's ship blew up Eric's ship that round. If Eric's ship was simply disabled, the sector would still be considered threatened, so Miriam would not have been able to make the roll. Good thing she destroyed the ship!

The planet's population number is two and the region's size number is five. Miriam needs to roll a seven or better to win. She rolls an eight and shouts "In your face!" as she does a happy dance.

Blockades (cont)

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, but each blockading ship must be a fleet ship. Each additional ship adds one to both the die roll and the number of corporate markers placed after a failed roll.

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.

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.

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.

Let's now pretend that the blockaded planet was owned by Eric, which is why we was so frantic to stop Miriam's blockade. It gives four influence points (its two influence plus the region's two influence), so is a pretty nice planet to own.

The moment she declared the blockade, Eric lost those four points. He adjusts the corporate marker down his influence track four levels lower. If the blockade had failed, he'd gain back those four levels. Since the blockade was successful, he'll have to now retake the planet to get them back.

The planet itself reverts back to neutral and Miriam has to declare another blockade next round to take it for herself.