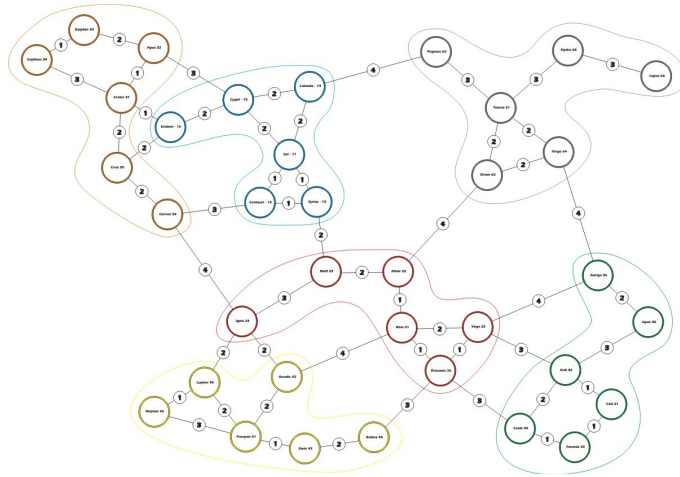


Space Smugglers

Version 0.9

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1. Game description and setup

This boardgame has been drawn on a classic videogame published in 1985 about space scouting, trading and dogfighting. Players' purpose is to improve their galaxy prestige choosing the preferred career.

The galaxy is divided in six sectors, Federation, Taladin House, Mingon House, Rastag House, Bandai House and the Border Zone. Each sector is composed by six systems linked by navigation routes of various lengths. Dashed navigation lines (length of 4) can only be traveled with special equipment.

Players take one spacecraft sheet and put this counters on it:

Size 8 – Maneuver Level 1 – Sensors Level 1 – Navigation Level 1 – Shield Level 1 – Weapon Level 1 – Engine Level 1 and Cargo Bay Level 2;

Zero counters for all ranks and prestige;

Spacecraft name matching color selected and 6M credits.

Each player then roll two dice to determine starting system: one die to identify Sector (re-roll 6) and another one to identify system.

2. Initiative

This game is played in subsequent turns and each turn is composed of phases. Players play their turns following initiative order.

Each player calculates his initiative value as follows:

Sensors Level + Engine Level + Border Zone Prestige + 1D6

Player with higher value goes first and then in decreasing order (solve ties with die roll).

3. Turn of play

3.1 Spacecraft movement phase

Galaxy is divided in sectors that are subdivided in 6 systems. Navigation routes connect systems. Each route has a number which represent the distance between systems. Engine level provides the distance you can travel in one turn. You can also travel across many systems in one turn and it depends on Navigation Level. This number represents the number of systems you can pass across. A spacecraft with Engine Level 3 (it can travel a distance of 6) and Navigation Level of 2 (it can pass through 2 systems) can travel from Sol 11 to Ignis 24 passing through Syrious 13 and Wolf 23 systems.

Spacecrafts can travel along dashed navigation routes (length 4) only with Deepspace Navigation device installed.

3.2 Sector event phase

Roll on the event table of the sector. Apply to this roll player's sector modifier. All events are self explanatory. Some Bounty Hunters will try to intercept you only if your sector rank is negative. Pirates will try to intercept you if you are carrying luxury goods. Sector military spacecrafts scan your spacecraft for illegal goods and they will attack only after a successful scan. Special Event requires a second roll (2D6) on Special Event table.

Solve event space battle. Stars and points of encountered spacecrafts represent size and hit points. Therefore two hits are necessary to destroy a two stars spacecraft.

When an enemy spacecraft scans for illegal goods and they are in cargo bay, enemy spacecraft automatically engage if Antiscan Cargobay device is not present. If device is installed roll 1D6 and enemy spacecraft finds illegal goods on a 1-2 result.

3.3 Sector encounter phase

Roll on the encounter table of the sector. Apply to this roll player's sector modifier. The table provides the flag of spacecraft encountered. If you decide to engage the spacecraft, apply modifiers (small colored squares) and roll on Spacecraft table to identify ship typology.

Solve encounter space battle and collect goods with tractor beam if enemy freight destroyed.

3.4 Dogfight phase

If you are in a system with other players you can try to engage one of them using the following procedure:

3.4.1 spacecrafts detection and lock-on

3.4.2 tactical advantage and withdraw

3.4.3 maneuver resolution and attack

3.4.4 damage resolution

3.4.5 disengagement and withdraw

3.4.1 Spacecrafts detection and lock-on

Players roll on the following table to determine the lock-on modifiers and add it to 1D6 to determine their respective lock-on level on enemy spacecraft.

Sensor Level	Spacecraft size				
	8	12	16	20	24
1	0	+1	+2	+3	+4
2	+1	+2	+3	+4	+5
3	+2	+3	+4	+5	+6
4	+3	+4	+5	+6	+7
5	+4	+5	+6	+7	+8

3.4.2 Tactical advantage and withdraw

The difference between lock-on values provides tactical advantage for first round on dogfight. Moreover a player with a lock-on level higher 5 points or more over enemy lock-on level can decide to avoid dogfight.

3.4.3 Maneuver resolution and attack

Both players secretly choose one tactical maneuver chit and compare them on tactical table to get attack modifiers. If End is the tactical result, dogfight ends immediately.

Both players make their attack rolls and apply all modifiers:

1D6 + tactical advantage (first round only) + maneuver level + tactical modifier

Player with higher value can attack enemy spacecraft otherwise (even) no player attack in this round.

If the modified attacking rolls' difference is 3 or 4 attacking player gets a +1 for weapon roll, 5 or more he gets a +2.

3.4.4 Damage resolution

Attacking player makes the weapon roll and defending player the shield roll:

1D6 + weapons level + attack roll bonus

1D6 + shield level

If the modified attacking roll is higher than the defending roll, 1 hit has been scored and spacecraft has been damaged (roll on damage table for players' spacecrafts).

3.4.5 Disengagement and withdraw

Players can now accordingly end the dogfight. In case only one player wants to end it, he has to roll one die and compare with the roll of other player. If value is higher dogfight will end:

Withdrawing player: $1D6 + \text{Sensor Level} + \text{Maneuver Level} + 3$ (if Evasive Action played)

Other player: $1D6 + \text{Sensor Level} + \text{Maneuver Level}$

If the withdrawing player loses, a new dogfight round starts from step 3.4.3.

3.5 Market activity phase

This activity is optional. Roll one die to determine system base market value, apply system's goods modifiers (printed on board for each system) and get the prices for all parts and goods in the system you are in. You can buy and sell parts and goods up to fill your spacecraft cargo capacity.

3.6 Mission activity phase

This activity is optional. You can try to take a mission from the administration that controls the system you are in. Apply your rank modifier and check result.

3.7 Shipyard activity phase

Roll one die to determine shipyard holder attitude toward you. The result provides systems and devices availability and prices. Player can also buy a new spacecraft in this step.

Spacecraft price in M = $\text{Size} * \text{Maneuver Level}$

All Systems and Devices have prices written on counters.

When a player upgrades a System he recovers some credit selling the old one (price divided by 2).

The minimum systems requirement for a spacecraft to fly is level one for Sensor, Navigation, Shield, Weapon and Engine.

Players can also repair damage on a system paying System price divided by 2. If a player upgrades a damaged system he recovers nothing by selling the old damaged system.

A damaged system works as it was 1 level less (no modifier for Level 1 system). A damaged device does not work.

A new damage on a damaged system reduces it by 1 level (never below Level 1). A new damage on a damaged device destroys it.

4. Space events

Space Warp

Spacecrafts that enter a space warp can freely jump to any other system on the board.

Space Noise

All spacecrafts in the SECTOR with a space noise have their sensor level degraded by 2 levels but not below level 1.

Space Hulk

A spacecraft can collect it with tractor beam and collect 3D6 M credits.

Space Storm

Movement into or through system with space storm is prohibited.

Space Gap

All spacecrafts in the SECTOR with a space gap have their engine level degraded by 2 levels but not below level 1.

Space Reef

All spacecrafts in the SECTOR with a space gap have their shield level degraded by 2 levels but not below level 1.

Space Cloud

Every perishable good sold in this system provides 3M bonus for seller.

Space Strain

Spacecrafts in this SECTOR (or entering this SECTOR) roll for malfunction.

5. Victory conditions

A player immediately wins as soon as he reaches Border Zone Prestige value of 4.