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Game:	**CORE SPACE**
Publisher:	**Battle Systems Ltd (2019)**

CORE SPACE

SETUP

Choose a **mission**. Missions can be played as one-offs, or as a continuous narrative, keeping track of your crew's performance.

Lay out the gaming mat(s) and terrain. Take note of any specific items to be placed in the random draw for cargo crate items. Unless stated otherwise, the edge of the playing area is considered a wall for all rules purposes.

Randomly choose the number of **large equipment tokens** and **rare** ⊚ large tokens specified, shuffle them, and randomly place them in the large crates. Do the same for the number of **small equipment tokens** and **rare** ⊚ large tokens specified, shuffle them, and randomly place them in the small and large crates as specified. Then place the rest of the normal small equipment tokens in the bag. Players then take it in turns to randomly place the cargo crates on the board in the map positions given.

Choose which **NPCs** will be used, and place their **miniatures** and **character boards** near the board. Place the **purge board** and **purge miniatures** near the board.

Shuffle together the **event cards** used in the mission (matching the given icons) and any appropriate NPC type cards, and place the deck facedown near the board. Include the event cards for any NPCs being used, and include the **purge reinforcement** cards when you have a second set of purge miniatures. If there are 4 or more crews in play, always use the extra set of purge miniatures and the purge reinforcement cards.

Place the **entry points** around the board as specified.

With 2 players, toss the **turn counter** to see who deploys their crew first. With more than 2 players, roll the white **chance die** with the highest roller going first (reroll ties). The winning player can choose any **airlock door** to be their starting point. The other players, in clockwise order, then choose their starting points. In a campaign, the winner of the previous game can choose first without flipping the coin or rolling the die.

Each player selects their **crew** and places their **dashboards** in front of them with their **trader** and **class boards** in place. On the trader board, spaces filled with an inner circle indicate the trader's **default** stats: fill these in at the start of the game. The rest are **potential** spaces and can be filled to add points to the character's stats. A character cannot exceed their potential, but may drop below their default.

Each player places their **ship board**, airlock side up, in line with their chosen airlock location, and places their **miniatures** on it.

Place **health** (green) and **skill** (purple) pegs equal to your characters' starting statistics into your dashboards, then add a full amount of **ammo** (yellow) pegs. Unless playing a **rescue mission**, pegs are always set to their current values at the start of a game.

The player that deployed last takes the **turn counter** and goes first.

The **chance die** can be used to roll a random number, or a direction for scatter. In both cases ignore the main icon. A scattering object **scatters** a number of inches equal to the number and in a direction indicated by the arrow; if it hits a wall, another model, or an obstruction, it stops.

ORDER OF PLAY

1. HOSTILITY PHASE

Add 1 black peg into the first empty space on the hostility tracker. In multiplayer games, add 1 peg for every 3 crews (round up).

The player with the turn counter draws an event card. Resolve all the effects detailed for the current hostility level, then place the card in a faceup discard pile. If the deck runs out, shuffle the discards to make a new deck.

If you draw an **assistance card** 🕐, do not show it to the other players; keep the card for later use.

If a card allows multiple players to make an action, turn counter holder goes first, proceeding clockwise. If there is no target for a rule, it has no effect. If only part of the text can be resolved, resolve as much as possible. If no part of the text can be resolved, ignore it. If there is an icon at the end of the paragraph, place a new NPC instead, if possible. Whether an NPC is placed or not, shuffle the unresolved card back into the deck and draw another.

2. TRADER PHASE

⚡ Starting with the player with the turn counter and proceeding clockwise, players take turns to activate their traders.

Each player activates 1 character at a time until all traders have been activated, at which time move on to the next phase. When it is your turn to activate a trader, choose one of your traders that has not been marked with an **activation counter** to activate, take actions with the trader, then place an **activation counter** on the trader's dashboard to indicate that they cannot act again this round. Play passes to the next player clockwise.

A trader's **ACTION** statistic shows how many actions they can take in a turn. You can choose to use all, some, or none of them when activating your character.

The most common actions are **MOVE**, **RANGED ASSAULT**, **CLOSE ASSAULT**, **KNOCK BACK**, **SEARCH**, **RELOAD**, **PERSUADE**, and **INTERACT**. Unless specified, there is no limit to the number of times an action can be taken, or in what order they can be taken in.

You can also take **effortless actions**. These do not count towards your action limit, but you can only take 1 per turn.

Prone characters cannot take any action other than take a **STAND UP** action, after which they can take actions normally. **Defeated characters** cannot take any actions at all until they have been revived by another character.

3. PURGE PHASE

1. ARRIVAL

Each **hostility level** has icons indicating the characters that could potentially arrive in this phase. At **RELAXED** level, no purge arrive.

Start at the top of the level's list, and work down. If a purge icon is followed by a number, that many arrive. If it is followed by a die icon, roll that die: the black purge die shows how many arrive, the chance die indicates a Live One appears if you roll ⊚.

When the level reaches **PURGE!**, the number of purge arriving will be the same as in **KILL ME**, but from now on all purge use the increased statistics on the **CHARGED** side of the purge board.

Roll the chance die separately for each type of purge arriving and place them on the board in contact with the corresponding entry point counter. If there is no room because the area is blocked by other models, place them as close as possible.

If purge need to be placed outside of the purge phase, place them onto the board at that entry point and then activate them in the purge phase as normal.

Purge of rank 4 and above (Live Ones, Gatherers and Annihilators) only appear once per game. Once one has been placed, do not roll for that purge type again for the rest of the game, and any other rule that would generate one is ignored. Once the character has been defeated, it will not return.

If using the purge reinforcement cards, a second purge of each type can appear, but only once the hostility reaches **PURGE!**

In a 2 player game only use the core set purge miniatures (5 Harvesters, 2 Devastators, 1 Assassin, and 1 Live One). If there are none remaining of a type, use the next lowest ranked purge character available. If there are no Harvesters left and you need to spawn more, none will arrive until some have been defeated.

2. ACTIVATION

All purge on the board now activate, starting with the highest ranked purge character on the board, followed by the next highest rank, and so on down to the rank 1 Harvesters.

If there are multiple purge of the same rank on the board, the player with the turn counter chooses the order in which they activate.

The purge are controlled by the game, but should be moved and rolled for by the player with the turn counter, unless that player's crew is being attacked, in which case another player should roll.

The purge and other NPCs take actions based on the following AI sequence. Each purge character continues to take actions from this list until they have none left to use.

TARGETS

Before activating, each purge character chooses a target.

1. By default the target is the closest non-purge character within LoS and not in cover.

2. If all visible characters are in cover, the target is the closest.

3. If there are no visible characters, the target is the closest non-purge character. Measure the shortest possible distance between the purge and the potential targets, moving around terrain and through doors as necessary.

4. The one exception to this rule is for purge Assassins. If they can see a trader Captain, it will be their target even if it isn't the closest character, and they will move around or over other targets to reach it. This includes leaving base contact with another enemy and provoking an attack of opportunity. If an Assassin cannot see a Captain, they follow the normal rules.

5. Defeated traders are never targeted.

Once a target has been chosen, it remains locked for the rest of that character's turn. This applies even if a closer target comes into view part-way through a move. The target is only reassessed mid-turn if the original target is defeated. Otherwise it will be reassessed next time that character activates.

ACTIONS

The purge make **MOVE** and **ASSAULT** actions in the same way as traders. Each time they make an action, they prioritise the action that causes the most harm possible, using the **AI action chart**.

Purge that take a **MOVE** action move as far as possible unless they move into base contact with the target, when they stop.

RANGED ASSAULT actions by the purge have unlimited range, but follow the normal rules for shooting at engaged characters.

Purge are unaffected by ⚠ results unless stated otherwise.

Purge that have been knocked prone must use their first action to **STAND UP**, before making the rest of their activation as normal.

4. NPC PHASE

All other NPCs controlled by the game act, using the statistics on their boards. They may carry items, but cannot use them.

NPCs are always activated in the same order: **Galactic Corps, Security, Gangers, and finally Civilians**. Gangers and the Galactic Corps use the number of actions on their board and the AI chart. Civilians and Security roll their respective die, once only. However if a civilian has joined a crew, or security has been commandeered by the Corps, they use the number of actions on their board.

For each type of NPC activated, the highest ranked one on the board activates first, followed by the next highest rank, and so on. If there are multiple NPCs of the same rank on the board, the player with the turn counter chooses the order in which they activate.

NPCs are controlled by the game, but should be moved and rolled for by the player with the turn counter, unless that player's crew is being attacked, in which case another player should roll.

NPCs that have been knocked prone must use their first action to **STAND UP**, before making the rest of their activation as normal. If an NPC's turn is determined by a die roll instead of by taking actions, **STAND UP** replaces the die roll and they will do nothing further this round.

1. ARRIVAL

NPCs appear as instructed. When you activate a NPC type, first check the hostility tracker to see if any will be automatically spawned, as indicated by their icon.

NPCs arrive at a random location around the board, determined by the chance die in the same way as for the purge. If there are NPCs of multiple ranks arriving at the same time, place the lowest rank available.

Place NPCs on the board in contact with their entry point. If there is no room because the area is blocked by other models, place them as close as possible.

If there are multiple NPC types shown on the hostility tracker, do not place the next type until you have finished activating the current one. If you are required to place an NPC and there are no more available, none are placed.

2. ACTIVATION

Once the NPCs are all on the board, activate them as normal.

TARGETS

Before activating, each NPC chooses a target:

Each type of NPC has a target priority list that should be used alongside the following steps.

1. If the NPC is in base contact with any enemies, their target will be the highest priority of the characters in contact that they can damage. If they cannot damage any of the engaged enemies, they will attack the highest priority target with no effect.

2. If the NPC has no enemies in base contact, but there are enemies in LoS, the target is the highest priority of those visible.
   - If there are multiple enemies of the same priority, the target will be the closest of those not in cover.
   - If all are in cover, the target will be the closest.

3. If an NPC needs to shoot its chosen target but is unable to damage it, it will instead target the next highest priority enemy in LoS. If there are no other enemies in LoS, it will still attack the original target but with no effect.

4. If there are no enemies in LoS, the target will instead be the closest, highest priority target available. Measure the shortest possible distance between the NPC and the enemies, moving around terrain and through doors as necessary.

5. Defeated traders are never targeted.

NPCs that need to move past other enemy characters to reach their target or fulfil their designated action must do so without entering base contact. If they cannot, they will instead enter base contact with the character that they could not get past, and stop.

NPCs that take a **MOVE** action always move as far as possible unless they move into base contact with the target, at which point they will stop.

NPCs can fire at up to medium range, and follow the normal rules for shooting at engaged characters.

NPCs are unaffected by ⚠ results unless stated otherwise.

5. ASSESSMENT PHASE

Remove all activation counters.

Any other effects that state they happen 'at the end of the round' happen now.

Pass the turn counter to the next player clockwise around the table; they will be in control for the following round.

MOVE

A character taking a **MOVE** action can move up to 4". No matter how many actions you move, and no matter your abilities, you can never voluntarily move more than 11" in one round (you may still be **KNOCKED BACK** by an enemy or moved involuntarily by an effect).

Measure movement using the range ruler, from the edge of the figure's base. You can move in any direction, but not through or over terrain unless specified otherwise. You can move through other friendly characters, but not through enemies without permission (enemy NPCs never give permission).

In the basic game, all doors are opened and unlocked and all windows are open (but cannot be moved through, other than the purge or those with the **scramble** ability).

ATTACKS OF OPPORTUNITY

If you leave base contact with 1 or more enemies, either at the start of, or during, your **MOVE**, all standing, engaged enemies can make a free **CLOSE ASSAULT** action against you, regardless of whether they have activated this turn. This action is resolved immediately and does not use any of their actions for the turn.

ENTERING AND LEAVING THE SHIP

Traders start the game in their airlock. Your first action must be a **MOVE** action to enter the board, measured from the airlock door. Traders wishing to return to their ship can do so with a **MOVE**, measured from the airlock door at the board edge. Once you have left the board, you are out of the game and cannot return. Enemy traders and NPCs may not enter a player's ship without permission.

ASSAULT

An **ASSAULT** action allows one character to attack another.

RANGED ASSAULT attacks are made with a ballistic, chemical or energy weapon, fired at a distance against targets within LoS and range. They cannot be made against targets engaged with you. If you are engaged with one or more enemies while making a ranged attack, those enemies may make an **attack of opportunity** against you.

Choose one of your ranged weapons to attack with, and roll a number of dice based on the range between you and the target. The numbers in the icon are for short, medium, and long range respectively. **Partial cover reduces the number of hits on a target by 1**. Resolve this modifier before any other modifiers such as armour.

Making a ranged attack reduces your ammo: remove an ammo peg from your dashboard.

After the first RANGED ASSAULT action made by a trader in each round, place the peg in the hostility tracker instead of discarding it. Only 1 ammo peg is so placed per round.

If you want to shoot at an enemy engaged with another character, at short range you can freely pick your target, but at medium or long range, after rolling to hit, roll the chance die to determine which of the combatants you have hit. Modifiers are worked out based on the actual target hit.

RANGED ASSAULT actions taken by the purge have unlimited range. All other NPCs can fire at up to medium range. They both follow the normal rules for shooting at engaged characters.

CLOSE ASSAULT attacks are made with fists or a combat weapon and can only be made against enemies engaged with (in base contact) with you. You may either fight unarmed (if possible) or choose one of your close assault weapons to attack with. Then choose whether to make a **standard hit** (first number) or a **heavy hit** (second number), and roll the number of dice shown.

Standard hits ignore ⚠ results. Heavy hits have a chance of breaking the weapon and ⚠ results apply as normal.

Cover does not apply to close assault attacks, but armour applies as normal.

RESOLVING AN ASSAULT

Both types of attack are made in the same way:

- **Roll combat dice** for the weapon as shown on its token (or on your character profile if fighting unarmed). The blue die is always rolled; if additional dice are required, also roll red dice. The number of ✴ rolled are **hits**.
- **Apply any applicable modifiers** to the roll such as **cover** or **armour**, altering the number of hits scored. Special rules and skills may apply further modifiers.
- **Any remaining hits cause damage**.

If targeting a trader, reduce the target's health by 1 for each point of damage. If health reaches 0 the trader is defeated — lay the figure on its side. They will remain there until moved or revived.

If targeting an NPC, unless stated otherwise the NPC is instantly defeated and removed from play if they take damage. Any items they were carrying are left on the ground where they fell.

Attacks made as a result of rules or cards specify the number of dice to roll rather than referring to a character or weapon. Unless stated otherwise, such attacks do not have an origin and therefore cover modifiers do not apply.

MISFIRES

If 2 or more ⚠ are rolled on the combat dice, the weapon jams or breaks and no damage is caused.

Ranged weapons are jammed: Rotate the token 180°. Clearing a jammed ranged weapon costs 1 action.

Close assault weapons and thrown weapons are broken: Flip the token facedown. Broken weapons cannot be used again this game, but are repaired automatically afterwards if playing a campaign.

If you are fighting unarmed, or your weapon has a ◉ icon, ⚠ results have no effect.

ARMOUR

Hits sustained in an attack can be reduced by **armour**.

Physical armour has a permanent affect while worn, reducing the number of hits suffered by the physical armour value given. This happens each time the wearer is attacked.

Shield armour is energy-based, and if beaten is inactive for the rest of the game. If a character with shield armour takes hits up to and including the shield armour value, the attack is resolved just like physical armour above.

However, if enough hits get through to damage the wearer, the shield has been overloaded and cannot be used for the rest of the mission: flip the token facedown. It will recharge between missions in a campaign.

Armour with an unarmed combat icon can be used in a close assault attack. These icons do not stack.

If a character has both physical and shield armour at the same time, use the highest value available. If the values are equal, the shield armour takes priority.

THROWING ITEMS

Items that can be thrown have this icon and require LoS to the target. Most can only be thrown at short range; an M or L next to the icon indicates it can be thrown at a longer range.

Resolve throwing a close assault weapon like a ranged attack, using the number of dice inside the icon. Cover, armour and any other modifiers apply as normal. Remove the thrown weapon from your dashboard and place it on the floor adjacent to the target; it can be picked up again from the floor like any other token.

BLAST WEAPONS

Blast weapons affect the target and anyone within 2". They do not have to target a character; the attack resolves even if they hit a point on the floor, and they can be aimed at such a point. When firing or throwing a blast weapon, choose a target point or character within range and LoS, and then roll the blue combat die:

- **Any number of hits:** You have hit your target.
- **Blank/no hits:** Miss; the blast origin is 1" away from your target in a direction of your choice.
- ⚠: Serious miss; the blast origin is up to 2" away from your target in a direction of the target player's choice (or the player with the turn counter if the target was an NPC).

If there is intervening terrain between the shooter and the target, reduce the number of hits rolled by 1.

Now roll a number of combat dice for every character hit by the blast: use the large number for the target, the top right number for those at least partially within 1" of the target point, and the bottom right number for those more than 1" away but at least partially within 2" of the target point.

Blast effects cannot pass through walls, but do pass through windows and across other terrain. Characters on the other side of the terrain hit by the blast benefit from a cover modifier as usual.

DEFEATING THE LIVE ONE

The first trader to defeat a Live One in a mission takes the **Live One kill point counter**. This counter is exchanged in the advancement phase after the game.

KNOCK BACK

To **KNOCK BACK** another character in base contact, roll dice equal to your unarmed combat value, if you have one, or 1 die if you do not. For each hit scored, the defending model is pushed 1 inch directly away from the attacker. Armour has no effect.

You can follow up to remain in base contact with the defender if you wish, and have not already moved your maximum distance this round. None of these moves attract attacks of opportunity.

If you score 3 or more hits, the defender is knocked prone.

If the space directly behind the defender is blocked by other characters or terrain, they are pushed in the closest possible direction instead. If there is no space to push an opponent back, they do not move.

If you roll any ⚠, you stumble: the action is not resolved, and the opposing model can immediately make a free **KNOCK BACK** action against you. If they also roll a ⚠, there is no effect.

Massive ⟲ characters use the number within the icon like armour against knock backs, reducing the number of hits. They also add this many automatic hits to their own **KNOCK BACK** attempts.

SEARCH

You may **search any cargo crate** you are in base contact with, as long as you are not engaged with an enemy. Remove the contents, keeping the tokens secret from the other players. You can add any or all of the contents to your character's dashboard.

Place any remaining items, along with any of your character's items that you no longer want or have room for, back into the cargo crate (if it is a small crate and you are discarding a large item, place it on the floor in base contact with your character). Crates can be searched any number of times in a game.

You may also make a **general search** of the room you are in, if you are not engaged with an enemy and there are none in the room (a room is defined as an area completely surrounded by either walls or the edges of the board, ignoring doors and windows).

Take a random item from the token pouch, and add it to your dashboard if you wish. If you don't want it, or want to swap it with an item you have, place the discarded item on the floor in base contact with your character.

Each room can only be searched once per mission; place a **search counter** in the room as a reminder that it cannot be searched again. Players may agree to separate very large rooms or long corridors into multiple areas that can each be searched separately.

You can't use an item without putting it in your inventory first.

PERSUADE

You can try to **persuade** an NPC you are in base contact with, as long as you are not engaged with an enemy. NPCs can be persuaded to:

Trade an item: If they are carrying an item you may swap it for one of your own (small items only). If they are not carrying an item you may draw one at random from the token pouch, and swap that instead. If you don't want the item drawn, leave it in the NPC's item slot and do not make a trade.

Join your crew: If successful and allowed by the mission, the NPC will acting as one of your crew members for the remainder of the mission. They can be activated in the current round.

Make a mission-specific action: Some missions will list extra things that you can persuade an NPC to do.

Decide what you are persuading a NPC to do before rolling. Roll a number of combat dice equal to your character's skill statistic (the value on your character board, not the remaining number of pegs). The NPC's **PERSUADE** value works like armour, modifying your roll. If your roll still scores a hit, the action is successful.

RELOAD

Reloading can only be done if you are holding an ammo token and are not engaged with an enemy.

Add the number of ammo pegs listed on the token to your dashboard, up to the maximum. Then **flip** ⟳ the token, or **discard** ⟲ it to the token bag, as indicated.

INTERACT

Some missions specify additional actions. Unless stated otherwise, you must be in contact with an object and unengaged in order to interact with it.

OTHER ACTIONS

CLEAR JAM

Unjams a ranged weapon; this can only be done when not engaged with an enemy.

DON/REMOVE ARMOUR

When armour is picked up, place it in your item tray. Make this action to move or swap an armour token from the tray to the armour slot or vice versa. This can only be done when not engaged with an enemy.

STAND UP

Stand a prone figure upright. They act normally from then on.

EFFORTLESS ACTIONS

Effortless actions are free, do not count as one of your actions for the turn, and can be taken in addition to regular actions.

You may only make 1 free effortless actions per turn. If you have already made one, subsequent effortless actions count towards your action limit. Unless stated otherwise, effortless actions can only be made before or after other actions.

Alternatively, spend a skill peg to use a second free effortless action, but this counts as your skill use for that turn.

Effortless actions include **MAKING A PROXIMITY MOVE**, **USING ANY ITEM MARKED WITH** ✓, **THROWING AN ITEM**, **PICKING UP, DROPPING OR SWAPPING AN ITEM** in base contact, **GIVING, TAKING OR SWAPPING AN ITEM** with another character in base contact (if the other player allows it). There may be further effortless actions available in some missions or with certain skills.

A **PROXIMITY MOVE** allows a character to move up to 1", following normal movement rules (you still may not move further than 11" per round).

Items with ✓ can be used effortlessly. Once the action is complete you may have to **discard** ⟲ the token to the token bag.

LINE OF SIGHT, RANGE & COVER

LINE OF SIGHT

To draw **LoS**, draw a straight line from the centre of your character's base to any part of the target character. If you cannot do so without being completely obstructed by another character, wall, or a piece of terrain at least as tall as the target, LoS cannot be drawn.

All characters are considered to be the same height for LoS purposes (unless they are **massive**) and the entire area above their base blocks LoS, regardless of their pose.

If you can only draw a line to part of the target, or the line is obstructed by a piece of terrain shorter than the target (such as a crate), check the cover rules.

Characters *can* ignore pieces of terrain shorter than themselves if they are in base contact. This also applies to other members of their crew in base contact.

RANGE

Measure **range** using the range ruler, from the edge of the shooting character's base to the edge of the target's base.

Short range is up to 5 inches.
Medium range is from 5–13 inches.
Long range is 13 inches or more.

COVER

A target is in **cover** if terrain and walls partially block LoS, but enough of the target is visible for a shot to be taken.

If 25% of the target or less is obstructed, LoS can be drawn as normal and no further rules apply.

If between 25% and 90% of the target is obstructed, this is **partial cover**. LoS can be drawn, but additional rules may apply.

If 90% or more of a target is obstructed, they are in full cover: LoS cannot be drawn at all.

SKILLS

Each skill is represented by a coloured icon. On a trader's **class board**, mark the spaces around each icon to record proficiency with that skill, from level 1 to level 3. A skill on a trader board has its level marked. All skills have a maximum level of 3.

Once per round, a trader can spend skill pegs to use one of their skills. Some skills are used during other actions, and some grant actions themselves – these are done before or after regular actions, but not during, and do not count as one of your actions for the turn.

To use a skill, you must:

1. Select which skill you want to use and at which level.
2. Remove a number of skill pegs from your dashboard equal to the skill's level (these stay removed for the rest of the game).
3. Carry out the action listed in the skill section for that skill.

Unless otherwise noted in the skill's description, skills must be used during a character's turn.

If a skill contradicts anything in the core rules, the skill's description takes precedence.

Skill pegs can also be spent on effortless actions. This counts towards the once per round limit, and you will not be able to use any other skills until the following round.

PASSIVE SKILLS

Once a character has the relevant level of a passive skill, or above, the rule is always in effect, and does not require any skill pegs to use. Passive skills can still be used if a character has no skill pegs remaining.

REACTIONS

Reaction skills are usually used outside of your turn, reacting to an event or attack made by another character. The trigger condition for each skill's use is detailed in its description.

This trigger condition, or any action currently being taken (for example an opponent making an attack) must be fully resolved before your skill is used. The skill must then be used immediately, before regular play resumes where it left off.

Reaction skills can be used even if your character has already been activated this round.

DUPLICATE SKILLS

If you have a duplicate of a skill, add the levels together.

Sometimes these skills might be in your armour slot, and putting armour on may reduce the level of a skill available to a character, even if they also had it on their class board.

EQUIPMENT

Weapons (blue): These are held in your item tray and used to make **ASSAULT** actions.

Armour (yellow): Can be held in your item tray, but their rules only apply when in the armour slot.

Special items (orange): Any other equipment.

Non-combat equipment (purple): Items not used during the game (eg, money or ship parts), used when trading and maintaining your ship when the mission is over. Place them in your item tray.

Objectives (green): These tokens are only used where specified in missions, to represent a vital asset that the crews are trying to retrieve. Usually a trader has to carry this off of the board to win.

On the back of each equipment token is the **cost** of the item, used when trading in a campaign.

DEFEATED CHARACTERS

Lay a defeated trader miniature on its side, and place an **assistance counter** next to them to remind you that they are not just prone.

Unless stated otherwise, defeated traders can never be targeted by an enemy or selected when a rule calls for a random trader.

REVIVING CHARACTERS

Items or skills that restore health can be used to revive a defeated trader. They must be used by *another* trader in base contact, who can take the item from their own supplies, or from the defeated trader's item tray.

A revived trader restores the specified amount of health and removes the assistance counter. They are left prone, but can activate as normal in the current round, if they haven't already.

GRAB A LEG

If the crew don't have any medical supplies, defeated characters can be carried or dragged back to their ships.

As long as the defeated character is not in contact with an enemy, a trader in contact with a defeated character can spend an action to move up to 2", taking the defeated character with them.

If another trader from your crew is in contact with the defeated character, you may move both traders and the defeated character up to 4" instead as a single action. Both are still bound by the 11" maximum. Place a **reminder counter** next to the other character that moved, as they will take 1 fewer action in their next turn.

ROB THEM BLIND

Other traders in contact with the defeated trader can make a **SEARCH** action as if the trader were a cargo crate, taking any items they want from the character's item tray.

Leave any discarded items next to the defeated trader.

END OF A MISSION

In a campaign, characters left defeated at the end of a mission must be **extracted**. If any of their equipment was stolen during the game, they do not get it back.

MISSIONS

Missions may specify that certain types of NPCs must be used. The purge and the civilians from the core set are always used; otherwise the players decide which NPCs are used in a game.

Players can come to any agreement for what it may be worth to help one another. If you have made a deal and are playing co-operatively, your crews are no longer enemies and can ignore rules that reference them, such as attacks of opportunity. There is no restriction on backstabbing and reneging on a deal once it's done.

ENDING A MISSION

Unless specified otherwise, **a mission ends immediately when all traders are either defeated or are back on board their ships.** If an entire crew was defeated, that player automatically loses.

Otherwise, in a one-off game, the player(s) that completed the **primary objective** are the winner(s). If it was not completed, the winner is the player with the most traders still alive. On a tie, add up the **sale price** (second number on the back) of all of your crew's equipment tokens: the winner is the player with the most money.

Unless stated otherwise, objectives do not have to be completed to finish a game, and you can also sabotage a mission by destroying the objective.

SELECTING A CREW

Traders have a **points value** in the corner of their boards. Players either use a pre-built crew, or decide on a crew points limit (eg, 180) and buy their crew. You *must* select 1 captain and you may select up to 6 crew. You can choose from any traders available, including civilians and gangers (use the reverse side of the boards).

For each trader in your crew, select any class board from those available. Slot it into your dashboard with your trader board, and allocate the trader's **career points** to the skills, up to the default value. Crews should have at least 1 trader with the **tech** class.

Rookie crews do not start with any career advancements, use their starting statistics, and, taking turns to choose, can be equipped from the range of 0 cost items. Each trader may take up to: a single ranged weapon, a single close combat weapon, and a single medi-stim (maximum 2 medi-stims per crew).

Experienced crews can be used even if you're not playing a campaign. Select your traders as normal, then players decide on a starting career level. Advance traders that many times. Players then agree on a number of UA for each crew to spend on equipment (eg, 20UA) chosen from any of the trading posts.

POST-GAME SEQUENCE

1. EXTRACTION

If all your crew made it out, skip this phase. Otherwise, for each defeated trader, first roll the chance die. If you roll ☠, your character is dead and can no longer be used for the rest of the campaign (their equipment is also lost).

If none of your crew made it out, and you have no other crew members on board your ship, all your traders must roll on the *You're On Your Own* table.

If they survive, choose one of these options:

RESCUE MISSION
Immediately start a new game with these rules:

*   The board and all non-trader components remain in place from the last game, including the purge and any other NPCs in play. The hostility tracker resumes where it left off.
*   All traders fully reload their ammo, may swap any equipment amongst their crew, and restore 2 health (up to their max).
*   The player making the rescue may place their ship board in contact with *any* airlock door. If multiple crews are taking part, the winner of the original game places their ship first, followed by those in clockwise order.

The game ends as normal. You may only make a rescue mission once after each game. If a trader is left behind during a rescue mission, you need to extract them in a different way. Rescue missions can be played solo, or other players can join in, either to rescue their own traders or to help you rescue yours.

EMERGENCY TELEPORT
Roll the chance die on the table on page 56 (72 in the *Deluxe Rulebook*).

YOU'RE ON YOUR OWN
Roll the chance die on the table on page 57 (73 in the *DR*).

2. ADVANCEMENT

Each character that survives a mission and makes it back to the ship (regardless of whether they completed their objectives) gains **1 career point** (fill in the first empty space on their trader board).

This additional point can then also be allocated to a skill you want to advance on their class board.

If a trader has the **Live One kill point counter**, they can exchange it now for an additional career point.

Characters that fail to make it back to their ship during the game and require extraction afterwards do not gain any career points.

Career points on a trader's board are in rows, each of which is a **level**. Filling all the spaces on a row allows the character to level up. You can only level up as far as your board allows and if the potential spaces for stat increases are available.

When level 1 is complete, the trader gains 1 health point and 1 skill point (and the relevant pegs) for all future games.

When level 2 is complete the trader gains 1 further health point and 1 further skill point for all future games.

When level 3 is complete the trader gains 1 further health point, 1 further skill point, and 1 action for all future games. This character is now maxed out and will not advance any further.

3. TRADE

Choose one (and only one) **trading post** to visit from the lists starting on page 60 (76 in the *DR*). Stock is limited to the available tokens. If 2 players go to the same trading post, the winner gets first pick of any tokens, alternating thereafter. If there was no winner, flip the turn counter to see who picks first.

The cost of buying and selling items is on the back of the token: the first number is the UA you must spend to purchase the item, and the second number is the UA you will gain when you sell it. Items with the ◎ icon are rare and cannot be bought.

Objective tokens with UA values can be sold in the trade phase like any other item (they cannot be broken or destroyed).

At any time in this phase you may **barter** with your fellow players.

If you do not have space for any more items in your trader's item trays and ship's hold, you cannot purchase any.

You may also **hire crew**, but you may never have more than 7.

4. MAINTENANCE

Follow the rules on page 63 (79 in the *DR*).

Roll the chance die and check for **ship system degradation**. If any of a ship's systems reach 0, the ship becomes damaged beyond repair. Unless you can repair the ship in this phase, the crew will disband and will be out of the campaign.

Then **make repairs** if necessary: it costs 2 UA to fill in 1 space of your choice in the maintenance area of your ship board. Ship parts tokens can be spent to make the number of repairs stated on the token, to the same or different systems.

Finally, you may purchase **ship upgrades** (mark them on both sides of your ship board/airlock). Available upgrades are **scanners**, **airlock auto-defences**, and **docking thrusters**, and each has 3 different levels: see page 55 (71 in the *DR*).

SKILLS

RANGED SKILLS

SURE SHOT
1. Make a **RANGED ASSAULT** attack at short range. Do not roll; the attack scores 1 automatic hit, ignoring cover. Armour modifies the hit as normal. You cannot **MOVE** in the same round that you use this skill.
2. Make a **RANGED ASSAULT** attack at medium range, even if you have moved. Do not roll; the attack scores 1 automatic hit, ignoring cover. Armour modifies the hit as normal.
3. Make a **RANGED ASSAULT** attack at medium range, even if you have moved. Do not roll; the attack scores 1 automatic hit, ignoring cover and armour.

COUNTER SHOT
1. **Reaction:** Use after being targeted with a **RANGED ATTACK**. Make a **RANGED ATTACK** against the attacker.
2. **Reaction:** Use at any time after a target enemy has taken its first action in the current round. Make a **RANGED ATTACK** against the target.
3. **Reaction:** Use at any time. Make a **RANGED ATTACK** against an enemy with 1 extra combat die, and then make a **MOVE** action.

MARKSMAN
1. Make a **RANGED ATTACK** action.
2. Make a **RANGED ATTACK** action with 1 extra combat die.
   After rolling, you can split the hits scored between up to 2 eligible targets within range of your weapon and within short range of each other.
3. Make a **RANGED ATTACK** action with 2 extra combat dice.
   After rolling, you can split the hits scored between any number of eligible targets within range of your weapon and within short range of each other.

WEAPONS EXPERT
1. **Passive:** You may **RELOAD** as an effortless action. Make a **RANGED ATTACK**, rolling 2 additional dice. You cannot **MOVE** in the same round that you use this Skill.
2. **Passive:** You may make a **RANGED ASSAULT** action with a pistol as an effortless action. You may fire 2 different pistols as a single action; add their dice together and subtract 1 die.
3. You can shoot a weapon from an enemy's hand. Make a **RANGED ATTACK** if within range and LoS, rolling 2 dice regardless of the weapon's statistics.
   If at least 1 hit is scored, no damage is done, but a weapon of your choice is removed from their dashboard and scattered. The weapon is broken but can be repaired.

CLOSE COMBAT SKILLS

KATA
1. Add 2 dice to a **CLOSE ASSAULT** attack.
2. Add 3 dice to a **CLOSE ASSAULT** attack.
3. Add 4 dice to a **CLOSE ASSAULT** attack.
   After rolling, you can split the hits scored between any number of enemies in base contact.

DISARM
1. **Reaction:** After being targeted with a **CLOSE ASSAULT** in which you took no damage, the weapon the attacker used is removed from their dashboard and scattered.
2. **Reaction:** After being targeted with a **CLOSE ASSAULT** in which you took no damage, the weapon the attacker used is removed from their dashboard and added to yours. If you do not have space you may place it on top of your current items and use it until you are no longer engaged with that enemy, at which point it must be dropped or swapped with your items.
3. **Reaction:** As #2. In addition you can make an immediate **CLOSE ASSAULT** action with the stolen weapon, followed by a **MOVE** action with no attacks of opportunity allowed.

REFLEXES
1. **Reaction:** Use after being targeted with a **CLOSE ASSAULT**. Ignore all hits scored.
2. **Reaction:** As #1. Then make an immediate **CLOSE ASSAULT** action against the attacker, rolling 1 additional die.
3. **Reaction:** Use after being targeted with a **CLOSE ASSAULT**. Ignore all hits scored. Then, make an immediate **CLOSE ASSAULT** action against the attacker, rolling 2 additional dice, followed by a **MOVE** action with no attacks of opportunity allowed.

COMBAT EXPERT
1. **Passive:** Ignore 1 hit scored against you during any attack of opportunity. You sweep your enemy's feet from under them. A target enemy in base contact is knocked prone.
2. **Passive:** You may make a **CLOSE ASSAULT** action as an effortless action. Use when making a **CLOSE ASSAULT** attack to use a pistol or rifle instead of a close assault weapon. Roll to hit as normal using the weapon's short range statistic, and add 2 dice to the attack. This uses ammo as normal.
3. You burst out of combat. All enemies engaged with you can be pushed up to 2" away in a direction of your choice, stopping if they hit a wall or other obstruction.
   No attacks of opportunity are made, but each enemy pushed back suffers an attack with 2 dice (armour applies as normal). Then, you may make a **MOVE** action.

ENDURANCE SKILLS

WALK IT OFF
1. Restore 1 health.
2. **Reaction:** Use after being targeted with an attack. Reduce damage sustained by 2.
3. **Reaction:** Use after being defeated. You are no longer defeated: restore 1 health, stand up, and you may then make a **MOVE** action.

ONSLAUGHT
1. **Reaction:** Use after scoring 1+ hits on an enemy in close assault. Make another **CLOSE ASSAULT** action.
2. **Reaction:** Use after scoring 1+ hits on an enemy with any attack. Make a **MOVE** if you wish, and then make another **CLOSE ASSAULT** action.
3. Use during a **MOVE** action. You may ignore attacks of opportunity during this move, and you may make a **CLOSE ASSAULT** attack against each enemy you come into contact with while moving.

STUBBORN
1. Make a **MOVE** action.
2. Make a **MOVE** action followed by an **ASSAULT** action.
3. **Reaction:** Use after being targeted with an attack. Ignore all hits scored, and then make a **MOVE** action and an **ASSAULT** action in any order.

IMPERVIOUS
1. **Reaction:** Use if another rule or skill causes you to lose any actions or miss your next turn. Ignore the effect.
2. Your physical armour value is 2 higher than it currently is until the end of the round.
3. Restore 1 health. This may take you above your starting level if there is space on your dashboard, for this game only. In addition, you may not take any damage, be knocked back, or be affected by any rule that causes you to lose actions or miss your turn until the end of the round after the current one.

STEALTH SKILLS

HARD TO HIT
1. While in cover, you cannot be damaged by ranged attacks until the end of the round, although you can be targeted as normal.
2. While in cover or at more than short range, you cannot be damaged by ranged attacks until the end of the round, although you can be targeted as normal.
3. Make a **RANGED ASSAULT** action followed by a **MOVE** action. You cannot be damaged by any enemy ranged attacks until the end of the round, although you can be targeted as normal.

AMBUSH
1. **Reaction:** Use when an enemy ends a move within 4" of you and you are in full or partial cover.
   Make a **RANGED ASSAULT** action against that enemy. You may make a **PROXIMITY MOVE** before or after this action.
2. **Reaction:** Use when an enemy ends a move within 4" of you and you are in full or partial cover.
   Make a **MOVE** action and then an **ASSAULT** action against that enemy. You may make a **PROXIMITY MOVE** before or after these actions.
3. **Reaction:** Use when an enemy ends a move within 4" of you and you are in full or partial cover.
   Make a **MOVE** action, an **ASSAULT** action against any enemy, and then another **MOVE** action. You may make a **PROXIMITY MOVE** before, during or after these actions.

CAMOUFLAGE
1. While you are in base contact with any wall you cannot be targeted for the rest of the round. Enemies cannot enter base contact with you. You do not block LoS to other characters in any way.
2. Make a **RANGED ASSAULT** action. While you are in base contact with any terrain you cannot be targeted for the rest of the round. Enemies cannot enter base contact with you. You do not block LoS to other characters in any way.
3. While you are not engaged with an enemy you cannot be targeted for the rest of the round. Enemies cannot enter base contact with you. You do not block LoS to other characters.
   Reaction: At any time during the round you may interrupt play to make a **RANGED ASSAULT** action.

FADE TO BLACK
1. **Reaction:** Use after being targeted with a ranged attack if you are within 4" of cover. Move into cover.
2. **Reaction:** Use after being targeted with a ranged attack if you are within 4" of cover. Move into cover, and ignore all hits scored in that attack.
3. **Reaction:** Use at any time. Make a **MOVE** action into cover, ignoring any attacks of opportunity, and make a **RANGED ASSAULT** action, in any order. You cannot be targeted for the rest of the round.

CUNNING SKILLS

DISTRACTION
1. Make a **RANGED ASSAULT** action: the target loses 1 action in its next turn in addition to any damage caused.
2. Make a **RANGED ASSAULT** action: any 1 enemy within short range of the target misses its entire next turn in addition to any damage caused. Then make a **MOVE** action.
3. Make a **RANGED ASSAULT** action. You may then make a **MOVE** action with the target model (you cannot use this move to enter base contact with an enemy), and it will miss its entire next turn in addition to any damage caused. Then make a **MOVE** action yourself.

EVADE
1. **Reaction:** Use when an enemy moves into base contact with you. Make a **MOVE** action, ignoring attacks of opportunity.
2. **Reaction:** Use when an enemy moves into base contact with you. In any order, make a **MOVE** action, ignoring attacks of opportunity, and an **ASSAULT** action.
3. **Reaction:** Use when an enemy moves into base contact with you. In any order, make 2 **MOVE** actions, ignoring attacks of opportunity, and an **ASSAULT** action. The attacker cannot do anything further this round, including using skills.

LIGHT FINGERS
1. **Reaction:** Use after being targeted with a **CLOSE ASSAULT** in which you took no damage. Take any item from the attacker's item tray other than the one they attacked with. If you do not have space, it or another item you hold must be dropped.
2. **Reaction:** As #1, except ⊘ items can be used immediately.
3. **Reaction:** As #2, then make an immediate **MOVE** or **ASSAULT** action, ignoring attacks of opportunity.

PERSUASION
1. Make a **PERSUADE** action against an enemy trader (with their own default, not current, skill as their **PERSUADE** value) in short range and LoS. If successful, they miss their next turn.
2. Make a **PERSUADE** action against a non-purge enemy in short range and LoS, with +1 die. Targeted traders use their skill statistic as above. Normal options apply (although enemy traders will not join you), and in addition you can persuade a character to miss their next turn.
3. Make a **PERSUADE** action against a non-purge enemy in short range and LoS, with +2 dice. Targeted traders use their skill statistic as above. Normal options apply, except trader crew (not captains) can be persuaded to join you, for the rest of this mission only. They will never attack their old crew members.
   You must roll the chance die each round before activating them. On a 🦊 result they will return to their old crew.

📡 DISRUPT

1 Target an enemy trader with the tech class within medium range. They cannot use any tech skills this round **OR**

Target up to 2 purge (rank 1-3 only) within medium range. They miss their next turn.

2 All enemy traders with the tech class within medium range cannot use any tech skills this round **OR**

All purge (rank 1-3 only) within medium range miss their next turn.

3 Target an enemy trader with the tech class within medium range; they cannot use any tech skills for the rest of the game **OR**

Target an enemy trader with the tech class anywhere on the board; they cannot use any tech skills for the rest of the round **OR**

All purge (rank 1-3 only) within medium range miss their next 2 turns **OR**

All purge (rank 1-3 only) on the board miss their next turn.

🤝 ASSIST

1 Target yourself or another crew member; they cannot be harmed by ranged attacks for the rest of the round.

2 Target yourself or another crew member; they restore 2 health.

3 You co-ordinate your team with vital intelligence. Target yourself and 2 other crew members. Each character may make 1 action, resolved in any order.

🔧 REGULATE

1 Jam enemy sensors to remove a peg from the hostility tracker **OR**

Apply 1 repair point to any item or machine in base contact.

2 Choose an entry point and turn the counter over. Purge will not enter from this point until the next hostility level is reached. If this entry point is rolled, roll again.

3 Choose a point anywhere on the board. All purge (except Live Ones) within medium range of that point immediately **MOVE** as far as their actions will allow toward that point (ignoring all targets and generating attacks of opportunity if appropriate) and will not act further this round.

⚡ HACK

1 Shut down a purge character (rank 1-2 only) within medium range (remove it from play) **OR**

Lock or unlock any door you are in base contact with.

2 As #1 but you may shut down up to 2 purge characters.

3 As #2 **OR**

Take control of any purge character (rank 1-3 only) within medium range (place a reminder counter on them to remind you). It is treated as part of your crew until it or this tech character is defeated or the mission is over **OR**

Lock or unlock any 1 door on the board.

🏃 ACCELERATE

1 Make a **MOVE** action.

2 Make 2 extra **MOVE** and/or **ASSAULT** actions this turn. You may make your other actions before, during or after these actions.

3 Make 3 extra **MOVE** and/or **ASSAULT** actions this turn. You may make your other actions before, during or after these actions.

✋ BLAST

1 You expel a focused percussive blast of energy from your limbs. Make a **RANGED ATTACK** with these statistics: **3 2 0**.

2 You expel the energy behind you to propel yourself up and forward. Make 2 **MOVE** actions ignoring all intervening cover and characters.

3 You expel energy in all directions. All characters within short range suffer an attack with 3 dice and are pushed away a number of inches equal to the hits scored, with no attacks of opportunity.

📦 MANIPULATE

1 You disrupt the mind of the enemy. Target an enemy in LoS. They miss their next turn.

2 You disrupt the enemy's equipment. Target an item held by an enemy in LoS. That item immediately breaks.

3 You alter the environment around you. Perform one of the following:

Move any small terrain item (such as a cargo crate or table) or loose item token in LoS up to short range from its current location **OR**

Hurl any small to medium terrain item in medium range and LoS up to short range from its current location. If it hits a character, it will stop and an attack roll of 4 dice is made against the target.

🔋 ENERGISE

1 Boost your vitality. Make a **MOVE** action or **RANGED ASSAULT** action **OR**

Restore 1 health.

2 Boost your senses. Look at the top 2 event cards and then place them back onto the deck in the same order. Then make a **MOVE** action.

3 Boost your speed and strength. Make a **MOVE** action, and before or after it, either:

Make a **CLOSE ASSAULT** attack with 6 combat dice **OR**

Make a **RANGED ATTACK** with 4 combat dice **OR**

Make a **RANGED ATTACK** with 6 combat dice, but then lose 1 health.

When making a **MOVE** action, you can move an additional number of inches equal to the number inside this icon. You are still limited to the 11" maximum.

When making a **CLOSE ASSAULT** action, roll dice equal to the number inside this icon when unarmed. If you use a weapon, use its dice instead.

When making a **RANGED ASSAULT** action, roll dice equal to the number inside this icon when unarmed. If you use a weapon, use its dice instead.

You have a permanent physical armour value equal to the number inside this icon, when you are not wearing armour. If you wear armour, use whichever value is highest.

When you move into contact with an enemy, you get an immediate free **CLOSE ASSAULT** action.

When you have been defeated, in each trader phase you can roll the number of combat dice shown in this icon. If a hit is scored, you may stand back up and restore health equal to the number of hits. This is your activation for that round. This can only be done once per game.

Scramble ability: You can climb over objects and scenery, and move through open windows without penalty. The top number is the maximum height or width in inches of objects you can move across as part of a normal **MOVE** action. The bottom number is your safe distance for jumping down or across.

You can **CLEAR A JAM** as an effortless action.

Massive characters can be seen past/over smaller characters. Any character with a lower number in their massive icon, or no icon at all, does not block LoS to a massive character, but may provide cover. Massive characters reduce **KNOCK BACK** attempts against them by the number shown in the icon. They also add that many automatic hits to their own **KNOCK BACK** attempts.

This is the rank of an NPC.

Characters with this icon have their actions **linked**. Any actions they take in their turn must be of the same type.

This character can carry ranged weapons, but cannot use them.

This character can carry close assault weapons, but cannot use them.

This character can carry equipment tokens, but cannot use them.

The number of actions the NPC can take each turn. NPCs do not always use their actions when they activate.

The number of dice rolled for a **CLOSE ASSAULT** action.

The number of dice rolled for a **RANGED ASSAULT** action. All NPCs can shoot at up to medium range, except the purge who can shoot at any range.

The NPCs physical armour value; this modifies any hits made against them.

Use this value when traders attempt to **PERSUADE** the NPC to do something.

This item can be thrown at short range with the indicated number of dice. If the icon has an M or L next to it, it can be thrown at medium or long range respectively.

This item can be used as an effortless action.

This item is **rare** and cannot be bought. It can only be found using the Search action during a mission.

Burst fire +1: You may add 1 combat die to your attack, but you must remove 1 extra ammo peg.

Burst fire +2: You may add up to 2 combat dice to your attack, but you must remove the same number of extra ammo pegs.

Full charge shot: You may empty your weapon in one powerful blast. This removes all ammo pegs. Either:
- Add 2 combat dice to your attack if 4-5 ammo pegs were removed.
- Add 3 combat dice to your attack if 6-7 ammo pegs were removed.

Infinite ammo: This weapon does not use any ammo pegs (and can be fired if you have no ammo), but 1 peg must still be added to the hostility tracker from the supply.

Reliable: This weapon ignores ⚠ results.

Target Lock: This weapon ignores partial cover, and can fire at engaged characters at any range without randomising the target.

Silent: This weapon does not add a peg to the hostility tracker.

Dangerous: After the shot is fired, the user suffers an attack with a number of combat dice equal to the number in the icon.

Sustained fire: If this weapon hits, you may immediately make another ranged attack with the same weapon as an effortless action. The second attack must target the same enemy, or an enemy within short range of them.

When this item has been used, flip the token facedown (there is often an alternate effect on the back).

When this item has been used, discard it and return the token to the pouch.

This weapon can be **RELOADED** as an effortless action.

This weapon cannot be **RELOADED** during the game; it is only reloaded between missions.

This item cannot be used in the same mission that you find it. Turn it facedown as a reminder.

This weapon freezes the target and they miss their next turn. No dice roll is needed. Roll dice as shown for any characters within 1 and 2" respectively. Any hits freeze them too, regardless of armour or cover.

JAM All characters within short range of the target, regardless of LoS, armour or cover, may not make **RANGED ASSAULT** actions this round. No dice roll is needed.

This weapon **scatters** the target, with no attacks of opportunity allowed. No dice roll is needed. The target can be scattered through a wall or terrain piece, but cannot end its move on top of it. They cannot be scattered off the board, but can be scattered into mid-air if using multi-level terrain, in which case they will fall from their current height. Roll dice as shown for any characters within 1 and 2" respectively. Any hits scatter them too. This can be used on a friendly character.

CORE SPACE

1. HOSTILITY PHASE

Add 1 black peg in the first empty space on the hostility tracker.

The player with the turn counter draws an event card and resolves all the effects detailed for the current hostility level. Keep an **assistance card** 🕐 (do not show it to the others).

2. TRADER PHASE

Starting with the player with the turn counter and proceeding clockwise, players alternate activating their traders (place an **activation counter** on it afterwards).

A trader's **ACTION** stat is how many actions they can take in a turn. A trader can also take 1 **effortless action** per turn.

Prone characters cannot do anything other than take a **STAND UP** action, after which they can take actions normally. **Defeated characters** cannot take any actions at all.

3. PURGE PHASE

1. ARRIVAL

Harvester	Live One	Civilian
Devastator	Annihilator	Ganger
Assassin	Mother	Galactic Corps
Purge die	Chance die	

Start at the top of the list in the level. A number next to a purge icon tells you how many purge arrive. Or roll the die indicated: the black purge die shows how many arrive, the chance die indicates a Live One appears if you roll a 🜉.

When the level reaches **PURGE!**, purge arrive at the **KILL ME** level, but use the **CHARGED** side of the purge board.

Place new purge on the board in contact with their entry point. Purge of rank 4 and above only appear once per game.

2. ACTIVATION

All purge on the board now activate, from highest ranked to lowest ranked. Before activating, each purge character chooses a target. Then use the AI action chart to choose their **MOVE** and **ASSAULT** actions.

4. NPC PHASE

1. ARRIVAL

NPCs are now activated in this order: **Galactic Corps, Security, Gangers, Civilians;** from highest ranked to lowest rank in each type. Unless a die roll defines a specific action, NPCs use the number of actions shown on their boards.

When you activate a NPC type, first check the hostility tracker to see if any will be automatically spawned, as indicated by their icon. Roll the chance die to see where they arrive. If there are multiple NPC types on the hostility tracker, do not place the next type until you have finished activating the current one.

2. ACTIVATION

Before activating, each NPC chooses a target, following their target priority list.

5. ASSESSMENT PHASE

Remove all activation counters, resolve end of round effects, and pass the turn counter clockwise.

ACTIONS

MOVE

Move up to 4". You can never voluntarily move more than 11" in a round. If you leave base contact with standing enemies, they can make a free **CLOSE ASSAULT** action against you.

ASSAULT

RANGED ASSAULT attacks cannot be made against targets engaged with you. If you are engaged with enemies while making a ranged attack, they may make an **attack of opportunity** against you. Choose a ranged weapon and roll dice depending on the range: numbers in the icon are for short, medium, and long range. **Partial cover reduces the number of hits by 1** (resolve this before any other modifiers). Remove an ammo peg.

After the *first* RANGED ASSAULT action made by a trader in each round, place the peg in the hostility tracker.

CLOSE ASSAULT attacks can only be made against enemies in base contact. You may either fight unarmed (if possible) or choose a close assault weapon. Choose whether to make a **standard hit** (first number) or a **heavy hit** (second number), and roll that number of dice. Standard hits ignore ⚠️ results. **Cover does not apply.**

Roll combat dice for the weapon (or use your unarmed stat). **Apply any modifiers** such as **cover** or **armour**, altering the number of hits scored. **Remaining hits cause damage.**

If 2+ ⚠️ are rolled, no damage. **Ranged weapons are jammed:** rotate the token 180°. **Close assault weapons and thrown weapons are broken:** flip the token facedown. If fighting unarmed, or your weapon has a ⚙️, ⚠️ has no effect.

KNOCK BACK

Roll dice equal to your unarmed combat value (1 die if you have none). For each hit, the defending model is pushed 1 inch directly away. Armour has no effect. You can follow up to remain in base contact. **If you score 3 or more hits, the defending model is knocked prone.** If you roll any ⚠️, the action is not resolved, and the opposing model can make a free **KNOCK BACK** action against you.

SEARCH

Search any cargo crate you are in base contact with if you are unengaged; or make a **general search** if you are unengaged and there are no enemies in the room (take a random item). Each room can only be searched once; place a **search counter**.

PERSUADE

Persuade an NPC you are in base contact with, if you are unengaged. NPCs can be persuaded to **trade an item**, **join your crew**, or **make a mission-specific action**. Roll combat dice equal to your character's skill stat. The NPC's **PERSUADE** value modifies your roll like armour. If your roll still scores a hit, the action is successful.

RELOAD

Reload if you are holding an ammo token and unengaged. Add the number of ammo pegs listed, then **flip** 🔄 the token, or **discard** 🗑️ it to the token bag.

INTERACT

You must be in contact with an object and unengaged.

OTHER ACTIONS

CLEAR JAM: Unjam a ranged weapon if you are unengaged. **DON/ REMOVE ARMOUR:** if you are unengaged.
STAND UP: Stand a prone figure upright.

EFFORTLESS ACTIONS

MAKE A PROXIMITY MOVE; USE ANY ✅ **ITEM; THROW AN ITEM; PICK UP, DROP OR SWAP AN ITEM; GIVE, TAKE OR SWAP AN ITEM** with another character in base contact.

CIVILIANS

Each time you activate a civilian, roll the chance die:

MOVE: The civilian makes a **MOVE** action in the direction on the chance die, moving around terrain if necessary.

ATTACK: The civilian makes an **ASSAULT** action against the closest target, if any (close assault if engaged, ranged assault otherwise). They then panic, making 2 **MOVE** actions in the direction shown on the chance die, moving around terrain where necessary. If there are no targets in LoS, the civilian makes a **MOVE** action in the direction on the chance die.

HIDE: The civilian makes a **MOVE** action, moving the shortest distance possible that would put them in cover from the nearest visible enemy, moving around terrain where necessary. If there is no cover available, or there are no visible enemies, the civilian makes a **MOVE** action in the direction on the chance die instead.

JOIN: If there are any traders within short range and LoS, the civilian joins the crew belonging to the closest. If there are none within short range, the civilian makes a **MOVE** action in the direction on the chance die.

TRADE: The civilian makes a **MOVE** action towards the nearest trader in LoS that is not engaged with an enemy. If they do not reach the trader, they stop. If they move into contact, they offer a trade. Draw a random equipment token from the bag; you may choose to keep it, swap it with an item you already hold, or reject it. Place any items swapped or rejected in the item slot on the civilian board, or in the bag if the item slot is full. If there are no traders in LoS, the civilian makes a **MOVE** action in the direction on the chance die, moving around terrain if necessary.

LIVE ONE: If the hostility tracker is high enough for a Live One to appear, replace the civilian with a Live One, if available. If the hostility level is too low, or there are no Live Ones available, nothing happens.

THE PURGE

Unless a civilian rolls **ATTACK**, they will not move within 4" of the purge. If they start their activation within 4" inches of the purge, any movement they make (if any) must first be made directly away from the purge, and only once they are out of range will they continue their selected actions as normal.

Civilians leaving base contact with the purge provoke attacks of opportunity as normal.

TARGET PRIORITY LIST

Purge first, then gangers or traders (whichever is closest). Civilians will not attack Galactic Corps, security, or each other and do not consider these groups enemies. Civilians are never considered to be enemies except by the purge.

ATTACKS OF OPPORTUNITY

Moving out of base contact with civilians does not attract an attack of opportunity.

JOINING CREWS

All NPCs (except the purge) can join trader crews. They are then part of that crew for all purposes and are no longer considered an NPC. They are activated in the trader phase by that crew's player and can make all available actions as normal (using the number of actions printed on their card). They retain their normal statistics for now – do not flip their character board. If defeated, they are removed from the board and cannot be revived.

Most NPCs stay fighting with you for the duration of the game. However the chance die must still be rolled for these civilians in the NPC phase each round. If you roll **JOIN**, they change their minds and revert to being a civilian. If **LIVE ONE** is rolled, and the hostility is high enough, the civilian will become a Live One as usual. All other results are ignored.

CARRYING ITEMS

When an NPC joins a crew, you have the use of their item slot, for small tokens only. If they were not already carrying an item, draw one at random from the bag and place it in their item slot. The NPC cannot use any items themselves, but they will be available to your other traders using the rules for swapping items. **NPCs can also make search actions and collect additional items for you during a game**.
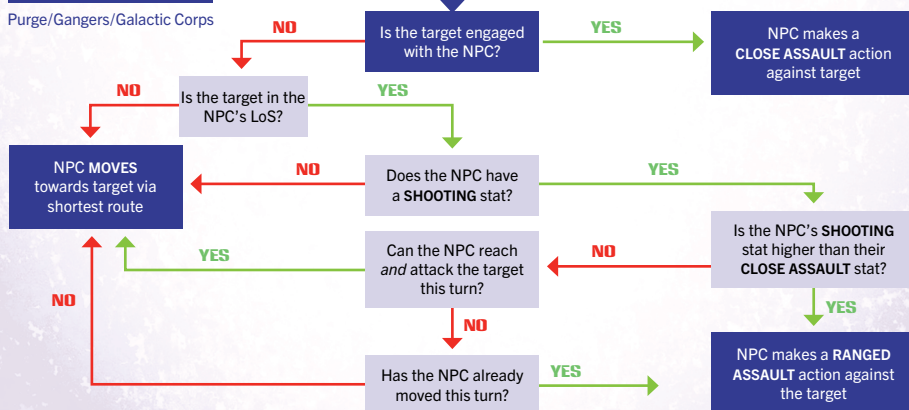
If a civilian leaves your crew, any item they are carrying remains in their character board. You can still try to **PERSUADE** them to trade it or **ATTACK** them and take it by force as normal. If an NPC is defeated, any item they were carrying is left on the floor where they fell.

PERMANENT HIRES

In a campaign, civilians and gangers that are still part of your crew and get back to your ship at the end of a mission can be permanently hired. They are still considered part of your crew even when they are the only traders left on the board, so if you wanted to keep them you would continue playing until they escaped onto your ship or were defeated, as normal. If you don't want to hire them permanently, you can end the game prematurely, leaving them to their fate. Galactic corps and security cannot be hired permanently.

NPC AI ACTIONS

Purge/Gangers/Galactic Corps