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Peter (Universal Head)

v1

Jun 2019

Game: **STAR WARS: OUTER RIM**

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Page 3: **Player reference front (play reference)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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STAR WARS OUTER RIM™

SETUP

Use **map tiles** to build the map as shown in the rules.

Sort the **patrol tokens** by level (the white dots on the back). Place each level 1 token faceup on the navpoint space (yellow circle) adjacent to the endcap space with a matching faction icon. Create 4 facedown stacks of the remaining tokens, one for each faction, by arranging them in numerical order by level (level 4 on the bottom and level 2 on the top). Place each stack of tokens on the endcap space with a matching faction icon.

Mix together all the **contact tokens** facedown. Then place 1 facedown on each contact space on the map, ensuring that the color and class (number of pips) on the space match the token.

Separate the credit, damage, and goal tokens into piles.

Each player rolls 6 dice. The player who rolled the most ✨ and ✨ is the **first player** (on a tie, reroll). Starting with that player and going clockwise around the table, each player chooses a character and takes these components:

- 1 **character card** with *Personal Goal* side faceup.
 - 1 **matching character standee**.
 - 1 **player board** with a plastic **fame marker** on the 0 space of the fame track.
 - 4 **reputation tokens** (1 of each faction) on the reputation tracks of the player board, each covering that faction's icon.
 - 1 **starter ship sheet**, flipped to the side of choice (*G9 Rigger* or *G-1A Starfighter*)
 - 1 **reference card**
- Credit tokens:** starting with the first player and going clockwise, players receive 4,000 credits, 6,000 credits, 8,000 credits, and 10,000 credits.

Players simultaneously follow the setup instructions at the bottom of their character card. Each player takes the **databank card** specified. If the card is labeled *Cargo*, place it above your ship sheet in the *Cargo* slot. Otherwise, place the card below your player board in one of the *Job* or *Bounty* slots.

Each player places their character standee on the map on the starting planet listed on the databank card they drew.

If the setup instructions provide **reputation**, move the listed faction's reputation token up or down to the specified space (either the ☺ or ☹).

Separate the **market cards** into 6 different decks by card back, shuffle each deck, and place them facedown in a row below the map. Then reveal the top card of each deck and place it faceup on the top of its deck.

Separate the **encounter cards** into 7 different decks by card back, shuffle each deck, and place them facedown next to the map, near their corresponding planets.

Place the databank deck (in order) within reach of all players.

Place the unused **ship sheets** in a supply of unused ships.

When an encounter, market, or AI card is **discarded**, place it facedown on the bottom of its deck. When a databank card is discarded, return it to the deck in the proper place.

When a component is **removed** from the game, return it to the box; it will not be used for the rest of the game.

Databank cards

The databank is a deck of numbered cards that is never shuffled. Keep it in numeric order with the #1 cards on the top and the #92 cards on the bottom. When you discard a databank card, return it to the proper place.

If there are multiple cards with the same number (shown on the card back as multiple dots under the number), draw a random card of that number from the deck.

GAME SEQUENCE

Starting with the first player and going clockwise, each player takes a **turn** made up of 3 **steps** played in order.

PLANNING STEP

Choose and resolve 1 of these options:

- Move your character** on the map.
- Recover all damage** from your character and ship. If you are defeated, you *must* choose to recover damage.
- Gain 2,000 credits.**

You can resolve 1 ability preceded by the word **Planning** instead of moving, gaining credits, or recovering damage.

ACTION STEP

You may resolve any number of the 4 actions, but you can only perform each action once per action step:

- Trade:** Exchange cards with another player in your space.
- Market:** If on a planet, buy a card from a market deck.
- Deliver:** Drop off cargo and bounty cards on their indicated planet to gain rewards.
- Resolve action abilities:** Resolve any number of card abilities preceded by the word **Action**. Each ability can be resolved only once per action step.

ENCOUNTER STEP

Choose one of these options:

- Encounter a patrol:** Choose to fight a ship combat against a patrol token in your space. If you have negative ☹ reputation with the patrol, you *must* encounter it and cannot perform other types of encounters.
- Encounter your space:** Draw an encounter card matching your space.
- Encounter a contact:** Reveal and encounter a contact token on your planet. This will let you resolve a specific databank card that often provides crew.
- Resolve an encounter ability:** If a card ability is preceded by the word **Encounter**, resolve the ability on the card.

MOVEMENT

Move your character on the map a number of spaces up to your ship's **hyperdrive** ⚡ value.

There are 3 types of spaces: **planet** spaces, **navpoint** spaces, and the **Maelstrom** space. Spaces are adjacent if they are connected by a path.

If you move into the **Maelstrom space**, you must stop moving (end your planning step and proceed to your action step).

If you move into a space with a **patrol token**, you must stop moving unless you have positive ☺ reputation with its faction.

The Maelstrom and patrols interrupt your movement only when you move *into* their space.

ACTIONS

TRADE

To make a **trade action**, choose another player in your space and exchange **bounties**, **cargo**, **crew**, **gear**, **jobs**, and **mods**. Any number of cards can trade hands, and the trade does not need to be equal as long as both players agree to it.

If you are on the same space as multiple players, you can trade with any of them, but the other players can only trade with you.

You can exchange **credits** ⚡ with other players at any time during your turn, from anywhere on the map, and even in the middle of an action.

Any trade that cannot be completely and immediately fulfilled is non-binding.

MARKET

There are 6 **market decks** from which you can buy cards: **bounty** ☹, **cargo** 📦, **gear and mod** ⚙, **job** 🛠, **luxury** 🍷, and **ship** 🚢.

You can only perform a **market action** if you are on a planet. You may choose a market deck and discard the top card of that deck (place it facedown on the bottom of the deck), then reveal the top card of that deck and place it on top of the deck.

Whether or not you discard a card from a market deck, you may choose to buy 1 card from the top of any market deck.

To buy a card, spend the amount of **credits** listed in the card's top right corner. Then place the card under your ship sheet or player board in a slot that matches the card's type. Each slot can hold 1 card. If you do not have an empty slot of that type, you may discard one of your cards to make room.

Patrols

After you buy a card, reveal the top card of that market deck and place it on top of the deck.

If the revealed card has a **patrol movement icon**, you must move that patrol. The faction indicates which patrol you move, and the distance indicates how many spaces it moves toward you. If there are multiple paths that lead toward you, choose the path the patrol follows; but if the patrol can possibly move to your space, it must move along the shortest path.

Patrols can move into and through the Maelstrom space and can end their movement in any space (even a planet or the same space as another patrol).

Bartering

When buying a card, you may discard any of your **cargo**, **gear**, or **mods** to reduce the cost by the discarded cards' cost (you do not receive change).

When buying a ship, you *always* barter your existing ship and use its cost (upper left corner of the ship sheet) as a discount toward the ship you are purchasing.

You cannot gain credits back when bartering, you can only reduce the cost to a minimum of 0 credits.

Buying ships

Cards in the 🚢 market deck are usually new ships. When buying a ship, retrieve its ship sheet from the supply of unused ships and return your current ship sheet to the supply.

Place the new ship with its *Ship Goal* side faceup. Remove all damage from your ship, and place all cards such as cargo, crew, and mods in the appropriate slots of your new ship.

DELIVER

Bounty and **cargo cards**, gained from market decks, need to be brought to a specific planet to gain the reward.

To deliver cargo, you need to be on the *Destination* planet listed and perform a deliver action to gain the listed reward. Then discard the cargo card.

If you are delivering cargo with the **ILLEGAL** trait, you must roll a die before they can deliver it. On a **hit** ✨ result, you deliver the cargo and gain its reward. On any other result, you must resolve card #1 from the databank instead of delivering the cargo.

If you have multiple cards to deliver to your current space, you can deliver them all during the same deliver action (resolve them in the order of your choice).

ENCOUNTERS

ENCOUNTER A PATROL

When you encounter a patrol, fight a **ship combat** against it. If you lose the combat, move the patrol 1 space in any direction. If you win, you lose 1 reputation with that patrol's faction, then gain the reward listed on the patrol token and remove the token from the game. Then spawn 1 patrol of that faction.

To **spawn a patrol**, draw the top patrol token from that faction's stack and place it faceup in the space adjacent to that stack.

Level 4 patrols are invulnerable (– for combat value). They will always deal enough damage to defeat the player's ship, and they always win combat (do not roll dice for the combat).

ENCOUNTER YOUR SPACE

When you encounter your space, draw the top **encounter card** from the deck matching your space. The front of each encounter card has up to 3 different sections. Resolve the section that matches your space and your current situation by reading it aloud, and then discard the card.

When an effect on a card instructs you to gain a bounty, cargo, crew, gear, job, or mod, instead of discarding the card, place it in a matching slot of your player board or ship sheet, tucking the card under your board or sheet to cover up the other sections on the encounter card.

If an encounter effect is labeled **secret**, read the card to yourself (not aloud), and keep it hidden. You can resolve the secret's ability in the future by following the instructions. Keep your secrets facedown on the table when you are not looking at them. They do not take up slots on your ship sheet or player board.

Some planets have faction icons on them. Encounter cards on these planets commonly allow you to gain reputation with that faction or reward you for having positive reputation with that faction. Also, the back of the encounter cards provide an overview of the most common rewards that appear on them.

ENCOUNTER A CONTACT

Each planet has 2 **contact tokens** placed next to it at the start of the game; these are considered to be on the planet. To encounter a contact, choose 1 contact token on your planet and flip it faceup.

Then, retrieve the **databank card** listed on the contact, read the top section and resolve its ability.

The card may become a **crew card**. If you gain the crew, tuck the card under your ship sheet in one of your crew slots, so that only the crew portion of the card is visible.

If the ability did not allow you to keep the card, return it to the deck.

Abilities may discard the contact from the map. If the ability does not discard it, the token remains faceup in its space. Any player can encounter this contact as normal during their encounter step, and can look at a faceup contact token's corresponding databank card at any time.

Some contacts have **faction icons** (👤👤👤) or the **droid icon** 🤖, which may be referenced by other abilities. Each token also has a **class** (gray, green, or yellow) used by bounties.

Some abilities allow you to secretly look at a contact token. Slide the token off the map and look at its face, being careful not to show it to any other player. Then return the token facedown to its planet. You cannot look at the contact's database card at this time. You can tell other players about the information on the token (or lie about it), but you cannot show it to any other player

REPUTATION

There are 4 **factions**. Your **reputation** with each faction is marked on your player board with a reputation token. Each can be in one of 3 spaces on its reputation track:

Positive Reputation ☺: The faction sees you as a valuable ally. Effects from encounter cards and patrols may reward you for this.

Neutral Reputation 😐: The faction neither hates you nor trusts you. You will not gain benefits or penalties.

Negative Reputation ☹: The faction sees you as an enemy and a threat. Effects from encounter cards and patrols may punish you for this.

When you gain a reputation with a faction, move its token 1 space up toward the positive space. When you lose a reputation with a faction, move its token 1 space down toward the negative space.

If you have positive reputation with a faction, any additional reputation gained has no effect. If you have negative reputation with a faction, any additional reputation lost has no effect.

SKILL TESTS

As a player, you have all skills shown at the bottom of your character card plus any shown on your crew.

You can always perform a **skill test**, even if you do not have the specified skill. Roll 2 dice: you need to roll at least one of the necessary results in order to pass. The results needed depend on whether you have that skill:

Unskilled (you don't have the skill):
You need at least 1 **crit** ✖ to pass.

Skilled (you have the skill once):
You need at least 1 **crit** ✖ or **hit** ⚔ to pass.

Highly Skilled (you have the skill more than once):
You need at least 1 **crit** ✖, **hit** ⚔, or **focus** ⚡ to pass.

The effect of passing or failing a test is defined on the card. If a test only has a pass effect or only has a fail effect, the outcome of the missing effect is that nothing happens.

COMBAT

Players cannot attack each other unless a card specifically allows a player to fight another player.

There are 2 types of combat:

Ground combat: Use your character's **ground combat** 🗡 and **health** 🩹.

Ship combat: Use your ship's **combat** ⚔ and **hull** 🛡.

When fighting a patrol, the combat is always a ship combat. When fighting combat against another player (when allowed by a card), fight a ground combat if you are on a planet, or a ship combat if not on a planet.

The attacker (the player taking their turn) rolls attack dice equal to their combat value and totals the amount of damage rolled. Each **hit** ⚔ is 1 damage, and each **crit** ✖ is 2 damage. **Focus** ⚡ results deal no damage, but may be used by card abilities.

After the attacker totals their rolled damage, the defender performs the same process. Then, each player suffers damage equal to the amount of damage rolled by their opponent.

When a character suffers damage, place that number of **damage tokens** on that character card. When a ship suffers damage, place that number of damage tokens on that ship sheet.

The combat ends after both sides suffer their damage. If either player has an effect that requires a winner to be declared, the winner is the player that rolled the most damage. On a tie, the attacker wins.

Patrols

When you are fighting a combat against a patrol or card, the player seated to your left rolls dice and makes decisions for that defender. Patrols and card enemies do not suffer damage, but have effects based on whether they win or lose the combat.

There is always 1 patrol of each faction on the map, and any number of patrols can exist in the same space.

DEFEATED

When your character suffers damage equal to your health, or your ship suffers damage equal to your hull, you become **defeated**.

Tip your standee over in your current space. Then lose 3,000 credits and discard all of your secrets. Finish the current step of your turn, but skip any actions or steps you have not started resolving.

During your next planning step, you must choose the option to recover all damage instead of moving, gaining credits, or using a **Planning** ability. Stand your character back up on the map—you are no longer defeated.

If an ability allows you to recover damage before the planning step, and this causes you to no longer have enough damage to be defeated, stand your character back up.

PERSONAL GOALS

When you complete your character's **personal goal**, gain 1 **fame** 🌟, then flip your character card over. The goal is now replaced by a new ability you can use.

If a goal requires you to perform a certain task a number of times, track this by placing a goal token on your character card each time you complete the task. When you flip the card over, discard all goal tokens on it.

All ships bought during the game have ship goals on them, which function just like personal goals. By completing the goal on a ship, you can gain fame and flip the sheet over to gain a new ability (and a legendary name).

JOBS

Some characters start with a job card, and more can be gained from the 🗺 market deck.

Above each job's name is a list of the skills that will be tested when attempting it. A skill in *italic* means that failing this test will likely result in failing the job (you can still attempt the test even if you don't have the skill)..

To attempt a job, you must be in the destination listed on the card at the start of your encounter step. As your encounter for the turn, you may follow the instructions on the job card.

If you are instructed to resolve a specific databank card, that card will list a series of steps you must perform to complete the job. Read the card aloud, starting with step #1 and stopping if you are required to perform a test or fight a combat. After resolving a step on the card, continue to the next consecutive step unless instructed to do otherwise.

If you are defeated, the job fails. When a job fails, your turn ends (do not resolve any more steps on the card). Return the databank card to the deck, but keep the job card—you can attempt it on a future turn.

When you complete a job, return the databank card to the deck and gain the reward specified on the job, then either discard the job card or remove it from the game as instructed.

If the job requires you to fight a combat and you're defeated, the job fails. If you are not defeated, continue resolving the job. The databank card may specify other instructions.

BOUNTIES

Some characters start with a bounty card, and more can be gained from the 🗺 market deck.

To gain rewards from a bounty, find the contact specified on the card, then fight it.

Each contact token has a **class** on its back (a number of colored pips), also shown on its bounty card. Use this information to help you find your target.

You normally draw and resolve a contact's database card when you encounter a contact. However, if the contact token matches one of your bounty cards, you can choose to fight it instead.

The contact's combat value is listed on the bounty card, as well either a ship or ground combat icon (fight this type of combat). The player seated to your left rolls dice for the contact.

If you win the combat, either **eliminate** the contact (remove the token from the game) and gain the elimination reward, or **capture** it (place the token on the bounty card).

You can **deliver** the captured contact token to a specific planet to gain the capture reward. After you deliver the captured token, remove the token from the game.

If you win the combat and are defeated in the same combat, you eliminate or capture the contact before you are defeated.

After you gain the reward from a bounty, remove the card from the game. If you lose the combat, keep the bounty card; the contact token remains on the planet.

BOUNTIES ON CREW

If you have a **bounty for your own crew card**, you can fight a combat against that crew as your encounter during your encounter step. The crew uses the combat value on your bounty card as normal.

If you win, return the crew card to the databank and either capture or eliminate its contact token.

If you lose, return the crew card to the databank and place its contact token in the nearest empty contact space.

When you are fighting a combat against one of your own crew, you cannot use that crew's abilities or skills.

If you have a **bounty for another player's crew card**, you can fight a combat against that crew as your encounter during your encounter step, but only if you are in that player's space.

At the start of combat, that player chooses whether they wish to protect the crew.

If they protect the crew, fight a combat against that player instead: a ground combat if you are on a planet; and a ship combat if you are at a navpoint space or the Maelstrom.

If they do not protect the crew, fight the combat against the crew. The player to your left rolls dice for the crew, using the combat type and value on your bounty card.

Regardless of whether they protect the crew or not, if you win the combat, discard the crew card and either capture or eliminate its contact token. If you lose, they keep the crew and there is no additional effect.

WINNING THE GAME

Each time you gain fame, advance your fame marker by the amount gained.

The **first player to acquire 10 fame** 🌟 wins. The game ends as soon as a player acquires enough fame to win.

On a tie, the tied player with the most credits wins the game. On a further tie, the tied player seated farthest (clockwise) from the player who started the game wins.

If an abilities affect the most famous player and multiple players are tied for the most fame, they are all considered the most famous player.

OPTIONS

Extended game

A player wins by acquiring 12 **fame** 🌟 instead of 10.

Random map

Before setup, if all players agree, perform these steps instead of using the map in the rules:

1. Randomise (with eyes closed) all 6 map tiles in a facedown stack.
2. Flip over the top tile, and attach it to the *Rebel and Syndicate* patrol endcap.
3. One at a time, flip over a map tile and connect it to the previously drawn tile. Connect the *Hutt and Imperial* endcap to the last tile placed.

GAME SEQUENCE

PLANNING STEP

Choose and resolve 1 of these options:

Move your character on the map.

Recover all damage from your character and ship. If you are defeated, you *must* choose to recover damage.

Gain 2,000 credits.

You can resolve 1 ability preceded by the word **Planning** instead of these options.

ACTION STEP

You may resolve any number of the 4 actions, but only each action once per action step:

Trade: Exchange cards with a player in your space.

Market: On a planet, buy from a market deck.

Deliver: Drop off cargo and bounty cards on their indicated planet to gain rewards.

Resolve action abilities.

ENCOUNTER STEP

Choose one of these options:

Encounter a patrol: Fight a ship combat against a patrol token in your space. If you have negative reputation with the patrol, you *must* encounter it and cannot perform other types of encounters.

Encounter your space: Draw an encounter card.

Encounter a contact: Reveal and encounter a contact token on your planet.

Resolve an encounter ability.

MOVEMENT

Move your character a number of spaces up to your ship's **hyperdrive** value.

If you move into the **Maelstrom**, you must stop.

If you move into a space with a **patrol token**, you must stop moving unless you have positive reputation with its faction.

ACTIONS

TRADE

Choose another player in your space and exchange **bounties, cargo, crew, gear, jobs, and mods.**

You can exchange **credits** with players at any time.

MARKET

There are 6 **market decks** from which you can buy cards: **bounty**, **cargo**, **gear and mod**, **job**, **luxury**, and **ship**.

You can only perform a **market action** if you are on a planet.

You may discard the top card of a deck, then reveal a new top card. Then you may buy 1 card from the top of any market deck. You may discard any of your **cargo, gear, or mods** to reduce the cost by the discarded cards' cost.

Spend the amount of **credits** then place the card in a matching slot.

Then, reveal the top card of that market deck and place it on top of the deck. If it has a **patrol movement icon**, move that patrol toward you. Patrols can move through the Maelstrom space and can end their movement in any space.

When buying a ship, you *always* barter your existing ship.

DELIVER

To deliver, you need to be on the *Destination* planet listed and perform a deliver action to gain the reward.

If you are delivering cargo with the **ILLEGAL** trait, roll a die before delivering: on a **hit**, you deliver the cargo and gain its reward.

On any other result, resolve databank card #1 instead of delivering.

ENCOUNTERS

ENCOUNTER A PATROL

Fight a **ship combat**. If you lose, move the patrol 1 space in any direction. If you win, lose 1 reputation with that patrol's faction, then gain the reward listed on the patrol token and remove the token from the game. Then spawn 1 patrol of that faction.

Level 4 patrols are invulnerable. They will always deal enough damage to defeat your ship, and always win combat (do not roll dice).

ENCOUNTER YOUR SPACE

Draw an **encounter card** from the deck matching your space and resolve the section that matches your space and your current situation.

ENCOUNTER A CONTACT

Choose 1 **contact token** on your planet and flip it faceup. Then retrieve the listed databank card, read the top section and resolve its ability.

SKILL TESTS

Roll 2 dice:

Unskilled (you don't have the skill):
You need at least 1 **crit** to pass.

Skilled (you have the skill once):
You need at least 1 **crit** or **hit** to pass.

Highly Skilled (you have the skill more than once):
You need at least 1 **crit**, **hit**, or **focus** to pass.

COMBAT

Ground combat: Use your character's **ground combat** and **health**.

Ship combat: Use your ship's **combat** and **hull**.

When fighting a patrol, the combat is always a ship combat. When fighting combat against another player (when allowed by a card), fight a ground combat if you are on a planet, or a ship combat if not on a planet.

The attacker rolls attack dice equal to their combat value and totals the damage. Each **hit** is 1 damage, and each **crit** is 2 damage. **Focus** deal no damage, but may be used by card abilities.

The defender then performs the same process. Then, each player suffers damage equal to the amount of damage rolled by their opponent.

The combat ends after both sides suffer their damage. If either player has an effect that requires a winner to be declared, the winner is the player that rolled the most damage. On a tie, the attacker wins.

DEFEATED

When your character suffers damage equal to your health, or your ship suffers damage equal to your hull, you are **defeated**.

Tip your standee over in your current space. Then lose 3,000 credits and discard all of your secrets. Finish the current step of your turn, but skip any actions or steps you have not started resolving.

During your next planning step, you must choose the option to recover all damage. Stand your character back up on the map.

PERSONAL GOALS

When you complete your character's **personal goal**, gain 1 **fame**, then flip your character card over.

WINNING THE GAME

The first player to 10 **fame** wins.

SINGLE-PLAYER GAME

Setup

Set up all components for the AI as if they were a player. After choosing your character, choose a character to play against. It must be a character that starts the game with databank card #91 or #92, and it chooses the *G9 Rigger* as its starting ship.

You are the first player. You gain 4,000 credits and the AI gains 6,000 credits. Follow the setup instructions on the AI's character card. Then place a goal token on the destination listed on their cargo or job. Shuffle the AI cards into a facedown deck, and place it near the AI's character card.

Playing the game

During the game, resolve your turn as normal. At the end of each of your turns, the AI takes a turn: draw the top card of the AI deck and resolve it, starting at the top and proceeding downward.

If instructed to *do the first that applies*, resolve the top bullet in that section, if possible. If this bullet would have no effect or cannot be resolved, resolve the next bullet instead and so forth.

If instructed to *do all that apply*, resolve each bullet in that section from top to bottom. Skip any bullets that would have no effect or cannot be resolved.

After resolving the card, discard it. Then resolve your turn as normal.

The first player to 10 fame wins the game.

AI player's cards and credits

Keep track of the AI's fame, credits, and cards as if it were a real player. The AI does not use abilities on cards, except for abilities that increase the values of their ship or character. They do not complete personal goals or ship goals.

AI goals



The AI uses **goal tokens** to mark planets it can deliver cargo to or complete jobs on. These are used to determine where the AI will move on its turn.

The AI's first goal token is placed during setup on the destination planet of the starting cargo or job. Additional goal tokens are placed by AI cards.

Moving

The AI always moves toward the nearest goal token on the map. If their space contains a goal token, they do not move.

If there are multiple paths available, they move in the direction that leaves them the fewest number of spaces from their goal as possible. They do not choose a longer path to avoid patrols.

If there are multiple paths of equal length, the AI prefers:

- 1) the path that has no patrol to stop their movement and
- 2) if no patrol would interrupt their movement, the space that is a planet. If both are planets, decide randomly.

The AI player can move through the Maelstrom as if it were a navpoint space.

If the AI would end their movement on a navpoint space after moving a number of spaces equal to their **hyperdrive** value, they will move 1 or 2 fewer spaces if doing so allows them to end their movement on a planet instead.

If the AI could end their movement on a planet by moving 1 fewer space and could also end their movement on a planet by moving 2 fewer spaces, they will move 1 fewer space.

Buying

The AI can only buy when it is on a planet. When buying, the AI resolves these steps:

1. Before buying, the AI discards the faceup card of the specified deck if any of these apply:

- The card cannot be bought on the current planet.
- The AI does not have enough credits to buy it. They discard the top card regardless of how many credits they have, even if they do not have enough credits to afford any card in the deck.
- The AI does not have any empty slots matching it. They discard the top card regardless of whether that deck has any cards that can be placed in different slots.
- The AI is buying from the  market deck and the card doesn't cost more than the AI's current ship.

2. The AI buys the top card of that deck and places it in an open slot. The AI will not buy a card if they do not have an empty slot matching the card.

They will buy an asset it cannot use, but will never buy a ship unless it costs more than their current ship. The AI player always barter using its ship, but never barter with assets.

If the AI buys the *Used Ship for Sale* card, it will choose to buy the most expensive ship it can afford (if there are several, choose one randomly).

3. After buying a card, reveal the top card of that market deck and resolve patrol movement icons on the revealed card, moving the patrol toward the AI.

The AI will always move the patrol toward their space along the shortest path possible.

Jobs and cargo

To complete a job, the AI resolves the reward section of the job card, but does not draw a databank card and does not perform any tests.

AI cards may allow the AI to deliver cargo when at the cargo's destination. Resolve the reward section of the cargo and then discard the card. Multiple cargo with the same destination can be delivered at the same time.

When the AI delivers illegal cargo, do not roll a die. AI cards may have the AI suffer damage when they deliver illegal cargo.

Gaining crew

Follow all normal rules for crew, but the AI does not fully resolve the contact token's databank cards. Instead, draw the databank card and if there is a crew asset on the card, place the crew in an empty crew slot on the AI ship.

If the AI does not have any empty crew slots, it randomly discards 1 of its crew to make room for the new crew.

If the databank card does not have crew on it, discard the card.

AI cards always instruct you to reveal facedown contact tokens. If there are no facedown contact tokens on the planet, resolve the lowest class (fewest pips) faceup contact token on the planet. If there are 2 facedown or 2 faceup contact tokens of the same class on the planet, resolve the leftmost token.

The AI does not protect crew from bounties.

AI decisions

If one of your card abilities forces the AI to make a decision, the AI always chooses not to participate when possible. If the AI is forced to make a mandatory decision, randomly determine the outcome.

Clarifications

The AI must obey all rules that apply to normal players unless specified otherwise.

If the AI is defeated during their turn, they do not resolve any subsequent bullets on their AI card; instead they finish resolving the bullet on the AI card that they were resolving when they were defeated, and then their turn ends.

Expert mode

You can increase the challenge by having the AI start with some fame.

You can play the extended game with the AI (by playing to 12 fame, but this may make the game easier.