SMUGGLERS OF THE GALAXY: QUICK RULES

Shuffle the decks of cards. Place all the spaceships in sector G-043. Give each player a spaceship sheet and 500 credits. Place a random Planet Card by each number on the edge of the board and put the numbered markers in the proper sectors as listed on those planet cards. Every turn you have three steps: draw a Destiny Card, Move, and Encounter Sector.

1) Draw Card: Draw a Destiny Card. Event Cards are discarded after their conditions are over. Spaceship Cards you may or may not fight, depending on what the card says. You keep Friend Cards and Equipment Cards (you may have no more than 4 Equipment Cards at a time, and can discard them any time on your turn to make room for more). If you do not get in a combat, or you get in a combat and successfully flee, you may continue your turn.

2) Move: Move any direction, any number of sectors, up to the number of Lightspeed your spaceship currently has. You may also sit still and encounter the same sector if you wish.

3) Encounter Sector: You may *either* encounter a planet *or* a player on your turn. If you encounter a player, either of you may trade with, and/or attack the other.

If you encounter a planet, you may *either* buy a trade good type, sell a trade good type, or upgrade your ship. Note that if you are carrying goods that are illegal on a planet you're trying to encounter, you must first roll on the Customs Chart.

a) Buy/Sell Trade Goods: Roll on the Availability Chart to determine how many units you may buy or sell this turn. Then roll on the Demand Chart to determine how much the goods cost per unit, or how much you are paid if selling. After rolling you may accept or decline the offer but your turn ends regardless. You may not carry more trade goods than the number of Cargo Pods your spaceship has. If you sell goods (not buy or upgrade), remove the planet card, draw a new one in its place, and move the marker accordingly.

b) Upgrade Spaceship: You may pay to upgrade your ship's systems (lightspeed, engines, shields, lasers, cargo pods), according to the prices listed on the Ship Upgrade chart. Example: A player's spaceship is at a planet with a Large starport and wants to add 2 Cargo pods (40 credits each) and 1 lightspeed (140 credits each), for a total cost of 220 credits. You may buy as many as you can afford within *construction limits*. *Construction Limits*: You may have no more than 10 in any one system and no more than a total of 35, not counting Hull.

BOUNTIES

Some characters have a Bounty and some players may earn Bounties through the course of the game. If you have a Bounty, you must roll on the Customs chart each turn you wish to encounter a planet (even if you landed there last turn). Other players may collect ¼ of your Bounty (round down) for each Hull point they damage on your spaceship. If it is the last point (if they destroy your ship), they get all of the remaining Bounty. If a Bounty or portion of a Bounty is collected, it is lowered by the amount collected. Players may place a Bounty on another player if they land on a planet and do nothing else

that turn. There is a minimum of 500 credits to do this, and the placing player cannot themselves have a Bounty.

COMBAT

1) Maneuver: Both Players roll a die and add their Engines to their total. The player with the higher total may choose whether the combat ends (s/he flees), or whether it continues.

2) Exchange Fire: Both Players roll a die and add their Lasers to their total. The player with the lower total loses the combat and 1 Hull point. Spaceship Cards that lose are defeated.

3) Shield Breach: The losing player rolls 2 dice and totals them. If the total is equal to or less than the number of Shields that player has, this means his/her shields have held and the combat ends. If the roll is greater, this means the shields have been *breached*. In that case, the winning player may choose to either take 1 Equipment Card, take up to 4 Trade Goods, or cause the losing player to take Additional Damage. If so, the winning player rolls on the Additional Damage chart and the losing player loses 2 points of that system rolled.

ANOMALIES

You may only encounter an Anomaly once on your turn. **Nebula:** You may not move through these spaces but you may enter them, in which case your movement ends. While there, you act as though you had no Shields. **Wormholes:** If you choose to enter, roll a die and continue from the wormhole rolled. It costs no movement to move between the wormholes in this case. If you roll a 6 your ship is removed from the board and your turn ends. Roll next turn to see which hole you come out of and then take a full turn. **Black Holes:** When in a sector with a black hole, you can choose to *slingshot* and double any remaining movement you have left. If you do this, roll a die. If you roll a 1 your ship has been lost (see *Lost or Stranded Ships* below).

LOST OR STRANDED SHIPS

If Hull reaches 0 or a ship falls into a black hole it is *lost*. In this case, move to the nearest planet and get a new ship, minus any upgrades and minus all your Equipment Cards. Roll for each Friend Card, losing it on the roll of a 1-3. If you have less than 500 credits you're given enough to bring you up to this amount. Ships with 0 Lightspeed are *stranded*, in which case you move to the nearest planet, pay 1000 credits, and get 1 Lightspeed. You may not go below 100 credits from paying this fee.

WINNING THE GAME

The winner will be the first player to successfully complete the Koroth Run. To do so, you must buy 6 or more Brix Weapons at once, by landing on the planet Brix (a Military starport). They will sell you as many as you wish to buy and each costs 500 credits. Then you must get to Koroth within TWO turns. Once there, you must deliver them to the planet by rolling on the Customs Chart (Koroth also has a Military starport). Koroth, unlike other planets, is corrupt and can be bribed. For each 1000 credits paid, the player can have an additional die on the Customs Chart at Koroth, and select the one desired. If the player does not deliver the Brix Weapons to Koroth within 2 turns, the game continues and they become ordinary Weapons.