CORE SPACE™

THE SCI-FI MINIATURES GAME

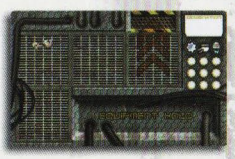
SHIPS OF DISREPUTE

OVERVIEW

Up to now, your crew has been drifting along under the radar; not causing too much trouble, but it does mean you've been navigating the intricacies of Core Space in a glorified tin can. To be honest it's a miracle you're still alive!

However, with the coffers starting to bulge it's time you splashed out on an upgrade – the ship is your home and livelihood after all.

This expansion introduces Enhanced Ship Dashboards to the game. These represent your crew buying a large and well-renowned ship, and all the advantages and responsibilities that come with it.

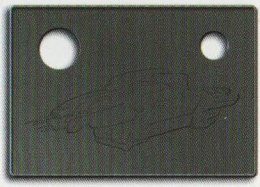


The existing Ship Airlock Board is still used as your airlock/entry position and immediate storage in-game, while the new board represents the rest of the ship. It includes ship maintenance and upgrades like before but can be customised with a wide range of abilities that directly affect your campaigns, both during and between games!

Over the following pages we will explore how to purchase, renovate and upgrade your new ship, how to direct your crew on board, and how to manage the finely balanced reputation that comes with such a prestigious vehicle.

COMPONENTS

This expansion uses the following components:



Enhanced Ship Dashboards



Ship Cards



Zone Inserts



Upgrade Tokens



Ship Overlays



Class Board



Ship Counters



Equipment Tokens

Important: Ensure you keep all the punched-out sections of the overlays – some will be left in position depending on your choice of ship!

THE VIEW FROM THE BRIDGE

Let's take a look at an Enhanced Ship Dashboard in action so you can familiarise yourself with the components. These will all be explored in detail over the coming pages.

First and foremost, once you've purchased your chosen ship you'll need to insert its card into the plastic tray. Then place one of the generic overlay boards on top to create a dual-layer dashboard.

As with other Core Space dashboards, tokens can be inserted into the various recesses, and you will use a dry-wipe pen to mark upgrades, degradation, and other ship details.

DESIGNATION

This section displays the ship's name, image, and vital statistics. These do not affect its performance in game.

From a gameplay perspective, this section also lists the ship's cost in UA and its crew capacity.

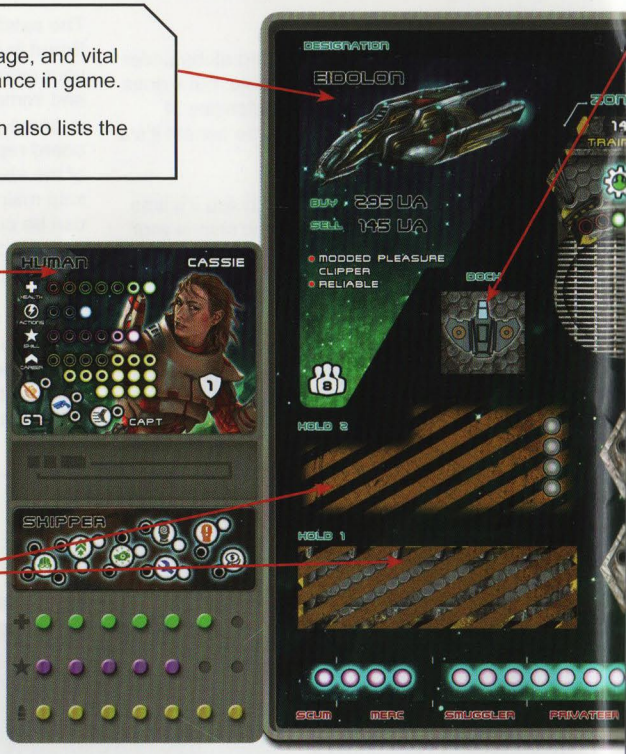
SHIP COMMANDER

In order to take advantage of your ship's special rules, a member of your crew must be left on board to command it. Their dashboard should be attached to the side of the ship dashboard using the included clips.

HOLD

Much like the smaller ship boards, this space can be used for storing equipment tokens between games.

The lower area, Hold 1, should be punched out and available for use at all times. The upper Hold 2 area cannot be used initially, and should have the insert left in until it has been renovated. Hold 2 can hold Utility equipment in the taller section.



ZONE INSERT

These inserts are placed into the top half of empty zones, standard side up, when purchased. The zone can no longer be used as Hold space.

Each insert has a name, cost, icons to show its abilities, and its own maintenance track.



Zone Improved Zone

You can upgrade a zone to flip the insert to the improved version on the reverse.

UPGRADE TOKEN

These are inserted into the upgrade slots when purchased, standard side up like zones, and with all the same features. Like zones, they can also be further upgraded, flipping the token to the improved side.



Upgrade Improved Upgrade

SHIP COUNTER

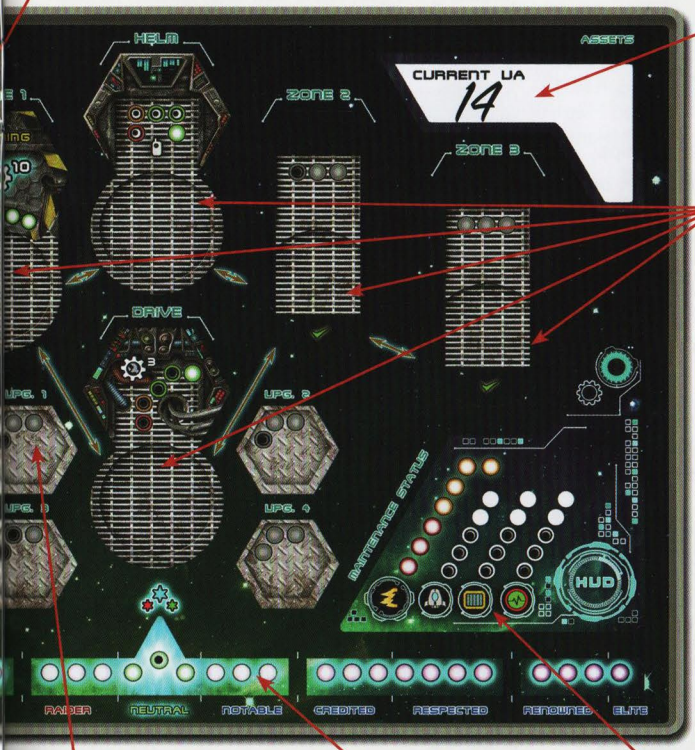
These are used to mark progress on various ship zones.



SHUTTLE DOCK

If you have purchased a shuttle (available in other Core Space sets, you can place the token here – once you have an enhanced ship it will no longer take up hold space. Unless a rule says otherwise, you can only have one shuttle per ship.

The dock space represents the airlock/access point for the shuttle – the vehicle itself is clamped to the outside of your main ship.



ASSETS

In this section you can write your crew's current wealth in UA, as well as any other notes such as any mineral crafting stocks.

ZONES

These five sections represent the main rooms on board your ship. The recesses formed by the overlay have space for an insert that shows any abilities available in that zone, and space to place a Trader in that room to use the abilities.



Two zones, the Helm and Drive, are fixed, but the other three can be customised with different inserts. These three also have a two-stage insert – while the zones are empty the outer insert can be left in, and the inner recess can be used as additional Hold space.

UPGRADES

These smaller hexagonal areas are used for equipment that upgrades your ship with new abilities, such as a Teleporter. Unlike zones, upgrades do not require a Trader to be present to use their abilities.

Upgrades are not punched out until renovated.

REPUTATION TRACK

This tracker shows how famous (or infamous!) your crew has become. This track will go up or down depending on your actions in game and will influence how you are treated by the various factions in the galactic core.

MAINTENANCE STATUS

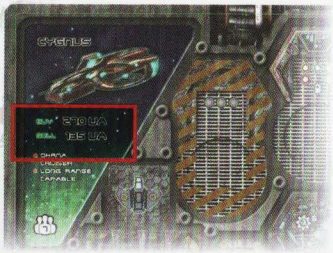
The Life Support, Supplies and Hull Integrity tracks work in the same way as the ones on the small ship board.

In addition, this section has a track to log your ship's fuel.

On some ships, this area may contain ability icons just like a zone. These are built into the ship and can be used without having to add zones or upgrades.

BIGGER, BETTER SHIPS

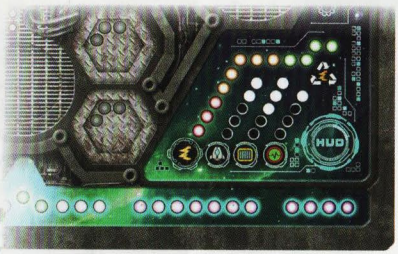
Enhanced Ships can be purchased in the Upgrades step of the Maintenance Phase. The cost of each ship is shown in the top left corner of the ship card:



There are ship cards for all of the named ships to date, each with their own advantages and disadvantages. The reverse of each card has an un-named ship for you to customise.

When you purchase a ship, take the chosen card plus a plastic dashboard and a cardboard overlay. Punch out all sections of the overlay except Hold 2, and only punch out the inner rectangular inserts from Zones 1-3.

Fill in any starting spaces (marked with an inner circle) on the tracks in the maintenance status area and each of your Zones and Upgrades.

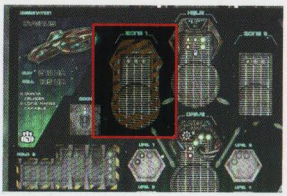


Initial status of the Cygnus

You will then need to purchase a starting amount of fuel (see page 6) and mark this in the maintenance status section.

BLOCKED SECTIONS

Ships come in many shapes and sizes, and not all will have the same number of zones and upgrades. Some will have sections blocked off on their card like this. These sections should be fully punched out and cannot be used in any way.



Others, such as the Poseidon, may come with zones or upgrades pre-installed. These zones cannot be removed, although they can be improved by inserting a matching improved zone insert.

TRADE-IN

Going forward you will only use the airlock side of your original small ship board. Transfer any remaining assets over to the Assets section of the new ship. You can trade in your old ship (reducing the cost of the new one) for 2UA for each maintenance and upgrade space filled in on its board. If any of your old ship's systems degraded to zero and were left unrepaired before purchasing the new ship the whole ship is worth 0UA for trade-in purposes.

USING ENHANCED SHIPS

Initially, your new ship will function in the same way as the old one, allowing you to do all the same things, with the following changes.

CREW CAPACITY



Your maximum crew capacity can vary – check the Designation area of your ship.

MAINTENANCE

In the Maintenance Phase, degradation and repairs work in the same way, except that you now roll three times for degradation, once on each of the following tables, in order. Each result degrades that track by 1 – erase the rightmost filled-in space.

CORE SYSTEMS

1-2: Life Support
3-4: Supplies
5-6: Hull Integrity

ZONES

1: Zone 1
2: Zone 2
3: Zone 3
4: Helm
5-6: Drive

PERIPHERAL SYSTEMS

1: Upgrade 1
2: Upgrade 2
3: Upgrade 3
4: Upgrade 4
5: Hold
6: Catastrophic Chain Reaction – roll again on all three tables. This result can repeat.

If a zone or upgrade is blocked, pick the option above it from the list instead. If using the Fleeing Under Fire rules, roll on one table at random for each hit.

Some areas may have inserts, some may have the flipped 'improved' inserts, and some may be as-yet-unused with their grey 'renovation' track visible. They all degrade in the same way, with the following exceptions:

- Improved areas do not degrade, with no further effect, unless you have already rolled a Catastrophic Chain Reaction result this phase.
- If the leftmost space on an insert (improved or otherwise) is degraded, the insert is discarded unless you can pay for an immediate repair.
- If an area with no grey renovation spaces filled is degraded again, it develops a critical issue. Any equipment in that area is lost. Place the original punched-out piece into that area with 5 the destroyed side showing. Then roll again on the Core Systems table.



- While any destroyed tokens are in place, you must make an additional roll on the Core Systems table in each subsequent Maintenance Phase. A repair must be applied to remove a destroyed token before the area can be renovated again.
- The Hold is a single area for degradation purposes. If the Hold 2 space is destroyed, all equipment in Hold 1 is also lost and Hold 1 cannot be used again until the destroyed token is removed.
- If the leftmost space on the Helm, Drive or any Core System is degraded, the ship is considered Derelict. You suffer an immediate Catastrophic Chain Reaction, rolling again on all three tables, as well as suffering 2 Reputational damage (see page 10). The ship can still be used, but until these areas are repaired you will suffer the following effects in each Maintenance Phase:
  - Suffer 1 Reputational damage.
  - You suffer the effects of a Catastrophic Chain Reaction in addition to any other effects rolled. Improved areas can be degraded immediately, and you will always roll at least twice.

AIRLOCK

Your previous small ship board is now only used to mark your crew's starting position.

If using the rules for returning to the ship, you may stock the airlock hold with items from your main hold at the start of the game. Only items in the airlock hold may be collected during the game, and items dropped off must fit into this space.

Traders and equipment can be moved to and from the main ship during the game by the Commander.

RENOVATION

This may be a big, fancy ship, but it's not brand new. The salesman said it had 'character', which translates to it needing a little work!

Before you can customise your ship you'll need to renovate each room to make sure the structure is sound and the vital systems are all working. The grey spaces in each area must be filled (by making repairs, as normal) before an insert can be placed into a zone or upgrade.

Unrenovated zones can be used for storage.

Once Hold 2 is fully renovated, remove its insert.

The Helm, Drive and Hold 1 do not need to be renovated before use.

SELLING A SHIP

You may sell a ship in the Upgrades step of the Maintenance Phase. You trade it in for the ship's sell price, plus 2UA for each maintenance space filled in across all its systems and inserts (4UA per space for improved inserts). Transfer your assets back over to a small ship airlock board, filling in the first three spaces of each maintenance track.



The Poseidon



The Black Maria

ZONES AND UPGRADES

These provide your ship with abilities in game. A full list of these abilities can be found on page 10.

Zone and Upgrade inserts can be purchased in the Upgrades step of the Maintenance Phase using the cost in UA at the top of the insert. An area must be fully renovated to place an insert into it, and it must also be free of equipment – you'll need space elsewhere on the ship to move any equipment stored in that zone.

Once purchased, fill in any starting maintenance spaces (marked with an inner circle) on the insert.

IMPROVEMENTS

If an insert has a full maintenance track, making an additional repair to that area will flip the insert to the Improved side. This usually provides an improved ability, as well as making it less likely to degrade.

The Helm and Drive can be improved twice – once by adding the Upgraded Helm/Drive insert, and then again by flipping it. Only the final version is considered Improved for degradation purposes.

SELLING INSERTS

If you change your mind and want to rip out a zone or upgrade to replace it with a new one, you can sell the insert for 2UA per maintenance space filled. This is doubled for an improved insert.

FUEL

Until someone invents a perpetual motion machine you will need fuel to keep your ship in the sky. Fuel can be purchased when your buy your ship, and in any subsequent Trade Phase, at a standard cost of 5UA per unit. Fill in spaces in the Maintenance Status area of your dashboard for however much you've bought.

Certain things in the game use fuel – erase the rightmost space(s) from the track each time you do any of the following:

- 1 fuel to start a mission
- 1 fuel to visit the Trading Post(s) in the Trade Phase. You may choose to skip the Trade Phase to avoid this. You will not be able to buy or sell items or hire crew. Any NPCs that joined during the previous mission will leave. You may still use a shuttle to visit a Trading Post.
- 1 fuel to use the You're On Your Own table in the Extraction Phase to retrieve any number of Traders extracted this way.
- Abilities granted by some zones and upgrades will also require fuel to use.

Fuel will also be used for long-distance travel in future Core Space expansions with map campaigns.

If for any reason you finish a mission with no fuel, and are unable to buy some from another crew, you can pay 8UA (or 10UA worth of equipment if you don't have the cash) to call out a refuelling tanker, providing enough fuel to reach a Trading Post and buy more. If you can't afford it you are left for dead – your campaign is over.

FUEL TOKENS

Fuel can also be purchased or found in token form. Tokens can be discarded in the Maintenance Phase to refuel the ship.



The small tokens should be added to the token pouch as usual. Fuel tokens make for a good mission objective, and also allow you to carry more fuel than fits in your tank for refuelling on the go.

MASTER AND COMMANDER

While your crew head out on their dangerous adventures, it can always help to have someone back at base to oversee the mission. You don't have to leave any crew members on board the ship, but if you do you should designate one of them as the ship's Commander. Attach that Trader's dashboard to the side of the ship dashboard.



The Commander will spend their actions to order Traders around the ship, placing their miniatures in the spaces on the ship dashboard to represent them carrying out tasks. All other Traders on board the ship are in their bunks. They will not enter play unless the Commander spends an action moving them. Their Trader dashboards will not be required so they can be left in the box.

During the game, the Commander will activate in the Trader Phase as normal, using the following actions. The Commander may not make effortless actions.

MOVE TRADER

This action moves Traders around the ship.



- Any Trader in their bunk can be placed in the Helm to receive their orders.
- Any Trader on the dashboard can be moved one space along one of the corridors represented by arrows to a different zone.
- Any Trader in the Helm can be moved into the airlock, or vice versa. Traders moved to the airlock will need to have their Trader Dashboards set up ready to enter the gaming area. Defeated Traders dragged back to an airlock can also be moved in this way (to put them in the Medical Bay for example).
- Any Trader on the dashboard can be removed and returned to their bunk.

One Trader can be in each zone at any one time. The Commander could however use two actions to move a Trader from the Drive to Zone 3, past a Trader in Zone 2.

ACTIVATE TRADER

This action allows the Commander to activate an ability in a zone manned by a Trader, if required by the ability.

Abilities in the Helm can be activated by the Commander themselves, without their miniature being present on the board.

MOVE EQUIPMENT

This action moves any number of equipment tokens from one Hold section (Hold 1, Hold 2, any Zone, Airlock) to another.

SKILLS

Most Skills are of no use when on board ship. When designated as Commander, all Traders can instead spend their Skill pegs during the game to make a bonus action once per round. Any Skill pegs remaining after the game can be spent on Skills used between games as usual.

However, this set also includes some new Classes, the Helmsman and Skipper. A Trader with one of these Classes will have access to the new Skills found on page 12 that are specific to commanding a spaceship. They can also use their Skills for bonus actions if they wish.

AMMO

The Commander's dashboard should be filled with ammo pegs at the start of the game as usual. This represents the ammunition for the ship's weaponry and will be used any time the ships guns are fired. This ammo cannot be reloaded using standard ammo mags – you will instead need specialised high calibre ammo. The Commander may spend an action to use one of these tokens held in the Hold to refill the ammo track.





Teelac, Captain of the Poseidon

REPUTATION

Now that your crew has a big, recognisable ship, you can't fly under the radar anymore.

Using Civilians as human shields won't go down so well now the cops know where you live! On the other hand, get a good reputation and the arrival of such a prestigious ship as yours could make life easier at the Trading Posts.

Reputation is represented by the track at the bottom of your new dashboard. When you purchase the ship you should mark the centre Neutral space with your dry-wipe pen.

Your reputation will rise and fall based on your actions in game, and this in turn will influence how NPCs treat you, the cost of items, and even the jobs you get offered. As your reputation changes, erase your original position and mark the appropriate space to the left or right.

The Neutral starting point comes with benefits of its own now people know your name, but being well regarded by the authorities (to the right of neutral) or the lawless gangs (to the left) is priceless.

REPUTATION BANDS

The tracker is broken down into a series of bands, from *Scum* on the left to *Elite* on the right. While your Reputation is within one of these bands, you will gain the following benefits:

	Scum	Merc	Smuggler	Privateer	Raider	Neutral	Notable	Credited	Respected	Renowned	Elite
Start of Game Effects											
+X to starting Hostility	5	4	3	2	1		1	2	3	4	5
Local Gossip	3	2	2	2	1	1	1	1	1	2	2
Cop on the Payroll									✓	✓	✓
Friends in Low Places	✓	✓	✓								
Wealthy Target									10	20	30
GCC's Most Wanted	✓	✓									
Mission Access – Galactic Corps								✓	✓	✓	✓
Mission Access - Gangers	✓	✓	✓	✓							
In Game Effects											
+/- dice to Persuade Civilians	-2	-1			+1	+1	+1	+1	+2	+2	+2
+/- dice to Persuade Corps & Security	-2	-1	-1					+1	+1	+2	+2
+/- dice to Persuade Gangers	+2	+2	+1	+1					-1	-1	-2
Corps & Security do not consider you enemies										✓	✓
Gangers do not consider you enemies	✓	✓									
Civilians treat you as if you were Purge. In addition, they treat 💣 results as 💥 results	✓	✓									
Trade Phase Effects											
Influencer Freebies – Up to XUA of free items from BS-Mart in each Trade Phase						2	3	3	4	4	5
Maximum purchases from Giger's/VIP Area									+1	+2	∞
Black Market Access	20	10	10								
Choose from 7 Trader Boards when hiring crew						✓					
Draw 7 Traders, then randomly discard X with Ganger on the reverse (if possible)							1	2	2	3	3
Draw 7 Traders, then randomly discard X without Ganger on the reverse (if possible)	3	3	2	2	1						
X% discount (round down) on hiring Traders with Ganger on the reverse	20	10	10	10							
X% discount (round down) on hiring Traders without Ganger on the reverse						10	10	10	20	20	30

If multiple players have an ability, each may use it in turn, starting with the first player.

REPUTATION ABILITIES

Local Gossip: At the start of the game, look at the top X cards of the Event Deck. You may place one at the bottom of the deck, and return the rest in order.

Friends in Low Places: You may add the cards to any mission. At the start of the game, deploy a chosen Ganger of up to rank 2 alongside your crew – you will control this Ganger as if it has joined your crew.

Cop on the Payroll: You may add the cards to any mission. At the start of the game, deploy a chosen Corps NPC of up to rank 2 alongside your crew – you will control this NPC as if it has joined your crew.

Wealthy Target: cards are always used for your games if you have them. If any of your Traders is defeated by a Ganger, you are robbed. Immediately lose that Trader's equipment and X% of your spare UA.

GCC's Most Wanted: cards are always used for your games if you have them. If one of your Traders is Apprehended (during or after the game, by the Corps or a Bounty Hunter), they are automatically considered to have rolled a 6 on the Apprehended table.

Mission Access: In some Core Space missions you will find yourself working alongside a certain NPC type, such as the Gangers or Galactic Corps. Once you have an Enhanced Ship, you must have the appropriate reputation in order to take on these missions.

Black Market Access: Get an X% discount (rounding down) on anything in Giger's Emporium/ Trading Post 5 VIP Area. In addition, draw 5 random items in each Trade Phase – you may purchase these at twice the sale price (minus the X% discount). However, for each discounted item you purchase, rare or not, roll the Chance Die. On a 1 you must roll on the Apprehended table for a Trader of your choice.

(DIS)REPUTABLE ACTIONS

Different actions (or inaction) in game will affect your standing with different factions as shown in the following list.

Actions marked + move your reputation that many spaces to the right, whereas actions marked – move your reputation to the left.

Reputation changes are mandatory and immediate, whether during or after a game. If an action places you in a different band, the new effects will apply from that point onwards.

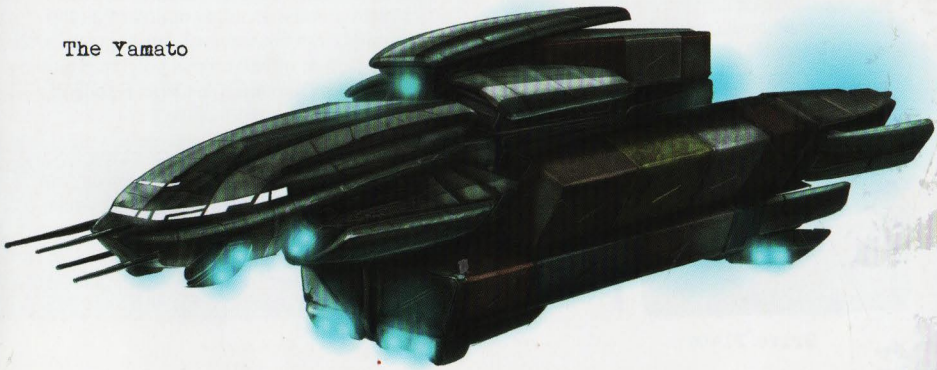
All actions are cumulative – e.g. if you defeat a Galactic Corps Director, and it's the first 'good' NPC defeated in that game, that's -5 in one go!

For actions marked +/- you may choose the direction, and may choose to make no adjustment at all – it depends who you tell the story to!

- -1 at the end of each game – you're a smuggler by trade after all; it's a slippery slope!
- +/-1 for defeating a Purge or First Born character of rank 4+
- -1 when the first Civilian, Security Warden or Galactic Corps character is defeated in each game
- -2 for defeating a Civilian or Warden
- -3 for defeating a Corps NPC
- -1 for defeating a Corps NPC of rank 3+
- +1 for defeating a Ganger
- +1 for defeating a Ganger of rank 3+
- +1 for rescuing a Civilian (ending a mission with them on your ship)
- +2 for completing a Primary Objective when working with the Corps
- -2 for completing a Primary Objective when working with Gangers

If you have the In the Line of Fire expansion, coverage from the Media Team will add further Reputation adjustments.

The Yamato



GREASING PALMS

At the end of the day, money is power. If you can't earn your reputation, you can always buy it! One of these actions can be applied at any point during the Trade Phase by spending the required amount, representing bribes, cover-ups and charitable donations.

- +/-1 – 20UA
- +/-2 – 45UA

SHAMEFUL ACTIONS

There are some actions that don't make you look good in anyone's eyes. Instead of moving your reputation explicitly left or right, these always move it towards Neutral.

If your reputation is already Neutral when you resolve one of these effects, instead cross out the first empty space at **both** ends of the track.



Once a space has been crossed out, you will need a change of two points to reach it again – one to erase the cross and a second to fill it.

- 1 for ending a mission with the Primary Objective incomplete
- 2 if the Hostility reaches Purge/Cleanse during a game
- 1 each time you roll on the You're On Your Own table for a Trader
- 1 for a Trader being Imprisoned (you roll a 2-6 after being Apprehended)
- 2 if your ship becomes Derelict
- 1 per game if your ship remains Derelict

SHIP ABILITIES

The following icons will be found on Zones, Upgrades and Equipment in this set.

Rules with a ⓐ icon require one or more actions to be spent on a Trader in that zone. Otherwise, the rules are always in effect.

All weaponry used by the ship is Reliable ⚙.

If a ship has icons in multiple places, their effects are not cumulative. If the icons have different values, use the better one where applicable.

ⓐ: Give an action to another character carrying an item with this icon, to be spent in their next turn.

ⓐ: Make a ranged attack from the airlock door with the statistics shown.

If this ability has the AI symbol, no Trader action is required – the weapon may fire automatically once per Trader Phase.

2ⓐ: Choose a point on the board and roll to scatter. If the target point is within medium range of a Signal Relay you may re-roll the scatter. This does not use ammo, but will still add a peg to the hostility tracker.



Drive Plate

2ⓐ: Choose one of the following:

- Look inside a Searchable terrain piece within medium range of the airlock door or a Signal Relay.
- Look at the top Event Card in the deck.
- Based on the current Hostility, roll for the number and location of all NPCs due to arrive this round.

Place them next to the appropriate Entry Point, off of the board for now. Their arrival will not be rolled again this round – they will just be placed onto the board and activated as normal.

You may move your airlock to any other point around the gaming area as follows:

2ⓐ: Current Side
3ⓐ: Perpendicular Side
4ⓐ: Opposite Side

ⓐ: Place a Ship Counter on a Zone (once per round max).

In the Maintenance Phase, any Zone with at least as many counters as the number in this icon will not degrade, with no further effect, unless you have already rolled a Catastrophic Chain Reaction result this phase.

ⓐ: Remotely Interact with a console, workstation, or other terrain piece that requires hacking (see mission special rules) within medium range of the airlock or a Signal Relay. Tech characters will get the usual bonuses, although equipment cannot be used.



: Apply any effects shown on the insert to any Trader on board the ship (including in the airlock), and discard all status counters (Fire, Poison, Stun, etc) from them with no effect.



Restore this many Health pegs.



Restore this many Skill pegs.



After the game, spend one fuel to re-roll any number of dice of your choice from a Fleeing Under Fire roll.



When using the Emergency Teleport option in the Extraction Phase, you may add or subtract a number up to that shown in this icon from your roll.



Increase your maximum crew capacity by the number in the icon. If this upgrade is removed you must fire any excess crew.



: Place a Ship Counter on a Trader on board the ship (once per round max).

In the Trade Phase, any Trader with at least as many counters as the number in this icon will not require any upkeep payment.



: Place a Ship Counter on a Trader on board the ship (once per round max).

In the Advancement Phase, any Trader with at least as many counters as the number in this icon will gain a single Career Point at level 1 or 2.



Degradation rolls for this area have no effect, and rules that would take or damage items in your hold cannot affect this area.



2: You send out a supply drone. Choose up to two spaces worth of equipment (e.g. one large, two regular, four nano) from the hold to deliver onto the board. Mark a point on the board as the drop point with the Target Counter. If that point is not in medium range of the airlock door or a Signal Relay, scatter it.

In the following Assessment Phase, place the chosen tokens on the board at the drop point. If the point is in contact with a defeated Trader, the drone can immediately apply a Health stim it is carrying for free. Then discard the Target Counter.



: Place a Ship Counter on a Trader in the gaming area. This can be discarded to re-roll any number of dice from any attack made by or against that Trader, or from any other rule affecting that Trader. The Counter is discarded in the Assessment Phase if not used.



: Place a Ship Counter on any item in the hold.

In the Trade Phase, add 1UA to the item's sale price for each Counter on the item, up to a maximum sale price of double the original price.



Once per Maintenance Phase, following a degradation roll (other than a Catastrophic Chain Reaction), roll a die. On a 5+, ignore all effects of that degradation roll.



After spending a fuel point, roll a die. On a 6, do not reduce your fuel.



After each game, you may make two actions that require fuel (Rescue Mission, Rocket Boosters, Visit Trading Post) for a single fuel point.

When using your Docking Thrusters you may position your airlock in contact with another airlock board or Entry Point and roll a die.

If you roll less than your current Hull Integrity you have successfully rammed your target. If it is an airlock board, the other ship's Hull Integrity is reduced by 1 (to a minimum of 0). If it is an Entry Point, flip the counter (this has no in-game effect). If an Entry Point has already been flipped, remove it.

If you roll equal to your Hull Integrity there is no effect. If you roll more than your Hull Integrity, reduce your own Hull Integrity by 1.



At the start of the Trade Phase, you may choose to adjust your Reputation by up to the number shown here.



+1 Commander Action



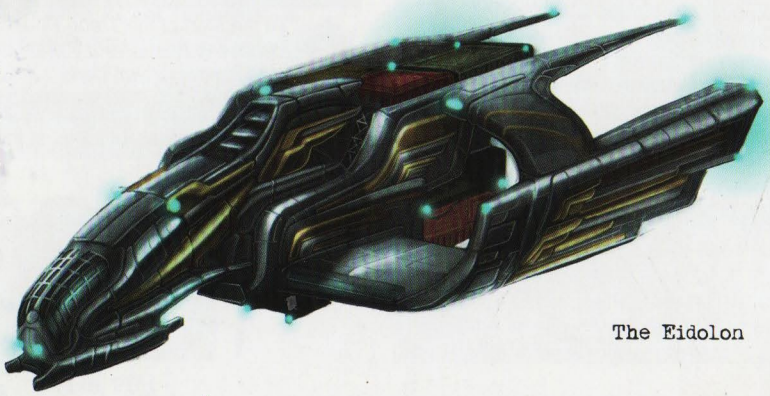
+1 Commander Skill Peg at the start of the game.

SHIP COMMANDER SKILLS

These Skills are used for the new Helmsman and Skipper Class boards.

SKILL	LEVEL	ACTION
Pilot	1	Battlefield Overview – look at the top card of the Event Deck. **Passive:** +1 Commander Skill Peg at the start of the game.
	2	Make a daring manoeuvre to get a headstart on your mission. At the start of the game, before setup, choose one: • Be the first to choose your airlock and be first player in the first round. • +3 Commander Actions in the first round. • +/-1 Reputation **Passive:** This Trader can spend two actions to equip a Combat item into a Utility Dashboard during a game.
	3	**Maintenance Phase:** Ignore all effects of a Catastrophic Chain Reaction result.
You're in Charge	1	Until the end of the round, you can use all zones on your ship as if this Trader was in that zone.
	2	**Trade Phase:** You will get first pick of any items available, regardless of mission outcome.
	3	Move a Trader on your ship to any zone. Until the end of the round, any time you would place a Ship Counter you may place two (on the same or different targets as applicable).
She Can Take It!	1	Makeshift Hardware – choose any improved zone, whether you have it on your ship or not. You may use its abilities from the helm this round.
	2	**Reaction:** Use at any time. Make one ranged attack with a weapon or two ranged attacks with a weapon. **Passive:** Once per round, you can any number of fuel points as actions for a single ship ability.
	3	Make up to five Commander actions. Roll a die for each action taken after the first – there is a chance the zone used will degrade. The zone will not degrade on a 2+ for the second action, a 3+ for the third action, and so on. Abilities that require multiple actions could require multiple rolls at once.

If multiple players activate Skills that allow them to choose something first (e.g. airlock position or Trade Phase), each should roll a die, adding the Trader's Skill statistic to the roll. Resolve the abilities in order, highest score first.



The Eidolon