Smugglers of the Galaxy

Alpha Expansion

Version 1.1

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Written by
DT Strain & Nathan Abrashoff

Graphic Design by
DT Strain

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1. Introduction

It is our great pleasure at Playus Maximus to provide you with this free expansion to our game, Smugglers of the Galaxy. Much of the material in Alpha Expansion was in conception at the time we were designing Smugglers, and some of it developed later. Some of the material in Alpha Expansion even came from you, our players and reviewers, so we'd definitely like to thank you all for your valuable feedback!

Smugglers of the Galaxy was designed from the start to be a highly modular and customizable game, not only to make our planned additions and options possible, but also to allow players to easily fine-tune Smugglers to their personal preferences and liking. Therefore, you should have little trouble integrating any or all of the options provided here into your game.

The next section corrects some minor things, but mainly elaborates on those things already in the rules. Basically, we wanted to emphasize some of the more subtle rules that many players may be overlooking in the rulebook.

The Expanded Strategy Guide provides more details and tips for successful play in Smugglers of the Galaxy. The rulebook that came with the game has a small "Strategies & Tips" box, but here we decided that a little more elaboration on strategies and tactics would be a nice addition.

The section after that, Additional Optional Rules, provides a collection of rules designed to alter certain things about the flow and balance of the game. We ourselves have played and/or witnessed countless plays of Smugglers of the Galaxy, and feel that the core rules have lead to very enjoyable and playable experiences, with a good mix of abilities and choices. These optional rules will help those players that prefer a slightly different style of play find what they're looking for as well. These rules will also be fun to experiment with! Just be sure that, in your player group, you all make clear between one another which rules are, and are not, in effect before you begin any particular game. In addition, no optional rule should be added or dropped in mid-game unless everyone at the table agrees.

The Custom Character Creation section allows players to make up their own characters, using a point-buy system for selecting special abilities and limitations. Many of the abilities listed in this section are similar or the same as those of the standard characters, although you can combine them in new ways. But there are also several new abilities that none of the original characters have. Each ability has a different point cost, which we carefully set based on our best approximation of that ability's benefit to a player. Our approximation comes out of a long experience playing the standard game, as well as play-testing with the customized characters. As with all rules in these types of games, as careful as we are, there may well be unforeseen combinations of abilities and events that create bizarre situations. That's the price we pay for a flexible and dynamic system that allows so many options to players. Therefore, you may decide that a certain ability should cost more points or less points, but you should probably play many times before leaping to that conclusion. One character can seem very weak in one game of Smugglers, and then go on to win in the next. The Custom Character Creation section is also meant to serve as inspiration for players to make up their own abilities and point costs, provided all participating players agree on such house rules.

The last section contains several different pages that can be printed, photocopied, and cut out for use in the game. There are character sheets for use when using the Custom Character Creation rules. There are updated Spaceship Sheets which are meant to be used with the "Designer Spaceship" optional rule.

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Lastly, we have included some additional money denominations. The standard game intentionally excluded 10s and 50s. This is because it only takes two of them to make the next higher bill and we feel that they are extraneous. Indeed, many people seem happy with the provided denominations or hadn't considered it. But, perhaps since real money uses these denominations, some people feel more comfortable using them. If you decide you must have them, we recommend photocopying onto a pastel paper, of a color different from the other denominations. Seven copies of each will give you 70 bills, which should be plenty to play with.

You'll notice throughout that we've given thanks to various individuals for being the first to offer questions and comments. In cases where we had actual names, we use them. In other cases we are using screen names and web identities. If you know you're mentioned here and would like us to use your real name (or not), just let us know and we'll be happy to make the change.

Thanks for playing Smugglers of the Galaxy! Feel free to join us on our online forums, where you can learn about new games from Playus Maximus and tell us what you think of Alpha Expansion.

Have Fun!

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II. Clarifications and Errata

First we should point out a few errors. After that, we'd mainly like to emphasize some points on rules that, although they are in the rules, some players may be overlooking.

Errata: Combat, Stage 3 - Additional Damage:
The rulebook, page 16 says that if your Shields are less than your opponent's Lasers (not the roll, the number added to a roll), then you take 2 points of Additional Damage to one random system. However, the quick reference summary of combat on the game board says that you take damage equal to the difference between your Laser roll and the Shields. The game board is incorrect – go by the rulebook.

Clarification: Turn Choices:
When you encounter a planet you may choose *either* to encounter a player *or* a planet in that sector (you may not do both). If you encounter the planet, after passing Customs (if needed), you may do only ***one*** of the following on your turn...

- Buy one type of trade good
- Sell one type of trade good
- Upgrade your ship
- Place a Bounty on another player (If you have no Bounty yourself. Minimum 500 credits)

[*Special thanks to Daron Patton for bringing this up.*]

Clarification: Pre-Roll Choices
Any time you have the option (a choice) to modify any ship system or roll, you must declare that choice just before you make the die roll. For example, the "Fuel Scoops" Equipment Card states that you may wait until you need a system to decide which gains the advantage. You must make the decision before rolling the die - you cannot roll the die, see the total, and then decide. This is a general rule of thumb with all similar situations. One exception, however, is with the ability to choose to modify Wormhole rolls or rolls on any of the Charts, which should be decided *after* making the roll. [*Thanks to Sam Marcuccio for bringing this up.*]

Clarification: Planet Event Overselling:
If a special event is happening on a planet (war, plague, famine, robot virus, or festival), and a player brings more goods than they are wanting, the excess amount may not be sold at that planet (even for the usual rate). Once the 8 units have been sold there, the planet and the event immediately vanish. So, the player will need to sell the remainder elsewhere.
[*Special thanks to Bill Byrd for bringing this up.*]

Clarification: Crime Lord Offer Event Cards:
The phrase "...you must complete the run *within one turn*" on Crime Lord Offer cards does not mean "...you must complete the run *this turn*". In other words, you must complete Crime Lord Offers by the end of your turn following the turn on which you drew the Crime Lord Offer card. So, you usually will get two chances to move before your time is up.
[*Special thanks to Bill Byrd for bringing this up.*]

Clarification: Cloaking Field Equipment Card:
When you attempt to use your Cloaking Field before combat, you first roll one die as per the card instructions to see if the Field operates effectively. If it is a failure, then you proceed with a full combat as if you never had the card (all three stages of combat as normal). If it is a success, then you may do as the card allows.
[*Special thanks to 'petegraph' for bringing this up.*]

Clarifiaction: Mikk Staygo's Friend Taking:
This wasn't explicitly stated so we should clarify that Mikk Staygo should only be allowed to attempt to take one Friend Card

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per turn.
[*Special thanks to John Dieringer 'chemist' for bringing this up.*]

Clarification: Combats Ending Turns:
If you get into a combat and either cannot or do not flee, your turn ends after the combat is complete. Also, if you are in a combat, and you are fled from, your turn ends. However, if you are in a combat and you successfully flee, then you may continue your turn.
[Special thanks to Bill Byrd for bringing this up.]

Clarification & Addition: Equipment Burnout for the Engineer:
The Rune Reydar Character Card says that he cannot lose Equipment Cards unless they are taken from him in battle or otherwise stolen. There is another exception to this, which includes Equipment which is consumed after use. This includes the Psionic Worm and the Space Missile. They are not protected by Rune's powers because they do not technically "burn out" or do anything that a good engineer can prevent with his skill. They are Equipment Cards that are designed to be used once and discarded.

Clarification & Addition: Wormholes:
A Player may only travel through a Wormhole once per turn. Traveling through a Wormhole does not, in itself, count as a move. For example, if you had a Light speed of 5, you could move two sectors, go through a Wormhole to the other Wormhole sector, and then continue on with three more moves. If players are caught in hyperspace (rolled a 6), then, on the following turn when they roll to see where they come out, they begin a whole turn from the sector in which they emerge. In other words, they immediately draw a Destiny Card and so on.
[*Special thanks to Bill Byrd for bringing this up.*]

Clarification & Addition: Imprisonment Isolation:
The rules state that while imprisoned you may not take any actions not specifically allowed while in prison, you may not have a bounty added to you, and you may not be attacked. The idea is to keep in the spirit of the rules and in this case "attack" should mean any sort of use of offensive abilities at all against the imprisoned person. In other words, they're in prison and you can't mess with them. It also means that the imprisoned character may not bid, trade, or use their special abilities with or on anyone else either, unless that ability specifically says that it may be used while imprisoned.
[*Special thanks to John Dieringer 'chemist' for bringing this up.*]

Addition: Contract bidding:
In the cases of bidding for Contract Cards, players are required to bid in increments no smaller than 10 credits per bid (but can go higher if they choose). Once a player "passes", they may not re-enter the bidding.

Addition: Random Selection:
On page 25 of the rulebook, we give some methods of random selection between items. When players need to select between the seven planets already on the map, there is another easy way to do so. The odds are not perfect, but they are extremely close. Roll one die, followed by another. If the second die is the same as the first (if you get doubles), then select planet #7. But if the dice are not the same, then select the planet that corresponds to the number rolled on the first die. In other words, pick the planet that you roll on the first die, unless you get doubles, and then pick #7. This gives equal odds of selecting all seven planets.
[*We'd like to thank a KublaCon 2004 goer for bringing this to our attention. Sorry we didn't get the name but if that's you, contact us and give us your description, and we'll be happy to credit you!*]

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III. Expanded Strategy Guide

There are some strategies and tips in the rule book, but we thought it would be nice to provide even more ideas and advice in this expansion. Some of these tips involve improving play by the general perspective you approach the game with. Others are more specific techniques. In either case, individual players will, no doubt, find tactics that work for them over the long run.

Handling Random Factors:
When one first plays Smugglers of the Galaxy, the game can often seem quite chaotic and highly random. However, after a few plays one will come to see the patterns, and will see that there are important decisions that can greatly affect your chances in the game.

Having said that, Smugglers is designed to be much more like poker than chess, part random and part strategic. In a *strategy* game, one looks out over the map and makes long, medium, and short term plans designed to bring about his/her victory. But Smugglers is more akin to a board version of a *roleplaying* game than that of a strategy game (we call it an *adventure* board game). Like a roleplaying game, one would not expect to be able to plan one's game from start to finish on a "campaign level". Instead, one makes decisions in response to events *as they come up.* The random element is designed to provide an adventurous and unpredictable feel to the game. Smugglers is not designed to be an isolated arena that distills only the players intellectual plotting, with perhaps a little randomness merely thrown in for spice.

Also, like a roleplaying game, you *do* have a say in what character you select, creating backup plans, staying flexible, and how you respond to different events as they happen. After seeing many games played, it has become very clear to us that the decisions a player makes have a big impact, even amidst the apparent chaos. In some games you may have an odd string of good or bad luck, but like life, it's about how you play the hand you're dealt that influences your overall success.

Be Proactive:
Smugglers is not a game for the passive. Players who simply drift around to see "what the cards turn up" will find themselves getting nowhere. Instead, players should eye the opportunities on the board carefully, keeping all of their options open. They should be proactive - making definitive plans and constantly revise them to optimize their progress.

A successful player cannot be timid about attacking or foiling their opponent. Nor can they be timid about approaching other players to make deals. Doing a "little of this, little of that" here and there will not do - you must come out of the gate with fire in your belly, decide what you're going to do, and do it to the extreme.

For example, you want to conduct some serious trading? Don't buy just one or two cargo pods. When we say in the rule book that "it's best to upgrade your ship as soon as possible... that cargo and speed are most important early on" we mean it. Top priority: a full 10 cargo pods as quickly as possible. Next is Lightspeed, although not necessarily at max right away.

Another example, you want to do some fighting? Don't start fighting before you're ready and don't just buy a couple of lasers or engines - buy a lot. Before you jump into pirating make sure you can strike with devastating force. When you have a choice, choose not to attack enemies where you don't have a good chance of success (perhaps something like 3 more Lasers than they do).

As for Smuggling, the same principle applies. Do it well or don't do it at all. If you've got a

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bounty, you may as well smuggle illegal goods since you'll have to roll Customs anyway, but if you must smuggle you should go out of your way to deal with other players to obtain Equipment or Friends for help on the Customs chart. In addition, if you've got a Bounty or you are carrying illegal goods, you should hang out at Medium of smaller Starports unless there is some abnormal advantage or you have some special ability for doing otherwise.

Countless times, successful players will comment, "I'm glad I did x before y happened to me." At the same time, unsuccessful players only dabble in a few things here or there and then abandon their tactic the first time anything negative happens. They start to follow advised strategies, but only half heartedly, and then go off and try something else. Don't do this.

Focus and Perspective:
Smugglers has a standard trading mechanic, but it's not about standard trading. Trading in standard goods is mainly something to make money on between the real elements of the game. One key to success is to understand that the central emphasis in the game lies in looking out for special opportunities that pop up. These mainly include Crime Lord Offers, planet Events, and Contracts. If you look at THE game as the standard trading mechanism, and these cards as simply high-powered distractions, you will be at a disadvantage.

Does this mean that if you don't draw these cards you're screwed? Not as much as you might think. Contracts are bid on, so here the usual tactics of effective bidding help anyone with a reasonable amount of credits have a shot. So, try to keep some on-hand credits instead of always having it invested in maximum trade goods or spaceship systems you don't really need. As for planet Events, everyone can benefit from those. If someone else seems able to beat you there, take note of how many they are bringing - it may be less than 8, which means you can still make money on the Event. Keep in mind pirating and attack options to keep others from benefiting from these Events too. As for Crime Lord Offers, if you have a shot at attacking a player running a Crime Lord Offer, and can possibly take or destroy their trade goods, consider doing it! In all three cases of these major events, there are things you can do to minimize the effects of someone else drawing the card and maximize your advantage.

Weigh Risks & Benefits:
Smugglers can be a very unpredictable game, but in that lies much predictability as well. As you play, take note of your *weaknesses* and *vulnerabilities*. Do you have a high bounty but visit larger sized Starports? Do you have a disadvantage in something, but still attempt those things when you don't have to? How are your Spaceship systems compared to the other players? Are you carrying goods or Equipment other players or non-player pirates may want? Do you have a lot of Equipment, but no Shields? Each of these opens up the door to a possible bad event. Try to assume that the worst will happen and develop a way to face it before it happens, or have a backup plan.

You should constantly be weighing the risks and consequences of a given smuggling operation to the possible return. Don't run up a 5000 credit bounty and then try to smuggle 3 Food into a Large Starport - especially if you have no cards or abilities to help you at Customs. The value of 3 Food and the risk of a Large Starport is not worth ten lost turns. And, if you're unfortunate enough to have built up a 5000 credit Bounty - buy engines before you draw a Military Ship or Bounty Hunter card. If you draw a Pirate card, don't let pride keep you from giving up routine cargo if you don't have a good chance of beating the Pirate.

When you draw a Crime Lord Offer, check out the Starport size. Crime Lord Offers may

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seem like a fast ticket to riches, but I've seen players run up large bounties followed by long jail terms as well. I personally wouldn't recommend accepting Crime Lord Offers to anything over a Medium Starport unless you have some special abilities or cards that help you at customs. Another thing to consider in your risk assessment is how far the planet is. If you can get there this turn, no problem. But if it will take you into your next turn, then there is an additional level of risk. This gives other players the opportunity to stop you by damaging your cargo pods (or worse). It also means you'll have to draw another Destiny Card, which can foil you. So, if you're going to have face this additional risk, you may want to lower your tolerance level for how large a Starport your willing to try so that the total risk for the smuggling run is less.

If you're going to attack other players, look at what you can get by doing it. Look also at how much of a threat that player is to you winning the game, and how much you could reduce that threat by attack. Then compare this to your chances of winning. Not only that, but think about the consequences in terms of how others will feel about the attack. If you look like a bully you'll find the others working against you, but if you can come off as the leader of the noble allies, taking down a threat to all the players you'll do much better. This is interpersonal negotiation skill and can't be easily taught, but it's important nonetheless. Especially if you're going to get into direct trading or combat with other players.

As in life, all sorts of things can happen to you that are unexpected, but with experience will come a better grasp on what's more or less likely. With that, you should begin to be able to manage your risks. While this doesn't guarantee success, it makes you more likely overall to succeed on the whole.

Make An Effort To Interact:
The more players choose to interact with one another, the less random the game becomes. You can optimize your chances by keeping all of your player-to-player options open (the friendly and the hostile).

Firstly, paying close attention to other players' turns is a *must*. Watch what they are doing, and more importantly, *why* they are doing it. If you can determine where they're headed, you can consider foiling their attempts and weighing the advantages of that against doing your own thing. Just as importantly, you can assess their needs. Knowing this will help you in negotiating with them for needed items.

You can't spend all your time trying to foil other players, but when you see a player about to make a huge amount of money, then trying to intervene where possible should be something you consider. One of the simplest ways to foil a player is to beat them to their destination and sell, making the planet go away. You can usually guess where a player is headed by looking at what they are carrying and where it is in highest demand. You might try always keeping one Trade Good in your cargo pods just for such an occasion. Another way of foiling a player is to attack him/her and take Trade Goods or Equipment Cards. You might even try paying off other players to help you attack a player that is a threat.

Aside from foiling other characters, keep in mind the benefits of good relations and trading opportunities. Players whose characters suffer a restriction or lack important abilities will be more willing to consider your offers if you can include things which help them in such. If you have a particular weakness, or if you want to further enhance a strength, consider serious negotiation for needed items. A good trade can affect the game every bit as much as a good card.

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Play To Your Strengths:
We mentioned this in the rulebook but it bears repeating (and elaborating). Whether it's because of your character's abilities, or your cards, your ship, or even your real life strengths as a player, you should always try to take the most advantage out of what you do well. Don't pick Greenbeard the Pirate to play and then never attack anyone. Don't play Jake Jouster and never smuggle. Don't play Slikk Vagar and *only* smuggle.

Let's take Mihoko Fujiwara for example. Given her ability to gain bonuses on Lightspeed and Engines, is it important that you fill up to 10 on these systems as early as you normally would? Perhaps it is if you plan on doing a lot of player-to-player combat. But if not, then what if you only went up to 8 and used the remaining money to do other things with? If you plan on being aggressive early on, then pump up your lasers and engines first. This sort of thinking also qualifies as taking advantage of your strengths.

Of course, everyone will eventually have to do just about everything, but we have found that those who keep their abilities in mind in their decisions tend to do better overall.

Note that the various characters or abilities may not always seem perfectly balanced. It is impossible to guarantee perfectly balanced characters since every ability is inherently different, and will play out differently in every game. This is why characters are half randomized and half chosen at the start of a game. Players also have the option of working together against players they deem a mutual threat (for whatever reason). But having said that, almost without exception, we have found that characters claimed to be imbalanced after one play, will not seem so after more. In one case, we even had two players who had never met claiming the same character was "broken" - one saying that he was too powerful to lose and the other saying he was too weak to win. It is best to look at character selection as another factor that isn't completely in your control, but also not completely incapable of being dealt with.

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IV. Additional Optional Rules

Keep in mind that the rules presented here are *optional.* You may want to play the standard game a few times to really get a feel for what options you would prefer (if any). We have noticed that quite a lot of players jump to conclusions about the perceived effects of a rule simply because it had a certain effect in the one or two games they played first. If you have any questions as to why a rule exists, or what it was designed to accomplish (or prevent), please contact us or post on our forums and we'll be happy to explain our thinking behind it.

You'll notice that some of the rules have a [LT] or [ST] symbol next to them. The [LT] symbol indicates that this optional rule is likely to lengthen the time it takes to play the game. The [ST] symbol indicates that the rule may shorten the game time. Those rules with neither symbol will either not effect the length of the game, or will effect it in variable ways. When selecting optional rules to experiment with, you might want to select some of each to keep the game length reasonable.

We should also point out that you probably don't want to play with all, or even most, of these options all at once (in fact we advise against it). They are designed to be used "a la carte" style, picking one or two you'd like to experiment with at a time. There is no intention or guarantee that, taken all together in one game, *all* of these rules will function properly with one another. You'll have to use your own group's preferences and judgment to decide on which rules you'd like to try out, and in what combinations. Our goal here is to provide the players with a lot of neat options that will be fun to explore and experiment with.

One last note – on some of the optional rules you'll see a comment that the rule is "a recommended addition to the standard game." This means that the manufacturer now considers these rules in particular to be the "official tournament" version of the standard game, and we highly recommend their use.

UPGRADE OPTIONS

[ST] CARGO SHIP START
All players begin the game with 10 cargo pods when playing with this optional rule.

DESIGNER SPACESHIPS
While Cargo Pods may be upgraded to 10 as before, the total combined upgrades for Engines, Lightspeed, Lasers, and Shields cannot be higher than 26, and no single system above 10. Any time a player normally upgrades, they can raise any single system up to a maximum of 10 but if the total of these four systems goes over 26, then other systems must be dropped to compensate. The player does not get a refund for dropped systems. *Note that if you are playing with the Custom Character rules and your spaceship has increased "potential" in any of the four relevant systems, then the 26 maximum is increased by the same amount.* [*This is a recommended addition to the standard game.*]

[LT] SLOWER UPGRADING
Players must roll on the Availability Chart to determine the number of upgrades they can buy in a single turn. Military Starports do not sell upgrades.

CHARACTER OPTIONS

GREENBEARD
Greenbeard's starting spaceship has 2 more Lasers than normal. In addition, Greenbeard may immediately gain 50 credits per each unit of Trade Goods that he captures (from cards or players) that do not fit in his cargo pods. He still gets double the amount of trade goods he plunders, as per his indicated ability. The pirated cargo is discarded and the money is taken from the bank immediately. *For example: Suppose Greenbeard has 5 empty*

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Cargo Pods on his ship, and he defeats a merchant vessel carrying 7 Trade Goods of some type. Greenbeard doubles this amount to 14 as per his indicated ability. He places 5 of these goods in his cargo pods, and may immediately sell all of the remaining 9 for 50 credits each (450 credits).
[*This is a recommended addition to the standard game*]

ENDING OPTIONS
These rules give some optional ways of choosing a winner. Many of them require players to reach a certain number of this or that. Note that in such cases you should wait until it would normally be the turn of the person who took the first turn in the game before officially counting up goal totals. This is so that all players are allotted the same number of turns to reach the goal. For example, suppose Jake Jouster took the first turn of the game, followed by Sharon, Rune, and then Mikk (and then back to Jake). Then suppose Sharon reaches the goal of the game. The game should not be called until Rune and Mikk have taken one more turn. This gives them the same number of total turns that Jake and Sharon had to reach the goal. If they could also reach the goal in that time they would tie with Sharon.

On another note, many of these alternate endings shift the emphasis of certain abilities to be more or less central. As a result, you may want to play using the "Equal Characters" rule (under "Other Options") if you use these endings. For example, the player playing Sharon Rex in the "Bounty Hunters of the Galaxy" variant would have an incredible advantage.

BOUNTY HUNTERS OF THE GALAXY
Each time a Pirate Ship is drawn, all players may choose to roll a die and add Lightspeed. The winner intercepts the card and must fight it. If a Bounty is collected, write this amount down on a running total of all Bounties you have collected in the game (including those of other players). The first player to have collected 5000 credits in Bounties wins the game.

[ST] EASY/QUICK GAME
The winning player is the first to make the Koroth Run. However Brix Weapons only cost 200 credits each (2000 for all ten).

MERCHANTS OF THE GALAXY
Under this rule, the first player to hold 7000 credits in hand at one time wins the game. Players should also select a time limit at the start of play. Once the time limit is reached, if no one has yet obtained the 7000 credits, the player with the most credits in hand wins the game.

PIRATES OF THE GALAXY
For any Spaceship Card that is drawn, all players that wish to may roll 1 die and add his/her Lightspeed. The winner intercepts the card and must then fight it. If the ship would normally flee and does so successfully then it is discarded (others may not attempt to catch it). For each ship you destroy, make a mark on your Spaceship Sheet (a little "skull & crossbones" if you want). In addition, for each player spaceship you completely destroy (0 hull), make five marks. The first player to get 15 marks wins the game.

You should also decide on a time limit before the game begins. At the end of this time limit, if no one has yet obtained required marks, the player with the highest number of marks wins. If there is a tie, then the two ships must engage in combat (without fleeing), with the winner breaking the tie.

TIMED GAME
This game operates by all the standard ending rules, except that if the agreed upon time limit has been reached and no one has yet made the Koroth Run, then the player with the most credits in hand wins the game. [*This is a recommended addition to the standard game*.]

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WARRIORS OF THE GALAXY
Under this rule, once your spaceship is destroyed (0 Hull) you are out of the game. The winning player will be the last spaceship to survive. Before the game begins, the players should agree on a maximum time limit. Once that time limit is reached, if no one has yet won the game, all players are drawn to the Space Arena (the center starting sector). There the turns continue as normal, except that they must spend each of their turns attacking a player of their choice. This arena match would continue until one ship remained.

OTHER OPTIONS

SECRETIVE GAME
All Equipment and Friend Cards are kept secret by the player who drew them, face down, until they are used. After that they may be returned to their face down position. Money in hand may also be kept secret, but not as it is spent or earned. Spaceship systems and Character Abilities, however, remain public knowledge. [*Not recommended for games with new players, since they would be unable to ask questions or learn from others.*]

LIGHTER IMPRISONMENT
When players are Imprisoned, they miss their next turn and their Bounty is decreased by 500 credits (but not below it's minimum if they have one). On the turn after that they are freed, but they would still have a Bounty if it was higher than 500 credits. Under this rule, the "escape" option is still possible, which would result in the player not missing their following turn (although the turn on which they were Imprisoned would still end there). In addition, characters that escape do not have their Bounties reduced (actually increased, as per the standard rules).

ADDITIONAL HULL DAMAGE
When players roll on the Additional Damage Chart, and roll a 6 (and would normally get their choice), this choice may include the option of forcing the victim to lose one additional Hull point instead of 2 points of a system. *For example: a combat was won and the victim lost 1 Hull point. Then, because the victor's Lasers where greater than the defender's Shields, a roll is made on the Additional Damage Chart. Rolling a "6" would mean the victor could choose to make the victim lose 2 points from any system OR 1 additional Hull point (for a total of 2 hull points for this combat).* Note that, if the victor chose the pirating option in lieu of the first Hull point loss, and then rolled a "6" for additional damage, they could conceivably pirate the victim *and* make them lose one Hull point. Note also that this means that any special ability or item that allows a player to choose the location of additional damage, also gives them this choice. To recap...

1) Maneuver:
Both players roll a die and add their Engines. The higher total may decide to flee or continue combat.

2) Exchange Fire:
Both players roll a die and add their Lasers. The higher total is the victor and the other the loser. The victor may now choose to either take up to 3 trade goods, 1 equipment card, or make the loser lose 1 Hull point.

3) Additional Damage:
If (and only if) the victor's effective Lasers are greater than the loser's effective Shields, the victor must then roll on the Additional Damage Chart. The loser then loses 2 points of the rolled system. If a 6 is rolled, the victor may choose any system and the loser must lost 2 points of that system. Alternately, if a 6 is rolled, the victor could make the loser lose *one additional* Hull point instead of losing points from a system.
[*This is a recommended addition to the standard game.*]

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[LT] EQUIPMENT RACE
When an Equipment Card is drawn, it is placed on a random planet (put the card on top of the planet card). The first player landing on this planet (and getting through customs if normally necessary), may purchase the Equipment Card. While the Equipment is not illegal, you should roll on the Demand Chart in the Illegal column to find the cost of the Equipment Card (bonuses/penalties on Illegal goods rolls do not apply here). As with Trade Goods, you may choose not to buy the Equipment Card after seeing the price, but your turn ends there. Also, as with Trade Goods, any special abilities you have that help or hinder you on the Demand Chart apply here as well. If you choose to buy an Equipment Card on a planet, you may not also buy/sell Trade Goods, upgrade, or place a bounty that turn. If someone sells Trade Goods at a planet with an Equipment Card, the Equipment Card goes to the discard pile as well.

BOUNTY BLITZ
Under this rule, players may collect another player's Bounty any time they cause that player, through combat, to lose one Hull point. The player's bounty then drops to zero (or his/her minimum bounty if s/he has one). Be warned that this rule makes characters with a minimum bounty at a much greater disadvantage than in the standard rules!

EQUAL CHARACTERS
This is playing the game essentially without characters. No special abilities or restrictions. All players start the same.

LEGENDARY CHARACTERS
This optional rule can be used when using the Custom Character Creation System. Under this optional rule, players get 24 points to buy special abilities with, instead of the usual 12. However, it is still the case that no more than 12 points in limitations can be taken.

[ST] OPEN CRIME LORD OFFERS
Draw two Planet Cards, one for the pick up location, and one for the delivery point. The Offer remains open until someone claims it. The Offer will be assigned to the first player to successfully land on the pick up planet (get through customs if normally necessary). Once there, they spend the remainder of their turn loading up and cannot do anything else. They must then travel to the second planet and sell the goods by their next turn (so they get one full movement before the goods are overdue).

These goods are considered illegal on the finish planet, regardless of what the Planet Card says, so one must roll customs there. If they get through and deliver the goods, they are paid the amount stated on the Crime Lord Offer card. Once someone has successfully made the run, both Planet Cards and the Crime Lord Offer card are discarded. No other activities may take place on these two planets and players not involved in the run may not visit them.

TRADERS OF THE GALAXY
This rule is designed to make space trading the central aspect of the game (as opposed to smuggling) and it also minimizes randomness. Crime Lord Offers reward only ½ of value stated on the card, round down (and failed runs result in ½ bounty as well). War, Plague, Famine, Robot Virus, and Festival all reward 100 per unit to the first person to sell there. Instead of a limit of 8, the planet will buy all it can get from the first player to take those goods there. Regardless of amount sold, the planet is discarded as is the case for any other sell at a planet once the first player makes the sale. Lastly, Contracts allow a seller of that type of Trade Good to add 2 to his/her die roll when selling on the Demand Chart (6 maximum, no adjustment when purchasing). The contract gives this bonus *instead* of doubling the sell amount.

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IV. Additional Optional Rules

GAME EXTENSION OPTIONS:

STARPORT CAROUSING

Under this rule, you have another option when visiting planets with starports. If you wish, after passing customs (if normally necessary), you may choose to carouse in the Starport. If you do this, you may not buy/sell trade goods, upgrade, or place bounties on that turn. Instead, you may choose one of four areas of the Starport to explore: The Spacer Pub, The Docking Bay, The Bazaar, or The Lower Levels. You may only visit one area per turn. Once you select the area, roll one die on the proper chart. Regardless of the outcome, your turn ends afterwards.

The Spacer Pub

Aliens of all types hang out in this seedy tavern.

1 – You meet a beautiful/handsome life form and... um... miss your next turn.

2 – Nothing happens.

3 – You pick up some passengers that want to be taken to a random planet already on the map. Visit that planet and you'll get 200 credits. You are still able to do other things at the planet on that turn as well. If the planet goes away before you reach it, so do your passengers. Write "passengers 200" and the planet's name on your Spaceship sheet, and erase it once they are delivered or the planet disappears.

4 – You win 100 credits in a card game.

5 – You hear about a security hole. The next time you would normally have to roll on the Customs chart, you may instead pass through without rolling (does not apply on planet Koroth). Write "free Customs, next time only" on your Spaceship Sheet and erase it once you have used it.

6 – You hear about a secret trade route. Draw one Planet Card. Only you may visit this planet and it remains open for trade for the remainder of the game.

The Docking Bay

A thriving workshop for pilots and mechanics.

1 – Your Spaceship is dinged by another due to overcrowding. Roll on the Additional Damage chart and lose 2 levels of the system rolled.

2 – Nothing happens.

3 – An experienced navigator tells you of a hyperspace shortcut. The next time you move (and only then) you may teleport to any sector on the map. Write "free teleport, next move only" on your Spaceship Sheet and erase it once used.

4 – An experienced gunner shows you a nice tactic. The next time you need to roll Lasers in combat (and only on that time), you may act as though you had 4 more than you really do. Write "+4 lasers next time only" on your Spaceship Sheet and erase it after use.

5 – You find a skilled alien tech that will repair 1 Hull point for 200 credits.

6 – You convince a shipyard hand to upgrade ***one*** system of your choice by up to 7 levels!

The Bazaar

Where interstellar merchants wheel & deal.

1 – A pickpocket steals 200 credits from you (or all you have if you have less than 200).

2 – Nothing happens.

3 – You make 100 credits trading on the galactic stock exchange.

4 – You convince a company to reopen bids for a contract already held by another player. You may select a player with a Contract card, and the both of you (only) may begin new bids for ownership of that contract.

5 – You hear about a great deal. Your next sale of legal Trade Goods will get you double the normal amount (special Events and Contracts not included). Write "x2 $ legal trade goods, next sale only" on your Spaceship Sheet and erase it once completed.

6 – You make contact with a merchant who gives you up to 6 of any Trade Good you desire!

The Lower Levels

A wicked den of bums and treachery.

1 – You get into a brawl with a seedy bunch of aliens. Roll on the Customs chart.

2 – You make enemies among the villainy and scum. Add 100 credits to your Bounty.

3 – Nothing happens.

4 – You find a thief you may hire for 400 credits to steal one Equipment Card or kidnap one Friend Card from another player. If you choose to, pay the 400 and take one such card from a player of your choice.

5 – You find an underworld figure that pulls some strings. Reduce your Bounty by 500 credits (not below minimum though).

6 – You meet with a Crime Lord who offers you credits (200 x the roll of one die) to steal some goods here on the station. You may see the credit amount rolled before deciding to accept. If you accept, roll on the Customs chart immediately. If you are not Detained or Imprisoned, you are paid the money. If you fail, the money is instead added to your Bounty.

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IV. Additional Optional Rules

HEROES & VILLAINS

Under this optional extension, players should evenly divide up into two teams (the "heroes" and the "villains"). Obviously, this is best when there are an even number of players. In this version of the game, individuals do not win or lose, but one team or the other does.

The team that wins will be the first team to gain a certain number of victory points (the goal). The goal is determined by taking the total number of players in the game and multiplying by 400. For example, in a game of fours players (2 on each team), the winning team would be the first to reach 1600 points (4 x 400 = 1600). Before play, players should also agree to a maximum time limit. Once the limit is reached, if the goal has not been met, then the team with the most points wins.

Both teams gain victory points by successfully completing missions. Heroes can only be assigned missions at Military Starports and Villains may only be assigned missions at planets with no Starport. Heroes and Villains may only be assigned their type of missions. Incidentally, the option of placing Bounties on other players does not exist in this game.

To get a mission, a player must visit the appropriate Starport, passing through Customs if such would normally be necessary. Then, instead of taking any other actions on the planet that turn, the player declares s/he is signing up for a mission. The player then rolls a die and consults the proper chart (there is a different chart for Heroes than for Villains). Once a player takes a mission, s/he may not get another until s/he has completed the one at hand.

The chart lists how many victory points a team gets by having one of its players complete that mission. Each player may only be assigned one mission to complete at a time, and may not get another mission until completing the one assigned, unless that play declares a forfeit on his/her current mission. Declaring a forfeit on one's mission means that they are free to take another mission, but their team loses a number of points equal to the amount that would have been awarded, had the mission been successfully completed (a team's score *may* go into negative numbers). Each player must complete a mission him/herself and not have it completed by others on his/her team. However, teammates may help out indirectly.

On last note: Players may decide they prefer different point values for the various missions and altering these is acceptable, as long as all parties agree. Players that want longer or shorter games can raise or lower the victory point goal as desired.

Hero Missions

1 – Destroy villain player's ship. (200 points)

2 – Take Equipment or Trade Goods from a villain. (50 points)

3 – Foil a villain's Crime Lord Offer. If a villain turns down a Crime Lord offer, or completes one without being foiled, your mission is over and you may take another. (200 points)

4 – Defeat a space monster (while you have this mission, you may choose to intercept space monsters drawn by others automatically. If multiple players have this ability, determine the interceptor randomly). (120 points)

5 – Destroy a Pirate Ship. (90 points)

6 – During either a War, Famine, or Plague, bring enough of the needed trade goods to end the event (even if someone else has sold a few beforehand). However, you must give the goods without taking a profit. Once the War, Famine, and Plague have happened once, your mission is over and you may take another, regardless of whether or not you succeeded. (110 points)

Villain Mission

1 – Destroy a hero player's ship. (200 points)

2 – Take Equipment or Trade Goods from a hero. (50 points)

3 – Smuggle goods through a Military Starport that are illegal on that world. (200 points)

4 – Destroy a Military ship of any type. (120 points)

5 – Destroy a Merchant Ship. (80 points)

6 – Destroy a Military Starport. To do so, go to a planet with a Military Starport and conduct a combat. Military Starports have Engines 0, Lasers 15. You may not attack Military Starports other than when completing this mission. If you are successful, the planet is discarded and another is drawn as usual. (120 points)

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V. Solo Play Rules

First a disclaimer: Smugglers was designed to be played by 2-6 players so, naturally it's going to work best in that fashion. You also miss out on having a lot of the social interaction board games are good for. However, this can sometimes be a fun option for those who care to use it.

1) Standard Rules:
All of the standard rules for the game apply, except for the differences stated here.

2) Character selection:
In the solo game you may choose any character you like to play. It is understood that some characters' powers will not be as effective in the solo version so you may want to think about that in your selection.

3) Moot Cards:
In some cases, certain Destiny cards won't have an effect in the solo-version. For example, "Grimy the Thief" is useless, as are a few other cards here and there that only affect other players. In such a case, treat these cards as you would any other card that doesn't apply - treat it as "nothing happens" and continue your turn as usual.

4) Game Ending:
The game is over when either of the following two conditions are met: (a) You complete the Koroth Run successfully, or (b) You go through the entire Destiny Card deck (normally you would reshuffle and continue, but in the solo game, this marks the end of your time).

5) Planet Changes:
Each turn, one random planet closes trading (i.e. disappears from the board) and is replaced with another random planet drawn from the discard deck. This way, the trade routes continue to change and you still have to hurry to catch the good opportunities.

6) Contracts:
When a contract comes up for bid, you must decide how much you will bid (it must be in units of 100 credits). Once you declare that amount (to yourself), you roll one die. If you get equal to or less than your bid/100 on the die, then you win the card.

For example: Suppose you chose to bid 400 credits. If you roll a 4 or less, you win the bid. If you roll over that you lose it. If you had bid only 200 credits, then you will have won the bid on a roll of 1-2.

If you lose the bid you do not have to pay the money, but you also do not get the card.

7) Win Conditions:
Since it's a solo version of the game, you're really competing against yourself, or perhaps the record of others who have played solo games. To beat other solo performances (your own or others'), you must complete the Koroth Run in fewer turns than the previous record. If there is a tie, then the current record goes to the game where the player had the most money at the time of completing the Koroth Run, so keep track of that too (and you should include the 10K from selling the Brix weapons at the end in that amount).

By the way, a good way to keep track of the number of turns it taken in a solo game, is to look at all of the Destiny Cards you are holding, plus all of the Destiny Cards in the discard pile. This will usually tell you how many turns passed, since you normally draw one card each turn. However, be sure to note unusual times when you may draw more or less. XUN, for example, gets to draw 2 Destiny Cards per turn and discard one, so when playing him, discard his option cards into a different deck and do not count these at the end of the game. Also, whenever you have to miss turns (Imprisoned for example), you should pull a Destiny Card and discard it, so the turn count is kept accurate.

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VI. Custom Character Creation

These rules will allow players to create their own custom characters. If players choose to use these rules, they should do so in lieu of the normal character selection method. Place the Character Cards aside and use the blank character sheets, provided at the end of this document. There is no guarantee that characters created with this system will be perfectly balanced with the characters that come with the original game.

Each player gets 12 character points, to buy abilities and advantages with. There are also limitations that you can take on and get character points back. For example, taking on the *Procurement Limitation* costs -4 points, so you would then have 16 points to spend elsewhere (12 - -4 = 16). However, you may not take any more than 12 points worth of disadvantages. No ability or disadvantage can be taken multiple times. Each unspent or remainder character point can be used to get an additional 20 credits at the start of the game.

Many of the abilities and limitations listed here can be interpreted in a number of different ways. If you are only concerned about the mechanics of these abilities in the game that's fine. But we would recommend that players try to think of a "persona" for their character and pick abilities that make sense to who that character is. This, we feel, can add more fun and imagination to the game.

All players should create their characters fully before beginning the game. Once the game begins, players may not make changes to their characters.

After seeing many games played, we have assigned point values to the different advantages and limitations according to our best estimates of their value in the game. However some players may have different opinions about the "right" point value for different abilities than we do. We recommend that players attempt multiple games before jumping to conclusions, but should they decide to change the point values, it should be something openly agreed on between all players in a group.

Lastly, it should be noted that having players create their own characters takes some time, and would greatly increase the play time if you count it as part of the overall game. If you don't have the time to spend, this option is not recommended. Another option would be to have a group of players mutually create several characters they find interesting, and then create a collection of characters to be drawn from in future games, as one does the stock characters.

SUMMARY OF RULES FOR CUSTOM CHARACTER CREATION

- You get 12 points to purchase abilities with.
- You may take no more than 12 points in disadvantages.
- Any unspent points allow you to begin the game with 20 extra credits per point.

TRADING

CHEAPER UPGRADES (2 points) For whatever reason, you are able to buy spaceship upgrades for 10% cheaper than normal cost.

CONTRACT ADVANTAGE (6 points) Either because of corporate contacts, special influence, criminal clout, mind control, or some other reason, you have an advantage in obtaining contracts. You bid as normal when contracts come up, but when all is said

Note: A summary of all Abilities follows at the end of this chapter.

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and done, if you win, you only need pay ½ of what you actually bid.

CORNERED MARKET (specify trade good type) (6 points)
You have vested interests in one particular type of Trade Good (which you choose and write on your Character Sheet now). This means that anytime someone else sells that Trade Good for credits, you may take credits from the bank equal to 10% of the sale amount (round down). This does not apply to profits from Crime Lord Offers. You do not get this advantage when you yourself sell that Trade Good.

PLANET EVENT AWARENESS (10 points)
Due to either informants, precognition, government influence, or some other reason, you are able to get an advantage when it comes to special planet Events (Plague, War, Famine, Robot Virus, or Festival). This translates to being able to actually buy a needed type of trade good on a planet with one of these special events, at the normal price, and then sell it on a following turn for the inflated rate. For example, if a planet had a War and was paying the higher rate for weapons, they would normally not sell weapons during this event. But you would be capable of going to that planet, buying the weapons in the usual manner at the usual demand rating on that Planet Card. On a following turn you could sell these weapons for the inflated rate for the event.

PRICING ADVANTAGE (7 points)
Either because of your interpersonal charm, psychological knowledge, negotiating skill, corruption/extortion, psychic abilities, or some other reason, you are adept at getting better prices when buying and selling. You may roll one more die than usual when rolling on the Demand Chart, and select the one you wish to use.

PROCUREMENT (7 points)
Either because of connections, experience, alien ability, or some other reason, you are adept at locating what you're looking for. You may roll one more die than usual when rolling on the Availability Chart and select the one you wish to use.

RAPID PLANETFALL (6 points)
Either because of merchant employees working for you, special deals, great trader know-how, time distortion, or some other reason, you are able to conduct two actions on a planet in a single turn (i.e. buy and sell, upgrade and buy, place bounty and sell, and so on). Note that selling on a planet still means you discard it immediately, so the player would have to ensure any additional action precedes a sell to still be capable of doing business at the planet.

REMOTE TRADING (2 points)
Perhaps because of go-betweens, some sort of advanced tech, paranormal ability, or other reasons, you are able to trade with players without being in their sector and without otherwise encountering them (i.e. you may not attack each other or do other things normally requiring an encounter). To do so, once you complete Movement, you choose to trade remotely with a single player instead of doing anything else that turn. If you do this, you may not encounter your sector and you may not trade with multiple players in the same turn.

SECRET TRADE ROUTE KNOWLEDGE (4 points)
Using the extra blank planet marker that came with the original game (or a coin or some other marker), draw an additional Planet Card from the deck and place the marker in the proper sector for that planet. Only those having this ability visit this planet. Once someone encounters the planet once, it disappears (whether they buy, sell, upgrade, place bounty, or anything else). After that, continue to draw another Planet Card and move the marker on the board as usual for the entirety of the game, with only those with this ability being able to go to that planet. Note that if multiple characters have this

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ability, it always refers to one extra ever-changing planet - you do not draw an extra planet for each character.

DISTRUSTED (-5 points)
You may not have or bid on contracts.

PRICING LIMITATION (-4 points)
You suffer a 1 point penalty on all Demand Chart rolls. This means that when buying goods, you must add 1 to your dice rolls, and when selling goods you must subtract 1 from your dice rolls.

PROCUREMENT LIMITATION (-4 points)
You suffer a -1 to all rolls on the Availability Chart. If you roll a 1 then the number is not adjusted.

CRIME

BLACK MARKET EXPERT (6 points)
You know the ins and outs of black markets and can obtain even better prices for illegal goods. Whenever you are trading in goods that are illegal on your planet, you may roll one more die than usual on both the Availability and the Demand Chart, selecting the one you wish to use.

CHANGE APPEARANCE (4 points)
Either because of plastic surgery, holographic illusion, psychic persuasion, alien shape-changing, or some other reason, you have the uncanny ability to change your appearance, sometimes allowing you to shed all connection to your former life. After drawing your Destiny Card for the turn, if your turn continues, and instead of Movement and Encountering the Sector, you may instead choose to spend the turn changing your appearance. Roll one die and if you roll a 1-2, you may reduce your Bounty to zero, or to its minimum (if you have a minimum Bounty).

CRIME LORD (8 points)
You yourself are a small-time Crime Lord. You may place Bounties on other players at any time, without encountering a planet or distraction from your turn. You may even place Bounties on other players if you yourself have a Bounty. You may also place Bounties on other players while you are Imprisoned. However, the 500 credit minimum still applies.

CRIME LORD CONTACTS (8 points)
You may intercept Crime Lord Offers drawn by other players on a roll of a 1-2.

CRIME LORD PREFERENCE (8 points)
You earn 10% more than the normal amount for completing Crime Lord Offers. In addition, should you have a Bounty placed on your head for failing a Crime Lord Offer, it is only half as much as normal.

CUSTOMS ADVANTAGE (10 points)
Due to either military connections, psychic advantage, smuggling skill, alien abilities, technologies, or some other reason, you have an advantage at getting through customs. Anytime you roll on the Customs chart you may roll one more die than usual and select the one you wish to use.

ESCAPE ARTIST (4 points)
You are highly capable of escaping from imprisonment. Whenever you are Imprisoned, you may escape on the roll of a 1-2 (instead of having to roll a 1 as usual). [Note: if using the optional rule “Lighter Imprisonment” this ability should be changed so that escape is possible by rolling a 1-4.]

SPACE LOOTING (10 points)
For whatever reason, you are adept at nabbing the things from other spaceships in a quick and effective way. Whenever you would normally be able to take Trade Goods from another player by winning a combat, you may take 6 units instead of the normal 3. Or, you may choose instead to take up to 2 Equipment Cards instead of the usual one when you defeat a player in combat. In addition, whenever you encounter and defeat a player or a Merchant Ship Card, you may

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take 50 credits for every Trade Good it has that you do not have room to store in your Cargo Pods.

THIEF (10 points)
You are skilled at sneaking into places and making off with the goods. This means that anytime you land on a player's sector, you may choose to attempt a theft. You do not need to encounter a player to do this (so s/he may not attack you), but you do give up any other encounters of players or planets on the turn you attempt a theft. To attempt the theft, you first declare what you are attempting to steal. Choose from these three options: It may be one Equipment Card, up to all of the Trade Goods in their Cargo Pods, or up to 200 credits. Then roll 1 die. If you roll a 1-2 you take what you are attempting to steal. However, if you roll a 6 then you are immediately taken to the planet of your would-be victim's choice, and are Imprisoned, missing your next turn. Note that if you happen to have a Bounty, it is reduced by 500 credits if you indeed miss that turn without escaping.

BLACK MARKET IGNORANCE (-4 points)
When trading in illegal goods, you suffer a 1 point penalty on all Demand Chart rolls. This means that when buying illegal goods, you must add 1 to your dice rolls, and when selling illegal goods you must subtract 1 from your dice rolls.

CRIME LORD AVOIDANCE (-8 points)
You may not take Crime Lord Offers yourself, nor may you intercept them from other players or choose any special ability that says otherwise during character creation.

FEARED/HATED (see point cost below)
You have a minimum Bounty throughout the game, which can never be lost, even if it is collected. If you are ever Imprisoned, your Bounty works down to zero as usual but immediately returns to its minimum once you are free. If you escape it returns to its minimum if it is lower than the minimum. You may not choose the "Wanted" Limitation and the "Feared/Hated" Limitation for the same character. You may choose what level of minimum Bounty you wish to begin with from the following list...
• 800 (-4 points)
• 1300 (-6 points)
• 1800 (-8 points)
• 2300 (-10 points)

SUSPICIOUS (-7 points)
You have a tendency to raise suspicions wherever you go. Anytime you would normally have to roll on the Customs Chart, you must add 1 to your die roll.

WANTED (see point cost below)
You begin the game with a Bounty. You may choose what level of Bounty you wish to begin with from the following list...
• 800 (-2 points)
• 1300 (-3 points)
• 1800 (-4 points)
• 2300 (-5 points)

SPACESHIP OPERATION
Note that in cases where you are allowed to "act" as though you had more of a spaceship system than you really do, this means that you can go over an effective maximum. For example, if the maximum Lightspeed you can have is 10, and you have the Navigation Ability, then you can actually behave exactly as if you had 12 Lightspeed. Do not simply add these bonuses to the number of your Spaceship Systems. Keep them separate on your sheet.

DEFENSIVE ABILITY (3 points)
Perhaps because of your tactical skill, or possibly because of strange alien abilities, it is more difficult than usual to deliver damage to your ship's systems. You may act as though you had 2 more Shields than you really do.

EXPERT GUNNER (4 points)
You are skilled at delivering weapons fire on your opponents. You may act as though you

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had 2 more Lasers than you really do.

FLEE ABILITY (4 points)
You are exceptionally capable of making a clean getaway. Anytime you are involved in combat, before any dice are rolled, you may declare that you are taking "evasive action". This means that in the Maneuver Stage of combat, you may roll one more die than normal and select which one to add to your Engines. If you win the roll, then you *must* choose to flee. However, if you lose the roll then you lose the Exchange Fire stage of combat automatically.

NAVIGATION ABILITY (6 points)
Either because of unusual knowledge of the space lanes, or special inter-dimensional ability, or simple skill at navigating, you may act as though you had 2 more Lightspeed than you really do. Note that this also means you can never be Stranded, even if your Spaceship has no Lightspeed.

PILOTING ABILITY (4 points)
You are unusually capable of piloting your spaceship. You may act as though you had 2 more Engines than you really do.

SENSING ABILITY (5 points)
Either because of expert skill with scanners, superior scanners, precognition, danger sense, or some other reason, you have the ability to often know when ships are heading your way. You may evade any Spaceship Card or attack from another player on the roll of a 1-2.

SNEAK ATTACK (10 points)
For whatever reason, you have the ability to sneak up on your opponents. If you are in a combat *during your turn*, before any dice are rolled, you may choose to declare that you are attempting a "sneak attack". This means that in the Maneuver Stage of combat, you may roll one more die than normal and select which one to add to your Engines. If you win the roll, you *must* choose to attack, but you may also add 4 more points to your Lasers roll. However, if your opponent wins the roll, and does not choose to flee, s/he may add 2 more points to his/her Lasers roll in the Exchange Fire Stage of that combat instead.

SPACE WORM (5 points)
A "space worm" is a nickname given to rare individuals that have an uncanny capacity to feel the space-time distortions within a Wormhole and intuitively know how to navigate them. If you have this Ability, it means that you may always decide exactly where you want to come out when entering a Wormhole. You may not use this Ability to choose to "get lost" in hyperspace.

STUNT PILOT (7 points)
You have a knack for performing unusual feats with spaceships. This allows you the option of adding or subtracting 1 from any wormhole roll you make. It also means that you may re-roll any black hole roll once (but you must accept the second roll). You may not intentionally alter your roll to a 6 to get lost in hyperspace.

SYSTEMS EXPERT (8 points)
You know where various systems and weaknesses are on nearly any class of spaceship. You may always choose the location of Additional Damage you deliver to other players' ships, instead of having to roll on the Additional Damage chart.

BAD PILOT (-4 points)
You must act as though you had 2 less Engines than you really do. If this goes into negative numbers, it means that you actually subtract from the number you roll on the dice when rolling Engines.

BAD SHOT (-4 points)
You must act as though you had 2 less Lasers than you really do. If this goes into negative numbers, it means that you actually subtract from the number you roll on the dice when rolling Lasers.

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POOR NAVIGATOR (-4 points)
You must act as though you had 1 less Lightspeed than you really do. However, you will always be able to move at least 1 as long as your actual spaceship has 1 Lightspeed. In addition, you may not make any use of Black Holes or Wormholes.

SPACESHIP CONFIGURATION
Note that, with the enhancement advantages below, these should be added into your ship systems, just as if you had purchased them when upgrading. This means that they can be damaged and that they cannot assist in going over the usual maximum. In all cases of the Spaceship Advantages in this section, if your ship is destroyed you lose that advantage.

CARGO POD ENHANCEMENT (2 points)
You may begin the game with 2 more Cargo Pods than normal.

CARGO POD POTENTIAL (5 points)
The maximum Cargo Pods for your starting spaceship is 12 instead of the usual 10. You still begin with whatever amount you normally would, but you may upgrade to a maximum of 12 through game play.

ENGINE ENHANCEMENT (2 points)
You may begin the game with 2 more Engines than normal.

ENGINE POTENTIAL (4 points)
The maximum Engines for your starting spaceship is 12 instead of the usual 10. You still begin with whatever amount you normally would, but you may upgrade to a maximum of 12 through game play.

ENHANCED ASTROGATION DEFLECTORS (3 points)
All spaceships have secondary deflectors that sweep away small debris from their path. Those of your starting spaceship are exceptionally strong, allowing you to move through Nebula sectors without going around or having to stop your movement there.

INTERPHASIC AVOIDANCE SYSTEM (4 points)
Your starting spaceship has the ability to phase in and out of normal space-time, making it more difficult to hit. Whenever your opponents roll Lasers during a combat against you, they must roll an additional die, and select that die if the number is lower than what they would normally have. If they normally have an ability that lets them have an additional die, then this simply nullifies that ability.

IONIZED HULL (2 points)
The hull of your starting spaceship has the ability to sometimes redirect energy from weapons fire to other parts of the ship. Whenever you would normally lose a Hull point, you may roll a die. If you roll a 1-3 you may choose to lose 2 units of systems instead of the Hull point. In such a case, you may choose the system/s to lose points from.

LASERS ENHANCEMENT (2 points)
You may begin the game with 2 more Lasers than normal.

LASERS POTENTIAL (4 points)
The maximum Lasers for your starting spaceship is 12 instead of the usual 10. You still begin with whatever amount you normally would, but you may upgrade to a maximum of 12 through game play.

LIGHTSPEED ENHANCEMENT (3 points)
You may begin the game with 2 more Lightspeed than normal.

LIGHTSPEED POTENTIAL (4 points)
The maximum Lightspeed for your starting spaceship is 12 instead of the usual 10. You still begin with whatever amount you normally would, but you may upgrade to a maximum of 12 through game play.

NANOMORPHIC HULL (9 points)
Your starting spaceship has the ability to

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morph into alternate configurations. This means that you may transfer a number of system units between systems on your ship. The number is equal to or less than the roll of one die (rolled each time you do it). You must still obey all maximums that normally apply.

You may morph only during your turn, and only once per turn. However, you may morph your ship at any point within your turn with one exception: You may not see the result of a die roll, and then morph before the application of the die rolls' effect. For example, you may not roll Lasers, see your roll, and then decide to morph up to the amount needed. You *may* wait until you draw a Destiny Card, then morph, and then roll. You may also roll, apply the effects, and then morph once the roll has been completely resolved.

REGENERATIVE HULL (7 points)
After drawing your Destiny Card for the turn, if your turn continues, you may decide to regenerate your Hull instead of Moving or Encountering a Sector (planet or player) on that turn. To do so, you must lose 3 units of ship systems, which your ship uses as material. In return, your Hull goes up by 1 point. You may not regenerate more Hull points than the number you started the game with. You have this ability as long as you have your starting spaceship.

SHIELDS ENHANCEMENT (2 point)
You may begin the game with 2 more Shields than normal.

SHIELDS POTENTIAL (4 points)
Your maximum Shields for your starting spaceship is 12 instead of the usual 10. You still begin with whatever amount you normally would, but you may upgrade to a maximum of 12 through game play.

STURDY HULL (2 points)
Your starting ship has 1 more hull point at maximum than normal.

HYPER-HANDICAP (-3 points)
With your starting spaceship, the maximum Lightspeed you may upgrade to with normal systems is 2 less than usual.

LOW FIREPOWER (-3 points)
With your starting spaceship, the maximum Lasers you may upgrade to with normal systems is 2 less than usual.

RICKETY HULL (-4 points)
Your starting spaceship has 1 less Hull points than usual. That number would be the maximum number of Hull points that ship could ever have.

SLUGGISH SHIP (-3 points)
With your starting spaceship, the maximum Engines you may upgrade to with normal systems is 2 less than usual.

WEAK SHIELDS (-3 points)
With your starting spaceship, the maximum Shields you may upgrade to with normal systems is 2 less than usual.

MISCELLANEOUS

BOUNTY COLLECTION EXPERT (10 points)
Either because of connections, or favors, bargaining ability, underworld knowledge, or some other reason, you are able to collect twice the Bounty you normally would. This includes player Bounties, as well as Bounties collected from cards. As a condition of this ability, however, you are unable to place Bounties on other players. You may not gain the ability to place Bounties on other players by taking any other Ability in character creation either.

ENGINEERING EXPERT (3 points)
You know spaceships like the back of your hand. After drawing a Destiny Card as usual on your turn, if your turn continues, you may decide to spend the rest of it attempting to repair your Hull instead of Moving or doing

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anything else that turn. To do so, roll one die. If you roll a 1-2 then your Hull increases by 1 point, provided that it was lower than its maximum to begin with. You may only do this once per turn.

FRIEND MAGNET (6 points)
Either due to your charisma, popularity, mental powers, or mind control gizmos, you have the ability to attract others to your side. Anytime you encounter another player, you may attempt to steal one Friend Card by rolling a 1-2 on one die. You may not attempt to steal more than one Friend per turn using this ability. In addition, you are invulnerable to any other methods that might steal your Friend Cards or cause you to lose them. One exception to this is any reason that might cause them to die (such as sometimes is the case when your spaceship is destroyed).

HAVEN (specify type) (2 points)
Either because of friendly connections, intimate knowledge, or innate defenses, you are able to avoid unpleasant encounters of certain types. This means that you may avoid encountering certain types of Destiny Cards you draw by rolling a 1-3 on one die. If avoided, the card is discarded and you continue your turn. When selecting this Ability, you must specify which type of card you may avoid. Your choices are: pirate cards, bounty hunter cards, space monster cards, or military ship cards.

IMMUNITY (specify type) (4 points)
This works exactly like the "Haven" Ability, except that you have complete immunity from the selected type of card (i.e. you never have to encounter this type of card unless you choose to).

JURY RIGGING (4 points)
You have the Ability to quickly repair damaged systems, but only immediately after they happen. Whenever you suffer damage to your spaceship's systems, you may roll a die. On the roll of a 1-3 you may avoid the damage. Otherwise you take it as normal.

MAINTENANCE (5 points)
You have an unusual talent for handling rare equipment. You can never lose your Equipment Cards to damage, burnout, overload, etc. Furthermore, you are capable of quickly uninstalling your equipment and taking it with you in your escape pod. This means that you do not lose Equipment from your ship being destroyed. Lastly, you are also capable of installing special security systems in your Equipment that prevents it from being lost to theft or piracy. In short, you can never lose Equipment Cards against your will.

NON-LETHAL BOUNTY COLLECTION (8 points)
You are especially adept at capturing your prey alive. Whenever, you cause another player to lose one Hull point in combat, you may (if you choose) collect ¼ of his/her Bounty (round down). If you do, your victim's Bounty is then reduced by the same amount. Furthermore, they are transported to the nearest planet (if there is a tie, you choose the planet). There they are Imprisoned according to the same rules as if they had rolled "Imprisoned" on the Customs Chart. An exception, of course, is when you take your prey's last Hull point, in which case his/her ship is destroyed and you collect the full remaining Bounty as usual. Note that the "Bounty Collection Expert" ability only works with normal Bounty collection and does not allow you to collect double the ¼ amount.

ALTER FATE (20 points)
Either because of some temporal device, or extreme intellectual calculation, psionic ability, or some other reason, you tend to have the ability to alter the probability of events. On stage 1 of your turn, when you would normally draw a Destiny Card, you may draw one more card than normal and select which of the two to encounter. The one you do not select is discarded. You do not have this ability in any other unusual times where you would happen to draw a Destiny Card.

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STREETWISE (5 points)
You are exceptionally good at making your way around town. Anytime you are Carousing at Starports, you may roll one more die than normal and select the one you wish to use. [*This Ability only applies in games where the "Starport Carousing" optional rule is in effect*.]

TRACKER (specify type) (4 points)
You are adept at locating certain types of vessels in space. At the time you select this Ability, you must specify which type of Destiny Card your ability pertains to. Your choices are: pirate cards, bounty hunter cards, military ship cards, merchant ship cards, or space monster cards. This means that, when other players draw that type of card, you may intercept it by rolling 1-2 on one die. If you intercept it, you take the card and encounter it just as if you had drawn it. When you are finished, the player that drew the card continues his/her turn as normal. If more than one character in a game has this ability, then each of them may roll to intercept. If more than one of them are successful, then the players that were successful roll dice again, rerolling ties, with the highest number intercepting the card.

WEALTHY (10 points)
You come from a wealthy background. As a result you begin the game with 1000 more credits than normal.

HUNTED (specify type) (-6 points)
You are hated, tracked, or hunted by a certain type of entity. When you select this limitation you must choose the type of card it applies to. Your choices are: space pirate cards, military ship cards, bounty hunter cards, or space monster cards. What this means is that, any time another player draws this type of card, you *must* roll a die. On the roll of a 1-2 the card intercepts you and you must encounter it. The card will always choose to attack if winning the Maneuver stage of combat. Note that, if you are hunted by pirates, you may not gain their Bounty if you happen to beat them when they intercept you in this manner (but you may collect, if you draw the card yourself as usual on your turn, and defeat it). Should you happen to have Abilities that grant you other special rewards for defeating such cards, these rewards do not apply if the card is hunting you and rolled to intercept you (but *do* still apply if you draw the card yourself).

LONER (-5 points)
Either because you do not like traveling with others, or because something prevents you from it, you are unable to have any friends. You may not keep, use, sell, trade, take, or buy any Friend Cards for even a brief period.

POOR (-6 points)
You come from a background of poverty. You begin the game with only 100 credits.

PRECOGNITION (10 points)
You always know what the top Destiny Card *and* the top Planet Card on the deck are. You may look at these at any time, during anyone's turn. You may not see beyond the top card drawn in either deck, however.

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Custom Character Creation Quick Reference Chart

Trading

2	Cheaper Upgrades	*10% off systems*
6	Contract Advantage	*pay 1/2 of your bid*
6	Cornered Market (specify)	*get 10% of all sales of one good*
10	Planet Event Awareness	*buy needed good at that planet*
7	Pricing Advantage	*+1 die on Demand Chart*
7	Procurement	*+1 die on Availability Chart*
6	Rapid Planetfall	*you get 2 actions on planets*
2	Remote Trading	*trade with players in other sectors*
4	Secret Trade Route Know.	*extra planets just for you*
-5	Distrusted	*you may not have contracts*
-4	Pricing Limitation	*1 pt penalty on Demand Chart*
-4	Procurement Limitation	*-1 on Availability Chart*

Crime

6	Black Market Expert	*+1 die on Demand & Avail. Charts w/illegal goods*
4	Change Appearance	*spend turn, roll 1-2, drop Bounty*
8	Crime Lord	*place bounties easilty*
8	Crime Lord Contacts	*roll 1-2, intercept Crime Lord Offers*
8	Crime Lord Preference	*10% bonus on Crime Lord Offers & 1/2 penalty*
10	Customs Advantage	*+1 die on Customs Chart*
4	Escape Artist	*escape prison by rolling 1-2*
10	Space Looting	*take double when pirating, money for excess loot*
10	Thief	*roll 1-2, steal goods & equipment*
-4	Black Market Ignorance	*1 pt penalty on Demand Chart w/illegal goods*
-8	Crime Lord Avoidance	*no Crime Lord offers*
*	Feared/Hated	*minimum Bounty*
-7	Suspicious	*+1 on Customs Chart*
*	Wanted	*starting Bounty*

Spaceship Operation

3	Defensive Ability	*act as +2 Shields*
4	Expert Gunner	*act as +2 Lasers*
4	Flee Ability	*+1 die engine roll to flee, lose combat if fail*
6	Navigation Ability	*act as +2 Lightspeed*
4	Piloting Ability	*act as +2 Engines*
5	Sensing Ability	*roll 1-2, evade spaceships/players*
10	Sneak Attack	*+1 die engine roll to attack, laser bonus for winner*
5	Space Worm	*decide where to pop out of wormholes*
7	Stunt Pilot	*alter wormhole rolls/reroll black holes*
8	Systems Expert	*choose location of additional damage*
-4	Bad Pilot	*act as -2 Engines*
-4	Bad Shot	*acr as -2 Lasers*
-4	Poor Navigator	*act as -1 Lightspeed*

* varies - see full description.

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Custom Character Creation Quick Reference Chart

Spaceship Configuration

2	Cargo Pod Enhancement	*+2 Cargo Pods on starting ship*
5	Cargo Pod Potential	*starting ship max Cargo Pods = 12*
2	Engine Enhancement	*+2 Engines on starting ship*
4	Engine Potential	*starting ship max Engines = 12*
3	Enhanced Astrogation Deflectors	*keep moving through nebula*
4	Interphasic Avoidance System	*opponents choose lower die w/Lasers*
2	Ionized Hull	*roll 1-3, may lose 2 systems instead of Hull*
2	Lasers Enhancement	*+2 Lasers on starting ship*
4	Lasers Potential	*starting ship max Lasers = 12*
3	Lightspeed Enhancement	*+2 Lightspeed on starting ship*
4	Lightspeed Potential	*starting ship max Lightspeed = 12*
9	Nanomorphic Hull	*shift points between systems as needed*
7	Regenerative Hull	*increase Hull 1 pt by losing 3 systems*
2	Shields Enhancement	*+2 Cargo Pods on Shields*
4	Shields Potential	*starting ship max Shields = 12*
2	Sturdy Hull	*starting ship has extra Hull point*
-3	Hyper-Handicap	*Lightspeed max 2 less than normal*
-3	Low Firepower	*Lasers max 2 less than normal*
-4	Rickety Hull	*start w/1 less Hull than normal*
-3	Sluggish Ship	*Engines max 2 less than normal*
-3	Weak Shields	*Shields max 2 less than normal*

Miscellaneous

10	Bounty Collection Expert	*collect x2 Bounty amount*
3	Engineering Expert	*roll 1-2, repair 1 Hull*
6	Friend Magnet	*roll 1-2, steal 1 friend*
2	Haven (specify)	*roll 1-3, evade some cards*
4	Immunity (specify)	*automatically evade some cards*
4	Jury Rigging	*roll 1-3, avoid Additional Damage*
5	Maintenance	*you can't lose equipment cards*
8	Non-Lethal Bounty Collection	*1 Hull damage = 1/4 Bounty, victim Imprisoned*
20	Alter Fate	*draw extra Destiny Card & choose*
5	Streetwise	*+1 die on Starport Carousing rolls*
4	Tracker (specify)	*roll 1-2, intercept some cards*
10	Wealthy	*start with 1000 credits more than normal*
-6	Hunted (specify)	*some cards intercept you on 1-2*
-5	Loner	*you may have no Friend Cards*
-6	Poor	*start with only 100 credits*
10	Precognition	*always know top Destiny & Planet Cards*

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CHARACTER SHEET

Name _____

Bio _____

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Points	Ability	Notes



Player Name _____

portrait

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Spaceship Sheet

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BOUNTY

CARGO

Weapons | Medical | Luxuries

Robots | Food

Brix Weapons

ENGINES Start 1

LIGHTSPEED Start 3

SHIELDS Start 0

LASERS Start 1

CARGO PODS Start 1

HULL Start 5

Total 26 Max

Spaceship | Card/Ability Bonuses

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Optional Rule Checklist

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UPGRADE OPTIONS
- ☐ Cargo Ship Start [ST]
- ☐ **Designer Spaceships*
- ☐ Slower Upgrading [LT]

CHARACTER OPTIONS
- ☐ **Greenbeard*

ENDING OPTIONS
- ☐ Bounty Hunters of the Galaxy
- ☐ Easy/Quick Game [ST]
- ☐ Merchants of the Galaxy
- ☐ Pirates of the Galaxy
- ☐ **Timed Game*
- ☐ Warriors of the Galaxy

OTHER OPTIONS
- ☐ Secretive Game
- ☐ Lighter Imprisonment
- ☐ **Additional Hull Damage*
- ☐ Equipment Race
- ☐ Bounty Blitz
- ☐ Equal Characters
- ☐ Legendary Characters
- ☐ Open Crime Lord Offers [ST]
- ☐ Traders of the Galaxy

GAME EXTENSION OPTIONS
- ☐ Starport Carousing
- ☐ Heroes & Villains

* This is a recommended addition to all games.
[ST] Shorter playtime [LT] Longer playtime

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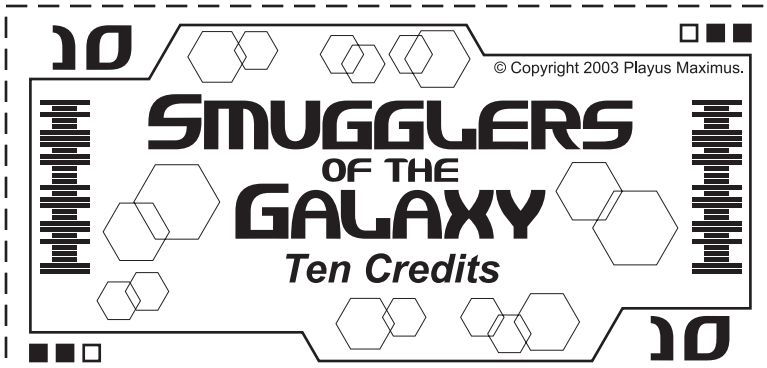
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OF THE
GALAXY
Ten Credits
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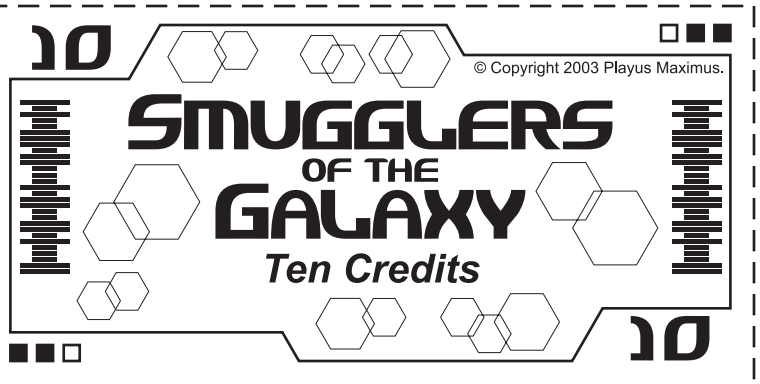
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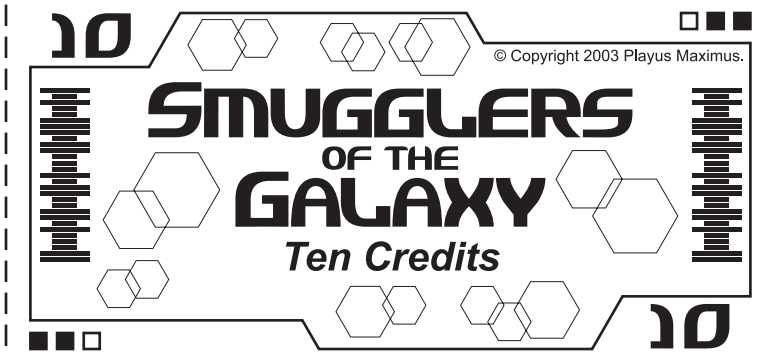
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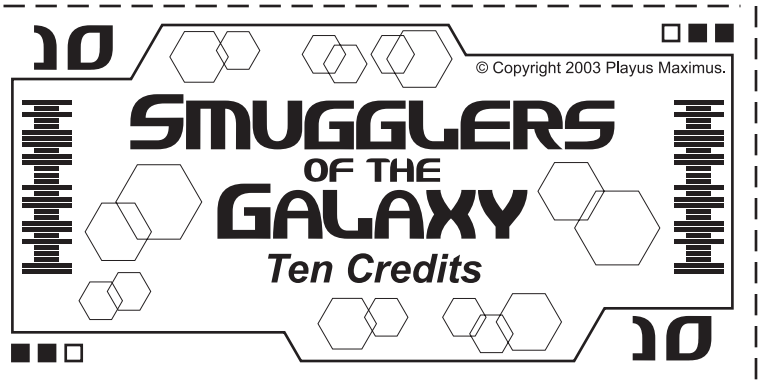
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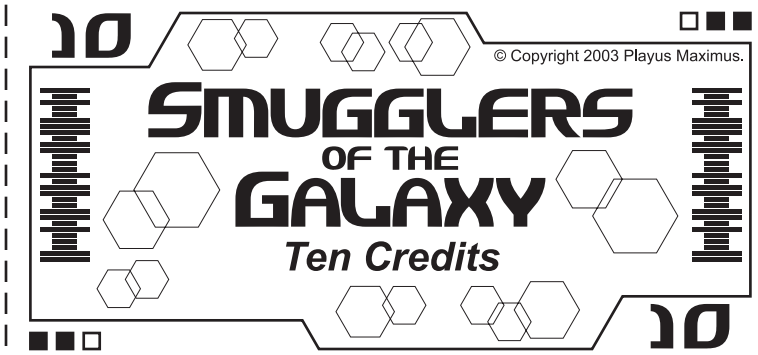
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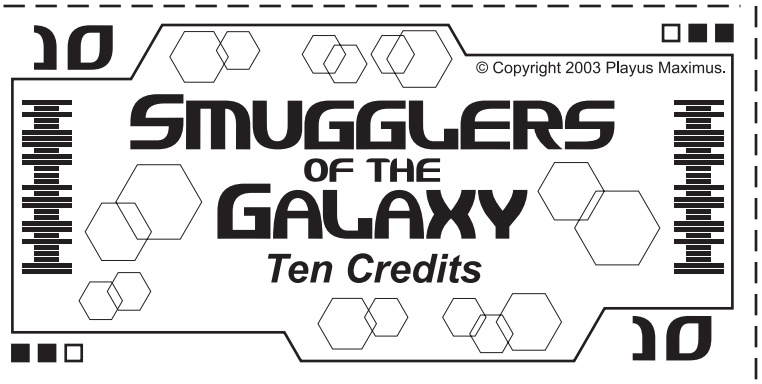
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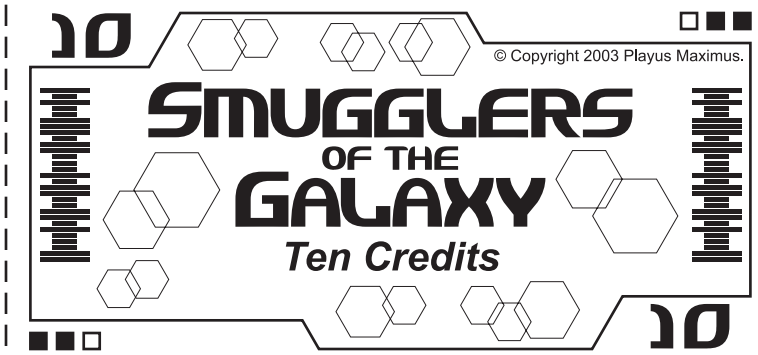
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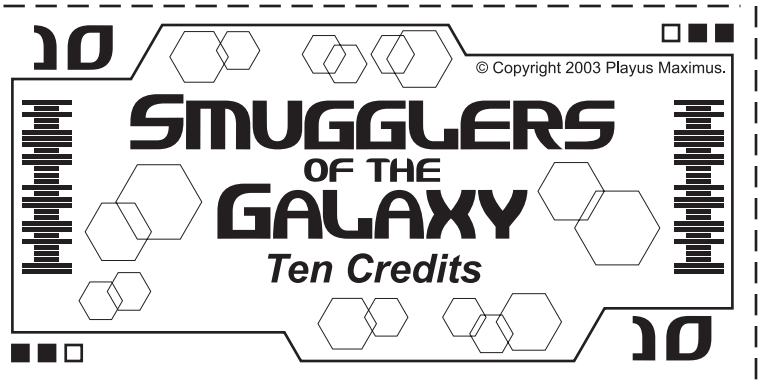
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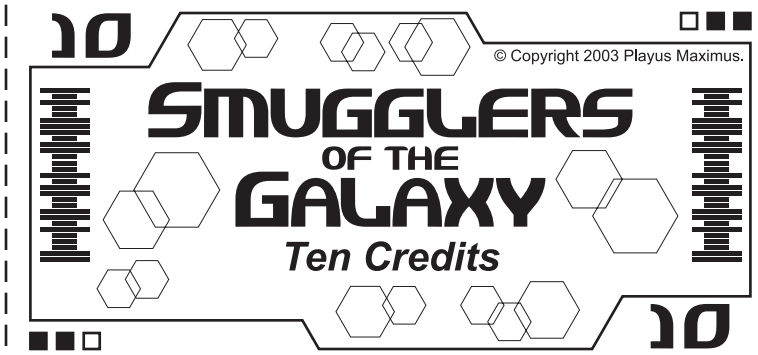
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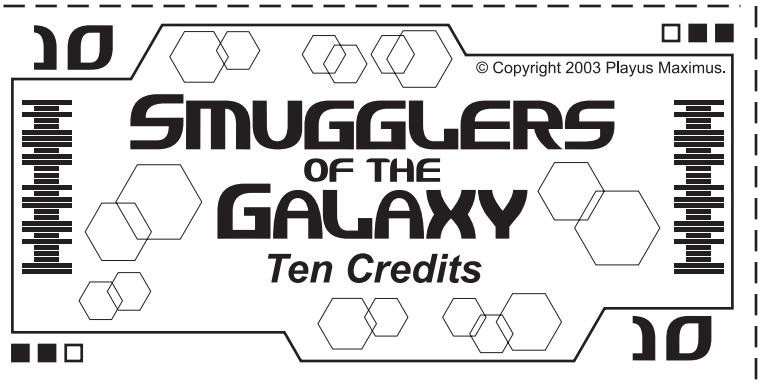
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