

## **HYPERSPACE SMUGGLER 14.0**

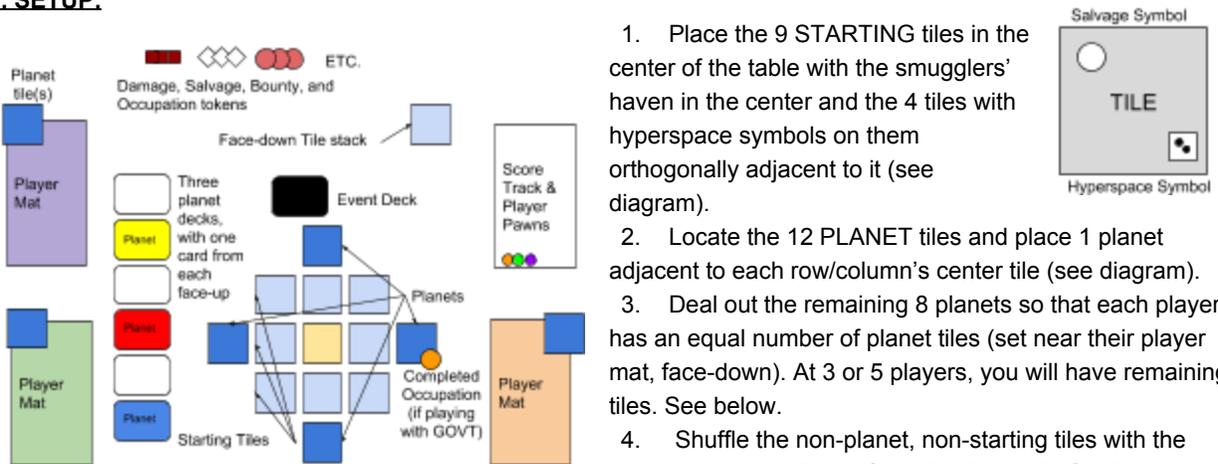
By Greg Loring-Albright / gregisonthego@gmail.com / 2-5 players / 60-75 minutes / ages 12+

*The galaxy is a wild place, especially since the repressive government took power. Play as a new-to-the-trade smuggler or government agent. In either case, you'll have to learn the space routes, power your finicky old ship, and dodge encounters with other players as you compete to deliver (or impound) valuable and sometime illicit cargo.*

### **I. COMPONENTS:**

4 smuggler ships, 1 government ship, 5 player pawns, 5 player mats, 1 score track, 10xD6, 20 salvage tokens, 24 damage markers, 12 occupation tokens, 15 bounty tokens (purple), 48 planet cards (3 decks of 16), 18 event cards, 53 tiles (9 starting tiles, 12 planets, 10 empty space, 2 wormholes, 5 each: asteroid field, nebula, slipstream, smugglers havens).

### **II. SETUP:**



1. Place the 9 STARTING tiles in the center of the table with the smugglers' haven in the center and the 4 tiles with hyperspace symbols on them orthogonally adjacent to it (see diagram).

2. Locate the 12 PLANET tiles and place 1 planet adjacent to each row/column's center tile (see diagram).

3. Deal out the remaining 8 planets so that each player has an equal number of planet tiles (set near their player mat, face-down). At 3 or 5 players, you will have remaining tiles. See below.

4. Shuffle the non-planet, non-starting tiles with the remaining planet tiles to form the tile stack. Set it near the

play area.

5. Shuffle the three planet card decks (separately) and set them near each other, revealing the top card of each and setting it near the deck.
6. Shuffle the event cards and create a deck consisting of the following number of face-down cards: **2 players:** 9 cards / **3 players:** 8 cards / **4 players:** 7 cards / **5 players:** 6 cards. Set aside the rest of the event cards. They will not be used this game.
7. Choose a ship and take a matching player mat. Place the score track near the play area. Place your pawn on the 0 space of the score track. Place your ship on the Smugglers Haven (center space).
8. Set all dice, cubes, tokens, and damage counters aside but within reach. Randomly assign a first player.

**NOTE:** If you are playing with 2 or 5 players, one player will have to play as the government. If you are playing with 3 or 4 players, you may play with all smugglers or you may have one player play the government See Appendix C for the government player's special rules and setup.

### **III. ON YOUR TURN:**

Play starts with the first player and moves clockwise. On your turn:

1. **Cleanup:** Remove any dice assigned to lasers (from a previous turn, if applicable).
2. **Charge your Systems:** Roll 3 dice. Assign as many of these dice as you wish to the areas on your player mat that are not covered by damage markers. Resolve each die's effect BEFORE moving on to assign the next die.
3. **Free Action:** Once during your turn (at any time, before or after resolving any die) you may do **one** of the following:

- a. **Fire boosters:** Make 1 non-hyperspace movement (move your ship from its current tile to any non-diagonally-adjacent tile). DO NOT spend a die to make this movement.
- b. **Reset systems:** Re-roll ALL unassigned dice. You MAY do this after you assign one or more dice.

Some tiles let you interact with them at the start of your turn, and you may opt to initiate combat if you share a tile with another ship(s) at the start of your turn (see combat). Remember, you must always resolve combats before interacting with tiles.

#### **IV. END OF ROUND**

After the last player has played, before the first player plays again, the round ends. Remove the previous event card (if any) from play. Reveal the top card of the event deck and read it to all players, following its instructions.

#### **ASSIGN DICE**

The core of the game is assigning dice to your player mat. This represents using your ship's power to fly, fire weapons, load cargo, and other functions. Whenever you assign a die, place a die that you have rolled onto an empty space that matches that die face on your mat. You may not assign a die to a space that is full, or onto a space that does not match the die.

#### **V. GAME END & WINNING**

When you would reveal an event card, but there are no cards left in the deck, you have reached the final round. Each player takes one more turn. Then the game ends.

At the end of the game, the player with the highest point total, as shown on the score track, wins the game.

If there is a tie, the player with the LEAST damage wins. If there is still a tie, HIGHEST cargo value onboard wins (count cards for printed value and salvage tokens for 1 point each). If there is still a tie, the game ends in a tie.

#### **VI. SCORING POINTS (smugglers)**

Every time you score a point, as soon as you score that point, move your marker forward on the score track.

- a. **Space Mapping:** Whenever you place a new tile, score 1 point.
- b. **Winning Battles:** Whenever you win a combat, score 1 point.
- c. **Claim Bounty:** If you defeat a smuggler who has a bounty, score 2 points per bounty IN ADDITION to your 1 point combat reward. See "bounties" below.
- d. **Selling Salvage:** Whenever you deliver salvage, score 1 point for every salvage token delivered.
- e. **Deliver Cargo & Passengers:** Whenever you deliver a cargo or passenger card, score the number of points indicated on the card (4-7 points).

**The GOVERNMENT player scores points differently! See Appendix C.**

#### **VII. PLANET CARDS**

**PICK UP:** Whenever you are on a planet, you may assign a die showing 4 or 5 to that planet. Note its color. If you do:

**EITHER** take the face up card next to that color planet deck (then replace it with the top card of the deck)

**OR** take the top card of the deck. Either way, place that card face-down in one of your cargo holds.

**CARRYING:** You may only carry as much cargo as your cargo holds allow. Each hold can carry 1 card or 3 salvage tokens.

**DISCARDING:** At any time during your turn, you may throw cargo out of your cargo holds. When you discard cargo/passenger cards, remove them from the game entirely.

**DELIVERING:** When you reach the destination shown on the card, you may assign a die showing 4 or 5 to deliver a single card. Reveal it to all players, advance your pawn on the score track equal to the point value shown on the card, and set the card aside (out of the game). You may only deliver one cargo per die assigned, but you may deliver multiple cards in one turn, if your dice allow it.

### **VIII. SALVAGE**

Whenever a tile with a SALVAGE icon on it is revealed, place a number of salvage tokens on that tile equal to the number of salvage icons.

**PICK UP:** Assign a die of any value to that tile while your ship is on that tile. Place **ALL SALVAGE TOKENS** (or as many as you wish to take) from this tile onto your player mat, in a cargo hold that has no cards and fewer than 3 other salvage tokens in it.

**CARRYING:** Three salvage tokens fill a cargo hold. If you assign a die to pick up salvage tokens from a tile, and there are more than you can fit, you must leave behind any salvage tokens on the tile your ship occupies.

**DISCARDING:** When you discard (not sell) any salvage token, place it onto the tile your ship occupies. You may do this at any point during your turn without spending a die.

**DELIVERING:** When you are on a Smugglers' Haven tile, assign a die of any value to the tile. Remove all Salvage tokens from one cargo hold per die assigned. Return these tokens to the supply. Score 1 point for each salvage token delivered.

### **IX. SPACE MAPPING:**

Since you are new to this sector, you are learning the space routes as you go. When you move off the edge of the "board" (the tiles already laid out), you expand the board.

1. Move your ship into the empty place you wish to explore BEFORE you roll to reveal a new tile.
2. EITHER:
  - a. Place the top tile of the tile stack.
  - b. Place one of the planet tiles that was assigned to you at the start of the game. Then, replace that tile in your "hand" with the top tile of the tile stack.
3. Either way, place the tile and score 1 point!

As soon as a tile with a salvage icon is revealed, place a number of salvage tokens on it equal to the number of salvage icons. See appendix B for special tile rules, notably, slipstreams.

### **X. COMBAT:**

You may only engage in combat with each other player once per turn. Resolve ALL combats BEFORE assigning any dice to interact with a tile (if applicable). Whenever you initiate combat with any ship on a tile, you MUST combat ALL ships on that tile. You choose in what order. Resolve combat as follows (the player whose turn it is is the Attacker, and the other player is the Defender):

1. **Prepare (optional):** Before triggering combat, the Attacker may assign one of their dice (any value) to lasers.
2. **Initiate Combat:** When your ship **MOVES INTO** a tile with another ship, combat is MANDATORY. When your ship **STARTS ON** a tile with another ship, you may spend a die of any value to initiate combat. This die is not assigned to lasers, though you may assign another die to lasers if you wish.
3. **Roll Dice:** Each player rolls 2 dice and chooses one (probably the higher of the two). If you roll "doubles," use the sum.
4. **Spend Laser Die:** If you have assigned a die to lasers, you may **discard** that die. ADD the die's value to your die roll. The ATTACKER makes this decision before the DEFENDER, if both players have dice assigned.
5. **Compare:** If there is a TIE, each player assigns 1 damage token to their ship. If there is no tie, the higher value, whether Attacker or Defender, wins. The winner must do one of the following:
  - a. Take 2 cargo bays' contents from the loser's ship onto your ship.
  - b. Take 1 cargo bay's contents and deal 2 damage.
  - c. Take no cargo and deal 3 damage.

6. **Score:** After resolving the outcome, the WINNER moves forward 1 space on the score track, and takes and scores any bounty tokens, if applicable. In the case of a tie, all bounty tokens remain in place and are not scored.

#### **XI. DAMAGE:**

Whenever an effect instructs you to assign damage, you must place a damage cube on your player mat (you always decide where any damage is placed on your mat, unless otherwise instructed). Cover one un-damaged square with a damage cube. You may not place a die on a space with a damage marker on it. If you are instructed to take damage, but all allowable spaces are full, do not assign a damage token. Instead, move -1 on the score track.

#### **XIII. BOUNTY TOKENS:**

When you take a bounty token, place it in the appropriate place on your player mat. If you would take a bounty token but there are no empty bounty spaces, simply stack tokens. There is no limit to how many bounty tokens you can have. When another player defeats you in combat and you have bounty tokens, they score ALL of these bounty tokens. They score their usual 1 point for winning the combat, AND 2 points PER bounty token. Discard bounty tokens to the supply after scoring them.

#### **APPENDIX A: SHIP FUNCTIONS**

*Place a die of the indicated value to take this action. These rules are replicated on your player mat.*

**LASERS: ANY:** Assign a die of any value to buff your combat roll. Leave it here until the start of your next turn. See "Combat."

**1: ENGINES:** Move from your current tile onto an adjacent (non-diagonal) tile or space. If you move into an empty space, place the top tile from the stack and resolve any special tile rules.

**2-5: HYPERSPACE:** Assign a die showing any value 2-5. Move your ship to any tile showing that die face.

**2-5: TILE INTERACTIONS:** Many tiles require a die assignment to interact with the tile. See tile sheet for more. You may never assign a damage token here. See "Tiles."

**EVEN #s: REPAIR:** Remove 1 damage token. You may never completely cover this option with damage tokens.

**ODD #s: POWER ROUTING:** Change 1 unassigned die to ANY result.

**6: WILD:** Do not assign. Change to the result of your choosing at any point, then assign.

#### **APPENDIX B: TILES**

*These rules are replicated on the tile reference sheet.*

- a. You may assign a die to a tile when your ship starts on OR moves onto into a tile.
- b. Resolve each tile's rule/choice/die-assignment after combat (if it occurs), but before assigning any other dice.

**Asteroids:** Assign a die showing 2 to dodge asteroids. If you do not, take 3 damage. You do not need to assign this die if you start your turn here.

**Smugglers Haven:** Assign a die showing any value to unload salvage (one die per cargo hold).

**Planet:** Assign a die showing 4 or 5 take a planet card matching this planet's color. AND/OR Assign a die showing 4 or 5 to unload cargo which lists this planet as a destination.

**Occupied Planet:** See Appendix C for interacting with a government-occupied planet.

**Nebula:** You must assign a die showing 3 if you wish to initiate combat in the nebula (this is NOT assigned to Lasers as a bonus). If there are multiple ships in the nebula and you initiate combat, you must combat them all.

**Empty space:** Nothing happens.

**Slipstream:** Move immediately onto the tile at the end of the arrow. If you would place a new tile, do so. You may choose which direction to point this tile when you place it. You may not place this tile so that it points to the "output" side of another slipstream. You may not place this tile so that it points to the tile you just left when exploring this tile. If you discover this tile, you must place another tile and score one point for each tile.

**Wormhole:** When there is only 1 wormhole on the table, treat it as empty space. When both wormholes are on the table, as soon as you enter a wormhole tile, immediately move your ship to the other wormhole tile. You may only do this once per turn.

### **APPENDIX C: Playing the Government**

*If you wish to play an asymmetrical game, one player can become the repressive galactic government! The government player follows all normal game rules unless these rules state otherwise. The Government play should ALWAYS play LAST in the turn order.*

#### **A: Government Setup:**

Take the Government Cruiser player mat and matching mini. After normal setup, before the first turn, place 1 occupation token COMPLETED side-up on the planet of your choosing. Then, place your ship on that tile. Place the rest of the two-sided Occupation tokens in a supply near your mat, not on the tiles or your player mat. When playing with 2 players: Remove 6 of these tokens from your supply.

#### **B: Government Scoring:**

- a. **Map Space:** 0 points.
- b. **Salvage:** 0 points. You may still pick up and/or discard salvage from/on any tile following usual rules.
- c. **Intercept Smuggler:** Defeat any smuggler ship in combat: 2 points.
- d. **Take Bounty:** Defeat any player with a bounty token: score 1 point per bounty token, in addition to combat score.
- e. **Occupation Underway:** Place an occupation token on a planet: 3 points.
- f. **Occupation Complete:** Complete the occupation (flip the token): 3 points.
- g. **Destroy Smugglers Haven:** See below. 8 points.
- h. **Apprehend Criminal/Contraband:** Deliver a WANTED PASSENGER or CARGO card to any OCCUPIED planet other than the one you picked it up at: Printed value on the card.

#### **C: Occupying Planets:**

Beginning and completing occupations is your most efficient way to score points, and it gives you more bases from which to operate.

1. **Pick Up Occupying Forces:** Whenever you are at an occupied planet, you may spend a die of any value to LOAD occupying forces. Place one occupation token per die assigned into a cargo hold.
2. **Begin Occupation:** When your ship is on a PLANET and have an OCCUPATION token on your ship, you can spend a die showing 4 or 5 to begin an occupation: Place the token onto the tile, IN PROGRESS side up and score. A planet with this token on it IS NOT an occupied planet.
3. **Complete Occupation:** If your ship is at a planet with an IN PROGRESS token, you may assign a 4 or 5 to flip that token to its OCCUPIED side. This is now an occupied planet. Any action you can take at one occupied planet, you may take at ANY occupied planet. Each planet may only ever have 1 token at a time (either side up) on it.

**Zero Occupations?** There may never be 0 planets with occupation tokens on them in play. If a card effect would remove the last occupation token (either side up) from the board, disregard that text.

**D: Attack Smugglers' Haven(s):** When you enter any SMUGGLERS HAVEN tile you MUST combat the station. Triggering this combat follows all usual combat rules (see combat). Another player should roll for the station. The station cannot assign a bonus die to lasers, but you can. If the station wins, or if there is a tie, you take 2 damage. If you win, assign 1 damage to the station (place a damage token on the tile). This damage does not limit its functionality, but as soon as a Smuggler Station has 3 damage, it is destroyed: Replace this tile with the top tile from the stack, or from your hand of tiles. Place 3 salvage tokens on this tile in addition to any salvage icons.

## E: Smugglers & The Government

The government's presence as a player in the game provides new opportunities and limits to the Smuggler players, particularly when it comes to occupation tokens:

1. **Smugglers Enter Occupied Planets:** Whenever a Smuggler ship enters a planet that has a COMPLETED occupation token on it, they must roll two dice.
  - a. If their roll **equals or exceeds** the total value of points in their cargo holds (cards + salvage), they enter undetected, and can interact with the planet normally.
  - b. If their roll is **less than** the total value of points in their cargo holds (cards + salvage), they are recognized! They immediately take 1 bounty token and 2 damage, AND if they load or unload any WANTED cards, they take 1 damage per WANTED card loaded or unloaded.
2. **Smugglers Sabotage Occupations:** A smuggler at a planet with an occupation token may assign a die of any value to "tile interaction" to sabotage an occupation. This sabotage automatically succeeds. If the occupation is **complete**, they must perform the steps above to enter the tile FIRST.
  - a. COMPLETED OCCUPATION: flip the occupation token to its "in progress" side and take a bounty token.
  - b. IN-PROGRESS OCCUPATION: remove the occupation token from the tile entirely (return it to the supply, not to the government ship) and take a bounty token. You may not remove the last occupation token that remains on the board.