

S.P.A.C.E.

Criminal syndicates have always found profit and prestige through their schemes of vice and villainy. In the distant future, when humankind have colonized the stars, they will still be at it: Hallucinogens. Gun running. Cybernetics. Mind control. And as ever, the scoundrels and smugglers will make it all happen. Hungry for their slice of the pie, they do the dirty work, rising in stature with each job, but none is truly master of their own fate. Only one syndicate will accomplish its nefarious goals, and the small-timers must choose their masters wisely, for there are no rewards to loyalty when you have served the wrong one. As you climb the slippery pole around which the galaxy revolves, remember: There is no honor among thieves. There are only the schemers and schemes of S.P.A.C.E.: Scoundrels and Pirates Affiliated with Criminal Enterprises.

The game's components:

- 1 interstellar game board
- 1 scoreboard
- 6 ship tokens
- 6 ship sheets
- 6 colored six-sided dice
- 48 contract cards (+3 blank cards)
- 76 green cantina cards
- 84 purple cantina cards
- 60 red cantina cards
- 9 blank cantina cards (3 of each color)
- 20 bribe cards
- 54 encounter cards
- 31 damage tokens
- 1 1st Player token
- 1 dockyard token
- 1 black six-sided die

S.P.A.C.E. is for 2-6 players. Each player captains their own spaceship, smuggling cargo between inhabited planets and space stations for the four criminal syndicates. Success earns reputation and favors. The game ends when a player completes a syndicate's 8th delivery. The winner is the highest-reputation player affiliated with that syndicate.

Ship tokens represent the location of each player's ship on the game board. Ship sheets show the configuration of a player's ship and its cargo, the crew, the items and favors they have collected, their reputation, and their affiliation.

The game board depicts 29 locations—18 destinations (planets or space stations)—and the 11 regions of deep space that connect them. A sector is a region of deep space and any directly connected planets or space stations. Blue sectors are **patrolled** space, where the presence of the authorities is strong. Yellow sectors are **unpatrolled** space, where even the long arm of the law struggles to reach. Players expend one movement point to move between adjacent locations.

Each sector has at least one destination where a cargo can be picked up or delivered. These destinations are marked according to their lawlessness: **green** is heavily policed, **red** is largely outlaw, and **purple** is in between.

Game Components

There are several types of cards. **Encounter** cards describe events that befall each player at the start of a turn and are tied to the player's location on the board. Each encounter card has five potential events that correspond to the three types of destinations (green, purple, and red) and the two types of deep space regions (patrolled and unpatrolled).

Contract cards describe the smuggling jobs requested by the syndicates. When revealed, a contract is placed face-up on its location of origin for later pick up, unless there are other instructions.

Cantina cards consist of crew, ship systems, small items, favors, and the like. There is a dedicated cantina deck for each color of destination. When an encounter instructs a player to "draw a cantina", they draw from the deck matching their current destination. If in deep space, they draw from a deck that matches one of the connected destinations. The **Bribe** deck offers unique and powerful cantina-like cards.

Damage tokens are placed on ship systems or crew members to indicate when they have taken damage; these tokens say **injured** on one side and **disabled** on the other. During ship combat, ship systems in bays on the ship sheet can absorb one point of damage. This damage renders the ship system **disabled**, and its abilities/bonuses cannot be used until it is repaired.

Crew members take damage during **melee** combat (**brawls** and **boarding actions**).

Unlike ship systems, crew can absorb two points of damage. After the first, a damage token is used to indicate they are **injured** but they are otherwise unaffected; after the second, they are **disabled** and cannot fight or provide abilities/bonuses until they regain consciousness (i.e., recover to injured or full health).

Each player also has a die color-matched to their ship to track their **reputation**. When **affiliated** with a syndicate, they place the die on the syndicate's symbol on their ship sheet, which also summarizes the bonuses a player receives when they are affiliated with a given syndicate.

The **black die** is kept to the side of the board and rolled to resolve certain abilities and other events.

Grudge tokens are used on the ship sheet to mark when players get a grudge from a syndicate. Players may not deliver to, or affiliate with, a syndicate from which they have a grudge.

The **scoreboard** tracks how many deliveries have been completed for each syndicate. When a delivery is completed, that contract card is placed on the syndicate's track. The game ends immediately when a syndicate's eighth delivery has been completed (although certain events, like **brawls** or some bribes, can preempt an attempted delivery). If two syndicates are in a **feud**, a grudge token is placed on the appropriate feud indicator on the scoreboard. Being affiliated with one of the syndicates in a feud earns a player a grudge from the other feuding syndicate.

Setup

Deal each player a crew member from the purple cantina deck to be their captain and a +1 hyperdrive and a blaster pistol from the green cantina deck, which they place on their ship sheet. Place one contract per player on the board, and place each ship, and the Dockyard, at a random green planet. Shuffle all the decks.

The **1st Player token** signifies who goes first in each phase of a given turn. When the turn ends the 1st Player card passes to the right. Each turn consists of three phases: (1) **Encounter**, (2) **Movement**, and (3) **Delivery**. Each player plays the current phase, in turn, before moving to the next phase. Play proceeds to the left.

Encounter Phase

At the start of this phase, any disabled crew members recover to injured.

Each player, in turn, reads and resolves an Encounter card. If they draw small items or favors from the cantina, they place them face-down in the appropriate location on their ship sheet (**captain's log**, **weapons locker**, or **storage locker**). Ship systems and crew members may be placed face-up in an **open bay** on the ship sheet. If a player does not have an open bay, cards may be placed in the captain's log. If an encounter's circumstances do not apply, disregard it.

Movement Phase

In the **Movement** phase, players can move their ships, visit the Dockyard, trade with other players, pick up cargo, and fight. Ships have at base movement of 3, which ship systems or other bonuses can increase.

If at any point during their Movement phase a player is at a location with an open contract, they can pick it up and place it in an open bay to represent taking on a cargo. Picking up a contract does not require movement, but a player may only pick up one contract per turn.

During movement, if two players are at the same location they can agree to **trade** cargo or small items while one of the two players is taking their turn. Players cannot trade crew or favors. If at the Dockyard the players can trade ship systems.

Dockyard

The location of the **Dockyard** is represented by the dockyard token. If a player visits the Dockyard they may perform one or more of the following actions, in the order below, after which their turn is over:

1. Return any unwanted ship system(s) or crew member(s) on their ship to the bottom of the deck they came from.
2. View two green cantina cards. They may choose one to keep if they discard one ship system, one crew member, or two small items (any of which may be in ship bays and/or in the captain's log).
3. Place ship systems or crew from the captain's log face-up in open bays on the ship sheet.
4. If there are no open contracts on the game board, reveal one. (Tip: it can be advantageous to visit the Dockyard when last player because you can often pick up the revealed contract on the next turn when you move first.)

Ship Combat

There are two ways a player may initiate **ship combat**, either of which requires the attacking player has a positive attack value and/or a forced boarding weapon:

1. **Intercept:** When a player moves into a region of deep space where another ship is already located, or by expending two movement points if another player is already located in the same region. If multiple ships are present the attacking player may choose who to attack.
2. **Ambush:** While already at a purple or red planet or space station, upon another ship's arrival or departure. If multiple players are in a position to ambush then combat is resolved bilaterally—starting with the next player in the turn order and proceeding until all potential ambushes are resolved. A player does not have to declare their intent to ambush until any preceding combat is resolved.

Ship combat is resolved in a series of rounds during which both players calculate and take damage simultaneously (i.e., attack values are calculated before systems are damaged). For ambushes, only the attacker inflicts damage in the first round.

The inflicted damage is determined by adding up attack bonuses and accounting for player's defensive bonuses. These bonuses come from ship systems, crew abilities, and small items; they may also be situational (e.g., some armor only defends against certain weapons).

Each player decides how to allocate damage taken by their ship but does not have to allocate more damage than they have functioning ship systems (i.e., extra damage is wasted). In lieu of damaging a ship system a player may instead destroy a cargo (return the card to the bottom of the contract deck).

After allocating damage, ship systems may be repaired using suitable abilities/items. Players are allowed to make repairs in the same round a system is damaged, thereby extending ship combat.

The attacker may now choose to end ship combat, which they must do if they have no remaining attack value and/or a functioning forced boarding weapon. If the attacker ends ship combat, the player whose turn it is may continue to move.

If the attacker chooses to continue the defender may attempt to escape. They succeed on a roll of 6, but this may be modified by ship systems (including forced boarding weapons), crew abilities, etc. A defender may also damage hyperdrives to gain a single-round escape bonus. If the escape is successful, the player whose turn it is may continue to move.

A player may not intercept or ambush the same defender twice in the same turn.

If the defender fails an escape attempt and the attacker used a forced boarding weapon, the attacker may proceed straight to a boarding action, even if the defender still has operational ship systems.

If defender fails an escape attempt and does not have any operational ship systems, then the attacker may initiate a boarding action. If the attack was an ambush, they have an additional option: they may prevent the opposing ship from either arriving at or departing the destination, whichever they were attempting. In the case of a failed arrival attempt, the ambushed ship remains in the adjacent region of deep space.

Melee

There are two types of **melee**: boarding actions and brawls, which occur between the crews (including Captains) of two ships at the same location.

- An attacker who wins ship combat or successfully uses a forced-boarding weapon may initiate a **boarding action**.
- A player may initiate a **brawl** before or after exchanging items in a trade.
- A player may initiate a **brawl** during the delivery phase, when another player attempts to deliver cargo (including if they are exchanging one cargo for a new one drawn from the deck).

At the start of each round of a boarding action, the players may equip any conscious crew members with firearms, explosives, and small items from their ship. In a brawl, crew are equipped at the start of melee and may not retrieve additional items from their ship in subsequent rounds. Crew may be equipped with unlimited supplies, but in the absence of other instructions, each crew member can use one firearm and throw one explosive per round. Each crew member can use one Medkit per melee.

Once both players have equipped their crew they calculate their boarding modifiers. As with ship combat, hits are taken by both players simultaneously, but unlike an ambush the attacker and defender both participate in all rounds. Each crew member may only take one hit point of damage per round; any excess damage is wasted. Players may use items or abilities to improve crew health the same round damage is taken (even if the crew member with the ability is about to be disabled), thereby extending melee.

The attacker may end a melee at the end of any round. A melee also ends if one or both crews are completely disabled.

Once the melee is over, each conscious, victorious crew member may pillage one small item. In a boarding action they may choose from any item on the loser's ship; in a brawl, they can only steal equipped items.

In a boarding action, the winning player may also steal a cargo from the losing ship (only one per boarding; and the winner must have an open bay in which to hold it).

In a trade brawl, the winner may also steal a single item brought for trade.

A player may continue with their turn after ship combat and/or a melee; however, the ship must have a conscious crew member, and it is limited by its remaining movement and any damage it may have sustained during combat. For example, if a ship that started with 4 movement was ambushed before using any but ship combat damaged a hyperdrive and reduced their movement to 3 they may now only move 3.

Delivery

In the **Delivery** phase, players may deliver cargo(s). To make a delivery, a player must have at least one conscious crew member, have a cargo aboard their ship, and be at one of that cargo contract's delivery locations. Each player makes any deliveries in turn order, starting with the first player.

Alternatively, when a player would otherwise be entitled to deliver a single, given cargo, they may instead bury it (i.e., return it to the bottom of the contract deck) and draw a new card to replace it.

Before making a delivery, or burying a cargo, a player later in the turn order, and at the same location, may initiate a **brawl** to attempt to stop it and/or steal the cargo. If multiple players are able to initiate a brawl each one is resolved in player order.

If the attacker wins, the defender does not deliver/bury any cargo, and the attacker may steal one of any attempted deliveries. Any undelivered, unburied, or un-stolen cargos are returned to the defender's ship.

An attacker who successfully steals a cargo may return it to their ship (if-and-only-if they have an open bay to store it in). If they do not have space to store it, they must attempt to deliver/bury it on their turn.

When a player successfully delivers a cargo, the contract card is placed face up on the score board underneath the appropriate syndicate's icon to track its progress toward the required eight deliveries. The player is compensated by drawing from the cantina deck of the color specified on the contract card. Ship systems and crew may be placed

in the captain's log or installed immediately, if the player has an open bay.

After a player's first delivery, they place a die on their ship sheet, with 1 facing up. This represents their reputation as a smuggler. Subsequent deliveries increase a player's reputation by one point apiece, to a maximum of six.

A player's reputation is important when making a **rep check**. A rep check fails when the player rolls equal to or lower than their rep. Without modifiers, this means a player who's never made a delivery will never fail and a player with a rep of 6 will always fail.

Affiliation

All players start the game **unaffiliated**, and any unaffiliated player can pick up and deliver cargo for any syndicate. However, **affiliation** with a single syndicate promises lucrative benefits and a chance at victory—at the cost of some freedoms.

Upon making a delivery for a given syndicate, a player may remain freelance or immediately affiliate with them; however, upon reaching a reputation of four, an unaffiliated player must affiliate with the syndicate they just delivered for.

To affiliate, a player moves the die showing their reputation to the appropriate syndicate's box on their ship sheet; it now represents their reputation within that syndicate. A player's reputation continues to increase by one for every delivery they make to their syndicate, to a max of six.

Upon affiliating, a player views one card from the **bribe** deck for each point of

reputation they possesses. They choose one to keep and discard the others.

When delivering to their own syndicate (including on the turn they choose to affiliate), players view one cantina card per point of rep. They then choose one to keep and discard the others.

While affiliated with a syndicate, a player receives its bonus ability:

- *Fidanza*: may pick up multiple contracts per turn
- *Semyorka*: may move after visiting the dockyard
- *Allmacht*: may repair one ship system per turn
- *Anubis*: +1 movement

The benefits of affiliation are balanced by reduced freedom, as players may only make deliveries to their syndicate, with two exceptions:

- Affiliated players may bury cargo without penalty and regardless of the syndicate associated with the delivery location.
- An affiliated player may make a delivery to another syndicate if they change their affiliation to that syndicate. The player moves their rep die to the new affiliation box (they do not gain more rep) and earns a grudge from their former syndicate. View one reward (per the contract) and one bribe per point of rep and keep one.

When a syndicate holds a **grudge** against a player it means the player is prohibited from affiliating with that syndicate. If two syndicates are in a feud, being affiliated

with one of them earns a player a grudge from the other, regardless of when the feud started or when the player affiliated.

Turn End

At the end of the Delivery phase, the 1st Player rolls to determine the location of the Dockyard during the next turn:

1. Metis Prime
2. Surya II
3. Lambda III
4. Aeron IV
5. Lokasenna V
6. The Dockyard does not move

After moving the Dockyard, pass the 1st Player card to the right. The next turn begins with the encounter phase and play proceeds to the left (clockwise as viewed from above).

Game End

The game ends immediately upon delivery of a syndicate's 8th cargo contract. The winner is the player with the highest rep in that syndicate. If two players are tied for the highest rep in the winning syndicate, then the player who made that syndicate's last delivery wins the game.

The player making the 8th delivery gains reputation as normal, but there is no need to draw rewards, as the game is over.

No players may play bribes after the 8th delivery is final, but players may play bribes (or other favors) upon another player's declared intention to make the 8th delivery, potentially causing that player to reconsider or otherwise affecting the outcome.

RULES SUMMARY

During each phase, each player goes in turn, starting with holder of 1st Player card. Play proceeds to the left (clockwise).

1. Encounter Phase

Disabled crew recover to injured.

Draw and resolve encounter cards based on each ship's location.

Place cards drawn in appropriate locations on ship sheet: ship systems and crew in open bays or captain's log, favors in captain's log, weapons in weapons locker, other items in storage locker.

2. Movement Phase

With at least one conscious crew, may expend movement and/or pick up a cargo.

If visiting Dockyard: expend all remaining movement to do one or more of:

- Uninstall ship systems and/or fire crew.
- View 2 Cantinas; keep 1 if you discard 1 ship system, 1 crew, or 2 small items.
- Place ship systems or crew from the captain's log face-up in open bays.
- Reveal a new contract if there are no open contracts on the board.

Ship Combat: Attacker only in first round of an ambush. Disable ship systems and/or destroy cargo to take damage. Use abilities/items to repair ship systems. Only attackers may withdraw. Defender escapes on a 6+.

Intercept - Move into the same deep space location where another ship is located.

Ambush - Upon another ship's arrival at or departure from attacking player's location.

Melee: Each crew member may lose only one hit point per round. Injured crew fight normally but are disabled upon taking a second point of damage.

Boarding Actions - After winning ship combat, attacker may board.

Brawls - An attacker may initiate a brawl before/after trading or during a preceeding player's delivery phase.

3. Delivery Phase

May affiliate with a syndicate upon completing a delivery to it; if you do, view 1 Bribe per rep and choose 1 to keep.

If a player reaches 4 rep with a delivery, they must affiliate with that syndicate.

Upon delivery of a cargo: If unaffiliated, +1 rep and draw 1 reward. If affiliated with the syndicate, +1 rep and view 1 reward per rep, choosing 1 to keep. If affiliated with a different syndicate, affiliate with the new syndicate at +0 rep, view 1 reward and 1 bribe per rep and choose 1 of each to keep, and receive a grudge from your old syndicate.

Instead of delivering to a syndicate, a player may also exchange it for another draw.

Roll to determine the Dockyard location for the next turn. Pass 1st Player card to the right and proceed to next turn.

Game ends upon delivery of a syndicate's 8th contract. Player with the highest rep in that syndicate wins. In a tie, whoever made the syndicate's last delivery wins.