

GAME OVERVIEW

Core Space is played in a series of narrative missions. Your group of Traders will be presented with a set of objectives and a map of the area, showing how to set out your terrain. They will need to venture out from their ship, complete the objectives and get back to safety. Objectives may be to collect intel from a local civilian, sabotage equipment, or simply scavenge enough to trade for supplies.

It is up to the players whether they want to work cooperatively with the other crews in the area, or attack them and try to take the objectives for themselves. It's not quite that simple either; allegiances may change as the game progresses as one player realises they need help to escape!

During each round of the game each crew will alternate taking actions with their Traders – moving, shooting and exploring the board. The Traders' abilities are tracked using the game's unique Character Dashboard, and the success of their actions is determined by rolling the various dice.



When the Traders have taken their actions, it's the NPCs' turn. NPCs are non-player characters controlled by the game's mechanics. The most common NPCs are the Purge – the deadly alien enemy sent to destroy all life – but you may also encounter unpredictable Civilians. The game's expansions include even more NPCs to spice things up!



While all of this is going on, the game's Hostility level will be rising. As each peg is placed into the Hostility Tracker, the Purge will become even more dangerous, as will the unpredictable events coming out of the game's event deck each round.



COMPONENTS

Here you will find reference images of the game's components. These will be explored in more detail in the coming pages.

Crew of the Black Maria



Jace Lars Renton Beck

Crew of the Ion Hope



Arianna Roykirk Gak Tirgarde

Purge



Harvesters



Devastators



Assassin Live One

Civilians



Clip Bases

These are supplied in two colours and will fit over the bases of your miniatures to easily tell them apart during a game.



Turn Counter

This counter is based on a Galactic Credit. It is used to mark the controlling player in each round, but can also be flipped like a coin during games to make decisions such as who goes first.



FLORENCE

Florence is the Trader term for Universal Assets (UA), Galactic Credits or indeed any form of currency. It is a slang word derived from the term cash-flow, leading to the well-known Trader phrase, "to go with the 'Flo'", in other words to always follow the money. Many Trader captains carry old coins in a superstitious belief that it will help them navigate the dangers of Core Space. The Turn Counter represents the coin many captains carry.

Event Cards



Range Ruler

This is double-sided – one side showing movement distances, and the other for shooting.

Entry Point Markers



Kill Point Counter



Dry-Wipe Pen

You will need one of these if you are playing a campaign, allowing you to write on your Character Boards to show your Traders' advancement.

Chance Die

This is used for randomising various game effects, and is also used for activating Civilians.



Combat Dice

These are used for attacking enemies. The blue die is always used first, adding the red dice for more powerful attacks.



Purge Die

This is used to determine the number of Purge characters that will arrive on the board – 0, 1, or 2.



Target Counter

This is used to mark a point on the board, such as for a blast weapon.

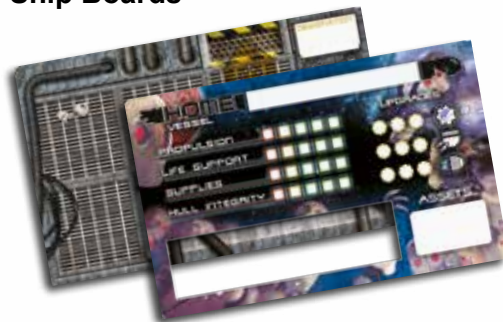


Trader Boards

These boards are double sided – one side is a playable Trader, and the other a Civilian NPC.



Ship Boards



Purge Board



Hostility Tracker

The Hostility Board fits into the Hostility Tracker.



Crew Dashboards



Token Pouch/Equipment Tokens

These represent the various weapons and items that you will find in Core Space. Most of the tokens can be stored together in the token pouch, but there are some that you should keep separately and only use when instructed:

- Large rectangular tokens
- Green objective tokens
- Rare items – any tokens with the  icon on the back



Pegs

The pegs are used in the Hostility Tracker and Crew Dashboards to track various statistics and effects.



Search/Reminder Counters

These are double sided. They are placed on the board during the game  side up to show that a location has been searched. On the other side, the  and  are used to remind you of certain game effects – blue for positive effects such as extra actions, and red for negative effects such as missing your turn.



Activation/Assistance Counters

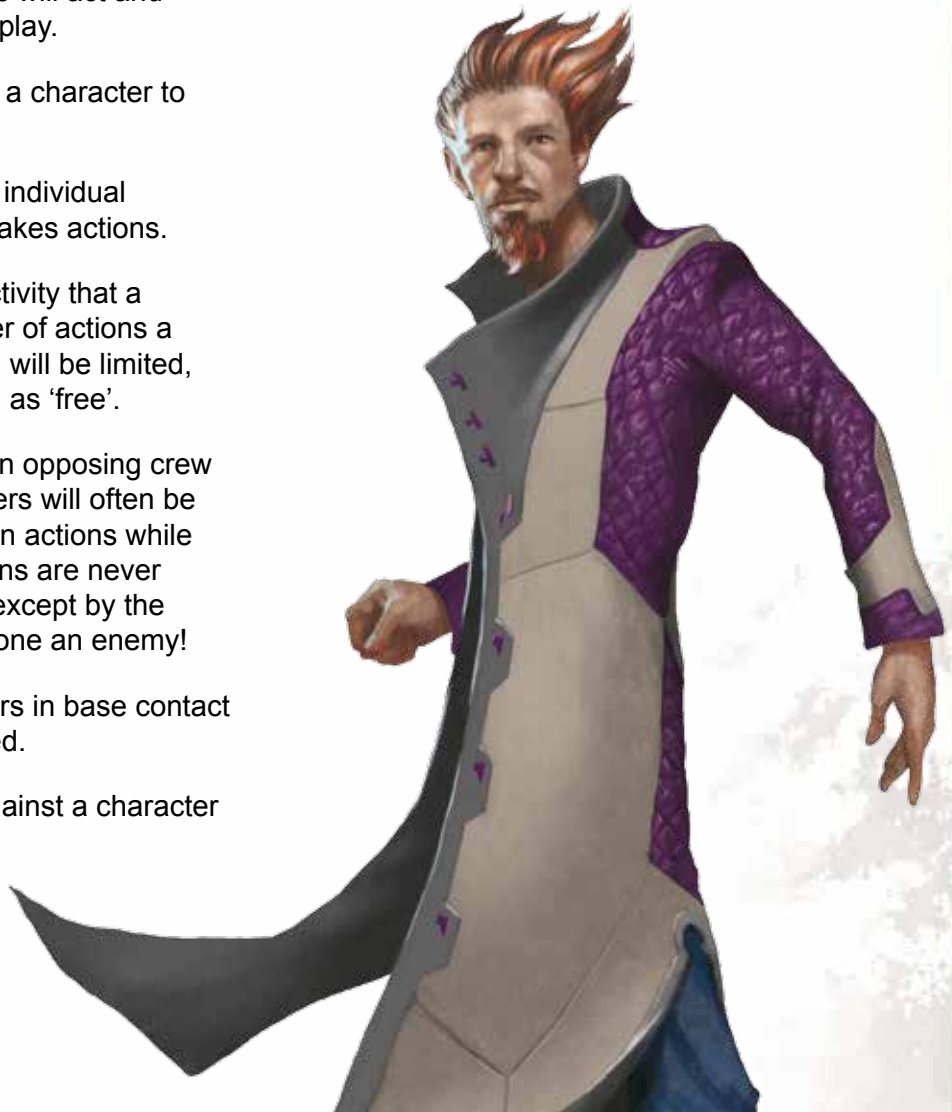
These are double sided. They are placed on a Character Board  side up to remind you that a character has activated. On the other side, the  is used to mark a character that has been defeated and needs help.



GLOSSARY

Throughout this book you will see certain words that have a specific meaning within the context of the rules. It will be beneficial to know them in advance, so they are listed for you here:

- **Player:** The real-life person controlling a crew.
- **Character:** Any single miniature.
- **Crew:** The group of characters controlled by a player.
- **Trader:** A character that is part of a player's crew.
- **NPC:** A non-player character controlled by the game's AI, including the Purge.
- **Rank:** The power level of an NPC. Higher-ranked NPCs tend to arrive after but act before lower-ranked ones.
- **Mission:** A single game of Core Space.
- **Round:** A collection of phases that repeat throughout the game, allowing all characters to act.
- **Phase:** A specific part of a round where certain groups of characters will act and certain rules will come into play.
- **Activation:** The prompt for a character to take their turn.
- **Turn:** The time in which an individual character is activated and takes actions.
- **Action:** A self-contained activity that a character does. The number of actions a character can take in a turn will be limited, unless the action is marked as 'free'.
- **Enemy:** A character from an opposing crew or group of NPCs. Characters will often be restricted from taking certain actions while enemies are nearby. Civilians are never considered to be enemies except by the Purge, who consider everyone an enemy!
- **Engaged:** Enemy characters in base contact with each other are engaged.
- **Attack:** A dice roll made against a character in order to inflict damage. Usually made via an Assault action, but attacks can be generated from other sources as well.
- **Target:** The focus of a particular attack or action.
- **Hit:** Potential damage represented by ☀ icons on the combat dice. Hits can be affected by rules such as armour and cover.
- **Damage:** Actual wounds sustained from hits after other rules have been accounted for.
- **Prone:** A character that has fallen or been knocked off their feet. The model will be laid on its side.
- **Defeated:** A character who is out of the game, at least temporarily. Defeated Traders are laid on their side but left on the board. Defeated NPCs are removed from play.
- **Scatter:** Moving a character or item in a random direction determined by the Chance Die (see page 13).
- **UA:** Universal Asset – the game's currency, used for hiring crew members and trading equipment between games.
- **May:** Any rule that uses the word 'may' is optional, and the player(s) can choose not to use it if they wish. Otherwise, all rules must be applied in full, if possible.

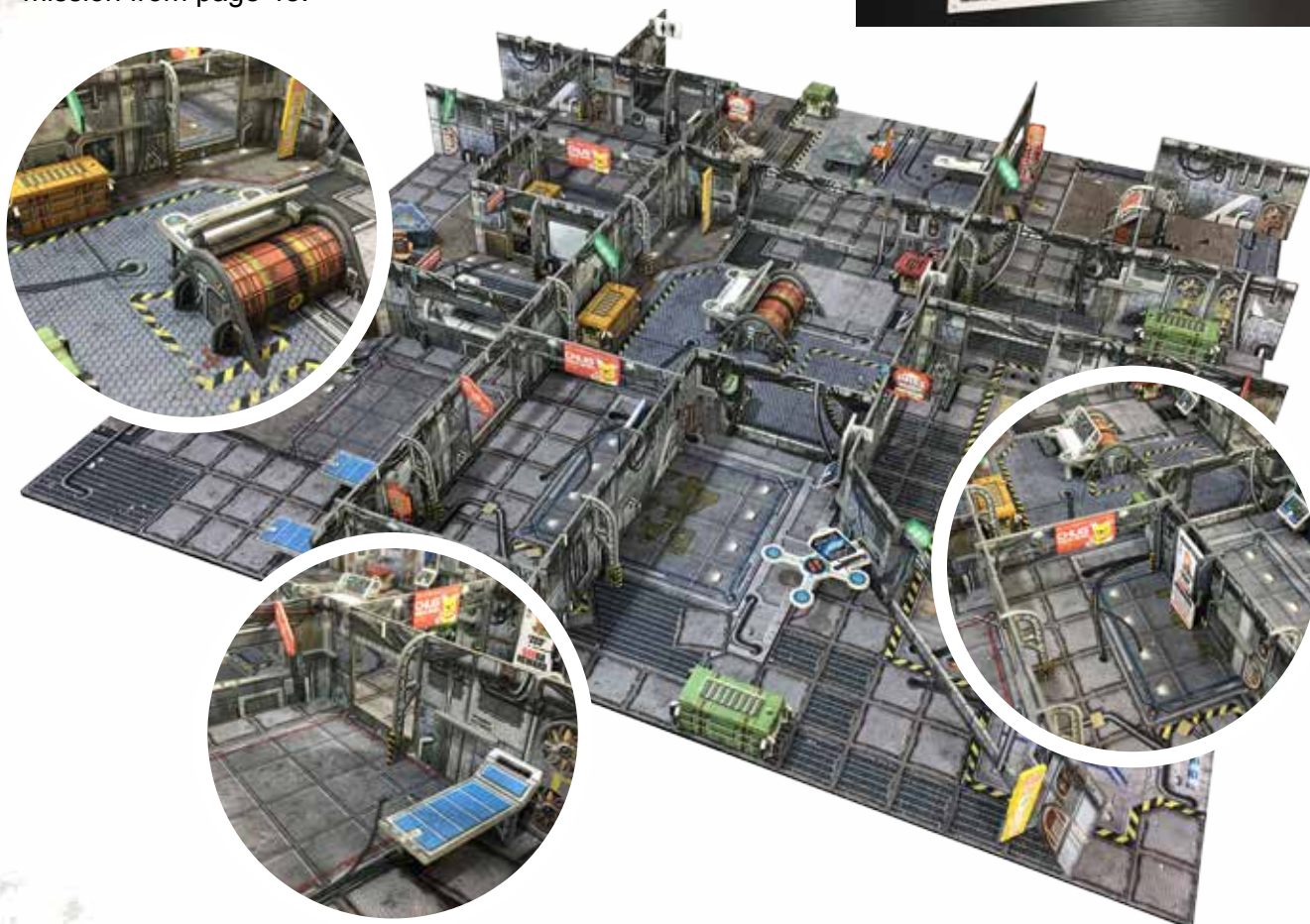


TERRAIN

The Core Space game is built to work with Battle Systems' modular terrain. It is made from sturdy full colour board and can be assembled without glue or prior hobby knowledge.

Before playing for the first time you will need to remove all of the walls, small terrain pieces, character boards and counters from the card sheets. Some of the small terrain pieces require basic assembly as shown opposite.

The Core Space starter set comes with enough terrain to fill a standard 2 foot by 2 foot gaming area, and to play all of the standard missions. Here is an example of the Salvage Run mission from page 48.



Each Core Space mission comes with a map showing how to set up the board. The large rectangular pieces are walls, and they are assembled in a simple grid to match the map, using the plastic clips provided.



The edge of the playing area is considered to be a wall for rules purposes, but you do not need to physically place walls around the edges.

Depending on the number of players available to help, you will need to allow approximately 20 minutes to set up the playing area before each game, and a further 10 minutes to set up the rest of the game components.

STANDALONE TERRAIN

As well as walls, Core Space also uses smaller pieces of standalone terrain. In the game these pieces are used to provide cover from shooting attacks and can also represent key objectives in your missions.



These standalone pieces often require assembly in order for them to stand upright on the board. The pieces simply push together, but may need to be bent or folded first.

These pieces of terrain have different uses in game.

Pieces such as a conduit, locker or bunk are intended to be fixed in place and will often clip onto the walls. These pieces can be used as cover but usually won't have any additional rules.



Conduit



Locker



Chair



Bunk

Smaller pieces such as chairs, tables and crates will still provide a limited amount of cover, but can also be moved around the board, if you wish.



Shopcounter



Workstation



Crates

Crates in particular are very important in the Core Space rules. Crates will usually contain equipment that your Traders can pick up and use. At the start of each game you will fill the crates with a random selection of items, and you will need to Search these during the game to see what you can find.

For video tutorials on how to assemble the components, and for the full range of Battle Systems terrain, please visit battlesystems.co.uk.



CREW DASHBOARDS

Each Trader has their own Board, which fits into the Crew Dashboard. The dashboard is split into four sections: Trader Board, Items, Class and Pegs.

TRADER BOARD

The Trader Board shows the Trader's statistics and personal details. Note that the reverse of the board shows the Trader in their Civilian guise. Their statistics will be covered on page 16.



CHARACTER SPECIES AND TYPE

The character's species is listed at the top of the board, and the type (Captain or Crew) at the bottom. Certain rules may refer to these attributes.

STATISTICS

These are depicted with a series of circles and include the character's Health, Action, Skill, and Career.

Health represents the character's toughness and stamina and shows how much damage they can take before they are defeated.

Action shows how many actions (see page 21) the character can make each round.

Skill shows how many specialised Skills (see page 32) the character can use in a game.

Career represents everything the character has learned during their time in the crew and affects how many Skills they can learn, as well as improving their other statistics later in a campaign (see page 58).

DEFAULT VS. POTENTIAL

You will notice that each statistic has some spaces filled out with an inner circle (**default**), and some left blank (**potential**).

Default spaces represent the character's starting abilities – the inner circles should be filled in with a dry-wipe pen at the start of a game.

Potential spaces represent the character's ability to improve in a campaign. These spaces can be filled in to add points to the character's statistics.

A character can never exceed their potential, but they can drop below their default!

POINTS

Points are the value of a character's total worth, used when selecting a crew (see page 50).

The Points value is located at the bottom left corner of the Character Board.

BASE ABILITIES

In addition to any Skills granted by their class, some characters also start with some Skills or abilities as standard, shown in the bottom left. Skills will be pre-marked with a certain level (see the Class Board) and work in exactly the same way. You may also see some additional icons, such as the one to the right, which are covered in more detail on page 16.



ARMOUR SLOT

The Trader Board has an area in the bottom right corner that may be punched out, leaving space for an item (see below), specifically, armour. Armour will grant additional protection to the character when attacked, and its rules will only apply when placed in this slot.

However, don't discard the piece that you have removed! Many characters have an additional base ability in this area which will be in effect whenever they are not weighed down by armour.

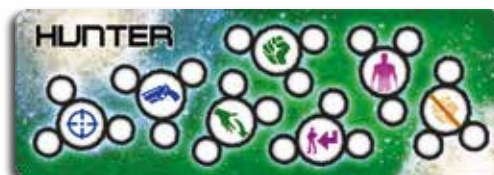
ITEMS

The items that a character starts with or collects during a game are stored here. There is an actual, physical limit – the character cannot carry more items than the tray can hold! Larger items such as rifles take up more space, so use this area wisely.



CLASS

The Class Board represents the character's profession and specialisation, and therefore the type of Skills available to them.



Each of the coloured icons represents a Skill (see page 94). The spaces around it can be marked with the dry-wipe pen to show the character's proficiency with that Skill, from Level 1 to Level 3. When selecting a crew (see page 50) the player will fill in a number of these spaces equal to the Trader's current Career points to

show their starting Skills. As the character's Career advances in a campaign, more points can be allocated to the Class Board to learn new Skills or upgrade existing ones.

PEGS

The statistics on the Trader Board are fixed during play, and the in-game action instead takes place down here. These holes are filled with the plastic pegs to show the fluctuating state of the character's abilities.

The top row shows the character's Health, using the green pegs. At the start of a game pegs are added to match the character's current Health statistic and pegs may be removed or added during the game as the character takes damage. If there are no pegs remaining on their

Board, the character is defeated. Unless stated otherwise, a character can never exceed their current Health statistic.

The second row shows the character's Skill, using the purple pegs. Like Health, this is set at the start of the game to match the Skill statistic. If there are no pegs remaining, the character may no longer use Skills.

The bottom row shows the amount of ammo carried by the character, using the yellow pegs. Characters always start the game with a full magazine of ammo, but this will change as weapons are fired and reloaded. If there are no pegs remaining, the character may not fire their ranged weapons.

EXAMPLE

- Arianna has a default Health statistic of 5 but the potential to raise it to 7. It is currently at 6.
- She has 2 default Actions, but the potential for 3.
- She has a default of 4 Skill points, and the potential for 6, with 5 marked currently.
- She has a default Career of 4 points, currently has 10 points, and has a maximum of 15!
- Arianna's base ability is the Reflexes Skill, Level 1.
- In addition, she has a  icon in her armour slot. If she is not wearing armour, she will be able to Move an extra inch.
- Arianna is carrying a *Common Pistol* and an *Energy Baton*.
- Arianna has allocated her 10 Career points to 7 different Skills in the Hunter class:
 - She is Level 1 in Marksman, Disarm, Ambush, Fade to Black, and Evade.
 - She is Level 2 in Combat Expert.
 - She is Level 3 in Weapons Expert.
- Arianna will start a game with 6 Health pegs (equal to her Health statistic), 5 Skill pegs (equal to her Skill statistic), and 7 ammo pegs (a full magazine).



KEY CONCEPTS

HOSTILITY

The Hostility Tracker is used to gauge Purge interference. The higher the Hostility, the more deadly and numerous the Purge become. The tracker increases by 1 point each round, marked using the black pegs, and will increase by a further 1 following the first shot fired by a Trader each round (if any), as the noise draws the Purge closer.

There are 7 Hostility levels:

- Relaxed
- Guarded
- Watch Your Back
- Cover Me
- Charge
- Kill Me
- Purge!

Each of these includes a number of icons indicating the character type(s) that arrive in the Purge and NPC Phases (see pages 34 and 38).

If an icon is followed by a number, that many characters will be placed. If the icon is followed by a die icon, roll that die to determine how many characters of that type will appear.

The Hostility level will also determine the effect of Event Cards each turn (see page 20).

If the Hostility level reaches Purge!, turn the Purge Board over to the 'Charged' side – from now on all Purge characters will have increased statistics.

THE HOSTILITY BOARD

You will notice that the Hostility Board has two sides. The side shown here should be used for any games using only the core set. The reverse side should be used when you want a bit more of a challenge and have incorporated the additional NPC and Purge types into your games.

ICON KEY



Harvester



Civilian



Devastator



Ganger



Assassin



Galactic Corps



Live One



Purge Die



Annihilator



Chance Die



Mother



COMBAT DICE

There are two types of combat dice; blue and red. These are mostly used for Assault (see page 23), but you may sometimes need to roll them for other reasons, as detailed in specific rules.

The blue die is **always** used as part of a roll. If only a single die is required, **only** the blue die is rolled.

If more than one die is required, all additional dice will be red. Red dice are not quite as powerful as blue dice.



There are two different icons on the dice:

- Each  icon is a **hit**.
- Each  icon is a **misfire**, and will often have an adverse effect.

Blanks are failures and have no effect.

CHANCE AND RANDOMISATION

In Core Space you will often be asked to choose a crew, Trader or item at random. This is done using the numbers on the Chance Die to generate a result. Ignore the icons and arrows on the die for these rolls.



This is a simple way of deciding random actions and keeps the game moving fast. If you come up against a situation not covered by the rules, or something that you can't decide on, just roll the Chance Die to see what happens.

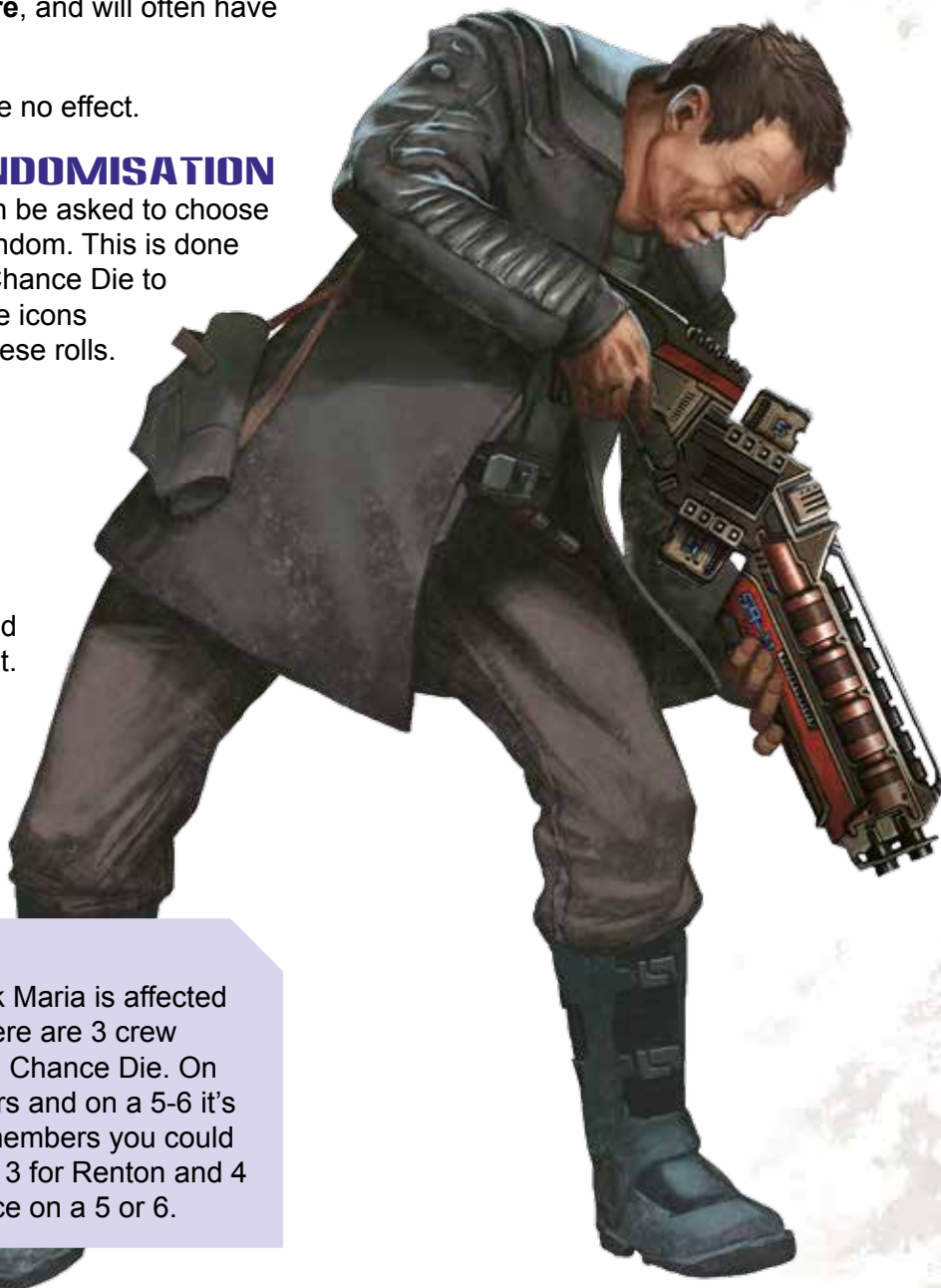
EXAMPLE

One member of the Black Maria is affected by a technical failure. There are 3 crew members in play. Roll the Chance Die. On a 1-2 it's Jace, 3-4 it's Lars and on a 5-6 it's Renton. If there were 4 members you could roll 1 for Jace, 2 for Lars, 3 for Renton and 4 for Beck, re-rolling the dice on a 5 or 6.

RANDOM DIRECTIONS AND SCATTER

The Chance Die can also be used to determine random directions – the chosen direction will be shown by the arrow on the die face after it has stopped moving.

Some rules will ask you to **scatter** an item or character. To do so, simply roll the Chance Die. The item or character in question is moved a number of inches from its current position using the number and direction shown on the die. If this would cause it to hit a wall, another model, or any other obstruction, it will move as far as it can and stop.



LINE OF SIGHT

There are various rules in Core Space that require miniatures to see each other, such as firing a ranged weapon. This is called **line of sight** (or LoS for short).

For a character to draw line of sight, you must be able to trace a straight line from the centre of their base to any part of the target character. You can use the range ruler to trace this line to ensure it is straight.



Bio-Tag Rifle

If you cannot draw a line to any part of the target without being completely obstructed by another character, wall, or a piece of terrain at least as tall as the target, line of sight cannot be drawn.

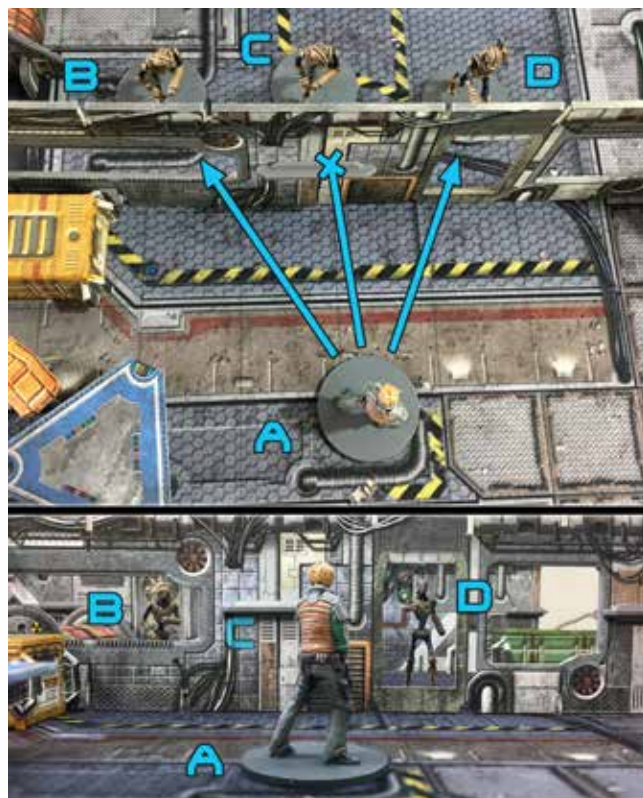
Note that all characters are considered to be the same height for LoS purposes unless they are Massive (see page 101), and the entire area above their base blocks LoS, regardless of their pose.

If you can only draw a line to part of the target, or the line is obstructed by a piece of terrain shorter than the target (such as a crate), check the cover rules on the next page to see if line of sight can be drawn.

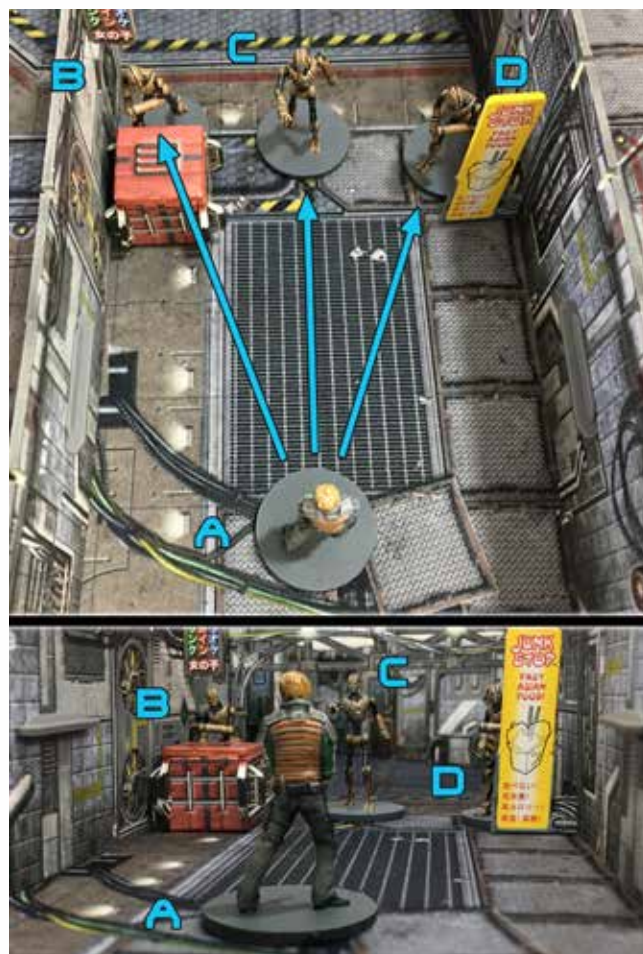


Magnum Pistol

The exception to this rule is that characters can ignore pieces of terrain shorter than themselves if they are in base contact (so a model in contact with a crate can fire over it without penalty for example). The same applies to other members of their crew in base contact – it is assumed that they will get their comrade to duck!



Character A's LoS to target B is only partially blocked as B can be seen through the window – refer to the cover rules. LoS to target C is completely blocked by the wall. A's LoS to D is clear.



A has clear LoS to target C. However, A's LoS to B and D is partially obscured by the terrain – refer to the cover rules.

COVER

Often terrain and walls will partially block line of sight, but enough of the target may be visible for a shot to be taken. In this case, the target is in **cover**. The amount of cover may have an impact on the attack or action being made as follows:

- If 25% of the target or less is obstructed, this is **insufficient cover**. Line of sight can be drawn as normal and no further rules will apply.
- If between 25% and 90% of the target is obstructed (such as them hiding behind a crate or bulkhead), this is **partial cover**. Line of sight can be drawn, but additional rules may apply (see Ranged Assault on page 26 for example, where partial cover will reduce hits by 1).
- If 90% or more of a target is obstructed, they are in **full cover** – line of sight cannot be drawn at all.



Insufficient
Cover



Partial
Cover



Full
Cover

Note that prone characters will be affected by cover based on their prone position, so a waist-high crate may provide full cover to a prone character.

If you cannot decide what type of cover a target is in, roll the Chance Die – on a 1–3 it's the larger amount of cover, and on a 4–6 it's the smaller amount.

RANGE

For most weapons line of sight isn't enough – they will also be limited by **range** – depending on the distance to the target the weapon may be more or less powerful, or be unable to hit at all. This is measured using the range ruler, from the edge of the shooting character's base to the edge of the target's base.

- **Short** range is up to 5 inches.
- **Medium** range is from 5–13 inches.
- **Long** range is 13 inches or more – anywhere further than the length of the ruler.

On page 17 you will see how this is shown on the weapon tokens.



EQUIPMENT, ICONS AND STATISTICS

Throughout Core Space you will see various numbers and icons – on Trader Boards, equipment tokens, or in this rulebook. Here is a quick guide to explain what they mean.

A full list of the game's icons can be found on page 101.

BASE ABILITY ICONS

Some Traders and other characters will have starting abilities that give them bonuses in the game. The most common ones are:

	Whenever making a Move action (see page 22), this character can move an additional number of inches equal to the number inside this icon. They are still limited to the 11 inch maximum.
	Whenever making a Close Assault action (see page 25), this player rolls dice equal to the number inside this icon when unarmed. If they have a weapon, they will use its dice instead.
	This character has a permanent physical armour value (see page 24) equal to the number inside this icon, when they are not wearing armour. If they wear armour, they use its value instead.
	When this character moves into contact with an enemy, it gets an immediate free Close Assault action (see page 25).
	Although you will see this icon on a few boards, for your first few games you can ignore it. It will allow the Purge to clamber over the scenery more quickly, and will them even more threatening! See page 101 for more details.
	Characters with this icon have their actions 'linked'. This means that any actions they take in their turn must be of the same type. For example, a character with two actions could move twice or shoot twice, but couldn't move and shoot in the same turn.

NPC STATISTICS

Unlike Traders, NPCs do not make complex actions or use items, so their statistics are much simpler. There are four values that you will see across all NPC Boards, whether it's the Purge or the lowly Civilians. These boards should be kept to the side of the playing area in view of all players.

	This is the number of actions that an NPC can take each turn. Note that NPCs do not always use their actions when they activate – see page 38.
	This is the number of dice that an NPC will roll for a Close Assault action.
	This is the number of dice that an NPC will roll for a Ranged Assault action. All NPCs can shoot at up to medium range, except the Purge who can shoot at any range.
	This is the physical armour value of the NPC and will modify any hits made against them.
	This value is used when Traders attempt to Persuade the NPC to do something. This is covered in more detail on page 29.

While some NPCs can carry items, they **cannot** use them – they will only use the statistics above.



EQUIPMENT TOKENS

Equipment is one of the most important features of Core Space, represented by the small square and rectangular tokens in the game – each of these is a weapon or more specialised item that can be carried by Traders as well as other characters.

You will notice that the tokens come in a variety of colours. This denotes their type, as follows:



Blue: Weapons – these will be held in your item tray and used to make Assault actions.



Yellow: Armour – can be held in the item tray, but its rules will only apply when in the armour slot.



Orange: Special Items – this covers any other equipment used during the game, from Ammo Mags, to Medi-Stims, to Sensor Goggles.



Purple: Non-combat equipment, such as money or ship parts – these items are not used during the game, but they will be very useful for trading and maintaining your ship when the mission is finished, so you'll need to allow space for them in your item tray.



Green: Objectives – these tokens are only used where specified in missions, to represent a vital asset that the crews are trying to retrieve. Usually a Trader will have to carry this off of the board to win.

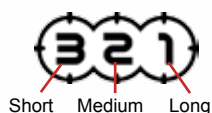


On the back of each equipment token you will see the cost of the item. This is used when trading in a campaign (see page 59).

WEAPON STATISTICS

Like characters, weapons and armour also have statistics, shown below. Many items will have more specialised icons as well. These will each be covered in the appropriate section of the rules and can also be found in the reference section on page 101.

RANGED WEAPONS



This is the number of combat dice used by the weapon in a Ranged Assault action (see page 26), at short, medium and long range respectively. If there is no number shown, the weapon cannot be used at that range.

CLOSE ASSAULT WEAPONS

This is the number of combat dice used by the weapon in a Close Assault action (see page 25), when making a standard or heavy hit respectively.



This is the number of combat dice used when throwing the weapon (see page 31). If there is no number shown, the weapon cannot be used in that way.

ARMOUR

Physical



A physical armour value will reduce the number of hits against the wearer by the value shown.

Shield



A shield armour value will reduce the number of hits by the value shown, but if the value is beaten the shield is inactive for the rest of the mission.

Combat

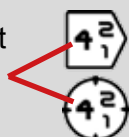


A combat value means that this armour allows the wearer to make Close Assault actions with it when unarmed. When using a weapon, they will use the weapon's dice as normal.

For more on armour, see page 24.

BLAST WEAPONS

This is the number of combat dice or effect used on the target of the attack.



The smaller numbers show the number of combat dice used on characters within 1 and 2 inches of the target respectively.

For more on blast weapons, see page 31.

SETTING UP THE GAME

Core Space is played using a series of missions – scenarios with pre-set objectives. These can be played as a continuous narrative (see Campaigns on page 52), but most people start out by playing one-off games. That's what we will set up here.

Note: Some missions may have slight variations on these set-up rules. If so, this will be stated in the mission briefing.

To set up a game, follow these steps in order:

1. Read through the Missions section of this book on page 44, or the mission briefings that come with other Core Space sets, and select the one you want to play. Each has a narrative intro to set the scene, which will help you make your decision. For your first game, we suggest you start with the Salvage Run mission on page 48.
2. Lay out the gaming mat(s) and terrain as shown on the map. However, do not place the cargo crates just yet. The Set Up Diagram for the mission (see page 45) will show how many of each token to put inside each crate. It may also specify certain 'Key Item' tokens to set aside before starting.
3. Take all the large equipment tokens from your collection and put them into the token pouch. Without looking, draw the number shown in the mission's diagram for each large cargo crate on the board and place the tokens inside the crate. The remaining large equipment tokens should be removed from the pouch and put back in the box – they will not be used for this mission.
 - Note that many missions call for specific tokens (usually rare ones) to be part of the random selection before the tokens are placed in the crates. See page 45 for more details.
4. Now place all the small equipment tokens into the pouch. Without looking, draw the number shown in the mission's diagram for each small and large cargo crate on the board and place them inside the crates as above. As above, be sure to include any rare or special tokens in this selection as detailed in the mission. Don't forget to put the lids back on. Leave the remaining equipment tokens in the pouch – they will be used during the game.
5. The players then take it in turns to randomly place the cargo crates onto the board in the positions shown on the map.
6. Choose which Events will be used for this game as detailed on page 45. Shuffle the Event Cards and place the deck face down at the side of the board.
7. Place the Entry Points around the board as shown on the map.
8. Place the Purge Board and Purge miniatures at the side of the playing area.
9. Decide between the players which NPCs will be used for this game (see page 45), and place their miniatures and Character Boards at the side of the playing area.
10. If there are two players, use the Turn Counter as a coin toss to determine which player will deploy their crew first. If there are more than two players, each player should roll the Chance Die. The player that rolls highest goes first (re-rolling ties). The winning player can choose any airlock door on the map to be their starting point. The other players then choose their starting points, proceeding clockwise around the table. Note that in a campaign, the winner of the previous game can choose their airlock door instead of rolling the Chance Die or flipping the Turn Counter.





11. Each player should now select their crew (see page 50, or pages 90-93 for the pre-made crews from this set).

The players place their dashboards in front of them with the appropriate Trader and Class Boards in place. Their Ship Board should be placed airlock side up (see page 55) in line with their chosen location, and the miniatures should be placed onto the Ship Board.

12. Each player should place pegs into their crew dashboards – Health and Skill pegs equal to the characters' statistics, and full magazines of ammo. Unless playing a Rescue Mission (page 46), pegs are always reset to their full values at the start of a game, even in a campaign.
13. Finally, it's time to start the game. The player that deployed last should take the Turn Counter – they will go first in the first round.

ENDING A MISSION

Missions will list various objectives, but these do not necessarily have to be completed to end a mission. Sometimes it will be all you can do to escape with your lives!

Unless specified otherwise in the mission briefing, a game will end immediately when all Traders are either defeated or are back on board their ships.

If one crew was entirely wiped out (all of their Traders were defeated), that player automatically loses.

Otherwise, in a one-off game, if the Primary Objective was completed, the player(s) that completed it are the winner(s). If it was not completed, the winner is the player with the most Traders still alive. If it's still a tie, add up the sale price of all of your crew's equipment tokens (the second number on the back of the token). The winner is the one with the most money.

Of course, in a campaign it's not quite so simple – you can lose a game but still come out on top in the end if you play it right! The campaigns section on page 52 will go into this in more detail.

ORDER OF PLAY

Each mission is played in a series of rounds, during which all characters on the board will get to act. Each round is broken down into the following phases:

1. Hostility
2. Trader
3. Purge
4. NPC
5. Assessment

1. HOSTILITY PHASE

As the game goes on, Purge interference will increase as they become aware of your presence. In this phase, start by adding 1 black peg into the first empty space on the Hostility Tracker.



Note: In multiplayer games, you must add 1 peg for every three crews, rounding up, so you would add 1 peg per round with 1-3 crews, and 2 pegs per round with 4-6 crews.

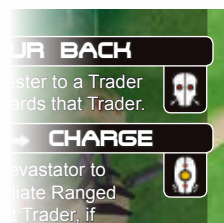
Then, the player with the Turn Counter draws an Event Card. Random events may help or impede the players' progress. Some are merely a nuisance, but others can be deadly and you will need to be ready for them.

Depending on the current Hostility level, the card may have different effects. Resolve all the effects detailed for the current Hostility level. Once the card is resolved, place it in a discard pile to the side of the board, face up. If the deck ever runs out, shuffle the discard pile to make a new deck.



Note the following:

- If you draw an Assistance card , found in various Core Space expansions, do not show the other players. These cards are kept by the player with the Turn Counter to use later.
- If a card allows multiple players to make an action, the player with the Turn Counter goes first, proceeding clockwise.
- If there is no target for a rule, the rule has no effect. If part of a card's text can be resolved but not all of it, resolve as much as possible and then discard the card.
- If for any reason, **no part** of a card's text can be resolved (for example a card that moves a Civilian when there are none), ignore the text. If there is an icon at the end of the paragraph, it will be used to place a new NPC instead, if possible. The NPC will arrive as detailed on pages 34/39 as normal. Whether an NPC is placed or not, shuffle the unresolved card back into the deck and draw another.



2. TRADER PHASE

In the Trader Phase, players will take turns to activate their Traders. The Trader Phase is explored in more detail on page 21.

3. PURGE PHASE

In the Purge Phase, new Purge constructs will arrive on the board and then the Purge will attack. For full details on the Purge Phase, see page 34.

4. NPC PHASE

In the NPC Phase, all other NPCs controlled by the game, such as Civilians and the Galactic Corps, will act. See page 38 for how this works.

5. ASSESSMENT PHASE

In the Assessment Phase the board is tidied up ready for the following round.

- All Activation Counters are removed.
- Any other effects that state they happen 'at the end of the round' will happen now.
- The Turn Counter is passed to the next player, moving clockwise around the table – they will be in control for the following round.

TRADER PHASE

In the Trader Phase, the players take it in turns to activate their Traders. The player holding the Turn Counter goes first, and then play continues clockwise around the table, each player activating one character at a time until all Traders have been activated.

THE PLAYER'S TURN

When it is a player's turn to activate a Trader, they do the following:

1. Choose one of their Traders to activate. This cannot be a character that has been marked with an Activation Counter.
2. Take actions with the Trader, allowing them to move, shoot, interact with the terrain, and more. The following pages list the available actions in detail.
3. When you are finished, place an Activation Counter on the Trader's dashboard to remind you that they cannot act again this round.
4. Play passes to the next player clockwise around the table. When all Traders on the board have been activated, move on to the Purge Phase.



ACTIONS

A Trader's Action statistic (see page 10) shows how many actions they can take in a turn. Most characters have two, but some have more. You can choose to use all, some, or none of them when activating your character.

The most common actions that can be taken are as follows:

- Move
- Ranged Assault
- Close Assault
- Knock Back
- Search
- Reload
- Persuade
- Interact

Each of these is detailed on the following pages, along with a few other less common actions. Unless specified otherwise, there is no restriction to the number of times that a particular action can be taken, or the order they can be taken in.

In addition, a character can take **effortless actions** – these do not count towards your action limit, but you can only take one of them per turn – see page 30.

PRONE CHARACTERS

Prone characters cannot take any actions other than to Stand Up (see page 29), after which they can act normally.

DEFEATED CHARACTERS

Defeated characters cannot take any actions at all until they have been revived by another character. For more on defeated characters, see page 33.

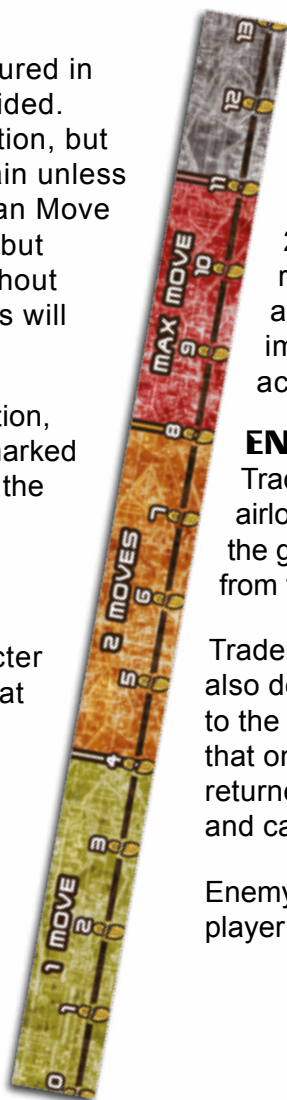


MOVE

Movement in Core Space is measured in inches, using the range ruler provided. Characters can Move in any direction, but cannot Move through or over terrain unless specified otherwise. Characters can Move through other friendly characters, but cannot move through enemies without permission (note that enemy NPCs will never give permission).

When a character takes a Move action, they can move up to 4 inches, as marked on the ruler. This is measured from the edge of their base.

You will note however that the maximum Move is 11 inches. No matter how many actions a character spends Moving, and no matter what abilities they may have, they can never voluntarily Move more than 11 inches in a single round (they may still be Knocked Back by an enemy or moved involuntarily by an effect).



ATTACKS OF OPPORTUNITY

If a character leaves base contact with one or more enemies, either at the start or during their Move, all standing, engaged enemies can make a free Close Assault action (see page 25) against the moving character, regardless of whether they have already activated this turn. This action is resolved immediately and does not use any of their actions for the turn.

ENTERING AND LEAVING THE SHIP

Traders will start the game inside their ship's airlock. To enter the board, their first action of the game must be a Move action, measured from the airlock door.

Traders that wish to return to their ship can also do so with a Move action, again measured to the airlock door at the board edge. Note that once a character has left the board and returned to their ship, they are out of the game and cannot return.

Enemy Traders and NPCs may not enter a player's ship without their permission.

EXAMPLE



Lars wants to enter the nearby corridor using two Move actions. He cannot move through the wall and the nearby crate, but he can go around them as shown, up to the 4 inch limit per action.

ASSAULT ACTIONS

An Assault action allows one character to attack another. There are two types of Assault action – a **Close Assault** action (page 25) made with a character's fists or a hand-to-hand combat weapon, or a **Ranged Assault** action (page 26) made with a ballistic, chemical or energy weapon.

Both types are similar in execution, except for the positioning of the attacker and their target. Each allows the character to make an **attack**.

ATTACKS

Close Assault attacks can **only** be made against enemies in base contact with your character.

Ranged Assault attacks are made at a distance, against targets within LoS and range of your character's weapon. They **cannot** be made against targets in base contact with your character.

Otherwise both types of attack are made in the same way:

- Roll combat dice for the weapon as shown on its token (or on your character profile if fighting unarmed). The number of ☀ icons rolled are your hits.
- Apply any applicable modifiers to the roll such as cover (page 15) or armour (page 24), altering the number of hits scored. Some special rules and Skills may apply further modifiers.
- Any remaining hits cause damage.
 - If targeting a Trader, reduce the target's Health by 1 for each point of damage. If their Health reaches zero the character is defeated – lay the character on their side. They will remain there until moved or revived (see page 33).
 - If targeting an NPC, unless stated otherwise the character is instantly defeated and removed from play if they take damage. Any items they were carrying are left on the ground where they fell.

Note that certain rules or cards will also call for attacks to be made against a target. These are carried out in the same way, but will specify the number of dice to roll rather than referring to a character or weapon. Unless stated otherwise, such attacks do not have an origin and therefore cover modifiers do not apply.

MISFIRES

The ⚠ icon on the dice signifies a misfire or weapon malfunction.

If two or more ⚠ icons are rolled during an attack, the weapon jams or breaks and no damage is caused.

Ranged weapons are **jammed** – rotate the token 180° in your dashboard. Clearing a jammed ranged weapon costs 1 action.



Close assault weapons are **broken** - flip the item face down in the tray in your dashboard.



Broken weapons cannot be used again during this game. They will be repaired automatically after the game if playing a campaign.

If you are fighting unarmed, or your weapon has a ⚙ icon (see page 27), ⚠ results have no effect.

THE LIVE ONE

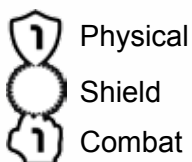
Defeating a Purge Live One is a feat worthy of renown. The first Trader to defeat a Live One in a mission takes the Live One Kill Point Counter.



This counter is exchanged in the Advancement Phase after the game – see page 58.

ARMOUR

Hits sustained in an attack can be reduced by armour. There are two types of armour, **physical** and **shield**. Each token will have numbers shown as follows:



Physical armour has a permanent affect while it is worn, reducing the number of hits scored in an attack against the wearer by the physical armour value on the counter. For example, if a character with a *Combat Vest* (physical armour value of 1) suffers 2 hits, the armour will deflect/absorb 1 of those hits, but the other will get through and cause damage. This will happen each time the character is attacked.



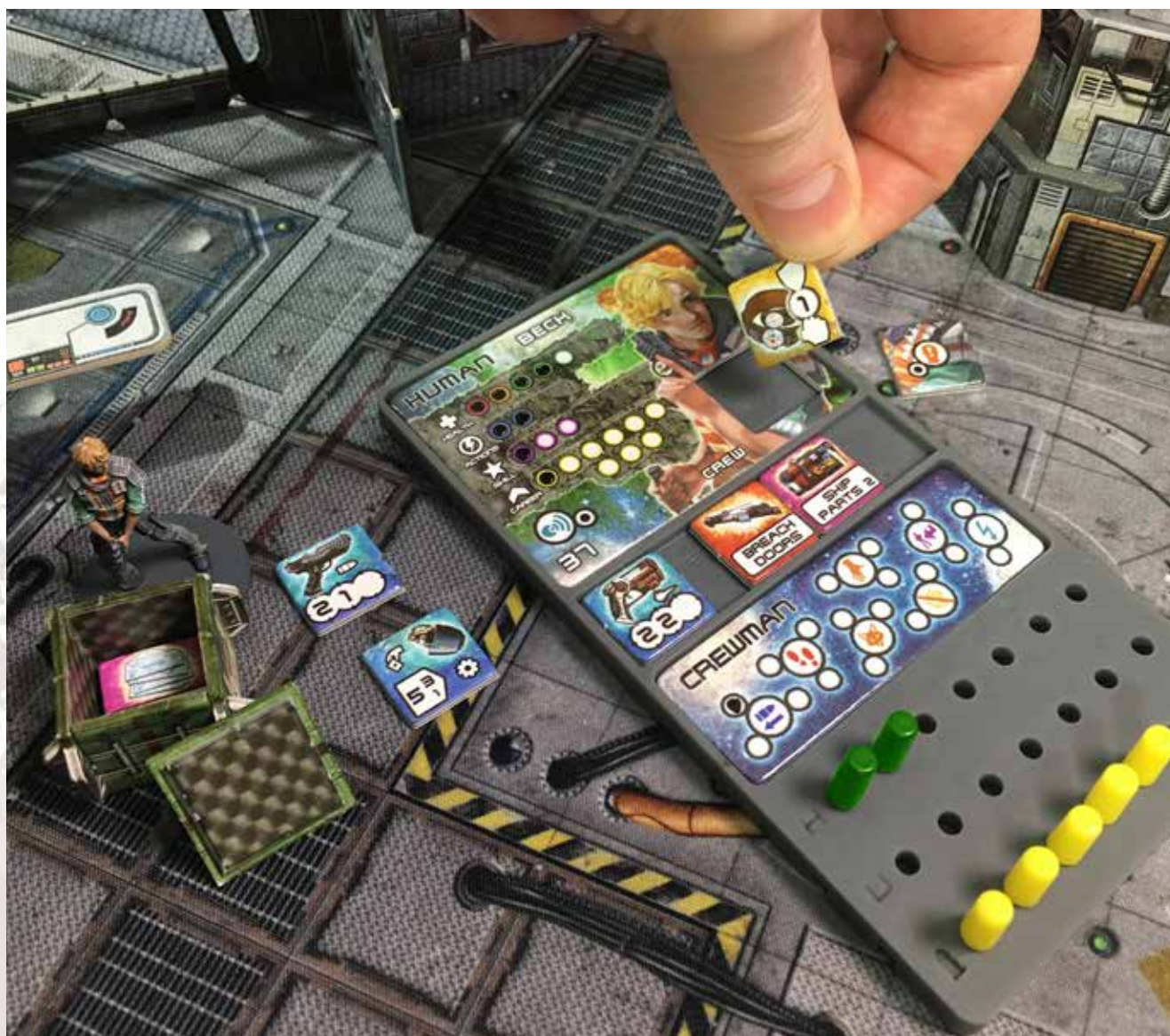
Shield armour, however, is energy-based, and if beaten will be rendered inactive for the rest of the game.

If a character with shield armour takes hits up to and including the shield armour value, the attack is resolved just like physical armour above. However, if enough hits get through to damage the wearer, the shield has been overloaded and cannot be used for the rest of the mission – flip the token face down. It will recharge between missions in a campaign. For example, if a character with a *Shield Belt* (shield armour value of 1) suffers 1 hit, it will be deflected as normal and the armour will continue to work. If the character suffers 2 hits, 1 would be deflected, 1 would cause damage, and the armour would be rendered inactive.



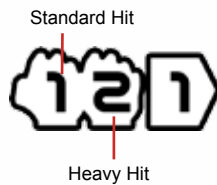
If for any reason a character has both physical and shield armour at the same time, they will use the highest value available. If these values are equal, the shield armour takes priority.

Some armour will also allow the character to attack with it in Close Assault as detailed on the next page.



CLOSE ASSAULT

To attempt a Close Assault attack the enemy must be engaged with your character. You may either fight unarmed (if possible) or choose one of your character's close assault weapons to attack with. You will then choose whether you want to make a standard hit or a heavy hit, and roll the number of dice shown.



Standard hits ignore ⚠ results. Heavy hits have a chance of breaking the weapon and ⚠ results will apply as normal.

Cover does not apply to Close Assault attacks, but armour will apply as normal.

Note that some armour includes an unarmed combat icon – this can be used in a Close Assault attack like any other weapon. These icons do not stack - a character will use one or the other.

ATTACKS OF OPPORTUNITY

Don't forget that if a character is engaged with an enemy and moves away, the enemy can make a free Close Assault attack against it, following all the usual rules. This attack is resolved immediately, does not use any of that character's actions for the turn, and can be done even if the attacking character has already activated.



EXAMPLE



Roykirk uses his first action to move into base contact with Beck, and his second to attack Beck with his *Combat Knife*. This gives him one die. The player rolls, but the result is a blank – Roykirk has failed to hit!

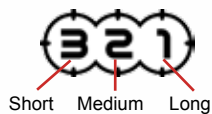
When it is Beck's turn to activate, he may choose to spend an action attacking back with his own *Combat Knife*. However, to give him a chance to really do some damage, he can instead use the weapon's heavy hit option, rolling two dice. One of his hits will be deflected by Roykirk's *Combat Vest*, but with two dice he has the potential to roll 3 hits! There is a chance that the weapon might break, but the player thinks it's worth the risk.

If the characters survive the attacks, they will remain engaged and continue to make Close Assault actions until one of them chooses to Move away (attracting an attack of opportunity), or one of them is defeated.

RANGED ASSAULT

To attempt a Ranged Assault attack the target must be within range and LoS, and cannot be engaged with your character. If you are engaged with one or more other enemies while making a ranged attack, they may make an attack of opportunity against your character.

You must choose one of your character's ranged weapons to attack with, and roll a number of dice based on the range between the shooter and the target.



The most common modifier applied to ranged attacks is cover (see page 15). Partial cover will reduce the number of hits on a target by 1. This is always resolved before any other modifiers such as armour.

Important: Making a ranged attack reduces your ammo – remove an ammo peg from your dashboard.



After the first Ranged Assault action made by a Trader in each round, place the peg in the Hostility Tracker instead of discarding it. You can easily remember if this has happened already this round because the last peg in the Hostility Tracker will be yellow instead of black. Only one ammo peg is placed in the Hostility Tracker per round.



SHOOTING AT ENGAGED CHARACTERS

Characters that are engaged with each other will be constantly moving, raining down blows or dodging aside, and they make for difficult targets when shooting.

If you want to shoot at an enemy engaged with another character, check the following:

- At short range, you can freely pick your target – you are close enough to pick your moment and aim straight.
- At medium or long range, after rolling to hit you must roll the Chance Die to determine which of the combatants you have hit (even if one of them is your own character!). Modifiers such as cover and armour are worked out based on the actual target hit.



EXAMPLE



Renton fires at short range with an *Outland Pistol*, which allows him to roll one die. He is firing at rival Trader, Roykirk, who is in partial cover and has no armour.

The player rolls the blue combat die and gets a single hit. However, the partial cover reduces the number of hits by 1. With zero hits, the attack does no damage.

In the next player's turn Roykirk shoots back. Renton is in clear LoS with no cover, but is wearing a *Combat Vest*. Roykirk has a *Combat Rifle*, rolling two dice (one blue, one red this time). He rolls one 🌟 result, and one ⚠️ result.

A single ⚠️ result will not jam the rifle and is ignored. Renton's armour will block one of Roykirk's 2 hits, but the other gets through. Renton takes 1 damage and loses a Health peg.

COMMON RANGED ATTACK ICONS



Burst Fire +1: You may add 1 combat die to your attack, but you must remove 1 extra ammo peg.



Burst Fire +2: You may add up to 2 combat dice to your attack, but you must remove the same number of extra ammo pegs.



Full Charge Shot: You may empty your weapon in one powerful blast. You must have at least 4 ammo pegs remaining, and all of them are removed. Based on the number of pegs removed, either:

- Add 2 combat dice to your attack if 4-5 ammo pegs were removed.
- Add 3 combat dice to your attack if 6-7 ammo pegs were removed.



Infinite Ammo: This weapon does not use any ammo pegs (and can be fired if you have no ammo), but one peg must still be added to the Hostility Tracker from the supply.



Reliable: This weapon ignores ⚠️ results.



Target Lock: This weapon ignores partial cover, and can fire at engaged characters at any range without randomising the target.



Silent: This weapon does not add a peg to the Hostility Tracker.



Dangerous: After the shot is fired, the user suffers an attack with a number of combat dice equal to the number in the icon.



KNOCK BACK

A Knock Back action allows you to shove or misdirect another character in base contact, pushing them away.

To Knock Back another character, roll dice equal to your character's unarmed combat value, if they have one, or one die if they do not.

For each hit scored, the defending model is pushed 1 inch directly away from the attacker. Armour has no effect. The attacker can follow up to remain in base contact with the defender if they wish, and have not already moved their maximum distance this round. None of these moves attract attacks of opportunity.

If you score 3 or more hits, the defending model is then knocked prone.

If the space directly behind the defender is blocked by other characters or terrain, they are pushed in the closest possible direction instead. If there is no space to push an opponent back, they do not move.

If you roll any , you have misjudged the attack and stumble. The action is not resolved, and the opposing model can immediately make a free Knock Back action against you instead. If they also roll a , there is no effect.

Massive characters (marked with the  icon to the right) use the number within the icon like armour against Knock Backs, reducing the number of hits. They also add this many automatic hits to their own Knock Back attempts.

SEARCH

Search actions allow a character to look around and find new items, and will often be the key to victory in a mission. There are two types of Search:

SEARCH A CRATE

Characters may Search any cargo crate they are in base contact with, as long as they are not engaged with an enemy.

Open the cargo crate and remove the contents, keeping the tokens hidden from other players. The player can add any or all of the contents to their character's dashboard. Any remaining items, and any of their own items that they no longer want or have room for, are placed back into the cargo crate.

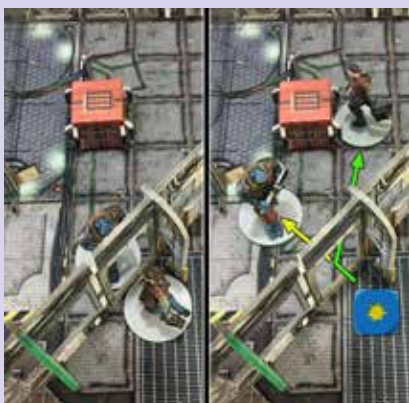
Crates can be Searched any number of times in a game.

GENERAL SEARCH

Characters may also do a general Search of the room they are in, as long as they are not engaged with an enemy and there are no enemies in the room. A room is defined as an area completely surrounded by either walls or the edges of the board (ignoring doors and windows). Each room can only be Searched once per mission – add a Search Counter to the room to remind you that it cannot be Searched again.

When you make a general Search, take a random item from the token pouch. If you wish, you may add it to your character's dashboard. If you don't want the item, or you want to swap it with an item you already hold, place the discarded item on the floor, in base contact with your character.

Note: Most of the time the separation of 'rooms' on the board is obvious, but players may agree to separate very large rooms or long corridors into multiple areas that can each be Searched separately.



KNOCK BACK EXAMPLE

Gak is blocking a doorway. Lars wants to get through the doorway to have access to a crate on the other side, and so he decides to knock Gak backwards.

Lars does not have an unarmed combat value, so he rolls the standard 1 die for the attempt. He scores a hit, allowing Gak to be shoved back 1 inch, leaving the doorway clear.

PERSUADE

NPCs can often be persuaded to do certain things, such as trade an item with you or even join your crew. To do this you must be in base contact with the NPC you are trying to Persuade and not engaged with any other enemy.

Characters can be persuaded to:

- **Trade an item.** If they are carrying an item you may swap it for one of your own (small items only). If they are not carrying an item you may draw one at random from the token pouch, and swap that instead. If you don't want the item drawn, leave it in the NPC's item slot and do not make a trade.
- **Join your crew.** If successful, the NPC will assist your crew by acting as one of your crew members for the remainder of the mission. See Joining Crews on page 42 for full details. They can be activated in the current round.
- **Make a mission-specific action.** Some missions will list extra things that you can persuade an NPC to do. For example, you may need to persuade a Civilian in a bar to provide vital intel.

The following icon represents how difficult an NPC is to persuade, and can be found on their Character Board.



You must decide what you are Persuading a character to do before rolling. Persuading a character works similarly to an attack. The number of combat dice rolled is equal to your character's Skill statistic (the value on their Character Board, not the remaining number of pegs). The Persuade value of the NPC works like armour, modifying your roll. If your roll beats their Persuade value and scores a hit, the action is successful.

EXAMPLE



Roykirk has moved into contact with Kaori and wants her to join his crew. Kaori has a Persuade value of 2, and Roykirk's Skill is also 2 so he will roll 2 dice. The first two hits will be blocked by Kaori's strong will so he will need to roll at least three hits to convince her.

RELOAD

Reloading can only be done if a character is holding an ammo token and is not engaged with an enemy.



When you reload, add the number of ammo pegs listed on the token to your dashboard, up to the maximum. You will usually have to then flip (🔄) the token or discard (🗑️) it and return it to the token pouch.

INTERACT

Some missions will specify additional actions that can be made. These will be specific to the mission or terrain being used – pick a lock, defuse a bomb, call an elevator, etc. Unless stated otherwise, to Interact with an object a Trader must be in contact with it and unengaged.

OTHER

There are a few other less common actions that can be made by your crew, detailed below.

This list is not exhaustive – there may be other actions that are used in specific missions, or only when a character has a particular Skill. They will be detailed in the appropriate place.

CLEAR JAM

This action unjams a ranged weapon, and can only be done when not engaged with an enemy.

DON/REMOVE ARMOUR

Armour cannot be put straight into your character's armour slot – it takes time to put on. When picked up it should be placed in the item tray. This action is used to move or swap an armour token from the tray to the armour slot or vice versa. This can only be done when not engaged with an enemy.

STAND UP

This action allows a prone character to return to their feet, standing the model upright. They act normally from then on.

EFFORTLESS ACTIONS

Effortless actions are small things that a character may do while on the run or in the heat of combat, such as ducking out of the line of fire, or swiping an item from the floor as they run past.

Effortless actions are free – they do not count as one of your actions for the turn and can therefore be taken in addition to your regular actions. However, you can only make one of these free effortless actions per turn.

If you have already made an effortless action in your turn, you can make more but they will count towards your action limit instead. Alternatively, you can spend a Skill peg to use a second effortless action in a turn, but this will count as your Skill use for that turn (see page 32).

Unless stated otherwise, effortless actions can only be made before or after other actions – they cannot be made mid-action.

Effortless actions include:

- Making a Proximity Move
- Using any item marked with the ☑ icon
- Throwing an item
- Picking up, dropping or swapping an item in base contact
- Giving, taking or swapping an item with another character in base contact (if the other player allows it)

Just like regular actions, there may be further effortless actions available in certain missions or with certain Skills. Some Skills may even make regular actions effortless!

PROXIMITY MOVES

A Proximity Move represents a character ducking into cover, sidestepping an attack, leaning around a corner to shoot, or making the extra effort to charge into combat.

It allows a character to move up to 1 inch. This follows all the regular movement rules, and will still not allow you to move further than 11 inches in one round.

EFFORTLESS ITEMS

Certain items will have the ☑ icon, allowing them to be used effortlessly. The item token will state the effect that applies; for example:

- *Sensor Goggles* that allow you to Search effortlessly
- A *Combat Stim* that gives you 2 extra actions this turn
- A *Medi-Stim* that adds 2 Health pegs



Once the action is complete you will often have to then discard (♣) the token and return it to the token pouch.



EXAMPLE

Jace uses his first action of the turn to Move into a room packed with Gangsters, where there is also a *Combat Knife* on the floor. He moves into contact with it, and then uses an effortless action to pick it up.

As he still has Skill pegs available, he uses one to take a second effortless action to Throw the knife at a nearby ganger, who takes damage from the attack and is defeated.

Jace then uses his second action to Move out of the opposite doorway, out of LoS of the Gangsters.

THROWING ITEMS

Items that can be thrown will have the following icon:



Note that this includes many close assault weapons – launching a sword at someone may seem a bit desperate but it can be effective! Throwing an item requires LoS to the target, and most items can only be thrown at short range. If an item can be thrown at a longer distance there will be an M or L next to the icon.

Throwing a close assault weapon is resolved like a ranged attack, using the number of dice inside the icon. Cover, armour and any other modifiers apply as normal. The thrown weapon is removed from the character's dashboard and placed on the floor adjacent to the target. It can be picked up again from the floor like any other token.

Note that thrown weapons can break just like any others following 2 ⚠ results. Place the token face down as a reminder.

BLAST WEAPONS

Blast weapons affect not only the target, but also anyone in the surrounding two inches.

They also do not have to target a character – their attacks will be resolved even if they hit a point on the floor. They can even be aimed at such a point if you wish, allowing the blast to hit characters that would otherwise be out of sight! These weapons are usually thrown, such as grenades, but there are other items and effects that use the blast rules.

When firing or throwing a blast weapon, first you need to determine the origin of the blast. Choose a target point or character within range and LoS as normal, and then roll the blue combat die as follows:

- Any number of hits: You have hit your target.
- Blank/No hits: You have missed – the origin of the blast is one inch away from your target in a direction of your choice.
- ⚠: You have seriously missed – the origin of the blast is up to two inches away from your target in a direction of the target player's choice (or the player with the Turn Counter if the target was an NPC).

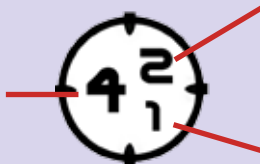
If there is intervening terrain between the shooter and the target, reduce the number of hits rolled by 1.

Once the origin of the blast has been determined, roll combat dice for every character hit by the blast as shown in the diagram.

Blast effects cannot pass through walls. They will however pass through windows and across other terrain. Characters on the other side of the terrain hit by the blast will benefit from a cover modifier as usual.



Number of combat dice/
effect used on target
character (if any).



Number of combat dice used on any character
at least partially within 1 inch of the target point
or character.

Number of combat dice used on any character
more than 1 inch away, but at least partially
within 2 inches of the target point or character.

USING SKILLS

Skills are specialised abilities that allow characters to do things over and above the standard rules.

Each character has their own skill set comprising of the Skills on their Class Board and often one or two on their Trader Board. Each Skill is represented by a coloured icon – a full list of these Skills can be found on page 94. The spaces around each Skill icon will be marked to show the character's proficiency with that Skill, from Level 1 to Level 3.

Once per round, Traders can spend Skill pegs to use one of their Skills. Some Skills are used during other actions, and other Skills will grant actions themselves – these are done before or after regular actions, but not during, and do not count as one of your actions for the turn.

To use a Skill, they must:

1. Select which Skill they want to use and at which level.
2. Remove a number of Skill pegs from their dashboard equal to the Skill's level. For example, using a level 2 Skill removes 2 pegs.
3. Carry out the action listed in the Skill section for that Skill.

Unless otherwise noted in the Skill's description, Skills must be used during a character's turn.

If a Skill contradicts anything in the core rules, the Skill's description takes precedence.

Remember that Skill pegs can also be spent on effortless actions. This counts towards the once per round limit, and you will not be able to use any other Skills until the following round.

PASSIVE SKILLS

Some Skills have rules marked as passive. Once a character has the relevant level of that Skill or above, this rule is always in effect, and does not require any Skill pegs to use. Passive Skills can still be used if a character has no Skill pegs remaining.

REACTIONS

Some Skills are marked as reactions. These will usually be used outside of your character's turn, reacting to an event or attack made by another character. The trigger condition for each Skill's use will be detailed in its description. This trigger condition, or any action currently being taken (for example an opponent making an attack) must be

fully resolved before your Skill is used. The Skill must then be used immediately, before regular play resumes where it left off.

Reaction Skills can be used even if your character has already been activated this round.

DUPLICATE SKILLS

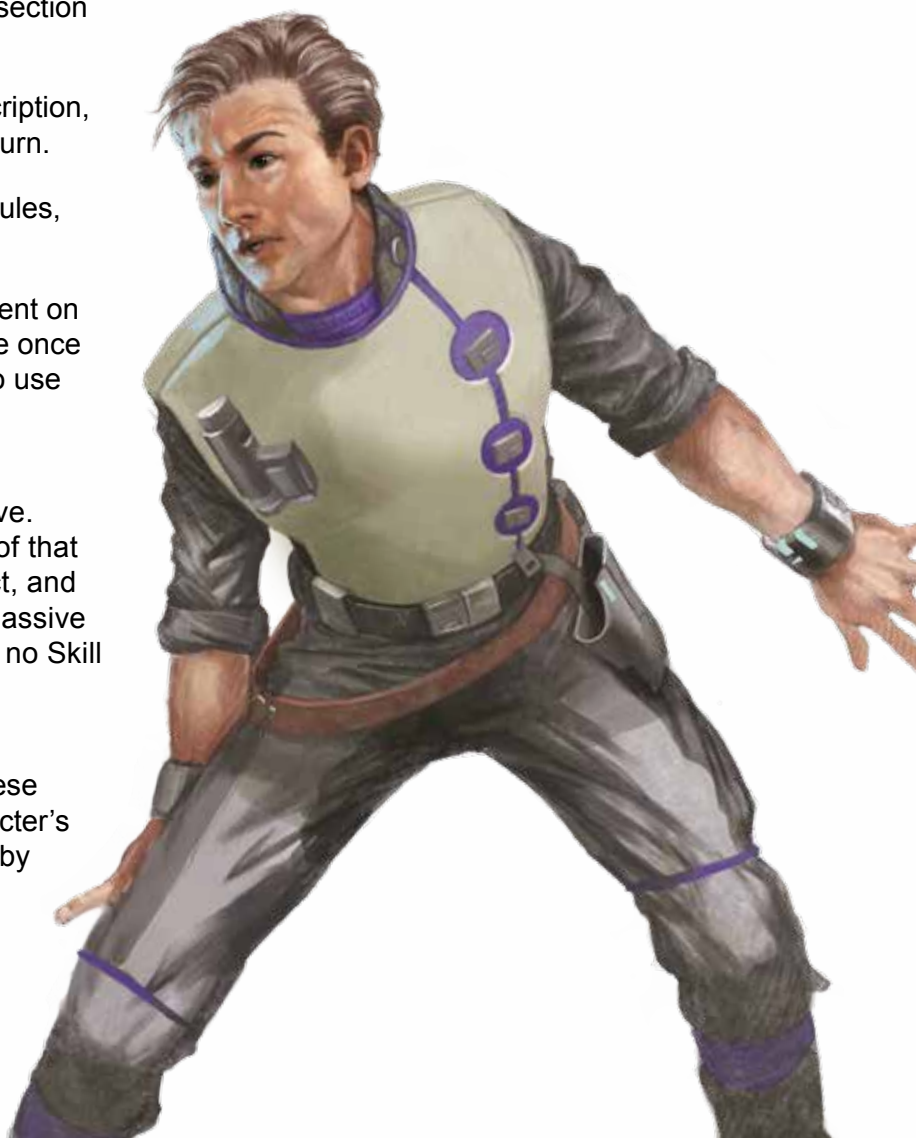
Some characters may have a Skill type on their profile as a base ability, and then have the same Skill type on their Class Board, or granted by an item. When determining what level of that Skill can be used, these are added together.

For example, Tirgarde has Ambush level 1 as a base ability, and can also learn two further levels of the Skill on the Crewman Class Board. If one of these levels was marked, he would be able to add it to the one from his base ability and use the Skill at level 2.



Note that sometimes these Skills might be in the character's armour slot. Therefore, putting armour on may reduce the level of a certain Skill available to a character, even if they also had it on their Class Board.

All Skills have a maximum level of 3.



EXAMPLE



Arianna has the Fade to Black Skill. Let's assume she has spent some of her Career points on it and can use it up to level 2.

Arianna is in the open and is fired at by a Devastator in the Purge Phase. She only has 2 Health pegs left so the player is worried. The Fade to Black Skill allows the Trader to react and duck into cover when attacked, which could save her life in this situation.

Once the Devastator's target is established, Arianna spends one of her Skill pegs to Move behind a nearby crate. She is now in cover and can ignore one of the Devastator's hits, if it scores any.

To ensure her safety, the player could instead have used two Skill pegs to use the level 2 version of the Skill – Moving, and then ignoring all hits.

DEFEATED CHARACTERS

A defeated Trader is not necessarily dead – they may be unconscious or just too injured to move. Whatever the reason, they are incapacitated and cannot participate in the mission. A defeated Trader miniature should be laid on its side, and an Assistance Counter placed next to them to remind you that they are not just prone.

Hope is not lost however. The other Traders (from any crew) on the board can attempt to help (or not...).

Important: Unless stated otherwise, defeated Traders can never be targeted by an enemy or selected when a rule calls for a random Trader.

REVIVING CHARACTERS

Items or Skills that restore Health such as a Medi-Stim or Medi-Pack can be used to revive a defeated Trader. However, they must be used by another Trader in base contact – the defeated Trader cannot use items themselves. The Trader using the item can take it from their own supplies, or from the defeated Trader's item tray.

A revived Trader restores the specified amount of Health and removes the Assistance Counter. They are left prone, but can activate as normal in the current round, if they haven't already.

GRAB A LEG

If the crew don't have any medical supplies, defeated characters can also be carried or dragged back to their ships.

As long as the defeated character is not in contact with an enemy, a Trader in contact with a defeated character can spend an action to Move up to 2 inches, taking the defeated character with them. If another Trader from your crew is in contact with the defeated

character, you may Move both Traders and the defeated character up to 4 inches instead as a single action. Both are still bound by the 11 inch maximum. Place a Reminder Counter next to the other character that moved – they will take one fewer action in their next turn.



ROB THEM BLIND

More ruthless players may opt to 'rescue' the defeated character's equipment rather than the character themselves. Other Traders in contact with the defeated Trader can make a Search action as if the Trader were a cargo crate – taking any items they want from the character's item tray. Any discarded items are left next to the defeated Trader.

END OF A MISSION

In a campaign, characters left defeated at the end of a mission must be extracted – see page 56. If any of their equipment was stolen during the game, they will not get it back.

PURGE PHASE

In the Purge Phase, more Purge may arrive onto the board and attack. In each round the Purge are moved and rolled for by the player with the Turn Counter, unless that player's crew are the ones being attacked, in which case another player should roll.

The Purge Phase has two stages:

1. Arrival
2. Activation

ARRIVAL

Each Hostility level includes a number of icons indicating the characters that could potentially arrive in this phase. While the Hostility is 'Relaxed' no Purge will arrive.



Harvester



Devastator



Assassin



Live One

If an icon is followed by a number, that many Purge will arrive. If the icon is followed by a die icon, roll that die to determine how many Purge will appear. Start at the top, and work down the list to see what arrives.



Purge Die – one character arrives per  result.



Chance Die – a Live One arrives on a  result

When the Hostility level reaches Purge!, the number of Purge arriving will be the same as in Kill Me, but remember that from now on all Purge characters will use the increased statistics on the 'Charged' side of the Purge Board.



The Purge will arrive at a random location around the board, determined by the Chance Die. The numbers on the Chance Die correspond to the Entry Point counters. Roll separately for each type of Purge arriving.



Once you have determined the number of Purge arriving and their respective Entry Points, place them on the board in contact with their Entry Point. If there is no room because the area is blocked by other models, place them as close as possible.

Note that sometimes Purge will be placed next to Entry Points outside of the Purge Phase (by an Event Card for example). In this case they will be placed onto the board at that Entry Point and then activate in the Purge Phase as normal.

HIGH-RANKING ENEMIES

The most dangerous Purge are limited in number, and are rarely sent en-masse into a conflict.

Purge of rank 4 and above (Live Ones, Gatherers and Annihilators) will only appear once per game. Once one has been placed, do not roll for that Purge type again for the rest of the game, and any other rule that would generate one is ignored. Once the character has been defeated, it will not return.

If using the Purge Reinforcement cards , a second Purge of each type can appear, but only once the Hostility reaches Purge.

NOT ENOUGH PURGE?

In a regular two-player game you will only use the Purge miniatures that come in the core set – 5 Harvesters, 2 Devastators, 1 Assassin and 1 Live One. At times you may find that you need to roll for a type of Purge to enter the board, but there are none of that type left.

If this is the case, use the next lowest ranked Purge character available. For example, if an Assassin (rank 3) is required but unavailable use a Devastator (rank 2) instead; if a Devastator is unavailable use a Harvester (rank 1).



If there are no Harvesters left and you need to spawn more, then none will arrive until some have been defeated.

EXAMPLE

For example, in 'Cover Me', the following Purge will arrive:



Firstly, 2 Harvesters are placed. The Chance Die rolls a 3, so the 2 Harvesters are placed onto the board next to the Entry Point.

Next, the Purge Die is rolled to determine the number of Devastators, along with the Chance

Die to show their location. The Purge Die rolls a , and the Chance Die rolls a 5, so 1 Devastator is placed at Entry Point 5.



The two dice are rolled again for the Assassins, resulting in a 2 and a 3 respectively. We only have one Assassin, so we will be placing a Devastator in place of the second one. The Harvesters we placed earlier are blocking Entry Point 3, so the Assassin and Devastator are placed as close as possible.

Finally we need to roll for a Live One, but this uses the Chance Die instead of the Purge Die, so there is only a 1 in 6 chance of it turning up. The die rolls a , so the Traders are safe, for now!

The Hostility Tracker also shows a Civilian icon  – we will deal with this in the NPC Phase.



ACTIVATION

All Purge on the board will now activate. The highest ranked Purge character on the board will activate first, followed by the next highest rank, and so on down to the rank 1 Harvesters acting last of all. If there is more than one of the same rank on the board, the player with the Turn Counter can choose the order in which they activate.

In the Trader Phase, you were able to decide which actions your crew would take. However, the Purge and the other NPCs in the game are not under your control. They will instead take actions based on the following strict AI sequence. Each Purge character will continue to take actions from this list until they have none left to use.

TARGETS

Before making their activation, each Purge character will choose a target, and for the Purge the term 'target' applies to everyone on the board!

- By default the target will be the closest non-Purge character within LoS and not in cover.
- If all visible characters are in cover, the target will be the closest.

- If there are no visible characters, their target will instead be the closest non-Purge character. Work this out by measuring the shortest possible distance between the Purge and the potential targets, moving around terrain and through doors as necessary.
- The one exception to this rule is for Purge Assassins. They will prioritise targets with authority, namely Trader Captains. If they can see a Trader Captain, it will be their target even if it isn't the closest character, and they will move around or over other targets to reach it. This includes leaving base contact with another enemy and provoking an attack of opportunity. If an Assassin cannot see a Captain, they follow the normal rules.
- Defeated Traders are never targeted.

Once a target has been chosen, it remains locked for the rest of that character's turn unless it is defeated. This applies even if a closer target came into view part-way through a move. The target is only reassessed mid-turn if the original target is defeated. Otherwise it will be reassessed next time that character activates.

ACTIONS

The Purge can make Move and Assault actions, and will use them in the same way as Traders.

Each time they make an action, the Purge will prioritise the action that causes the most harm possible, using the AI Action Chart below.

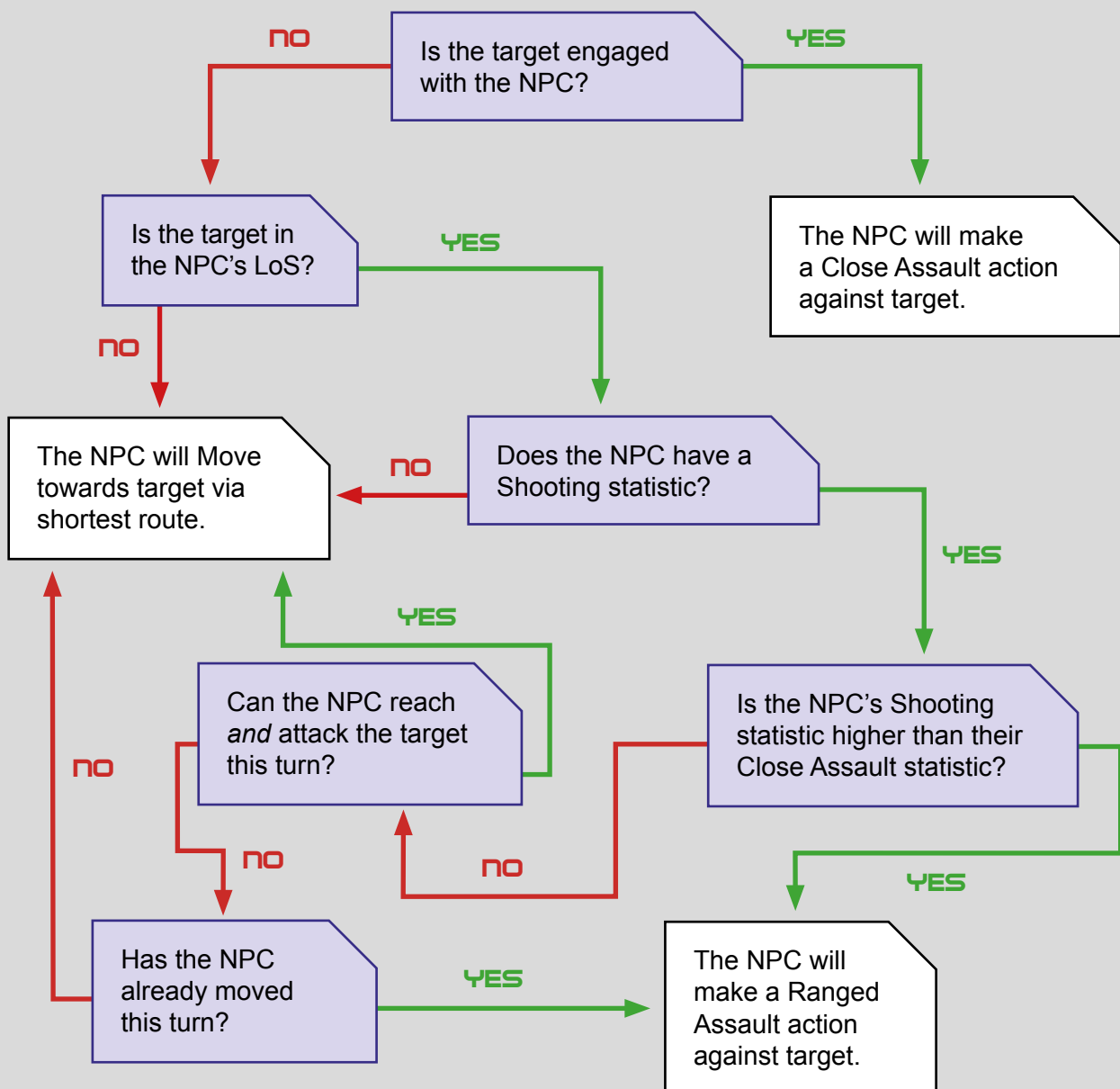
Once you've played a couple of times, these actions will become second nature. A few things to remember:

- Purge that take a Move action always move as far as possible (i.e. the full 4 inches) unless they move into base contact with the target, at which point they will stop.
- Ranged Assault actions taken by the Purge have unlimited range, but follow the normal rules for shooting at engaged characters.
- Purge are unaffected by ⚠ results unless stated otherwise.

PRONE CHARACTERS

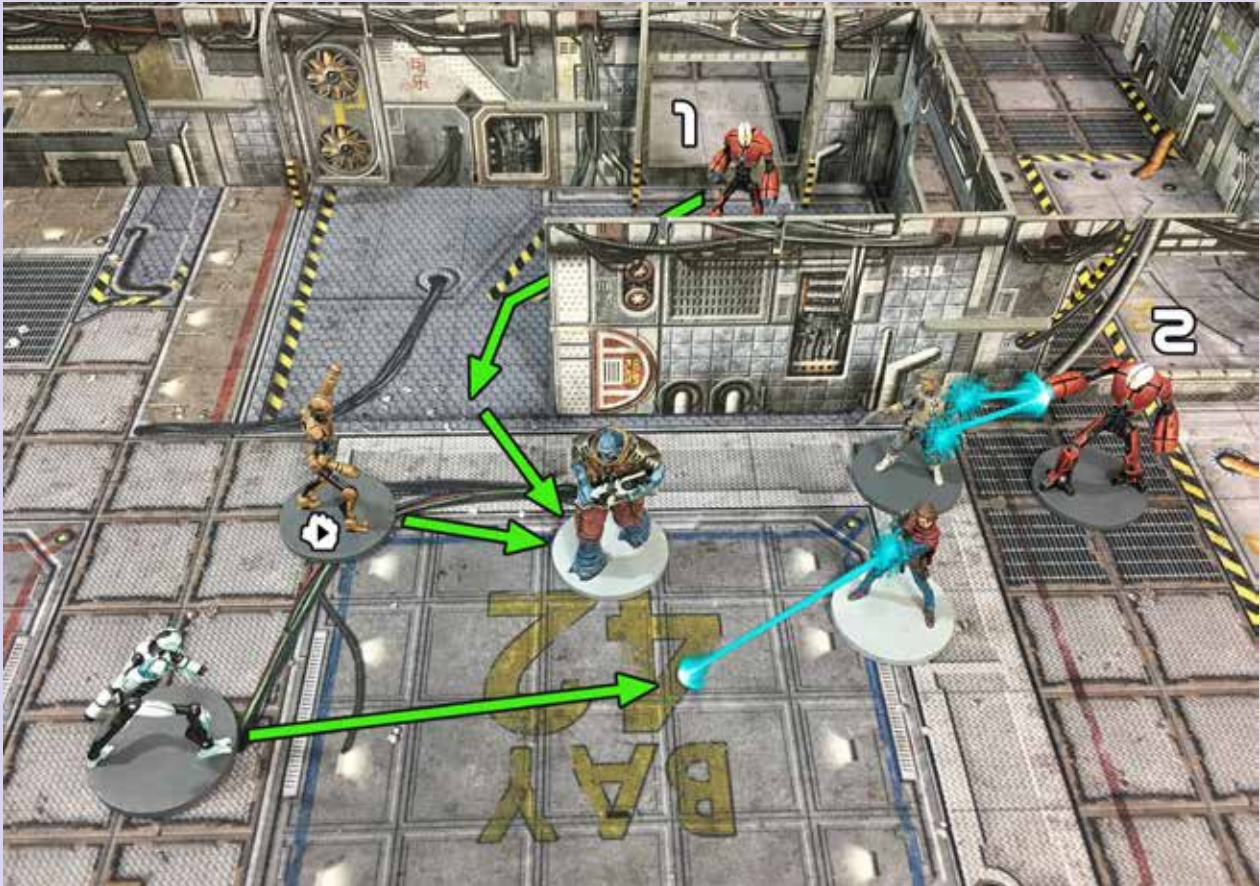
Purge that have been knocked prone must use their first action to Stand Up, before making the rest of their activation as normal.

NPC AI ACTION CHART



Note that Ranged Assault actions taken by the Purge have unlimited range. All other NPCs can fire at up to medium range. They both follow the normal rules for shooting at engaged characters.

EXAMPLE



In this Purge Phase, the Assassin is the highest-ranking Purge on the board, and will act first. Its closest target is Gak. However, Assassins always prioritise Captains if they can see them, and the Assassin will therefore move towards Arianna with its first action. With its second action, while it could reach Arianna by moving again, it wouldn't have any actions left to attack her. Therefore it will instead target her with a Ranged Assault action.

The next highest ranking Purge are the Devastators. Devastator 1 has no enemies in line of sight, and will therefore move towards the closest, in this case Gak. After Moving once it has reached the end of the wall and can now see Gak. However, Devastators' actions are linked – because its first action was to Move, its second action will also be a Move. It moves into base contact with Gak and can make no further actions.

Devastator 2 has enemies in line of sight, and has a superior ranged statistic. Therefore it will shoot the closest target, in this case Tirgarde. Again, as its actions are linked, it will shoot twice. If Tirgarde was defeated following the Devastator's first action, it would choose a new closest target for the second, in this case Arianna. If it had no other target in LoS it would not make an action at all – the  rule means that it could only shoot with its second action.

Finally, the Harvester will act. The closest target is Gak. Harvesters have no ranged abilities, so the Harvester will spend its one action Moving into base contact. Because the Harvesters have the First Strike ability , it will then gain an immediate free Close Assault action against Gak.

That concludes the Purge Phase.