

STARSHIP MERCHANTS

CARD CLARIFICATIONS

Market Cards, Pilots:

Lana V. 4.3, Cosmo Joe, and Jon Hoek: When starships piloted by these pilots deliver mine tokens of the named ore type, the value of each of these desired mine tokens increases by 2 credits. (This occurs even if the starship is obsolete after it runs but before its owner enters the Dock.)

Example: Delivering two 5-value mine tokens of the appropriate type generates 14, not 10, credits.

Tom Major: Tom pays a 1 credit bonus for each mine token his starship delivers, regardless of its type. (This occurs even if the starship is obsolete after it runs but before its owner enters the Dock.) Tom doesn't pay a bonus for empty holds he delivers.

Celeste Ranger: Celeste's starship can pick up mine tokens from other players' local spaces for 2, not 3, energy apiece. It still takes 1 energy to pick up from your own local space or known space.

Zip Washbu: Zip allows you to spend 3 credits, not 6, when claiming a mine once per Market visit (not turn). He doesn't allow you to claim 2 mines in a Market turn. Zip needs to be on a (non-obsolete) starship to operate, but his discounted mine claim purchase can be combined with buying a pilot or gear for another one of your starships. You may use Zip on the same turn you buy him.

Example: You spend 5 credits to buy Zip, and then immediately spend 3 credits to claim a mine, on the same Market turn.

Hal Morbius: Hal gets paid if at least 1 (not all) of his starship's cargo holds is empty. A grapple does not provide a cargo hold space (but a mining module does). Hal's bonus does not combine with Destination cards that give a bonus for delivering an empty hold. To fulfill a Destination card such as Duun Fenni and collect Hal's bonus, the starship must have at least 2 empty holds: 1 for Hal and 1 for the destination. Hal's ship must actually have run in the Belt to earn his bonus.

Example: A Mark I tug with 2 holds, 1 containing a mine token, would generate credits equal to the mine's value, plus Hal's bonus of 6 credits.

Ajax Carter: Ajax allows you, once during his starship's run, to sweep the revealed destination cards and draw 2 new ones, for 0 -- not 1 -- energy. If you sweep more than once, you pay the standard cost of 1 per sweep after the first sweep.

Hon Smitty: Hon provides a 2 credit discount when buying gear placed on his starship (only) or when purchasing a refinery. Hon must be aboard a (non-obsolete) starship to provide this discount. When retaining gear from obsolete starships, gear immediately placed on Hon's current starship does receive his discount.

CA 3-055: CA provides 1 additional energy when running his starship.

Example: If attached to a Mark I tug, CA would have 4, not 3, energy to use when run.

Ed Thorcott: Each time Ed's starship explores, draw 2 mine tokens (not 1) and choose 1 to either load or place in local space, returning the other token to the bag. This ability *does* combine with a Ore Scanner and/or Survey Robot.

Example: Ed Thorcott, an Ore Scanner, and a Survey Robot are on a Mark I tug being run. The player explores for 1 energy (due to the Survey robot) and names Ice-9 as the ore type he will scan for with the starship's Ore Scanner.

With Ed, he draws 2 mine tokens and returns 1 to the bag. He draws a 4 value Ice-9 and a 4 value Cobalt and chooses to return the 4 value Ice-9. As he now does not have the ore type he scanned for (Ice-9), he must return this Cobalt mine to the bag and draw again.

This time he draws a 2 value Cobalt and a 3 value Deuterium. The player complains about his bad luck and returns the Cobalt mine, keeping the Deuterium mine, which he must then decide whether or not to load aboard his starship (as part of the Explore).

Given his 2 remaining energy and 2 cargo holds, the player chooses not to load this low value mine and repeats this explore process twice more, loading each of the mines found aboard his starship.

Market Cards, Gear:

Fuel Tank: A Fuel Tank provides 2 additional energy when running its starship.

Example: A Mark I tug with a fuel tank would have 5, not 3, energy when it runs.

Grapples (errata): this card was misprinted, but reprinted cards with the correct cost, 3 credits, should be in your game. Remove the other Grapple cards from the game. The Grapples chit's cost is incorrect; ignore it.

Grapples allow you, when running its starship, to pick up 1 more mine token than its number of cargo holds. Doing so costs 2 additional energy beyond the mine's normal pickup cost. This can combine with the effects of other gear or pilots; however, an unused grapple does not count as delivering an "empty hold" for Destinations or Hal Morbius's bonus.

Examples: Exploring would take 4, not 2, energy if you picked up the explored mine with grapples. This would be reduced to 3 energy if this starship also had a Survey Robot. Picking up a mine from another player's local space with grapples would take 5, not 3, energy. This would be reduced to 4 energy if this starship has Celeste Ranger as its Pilot.

Mining Module: A Mining Module increases the number of cargo holds its starship has by 1. This extra hold is exactly like the starship's other cargo holds, so it can be used for "empty hold" bonuses from Destination cards or Hal Morbius.

Ore Scanner (errata): its text should read: "Explore with 1 redraw to find the named ore type". The Ore Scanner chit is also incorrect; ignore its text.

When an Ore Scanner's starship explores, name an ore type (Cobalt, Deuterium, or Ice-9) before drawing. If you do not draw a mine of the named type, you must return the mine token drawn to the bag and draw again. You must keep the second mine drawn, even if it does not match the ore type scanned for. Using an Ore Scanner is not optional. It can be combined with a Survey Robot and/or Ed Thorcot.

Survey Robot: A Survey Robot's starship explores for 1, not 2, energy. You use it each time this ship explores.

Destinations:

Snowcrater: This pays 1 credit, plus 1 credit for each unused energy left after ending a run at this destination (the 1 energy spent doing so is used). Mark this by placing the credits earned on this card, to be collected when you reach the Dock.

Example: A player, running a Mark I scout with 5 energy, picks up 1 mine token from his local space for 1 energy. He then sweeps the Destination cards for 1 energy and ends his run at Snowcrater for 1 energy. He's spent 3 energy, which leaves him 2 energy. He places 3 credits (1 base + 2 for unspent energy) on this Destination card, which he will collect when he moves to the Dock.

Aborria, Brennak, Rackoo IV: These pay a bonus beyond any normal payments for mine tokens, whether or not the starship ending there delivers any cargo.

Example: a starship with no picked up mine tokens ending its run at Aborria receives 2 credits.

Yord, Frodiss III: These pay 5 and 8 credit bonuses, respectively, if the starship ending its run there delivers at least 1 mine token of all 3 ore types (Cobalt, Deuterium, and Ice-9). They pay for only one set of mine tokens, so if you deliver 2 Cobalt, 2 Deuterium, and 2 Ice-9, you receive only a 5 or 8 credit bonus.

Carceris, Le Monde Nouveau, Melsink, Zuggium: These pay a 5 credit bonus if the starship ending its run there delivers at least 3 mine tokens of the named ore type. They pay for only one set of mine tokens, so if you deliver 6 tokens of the desired type, you receive only a 5 credit bonus.

Embermist, New Dakota, and Tanebo: These pay a 2 credit bonus for each mine token of the specified ore type delivered by the starship ending its run there.

Example: if a starship delivers 3 mine tokens of the desired type, ending at one of these destinations pays a 6 credit bonus.

Cailoone, Jobyll, Katiyimo: These destinations are similar to Embermist, New Dakota, and Tanebo, but the bonus paid is 1 credit, not 2, and the energy to end a run there is 1, not 3.

Cenotaphi, Duun Fenni: These pay a bonus if the starship ending its run there has at least 1 empty cargo hold. Only 1 hold needs to be empty, not the entire starship. Unused grapples do not satisfy this requirement. 1 empty hold cannot satisfy both Hal Morbius's bonus and one of these destinations; his starship must have at least 2 empty holds to earn both bonuses.