

# STARSHIP MERCHANTS

## FREQUENTLY ASKED QUESTIONS AND CLARIFICATIONS

Updated: 08.29.2012

### ERRATA:

Grapples cost 3 - not 5 - credits. Remove the misprinted Grapple cards from the game. Ignore the cost listed on the chit.

Ore Scanner text should read: "Explore with 1 redraw to find named ore type". The energy used is the normal explore 2 energy (1 if this Starship has a Survey Robot). If desired, black out the "For 1 E" on the Ore Scanner cards and counters.

Player Aid, Dock, lists the 5 steps of the one Dock action, Receive Pay and Unload Ships, as separate actions (instead of as sub-steps).

Detailed card clarifications are available at:

[http://www.toyvault.com/Starshipmerchants/Starship\\_Merchants\\_Card\\_Clarifications\\_digital.pdf](http://www.toyvault.com/Starshipmerchants/Starship_Merchants_Card_Clarifications_digital.pdf)

### SETUP

Q: Do players' 2 initial mines begin the game unclaimed?

A: Yes (also note that these mines are not in a player's local space until that player first enters the Belt).

### SHIPYARD

Q: When I buy a Starship, am I limited to only face up available Starships?

A: No (you may buy either a tug or a scout, even if only 1 Ship of that Mark is left).

Q: If I am at the current Ship limit, may I voluntarily discard a Ship?

A: No.

Q: If I do not have enough credits to pay off all my loans, do I spend all my credits and remove all my loan markers?

A: Remove 1 loan marker from each Ship. Do not remove both loan markers from a Ship with two of them.

**Q (continued): Can I then stay in the Shipyard again and remove all my remaining loan markers (for 0 credits)?**

A: No (paying off loans only occurs each time a player enters the Shipyard).

**Q: If I have no Ships due to obsolescence and not enough credits to lease an available Starship, what happens?**

*A: You are eliminated from the game. If desired, play this variant: a player without a (non-obsolete) Starship and without the funds to lease one, must turn in all of his or her credits to lease the cheapest Starship available for purchase. However, a player may not place any retained gear or Pilot on this Starship. Instead, any retained gear or Pilot continues to be retained until a player later buys/leases a Starship normally.*

## **MARKET**

**Q: Can I claim a mine during my first trip to the market?**

*A: No (you may claim only mines in your local space and your initial mines do not enter your local space until you first enter the Belt).*

**Q: Can I stay in the Market if I do not buy anything but do claim a mine?**

*A: Yes.*

**Q: Once Refineries become available, are all of them available?**

*A: Yes.*

**Q: Can I buy more than one Refinery for the same ore type?**

*A: Yes (their bonuses are cumulative).*

**Q: Can I discard a currently-owned Pilot to buy a replacement Pilot?**

*A: No.*

**Q: Can I use Zip Washbu's discount to claim 2 mines in a single Market turn?**

*A: No.*

**Q: Can I use Zip Washbu's discount on the same Market turn I buy him?**

*A: Yes.*

**Q: Does Hon Smitty's discount apply to gear placed on other Ships?**

*A: No.*

**Q: Can I buy gear or Pilots to place on obsolete Ships in the Market?**

*A: No.*

**Q: Can I use either Hon Smitty's Refinery discount or Zip Washbu's claim discount if this Pilot is currently retained for a future Starship or on an obsolete Starship?**

*A: No.*

Q: Why is a 6 gear limit stated in the rules, given there are 5 gear types and no duplicates allowed?

A: *To allow for possible expansion gear. Ignore it for now.*

## BELT

Q: When exploring, does picking up the discovered mine cost any energy?

A: *No (provided the explored mine is immediately picked up).*

Q: Is using an Ore Scanner mandatory when exploring with that Ship?

A: Yes.

Q: When using an Ore Scanner, must I redraw if I draw a non-matching mine?

A: Yes.

Q: What do I do with the first mine drawn with an Ore Scanner that doesn't match?

A: *Return it to the bag, before drawing again.*

Q: When using an Ore Scanner, if my second draw doesn't match, must I keep it?

A: Yes.

Q: Do Grapples cause 2 additional (not total) energy to use?

A: Yes.

Q: If I explore, can I put the explored mine in my Grapples "slot" for +2 energy?

A: Yes.

Q: Is an unused Grapples slot considered an "empty hold"?

A: No.

Q: Is an unused Mining Module hold considered an "empty hold"?

A: Yes.

Q: Can 1 empty hold satisfy both a Destination and Hal Morbius's bonus?

A: *No (at least two empty holds would be needed to do this).*

Q: Can I deliver to a special Destination if I don't meet its requirement (in order to "use up" the card to no effect)?

A: Yes (provided you have the required energy).

Q: Are Destination cards reshuffled when the deck is exhausted?

A: Yes.

Q: If I have a Starship that previously ran in this business cycle with some unused energy left over, may I run it again?

A: No (a given Starship may be run only once per business cycle).

## DOCK

Q: Are applicable bonuses (from Pilots, Refineries, or Destinations) multiplied by or added to the numbers listed on mines?

A: Added (the number listed is the mine's \*value\*, not a quantity delivered).

Q: If a Ship is run and then becomes obsolete, does its Pilot bonus for mines it unloads still apply in the Dock?

A: Yes.

Q: After a Ship unloads, do its claimed mines return to local space still claimed?

A: Yes.

Q: Can I stay in the Dock if Final Run has not been declared?

A: No.

## TRANSFERRING/RETAINING PILOTS & GEAR FROM OBSOLETE STARSHIPS

Q: When retaining or transferring up to 1 Pilot and 2 pieces of Gear across all my obsolete Ships, after paying for them, can I transfer a Gear and the Pilot to two different Starships and retain the other gear for my next purchased Starship?

A: Yes (each repurchased Pilot or Gear is transferred or retained separately).

Q: Are gear and Pilots that a player chooses not to retain removed from the game?

A: Yes.

Q: In the rare case when, as a result of moving to a new Mark, you must discard a Ship due to being over the current Ship limit, can you retain the Pilot or any gear from the discarded Ship?

A: No.

## FINAL RUN

Q: Given that Final Run is declared after ending a turn in the docks, does the player declaring Final Run unload his mine tokens?

A: No; this player "virtually unloads" them (to collect payments), but then retains them on his Starships.