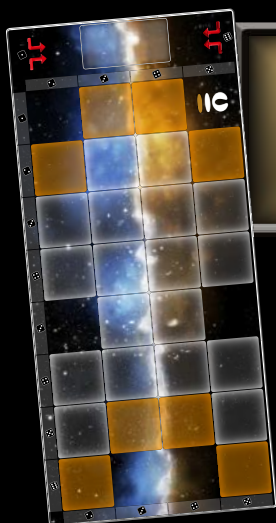


GALAXY TRUCKER

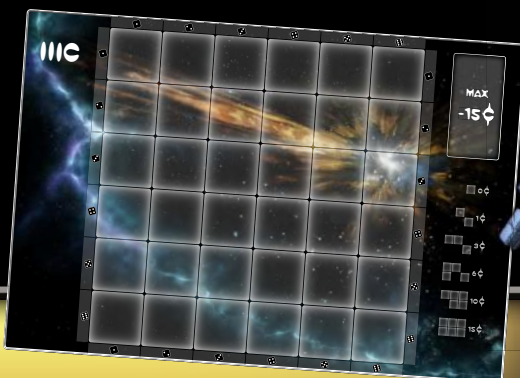
THE LATEST MODELS

This expansion offers new ship classes for trans-galactic trucking. To play, you will need the basic Galaxy Trucker game. The new ships are fully compatible with all elements of the first two big expansions.

Corp Inc. seeks experienced truckers eager to pilot ships of unconventional design.
Must be able to build a ship under adverse conditions. Degree in applied topological mechanics a plus.
Generous compensation for qualified applicants. Apply today!



Classes IC and IIC were originally designed for sectors where the fabric of space-time is unstable. These ships create a space-time warp field that is so twisted you won't even notice the sector's mild anomalies.



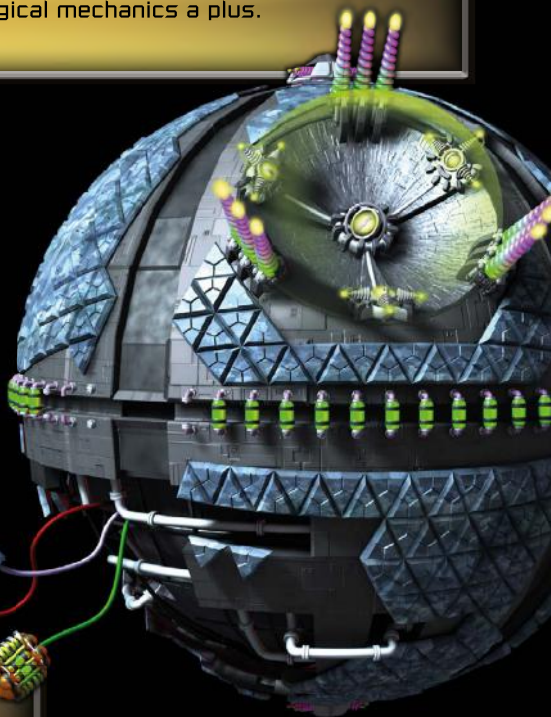
Every ship builder dreams of building a ship like this: a giant sphere, the size of a small moon, bristling with deadly weapons. Every captain dreams of striding around such a ship, wearing a black mask in which it is difficult to breathe. Every space princess dreams of being held prisoner on such a ship, waiting to be rescued.

And every game designer dreams of including this ship in his game without being sued for trademark infringement.



Class IVC was intended to be a sleek and solid luxury craft with an ornamental window in the center. And so it would have been, were it not for a loose staple. The official documentation consists of schematics for constructing the four pieces of the ship along with an appendix detailing how the pieces attach to one another. But in the course of bureaucratic shuffling at the Department of Transportation, the staple came loose and the pages of the appendix fell off.

So when you apply for a copy of the Class IVC schematics, you get a plan for four independent ships. And when you ask for a copy of the appendix, the clerk closes his window and scurries into a back room. Is he back there looking for the lost pages of the appendix, or is he hiding until you go away? You don't know. So the best thing to do is start building and hope that he'll get back to you with the pages – or at least some of them.



In this expansion you will find double-sided boards for ships of Classes **IC**, **IIC**, **IIIC**, and **IVC**.

- Each of the 5 smaller boards has a Class **IC** and a Class **IIC** ship on the same side.
- Each of the 5 larger boards has a Class **IIIC** ship on one side.
- Together, the other sides of the two boards make a Class **IVC** ship.

We include 5 pairs of boards in case you want to use the first big expansion to play a 5-player game.

Note: The official names of the first two big expansions are “The Big Expansion” and “Another Big Expansion”. However, to avoid confusion, we’ll refer to them as “the first big expansion” and “the second big expansion”.

CHOOSING SHIPS

A game of Galaxy Trucker can include a mix of ships from the original set, the first two big expansions, and this expansion. We recommend 3-round games with ships increasing in size each round, but you are free to play as many rounds as you like and use the ships in any order. Just remember that in each round, everyone should be using the same class of ship. You should decide how many rounds to play and which ships to use before you start the game.

The ship class determines which rules card to use. For example, if you are building and flying Class **IIC** ships, you should use the rules card labeled “II”, even if it is the first round of your game. We’ll refer to it as the Level II rules card. That round will have a Level II flight with Level II (and Level I) adventure cards. Ships of Classes **II**, **IIA**, **IIB**, and **IIC** all require you to use the rules for a Level II flight.

If you have the second big expansion, we recommend leaving out Class **I** ships. Play a three-round game with flights of Levels II, III, and IV.

If you do not have the second big expansion, then you do not have the Level IV adventure cards. You can either play the standard game with flights of Levels I, II, and III, or you can use the special rules for Level IV flights included in this rulebook. (See page 8.)

Note: Class **IC** and **IIC** ships are very similar. For variety, we recommend against using both in the same game. For example, if you play a Level I flight with ships of Class **IC**, you could play a Level II flight with the Class **II** ships from the original set or the Class **IIA** or **IIB** ships from the other expansions.

THE PILOT CABIN IN THE LATEST MODELS



The ships in this expansion have one new feature in common: They have no square designated for your pilot cabin.

(Okay, it’s not completely new. You might have seen this in Class **IIA** ships in the first big expansion. But the rules are different for the latest models.)

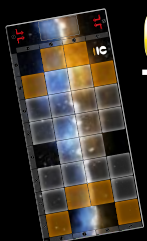
When you are setting up for building, put your pilot cabin in the place where you set components aside. It works like any other component in your discard pile:

- During building, you can add it to your space ship at any time.

- It counts as one of the two components you can have set aside during building.
- If you do not add it to your space ship, it remains in your discard pile and counts as a component lost during the flight.

You begin building with an empty ship board. So your first component can go anywhere. Your first component can be your pilot cabin, but it can also be one that you drew. You are not allowed to look at the adventure cards until you have added your first component.

Once you have added your first component, all other components must join with your space ship, as usual. (Except in the case of Class **IVC**, as explained on page 6.)



CLASSES IC AND IIC

Ship Classes **IC** and **IIC** are on the same side of the smaller ship board. These rules apply to both classes. The only difference is that the orange squares are part of Class **IIC** ships, but not Class **IC** ships.

For a Level I flight, use Class **IC** and treat the orange squares as though they were not on your ship board. For a Level II flight, use Class **IIC** and treat the orange squares like any other square on your ship board.

Note: Don’t think of this board as two similar ships. It’s more like one ship that you can use for a flight either of Level I or of Level II.

Of course, the similarity between Class I and Class II has that alternative explanation involving an ill-fated birthday party, a small pink platypus, and seventeen mis-matched pairs of galoshes. We’re sure you’ve heard that one.

There’s also a third explanation involving a game designer, limited game board space, and the dilemma of whether to make a new Class I ship (and disappoint everyone who doesn’t do Level I flights anymore) or to make a new Class II ship (and disappoint everyone who wishes the Class I ships had more variety). But that explanation seems awfully improbable.

No one knows whether the original design was Class **IC** or **IIC**. It seems that the application somehow twisted and copied itself during processing, and the Department of Transportation approved both designs. If that sounds weird, wait till you fly a ship with a trans-dimensional splice.

BUILDING

As with all ships in this expansion, you set up for building by setting your pilot cabin aside in your discard pile, and you can add the pilot cabin to your ship at any time. The first component you place can go on any square. Just don't forget that the orange squares can be used only on a Class IIC ship.

As usual, each piece you add must join to the others. This ship has a special feature that makes this more challenging:

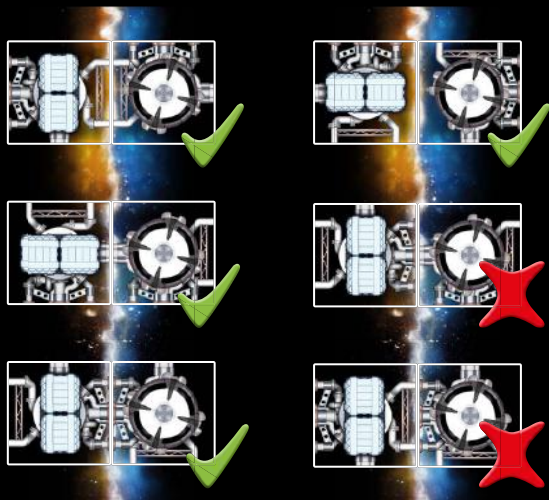


A trans-dimensional splice runs down the center of your ship. As you no-doubt learned in grade school, trans-dimensional splices create instability in the space-time continuum. You need to get the connectors exactly right:

- Connectors across the trans-dimensional splice (between columns  and ) must match exactly: A simple connector can join only with another simple connector, a double only with another double, and a universal only with another universal.

- In other words, if a universal connector tries to join with a simple or double connector on the other side of the trans-dimensional splice, it counts as a ship-building mistake that must be corrected by discarding components when you make your spot check.

- But it's still okay to have a smooth edge adjacent to another smooth edge or to have a connector adjacent to an empty square.



THE FLIGHT

The trans-dimensional splice gives the space around your ship an interesting topology. By "interesting" we mean "deadly", as you will discover if anything attacks your ship. (The following rules apply to meteors, cannon fire, and intruders from the second big expansion.)



Attacks from the Front or the Rear

If something comes at your ship from the front or the rear, roll only one die.

- Anything from  to  results in an attack on the corresponding column.
- A  turns the attack into an attack from the left! Roll again according to the rules below.
- Similarly, a  turns the attack into an attack from the right. Roll again.

It is not possible for players to react until the column or row of the attack has been ultimately determined. If the attack gets moved to a new direction, the original direction of the attack becomes irrelevant. The roll for the new direction happens immediately. In particular:

- Shields are effective only if they protect you from attacks in the new direction. The original direction is irrelevant.
- A large meteor coming from the side can be destroyed by a cannon pointing at it in the same row or an adjacent row, even if it was originally supposed to come from the front.
- Thrusters (from the second big expansion) change the column of the attack, not the die roll. So if the roll indicates an attack on column  and you use thrusters to move the attack one column to the left, the attack completely misses the ship. Use of thrusters will not make an attack from the front or rear turn into an attack from the side.
- Thrusters cannot be used until the row or column has been determined. If the roll is , you cannot use thrusters to turn that into an attack on column . You have to wait until the row is rolled. (Or perhaps until the rows are rolled. Read on. It gets weirder.)

Attacks from the Side

Regardless of whether the attack is coming from the side because the adventure card said so or because the trans-dimensional splice re-routed it, the rules are the same: Roll one die to determine the row or rows of the attack. (The numbers are printed on the left side of the board, but they also apply to attacks from the right.)

- A roll of , , , or  indicates an attack on that row in the usual way.
- A roll of  or  indicates that the trans-dimensional splice has duplicated the attack so that it hits both indicated rows at the same time.

The duplication occurs immediately and both attacks hit simultaneously. For example:

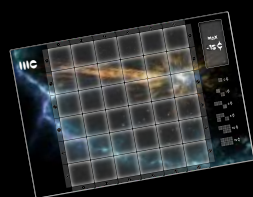
- Duplication happens immediately, before you can change the row. A forward-pointing thruster cannot change a roll of  to a roll of . If you choose to use it, it will change a simultaneous attack on both rows marked  into a simultaneous attack on row  and the upper row marked .
- Similarly, on a roll of , you can use a backward-pointing thruster to move the attack to the upper row marked . This does not result in duplication.
- Because the attacks hit simultaneously, you can use one shield (and one battery token) to defend against both of them (if they are the sort of attack that can be stopped by shields).
- To destroy a large meteor coming from the side, you need to fire a cannon pointing toward that side in that meteor's row or an adjacent row, as usual. When destroying two at the same time, the two cannons can be chosen independently. For example, you may use a same-row cannon to blow up one meteor and an adjacent-row cannon to blow up the other. However, because the meteors are coming simultaneously, it is not possible to blow up both of them with the same cannon.

If you defend against only one attack, the other one hits you according to the usual rules. If you do not defend against either attack, they hit simultaneously. If each hit destroys a component, remove both components before checking to see what else falls off your ship.

The trans-dimensional splice technology can even cause duplication of intruders (found in the second big expansion).

- If duplicated intruders land on your ship simultaneously, you can evaluate each one in turn. The order shouldn't matter. This works just like double intruders.
- Even double intruders can be duplicated. If both double intruders enter your ship, evaluate each intruder in turn. The order shouldn't matter.
- It is possible for one armed crew member or one auto-defense system to defeat multiple intruders.
- As with double commandos, if multiple commandos set charges, blow up all charges simultaneously after all intruders are done moving.
- Rewards can be duplicated, too. Once all intruders are done moving (and all set charges have blown up) you collect the reward for each intruder you defeated.

When a commando and his duplicate return home, they have to sort out their bank account, their health insurance, and their taxes. A commando with a girlfriend finds himself in an embarrassing love triangle. However, a married commando usually discovers that his wife doesn't mind having two of him around, particularly if there are a lot of home improvement projects that need to get done.



In the second big expansion, we gave you Class IIIB in the shape of a cylinder. In this expansion, we go even farther to give you Class IIIC in the shape of a sphere! (You can see the sphere if you have a little imagination and don't know what a torus is.)

BUILDING

As with all ships in this expansion, you set up for building by setting your pilot cabin aside in your discard pile, and you can add the pilot cabin to your ship at any time. The first component you put on your ship board can go on any square.

Class IIIC has no sides. Sure, it looks like a big square, but when you are building, imagine that it is wrapped around a cylinder so that the left side of the square meets the side on the right (as in Class IIIB from the second big expansion). And when you look at the top and bottom sides, imagine that they meet up in the same way (by wrapping them around a different cylinder).

This means that every square on the ship board is adjacent to four other squares. All connectors must join properly:

- In the leftmost column: a connector on the left side of a component must join with the connector on the right side of the component in the same row of the rightmost column.
- In the top row: a connector on the top side of a component must join with the connector on the bottom side of the component in the same column of the bottom row.
- As usual, you can't have a connector adjacent to a smooth edge, not even if the smooth edge is on the outer edge of the six-by-six square.
- As usual, it's okay for a connector or smooth edge to be adjacent to an empty square.

Attack Summary.

When an attack comes at a Class IC or IIC ship, proceed as follows:

1. Roll one die to determine the column or row (or rows!).
2. If the attack is coming from the front or the rear and you get a 1 or a 6, it becomes an attack from the side. Roll the die again to determine the row or rows.
3. If the attack is coming from the side and you get a 3 or 4, the attack is duplicated.
4. Now is your chance to use thrusters. If the attack is duplicated, your thrusters apply to both attacks in the same way.
5. To destroy two large meteors coming from the side, you can use cannons in the same two rows or adjacent rows as usual, but you cannot destroy both with one cannon.
6. If a shield (normal or boosted) can be applied, a single activation defends against both attacks.
7. Deal with any attacks that you did not defend against.
8. Remove all destroyed components simultaneously.
9. Only after all destroyed components are removed do you check to see if the rest of your ship is holding together.

Insurance.

Ship Classes IC and IIC are uninsurable.

CLASS IIIC

The "empty square" rules for cannons, engines, and thrusters still apply:

- If you have a forward-pointing cannon or thruster in the top row, the bottom square in that same column must be empty.
- If you have an engine or backward-pointing thruster or cannon in the bottom row, the top square in that same column must be empty.
- If you have a left-pointing cannon or thruster in the leftmost column, the rightmost square in that same row must be empty.
- If you have a right-pointing cannon or thruster in the rightmost column, the leftmost square in that same row must be empty.

Because the plan of the ship has no holes, you cannot add a cannon, engine, or thruster without choosing to leave a square empty. If you are clever, one empty square can serve multiple components.

Example 1



This ship (under construction) is legal. The connectors across the edges of the board hold the ship together as one piece. Note the squares marked by red dots. The empty square rules prohibit placing components there. Note also that the leftmost marked square serves as the empty square for four components.

Example 2

This construction is illegal in so many ways:



A: A simple connector is adjacent to a double connector.

B: A connector is adjacent to a smooth edge.

C: The square behind the engine is not empty.

D, E, F: The square in front of the cannon is not empty.

G: The square adjacent to the right-pointing thruster is not empty.

H: The six components outlined in purple are connected to each other, but not to the rest of the ship.

Extra Time

Building a legal Class IIIC ship is especially challenging. Everyone deserves a chance to complete such a masterpiece. So this ship has a special building rule that gives slower builders one more flip of the timer:

As usual, only a player who has finished building and taken a numbered tile may flip the timer from circle I to the "Start" circle. But this is not the final flip. When the timer runs out in the "Start" circle, any player who has finished building and taken a numbered tile may give the timer its final flip. The player should place the timer on his or her ship board and say, "Extra time!" Building can continue until the timer runs out.

PREPARING FOR LAUNCH

Spot Check

The rules are the same as usual: If your ship violates any of the building rules, you have to fix it by removing components. But it's really easy to make mistakes, so be extra vigilant during the spot check.

Insurance and the "Weak Spot"

Doubtless you have heard that every Class IIIC ship has a special weak spot that can be hit only by a small fighter flying down a long corridor. It's a challenge, but landing a clean shot on the weak spot will supposedly blow up the entire ship like a supernova.

Well, that's bunk. Class IIIC holds together (or breaks apart) just like any other ship. But every week, we read about some hotshot teen-ager who tried to fly through the gaps in a Class IIIC ship and smashed himself to pieces against the sewer pipes. That is why Corp Inc. requires insurance on Class IIIC ships. And that is why Pangalactic Insurance requires you to build your ship without any long corridors that might attract young hooligans.

Class IIIC ships are insured. If you build them according to the insurance company's specifications, this insurance is free. But most Class IIIC ships end up with a "weak spot". You will be charged more for a larger weak spot, as indicated by the table on the side of your ship board.

After building (and removing any illegally placed components) look for the largest cluster of empty squares sharing edges or corners. Keep in mind that a square on one side of the board shares an edge and two corners with three squares on the opposite side.



If the largest cluster has only one square (i.e., no two empty squares share an edge or a corner) you are insured for free. If the largest cluster has two squares, you must pay 1 credit. And so on, according to the table. If the largest cluster has six or more squares, you pay 15 credits. This is the maximum insurance fee.

(The table only tells you how much you pay for the insurance before the flight. It has nothing to do with the 15-credit maximum penalty for lost components.)

Example

The ship on the left has seven empty squares, but no cluster of empty squares has more than 2. The player must pay 1 credit.

(Note that the two green squares are in the same cluster because they share a corner. This might be hard to believe, but it's true. Put your finger in the upper right square. Move one square farther up, and one square farther right. You end up in the lower left square.)



The ship on the right also has seven empty squares, but these are all in the same cluster (because the edges of the board wrap around). The player must pay 15 credits, which is the penalty for a cluster of 6 or more squares.

You must pay for your insurance! If you don't have enough money, use loan tokens from the first big expansion. If you don't have that expansion, then keep track of how much you owe and pay it off at the end of the flight. If you can't pay off your debt at the end of the flight ... well, all right then. Not even the Pangalactic Insurance Company can squeeze blood from a turnip.

You say you didn't mean to leave a hole there? You say time ran out before you could get it finished? Yeah, that's what they all say. And anyway, it's no excuse. Everyone knows that a half-built ship encourages hot shot pilots to try even stupider heroics.

THE FLIGHT

Because the edges of the board wrap around, your ship doesn't really have sides. So as your ship rolls across the Galaxy, trouble can strike it anywhere.

When rolling to see where an attack hits, roll one die to determine the column and then one die to determine the row. If that square has a component, the attack is on that component. If that square is empty, the attack moves in the direction indicated on the card until it hits a square with a component. If the attack passes through empty squares and reaches the edge of the board, it wraps around to the opposite edge and keeps going. The attack cannot miss the ship entirely unless the entire row or column is empty.

Once you know the square of impact, you deal with the threat as usual:

- A small meteor will bounce off the component if it has a smooth edge on the side the meteor is coming from or if the connector on that side is joined to another component.
- Shields work as usual. All that matters is their orientation relative to the direction of the attack. The location of the point of impact doesn't matter.
- Cannons can destroy large meteors as usual. When shooting a large meteor coming from the front or the rear, only the column matters, not the row. When shooting a large meteor coming from the side, only the row matters. The cannon must point in the usual direction. For example, if a meteor comes from the front, any forward-pointing cannon in that column can destroy it, even if the meteor threatens to hit a component behind the cannon. (And only a forward-pointing cannon can destroy it.)

An intruder (from the second big expansion) attempts to enter your ship at the square of impact. As usual, it enters successfully unless that component has an auto-defense system or an armed crew member. When it enters, it is facing in the direction of attack and it moves according to the usual rules. (But don't forget that the edges of the ship wrap around.) In some cases, it is possible that the intruder will walk in circles.

But that's nothing to be ashamed of. The space commandos have a saying: It is better to run around a ship in circles than to be caught in a trash compactor.

INSURANCE

The ship is insured. The maximum penalty for components lost along the way is 15 credits.

CLASS IVC

SETUP

Level IV Flight

Set up the adventure cards as you would for a Level IV flight. If you don't have Level IV adventure cards (from the second big expansion) see the rules for Class IV ships with Level III adventure cards on page 8.

Note: If you have the second big expansion, you don't have to use all of it. For example, you could use just the Level IV rules card and all the non-intruder Level IV adventure cards.

The Dice and the Timer

Place two dice near the flight board but not on it. Everyone should be able to reach them.

The player who says "Go!" should start the timer off the flight board, near the two dice. When the time runs out, the timer can be flipped onto circle III. (See "The First Roll" below.) Even if you are playing without Level IV adventure cards, you will want to have this additional building time.

BUILDING

As with all ships in this expansion, begin with your pilot cabin set aside.

Four Ships

In addition to the usual building squares, this ship has special squares marked , , ..., , and . At first, these squares are unavailable and you can build only on the unmarked squares. This means your ship is actually four ships. For now.

You may work on all four ships simultaneously. This means that you may begin work on any ship by placing a component anywhere inside its outline, but once a ship has one component, all new components must be added to it according to the usual building rules. The components of each ship must be connected, although the four ships will not be connected to each other. Yet.

The First Die

When the timer runs out the first time, any player may take one of the two dice and roll it. The player must announce the number rolled and display this number by placing the die on the rules card.

As soon as the die is rolled, the corresponding squares on all players' ship boards become available for building. This causes two ships to become one combined ship. (The other two are still separate.) For example, if a  is rolled, the two forward ships become one forward

ship. If a  is rolled, the two ships on the left become one ship on the left.

If you have placed components in each part of your newly combined ship, then you may continue building on both of them. Your newly combined ship will be in two separate pieces until you join them together. (And you do want to do so before time runs out. Otherwise, one of the pieces will fall off.)

If you have begun only one of the two ships, then you can add components to your newly combined ship only by joining to the part that has already been started.

If you have not begun either of the two ships, then you may begin it by placing the first component anywhere inside the outline of the newly combined ship. (You can even begin on one of the squares that just became available for building.) All new components added to this newly combined ship must join with those already placed.

Once the die has been rolled, any player may flip the timer over onto circle III. (It cannot be flipped before the die is rolled.) The second die remains on the table until the time runs out on circle III.

The Second Die

When the timer runs out on circle III, any player may pick up the second die, roll it, announce the result, and display the result by setting the die next to the first die on the rules card. The timer cannot be flipped onto circle II until the second die has been rolled. (From now on, the timer can be flipped according to the usual rules.)

The second die makes two more squares available for building, which (usually) combines more ships. If the second roll is the same as the first, the two squares marked  become available for building. So if the rolls are  and , then the squares marked  and  are available for building. If the rolls are  and , then the squares marked  and  are available.

The rules for newly combined ships are the same as before: If the ship is in pieces, you are allowed to add components to any of the pieces, but you want to join all the pieces together before time runs out.

Looking at Adventure Cards

You are not allowed to look at the adventure cards until you have placed a first component on each ship. So if you want to look at the adventure cards before the first die roll, you must begin all four ships. By contrast, if you wait for ships to combine, you will have fewer ships that you need to begin. It is not necessary to have components in each part of a combined ship before you look at the cards.



PREPARING FOR LAUNCH

Number of Ships..

Only two dice are rolled. They determine which two pairs of squares become available for building. And this determines how many ships players will have for the flight.

There are many possibilities:

- You will have two ships, one in front of the other, if the rolls are or .
- You will have two ships side by side if the rolls are , , or .
- You will have three ships if the rolls are or .
- You will have one big ship if the rolls are , , or .
- Or you will have one L-shaped ship and one tiny ship.

Spot Check..

You have no control over which ships combine into one. This is entirely determined by the two die rolls during building.

If the dice do not combine the four ships into a single ship, you will be flying multiple ships. Although the usual rules require that your entire ship must hold together, Class **IVC** requires only that each of your ships holds together.

If a combined ship is still in two parts once building is done, you must decide which part is "the ship" and which part goes to the discard pile. If one of your multiple ships has no components (because you never got around to starting it) then that ship must give up on the flight (explained below) but the other ships launch as usual.

Insurance..

You may recall (from the first big expansion) that Pangalactic Insurance refuses to insure flotillas. But you have official documentation declaring that your flotilla is actually a single ship!

2¢ : MAX -26¢
5¢ : MAX -19¢
8¢ : MAX -12¢

After the spot check, you decide whether to insure your ship and for how much. The amount you pay is specified on the insurance table in the upper left corner of the ship board. If you choose to buy insurance, put the appropriate number of credits (2, 5, or 8 – your choice) on top of the

insurance table. Your maximum penalty for lost components will be 26, 19, or 12 credits, depending on how much you pay now.

You cannot change your insurance during the flight. Do not turn over the first adventure card until all players have decided how much insurance they will buy. If players want to wait to see how others decide, then players must decide in order, beginning with the leader.

The money you place on the insurance table is already considered spent. It is no longer yours. It belongs to the bank. You are leaving it on your board only as a reminder of how much you paid. You cannot use any of that money to help pay your penalty at the end of the flight. Even if you lost no components, you must return all of that money to the bank.

Aliens..

You are still limited to 1 alien of each color in your flotilla.

THE FLIGHT

If all the ships combined into a single ship during building, then the flight is just like flying with a normal ship. If you have a flotilla, however, the flight is like Class **IIA** from the first big expansion (available at www.czechgames.com). The following (fairly intuitive) rules apply:

- Batteries can only power components in their own ship.
- When counting engine strength, count up each ship individually and use the lowest number. The brown alien's bonus applies only to its own ship, and only if that ship has engine strength above zero.
- However, if one or more of your ships has engine strength zero when confronted by Open Space, those ships give up (as explained below) and your engine strength is the lowest among the remaining ships.
- When counting cannon strength, add the strengths of all the ships together. The purple alien's bonus applies only if its own ship has cannon strength above zero.
- When counting crew members, add the crews of all the ships together.
- When gaining goods, you can reorganize them any way you like among all ships.
- When gaining batteries or crew members, you do not have to put them all on the same ship. You may put them wherever you like (but you can't reorganize the ones you already have).
- However, when astronauts in a stasis chamber wake up (first big expansion) they can be placed only in the ship with the stasis chamber and only if that ship has at least one human crew member left.
- Whenever you lose crew members, goods, or battery tokens (except when spending battery tokens to power something) you choose where they come from.
- An attack will hit the first component in its path, as usual. It is one attack on the entire flotilla, not one attack on each ship in the flotilla.
- Large meteors can be destroyed by cannon fire from any ship in the flotilla. The cannon does not have to be on the ship that is in danger of being hit.
- However, a shield generator can protect only the components of its own ship.
- An engine booster can send only its own ship into hyperspace. For details, see page 11 of the rules for the first big expansion.
- Thrusters (from the second big expansion) move only their own ship. If this causes an attack to miss that ship, it is possible the attack will hit a different ship in your flotilla. Each ship in your flotilla may use thrusters once to defend against a single attack.
- As for cyan aliens (from the first big expansion):
 - The Lawyer and the Diplomat work on all ships in the flotilla.
 - The Techie, the Telepathic Guru (second big expansion), and the Manager's +1 bonus to the other aliens apply only to the ship with the cyan alien.
 - If the Merchant or Manager is aboard a ship that completes the flight, the Merchant's ability or the Manager's reward for finishing with aliens aboard applies to all ships in your flotilla that completed the flight. If the Merchant's ship does not complete the flight, its ability applies only to its own ship. (The Manager's reward cannot be collected if the Manager's ship did not complete the flight.)

Giving Up.

It is possible that some ships in your flotilla will give up on the flight while the rest continue on. The rules are the same as for Class **IIA**, but we'll summarize them here:

- Before the next adventure card is drawn, you can choose to withdraw one or more of your ships from the flight.
- If an adventure card leaves one ship without any humans, that ship must give up once the card has run its course.
- When confronted with an Open Space card, all ships with engine strength zero must give up. (Then calculate engine strength as the lowest among the remaining ships.)
- If you are lapped, your entire flotilla must give up.

If one ship gives up:

- Set the goods aside. You will get half the credits for them when the flight is over.
- Remove the ship from the board. (If it has any components left, they go back to the table, not to your discard pile.)
- The remaining ships in your flotilla may continue on.

END-OF-FLIGHT BONUSES

All players who finish with more ships are considered to finish ahead of those who finish with fewer ships. Flight order breaks ties among players who finished with the same number of ships.

Only the players who finish with the most ships are eligible for the bonus for best-looking ship. Among those players, the one with the fewest exposed connectors in his or her flotilla gets the bonus. (If there is still a tie, all tied players get the bonus, as usual.)

CLASS IV SHIPS WITH LEVEL III ADVENTURE CARDS

If you do not have the second big expansion, then you do not have the rules card and the adventure cards for Level IV flights. These rules allow you to use Class **IV** ships anyway. (Specifically, these rules allow you to use Class **IVC** ships from this expansion.)

Note: Class **IV** ships require a lot of components. If you have components from only the basic set, you should play with 3 or fewer players. If you have components from the basic set and the first big expansion, you can play with 4 players, but not 5. You need all components from the basic set and both expansions to build Class **IV** ships in a 5-player game.

Setup.

Use the Level III rules card, except that each of the four piles of adventure cards should have one more Level III card. So each pile will have one Level I card, one Level II card, and three Level III cards.

If you have already used Level III cards in a previous flight, shuffle them back into the Level III deck before making the piles. Otherwise, players who know the cards well will know what is coming.

Building.

The timer begins off the flight board, as explained on page 6.

The Flight.

During the flight, the stakes are higher on most adventure cards. These rules apply regardless of the adventure card's level:

- All enemies get a +1 bonus to their strength.
- Abandoned Ships and Abandoned Stations require 1 more crew member.
- Whenever an enemy or combat zone takes crew or goods from you, you lose 1 more.
- Whenever you get goods, you may either improve one of them (take a green instead of a blue, a yellow instead of a green, or a red instead of a yellow) or take an extra blue one. In other words, the value of what you get increases by 1 credit.
- Whenever an enemy takes crew or goods from you, you lose 1 more.
- Whenever you are the target of meteors or cannon fire, treat the card as though the first attack were depicted twice. So you'll face the same attack from the same direction twice, rolling for each one in turn. (If you can ignore the first attack because of the five-player rules, you still must deal with the second first attack.)
- Other adventure cards are unchanged. In particular, special event cards and Open Space work as usual. Flight days gained or lost do not change. Evil Machinations from the first big expansion are not affected.
- To summarize: Enemy strengths, requirements for abandoned things, and losses of goods or crew are bigger by 1. Rewards of goods and credits are bigger by 1 credit. And the first meteor or blast of cannon fire is doubled.

End-of-Flight Bonuses.

You get the bonuses depicted on the Level III rules card.

Yes, we could have given you bigger bonuses, but you could have purchased the second big expansion. To tell the truth, until you've dodged through a Level IV combat zone, taken automatic defense fire from an abandoned station, eluded a wily predator, and suffered a meteoric collision in supposedly open space, you really haven't earned bigger bonuses.

APPENDIX

We've already covered most combinations in the rulebooks for the first two big expansions. If more questions arise, you will find their answers at www.czechgames.com.

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