

# ANOTHER EXPANDED GUIDE TO THE GALAXY

This set contains several expansions to enhance your flight across the Galaxy. They are designed to work together, but some of them can be used independently. This set is fully compatible with the expansions in the set known as “The Big Expansion”. If you have it, you can use it. If you don’t, then don’t worry; you’ll find plenty of new things here:

## NEW TECHNOLOGY

42 ship building components with new technologies, including the means to defend against intruders who may be plumbing the depths of your ship.

## NEW SHIP CLASSES

10 double-sided boards for ships of Classes IIB, IIIB, and IV, along with a rules card for Class IV flights. (We also threw in some extra cosmic credits, because the Class IV ships can earn you big bucks.)

## NEW ADVENTURE CARDS

4 new adventure cards for decks I, II, and III. And for Class IV ships, we have an entire new deck containing expanded versions of familiar adventures as well as challenges you’ve never seen before.

## INTRUDERS

Some new adventure cards represent intruders seeking to destroy your ship and gobble up your crew. This guide will show you how to deal with them. If you are playing with The (first) Big Expansion, we have intruder-related cards you can use for Rough Roads, Evil Machinations, and the cyan aliens.

## SUPPORT TEAM

18 cards (and several tokens) that will help you build a team of specialists to make your trucking business more effective.

Now possibly you are thinking of trying out all these expansions together. Good! Some of them are difficult to separate. To use Class IV ships, you need the new adventure cards. The new adventure cards have intruders, and you can’t fight the intruders without the new ship components.

But: If you don’t want to add too many new things at once, you can leave out ships of Classes IIB and IIIB. We recommend using Classes II, III, and IV for your first game so you can see how intruders work before you have to worry about more complicated ships.

The Support Team expansion can be used independently. You can leave it out to keep things simpler. On the other hand, the Support Team is not like Rough Roads or Evil Machinations from The (first) Big Expansion. The Support Team actually makes your job easier. (Well, mostly. Some of the cards can really mess you up if your opponent gets hold of them.)

Once you’ve tried all the parts, you will have a better idea of how you want to play your game:

- For variety, you can use a combination of ships from both expansions and the original set.
- For a more challenging game, you can combine this expansion with Evil Machinations and Rough Roads found in The (first) Big Expansion. (This combination is also known as “Difficulty Level: Ludicrous”.)
- And if you want a less challenging game... Oh. Actually, we don’t have anything here to make the game less challenging.





# NEW TECHNOLOGY

The 42 new components should be added to those from the original set. This will give you enough to build the gigantic Class IV ships. Some of these new components are necessary for defending against intruders, which are explained later in this guide.

Just like the last expansion, this one has 42 new components. Why 42? Ask a hitchhiker.

## COMPONENT COMPETITION

When the Warehouse is full, building ships is too easy. To keep building competitive, you should randomly select some components to remove at the start of the game. The number removed depends on the number of players, the ships you plan to use, and the number of components you have.

If you do not have The (first) Big Expansion, you have at most 4 players. In this case, proceed as follows:

- At the start of the game, mix together all components (from the original set and this expansion) face down.
- If you have fewer than 4 players, remove 25 components at random for each player less than 4. (So remove 25 for a 3-player game and 50 for a 2-player game.)
- If you will not be using Class IV ships this time, remove 25 more components.
- Return all removed components to the box without looking at them. They will not be used in any round of your game.

If you have The (first) Big Expansion, you have 42 more components and pieces for a 5-player game. In this case, proceed as follows:

- At the start of the game, mix together all components (from the original set and both expansions) face down.
- If you have fewer than five players, remove 25 components at random for each player less than five (25 for a 4-player game, 50 for a 3-player game, and 75 for a 2-player game).
- If you will not be using Class IV ships this time, remove 25 more components.
- Return all removed components to the box without looking at them. They will not be used in any round of your game.

Our guess is that you have both expansions, you have already mixed all the components together, and you want to use the Class IV ships every time. In this case, ignore all that stuff above and just try to remember to remove 25 components for each player less than 5.

## NEW COMPONENTS

The new components give your ship new capabilities, including the ability to deal with intruders. Most of these components are completely new and should not be considered to be a special version of a basic type. Thrusters are not engines. Auto-defense systems are not cannons. Crubot stations are not cabins. Solar panels are not batteries. Exceptions to this will be stated explicitly in the rules or on the cards.

### Solar Panels



Solar panels catch starlight and turn it into energy. This allows them to power a component that would normally require batteries.

Each solar panel component may be used only once per adventure card. A solar panel can

provide the power of 1 battery token to one of the components joined to it. If it is joined to multiple components, you choose which one it powers; you can choose a different one when you get the next adventure card. If the solar panel is not joined to a component that uses batteries, it has no effect.

So why is it that battery power can travel through your ship's sewer pipes, but solar power can't? Building codes. Corporation Incorporated imposes these limitations so that solar panels don't make batteries obsolete. Environmentalists argued against these codes, saying, "Why use batteries anymore? They are toxic, corrosive, and sometimes explosive." Corp Inc. replied, "That's exactly why we don't want them lying around in our warehouse."

A solar panel cannot recharge a battery. It cannot power a component that is not joined to it. It cannot be used more than once during the same adventure card. The energy from an unused solar panel cannot be saved for later.

### Example



The player uses his solar panel to power his shield and deflect the first small meteor. He pays no battery token. If he needs his double cannon to shoot the large meteor, he will have to spend a battery token. The solar panel cannot power the cannon because it has already been used. Likewise, the solar panel cannot be used to defend against the final small meteor. A battery token will have to be spent to use the shield again in response to this adventure card.

On the next adventure card, the player will once again have the solar panel available for either the shield or the double cannon.

### Thrusters



Thrusters are used for fine maneuvers such as dodging cannon fire or meteors. They can also be used to dodge intruders under special circumstances. (The circumstances are explained at the end of this section. Intruders are explained in their own section of this book.)

Thrusters are not engines. They cannot affect the engine strength of your ship.

A thruster component has thrusters pointing in two directions. Unlike engines, thrusters are not required to point to the rear. They can point anywhere. But like engines, no component can sit on the two squares the thrusters point to.



## Example



### Right and wrong thruster construction.

Thrusters can be used every time the dice are rolled to determine the row or column of an incoming meteor or cannon fire. After you know the roll of the dice, you decide whether to use thrusters.

To use thrusters, pay 1 battery token. This activates the thrusters pointing in the direction perpendicular to the incoming hit. The thrusters push your ship in a direction that changes the row or column of the hit by 1. This change applies to your ship only.

To figure out the new row or column, put your finger on the table next to the number rolled and imagine what would happen if the thrusters fired and pushed the ship 1 square in the direction dictated by Newton's third law of motion... or just look at this example:

## Example

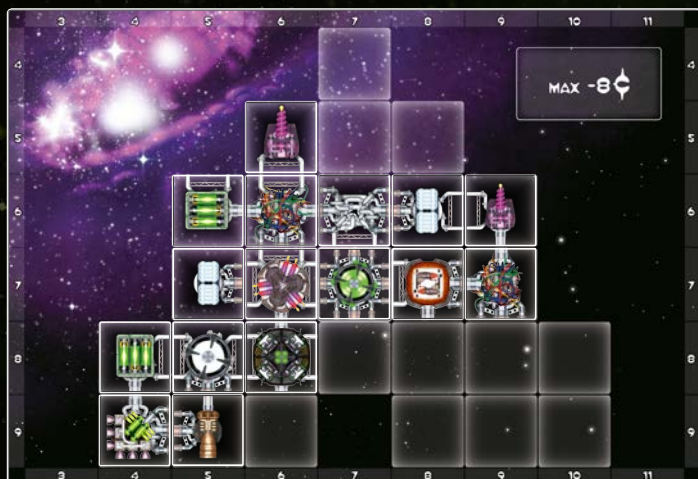


*This ship is passing through a meteoric swarm. The leader rolls a 5 for the column of the first small meteor. Green doesn't want that component destroyed, so she pays 1 battery token to fire a thruster pointing left. This moves the meteor to column 4, where it will bounce off harmlessly. (All other players still must contend with a meteor in column 5.)*

*The leader rolls an 8 for the large meteor. Green's previous use of the thruster does not carry over to this meteor; it is in column 8 for her as well. Green has no cannon in column 8. Her thruster could move the meteor to column 7, but she has no cannon there, either. The cannon in column 9 is of no use against this meteor. She would need a thruster pointing right to move the meteor to column 9. The cannon in column 6 is no use because the column cannot be changed by more than one.*

*Green decides she would rather lose her structural module in column 7 than her cargo hold in column 8. She pays 1 battery token to move the meteor to column 7.*

*The leader rolls a 4 for the final small meteor. Green doesn't have to worry about this one. It just bounces off. She could pay 1 battery token to make the meteor miss her ship entirely, but she chooses not to.*



Etiquette note: After successfully avoiding a meteor, it is traditional to shout "Woo hoo!" (or, in some sectors, even "Yee haw!"). However, if one maneuvers one's ship so that the meteor misses a container of valuable goods and destroys a crew cabin, good taste demands an expression of regret, such as "oops, sorry".

Thrusters can be used once for each roll of the dice. Even if you have multiple thrusters in the same direction, you can never change the row or column by more than 1.

The rule for shooting large meteors coming from the side still applies. Once you have decided the row of the large meteor (either by using a thruster or not) you can destroy it with a cannon pointing toward that side in the same row or an adjacent row. (For example, if you use thrusters to move a large meteor from row 5 to row 6, you can hit it with a cannon in row 7 that covers rows 6, 7, and 8.)

Thrusters cannot be used against attacks in which the row or column is not determined by a die roll. Thrusters cannot be used against an attack from inside the ship, like the Sabotage adventure card. Thrusters can be used against intruders (intruders initially come from outside the ship) but only under certain conditions:

Thrusters are designed to evade meteors and cannon shots, but you can use them against intruders (according to the same rules) if you flip the manual override switch. To use thrusters to change the row or column of an intruder's entrance point, you need a crew member in a component joined to the thruster component. A thruster component not joined to a component with a crew member can only be used against cannon fire and meteors.

Humans, aliens, and activated crubots (see Crubot Stations, below) can fire a joined thruster component against intruders. Humans sleeping in a stasis chamber (from The (first) Big Expansion) and inactive crubots cannot.

Your crew members will love it when they get a chance to use the manual override. They think it's funny to make the ship jump while the intruders are trying to enter. And if they send a funny video to Star Trooper Bloopers, they might win 2 credits and a free T-shirt.

## Router Modules



Like a structural module, a router module doesn't do anything. But even so, it has a powerful effect: All components joined to the same router module function as though they were joined to each other. If two or more router modules are joined together, then all

components joined to this group are considered to be joined to each other.

For example, the router module allows you to transfer the effects of a life support system through the router module to a cabin on the other side. It allows you to hook a solar panel up to more components. But it also transfers negative effects from things like the Epidemic and Radiation Leak adventure cards.

## Mixed Life Support Systems



A mixed life support system works for more than one color of alien. If a cabin is joined to a mixed life support system, it can hold 1 alien of 1 of the colors depicted. You choose which color.



The alien quotas still apply: No more than one of each color on your ship, and each cabin can have no more than one alien.

### Example



*In this cabin the player may put either 1 purple alien, 1 cyan alien, or 2 humans.*

### Example



*Thanks to the router module, the player may put a cyan alien in any 1 of these cabins and a purple alien in another. The remaining cabin must have 2 humans.*

Xenobiologists dogmatically believe that the diversity of aliens makes it impossible to ever build a single life support system that would work for all of them. However, an independently commissioned study found that the main difference between the aliens is a preference for different qualities of methane. For example, purple aliens like their methane warm, whereas cyan aliens prefer colder methane with a hint of lemon.

Note: Cyan aliens are found in The (first) Big Expansion. If you are playing without cyan aliens, treat these mixed life support systems as though they were purple and brown, allowing you to place either type of alien from the original set. Of course, this means all your lemon-scented air freshener will go to waste.

## Crubot Stations



This station contains 4 crubots. These crubots spend most of their time on their racks, powered down.

For 1 battery token, you can activate the crubots for the duration of an adventure card. They add 4 to the size of your crew. This is

helpful when you are comparing your crew with other players' crews (Combat Zone, Sabotage) or when you need a crew of a certain size (Abandoned Station). However, crubots cannot be substituted for actual figures when a card makes you lose crew members (Slavers, Combat Zone, or Abandoned Ship).

Why don't slavers capture crubots? To find out, the Bureau of Statistics recently polled 400 slavers. We still don't know the answer because 83 % of slavers replied, "Put your hands up; you're coming with me."

Crubots can be activated to use thrusters against intruders (see Thrusters above). Activated crubots can be armed (see Armory below). And armed crubots can defeat intruders. Because activation lasts for the duration of the adventure card, it is possible for crubots to guide the thrusters and defeat intruders for the cost of only 1 activation.

Crubots cannot do things that only humans can do. You must give up on the flight if you lose all the humans on your ship. Crubots cannot awaken astronauts in a stasis chamber (from The (first) Big Expansion).

## Auto-Defense Systems



These light guns are designed to defend your ship against intruders. They can also add to your cannon strength, although they are not cannons.

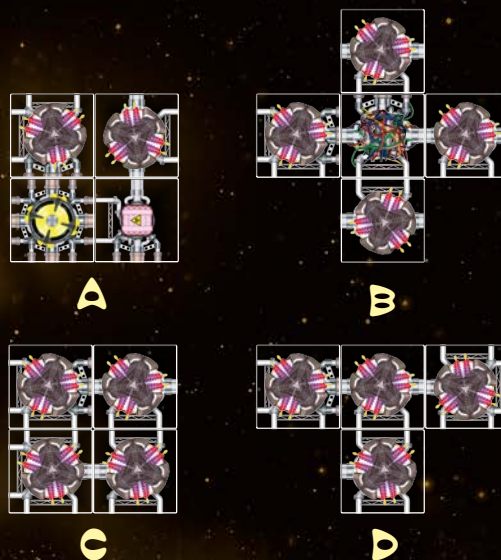
When counting your cannon strength, each joined pair of auto-defense systems adds +1 to your cannon strength. An auto-defense system does not count if it is not joined to another auto-defense system.

Router modules can join more than 2 auto-defense systems, but each auto-defense system counts as part of only 1 pair.

### Example

*A: These auto-defense systems are not joined. They add nothing to the cannon strength.*

*B: These are 2 joined pairs. They give the cannon strength +2.*



*C: These are also 2 joined pairs, giving a +2. It doesn't matter whether we pair them vertically or horizontally.*

*D: Any of those on the ends can pair with the one in the middle, but it can only be part of 1 pair. This formation gives only +1 to cannon strength.*

Auto-defense systems count even when you don't have cannons. So if you have 1 joined pair and no cannons, your cannon strength is 1. If you combined this with a purple alien, your cannon strength would be 3.

An auto-defense system, whether alone or joined to another, can also stop an intruder. This function is explained in the section on Intruders.

## Armory



Crew members on a component joined to an armory are considered to be armed crew members. Any crew member can be armed: aliens, normal human astronauts, humans in luxury cabins, even activated crubots.

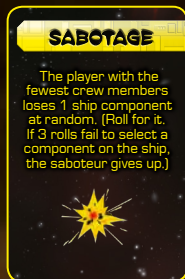
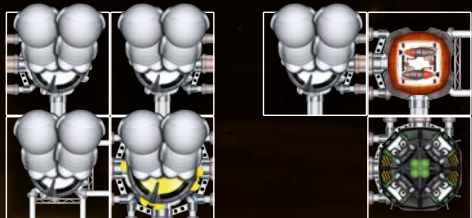
Astronauts sleeping in stasis and crubots not activated cannot be armed (because when they are asleep they do not count as crew).

Armed crew members are intended to defend your ship against intruders, but they also have another function: An armed crew member counts twice when comparing crew sizes (as in Combat Zone or Sabotage).

This benefit does not apply to a card like Abandoned Station, where the card is simply specifying a minimum number. It does not apply when you must lose crew figures (to Slavers or to get money from an Abandoned Ship).



## Example



**Abandoned station:** The player on the left has the 8 crew required to use the Abandoned Station. The player on the right cannot use it.

**Abandoned ship:** The player on the left can give up 4 figures to get the credits for the Abandoned Ship. The player on the right cannot.

**Sabotage:** The player on the left has crew size 8. The player on the right spends 1 battery token to activate the crubots. Because the players are comparing crew sizes, the armed crew members count double, resulting in a strength of 12. Sabotage affects the player on the left.

To learn how armed crew members defend your ship against intruders, see the Intruders section.

In addition to being armed, crew members next door to an armory get a huge boost to morale because they look like cool action heroes from some space opera. This boost to morale is canceled out by the increase in workplace accidents.

Note: Crew members in components joined to armories are armed even when the joining is due to a router module. How do router modules do this? The details are a trade secret of Corporation Incorporated.

## Components With Indestructible Plating



Indestructible plating was introduced in The (first) Big Expansion. In this expansion you will find it combined with another component.

The plated side of the component is indestructible. This means that cannon fire (light or heavy) and meteors (large or small) have no effect if they hit a plated side.

Non-plated sides are not protected. Hits against non-plated sides follow the usual rules. Furthermore, this plating does not protect against explosions from the inside, which can be caused by cards like Sabotage or by certain intruders.

# NEW SHIP CLASSES

This expansion contains ship boards for Classes IIB, IIIB, and IV. The Class IV ships are made by combining the back sides of boards IIB and IIIB. Five sets are included, so if you have The (first) Big Expansion, you can use these boards in a five-player game.

## CHOOSING SHIPS

You can use any ships you want in any order. A game of Galaxy Trucker can include a mix of ships from the original set, The Big Expansion, and Another Big Expansion. 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.

We recommend a three-round game. Start with Class II, IIA, or IIB. Then play Class III, IIIA, or IIIB. And finish with Class IV.

Of course, your group can agree to play more or fewer rounds. You can use whichever ship classes you want in any order. Keep in mind that higher-class ships take longer to build and longer to fly across the Galaxy.

The number of the ship class determines which rules card to use. When a card or a rule refers to “the number of the round”, that is the same as the number of the ship class you are using for that round. For example, if you are flying a ship of Class II (or IIA or IIB) you should be using the Round 2 rules card, even if it is the first round of your game.

## CLASS IIB



When building a Class IIB ship, imagine that your ship board is wrapped around a cylinder. The far left edge is wrapped around and glued to the edge on the far right. This makes the leftmost and rightmost columns adjacent to each other.

When you place a component in the leftmost column, its connector



on the left edge must match the right edge of the component in the same row of the rightmost column. Similarly, if you have a component in the leftmost column that requires an empty square on the left (such as a thruster or cannon pointing left) that square in the rightmost column must be empty. Analogous rules apply to components in the rightmost column. This will all make more sense if you look at the example.

### Example



The ship above has several illegally placed components. Connectors don't match up. A cannon points into a square that is not empty.

The ship below is legal. Note in particular the cannon in the upper right corner which is connected to the rest of the ship only via the component in the upper left. Also note the cabin in the leftmost column is connected to the armory in the rightmost column.

Ships in the shape of a rotating cylinder have long been popular in science fiction. You can build one yourself! Then you'll understand why they are only popular in fiction.

## Hits to Your Ship

Because a Class IIB ship is a rotating cylinder, hit probabilities are distributed evenly.

If a hit comes from the front or the rear, determine the column by rolling 2 dice. Do not add the numbers. Instead, look for the column labeled with the combination you rolled. For example, 1-1 is the leftmost column, but 3-3 is the column right beside it.

A rotating cylinder doesn't really have left and right sides, but it can still get hit. If a hit comes from the side, first roll 1 die to determine the row. A 1 or a 6 misses the ship entirely. Otherwise, roll the second die to figure out where the hit starts. On a 2, 3, or 4, pretend that the third column of your ship board is the "outside" column of your ship. The hit starts there and moves in the indicated direction until it collides with a component. If it moves off the side of the board, it comes back in on the same row of the opposite side and keeps moving until it hits something. On a roll of 5, 6, or 7, start in the third column from the right.

Note: If you roll a hit in row 3, the single square in the start column is the first place to check for a hit.

Shields and cannons pointing to the side protect your ship in the usual way.

This would be more clear with an example, huh?

### Example



Yellow's ship is caught in a meteoric swarm. The leader rolls 1-2 and then 3-4. Yellow puts his finger in row 3 of the 1-2-3 column. Moving in the direction of the arrow on the card, Yellow determines that this is a hit on component A. That edge is smooth, so the meteor bounces off.

For the second meteor, the leader rolls 1-1. That misses.

For the third meteor, the leader rolls 1-2 and then 3-4. The meteor begins in the right start column, wraps around the cylinder, and hits component B from the left. This hits an exposed connector. Yellow has no shield on that side, so component B is destroyed.

The leader rolls a 3-4 and then 1-2 for the fourth meteor. Yellow is sad. That is a direct hit on component C, which breaks his ship into 2 pieces. The indestructible plating does not protect the component because the plating is on the front edge, not the left side. But wait! Yellow has a cannon pointing left in row 3. This cannon protects rows 3 and 4 from large meteors. Yellow cheers as he blows the meteor up.

The leader rolls 3-4 then 1-2 for the final meteor. This begins in start column 1-2-3 and immediately hits the cargo hold C. The component has a connector on the left, but it is not an exposed connector. The meteor bounces harmlessly off the ship. If the second die had indicated start column 3-4-5, then the meteor would have immediately hit component D's exposed connector and destroyed the component.

The C and D squares are especially vulnerable. It is a good idea to protect them.

Thrusters can be used to change the row or column of a hit. For the most part, this works as explained in the section on Thrusters, earlier in this book.

If a hit is coming from the front or the rear, thrusters can change the column by 1. Columns wrap around. If you move the hit to the left of the leftmost column, the hit is on the rightmost column. And vice versa. It is not possible to make a hit from the front or the rear miss your ship board entirely.

If a hit is coming from the side, thrusters can change the row in the usual way. Thrusters cannot be used to change the start column determined by the second die.

## Insurance

Class IIB ships are uninsurable. You can still set aside 2 components during planning, even though the board has no designated discard area.



## CLASS IIIB



The Class IIIB plans were found among the ruins of a civilization known as the Ancient Amoebans. The Amoebans' story remains shrouded in mystery. What inspired these ancient aliens to adopt amorphous designs? Does the seemingly random pattern of holes hide a secret message? What caused their great civilization's downfall, and does it have anything to do with their inability to design a reasonable-looking ship?

This is actually a very simple ship with no special rules. Except that you never know what shape it will have.

At the beginning of building, simultaneously with the turning of the timer, roll two dice. The numbers on the dice indicate which squares of the ship board will be holes in the ship. It is illegal to place components on these squares.



### Example

The picture shows which squares can and cannot be part of your ship on a roll of 5 and 3. It also shows that the Ancient Amoebans had a weird sense of design.



If the two dice match, then all players remove their starting components from their ship boards. Players are not allowed to build on the starting component square or on the squares corresponding the single number rolled. You will not use your starting component for this flight. You may start building by placing any component on any legal square. After that, build according to the usual rules.

### Example

On a roll of 5 and 3, your ship looks like this:



Tip: For each number rolled, you should see 5 empty squares with that number on your ship board. If you get done building and see fewer than 5, then you have placed an illegal component. Components on illegal squares must be removed according to the usual rules for correcting ship building mistakes.

You may wonder who would want to fly a ship with strange protrusions and asymmetric holes. We assume you do, since you bought this expansion.

## Insurance.

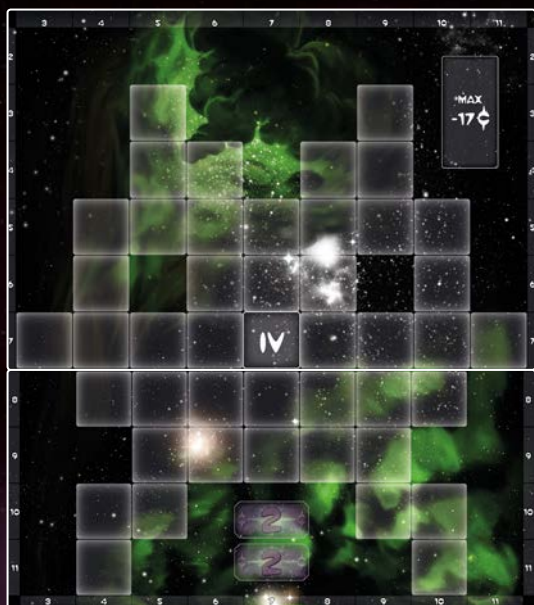
Class IIIB ships are also uninsurable. You can still set aside 2 components during planning, even though the board has no designated discard area.

## Hey, I Know a Way to Make this Easier.

Truckers frequently ask, "Can I mark the squares where I'm not supposed to build?" The answer is, "No. That's cheating. The Ancient Amoebans might curse you for even thinking of such a thing." But of course, your group might decide that making this ship class a little easier is worth an ancient curse or two. Even so, we recommend sticking to the rule about rolling the dice simultaneously with the initial turn of the timer. This ship is supposed to be a surprise.



## CLASS IV



According to Department of Transportation regulation 202-3-1061(3b), "Ship classes are designated by Roman numerals I, II, III, etc." But whenever anyone suggested that "etc" might include, say, "Class IV", the ship class registration clerk would look carefully at his regulations and then say, "I'm sorry. That's not in my list."

And that's the way things stood until the Deputy Undersecretary of Transportation found a stack of rejected designs. "Hmm," he said, "I'd like to have a yacht like this... and this... oh, this one, too." That afternoon he re-wrote the regulations to include them all under Class IV.

Class IV ships are massive interstellar cruisers with ship boards made from the back sides of the other ships in this expansion. No two Class IV ships will have the same shape. Each player should randomly choose one IIB board and one IIIB board. Flip them over to the Class IV side and put them together with the bigger board in front.

## The Timer.

When you say "Go!" start the timer off the flight board. When time runs out, any player may turn the timer over and put it on circle III.

## The Flight.

Use the new rules card whenever you use Class IV ships. Each of the 4 piles of adventure cards will contain two cards from deck IV and one card each from decks III, II, and I.

## Insurance.

Insurance for Class IV ships works the way insurance should work. In other words, it makes a lot of money for the insurance companies. After building but before the flight, each player must decide whether to insure his or her ship.



The credits depicted at the bottom of your ship board give the cost of insurance. If you want to insure your ship, announce it to the other players and put this many credits on your ship board.



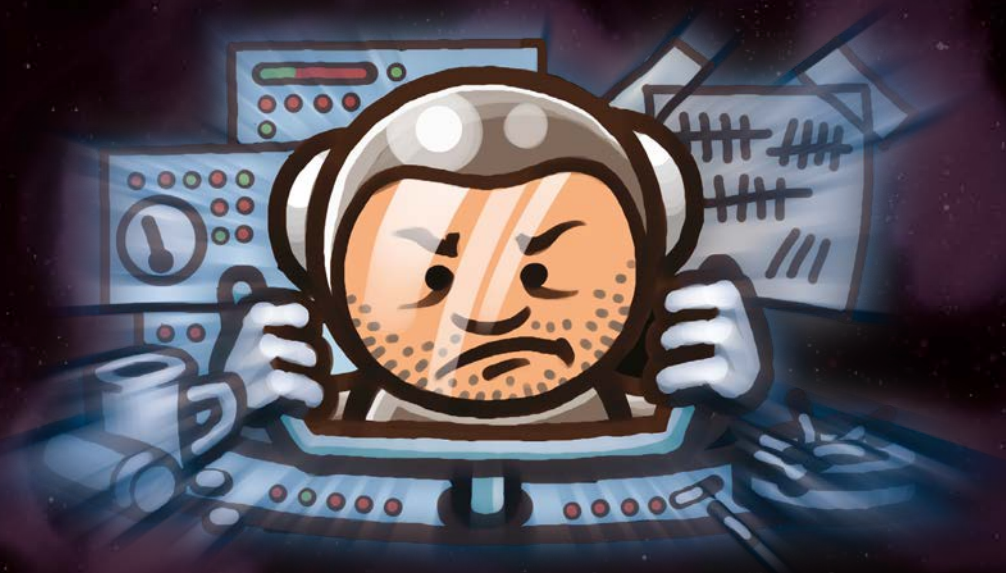
The top of your ship board has a discard area marked with the maximum number of credits you pay for lost components at the end of your flight... if you bought insurance.

If you buy insurance, then the end of your flight works just like any flight in an insured ship. You pay 1 credit for each component lost, but never more than the specified maximum. However, you always lose the credits you put on your ship board to pay for insurance, regardless of how many components you lost.

If you don't buy insurance, then the end of your flight works like a flight in an uninsurable ship. You pay 1 credit for each component lost and there is no merciful maximum.

You have to decide whether to buy insurance before the flight begins. Once the first adventure card is turned up, it is too late.

Note: The effect of the Lawyer from The (first) Big Expansion depends on whether you pay for insurance. If not, then treat your ship as "uninsurable".





# NEW ADVENTURE CARDS

In this expansion you will find adventure card deck IV as well as 4 new cards each for decks I, II, and III. The major addition is a new type of card representing intruders that move through your ship. Intruders have their own section. In this section we will discuss all the other new cards.

## NEW CARDS FOR DECKS I, II, AND III

Each of these decks gets 3 intruders (explained in the Intruders section) and one Hazardous Sector card.

### Hazardous Sector



If you get a Hazardous Sector, take 2 cards from the indicated deck and put them face down on top of the adventure deck. Just like it says.

Each Hazardous Sector card refers to the deck one level higher. If a Hazardous Sector (from Deck I) makes you add 2 cards from Deck II, it is possible that one of these will be a Hazardous Sector making you add 2 cards

from Deck III. This can make your Round 1 flight suddenly much less routine.

## DECK IV

In addition to intruders, deck IV has the types of cards you know from the original set. But if you look closely, you will see that even familiar adventures take on a new twist in Round 4.

### More Inimical Enemies



Smugglers and Slavers are no longer content to steal goods and kidnap crew. Now they want to shoot you up a bit, too. And as for pirates... well, you'll see.

According to sociologists, frequent exposure to a variety of hazardous circumstances reduces the viability of specialization, resulting in the homogenization of predatory economic enhancement strategies. According to pirates, slavers, and smugglers, "Arr! Walk the plank, ye landlubbin' sociologist!"

If an enemy defeats you, you could lose crew, lose goods, and/or get shot. These indignations occur in the order depicted on the card. Of course, if you defeat the enemy, you get all the goods and credits depicted, so things aren't all bad.

In a five-player game (see The (first) Big Expansion (again)) enemies have to be defeated twice. The second player to defeat the enemy gets a lesser reward – one less credit, one less block. If the reward is credits and goods, then each aspect is reduced by one.

In a five-player game, an enemy that has already been defeated once does less damage in later attacks. If a once-defeated enemy deals multiple types of penalties, then each type is reduced by one, as described on page 8 of The Big Expansion rulebook.

### Meteor Pairs



Meteoric swarms in deck IV have meteors that come in pairs: a large meteor followed by a small meteor in the same row or column.

Roll for the large meteor and deal with it in the usual way. Remove the components it destroys, if any. And then every player must deal with the small meteor from the same direction in the same row or column. The small meteor comes regardless of whether

the large meteor was destroyed.

You can use thrusters to change the row or column of the entire meteor pair. There is no way to use thrusters to make the two meteors hit in two different rows or columns. (Thrusters are explained in the New Components section of this book.)

### The Abandoned Fight Back



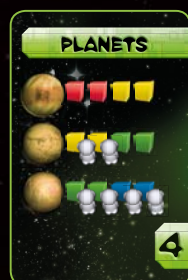
These cards work in the usual way, except that a player who decides to use the opportunity of the abandoned ship or station will get shot at. If you decide to use it, roll for all the cannon fire indicated on the card and deal with it in the usual way.

After being shot at, if you still want to use the card (and if you still can) you may do so in the usual way. If you decide not to use it, the next player in line will have the opportunity to use it (after being shot at). The next player to get shot at must make new rolls for cannon fire; your rolls only applied to you.

Crews abandoning a ship or a space station are supposed to follow the New Galactic Standard Evacuation Protocol. "Disable automatic defense systems" is step 14. Unfortunately, some crews skip straight to step 58: "Flee screaming."

In a five-player game, as explained in The (first) Big Expansion, the opportunity can be used twice, but with a lesser reward. The amount of cannon fire, however, remains the same.

### Developed Planets



In Round 4, you will encounter not only the usual, primitive planets but also planets with developed civilizations.

When a trucker says a civilization is "developed", that means it has truck stops. If the truck stops have showers, the civilization is "advanced".



On developed planets, you can find folks hanging out at truck stops, looking to join your crew. If you pick a row depicting crew figures, you can add that many human astronauts (or fewer) to your ship. Each new astronaut must go into one of your available spaces (e.g., an empty cabin or a cabin with only one human). If you have no room for more crew, you cannot take any.

If you are playing with the components from The (first) Big Expansion, you can let these astronauts sleep in available spaces of your stasis chambers. However, you cannot add an astronaut to a luxury cabin.

As always, it is legal to land on a planet just to block others from using the opportunity. You do not have to take goods or astronauts. You can take the indicated astronauts but no goods. You can take the indicated goods but no astronauts. If you land, you always have to pay the flight days.

Rules for a five-player game allow two players to land on the same planet. In that case, the second player gets one block less and one astronaut less.

## Mostly Open Space.



It's just open space. Mostly.

Deal with this card according to the usual rules for open space. Just be sure to keep track of each player's declared engine strength. Once everyone has moved, the fun begins.

The player who used the highest engine strength gets his or her own personal meteoric swarm, as depicted on the card. In case of ties, the tied player farther ahead gets

the meteoric swarm. Roll for meteors and deal with them in the usual way.

In a five-player game, the meteoric swarm is less personal – it also impacts the player with the second-highest engine strength (break ties the same way (and remember that if two players were tied for highest, one of them must be the second-highest)). The fastest player's rolls apply to the second-fastest player as well, except that the second-fastest player does not get hit by the first large meteor depicted on the card.

## Radiation Leak.

### RADIATION LEAK

Lose 1 crew member from every component joined to a component with at least 1 battery token.

Then lose every contiguous cluster of components with at least 4 battery tokens.

For this card, treat a solar panel as a component with 1 battery token.

This is a new special event card to brighten your day.

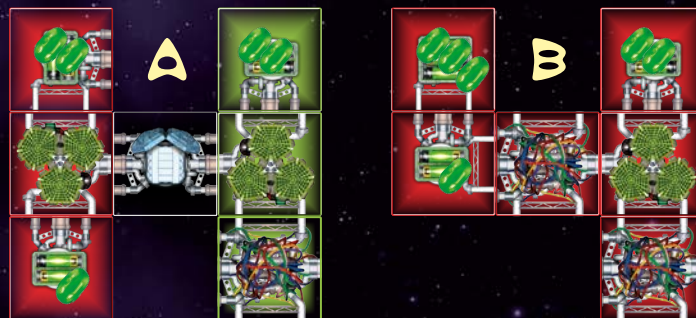
First look for each component with awake humans or aliens. (Astronauts sleeping in stasis and crubots are not affected by this card.) Check to see if that component is joined to a solar panel or to a battery component with at least one battery token. If so, remove one of the awake crew members.

Components joined by router modules count as joined. Battery components with no battery tokens have no effect on this card.

After removing irradiated crew members, look for contiguous clusters of solar panels, router modules, and components with battery tokens. (See the examples.) Count the number of battery tokens and solar panel components in the cluster. If it is 4 or more, destroy all components in that cluster.

### Example

*A: Two clusters. The one on the left has 4 battery tokens. It blows up. The one on the right has 3 battery tokens. It does not blow up.*

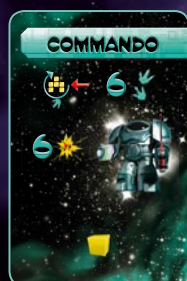


*B: One cluster with 7 battery tokens. All these components blow up, even the router module that is not essential to the connections. Note the component with the single battery token. If that token had been spent earlier in the round, then the empty battery component would not be part of any contiguous power cluster. In that case, the ship would have 2 separate clusters, each with only 3 battery tokens. Nothing would blow up.*

# INTRUDERS

Up to now, trucking has been simple. You sit in your warm, cozy ship and fly through cold, dark space.

Yeah, space is dangerous, but the dangers are always out there somewhere. Well, now you're about to meet some folks who want to bring those dangers into your warm, cozy ship.



Intruders are a new type of adventure card. Add them to decks I, II, and III. Of course, you will also find plenty in deck IV.

This set also contains intruder-related cards you can add to Rough Roads and Evil Machinations if you own

The (first) Big Expansion. And there is a new cyan alien.

Note: You can play without intruders. Just remove them from the decks. But remember that this will make a lot of this expansion's new components less useful.

## INTRUDER CARDS

There are several types of intruder cards, but they all enter and move about your ship according to the same rules.

When an intruder enters your ship, it is traditional for your computer to say, "Time T+3. Serious internal threat. Repeat. Time T+3. Serious internal threat." It is traditional for your crew to say something much shorter.



## Entrance Point

The arrow on an intruder card shows the direction from which the intruder attacks your ship. It is just like the direction of a meteor or cannon fire. The leader rolls dice to determine the row or column, and this roll applies to all players.

When an intruder comes at your ship, one of three things can happen:

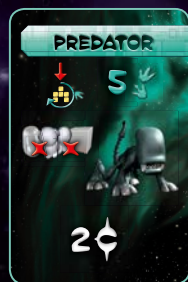
- The intruder could miss your ship entirely (either because the roll indicates a row or column not on your ship board or because you have no component in that row or column). In this case, nothing happens to you or your ship.
- The intruder attempts to enter a defended component. A component with an auto-defense system or an armed crew member is considered to be defended. (See Auto-Defense System and Armory in the New Components section.) In this case, too, nothing happens to you or your ship. (The intruder turns around and flies back the way it came. The intruder does not enter and you get no reward.)
- The intruder enters a component that is not defended. In this case, the intruder enters and immediately begins to move through your ship according to the rules for Movement in the next section. It might do you harm. If it encounters a defended component (one with an armed crew member or an auto-defense system) then you defeat it and collect the indicated reward.

Note that shields, cannons, and indestructible plating have no effect on whether an intruder enters your ship.

If you have thrusters (see New Components) joined to a component with at least one crew member, you can spend one battery token to change the row or column of the entry point by 1. This tactic might enable you to avoid the intruder entirely, or at least shorten its stay. See the Thrusters entry for details.

## Movement

As soon as intruders enter your ship, they begin moving. The intruder's card tells you how far the intruder can move and specifies the direction of movement.



For example, this charming fellow approaches your ship from the front. If he enters, he travels clockwise (left-hand rule) and goes 5 steps.

### Steps

When an intruder enters your ship, use your spare rocket marker to mark its entry point. Count that component as "one". It is the intruder's first step. Move the marker to the next component and say "two". The next is "three". And so on. The intruder continues through your ship in this way either until you have counted the number of steps indicated on the card or until it enters a component with an auto-defense system or armed crew member.

### Direction

When the intruder moves from component to component, it has to follow connectors. It cannot pass across an unconnected edge! But how does it decide which path to take? That depends on whether it follows the left-hand rule or the right-hand rule.



If the intruder follows the **left-hand rule**, it tries to turn left every time. When it enters a component, it looks left for a connector leading to an adjacent component.

If it finds one, it turns left and moves that way. If not, it tries to find

a path straight ahead. If there is no path left or straight, it turns right and takes that path. The result is that the intruder explores the perimeter of your ship in a direction that is generally clockwise.

If there is no path left, straight, or right, it will turn around and take its next step into the component it just left. Note that it will be facing the opposite direction. This means it will continue to explore new parts of the ship when it gets the chance.

Another way of looking at this movement is to imagine the intruder entering the ship at the entry point and immediately slapping its left hand on the wall of the room. It keeps its hand on the wall and walks around the room until it finds a way into a new component. It enters that component still with its hand on the wall and walks along the wall looking for a new exit. (Of course, some intruders don't have "hands" as such, and they look a bit silly walking around this way. But they would look even sillier if they got lost in your ship and had to ask someone for directions.)



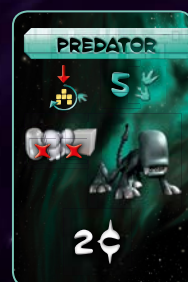
The **right-hand rule** works analogously. Check right, then straight, then left. In other words, it walks with its right hand (or claw or tentacle) on the wall, so that its overall direction is counter-clockwise.

Tip: If this doesn't make any sense, don't worry. You aren't the only trucker who has been confused by the intruder movement rules. The good news is that sooner or later, you'll get a flash of insight and it will all suddenly be clear. Until this happens, get help from a player who has already had the flash of insight.

Tip: If you understand the intruder movement rules, then you should be helpful to your fellow players and not condescending. Actually, maybe this isn't a "tip". Maybe you should think of it as a rule.

## Predators

The first trucker to see a predator called it an "alien". His alien crew members called it a "human". While they argued over taxonomy, the predator hunted them down and ate them. So now we just call these creatures "predators" because we don't want to get into the "predator vs. alien" debate.



Predators are one of the two basic types of intruder. They are simple creatures, really. Simple and hungry. They eat everything in their path – humans, aliens, goods, and battery tokens, as depicted on the card:



When a predator enters a component, remove all crew figures (human or alien), goods, and battery tokens from that component with the following exceptions:

- Do not remove goods that are "hidden". (Some support team members have the ability to hide goods. See the Support Team section for details.)
- Do not remove sleeping astronauts from stasis chambers. (Stasis chambers are components found in The (first) Big Expansion.)
- Do not remove armed crew members. In fact, the crew members remove the predator.

If a predator enters a component with an armed crew member or an auto-defense system, the predator is defeated and the player gets the indicated reward. On the other hand, if the predator is not defeated, it takes the full number of steps indicated on the card before it flies away (usually with a full belly) and the player gets no reward.



The reward for killing a predator used to be better, but the trophy market has really plummeted in recent years. You can still find plenty of bars across the Galaxy going for that "rustic" look with the predator heads mounted on the wall, but these days, tavern keepers prefer to achieve that look with artificial heads. The newer models can roll their eyes, gnash their teeth, and snarl. And they don't dribble acid on the bartender's head.

### Example



*This predator is all set to do a little hunting. The dice are rolled and the result is row 7. The arrow indicates that the predator is coming at the left side of the ship. Yellow sees that the predator is aiming for his auto-defense system. He is disappointed. The auto-defense system will prevent the predator from entering the ship at all, and Yellow will not collect any reward.*



*Yellow pays 1 battery token to fire his thrusters to move the predator's attack to row 8. (Note that Yellow cannot move the attack to row 6. To use thrusters against an intruder, he needs crew members in a component joined to the thrusters.)*

*The predator enters the ship at the cannon component. (Cannons and shields have no effect against intruders.) Yellow puts his rocket figure on the cannon and says "one". Because the predator follows the left-hand rule, it turns left and enters the auto-defense system. This destroys the predator. Yellow gains 2 credits.*

*But what if the predator had entered in row 9? Well, this would have been bad for Yellow. On step 2, the predator would eat the 3 batteries.*

*On step 3, the predator would eat the 2 astronauts. On step 4, the predator would go left to the cannon. And then it would fly away unharmed, because the card says it takes no more than 4 steps. If the dice indicated row 9, Yellow would be wise to use his thrusters to move the predator to row 10, where it would miss the ship entirely.*

*What about row 6? If the predator enters at the shield, step 2 is the armory. (Intruders can be stopped by armed crew members, but not by armories, so it keeps going.) Step 3 is the double cannon. And step 4 is back to the armory. Then the predator flies away. If the dice indicated row 6, Yellow should not waste the battery token to move the predator to row 7. The predator does no harm entering in row 6.*

*If this predator entered at row 5, it would move from the double cannon to the armory to the pilot cabin. The astronauts in the pilot cabin are armed (thanks to the armory) so they would defeat the predator on step 3.*

*If this predator attempted to enter at row 4, it would miss the ship entirely. Yellow might want to change a 4 to a 5 so he can get the reward.*

## Commandos



Commandos are the other type of intruder. They follow the same movement rules as a predator, but they are not looking for food. They just want to blow something up.

The card indicates how many steps the commando takes before planting charges.

The commando on the first picture takes 6 steps and plants charges on the component he reaches on step 6. The commando on the second picture takes 4 steps and plants a charge there. Then he takes 4 more steps and plants a charge there.

Commandos do not set off their charges immediately. Components with charges will not be destroyed until the commando is done moving. If the commando has taken all the steps and planted all the charges, then all the charges will blow up and their components will be destroyed. If the commando encounters resistance such as an auto-defense system or an armed crew member, the commando will blow up all charges previously placed. In other words, once a commando has planted a charge, that component will be destroyed. If you want to prevent all damage, you must stop the commando before he plants his first charge.

Note that if a commando encounters an auto-defense system or an armed crew member in a component where he is supposed to set a charge, the commando is defeated before he can set the charge.

All charges blow simultaneously. If a commando backtracks and happens to plant 2 charges on the same component, the effect is the same as a single charge.

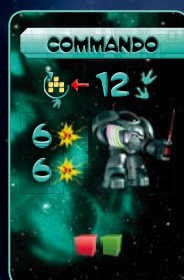
To keep track of which components have charges set, you can rotate them slightly. When the commando is done moving (one way or another) remove all those components simultaneously and then check to see how well your ship is holding together.

As a commando flies away from your ship, you will often see him turn to look back at you. This is because he and his buddies have a tournament going and he wants to see how many pieces your ship breaks into.

If you defeat a commando, you get the goods depicted on the card.

Defeated commandos hand over some nice equipment: tungsten-carbide power saws, sub-quantum detonators, smart-phone cameras tachyon-linked to their online tournament ladder.

### Example



*This commando is looking for some fun on the ship from the previous example. The dice are rolled and come up 7. Yellow checks to see what will happen. In row 7, the commando enters at the cannon (step 1) and proceeds to the cabin. The crew here is unarmed, so they cannot stop him. He ignores the crew and continues to the thrusters, back to the cabin, through the cargo hold (leaving the cargo alone), and into the engine. The engine is*



step 6. The commando leaves a charge there and continues: Back through the cargo hold, to the engine, through another cabin, through the battery component, into another engine, and back to the batteries. That is step 12. The commando drops a second charge and leaves the ship. The explosion destroys the one engine and the battery component. (And then another engine falls off.) The battery tokens are lost because their component was destroyed, not because the commando passed through.

This is bad. Should Yellow fire thrusters to move the entry point to row 8? Try it yourself to see why that would be even worse.

If the crew members in the second cabin had been armed, then things would have ended differently. Only the first charge would be detonated. The second one would not be placed. Yellow would lose only the engine. Then Yellow would collect the reward.

## Double Intruders



These cards act like 2 intruders of the same type, one following the left-hand rule, the other following the right-hand rule. Roll once to determine their point of entry. If they enter the ship, they split up and move in opposite directions. Resolve their movement separately. It doesn't matter which one you deal with first.

In the case of commandos, you blow up all set charges after both intruders are done moving. Even if one commando sets only one charge and the other sets two, you blow them all up at the same time, after both commandos are done moving.

Once both intruders are done moving (and all placed charges have blown up) collect any rewards you earned from defeating intruders. Each intruder gives its own reward, as depicted on the card. If you defeat only one, you get only the reward for that one. If you defeat both, you get both rewards.

Note that an auto-defense system or armed crew member that stops one intruder is just as effective at stopping the next intruder to enter that component.

## Predator Commando

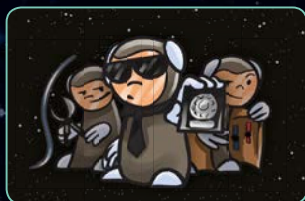


This is a commando taking his predator for a walk through your ship. They drop charges the way commandos do. As they go, they devour everything the way predators do. They are twice as nasty as a basic intruder, but at least the reward for defeating them is twice as nice.

# SUPPORT TEAM

Some truckers have tried to get ahead of the game by building up an expert crew. But it doesn't pay. The meteor doesn't read anyone's résumé before smashing into the crew cabin. The predator can't taste the difference between a gifted mechanic and an average deck hand. Slavers like skilled workers, but that doesn't do much good for you.

However, it does pay to build a solid support team – a team of experts who can construct ships efficiently, a team of specialists who know how to get the highest performance from the latest equipment, a team of people smart enough to realize that if they join your ground crew they can send you off across the Galaxy while they hang out in the bar waiting for the next round of ship building ... and the next round of drinks.



This expansion contains 18 support team cards. They represent a wide range of professions: builders and craftspeople to help you build a ship, businesspeople to help you make the most money from your flight, and other "professionals"

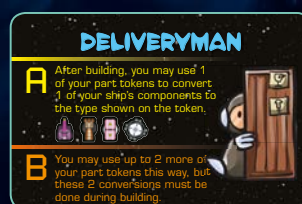
who are willing to do things you don't want to be caught doing.

At the start of the game, shuffle the support team cards and set them aside. You won't need them until you have finished your first flight.

The Hotel Clerk card has its full effect only when playing with The (first) Big Expansion. If you are not playing with that expansion, you should remove it from the game before you shuffle the deck.



## Abilities A and B



Each support team member has two distinct abilities denoted A and B. The first round you have the card, you will only be able to use ability A. We recommend slipping the card under your ship board so that ability B is not visible. Once the card has been with you for a full round, you can use its full abilities (A and B). Slide the card out so that both abilities are visible.

## Tokens



Many support team cards come with special tokens. These are depicted on the card to show you which tokens you get. We recommend keeping these tokens in a sack of their own. You can

fish out the tokens you need when you get your support team card.



## ACQUIRING TEAM MEMBERS

You build a different ship each round, but your support team members stay with you for the entire game.

### A Three-Round Game

If you play the recommended three-round game, build your support teams like this:

For the first round you have no support team. You need a reputation first. Once you have finished your first flight, deal out 3 cards to each player. Each player chooses 1 and discards the other 2 face down. Reveal chosen cards only when everyone has chosen.

For the second round, you can use only ability A of your new team member.

After the second round, you choose a second team member. Shuffle all remaining cards and deal 2 to each player. Each player chooses 1, as before.

For the third round, you can use abilities A and B of your older team member and only ability A of the one you just chose.

Please note that these rules are referring to how many rounds you have actually played, not the number of the round. Even if you start with Round 2 rules and Round 2 ships (as recommended) it is still your first round.

### A Four-Round Game

In a four-round game, play the first three rounds as described above. After your third flight, randomly deal 1 card to each player. You can use both abilities of your two older support team members. You can only use ability A of the one you just got.

### A Really Really Really Long Game

Even if you play more than four rounds, we recommend limiting each player to 3 support team members. From the fifth round on, you will be able to use both abilities of all 3 team members.

### A Short Game

If you only want to play one or two rounds and still want to try out the support team, go ahead and deal out cards before the first round. It's not like we can stop you.

### Competitive Variant

If you want to reduce randomness and increase competition, players can compete for support team members. This variant is not recommended unless all players have roughly the same skill level.

Shuffle the support team deck as before, and play the first round without them. Players get to choose support team members at the end of each flight (except the last one).

At the end of a flight, deal one card plus one card per player to the middle of the table. [E.g., deal 5 for a 4-player game.] Players choose support team members in order of how they finished. The first player will have the most choices, but even the last player to finish will get to choose.

Players who did not finish the flight also get new support team cards, but they do not get to choose. After all the players who finished have chosen new cards, mix up the remaining cards and deal them at random to those who did not finish.

You should have 1 card left over. Remove it from the game. Next round, you will have all new cards to choose from.

As before, you can use ability A the first round you play with a team member and both abilities in subsequent rounds. We recommend a limit of 3 support team cards per player.

## USING ABILITIES

The card explains when you can use an ability and what the effect is. If you don't understand a card, look it up in the Appendix.

The timing of an ability is important:

- **During building** means any time you are building. You begin building when the designated player says "Go!" and starts the timer. You are done building when you take a numbered tile. When the timer runs out on the Start space, all players are done building, even those who have not yet taken a numbered tile.
- **After building** means that brief interlude when everyone is done building, but you have not yet begun placing battery tokens and crew. Some "after building" abilities require you to correct mistakes before you can use the ability. Others help you fix mistakes.
- **Before the flight** means that brief interlude when everyone has their ships loaded and ready to go but before the first adventure card is revealed.
- **After the flight or at the end of the flight** means after everyone has resolved the last adventure card. Unless otherwise noted, you can use an "after the flight" ability even if you did not finish the flight, but you still have to wait until everyone else is done with the flight.

Give your fellow players a chance to decide whether they will use their abilities. (Flipping the first adventure card over as soon as possible is not a legal tactic for thwarting the Saboteur.) On the other hand, don't slow down the game too much when you ruminate over your options.

You should be able to let everyone deal with their abilities simultaneously. However, if one person's decision depends on what another player does, then the leader decides first and the others follow in flight order.





# APPENDIX

As Galaxy Trucker accumulates cards, components, and ship classes, you will begin to find situations you aren't sure how to deal with. With luck, you can find the answer here.

## INTERACTIONS WITH THE BIG EXPANSION

*If you are not playing with the first expansion, you can ignore this section.*

### Evil Machinations..

**Ambush** – In an ambush, each pair of joined auto-defense systems counts as +1 cannon strength, as usual.

**Checkpoint, Quality Control** – The Bureaucrat's ability B only applies to the bonuses normally scored after the flight. The Architect's ability B does not apply here. However, the Swindler's ability B does give you 1 extra credit if you collect a bonus from an Evil Machinations card.

**Cosmic Rays** – This card even affects "hidden" goods. (What can we say? It just makes sense this way.)

**Customs Inspection** – This card does not apply to "hidden" goods. (The Smuggler and the Stock Boy support team cards can hide some of your goods, protecting them from cards like this one.)

**Eco-Patrol** – Ignore solar panels.

**Getting Even** – Thrusters have no effect on this card. (Thrusters apply only when the row or column is chosen by die roll.)

**Quality Control** – See Checkpoint.

**Road Narrows** – This card has no effect on ships of Class IIB. Such ships do not have "left-most" and "right-most" columns. Thrusters have no effect on this card. (Thrusters apply only when the row or column is chosen by die roll.)

**System Test** – Ignore solar panels.

We're glad you've managed to wire your ship so that it doesn't need batteries anymore. But the Office of System Testing has not updated their regulations to account for solar panels. (Hey, there's a reason the expansion is called "Evil Machinations".)

**Trustbusters** – Crubot stations, solar panels, auto-defense systems, and thrusters do not fall into any of the categories listed on the card. Do not count them.

### Rough Roads..

**Bum Batteries** – This card applies every time a component uses power, whether the power comes from batteries or solar panels. You can pay for the "one token more" with either a battery token or a joined solar panel.

**Cosmic Psychosis, Panic** – These cards also apply to crew members in stasis chambers who have been awakened by the Hotel Clerk's ability. Crew members sleeping in stasis chambers and crubots (activated or not) are not affected.

**Dead Zone** – None of the new components work in a dead zone either. Router modules do not cause components to function as though they were joined. Solar panels do not supply power. Armories do not arm crew members. Auto-defense systems do not stop intruders. An auto-defense system pair does not give

the +1 bonus to cannon strength if one (or both) of the systems is in a dead zone. Exception: Although a component covered by indestructible plating does not work, the plating itself does. A hit from the covered side is ignored.

**Déjà Vu** – Hazardous Sector cards and the adventure cards they add will remain in the deck. When you encounter the Hazardous Sector the second time, it will add more new cards. Intruders are removed from the deck if at least one player defeated them. Double Intruders are removed from the deck only if at least one player defeated both of them.

**Déjà Vu, variant** – Alternatively, you could just remove this card from the Rough Roads deck. Round 4 is already long enough.

**Explosive Batteries, Explosive Goods** – The effect only considers neighboring squares. It does not consider whether components are joined. So router modules and the Assembler's wireless tokens do not have any effect on which components blow up.

**Explosive Batteries** – A solar panel is not "a component with battery tokens".

**Explosive Goods** – A component with "hidden" goods is still "a component with goods". It can trigger or propagate the explosion caused by this card.

**Made to Order** – When building a Round 4 ship, you draw 30 components.

**Nasty Surprise** – The new Rough Roads card is revealed after everyone is done using support team member abilities that apply "after building".

**Panic** – See Cosmic Psychosis.

**Piercing Projectiles** – If you use thrusters, the row or column adjustment applies to both the initial hit and the second hit (the one that comes if the first hit destroyed something). It is not possible to use thrusters between the first and second hits.

**Stiff Competition** – If you decide to use an abandoned ship or station that shoots back at you, resolve cannon fire from other players first. Then, if you choose to continue, resolve cannon fire from the abandoned ship or station. And then, if you still have enough crew, you have the option of using the opportunity.

### Cyan Aliens..

**Diplomat** – The diplomat cannot help you avoid the actions of an intruder.

**Lawyer** – Ship Class IV counts as "insurable" only if you paid for insurance. If you did not pay, it counts as "uninsurable".

**Techie** – You must have the battery token. Solar panels do not count.



### Adventure Cards..

**Robosmokeys** – On ship Class IIB, you cannot choose the middle three columns (because each has a dice combination that adds up to 7). You can choose any other column and any row. Yes, even row ☹. Be sure to build your ship well connected.



## SUPPORT TEAM

In this section we explain some abilities in more detail. We also explain how the abilities interact with other cards. You could probably figure out these interactions using common sense, but when playing with certain people (we won't name any names) it can be nice to have things written down.

### ADVERTISER

**A** Before the flight, guess how each player will finish. For each correct order guess, gain 2 credits. For each correct dropout guess, gain 1 credit.

**B** If you complete the flight, gain 1 credit for each external edge protected by indestructible plating. (It's advertising space ... in space!)



**Ability A:** You make your guesses after everyone has prepared their ships for launch. (For example, you know which aliens they have aboard.) The number tiles aren't being used at that time, so you can give each player a number tile to indicate your guess. If you think a player will not finish, do not give him or her a number tile. You also guess how you will finish, so do not forget to take a number tile for yourself. (Or not!)

**Ability B:** Each plated edge counts, so certain components could earn you as many as three credits. Edges plated using the Assembler's plating tokens also count.

Only external edges count. The edge does not count if the adjacent square contains a component. Edges of holes in the middle of your ship do not count.

The reward considers only the state of your ship when you finish. If you do not finish, you do not get the reward.

### ARCHITECT

**A** During building, you may add one component outside the outline of your ship. (But it must be on your board and you cannot connect 2 ships this way.)

**B** You might collect 1 extra best-looking ship bonus: Collect it if you have the best-looking ship after building or at the end of the flight.



**Ability A:** The component must be connected to the rest of the ship. It must be inside the coordinate system defined by the ship board.

With ship Class IIIB, this allows you to build on one of the squares that was forbidden by the die roll. If you put components on more than one illegal square, all but one must be discarded.

When building multiple ships (Class IIA from The Big Expansion) you are not allowed to connect the ships. However, you can allow the two ships to touch along a smooth edge.

**Ability B:** If you have the best-looking ship after building (and fixing mistakes) you immediately collect the best-looking ship bonus. If not, then you will have another chance at the end of the flight. If you have the best-looking ship then, collect the usual bonus plus the bonus from this card. You cannot use this ability to get more than 1 extra best-looking ship bonus per round.

The Swindler's ability B does not apply to the extra bonus you get from the Architect. The Bureaucrat's ability B cannot change the extra bonus you get from the Architect.

### ASSEMBLER

**A** After building, use your wireless tokens to mark 2 components. Treat them as though they were joined. (Exception: this won't prevent loose components from falling off.)

**B** After building, choose a component. Use your plating tokens to replace all its exposed connectors with indestructible plating.



**Ability A:** For example, you can use the wireless connection to join a cabin to a life support system or an armory, a solar panel to a component requiring energy, or an auto-defense system to another auto-defense system. If you join a component to a router module, it is also joined to everything joined to the router module. If you join 2 router modules, then all components joined to either router module are joined to each other.

Components joined this way also count as joined for purposes of cards like Epidemic (from the original set) or Radiation Leak (from this expansion). The components are not physically joined. The wireless connection cannot keep your ship from falling apart. Intruders do not follow wireless connections.

Scientists wondered why this connection spreads epidemics. After years of intensive research, they discovered how wireless atmosphere transmission technology enables wireless transmission of viruses. Truckers wonder why scientists don't spend their time researching a cure for these epidemics.

### BUREAUCRAT

**A** Before the flight, you may gain flight days equal to the number of the round plus the number of space ship markers ahead of yours.

**B** Before scoring bonuses, you may adjust the finishing order bonus by  $\pm 4-3-2-1$ , and you may adjust the best-looking ship bonus by  $\pm 2$ .



**Ability B:** For example, at the end of Round 3, you decide whether the finishing bonus is 16-12-8-4, 12-9-6-3, or 8-6-4-2. Independently, you can set the best-looking ship bonus to be +8, +6, or +4. You can use this ability even if you gave up on the flight.

### BUYER

**A** During building, you may have up to 3 components set aside. Components you set aside but do not use will not count as lost.

**B** Components you have set aside cannot be stolen by the Saboteur. You may return your set-aside components to the table during building.



Well, we think this one is self-explanatory. But since all the other cards have notes, we thought we should have an entry here in case you wanted to look it up.



## DELIVERYMAN

**A** After building, you may use 1 of your part tokens to convert 1 of your ship's components to the type shown on the token.



**B** You may use up to 2 more of your part tokens this way, but these 2 conversions must be done during building.



**Ability A:** You have 4 part tokens available. After building, you can use one of these to turn any component on your ship (even the starting component) into the component depicted on the part token. You choose the orientation of the new component. For example, if you add a cannon, you decide which way it points.

The new component must follow the usual rules. Engines must point to the rear. Cannons and engines need empty squares.

The type of the original component does not matter. It is completely replaced. The connectors, however, stay the same. Thus it is possible to create unusual components, such as an engine with a connector on the rear edge. (The component is legal, but joining a component to the rear edge would violate the empty square rule.)

You may use this ability to correct building mistakes. For example, you can turn a cannon pointing at an occupied square into a cabin. You can turn an engine pointing sideways into an engine pointing to the rear (as long as the result does not violate the empty square rule). You are allowed to make mistakes during building with the intention of correcting them in this way. Of course, any mistakes that remain uncorrected must be dealt with by discarding components.

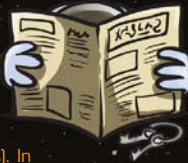
**Ability B:** This is like using ability A twice more, except it must be done during building. Until you are done building, you are free to change your mind about which part tokens to use and where to put them.

After building, you can still use ability A, regardless of whether you used zero, one, or two part tokens during building. Ability A can be used to transform a component that was previously transformed using ability B.

## MOTEL CLERK

**A** A cabin with 1 alien may also hold 1 human.

**B** A luxury cabin may hold 2 human astronauts (but only 1 of them will pay you at the end of the flight). In each stasis chamber, 2 of the astronauts are awake.



**Ability B:** The Hotel Clerk does not allow you to add crew members to luxury cabins during flight. At the end of the flight, each occupied luxury cabin pays you once, regardless of whether it has 1 or 2 astronauts.

Awake astronauts in a stasis chamber are exactly like astronauts in a cabin. Cards such as Epidemic, Panic, Cosmic Psychosis, and Radiation Leak apply to them as though they were in a cabin. They can be armed by a joined armory. They can be eaten by predators. However, the two astronauts sleeping in the stasis chamber are still immune, as usual.

The stasis chamber is not a cabin for the purposes of cards concerned about component type (like Trustbusters or Planner ability B). It is not possible to put an alien in a stasis chamber.

## HYPERGEOMETER

**A** One cannon and one engine do not have to follow the "empty square" rule.

**B** Give one cannon a rotation token. During flight, the cannon can rotate to point any direction.



**Ability A:** Scientists have discovered the third dimension! Even so, if you have more than 1 engine or more than 1 cannon violating the empty square rule, then your ship is illegal and components must be discarded to fix the problem.

Note that this ability does not apply to thrusters.

**Ability B:** If the marked cannon is not the one exempted from the empty square rule under ability A, then it must follow the usual empty square rule. Regardless, it can fire in any one of the four directions, even in directions that don't have empty squares. Do not physically rotate the tile. Just announce the direction and pretend it is pointing that way.

You may use this ability as often as you want. So the same cannon can blast a large meteor from the side and then one from the front during one meteoric swarm. When computing cannon strength, the cannon only counts once, but you decide which way it is pointing when you count it.

## INSPECTOR

**A** As long as one player is still building, you may look at the adventure cards, even if you are done. You may look at all 4 piles of adventure cards.

**B** Before building starts, you have 20 seconds to look at adventure cards. During building, you may look even if you have not yet added a component.



**Ability A:** The rules for the basic game tell you to make the fourth pile of adventure cards after everyone is done building. When using the Inspector, you will need to make all four piles before building. (But this is probably the way you were doing it already.) Put the fourth pile someplace the Inspector's player can reach, but make sure it is distinct from the piles that everyone can look at.

**Ability B:** While the Inspector's player is looking at cards, everyone else should be counting down from 20 ... so they have something to do. The player who says "Go!" should do so when the countdown reaches zero. No fair counting fast.

## PLUMBER

**A** During or after building, you may use up to 2 pipe tokens to join components that share a side with no connectors.

**B** During building, you may use the universal connectors tile to give 1 component universal connectors on all 4 sides.



**Ability A:** Your pipe tokens can only be used to join adjacent components that share an edge on which neither has a connector.




Unlike Welder and Deliveryman, you cannot move pipe tokens around and you cannot use this ability to fix mistakes. You can use a pipe token to add a component that would not otherwise be connected to the ship, but to do so, you must place the pipe token at once; you cannot leave the new component unconnected to the rest of the ship. After building, you may not use pipe tokens to fix mistakes. You may only use them to join components already legally connected to the rest of your ship.


**Ability B:** The component gets universal connectors on all edges. These connectors replace any connectors that were on the edges before. They also replace indestructible plating, so be careful. It is legal to play the universal connectors tile on any component, including cannons, engines, and thrusters. You still must follow the empty square rules.

## PLANNER

**A** During building, your ship may be in two pieces.

**B** Before building, use pieces to mark 5 squares not adjacent to each other or your starting component. After building, gain 2 credits for each marked square with a matching component.





**Ability A:** You can add one component that is not connected to the rest of your ship. When you do so, your ship is "in two pieces". While your ship is in two pieces, you may add components by connecting them to either piece. When you connect the two pieces, your ship is in one piece again and you again have the ability to add one component not connected to the rest of your ship. You cannot have your ship in more than 2 pieces.

Your ship must be connected as one piece when you are done building and during your flight. If it is still in 2 pieces, this is a design flaw that you must rectify in the usual way – by discarding all components in one of the pieces.

If you are using a ship class with multiple ships (Class IIA from The Big Expansion) then only one of the ships can be in 2 pieces.

**Ability B:** Use a blue block, a red block, an astronaut figure, an alien figure (any color), and a battery token to mark squares on your ship. You can't mark the 4 squares adjacent to the starting component. You can't mark 2 squares adjacent to each other. You mark these squares before building begins. Try not to slow the game down.

If you are getting ready to build Class IIIB, you will have to mark squares before the dice are rolled. You can choose to mark numbered squares, but if their number comes up, you are out of luck.

If you add a component to square marked with a corresponding game piece, put the piece on top of the component to remind you that you get 2 credits for it after building. If you add a component to a marked square with a non-corresponding game piece, return the game piece to the bank.

The card depicts the corresponding component type for each game piece:


- Blue block – A component with at least one white cargo container.
- Red block – A component with at least one red cargo container.
- Astronaut – A cabin or a luxury cabin. Not a crubot station. Not a stasis chamber.
- Alien – A life support system of any color. This counts even if it is not joined to a cabin.
- Battery Token – A solar panel or a component with a place for at least one battery token.

After building and fixing any mistakes, return the pieces to the bank and collect 2 credits for each match. There is no penalty for pieces that were not matched. You get no credits for a component that you removed to correct an illegal ship.

## SABOTEUR

**A** During building, you may take components other players have set aside. (For you, it is as though they were face up on the table.)

**B** Before the flight, you may sabotage each other player's ship. Remove 1 astronaut (but not from a luxury cabin). Use it to mark a connection between 2 components. If one is destroyed, the other will be, too.



**Ability A:** For you, it is as though other players' set-aside components were face up on the table. When you take one, you can add it to your ship, set it aside on your own ship board, or return it face up to the Warehouse. Yeah, it's fun to mess with people, but don't forget to build your own ship.

**Ability B:** You have an agent aboard every other player's ship. Each agent carries out an act of sabotage and leaves the ship just before launch.

Each opponent loses one crew member. Players with stasis chambers may wake up a sleeping astronaut to replace this loss.


The figure you put on the connection between two components is no longer representing a crew member in your opponent's ship. It is just a marker showing which connection has been sabotaged. If one component is destroyed, the other component is destroyed.

Don't slow down the game looking for the optimal places to sabotage. Other players can help you find the most vulnerable connections.

## SECURITY GUARD

**A** Before the flight, you may choose to have all players (including you) pay 1 credit per exposed connector.

**B** Once during building, before the timer is on the Start space, you may shout, "Fire Drill!" All other players must stop building and run around the table twice before they can continue.




**Ability B:** Yes, seriously. A little exercise is good for you ... well at least for your fellow players. If it is not physically possible to run around your gaming table, your group needs to agree on an equally chaotic physical activity before the start of the game.

## SMUGGLER

**A** Each of your structural modules and router modules may hold 1 blue or green block. These blocks are hidden.

**B** Blocks hidden in these modules are worth 1 extra credit.



**Ability A:** Hidden goods cannot be found by intruders or by the Customs Inspection from The Big Expansion. Cosmic Rays and



Explosive Goods do not care if your goods are hidden or not. When forced to give up goods, you do not have to give up hidden goods, but you can. You can pretend to have no goods only if all your goods are hidden and you have no battery tokens.


For example, suppose a card makes you give up 3 blocks. You have 3 blue blocks hidden in structural modules, 1 red block, and 1 battery token. You can give up the battery token and the red block and pretend that is all you have. If you want to keep the battery token, you must give up the red block and 2 blue blocks. You have no way to keep the red block.

**Ability B:** If you give up, the hidden goods get their +1 bonus before you divide by 2.

## STOCK BOY

**A** Each of your components with cargo containers may have 1 red block in a white container.

**B** When forced to lose goods, you decide which blocks or batteries to give up. Blue, green, or yellow blocks in your red containers are hidden (if you want them to be).



**Ability B:** Hidden goods cannot be found by intruders or by the Customs Inspection from The Big Expansion. Cosmic Rays and Explosive Goods do not care if your goods are hidden or not. When forced to give up goods, you do not have to give up hidden goods, but you can. You can pretend to have no goods only if all your goods are hidden and you have no battery tokens.


For example, suppose a card makes you give up 3 blocks. You have 3 blue blocks hidden in red containers, 1 red block, and 1 battery token. You can give up the battery token and the red block and pretend that is all you have. If you want to keep the battery token, you must give up 3 blocks of your choice. If you want to keep the red block, you must give up either all 3 blue blocks or 2 blue blocks and the battery token. (Contrast this with Smuggler, above.)

Note: Not even the Stock Boy allows you to rearrange goods at will. You can only rearrange goods when you are loading goods.

## SWINDLER

**A** After you have finished building, you may add more components, but no more than the number of the round. If everyone else has finished, the limit is 1 face-up component.

**B** You pay 1 credit less when paying for lost components or for expenses during flight. You gain 1 credit more when receiving end-of-flight bonuses or rewards during flight.



**Ability A:** After you take a numbered tile, you can add a few more components. The number matches the ship class. For example, you can add 4 more components to a Class 4 ship. Count them out loud. Components added "after you have finished building" must follow the usual building rules.

If everyone finishes building before you have had the chance to use all your extra component-adding privileges, you may add at most 1 more component. You choose among those which are already face up. Not even a swindler should slow the game down.

**Ability B:** You get the discount every time you pay for something during the flight, even if you pay another player (e.g., Getting Even). The discount never applies to an adventure card more than once. If you pay nothing, you don't get the discount. The discount does not apply to expenses before the flight (such as those from Trader's ability A or Security Guard's ability A).


You get the bonus credit every time you gain credits during the flight. You get one more credit from the finish order bonus (if you finished) and the best-looking ship bonus (if you won it). The bonus credit never applies to an adventure card more than once.

The bonus does not apply to rewards you get before launch (such as credits earned from Planner's ability B). It does not apply to other rewards you get after the flight (such as credits earned from selling goods, from luxury cabins, or from support team abilities, such as Advertiser's ability B or Architect's ability B).

## TRADER

**A** Before the flight, you may buy a number of yellow blocks less than or equal to the number of the round. Pay 1 credit for each.

**B** After the flight, you may increase or decrease the price of one color of goods by 1. This price applies to everyone. You cannot set a price lower than 1.




**Ability A:** These goods go into your cargo containers according to the usual rules.

**Ability B:** You can't lower the price of blue blocks from 1 to 0, but you can raise red blocks from 4 to 5. You can use this ability even if you gave up on the flight. The effect applies to all players, even those who gave up. Players who give up on the flight must wait to sell their goods until after you have set the prices at the end of the flight.

## WELDER

**A** Twice during building, you may join a simple connector to a double connector. Mark this with a universal token.

**B** After building, you may mark up to 3 exposed connectors as "welded". They no longer count as exposed.



**Ability A:** You can also use this ability to correct mistakes or to join components you get during flight (which might happen if you have the Star Depot from The Big Expansion). You can move the universal tokens around when correcting mistakes before the flight. For example, if you made three illegal connections during building, you can choose which two you will fix. (The third is fixed by discarding components.)



# OVERVIEW OF NEW COMPONENTS

## Solar Panel



Once per adventure card, instead of spending one battery token, you can use this component to power one component joined to it.

## Thruster



No component can sit on either of the two squares that thrusters point to.

Whenever dice are rolled to determine the direction of a hit, you can pay 1 battery token to activate thrusters to push the ship and change the hit location. The location moves 1 row or 1 column in the direction the activated thruster points to. This effect is not cumulative. Against intruders, only thrusters joined to a component with crew can be used.

## Router Module



All components joined to a router module are joined to each other.

## Mixed Life Support System



A cabin joined to this may have 1 alien that matches either of the two colors.

## Crubot Station



When you spend 1 battery token, this component counts as 4 crew members for the duration of the current adventure card. Crubots cannot be given up. Crubots cannot prevent a ship with no humans from being forced to drop out.

## Auto-Defense System



- Each pair of joined auto-defense systems gives +1 to cannon strength.
- Intruders entering an auto-defense system are defeated.

## Armory



Crew members in components joined to the armory are armed:

- When comparing crew sizes among players, armed crew members count double.
- Intruders are defeated if they enter a component with armed crew members.

## Indestructible Plating



From the sides that are plated, this component cannot be destroyed by meteors or cannon fire of any size.

# EMERGENCY RESPONSE PROCEDURES

Situation	Activate Crubots?	Do weapons help?
Comparing Crew Sizes (Combat Zone, Sabotage)	Recommended.	Definitely. (× 2)
Counting Crew Members (Abandoned Station)	Recommended.	No.
Losing Crew Members (Slavers, Abandoned Ship)	Don't bother.	No.

## A Game by Vlaada Chvátil

Game & box cover art: Radim "Finder" Pech

Illustrations: Niemi, Tomáš Kučerovský

Typesetting and graphic design: Filip Murmak, Fanda Horálek

Translation: Jason Holt

Thanks to: Brno Boardgame Club for almost six years of devoted trucking, many Czech and Slovak (and some foreign) players for playtesting, Paul Grogan for promotion, Tom Rosen for enthusiasm, and all those who are enjoying the game for giving my work a purpose.

Special thanks to: all the CGE people for giving Galaxy Trucker so much care over the years.