Captain of the Stars

Players: 3-6
Recommended Age: 12+
Time: 60-120 mins

"Welcome to the edge of civilized space, 'captain.' Not sure what you expect to find out here, and I don't care if it's for renown or cash. Feel free to claim some backwards sector, but be aware of others doing the same. While we can't monitor everything, your actions will be tracked. Become a threat to the frontier, and the Federation will take you down without a second thought"

Kate Grippen, Federation Law Enforcement Captain

Introduction	Components
You're a pilot with a basic ship and only a few tradable resources to your name. By exploring the stars, you can establish settlements and trade routes. Plan for defense since others may attack your claims, or become a renegade yourself. But be warned: become too much of a threat to the Federation, and you'll be brought in, stripped of your resources and weapons, and left to fend for yourself.	13 Hex Tiles 6 Player Boards 6 Player Ship Pieces 24 Player Settlement Dice (4/player) 6 Player Victory/Bounty point trackers 150 Resource Chips - 50 per color 6 Life Gem Markers 20 Trade Route gems per player - Deck of Event Cards - Deck of Crew Members 72 Module upgrades (24/module)

Piece Examples

Upgrade Modules

Crew Cards

Resources Chips
White - 1 Res.
Light Blue - 5 Res.
Dark Blue - 10 Res.

Player board and health gem

Settlements

Attack and defense dice

Event Cards

Federation Hex

Victory/Bounty Point tracker

Player markers

Player trade route gems

Objective of the Game

The objective of *Captain of the Stars* is to earn the most renown by the end of the game. Renown is set by summing **Victory Points** (VP) and **Bounty Points** (BP).

Victory Points:

These represent the player's fame, and cannot be lost. They are the main point type. VPs are earned by building settlements, maintaining trade routes, and destroying other players. At the end of the game, resources are also converted into VP.

Bounty Points

These are a gamble, and represent the danger of being caught. Hostile actions increase the Federation's eagerness to bring you in. BPs are converted into VP at the game's end, and are earned through attacking others.

If the Bounty Points exceed a player's Victory Points, that player is captured by the Federation. The player is then downgraded to the starting Level 1 Weapon, and their BPs reduced to 0. That player starts their next turn from the center of the Federation tile.

Setup

Setup Example

To assemble the board, take the Federation Tile and grab two additional tiles per player.

1. For the standard setup, place the federation tile in the center. Then, place the other tiles around it to form a ring.
2. When playing with more than three players, begin to form a second ring by putting tiles on one side of the board, mirroring the construction on the other.
3. For a more varied setup, shuffle the hexes and build rings as above. This randomizes the federation placement.

Shuffle the event and crew deck, placing it within easy reach of the play area.
Give each player:
- 1 Player board
- 1 Ship token
- 1 Health Tracking Gem
- 20 Trade Route Gems
- 4 Settlement Dice
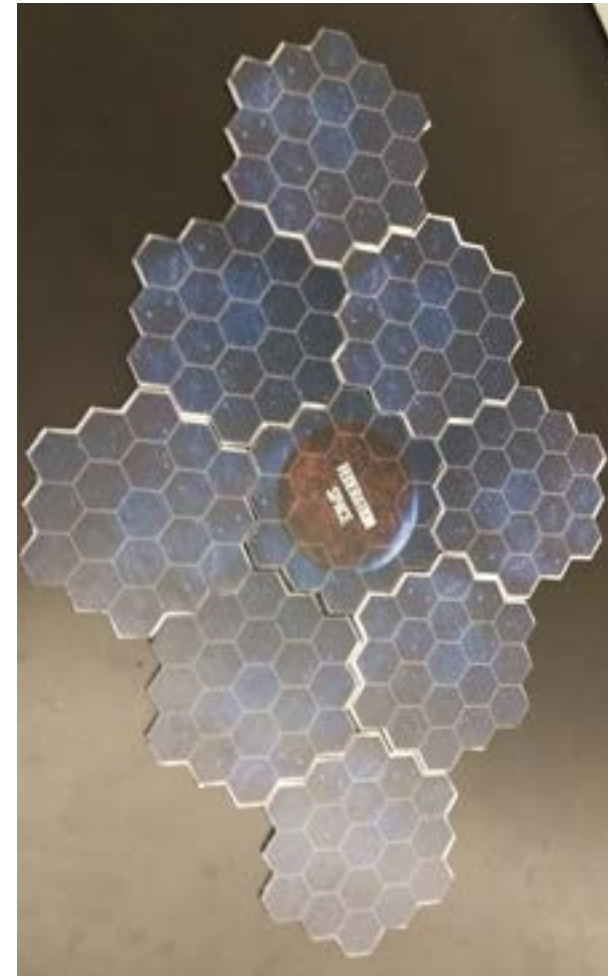- 1 Victory/Bounty tracking board
- 8 Resources

Each player places their victory trackers on 10. The bounty trackers are placed at 0. Each player then places their health gem at 9 (as the shield module says).

Roll to determine starting player - highest roll goes first.

Play begins with the starting player placing their ship token on the center hex of the federation tile and taking a turn. Play continues in a clockwise manner, with each player starting on the center federation tile to begin their turn.

Starting in the second round, **player one** reveals an event at the start of their turn.

Board setup for 4 players using the default construction.

Starting board

8 Resource chips
1 Player token
4 Settlement Dice
~20 trade route gems
1 green health gem
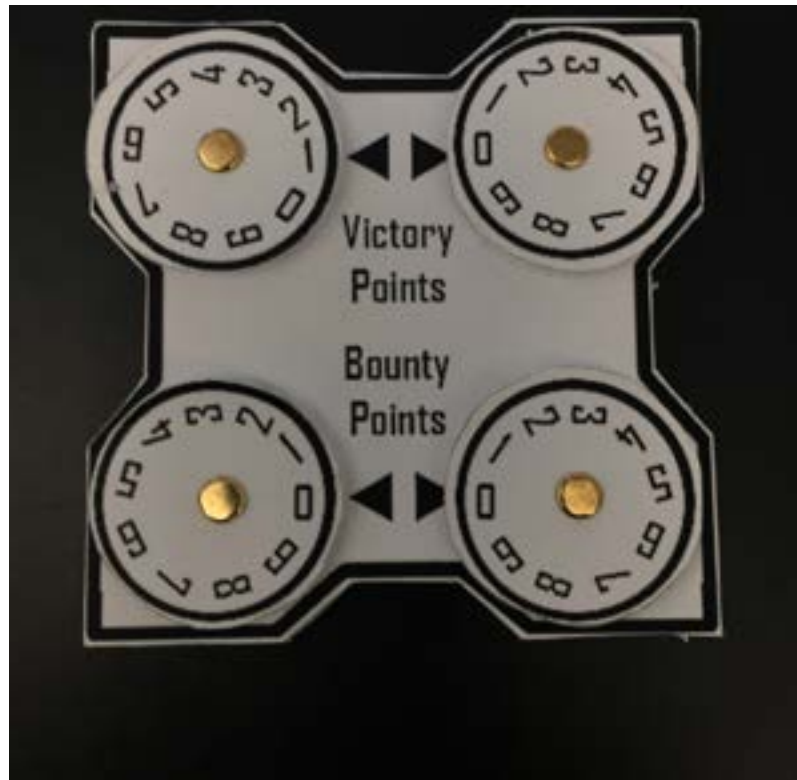
Each player starts with 9 health.

Playing the Game

Victory/Bounty Point tracker.
Left dials are tens digits, right dials are ones digit.
Each player starts with 10 Victory Points (VP) and 0 Bounty Points (BP)

Resource chips
White - 1 Resource
Light Blue - 10 Resources
Dark Blue - 50 Resources

At the start of the second round, player one reveals an event card from the event deck.

Each event modifies the available actions and rules for however long it stays in effect.

Players collect their rewards from settlements, trade rotues, and any special events at the start of their turn. For player one, this is after the new event.

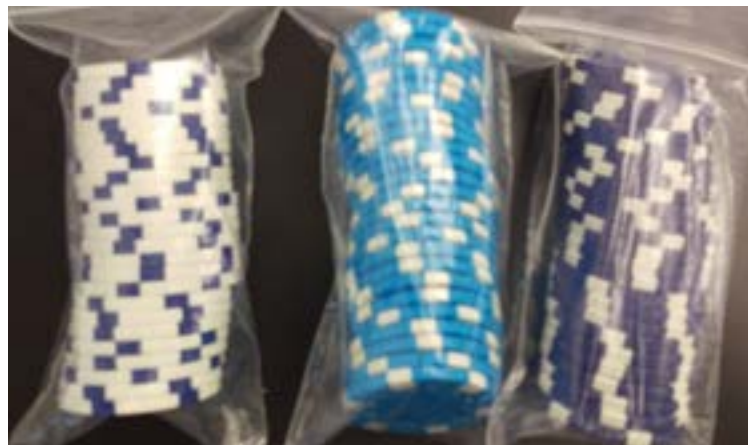Each player then takes a turn of 4 actions

These actions are in addition to whichever free actions they have from events or upgrades.

Turn Actions

On each turn, a player has four actions. These actions can be used to:

ACTION	DETAILS
Move Costs: 1 action per hex moved through	Move to an adjacent hex. Can move through spaces occupied by other players, but cannot end your turn on one. Each engine **upgrade** grants +1 free move action. The starting module does not.
Build Settlements Costs: Building: 2 Actions and 3 Resources Restrictions: Cannot be built in Federation Space Cannot be built adjacent to other settlements	Place a settlement (a 12 sided die) at the player's current hex. Each settlement starts with 4 health, as represented by the die's top number. Constructing settlements awards 5 VP. This occurs only when the settlement is built.
Fortify Settlements Costs: 1 Action (regardless of resources spent) 2 Resources per point fortified Restrictions: Players be have to occupy the same space as your settlement.	To maintain a settlement, occupy the same space as one of your settlements. Then, add one point to the settlement's health for every two resources spent. Each point of maintaenance rewards 1 VP.
Construct Trade Routes Cost: 1 action per segment placed Restrictions: Cannot connect to other players' settlements. Cannot overlap with other players' routes.	Place a trade route gem at your current location. **A route is complete** when it connects two of your own settlements. Completed routes give 1VP at the start of each turn for each segment of the route
Hire a Crew Cost: 1 Action to hire any number of crew. 15 Resources to hire each member. Can only have 4 crew at a time	**When occupying Federation space**, the player reveals two crew members. Then, chooses one to join the crew (or replace an existing crew member) and shuffles the other back into the deck.
Repair the Ship 1 Action	**When occupying Federation space**, spend two resources per point of damage you want repaired.
Upgrade The Ship 1 Action Multiple modules and multiple levels can be purchased at once.	**When occupying Federation space:** Level 2 Module - 10 Resources Level 3 Module - 20 Resources Level 4 Module - 40 Resources Lower levels must be purchased to get higher ones.

Turn Action:
Attacking

Specific Rules	Attack range is treated as 1 hex per weapon upgrade level.
Costs: 1 Action Requirements: Can only attack targets in range. Range is represented by the weapon's level. Starting weapons (level 1) can only attack adjacent targets. Higher level weapons can attack targets more hexes away (does not have to be a straight line). Rewards: Unless otherwise stated, all attempts to attack award 5 Bounty points to the attacker. Restrictions: Multiple actions can be used to attack the same target repeatedly Once you damage a player's ship, you cannot attempt another attack on their ship. Can only attack when both you and your target are outside the Federation tiles Cannot attack your own settlements or trade routes. Defender wins ties	Player vs Player • The attacker rolls a die, hitting on the attack threshold listed on the weapon module. • If the attack hits, the defender rolls a die to evade, adding to it based off thier engine module. If the evade value exceeds the attacker's roll, the defender evades. Defender wins ties. • If the defender's evade fails, the attacker deals damage as listed on their weapon module. • The attacker gains 15 VP if the defender is killed Player vs Settlement • To hit, the player must roll a value greater than or equal to the threshold on their weapon module. • If the attacker hits, they deal the damage listed on their weapon module. • Awards 2 VP when the attack destroys the settlement. Player vs Trade Route • No die roll. Simply stating an attack results in destroying one trade route piece. • Only gives 3 bounty points (no Victory points)

An attacking player cannot re-enter Federation space until their next turn.

Attacking Example

Orange player has level 2 weapons.
They deal 4 damage, hit players on rolls of 8 or higher, and hit settlements on 6 or higher rolls.
With a level 2 weapon, their range is 2 hexes.

White Player is in range, but cannot be targeted as they are in Federation space.
The bottom settlement also can't be hit, unless the Orange player moves one hex to be in range.

Orange attacks the adjacent settlement, rolling an 8. She hits, and deals 4 damage, destroying the White player's settlement.
Orange then receives 5 BP for the attempt, and 2 VP for destroying it.

With three actions remaining, Orange cannot move into Federation space since she made an attack. She decides to spends her next two actions to destroy each of White's trade gems.
Since trade routes can't defend themselves, Orange's attack automatically succeds, and she earns 3 BP for each attack. In total, she's eaerned 11 BP and 2 VP this turn.

As her last action, Orange moves one hex closer to White's remaining settlement.

On White's turn, he wants revenge. However, he cannot attack from within Federation space.
White spends an action to purchase new weapons, and another to get crew. Since he can't attack Orange from inside Federation space, he spends another action to leave it.
He then spends his final action to attack Orange.

Settlement Details	Trade route details
Each settlement gives 10 resources at the start of each turn. Start with 4 health each, represented by the number facing up.	Award 1VP per segment of finished routes Cannot connect competing settlements. If there are branches or loops, the route is counted as the total of spaces in the route. A trade route gem is considered a valid part of the route when it is adjacent to: two other gems in the route, two of the owner's settlements, or one of each.

Trade Route Example

This route connects Orange's two settlements. The right settlment has been fortified to have 9 health.

This route rewards 5 VP at the start of Orange's turn. Orange player will also earn 20 resources, 10 from each settlement, at the start of their turn.
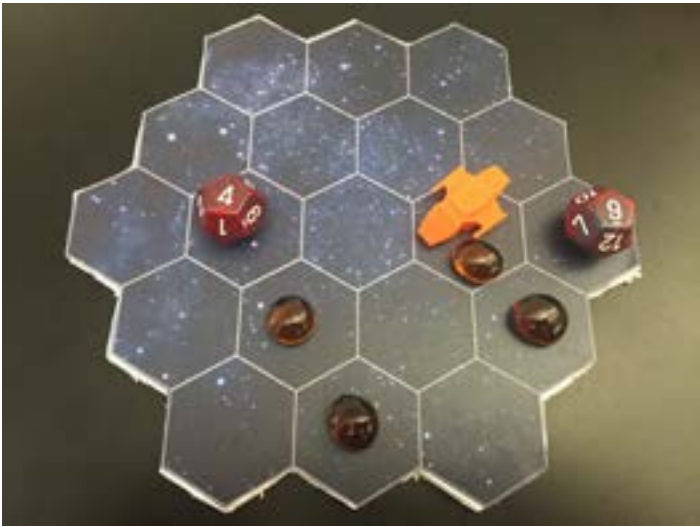
This route has been damaged. Orange will not collect any VP from this route at the start of their turn until they place another connecting gem.

Placing one to their left will reward 4 VP at the start of their turn, as the gem in the bottom would not be valid since it isn't adjacent to two other gemsover.

Dying

If a player's shields are reduced to or below 0, the player's ship is destroyed. The player pays a fifth of their resources, rounded down, to cover the cost of recovering their devastated ship.

The player starts their next turn at the center federation tile, with the base Level 1 upgrades on their ship. Any crew members are also lost. Rewards from settlements and trade routes are collected as normal.

Players also lose half (rounded down) of their BP when they die.

Weird Situations and FAQ

Combat ties are almost always decided in favor of the defender, including when there are bonuses from cards, crew, or events.

Settlements are limited in that each player can only have 4. Trade route gems and resources are not. If the players run out of those elements, they can use any other tokens or various elements of pocket lint to represent currency.

When card text contradicts the rules, the card's rules are applied.t

Ending the Game

The game begins ending once a player reaches or exceeds 100 VP.
All players after take their turn as usual to finish **that** round.
    In a 4 player game, if player 3 reaches the threshold, player 4 will take their turn as usual and then the game ends.
Once the round is finished, points are counted.
Bounty Points are added to the player's Victory Point total (do not adjust the BP tracker in case of a tie).
Resources are converted to Victory Points at the rate of 1VP per 10 resources.
The player with the most Victory Points wins.
In the event of a tie, the player who had the most Bounty Points wins.
    If there is still a tie, the player with the most resources wins.
    If there is still a tie, the player with the most ship upgrades win.
    If there is still a tie, the player who went last in the round wins.

For a shorter game, reduce the final point value to 80 or 50VP.