

DAVID SHORT 1 MATTHEW DUNSTAN

SCORPIUS

FREIGHTER



RULEBOOK

INTRODUCTION

A GAME BY DAVID SHORT AND
MATTHEW DUNSTAN, FOR 2-4
PLAYERS, AGES 14 AND UP

CONTENTS

INTRODUCTION	2
In This Box.....	2
Introduction.....	2
Goal.....	2
Icons	2
COMPONENTS	3
GAME SETUP	4
PLAYING THE GAME	6
Game Play	6
Turn Sequence.....	6
Actions	9
SCORING	10
Advanced Play Options.....	11
Clarifications.....	11
ADDENDUM	13
ROGUES GALLERY.....	14
CREDITS.....	15
SUMMARY	16
Summary of Play.....	16

IN THIS BOX

Your game of *Scorpius Freighter* should include the following. If it doesn't, please contact customerservice@alderac.com

- 1 game board
- 3 motherships
- 4 freighter boards
- 28 Crew cards
 - 4 cards each in seven different factions
- 132 tiles
 - 1 starting player tile
 - 4 standard credits tiles
 - 4 standard goods tiles
 - 13 Cockpit tiles
 - 12 Contract tiles
 - 32 Equipment tiles
 - 36 Side Deal tiles
 - 30 Storage tiles
- 100 wooden cargo cubes
 - 20 gray data cubes
 - 20 pink meds cubes
 - 30 green goods cubes
 - 30 orange credits cubes
- 1 rulebook



INTRODUCTION

It's been almost 100 years since the Scorpius system was settled. Sentients came from everywhere to start a new life, following their dreams of prosperity and adventure. The truth was less idyllic.

The Government controls almost everything. They control wages. They control prices. They control entertainment. They control information. They have transformed an idealistic colonization project into a systemwide serfdom. Tens of billions of sentient live in Scorpius with no hope of advancement, no hope of escape.

Except that not everyone in the Government toes the line; some still believe in freedom. Operating from within the massive Government motherships, a few bold freighter pilots use the system against itself. They still handle their sanctioned job duties... as well as a lot of extracurricular activities like smuggling restricted medicines, passing censored information, and facilitating transactions below the Government radar. They are fueling the revolution.

And the revolution is coming.

GOAL

Each player is trying to undermine the Government: whether for fame, fortune, or philanthropy. This is represented with scoring reputation points ★ by smuggling restricted medicines, passing censored information, and providing services to the people, all while avoiding the notice of the authorities. After the Government enforces their embargo at the end of the game, the player that has the best reputation wins!

ICONS



Meet informant



Expand Storage



Upgrade Freighter



Pick Up Cargo



Operate Freighter



Side Deal



Contract



Reputation
(Victory Points)



Skill

CREW CARDS

A. Faction Homeworld | B. Skill Icon | C. Portrait
D. Ability | E. Promotion Cost in Credits



AMATEUR SIDE

EXPERIENCED SIDE

Note: Abilities are locked and unusable on the amateur side, but are available for use on the experienced side.

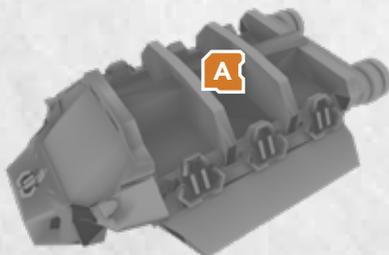
SIDE DEAL & CONTRACT TILES

A. Reputation (Victory Points)
B. Required Cargo | C. Reward



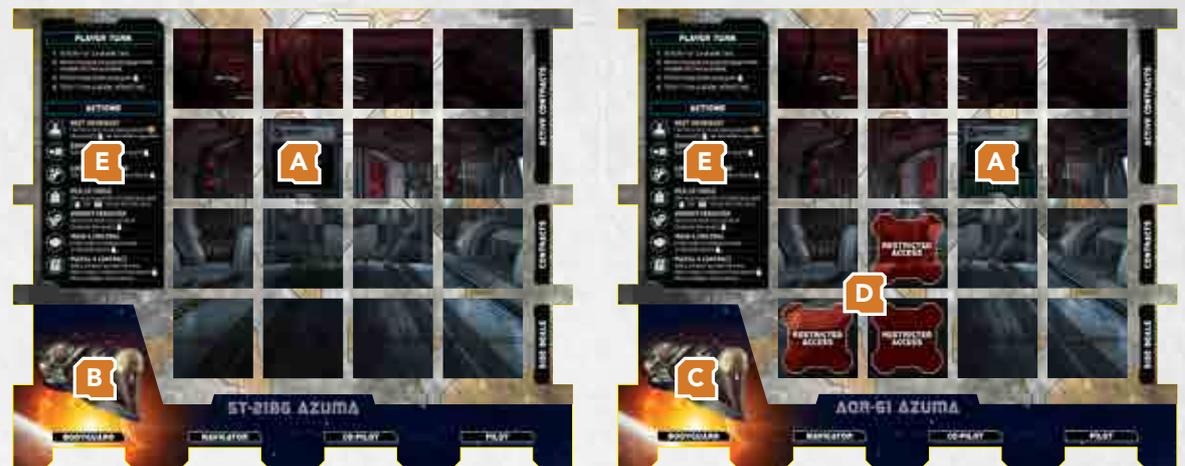
MOTHERSHIPS

A. Confiscated Cargo Holds



FREIGHTER BOARDS

A. The Cockpit Gets Placed Here at the Start of the Game
B. Standard Side | C. Advanced Side | D. Restricted Access Spaces | E. Player Aid



MAIN BOARD

A. Planet | B. Action Space | C. Action Icon | D. Checkpoint Space | E. Expand Storage Display
F. Upgrade Freighter Display | G. Side Deals Display | H. Contracts Display | I. End of Game Information



FREIGHTER TILES

A. Title | B. Color Edge (Special Equipment is blue, Storage tiles match their cargo color)
C. Cargo Space | D. Ability



GAME SETUP

SETUP

1. Place the board in the center of the playing area. Place one mothership on the checkpoint space  of each of the three planets.
2. Sort the cargo cubes by color and place them near the board to form the stock. Note that the cargo cubes are color-coded to match the Storage tiles on which they can be placed.
3. Shuffle the Storage tiles together. Stack them face down near the  icon on the board, then draw four tiles and place them face up in the marked spaces.
4. Shuffle the Equipment tiles together. Stack them face down near the  icon on the board, then draw four tiles and place them face up in the marked spaces.
5. Shuffle the Side Deal tiles together. Stack them face down near the  icon on the board, then draw four tiles and place them face up in the marked spaces.
6. Shuffle the Contract tiles together. Stack them face down near the  icon on the board, then draw four tiles and place them face up in the marked spaces.
7. Choose a random player and give that player the starting player tile. This player will keep it the entire game. This ensures everyone gets an equal number of turns.
8. Beginning with the starting player and continuing clockwise, all players choose a freighter board and place it in front of themselves. Return any unused freighter boards to the box. If this is your first game, use the standard side with no "Restricted Access" spaces.
9. All players take a Cockpit tile matching the one on their freighter board and place it on the marked space. Each player also receives a standard credits tile (Lock Box) and a standard goods tile (Hidden Compartment). Players place these tiles one at a time in any configuration, such that the tiles are adjacent to (sharing a side with) another tile on their freighter board. Place one cargo cube of the appropriate color onto each of these standard tiles. Return any extra standard tiles and unused Cockpit tiles to the box.
10. Beginning with the person seated to the right of the starting player and continuing counterclockwise, each player chooses a Crew by taking all four Crew cards of one faction (same homeland). Return unused Crew cards to the box. Players should read their Crew cards carefully, then place them below their freighter boards with the amateur side visible (displaying its credits cost). Cards may occupy any position.

You are ready to begin the game! The starting player takes the first turn, and play proceeds clockwise.

7



2



3



GAME SETUP



PLAYING THE GAME

GAME PLAY

The game is played over several rounds. During each round, each player takes one turn in clockwise order.

TURN SEQUENCE

While you work as a freighter captain, you depend on the Government motherships to unintentionally provide your illegitimate activities with adequate cover. This allows you to successfully exploit the system to meet your needs. On your turn follow these steps in order:

1. Choose one or two available Crew cards to assign. Crew cards are only available to assign if they have not already been assigned. Slide these Crew cards partially under your freighter board to cover up their skill icon.
2. Choose one planet. Move the mothership on that planet clockwise equal to the number of Crew you assigned in step 1.

If the mothership lands on or passes the checkpoint space (denoted by ) your ship is audited by the mothership and some of your cargo is confiscated. Select one cargo cube from your freighter and place it on the mothership you just moved. If you don't have any cargo cubes on your freighter, place one cube from the stock onto the mothership. If the mothership doesn't have space for a cube, place your confiscated cube in the stock.



3. Note the space where the mothership ended its movement. Perform that space's action using your available . Your available  is equal to the quantity of your Crew member cards that have not yet been assigned, plus any bonus  gained from experienced Crew members and Equipment tiles.

4. If you have 1 or fewer Crew members remaining available, then refresh all your assigned Crew members by sliding them out from under your freighter board. This means that you will have all your Crew members available next turn.

Since three of her Crew have been assigned, Anna gets to refresh them all.



The mothership landed on the Meet Informant space. Since Anna now has three of her Crew assigned, her Crew members only provide her with 1 . However, she relies on Og's experience to provide an extra  for this action, allowing Anna to perform the action with 2 .



Since Anna assigned two Crew members, one of the motherships must move two spaces clockwise. She chooses the center planet and moves the mothership.



Since it crossed over the checkpoint space, she must lose one of her cargo cubes.

She chooses a data cube and places it on the mothership.



Anna has one Crew member already assigned from a previous turn. She assigns two of her other Crew members.



THE ACTIONS



Meet Informant

This shady alien is happy to teach you how to work the streets to your advantage... for a price.

Promote one Crew member to its experienced side. Select a Crew member to promote, even one that has already been assigned. Pay the cost shown on that Crew member, taking a discount equal to your available . This cost cannot go below zero. Pay this cost by discarding cargo cubes back into the stock. Promote that Crew member by flipping the card over to its experienced side. This Crew member's ability is now available to you for the rest of the game, even if that Crew member has been assigned.

After promotion, the Crew retains the same activation state as it had before. If you cannot pay the total cost, you cannot promote your Crew.

Anna arranges to meet an informant. She has 2 available for this action. She'd like to promote Rafa, but Rafa costs 4 , and she only has 1. Instead, she promotes Trin. After her discount of 2 , she pays the remaining cost of 1 and flips Trin over to its experienced side. Since Trin had already been assigned as an amateur, Anna slips the card part way under the freighter board to indicate that the experienced Trin is still assigned.



Expand Storage

Not all storage is above the deck.

Expand the storage capacity of your freighter by selecting a face up Storage tile. Notice that the tile slots are numbered 1–4; you can only select a tile that is on a slot with a number less than or equal to your available .

Take one eligible Storage tile and add it to your freighter by placing it in an empty slot adjacent to (sharing a side with) any of your other tiles. If a new Storage tile cannot be placed to meet this requirement, then discard it face down to the bottom of the Storage tiles stack. You may wish to place the tile adjacent to another tile of the same type to form a larger Storage area, however this is not mandatory (see Pick Up Cargo in page 8).

Each time you select a Storage tile, slide all other Storage tiles on the game board down to fill any gaps, then draw a new Storage tile from the stack and place it face up at the #4 slot of the row.

On Brad's turn, the mothership lands on the Upgrade Storage space. Each of his Crew has already been assigned, so he has 0 . Thankfully, he has Sophia, who grants +1 when expanding his freighter. With 1 , he can only take the Security Vault in the #1 slot. He does so and adds it to his freighter.



Since it's a Storage tile, he can place it adjacent to any other tile on his freighter board. Brad decides to place it next to his Lock Box to increase his Storage area.



Upgrade Freighter

Off-grid comms and an unregistered intermesh nexus can spell the difference between rich and busted.

Expand the capabilities of your freighter by selecting a face up Equipment tile. Notice that the tile slots are numbered 1–4; you can only select a tile that is on a slot with a number less than or equal to your available .

Take one eligible Equipment tile and add it to your freighter by placing it in an empty slot adjacent to (sharing a side with) any of your other tiles. If the equipment tile has blue edges (matching the style of a Cockpit tile), it is a Special Equipment tile. This tile must be placed next to your Cockpit or another Special Equipment tile. If a new Equipment tile cannot be placed to meet these requirements, then discard it face down to the bottom of the Equipment tiles stack.

Each time you select an Equipment tile, slide all other Equipment tiles on the game board down to fill any gaps, then draw a new Equipment tile from the stack and place it face up at the #4 slot of the row.

When Anna takes this action, she has 3 . She can choose any Equipment tile except the Dispensary on slot #4.



She chooses the Auto Loader in slot #2. Since the Auto Loader must be placed adjacent to another Special Equipment tile, she can only place it in one of the two squares highlighted in blue.



If Anna had chosen the Reserve in slot #1, she could have placed it in a blue highlighted square or either of the pink highlighted squares.



PLAYING THE GAME



Pick Up Cargo

Load the consumer goods in the bay. Make sure everything else disappears into the side hatch.

Pick up cargo and add it onto your freighter. Select a number of Storage areas on your freighter less than or equal to your available . A Storage area consists of all adjacent Storage tiles of the same type. Each tile in the selected area gains one cargo cube of the appropriate type. Each Storage tile can only gain one cargo cube with this action. Each cargo cube gained must be placed in a vacant space on that Storage tile or it is lost.

Note: Cubes in the stock are considered to be unlimited.

Brad has 3 to load contraband. The following are his options for picking up cargo this turn:



Operate Freighter

We've established a secure link. Fire that datablip.

Use the custom modifications of your freighter. Select a number of Equipment tiles on your freighter less than or equal to your available . Remember that your Cockpit also counts as an Equipment tile. Use the action on each Equipment tile selected, in any order. Each Equipment tile can only be used once per turn, and you must complete each Equipment tile's action before resolving another.

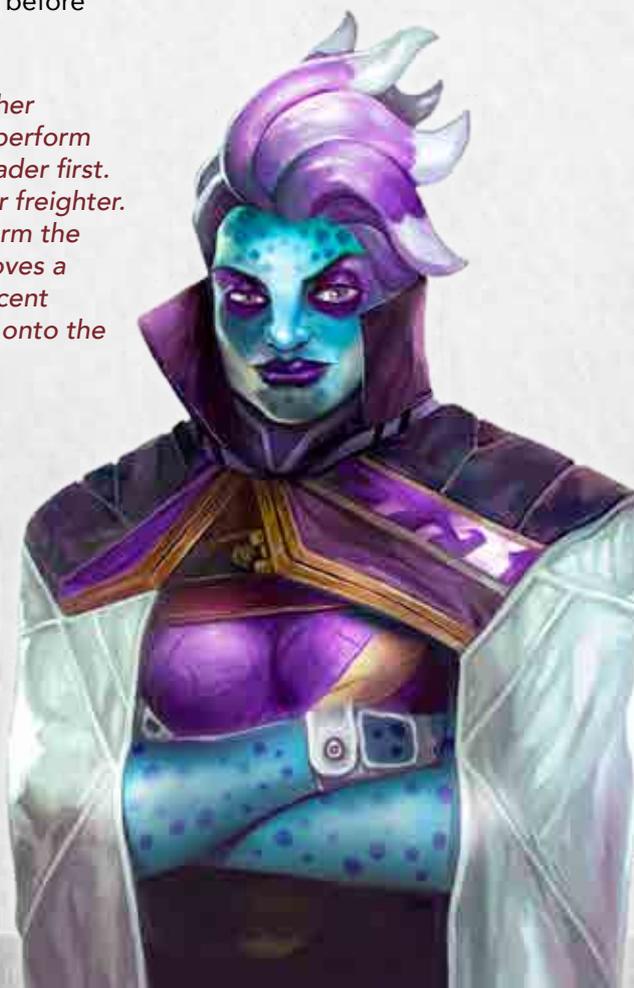
Anna has 2 to operate her freighter. She chooses to perform the action on her Auto Loader first. She adds 1 cube to her freighter. Next she decides to perform the action on Reserve. She moves a goods cube from the adjacent Hidden Compartment tile onto the Reserve tile.



Make a Side Deal

I heard you were looking for some clear candy. I happen to have extra inventory I'd be willing to slip through the cracks.

Deliver cargo from your freighter to complete a number of Side Deals less than or equal to your . You can select any available Side Deal tile without restriction. You must deliver all the cargo required to complete the selected Side Deal, not just a portion. Place the delivered cargo back in the stock for the selected Side Deal. Place the completed Side Deal tile face up to the right side of your freighter board, to be scored at the end of the game. Each time you deliver to a Side Deal, draw a new Side Deal tile from the stack and place it face up on the main board.



Brad has 2 and seizes the opportunity to make some Side Deals. He discards 1 meds cube to complete the side deal in slot #2 and places it to the side of his player board to be scored at the end of the game.



He draws a new Side Deal tile to fill the empty space.



He discards 1 credits cube and 1 goods cube to complete the side deal in slot #3 and places it to the side as well.



When he draws a new tile to replace it, he sees that he can fulfill that as well, but he does not have enough this turn.



Fulfill a Contract

And if you'll just sign here for receipt, I'll be on my way. Of course, those last few boxes from the side hatch aren't on the original manifest...

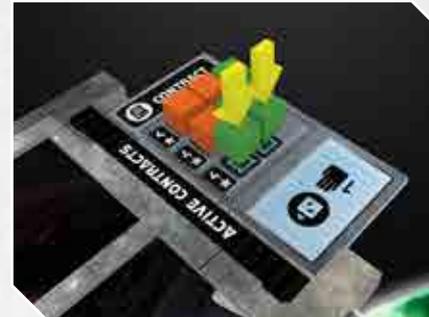
If you don't have an active Contract in your play area, choose one from those available. You can only have one active Contract in your play area at a time.

Deliver cargo to a number of sections, less than or equal to your available , on your active Contract. A section is any one row of cargo on the Contract. You may fulfill sections in any order. You must deliver cargo to fulfill an entire section of your active Contract, not just a portion of a section. Cargo delivered stays on your active Contract

until all of its sections are complete. After completing all sections of a Contract, return the cargo on it to the stock, place the Contract in the completed Contracts area of your freighter board, and receive the reward at the bottom of the Contract.

Even though Contracts cost 0  to acquire, you must be able to deliver to at least one section in order to place it as your active Contract. Each time you gain a new active Contract, draw a Contract from the stack and place it face up in the open slot on the board. Although you can only have one active Contract at a time, there is no limit to the number of completed Contracts you may have.

Anna has 2  to fulfill a Contract. She places 2 goods cubes onto the last empty section of her active Contract. That Contract is now complete. She returns all of the cubes to the stock, and places the Contract next to her freighter to be scored at the end of the game. She also receives the reward on that Contract.



She has 1  still remaining, so she selects a new Contract from those available on the board.

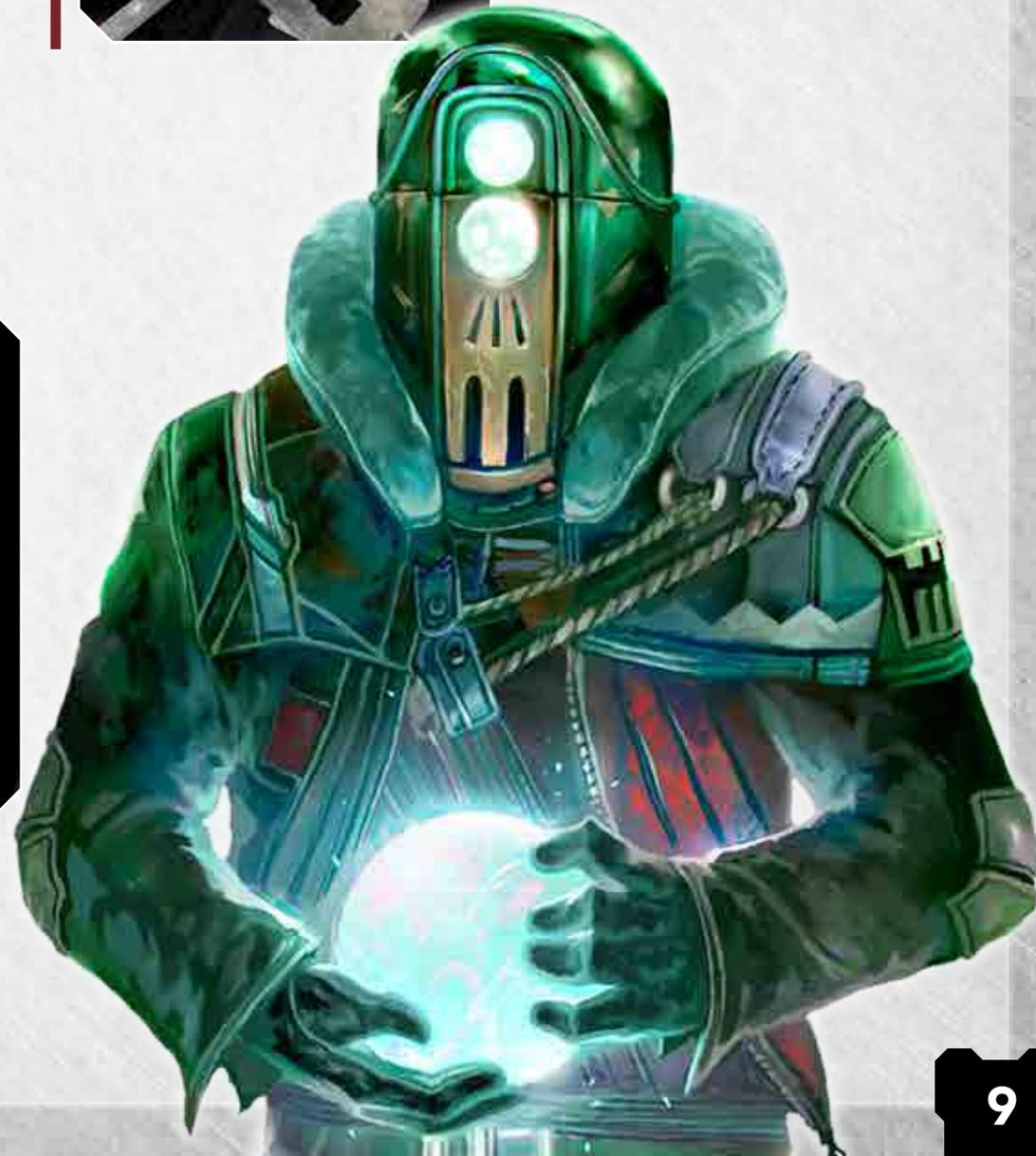
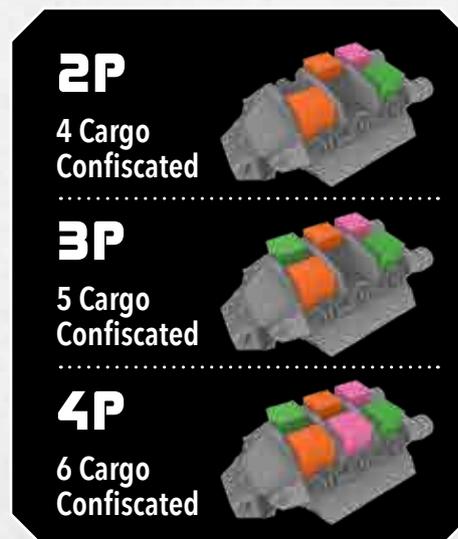
She places it in her active Contract area of her player board and delivers 2 credits cubes to the bottom section.



GAME END

At the end of each round, after all players have had a turn, check how many cargo cubes each mothership has confiscated. The end of the game is triggered if at least one of the three motherships has confiscated at least a certain amount of cargo (see illustration on the right).

When this condition is met, the Government is so incensed with the illegal activity that they announce a complete shutdown on all interplanetary commerce in the Scorpius system, intending to starve the populace into submission. With the embargo imminent, players play one final round, after which the game ends.



SCORING

SCORING

Each player scores 1 point for each cargo located anywhere on their freighter. This does not include cubes on active Contracts. Add any points scored for their completed Side Deals, completed Contracts, and experienced Crew members, if applicable. Whoever has the most points wins!

If there is a tie, the player with the most cargo cubes on their freighter wins the tie. If still tied, the player with the most experienced Crew members wins. If still tied, the players form a merchant cooperative and share the victory.

Anna scores 27★ for her completed contracts, 5★ for the completed section of her active contract, 2★ for her completed contract's abilities, 13★ for her side deals, 9★ for her Crew card abilities, and 1★ for each cargo cube on her freighter. Her total score is 68★, granting her the victory!



ADVANCED PLAY OPTIONS

After your first few games, consider these options to enhance your experience:

- Use the advanced side of the freighter boards. Each board has a unique layout defined by “Restricted Access” spaces. These spaces are unavailable and considered occupied; no tiles may be placed on them.
- At the start of the game, shuffle the Cockpit tiles and deal one to each player.
- At the start of the game, create custom Crews by drafting Crew cards (see Custom Crews below).

You may mix and match any of these advanced play options to customize your play experience.

CUSTOM CREWS

Instead of choosing Crews based on the faction homeworlds, players can draft their starting Crew members to create a custom team.

Shuffle all the Crew cards together. Deal 6 Crew cards to each player. Return any unused cards to the box.

Note: Since all Crew cards are double sided, it does not matter which side players hold. However, cost is an important consideration, so it is recommended that players hold their cards with the  cost facing them.

All players simultaneously choose one Crew card from their hand and place it on their freighter board. Then players pass their remaining cards to

the player to their left. Again, players simultaneously choose another Crew card and place it on their freighter board. Continue until all Crew cards have been chosen.

Now all players simultaneously select 4 cards to play with from the 6 Crew cards they drafted. Return the unused cards back to the box.



CLARIFICATIONS

GENERAL NOTES

- Adjacent means that items must be touching orthogonally, not diagonally.
- Unload means to put items back into the stock.
- All adjustments to your  must be done during Step 1 of your turn.
- Cargo on Active Contracts may not be removed or unloaded.
- All Planet Actions (Meet Informant, Expand Storage, Upgrade Freighter, Pick Up Cargo, Operate Freighter, Fulfill Contracts, Make a Side Deal) work the same way whether you choose them from the main board, or gain them from tiles on your freighter board or Crew cards.
- Storage spaces must not be exceeded. If you gain a cargo but cannot store it, return it to the stock.

CREW CARDS

Abby, M'RF, Og, Sophia, Tyus



When taking the respective action indicated on this card, adjust your  by the amount indicated. This may result in a quantity above 4 , but never below 0 .

Annabelle, Micah Conner, Padlock



If you gain the indicated cargo during your turn through any means, gain an additional 1. This happens only

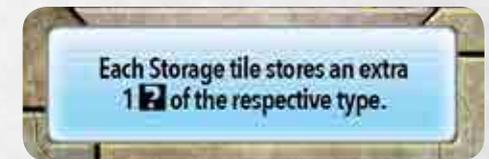
a maximum of once per turn, no matter how many times you gain the indicated cargo. Place the additional 1 cargo on any available space of that type of any Storage tile.

Auxis, Brielle, Vik



Count the number of Side Deals and Contracts that you have completed that have the indicated cargo. It does not matter how the Side Deals and Contracts were completed, just that that they were completed. At the end of the game, gain  equal to twice that number.

Ay Ar



Each of your Storage tiles can now store an extra cargo. For instance, your Lock Box can now hold 3  and your Hidden Compartment can store 3 . This ability does not apply to Storage spaces on Equipment tiles.

ADDENDUM

B.O.T., Escher, Trin

At the start of your turn, unload 1  to gain +1 .

Unload the respective cargo from any tile on your player board in order to add to your  during Step 1 of your turn. You may only do this once per turn.

Dan Cee

 then unload 1  to  2 .

After Step 3 of your turn, including after refilling the display, if you took the  action, then you may unload 1  to take an additional  with 2 .

Das

Deliver to Side Deals & Contracts using 1  different than what is required.

When delivering to Side Deals or Contracts, you may deliver 1  instead of 1 cargo that is indicated on the tile. For Side Deals you may do this once per tile. For Contracts, you may do this once per section. You may do this multiple times on a given turn.

Doreen, Raven

After moving, may perform the action of the previous planet space.

During Step 3 of your turn, you may choose to take the action of the space the mothership occupies as usual, or choose the space indicated on this card. If you choose to do the action of the space indicated on this card, do not move the mothership to that space. If the action you are choosing is a checkpoint space, your ship is not audited, because the mothership is not on that space.

E Kaye

 Ignoring Storage Areas, each  fills 1 Storage tile to full capacity.

When taking the  action, you may ignore the normal action. Instead, use each of your  to fill one single Storage tile to full capacity. For instance, if you were activating your Auto Loader boosted by an experienced Abby Crew card, you could select any 2 Storage tiles (not Storage areas) and fill them completely with cargo.

Kaia Lin

At the start of your turn, unload 1  to refresh Crew.

Before Step 1 of your turn, unload 1  to refresh all of your Crew. This means that no matter how many of your Crew were assigned, all of your Crew will be available again. Continue on with Step 1 of your turn.

Koda

14  -1  for each empty Freighter space.

At the end of the game, you have the chance to score a maximum of 14 . However, you must subtract 1  for each Freighter space that does not have a tile added to it. For instance, if you have 3 blank spaces without Freighter tiles, you will score 11  at the end of the game.

Mag

Move 3 spaces by activating 3 available Crew.

During Step 1 of your turn, you may assign up to 3 Crew members instead of only up to 2 Crew members. For each Crew member that you assign, you must move that number of spaces on your chosen planet. For instance, if you assigned 3 Crew members, then you will move 3 spaces on a planet.

Rafa, Three.14, Tommie

1  / Storage tile

Count the number of the indicated items that you have. At the end of the game, gain  based on that number.

Skiddie

 unload 1  to draw 1 extra tile from the respective stack.

After Step 3 of your turn, including after refilling the display, if you took the  or  action, then you may unload 1  to take an additional tile from the top of the respective stack. For instance, if you took the  action during Step 3 of your turn, then you may take the top face down tile off the Expand Storage stack. If you find that you are unable to place this new tile on your freighter, then discard it face down to the bottom of the respective stack.

The Tills

Place tiles on any Freighter space, regardless of adjacency.

When placing new tiles into your freighter, you may ignore all adjacency rules. Instead, place any gained Freighter tiles on any available space of your Freighter.



FREIGHTER TILES



Auto Loader, Beacon, Cockpit I, Fusion Drive

Perform the respective action exactly as if you selected it on the main board. Perform this action with the amount of indicated on this tile. You may boost the for this action using card abilities like Abby and Og, but not tile abilities like Stash and Reserve.



Cockpit A

Deliver 1 cargo to your active Contract. You may choose any row and do not have to fill an entire section using

this ability. You may combine this ability with Crew cards like Das, but not with tiles like Fusion Drive.



Cockpit B

Draw 1 face down Side Deal tile from the top of the Side Deals stack. If you are able to complete

it by delivering cargo, you may do so immediately. If you are unable to complete it, or choose not to, then place it near the left side of your freighter board. Any tiles on the left side of your player board may be completed on any future action. At the end of the game, any tiles on the left side of your Freighter board are worth 0 . You may combine this ability with crew cards like Das, but not with tiles like Cockpit J.



Cockpit C, E, F, H, Dispensary

Gain the respective cargo from the stock and place it on this tile. If you don't have

enough slots on this tile to store all the cargo that you gained, discard the excess back to the stock.



Cockpit D, Transformer

Choose 1 Storage tile (either any or adjacent as indicated). Unload 1 cargo from that tile.

Then gain 1 of your choice and store it (on that tile or on Transformer). The cargo that you gain does not have to match the cargo that you unloaded, nor does it have to match any cargo that is already stored on the tile.



Cockpit G

Choose up to 2 Storage tiles that are adjacent to this one. Each of those tiles gains 1 cargo of the

respective type.



Cockpit J

Draw exactly 3 face down Side Deal tiles from the top of the Side Deals stack. Look at these Side Deals

and choose 2 to discard face down to the bottom of the Side Deals stack. Keep the remaining tile and place it near the left side of your freighter board. You may not complete it at this time. Any tiles on the left side of your player board may be completed on any future action. At the end of the game, any tiles on the left side of your freighter board are worth 0 .



Cockpit K, M

Take the indicated tile from the top of the respective face down stack. You may not take a face up tile from

the display. If you find that you are unable to place this new tile on your freighter, then discard it face down to the bottom of the respective stack.



Cockpit L

Choose 1 Storage tile. Gain 1 cargo of the respective type and store it on that tile.



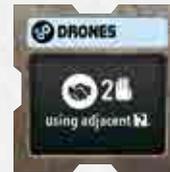
Cockpit ST

Choose 1 Storage tile. Fill the tile with cargo so that it is completely full.



Docking Bay

Each of your Storage areas not currently storing any cargo may gain 1 cargo of the respective type. Only empty Storage areas are eligible to gain cargo from this action.



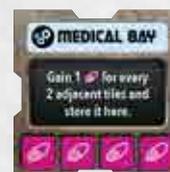
Drones

Perform exactly as if you selected it on the main board. Perform this action with 2 ; however, use only cargo stored on Storage tiles adjacent to this one. You may combine this ability with Crew cards like Das, but not with tiles like Cockpit J.



Mech Garage, Scaffolding

Perform the respective action exactly as if you selected it on the main board. Perform this action with equal to the number of tiles adjacent to this one. For instance, if you had two tiles adjacent to this one, then you would perform the action with 2 .



Medical Bay

Count the number of tiles that are adjacent to this tile. If you have 1 adjacent tile, you gain nothing. If you have 2 or 3 adjacent tiles, gain 1 .

and store it on this tile. If you have 4 adjacent tiles, gain 2 and store them on this tile.



Nanobots, Power Cell

Choose up to 2 Equipment tiles (either adjacent or non-adjacent as

indicated). Use the action of each tile in any order. Remember, you may only activate each Equipment tile once per turn.



Payload Annex

Verify that all adjacent freighter spaces are occupied by tiles or labeled "Restricted Access". If so, gain

1 of your choice and store it on this tile.



Reserve, Stash

Take the respective cargo from any tile that is adjacent to this tile, and then place it on this tile. Any cargo

on this tile may still function as usual, including being used to pay for Side Deals and Contracts. In addition, you may unload the cargo on this tile to add to your during Step 1 of your turn. You may only do this once per turn.



Robotic Arm

Choose up to 2 Storage tiles that are adjacent to this one and fill them completely with cargo.

ROGUES GALLERY

DATE	PLAYER 1	SCORE	PLAYER 2	SCORE	PLAYER 3	SCORE	PLAYER 4	SCORE
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

CREDITS

Design:

David Short and Matthew Dunstan

Development Lead:

Philip duBarry

Project Lead:

Nicolas Bongiu

Production:

David Lepore

Art:

Bruno Balixa, Victor P. Corbella, Jay Epperson, Jason Juta, Craig Maher, and Travis J. Wright

Graphic Design:

Robert Denton and Matt Paquette

Writing:

Edward Bolme

Playtesting:

Nathan Emmerich, Chris Hall, Rob Howlett, Mikael Johansson, Matt Manis, Josh Martin, Eileen Short, Mike Tunison, David Vonk, John Zinser

Matthew Dunstan thanks:

Terezie Křížková for her tireless support and encouragement.

David Short thanks

His Creator, for coming like a thief in the night. His wife, Eileen, for her endless love, support, and encouragement in this endeavor. You're spectacular! His kids, Kaia and Micah, for making him smile. Nicolas, Z, and everyone at AEG, for inspiring this project. Philip, for all your hard work to bring this to life. His family and friends, for the joy they bring him. His local F5 gaming group, for all the laughs and support. And especially, the JumpStart design group, for all the playtesting and comments. You guys never fail me. And to everyone that sits down to play this, thanks for letting this game steal a moment on your table. Hopefully it will be a great excuse to gather friends and family for an enjoyable time.



TM

©2018 Alderac Entertainment Group.

Scorpius Freighter and all associated marks are ™ and © Alderac Entertainment, Inc. 555 N El Camino Real #A393, San Clemente, CA 92672, USA

All rights reserved. Printed in China.

Warning: Choking Hazard! Not for use by children under 3 years of age.

Questions?

email customerservice@alderac.com

www.alderac.com/scorpius-freighter





SUMMARY OF PLAY

SETUP SUMMARY

See page 4 for complete details.

1. Place the board on the table and one mothership on each checkpoint space.
2. Sort the cargo cubes by color and place them near the board.
3. Shuffle the Storage tiles and place four of them face up in the marked spaces.
4. Shuffle the Equipment tiles and place four of them face up in the marked spaces.
5. Shuffle the Side Deal tiles and place four of them face up in the marked spaces.
6. Shuffle the Contract tiles and place four of them face up in the marked spaces.
7. Give a random player the starting player tile.
8. Beginning with the starting player, choose a freighter board.
9. All players take a Cockpit tile, a standard credits tile, and a standard goods tile.
10. Beginning with the person to the right of the starting player, each player chooses a Crew.

GAME TURN SUMMARY

See page 6 for complete details.

1. Assign one or two Crew.
2. Move one mothership clockwise equal to the number of Crew you assigned. If it lands on or passes the checkpoint, place one cube from your freighter onto the mothership.
3. Perform the space's action using your available .
4. If three or four of your Crew members have been assigned, refresh your Crew.

ACTIONS SUMMARY

See pages 7–8 for complete details.



Meet Informant

Pay credit cubes to promote one Crew member.



Expand Storage

Choose an eligible face up Storage tile and add it to your freighter.



Upgrade Freighter

Choose an eligible face up Equipment tile and add it to your freighter according to placement requirements.



Pick Up Cargo

Place one cargo cube onto tiles in each eligible Storage area.



Operate Freighter

Use the action on each eligible Equipment tile.



Make a Side Deal

Deliver the cargo to fulfill Side Deal tiles less than or equal to your .



Fulfill a Contract

Deliver the cargo to fulfill rows on your active Contract, less than or equal to your .

