

GETTIN' ALONG IN THE 'VERSE

On your turn, take two of the following four Actions. You may not take the same Action twice in one turn.

1) BUY

on a Supply planet:

SHOP FOR CREW/GEAR

- draw Cards from that Supply deck/discard pile: consider 3, buy up to 2
- you may also buy supplies (Fuel & Parts)
- you may also sell back supplies at 50 cents on the dollar [house rule]

OR GO ON SHORE LEAVE

- pay each of your Crew \$100 including your Leader
- remove any Disgruntled Tokens your Crew may have

2) DEAL

on the home planet of a Contact:

- draw Job Cards from that Contact deck/discard pile: consider 3, buy up to 2, discard hand down to 3
- if you are solid with the Contact, you may also sell them Cargo & Contraband
- being solid with the Contact may confer other benefits while dealing

3) WORK

on the planet indicated by a Job Card (or the Story Card):

- chose and equip Crew to advance the Job/Story
- confirm Needs; if you can't meet them, you can't advance the Job in any way
- activate the Job and/or follow the instructions for the next phase of the Job/Story
- special abilities (e.g. re-rolls) that apply during Jobs don't apply when working Story Goals
- if you get paid for a Job, pay your Crew, even those who didn't work it

- any Crew you chose not to pay receives a Disgruntled Token; **Mercs get 2** [HR] and therefore jump ship

**OR MAKE-WORK
on any planet:**

- take \$200 from the bank

4) FLY

from any Sector in the 'Verse:

FULL BURN

- spend 1 Fuel
- move 1 space and draw a Nav Card from the appropriate deck and resolve it
- if directed to Keep Flying, repeat moving & drawing up to the range of your Drive Core
- if directed to Full Stop, no other movement is possible that turn
- if directed to Evade, move 1 space then Full Stop; do not draw a Nav Card

OR MOSEY

- move 1 space

TURN OVER FOR THE
FINER POINTS OF STAYIN'
AHEAD OF THE LAW