

Space Tub Rules

1. Setup

1.1. Decks

There are two decks of cards used in *Space Tub*. The deck with the beige backed cards is the contracts, which each of the tub captains are vying to complete. The deck with the blue backed cards is the events, which affect the game each round. The cards should be separated by deck, and then each deck shuffled.

Place the contract deck, face down (so you can't read the contracts) on the contract deck spot on the board (near the upper right corner). Deal 4 event cards, again face down, per player onto the event deck spot (above the contract deck). After this deck is made turn the event deck face up. This will reveal the events for the first round of the game.

1.2. Commodity Tokens

The commodity tokens may be separated and placed in the stock pile boxes at the top of the map. All of the commodity tokens are available at the start of play. Captains do not start with any commodity tokens in the hold of their space tubs. For more rules about commodity tokens, see section 6.

1.3. Tub Control Sheets

Each player now selects a tub control sheet. There are six available, and each is color coded to match a tub token and reputation counters. Take the tub control sheet, marker and rep tokens for one color. For more rules about these parts see section **Error! Reference source not found.** and section **Error! Reference source not found.**

1.3.1. Drive, Cargo and C.S.L.

Each captain fills in the C.S.L, Cargo and Drive boxes on his tub control sheet with the standard version of these subsystems. See section 7 for more information.

1.4. Starting Contracts

Fill each *in use* contract box in with a face up contract from the contract deck. Start with the #1 box and work down. With two players, show only four contracts as available. With three or four players, use contract #5 in addition to #1 through #4. With five or six players fill in the “#6 Contract” box as well.

1.5. Place Tub Markers

Each player may now select a starting location. A player's tub must start at one of the galactic empire's capitol system. These are:

- Aer Grid B4 Brown
- Brerasa Grid D2 Navy Blue
- Echanu Grid A5 Green
- Hrgaaa Grid A4 Cyan (Light Blue)
- Jaal Ra Grid B5 Purple
- New Moncton Grid C6 Yellow
- Sol Grid B3 Red
- Tandelus Grid A1 Orange

More than one tub may start at the same empire capital. Although you may start in an empire that has closed its borders due to the current event card, this will have ramifications for the captain.

1.6. Select the First Captain and Begin Round 1

Select a captain to be first for the first round by having each captain roll the 6 sided die. The captain who roles the highest result will take his turn first. In the event of a tie for highest result, have a tie breaking role. Give this captain the First Captain marker. See section 2 for more information on a game round.

1.7. Ready

You are now ready to play a game of *Space Tub*. The round begins and the first captain resolves the event card for this round.

2. The Game Round

2.1. Resolve the Shown Events

Each round begins with the first captain resolving the event card shown at the top of the event deck. See section 5.2 for a description of the event cards and rules on resolving them.

2.2. Operate Tubs

After the events of the round are resolved, each captain, starting with the first captain, gets a turn to operate his tub and hopefully close a contract. Play always proceeds clockwise from the first captain, with each captain having a turn to operate his tub. See section 3. The Game Turn for more information on how operating a tub works and other turn details.

2.3. End of Round

After each captain has operated once, the round ends. The top card is taken off of the event deck, revealing the next card. If a tub has been incapacitated by pirates, it is now turned up and allowed to act again (see 8.4.5.3.3). The first captain marker is handed to the next player. He is now first captain. The new first captain starts a new round by first resolving the events shown. This will continue with round after round of turns, until the event deck is exhausted (no events remain). This signals the end of the game. See section 9 for more details.

3. The Game Turn

3.1. On a captain's turn he can complete several actions. They may be performed in any order and in any sequence, with a few exceptions.

3.2. Movement Action

3.2.1. Standard Movement

Standard movement happens when the captain moves his ship along the node circles drawn on the map. A ship may be moved a number of nodes up to its current drive's rating in a single turn. Other actions may be performed at each node before moving to the next node.

3.2.1.1. Standard and Improved Drives

How many nodes a tub may move during the captain's turn is determined by the quality of the tub's drive. This is indicated by whether it has the standard or improved drive token. A standard drive allows four nodes of movement. An improved drive increases this to six nodes per turn.

3.2.1.2. Performing other Actions

The captain may perform other actions at each node of movement, before and after movement occurs.

3.2.2. The Space Catapult System

The space catapult system (SCS for short) was deployed collectively by the galactic empires in order to decrease travel time. The SCS may be used by a captain to move his tub from one imperial capital to another imperial capital in a single move. In order to do this the tub must begin its move at an imperial capital. Using the SCS consumes all of the tubs movement for the turn, regardless of its drive class (standard or improved).

3.2.2.1. Other Actions With the Space Catapult Move

The captain may perform other actions before using, and after using the SCS, including buying and selling of commodities, upgrading the tub and fulfilling a contract. He may not use standard movement (see 3.2.1) before or after using the SCS.

3.3. Load Commodities

The captain may always add cargo to the open cargo holds on his tub. The cargo that is available in a system is shown on the map. If there are units of this type available in the stock pile (at the top of the map), the captain may add 1 unit (1 token) to each cargo bay available on the tub. If a cargo bay contains some other cargo, that token must be unloaded first. See 3.4 for the unload action.

3.3.1. There is no limitation to the number of times that a particular cargo bay may be loaded and unloaded in a single turn.

3.3.2. A captain may not load cargo of a type that is not available at his tub's current location. Only cargo types of the type shown at the star system where the tub is may be loaded.

3.3.3. Cargo may not be loaded in "deep space". Deep space nodes are all nodes that do not have a star image and a name plate. See section 4.1.2 for information on deep space nodes.

3.3.4. Loading of black market goods (see section 6 for a description of the commodities in the game) causes the captain to also take a reputation token. See section 7.3 for more information on reputation and its effects.

3.3.5. If there are no units of a cargo type in the stockpile, then it may not be loaded.

3.4. Unload Commodities

The captain may always remove cargo from the filled cargo holds on his tub. This may be done in any star system, but not in "deep space". See section 4.1.2 for information on deep space nodes.

3.4.1. Unlike loading (see 3.3) there is no restriction as to which star systems the captain can choose to unload a cargo type.

3.4.2. Unloading of black market goods in imperial space causes the captain to also take a reputation token. See section 7.3 for more information on reputation and its effects. Section 4.1.3 describes the difference between imperial and non-aligned space.

3.5. Fulfill A Contract

If the captain has the correct cargo loaded and has arrived at a location shown on an active contract, he may fulfill that contract. He unloads the cargo token and takes the contract from the board.

- 3.5.1. The contract is now immediately replaced with the next contract from the contract deck. This new contract is active immediately. There is nothing other than cargo and travel restricting a captain from fulfilling two or more contracts in a single turn.
- 3.5.2. It requires only one unit of cargo to fulfill a contract. If the tub is carrying two units, the second unit remains on the tub. It may be unloaded, if necessary, as in section 3.4, or carried to another destination.
- 3.5.3. Fulfilling a contract does not prevent a captain from loading the same cargo back onto the ship after fulfillment, so long as the type is available at the location of the tub (see section 3.3) and units are available in the stockpile.
- 3.5.4. The fulfillment of a black market contract in imperial space is the equivalent of unloading black market commodities in imperial space, so the captain gains a reputation token. See 3.4 (unloading), 7.3 (reputation) and 4.1.3 (imperial and non-aligned space) for additional information.

3.6. Upgrade the Tub

The space tubs may be upgraded in three ways. The improved cargo upgrade (3.6.4), the improved drive upgrade (3.6.5) and the improved C.S.L. upgrade (3.6.6).

- 3.6.1. The first upgrade applied to a tub costs the captain three of his completed contracts. These contracts are taken from his tub control sheet and placed in the contract discard pile. They may be legal or black market contracts, or a combination of legal and black market contracts.
 - 3.6.2. The second (and subsequent) upgrade applied to a tub costs the captain 3 of his completed black market contracts and 3 fair market contracts, for a total of 6. These contracts are taken from his tub and placed in the contract discard pile.
 - 3.6.3. No tub may be upgraded more than twice, total. No tub subsystem (drive, cargo, C.S.L.) may be upgraded more than once.
 - 3.6.4. The improved cargo upgrade unlocks the use of cargo bay 3 and 4 on the tub control sheet. The upgraded tub may now carry up to 4 commodities at a time.
 - 3.6.5. The improved drive upgrade increases the number of nodes the tub moves in a turn (using standard movement) from four to six nodes. This upgrade does not affect the operation of the SCS, which still requires the entire movement of the tub to operate.
 - 3.6.6. The improved Combat Systems Load-out increases the number of dice the captain rolls in a combat encounter from two to three.
 - 3.6.7. An upgrade may be discarded to make room for a different upgrade. The cost of the new upgrade will be the same as a second upgrade as in 3.6.2. Regardless of the number of upgrades currently installed on the tub, after the first upgrade all subsequent modifications are always at the cost as indicated in 3.6.2.
- 3.7. Engage a Pirate - If the tub is moved into a node where a pirate is waiting, the tub will have to fight the pirate. This is handled the same as when a pirate attacks a tub under 8.4, including the reward for beating a pirate as well as the penalty for losing.

4. The Board

The board is divided into essentially 3 regions. The top bar features the game name on the left side and each of the commodity stock piles. The right hand bar features the event and contract areas. The main section of the board is the node map. It contains both the movement path for the tubs and information on the political map and commodity availability.

4.1. Nodes

4.1.1. Star System Nodes – These are nodes which have a star icon and a name plate. The name plate may or may not be colored. Colored name plates belong to star systems that are in the control of or affiliated to a specific galactic empire. White name plates indicate star systems that are non-aligned.

4.1.2. Deep Space Nodes – These are nodes which do not have a star or name plate. Deep Space nodes may be controlled by a galactic empire. Controlled deep space nodes are indicated by a colored area around the node.

4.1.3. Imperial Space and Non-Aligned Space – As mentioned in 4.1.1, nodes controlled by a specific empire have a colored area around them. The area is color coded to the empire. This control extends to both star system and deep space nodes.

Nodes under empire control are most important during the movement of pirates (8.2), loading or unloading of black market goods (3.3.4 and 3.4.2), the fulfillment of black market contracts (3.5.4) and in the event of a closed borders event (9.3.1).

4.2. Grid – The map section of the board has been divided into sectors. These sectors start in the upper left corner with A1. Moving from left to right one sector increases the number. The next sector to the right from A1 is A2. Moving down from the top increases the letter. The next section down from A1 is B1. These sector numbers will be listed on the contracts making delivery destinations easier to find.

5. Card Decks – There are two decks of cards used in a game of *Space Tub* – the Round Event deck and the Contract deck. Each of these is set up at the start of the game (see 1.1). The contract deck may have a discard pile. This discard pile may be shuffled to replenish the contract deck if necessary. The event deck will have a discard pile. The event deck discard pile is never used to replenish the event deck. The revealing of the last card in the event deck signals the last round of the game.

5.1. Contracts – Contracts represent a desire for a commodity in a specified star system. All contract cards will display the same information and have the same value at the end of the game – for the most part (see 9.2 final scoring).

5.1.1. Back ground color – The background color of a contract indicates its legal status. Yellow contracts are legal or fair market commodities. Black contracts are for illegal or black market commodities.

5.1.1.1. Contracts with a black background are black market or illegal contracts. The captain will incur a reputation penalty, represented by rep tokens, while trying to fulfill these contracts. The amount of reputation tokens taken will vary on where the commodity is delivered (see 3.5.4).

5.1.1.2. Contracts with a yellow background are legal contracts. Fulfilling these contracts has no reputation effect.

- 5.1.2. Commodity requested icon – the commodity desired by the contract is shown in the upper left corner of the contract. Only one token of the commodity is required to fulfill the contract. Extra commodity amounts will not be accepted and remain in the cargo holds of the tub.
 - 5.1.3. Grid location of delivery destination – The sector in which the star system that desires the commodity is located. See 4.2 for an explanation of how the sector grid works. The grid location is shown as a large letter and number combination in the upper right of a contract.
 - 5.1.4. System name – This is the actual name plate of the destination star system. If this name plate is colored, the color indicates which empire the star system is affiliated with. If the name plate is white the system is unaligned. Unaligned systems do not cost the captain reputation when fulfilling or unloading black market goods.
 - 5.1.5. The number of contracts in play is determined by the number of captains in the game. See section 1.4 under setup. If a contract is fulfilled it is immediately replaced with a new contract from the contract deck.
 - 5.2. Events – Events are played once per round. The event for the next round is revealed before control is passed to the next first captain (the captain who gets his turn first in a round).
 - 5.2.1. Closed Borders – Some event cards indicate that an empire has closed its borders. A bar in the empire's color will be shown on the event card with the text "Closed Borders". This does not mean that a captain may not operate in the empire's space.
 - 5.2.1.1. Each node of movement taken in the empire's area of control (see 4.1.3) causes the captain to take 1 rep token.
 - 5.2.1.2. Fulfilling a black market contract or unloading a black market commodity in the empire's area of control causes the captain to take two rep tokens – one for the illegal unload and an additional token for illegal contract fulfillment in controlled space.
 - 5.2.1.3. Pirates are allowed to engage tubs operating in an empire that has closed its borders, so when the first captain moves the pirate markers, tubs in the closed empire are not immune (they normally would be – see 8.2).
 - 5.2.1.4. Captains may not use the SCS to move to or from the capital of an empire that has closed its borders.
 - 5.2.2. Contract Cancelled – from time to time a customer will change their mind. Take all of the active (face up) contracts off the board and shuffle these contracts. Randomly select one and discard it. Place the other contracts back in play and add a new contract to replace the discarded one.
 - 5.3. If the event card has a pirate icon on it, pirates are activated. See section 8 for details about adding pirates to the board, how pirates move and fighting the pirates.
 - 5.4. The duration of an event is for the entire round. If an empire closes its borders, this will remain in effect until the next round when the event card is replaced.
6. Commodity Tokens

There are eight commodities used in *Space Tub*. Five of these represent goods that can be legally hauled and traded among the galactic empires. Three of them are black market or illegal goods. Only one unit (tile) of a commodity is required to successfully fulfill a contract. A standard space tub has room for two tiles.

6.1. Number Available – each commodity has a finite number of tiles available. This is part of the game. In the unlikely event that all units of a commodity are taken from the stockpile on the board, a captain will need to wait until one of his fellow captains makes more available by either fulfilling a contract or unloading the commodity.

7. Tub Control Sheets

Each tub control sheet represents the space tub controlled by the captain. There is space on the sheet for the cargo being carried, reputation tokens reflecting the status of her captain, and three boxes to show the status and rating of her systems. All tubs begin with standard grade cargo, drive and C.S.L. systems.

7.1. Upgrade Tokens

The upgrade tokens are used to represent modifications made to the tub, hopefully to improve performance. See section 3.6 for information on the effects of upgrades and how to make an upgrade.

7.2. Commodity Tokens – Cargo Bays

Commodity tokens are placed in cargo bays. Each tub starts with cargo bay #1 and cargo bay #2 available. This allows two tokens of cargo to be carried. Only one token of cargo is required to fulfill a contract. See 5.1 for more details on contract cards.

7.3. Rep Tokens (Reputation)

Rep tokens represent the notoriety of the captain of a tub. You receive rep tokens by dealing in black market goods (3.3.4, 3.4.2, 3.5.4). You remove rep tokens by defeating pirates. Pirates are attracted to notorious captains, as they are generally the captains who chose to deal in lucrative cargos. As a result, when they are moved, pirates will attempt to attack these captains first. See 8.2 for more details.

7.3.1. Reputation tokens directly affect final scoring. Every two rep tokens on the captains tub control sheet at the end of the game reduce his score by one point.

8. Pirates

Pirates are the scourge of the space lanes. They are actively seeking to attack the space tubs and steal the cargo. There are six pirate tokens included. Although they have different ship images on them, they are handled in the same way.

8.1. When and How Pirates are Added – A new pirate token is placed on the map when the new round event has a pirate icon on it. The location of the pirate is determined by looking at the next contract in the contract deck. Place the pirate on the star system indicated, and then shuffle the contract back into the contract deck. The only limitation to the number of pirates in play is the number of pirate tokens available.

8.1.1. Pirates, on initial placement, may be placed in star systems that are in empires that do not have closed borders. Don't worry; they're going to move shortly.

8.2. Moving Pirates – The first captain is responsible for moving the pirate tokens. It does not matter in which order the pirate tokens are moved in.

8.2.1. The first pirate token is moved to the node of the tub with the highest number of rep tokens.

- 8.2.2. If two captains are tied for rep, roll the die to determine which one receives the pirate token. If there are additional pirate tokens to place, the second token goes to the other captain. Continue normally after this.
- 8.2.3. Only one pirate will occupy a node. If there are more pirates than tubs, then the excess pirates will move to another tub (next highest in rep). If there are no other tubs, the pirate will position himself on an adjacent node.
- 8.2.4. The overall goal of pirate placement is to distribute the pirates evenly. The first captain should always keep this in mind when making a decision on where to move a pirate token.
- 8.2.5. Pirates may not be placed in the space of a galactic empire that has not closed its borders. If the appropriate target of a pirate is being “protected” by the navy of an empire, it will seek the next available tub (in reputation order). If this also fails to present a target the pirate will lurk as close to its original target as possible, in neutral space.
- 8.2.6. After all of the pirate tokens have been moved any tub in a node with a pirate must fight that pirate. See 8.4.
- 8.2.7. Pirates will attack tubs with no reputation tokens. This is often accompanied by a message on an open comm frequency that is similar to “Target of opportunity.”
- 8.3. Moving into a node with a pirate in it – If a tub moves into a node with a pirate in it, the pirate engages the tub. This is regardless of reputation. The tub will get to complete its movement if it wins the battle. If it loses the battle, its turn ends – among other things.
- 8.4. Fighting Pirates – Occasionally, the captain will be forced into conflict with pirates. In this event one of the other captains takes on the role of the pirate.
 - 8.4.1. Pirate difficulty – the captain being attacked rolls one die. This determines how strong the pirate is. On a result of 1 or 2, the pirate has a Combat Systems Loadout of 2 dice. On a result of 3, 4 or 5 the pirate has a C.S.L. of 3 dice. On a result of 6 the C.S.L. of the pirate is 4.
 - 8.4.2. The captain of the attacked tub rolls the number of dice available according to the C.S.L. of his tub – 2 on a standard tub, 3 in the event he has purchased the Advanced C.S.L. upgrade. Organize these dice from highest to lowest.
 - 8.4.3. The pirate captain rolls a number of dice according to the C.S.L. of the pirate as determined previously. Organize these dice from highest to lowest.
 - 8.4.4. Match the highest die of the pirate roll against the highest die of the tub captain's roll. Of this pair, the higher die counts as a hit on the other ship. In the event of a tie, both dice are discarded. If a ship does not have a die to match the opponent, that counts as a hit against the ship without a die.
 - 8.4.5. The ship with the most hits wins.
 - 8.4.5.1. In the event of a draw (no hits scored by either side, or an equal number of hits) the tub loses the pirate. The pirate remains on the board, and the tub moves normally. No other effects are taken.
 - 8.4.5.2. If the tub wins (more hits scored by the tub captain) the pirate is removed from the board. The tub captain may now remove 1 rep token from his tub for each point of C.S.L. the pirate had. You may not have negative rep

tokens – if this would remove more tokens than the captain has, simply remove all of them.

8.4.5.3. If the pirate wins, the tub captain must discard all cargo carried to the stock piles. The captain then has a choice.

8.4.5.3.1. Discard an upgrade. This represents damage and cost incurred by fighting the pirate and losing. The tub may now continue moving normally, if it has movement left this round.

8.4.5.3.1.1. Should the captain choose to discard an Improved Drive upgrade, the loss of mobility is immediate. If the tub has already moved 4 or more nodes this round, it stops here.

8.4.5.3.2. Discard two completed contracts. This represents paying the pirates to not damage the tub. The tub may now continue moving normally, if it has movement left this round.

8.4.5.3.3. Move to the nearest galactic empire capital and end the captains turn. Captains who choose this option (willingly or not) will not act this round and do not get to finish their movement if they had any left. This represents taking the hit from the pirate and sending an emergency distress call. Place the tub on its side to represent this. At the end of the round, before changing first captains, stand the tub back up to show it is in play.

9. Ending The Game

9.1. The Last Event Card is Revealed – The game enters its last round when the last event card is revealed. This event card is resolved normally. Each captain will have one more turn of operations before final scoring.

9.2. Final Scoring – the game is won by the captain with the most points after the last round of play.

- Each contract (legal or black market) on the tub card counts as one point.
- The captain with the most contracts completed for a specific commodity receives 2 bonus points. This may be awarded for each different commodity, but is not awarded in the event of a tie.
- The captain loses 1 point for every two rep tokens he has at the end of the game. Round odd numbers down, so 7 tokens would only represent 3 lost points.

10. An example of Play

10.1.