The cover art features a large, detailed metallic helmet on the left side, with a glowing orange visor. In the background, a large blue and white planet is partially visible against a starry space. Several spaceships are scattered across the scene, including a large, complex vessel on the right and smaller fighters. A golden circular emblem with concentric rings is positioned at the top center, behind the title.

TRADEWORLDS

EX TERRA EDITION

V 4.4

Rulebook

Kristopher R. Kycia

INTRODUCTION

When the period of time known as The Trials ended, the Terran factions pursued their own interests and ceased nearly all contact with one another. More than a century has passed since the last Acolytes moved freely among the planets negotiating contracts; Brethren members seized vulnerable outposts; Covenant scientists revealed the latest technologies; and Destined raiders captured vessels in their space lanes. But, all is not well.

Espionage agents working for the various Factions gathered significant intelligence on their current leaders' intentions. As the decades receded into history, the families, clans, and tribes of long-forgotten names, including Avalon, Augustus, du Lac, and Ravndottir have coalesced their efforts. One hundred years of isolation have taken their toll on the Factions. While each has exploited particular assets, the lack of connectivity with others has created its own set of complications.

The current generation of Terrans remains guarded and suspicious of others, but they are also filled with a desire to fulfill the providential future ordained by their leaders so many years ago. Scout ships and exploration vessels, commanded by pilots and astro-navigators who have never ventured out beyond their own controlled space, have only begun making the arduous journey among the stars. Will these intrepid Faction members bury the sins of their forbearers, achieving a compromise among the others, or will they simply abandon all hope for a peaceful coexistence? Historians gazing out at the political landscape agree that after a long period of silence, the trade wars shall begin.



GAME COMPONENTS

1 Rulebook

274 Cards

60 Starship Upgrade, 60 Weapon Upgrade,
60 Crew Upgrade, 60 Tactic Upgrade,
9 Scenario cards, 1 Critical Mass card,
4 Derelict cards, 4 Role Reference
cards, 4 Deck Screen cards,
4 United Garrison cards,
4 Reinforcement cards,
4 Faction cards,

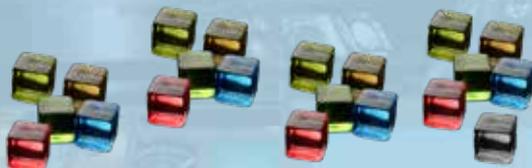


6 Dice

1 Black ten-sided die (d10)
1 Black six-sided dice (d6)
1 Blue six-sided die (d6)
1 Red six-sided die (d6)
1 Green six sided die (d6)
1 Purple six sided die (d6)



21 Acrylic cubes



4 Faction Power Charts



20 Starship Tokens



4 Player Mats



OVERVIEW

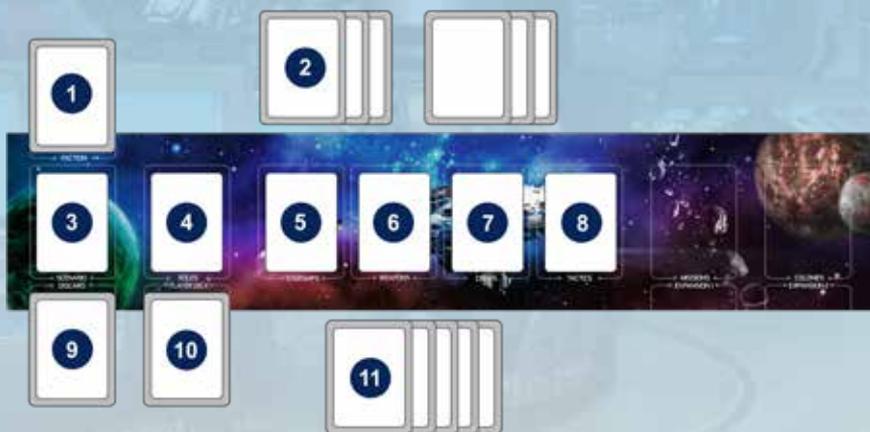
TradeWorlds: Exterra Edition is a 1-4 player deck-building space combat game, involving asymmetric powers and resource management. Each player represents one of the four remaining Terran factions (mega-corporations) in the galaxy.

Prior to beginning a game, players select a scenario, which specifies an objective. The player that achieves this objective wins the game. In any scenario, a player immediately loses if their Homeworld's Defense Points drop to zero (or below).



SETUP

Game Layout/Each Faction



Game layout descriptions/details on next page.

#	Description	Details
1	Faction Card	1-of-4 Faction (Mega-corporation) cards.
2	Space Lane	Reserved for Starship(s), which are used to defend your Homeworld or attack an enemy's Starship(s)/Homeworld.
3	Scenario Card	Chosen Scenario for the game.
4	Role Card	Action role selected by player on their turn.
5	Starship Shipyard	Deck of 15 Starship Upgrade Cards.
6	Engineering Plant	Deck of 15 Weapon Upgrade Cards.
7	Military Academy	Deck of 15 Crew Upgrade Cards.
8	Research Facility	Deck of 15 Tactic Upgrade Cards.
9	Discard Pile	Place for Traded cards for Credits or cards used to purchase Upgrade cards.
10	Deck	Draw cards from this pile to refresh hand to five cards.
11	Hand	Varies in size ~ Used to purchase Upgrade cards and/or Trade for Credits.



Faction Selection

At the beginning of the game, each player selects one of the four Factions. Each Faction possesses a unique ability (bonus).

Faction	Unique Ability
 Acolytes	<p>Economic - Using the Treasurer Role, you may bank 8 credits by discarding any three cards from your hand.</p> <p>Militaristic - May configure a starship with multiple weapons (must comply with the starship capacity rule).</p>
 Brethren	<p>Economic - Discount for unlocking starships: -5, -10, -15 and -20 credits.</p> <p>Militaristic - Earn a +5 credit bonus bounty for each starship you destroy.</p>
 Covenant	<p>Economic - Using the Treasurer Role, earn +5 credit bonus each time you bank less than three (3) cards.</p> <p>Militaristic - When one of your starships is destroyed, the Weapon card goes back into your hand.</p>
 Destined	<p>Economic - Using the Treasurer Role, you may bank up to four (4) cards with a maximum of 15 credits.</p> <p>Militaristic - When one of your starships is destroyed, the Crew card goes back into your hand.</p>

Scenarios

Scenario	Objective
Trade Wars	First player to collect 100 credits.
Space Wars	Last player in an all out battle for survival.
The Derelict	A light solo scenario focused on combat and surviving an assault from an alien ship.

Trade Wars

In this scenario, each Mega-corporation must balance between defending their Homeworld and accumulating 100 credits.

Unlock Starships at: 10, 25, 45 and 70 credits.

Space Wars

In this scenario, defeat all of your opponents. Collect credits to unlock Starships, and try to stay alive!

Unlock Starships at: 10, 30, 60 and 100 credits.

The Derelict

In this 1-player (solo) scenario, you must survive the devastating attack from an Alien Starship known as The Derelict. Deploy Starships to defend your Homeworld and ultimately destroy The Derelict to win the scenario.

Place the three The Derelict cards above the Space Lane. The solo player begins each round: Select a Role (Action), Buy Cards, and Configure Starships.

The Derelict takes an Action by rolling the d10 (see Derelict Reference card). The Derelict begins the scenario with a Critical Mass of "0" which may increase or decrease (you lose the scenario if The Derelict's Critical Mass reaches "6". Use the *Critical Mass card* and *smoke cube* as a counter). Roll the black d6 to determine the Derelict's Firepower, then follow normal combat rules. The Derelict will attack the starship with the highest Resistance it can destroy.

Unlock Starships at: 15, 35, 60, and 90 credits.

Faction Power Chart

The *Faction Power Chart* contains the *Treasury* which tracks your Credits; a *Homeworld Defense Track* records any sustained damage to your Homeworld; and an *Unlocked Starships Track* records your *Space Lane* allowance. At the start of the game, place your cubes on the spaces as indicated below.

Treasury (Credits)

At the start of the game, your *Treasury* possesses 0 Credits. During the game, certain *Roles* will allow you to gain Credits, adding them to your *Treasury*.

Homeworld Defense Track
Track damage sustained by your Homeworld from attacking enemy *Starships*. If the Track reaches "0" your Homeworld is destroyed.

Unlocked Starships Track
Track the number of *Starships* allowed in your *Space Lane*.



Preparing Card Decks

1. Each player divides their Upgrade cards into four separate piles: Starships, Weapons, Crews, and Tactics.
2. Shuffle each pile and place them in their corresponding location per the Game Layout on page 4.
3. Each player starts their deck with eight identical Upgrade cards, identified by a "glowing sun" in a circle located at the bottom, left corner of each Upgrade card:



- > Four *Level 1* Upgrade cards, each worth 1 Credit.
- > Four *Level 2* Upgrade cards, each worth 2 Credits.

4. Each player shuffles their Starting Deck, places it on their Player Mat according to the Game Layout, and then places the Deck Screen card on top of their deck.
5. Each player draws five cards into their hand.
6. Players may roll initiative dice to determine who will be the starting player. From that point forward, the game proceeds in clockwise order.

GAME PLAY

Action Role Selection/Turn-Order

At the start of each turn, a player chooses a Role from the Role Reference Card. Play then proceeds in clockwise order.

The following Turn-Order does not need to be done in the numerical order. Only step #4 (Discard) must be done last.

1. Action: Perform the Action as specified by the Role chosen from the Role Reference Card for this specific turn.

2. Buy: (Upgrade cards). Purchase Upgrade cards from the following locations: *Starship Shipyard, Engineering Plant, Military Academy, Research Facility*. Use the Trade Value (which indicates the Trade Value of the Resource) on the back of your Upgrade cards to Buy new Upgrade cards. All Upgrade cards you buy go into your Discard pile.

Front of card

Back of card, Trade Value



3. Configure Starship: Place a Configured Starship in the Space Lane, using the $S + W + C$ formula.

4. Discard: At the end of your turn, you may chose to discard any cards from your hand and refresh your hand to five cards.



Action Roles

Chancellor: Combine forces to attack one opponent using starships from other players (must conform to the number of starships unlocked). All players involved in the offensive attack may share Tactic cards and *must* each use the Chancellor role this round. After resolving the attack, each “attacker” may play their Buy, Configure, and Discard, portions of their turn.

Treasurer: Increase your Treasury by an amount equal to the Trade Value of up to three cards in your hand and then discard them.

Admiral: Attack your opponent’s *Starships* or Homeworld (if no *Starships* are present or the number of attacking *Starships* exceeds Defenders).

Captain: Reconfigure up to two *Starship Upgrade* cards. Place the Reconfigured cards in the Discard pile.

Commander: Reconfigure up to two *Crew Upgrade* cards. Place the Reconfigured cards in the Discard pile.

Engineer: Reconfigure up to two *Weapon Upgrade* cards. Place the Reconfigured cards in the Discard pile.

Saboteur: Force one player to Discard two cards OR all players to Discard one card from their hand, allowing you to disrupt their plans.

Mechanic: Remove up to three cards from your hand, permanently removing them from your deck.

Smuggler: Choose an opponent to randomly select three cards, you choose to bank one card and return the other two. Banked card gets discarded into the opponent discard pile.

Trader: Draw two cards into your hand to improve prospects during your turn.

Buying Cards

After taking your Role-related Actions, you may use any number of cards in your hand to Buy Upgrade cards at a cost equal to their Trade Value (1-5). Place any bought Upgrade cards immediately into your Discard Pile, along with the cards used to Buy them. Any cards unused for Buying Upgrade cards remain in your hand.

Configure Starship

You may Configure a Starship (comprised of three Upgrade cards) and deploy it into the Space Lane once you "unlock" the ability to launch Starships, per each Scenario's Treasury Credit-Level requirement.

Configure Starships by combining three Upgrade cards:

Starship ["S"]

Weapon ["W"]

Crew ["C"]



Upgrade Cards

During the game, players will have the opportunity to purchase Upgrade cards (Starships, Crews, Weapons, and Tactics) to enhance their decks. The price of an Upgrade card is its Trade Value (located at the bottom left corner of the card, and also on the back of the card).



Starship Shipyards

This area contains available starships; the base card for a Configured Starship.

This *Starship*, the *SCS - Convoy* has a *Trade Value* of "1" and a "5" *Capacity*. It's the least expensive *Starship* built at the Shipyards and is typically either manned by a more novice *Crew* and a less advanced *Weapon* system.

Engineering Plant

The *Engineering Plant* contains *Weapons*, the second component of a configured *Starship*.

Dual Turbo Cannons have both a *Firepower* and *Trade Value* of "4" which means it's reserved for some of the larger *Starships*.



Military Academy

The *Military Academy* graduates the Mega-corporation's Crews, the third component of a configured *Starship*.

With a *Resistance* and a *Trade Value* of one (1), these Recruits are slated for less resistant *Starships* and may boast stronger *Weapon* systems.



Research Facility

The *Research Facility* contains newly devised *Tactics*, designed to assist the *Crew* or enhance the *Starship's* chance of survival, especially in combat.

As *Tactics* may be played at any time, the **Discrete Hardware** *Tactic* card allows an attacking player to increase their Initiative Roll by +3.



Space Lane

Deploy configured *Starships* into the *Space Lane* to protect your *Homeworld* against attacks or to attack an opponent's *Starship(s)* and/or *Homeworld*.

When deploying a starship in the *Space Lane*, use the following card positions to allow your opponent to read the configured starship cards correctly.



Capacity

A *Starship's Capacity* (located in the top-right hexagon) indicates the total value (5-to-9) of Weapons and Crew that it may carry.

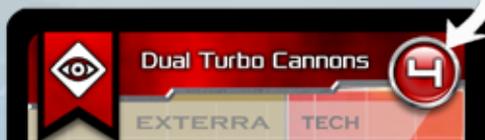


Capacity uses the following formula for *Starship Configuration* :

$$\text{Capacity} \geq \text{Firepower} + \text{Resistance}$$

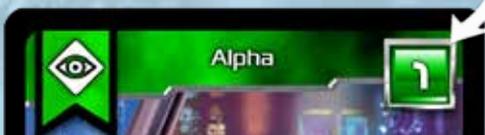
Firepower

A Weapon's *Firepower* (located in the top-right circle) indicates the amount of damage (1-to-5) your *Starship* inflicts on an opposing player's *Starship* or Homeworld.



Resistance

Each Crew's *Resistance* (located in the top-right square) indicates the maximum damage (1-to-5) that a *Starship* can withstand. A *Starship* is immediately destroyed if the amount of damage it sustains equals (or exceeds) the *Resistance* value.



Banking

Banking refers to the Credits you earn when you perform certain Actions.

Homeworld

The Homeworld is your base of operation. It lies on some planet's surface away from the skirmishes in space. Each Homeworld has a limited amount of Defense Points. In the case of the Exterra race, the Homeworld can withstand eighteen (18) points of damage.

When those Defense Points reach zero (0) or below, that player is eliminated from the game. To defend a Homeworld, a player must configure one or more Starships.

If there are no Starships in the Space Lane available to defend the Homeworld, the Homeworld takes damage equal to the opponent's Starship's Firepower.

In the case where the opponent has several Starships and the defender has none, add each Starship's Firepower and subtract that total amount from the Homeworld's Defense Points.

Note: When attacking a Homeworld, there is no rolling for initiative, as damage is applied directly to that player's Defense Points.

Empty Deck

When your Deck is empty, take your Discard Pile, re-shuffle it and then use it as your Deck. Place the Deck Screen card on top of the deck to hide the topmost card.

End of Turn

At the end of a player's turn, that player must replenish their hand to five (5) cards. A player draws no additional cards if their hand contains five (5) or more cards.

Other Cards/Terms

Deck

Each player has a Deck from which to draw cards into their hand. At the end of each turn, a player refreshes their hand to five cards.

Deck Screen Card

The Deck Screen Card is used to hide the topmost card of a player's Deck. Its purpose is to conceal the content of the next card.

Discard Pile

When you Buy an Upgrade Card from one of the four piles, place it into your Discard Pile. When you run out of cards in your Deck, shuffle the Discard Pile and then place it as your Deck.

Players may also decide to discard cards from their hand. Discarded cards are placed into the Discard Pile.

Faction Card

The Faction Card represents each player's choice of which Faction (Mega-corporation) they intend to play. Each Faction has its own asymmetrical abilities which are unique.

Scenario Card

The Scenario Card provides information on the victory conditions and specifies the rules for "unlocking" Starships.



Combat

Combat may be initiated between two separate Factions' Starships. A player selecting the Admiral Role launches one or more Starships against either an opponent's Starships or Homeworld, and chooses specific targets for each attacking Starship.

Assault: Each player rolls their respective Faction's *Initiative* die. Refer to the table below for results:

Attacker's Roll >	Defender's Roll & Attacker's Firepower \geq Defender's Resistance	Defender Destroyed!
Attacker's Roll =	Defender's Roll & Defender's Firepower \geq Attacker's Resistance	Attacker Destroyed!
Attacker's Roll <	Defender's Roll	Defender Dodges the Attack!

Combat Example #1:

Jonathan	Sarah
(#1) = 2 Firepower/3 Resistance	(A) = 3 Firepower/3 Resistance
(#2) = 1 Firepower/2 Resistance	(B) = 2 Firepower/3 Resistance

Sarah has selected the Admiral role and attacks Jonathan. Starship A attacks Jonathan's Starship #1. Both Sarah and Jonathan roll a "3" which results in a counter-attack. However, Jonathan's Starship #1 only has a Firepower of "2" so it cannot destroy Sarah's Starship. If Sarah decided to attack both Starship (#1 and #2) with her Starship (A and B), Jonathan could have used both of his Starships to destroy Sarah's Starship A.

Sarah's turn is not over yet. She can still decide to attack Starship #2 with her Starship B. Both players roll their *Initiative* die and this time Sarah is successful. Therefore Sarah destroys Jonathan's Starship #2.

Sarah then ends her turn and Jonathan is left with only one Starship #1. Meanwhile Sarah has two Starships still in the Space Lane (A and B).

Combat Example #2: two Starships versus one.

Jonathan	Sarah
(#1) = 2 Firepower/3 Resistance	(A) = 3 Firepower/3 Resistance
	(B) = 2 Firepower/3 Resistance

Let us assume that Jonathan played his turn and did not deploy a second Starship on his turn. Now it's Sarah's turn and she has two (2) Starships that she can attack with. Let's say that Sarah uses the Admiral Role yet again to attack Jonathan. Since Jonathan's only Starship has a Resistance of "3", Sarah must attack with her Starship A (3 Firepower) or use a Tactic card to boost her Firepower (if she wanted to use Starship B).

As one of Sarah's Starships will engage with Jonathan's only Starship, Sarah's other Starship will attack Jonathan's Homeworld.

Any attacking force of Starships in excess of the defender's Starships will attack the defender's Homeworld.

The philosophy is something like this: while you have engaged the Starships in attack, they are busy and cannot protect the Homeworld from the remaining opposing Starships.

Reinforcement Starships Module

When playing with this module, a player may choose anytime during his turn to spend 10 Credits (see additional cost below) to *send* a Reinforcement Starship (RS) to the Space Lane. Your Starship tokens (or Starship miniatures) represent RSs. Each faction has one of each type of RS Class: *Sentinel*, *Gunship*, *Frigate*, *Cruiser*, and *Destroyer*. RSs are used as "backup" or "reinforcement" to enhance your combat tactics.

Additional credits required each time you *use* an RS that is in the Space Lane:
Sentinel = 1, Gunship = 2, Frigate = 3, Cruiser = 4, Destroyer = 5

Choose the RS Class you want to send to the Space Lane by placing its RS token/miniature on top of the configured Starship.

Reinforcement Starships' Benefits:

1. **Sentinel:** Add +2 to the Attacking Player's *Initiative* roll due to the Enhanced Sensor Array.
2. **Gunship:** Add +2 to the Defending Player's *Initiative* roll due to the Radar Jammer.
3. **Frigate:** When this starship is destroyed, the Reinforcement starship is eliminated instead of the Configured Starship due to the Decoy Beacon.
4. **Cruiser:** Allows the player to re-roll the *Initiative* die once due to the Cloning Device.
5. **Destroyer:** Eliminate one enemy Reinforcement Starship of your choosing due to the Heat Seeking Missile.



RS Module Combat Example #1: Use of one RS Module.

Jonathan	Sarah
(#1) = 2 Firepower/3 Resistance	(A) = 3 Firepower/3 Resistance
(#2) = 2 Firepower/2 Resistance + "Cruiser" RS Module	(B) = 2 Firepower/3 Resistance

Jonathan pays 10 credits and adds the *Cruiser Reinforcement Starship (RS Module)* to a second deployed Starship, which allows an *Initiative* die re-roll, provided Jonathan uses the Starship in combat.

Sarah selects the *Admiral* role, using her two Starships (A and B; total of 5 *Firepower*) against Jonathan's two Starships (#1 and #2; total of 5 *Resistance*). Alternatively, Sarah can display prudence by performing two separate attacks, reducing the efficacy of Jonathan's *Cruiser RS Module*.

Sarah's Starship A attacks Jonathan's Starship 1 and Starship B attacks Starship #2. Sarah rolls a 5 and Jonathan rolls a 3, destroying Jonathan's Starship #1. However, on the second attack, Sarah rolls a 4 and Jonathan rolls a 1. Jonathan decides to use the *Cruiser RS Module*, allowing an *Initiative* re-roll. He spends 4 credits and rolls a 5, blocking the attack. This leaves Sarah with two Starships (A and B) and Jonathan with one #2.

RS Module Combat Example #2: Use of the "Destroyer" RS Module.

Jonathan	Sarah
(#1) = 4 Firepower/3 Resistance + "Destroyer" RS Module	(A) = 3 Firepower/3 Resistance + "Destroyer" RS Module
(#2) = 2 Firepower/2 Resistance + "Cruiser" RS Module	(B) = 2 Firepower/3 Resistance

Jonathan pays 10 credits and adds the *Destroyer Reinforcement Starship (RS Module)* to a second deployed Starship #1.

On Sarah's turn, she pays 10 credits to configure a *Destroyer RS Module* on Starship A. Then, she attacks Jonathan's Starship #2 with her Starship A and pays an additional 5 credits to destroy Jonathan's *Cruiser RS Module*. During *Initiative*, Sarah rolls a 3 and Jonathan rolls a 5, blocking the attack. Sarah continues her turn, attacking Jonathan's Starship #2 with her Starship B. During this *Initiative*, Sarah rolls a 3 and Jonathan rolls a 2, destroying Jonathan's Starship #2.

On Jonathan's turn, he attacks Sarah's Starship A with his Starship #1. Since both Starships possess a *Destroyer RS Module*, both Jonathan and Sarah pay 5 credits to use the *Destroyer RS Module* eliminating both *Destroyer RS Modules*, removing them from play. During *Initiative*, Jonathan rolls a 3 and Sarah rolls a 1, destroying Sarah's Starship A.

The turn ends with each player possessing only one Starship in their *Space Lane* (Jonathan's Starship #1 and Sarah's Starship B). Neither Starship possesses an RS Module.

Note: Each player may only use one RS Module per battle.

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This game is a pilot for the XTG3 organization. XTG3 is a legal framework for designing expandable tabletop games.

Its goal is to inform consumers that a tabletop game is designed to be expandable. This game is currently licensed to consumers under the *closed* license.

For more information, visit <http://www.xtg3.org>



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