in Initiative Order, all captains:

a. Do nothing. An uncommitted captain may pursue any activity. A captain committed to a slot may elect to pursue a different slot, but they must pay the cost of the original slot. Captains may also continue to pursue a slot they had committed to in a previous Round.

b. Pursue a – Any captain may pursue any slot, regardless of slot control. A captain committed to a slot may pursue a different slot, but the acting captain must pay the cost of the original slot. Captains may also continue to pursue a slot they had committed to in a previous Round.

c. Pursue Piracy – Captains may declare as a pirate for a cost of . Captains may engage in piracy even if committed to a slot, but they must abandon it. Any captain declaring as a pirate gains an token.

**Procurement Phase**

**In Initiative Order, all captains:**

a. During this phase, captains must pay an additional to procure cards for each token they possess.

b. Certain card types have limits on the number a captain may control:

i. A captain’s limits the number of and a captain may have in play.

ii. No captain may control multiple cards with the same card name. Anytime a captain would control multiple copies of the same card name, that captain chooses one copy to retain, with all others jettisoned. Multiple captains may control different copies of the same card.

iii. Captains play by attaching the card to a slot they control. No slot may have more than one card of the same subtype. If a slot would have multiple cards of the same subtype, the controlling captain must choose one to retain, with all others jettisoned.

iv. With Hindrance may instead be attached to controlled by an opposing captain.

v. No captain may control multiple of the same subtype. If a captain would control multiple of the same subtype, they choose one to retain, with all others jettisoned.

**Sequence of Play**

A Round is divided into six Phases.

1. **Ready Phase**

2. **Adventure Phase**

3. **Procurement Phase**

4. **Action Phase**

5. **Resource Phase**

6. **Resolution Phase**

Some card effects state they may only be generated in a particular phase. Any effect without a specified phase restriction may be generated during any phase.

**Ready Phase**

All captains:

- Their exerted cards.
- [Optional] Discard any number of cards from hand.
- Draw captain’s cards until they reach their hand size, which by default is seven.
- The captain with the highest total of points determines the first captain. When play occurs in “initiative order,” start with the first captain, then proceed clockwise.

In initiative order, all captains:

- [Optional] Restore from or remove from by paying or per or they remove.
- [Optional] Move cards attached to a slot they control to another slot they control. No slot may be moved more than once per Ready Phase.

**Adventure Phase**

In initiative order, all captains:

- Draw an adventure card, look at it, then, attach it face down on any slot in play as a slot. Slot attached may not exceed its slots. If a slot would exceed it, the acting captain discards an attached slot, then places the new slot.

Then, in initiative order, all captains:

- Choose an activity to pursue:

  a. Uncommitted – An uncommitted captain does not pursue any activity. If a captain pursuing a slot wishes to become uncommitted, they must pay the.

- Pursue a slot – Any captain may pursue any slot, regardless of slot control. A captain committed to a slot may pursue a different slot, but they must pay the cost of the original slot. Captains may also continue to pursue a slot they had committed to in a previous Round.

- Pursuing a new slot requires covering . For a cost of , a ship may jump, covering equal to its . Multiple jumps may be required to cover the slot, each at a cost of .

- Pursue Piracy – Captains may declare as a pirate for a cost of . Captains may engage in piracy even if committed to a slot, but they must abandon it. Any captain declaring as a pirate gains an token.

**Procurement Phase**

In initiative order, all captains:

- [Optional] Put and from hand into play (“Procure”) by paying the card’s cost.

- Certain card types have limits on the number a captain may control:

  i. A captain’s limits the number of and a captain may have in play.

  ii. No captain may control multiple cards with the same card name. Anytime a captain would control multiple copies of the same card name, that captain chooses one copy to retain, with all others jettisoned. Multiple captions may control different copies of the same card.

  iii. Captains play by attaching the card to a slot they control. No slot may have more than one card of the same subtype. If a slot would have multiple cards of the same subtype, the controlling captain must choose one to retain, with all others jettisoned.

  iv. With Hindrance may instead be attached to controlled by an opposing captain.

  v. No captain may control multiple of the same subtype. If a captain would control multiple of the same subtype, they choose one to retain, with all others jettisoned.
**Action Phase**

In initiative order, captains alternate performing one of the following selections:

- Perform (ают) may require a card to enter. Only ready cards may enter. Some (ают) may provide abilities to the attached (ают). This is always an (ают) and it always requires the (ают).
- Pass: If all captains pass in order, the phase ends. If one captain passes and another acts, any previously passing captain may act.

**Resolution Phase**

- Reveal all face down (ают) on all pursued (ают).

In initiative order, captains alternate performing one of the below selections:

- A captain declared as a pirate may target a (ают) controlled by an opposing captain. The pirate is the "attacker," the target the "defender.
  
  a. Attacker inflicts damage equal to its (ают) minus the defender's (ают). For each point of damage, the attacker assigns it either as (ают!) attached to the defender's (ают!), or as an expense the defender must meet.
  
  b. If attacker's (ают!) exceeds defender's (ают!), the piracy attempt is successful.
  
  c. Repeat step b, this time comparing the defender's (ают!) attached to the attacker's (ают!), with the defender assigning any damage.
  
  d. The pirate becomes uncommitted.
  
  - A captain pursuing a (ают) picks a (ают) to resolve. If a (ают) is resolved, the captain may then attempt to resolve any (ают) on the (ают) by meeting its requirements.
  
  - If a (ают) is resolved on the (ают), the defender assigns any damage.

Then, all eligible captains:

- May attempt to resolve the (ают) they're pursuing. If the (ают) is resolved only if all requirements are met.
  
  a. Commonly, a requirement obligates the captain to discard specified tokens from their Resource Pool, but other conditions, including but not limited to incurring expenses or jettisoning cards may exist.
  
  b. If the (ают) is resolved, the captain may then attempt to resolve any (ают) on the (ают) by meeting its requirements.
  
  c. If the (ают) is successfully resolved, the captain collects the (ают). If multiple captains complete the same contract, each captain gains 1 less (ают!)
  
  d. If a captain is unable to resolve a (ают) they are pursuing, the captain continues to pursue it.

Then, all captains:

- Lose one (ают) token if they didn't perform piracy during the round.
  
- Discard any tokens in their Resource Pools.

**Costs and Expense Value**

All cards have a cost in credits a captain must pay to bring them into play though that cost may be zero. Credits are met by expending cards from hand or from the top of the captain's deck. Expended cards contribute their (ают) towards the cost of the card being played.

Cards may also have one or more abilities, and those abilities may require the captain to pay credits (ают), or jettison cards, discard tokens or victory points.

**Reactions (ают)**

Normally, no card, ability or effect may be played while another effect is being resolved. (ают) cards may be played during the resolution of a pending effect.

**Text Boxes**

Text boxes contain a card’s abilities, effects, keywords, limitations and penalties. In this sample:

- Action Phase

  ➢ - (ают), (ают): Gain (ают) until end of round.
  ➢ - (ают): Discard a (ают) from hand to restore all (ают) to target (ают).

Phase restriction: Any text below the phase restriction is only active during the stated phase.

Timing indicator: Information preceding a dash (-) determines an ability’s timing. ➢ in this example.

Cost: Icons or text before a colon (ают) but after a dash (-) represent the cost the controlling captain must pay.

**Exert (ают) and Ready (ают)**

Exerted and Ready are two game states that indicate a card’s availability for further use. Only ready cards may (ают) and only exerted cards may (ают).

**Selected Terms and Keywords:**

- **Armor:** For each point of Armor, reduce (ают!) inflicted on a (ают) by one.
- **Bankruptcy:** A captain becomes insolvent if they incur an expense they cannot meet. Captains are required to meet expenses if able. A bankrupt captain loses, even if ahead in (ают!)
- **Expended:** Move a card from hand or top of the captain’s deck to the discard pile to apply the card's (ают) to a cost.
- **Expense:** Any cost that includes credits (ают), and therefore requires a captain to expend cards for (ayı). The costs of the card determine an ability's timing.
  
  a. **Hindrance:** Both Integral and Trifling.
  
  b. **Integral:** Integral cards may not be moved, except to the discard pile.
  
  c. **Jettison:** Move the card from play to the discard pile.
  
  d. **Move:** Transfer a card from one location to another, one attached card to another, or from play to discard.
  
  e. **Non-Human:** Any (ayı) other than human.
  
  f. **Trifling:** This card does not count against restrictions on the number of cards a captain may have in play.

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