

Star Traders Rules Changelog

2017 12 29

- Beefed up the Seer by allowing him not to move on a bad Psychic Jump roll.
- Changed the rule for when players drop out to say that stations are simply removed: no auction.
- Fixed three really old spelling errors.

2017 12 25

- Moved “Dropping out” section after “Advanced Game” for clarity.
- Made bits about how many contracts should be left when a player drops out more clear in the basic and advanced games.
- Added: when a player drops out, their cargo and rights-to-deliver are also removed.
- Added: Bidding for stations from a dropped out player starts at 1 Steller.

2017 11 24

- Clarified loss of right-to-deliver token upon cargo abandonment. A token for *that* contract is lost.

2015 05 01

- Adjust personality card sizes.
- Tighten language of Pirate Pete and Luck Lou a bit to benefit the cards.

2015 04 24

- Created new personality cards document suitable for printing new cards from

- To support that, tightened up some language for personalities: the Insider and Pirate Pete use fewer words to mean the same thing. The Engineer's text now gives the amount for Stressed Engines instead of saying "less". And added code that takes out the clause in the Insider description with a page reference.

2015 02 06

- Clarified "make" to "attempt" at the top of the Movement section.
- Reduced verbiage in Trader's Luck intro section and Calamities section to make room for below clarifications.
- Clarified that the "it" that continues to apply when playing an Avoid Calamity on a Quarantine is the Avoid Calamity.
- Merged two paragraphs under Trades and Deals.
- Changed "obviously tangible items such as cargo or engines" to "cargo or engines", since there isn't anything else like that.
- Clarified language on impossible deals.
- Clarified that swaps are ok if both players have the maximum cargoes or cards.
- Took "lightly tested" labels off our personalities, and added note about their order.

2014 10 08

- Clarified that if the Envoy's destination is also that of a Current Contract you are carrying, upon arriving you must discard the Envoy and then immediately deliver. Reworded some Envoy stuff to fit on the page.
- Removed the Heavy Lifter and added the Seer. Removed "lightly tested" from Verdant Velma.

2013 10 21

- Clarified that Lucky Lou always *looks* at both cards he draws at the same time, even if a reshuffle is needed between them. This prevents a double Jubilee!
- Instead of saying "start over" after reshuffles, say more clearly what is to be done.

2013 09 24

- Toned down Pirate Pete a bit, mostly by making his engine-destroying an Action.
- Clarified Verdant Velma.

2013 09 15

- Beefed up Heavy Lifter.
- Added two more totally untested personalities.
- Clarified that Piracy can be played if the victim lacks either cargo or Prestige. Properly italicize Piracy.
- Clarified that a Zap/Superzap must be played immediately for each die roll, even if several rolls are made in a sequence, as with You Are Lost, etc.
- Fixed a capitalization error in the optional rules.
- Clarified that multiple Quarantines require multiple Avoid Calamities.
- Standardized on “Avoid Calamity”, not “Avoid a Calamity”. The card itself has the “a”, but even the original rules call it just “Avoid Calamity”.
- Removed a lot of vspace from TeX (evil fine-tuning).

2013 03 24

- Clarified that when using an Avoid Calamity to get only yourself out of a Quarantine, it only lets you exit the world once.
- Further clarified that if you fail a roll after playing Avoid Calamity in the above situation, the Avoid Calamity continues to apply until you jump successfully.
- Clarified the timing of when Avoid Calamity must be played in the above situation: Before or during step 2 of a jump.

2013 03 23

- Fixed the Hero section where it said “one” but meant “two”, and clarified an antecedent.
- Removed a spurious period from the Quarantine section.

2012 06 12

- Clarified that you can’t play a Takeover you just drew.

2012 04 19

- Clarified that Quarantine and Imperial Envoy are to be kept and not discarded until their effect ends.
- Added missing word “at” under Picking Up Cargo.
- Clarified when the position of the cargo markers matters.
- Broke Trader’s Card text into paragraphs to separate ideas.
- Tweaked a little text in a non-meaningful way to hold it to 16 pages.
- Fixed extra space between “Imperial Station Petition Table” and the following period in the HTML version.

2012 01 19

- Clarified that Avoid Calamity on a Takeover causes movement not to end and the Action not to be used.
- Added a period at the end of a list item.
- Clarified end-of-turn.
- Rearranged and renamed Timing (now Movement: Timing Details) section.
- Clarified that you get Presige from a race to Jackpot even if you fail the Jackpot roll.
- Stopped pussy-footing around under Completing Your Mission about Jackpot and just named the two cases. (It used to be that particular contracts weren't mentioned much in the rules. Now they're all over, so we'll just do it.)
- Added the missing word "from" under Picking Up a Cargo where it talks about Piracy.
- Now when you abandon a cargo, you also lose the right to deliver it.
- Shortened Notes on Original Rules section.
- Moved Optional Rules section to end.
- Uncapitalized world names (except in table) as per original rules.

2011 11 09

- Reduced starting money of Banker to 150 and added Envoy restriction.
- Removed two unnecessary words from the prestige section. Removed a duplicated word from the special cards section.
- The Insider now *may* give Capital away.
- Added advanced game clarification under Prestige.
- Added clarification/rule that if a jump type is obviously station or regular, it need not be stated.
- Clarified that it is permissible to keep secret the amount of money exchanged in deals.
- Retweaked formatting.
- Renamed "window" to "interval".

2011 10 03

- Dropped the claim that "some" cards let you pirate a cargo and just say that one does.
- Codified our current practice of having stations worth three Prestige in the advanced game.

2011 10 02

- Minor textual and formatting tweaks.

- Clarify Zap when the result would be out of range.
- Add the Banker and change Awesome Andi to the cyclic permutation rules that we've been converging on.
- Clarified the interaction between Zap and jump rerolls.
- Added rule prohibiting players from arbitrarily destroying/abandoning their own stations.
- Clarified what happens if a station is destroyed or permission to use it is revoked in the middle of a jump.
- Added some flavor about hyperspace to timing rules.
- Clarified what happens to stations of a dropping out player that no one wants.
- Clarified that the Insider cannot give away Capital.

2011 09 28

- Added “or Imperial Station” to Action stage.

2011 09 27

- Cap'd “Action” under “Stations”, “Engines” and “Petitioning” to distinguish the technical term from the English word. Reworded under “Trades and Deals” and “Timing” to avoid small-a “action” where it seemed most likely to cause confusion. Still leaving some “action”s in, since otherwise the wording gets awkward.
- Revised timing section wordings.
- Changed “can't” to “don't” in various places in the Petition Tables to clarify that it is never mandatory to make a payment (impossible to enforce since money can be secret). Reworded a bit to adjust to this.
- Removed redundant text about abandoning cargo to save space. Tweaked wording about delivering cargo whose destination appears below you for the same reason. Changed number words to numerals, ditto. Shortened optional rule about personalities.

2011 09 26

- Rehashed the timing section.
- Reworded a little bit in the first paragraph under Money to save a line.
- Clarified my recent wording of how you can take a different action if you try to petition and have your prestige knocked down to make sure it only applies when you are reduced below petitionable range.
- Removed a redundant “to your roll” under “petitioning” to save a line.
- Removed an example under the advanced game's “dropping out” section to save space. It wasn't needed for clarity.
- Changed “just like everything else” to “like everything else” under “Personalities as Commodity” to save a line.

- Shortened text in last bullet point of “notes on the original rules” to save a line.

2011 09 25

- Added page reference to Jubilee under the Insider in the Latex version.
- Made use of non-breaking space between a world and its number standard in the HTML version (I didn’t bother where it can never break, though).
- Clarified that Lucky Lou must, if drawing two cards, draw them together as one action. This prevents people from drawing one, then deciding based on what they drew whether or not they want to play or discard another to draw another.
- Alphabetized cards under “special cards”.
- Removed text under “Takeover” that just duplicates what the card says. Clarified that it ends movement as well as counting as your action. Did the same at the end of the Payoffs section.
- Removed most of the text of “Emperor Proclaims Jubilee!” which just duplicates what the card says. Added “Emperor Proclaims” to name in the heading.
- Clarified that You Are Lost only works on successful regular jumps and also that it works on Superjumps.
- Removed lots of text under “Quarantine” that just duplicates what the cards say.
- Removed text under “Piracy” that just duplicates what’s on the card. Clarified that “steal” means that if the victim only has zero or one Prestige, that’s all you get.
- Clarified that Gotcha works the same way as Piracy. You can’t steal what isn’t there.
- Shortened intro text under Cargo to make the diagram fit in the Latex version after everything is pushed forward by the extended special cards and card timing discussion.
- Change “two hours or less” to “two or three hours”. Shortened the next sentence for formatting reasons.
- Clarified that you can play You Are Lost right after a previous You Are Lost, affecting the same jump.
- Further clarified what “successful jump” means, noting that station jumps are not all automatic and that random jumps and Awesome Jumps are always successes.
- Massive volume of text on Quarantine/Zap/You Are Lost timing added. Probably need to reread and prune tomorrow.

2011 09 24

- Clarified that the jump type is to be chosen (and fixed) before any other part of the jump procedure is followed.

- “Deliver” and “drop off” are both technical terms, with “deliver” being a subset of “drop off”. Use “deliver” instead of “drop off” in the first expository paragraph in “Stages of the Turn”.
- Clarify that delivery can only happen during your turn, but that abandonment and selling/trading can happen at any time.
- Clarify the case in which you have cargo from a Completed Contract and the world you are sitting at becomes a delivery point for that cargo for a Current Contract as a result of someone else delivering.
- Clarify that you cannot pirate or trade, end up with an overful cargo bay, and then fail to abandon your extra cargo for lack of money. Instead, you must not pirate or trade.
- Rearranged a sentence under “Payoffs” just to make it a little shorter so as not to have text next to the page number.
- Clarified that you cannot deliver even a cargo for a Current Contract while on an Envoy.
- Major clarifications on petitioning. Basically rewrote the section, laying out the sequence of how we play it rather than leaving it wishy-washy. Clarified/Rule changed that if you are knocked down below 15 prestige, you can take a different action.
- Clarified that you cannot petition the Emperor while on an Imperial Mission in the basic game, nor can you give yourself an Envoy.

Earlier

We made changes before this point, but they were not recorded in any organized way.