



Record Sheet

Cargoes on Ship: Cargo 1 Cargo 2 Cargo 3

Item	Weight	Value	Notes

Tables 1 of 2

Number and Size of Cargo Holders

Size	Capacity	Weight
1 (Small)	1000	1000
2 (Medium)	2000	2000
3 (Large)	3000	3000

Tables 2 of 2

Cargo Freight Rates for Shippers 1 to 10

Shipper	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Tables 3 of 2

Ship's Cargo Capacity

Ship	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Displays 1 of 2

Table on Current Planet

Planet	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Advanced Record Sheet 1 of 2

Cargoes on Ship: Cargo 1 Cargo 2 Cargo 3

Item	Weight	Value	Notes

Advanced Record Sheet 2 of 2

Cargoes Available on Planet:

Planet	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Advanced Tables 1 of 2

Sequence of Play

Event	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Advanced Tables 2 of 2

Ship Display & Turn Track

Ship	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Advanced Record Sheet 1 of 2

Cargoes on Ship: Cargo 1 Cargo 2 Cargo 3

Item	Weight	Value	Notes

Advanced Record Sheet 2 of 2

Cargoes Available on Planet:

Planet	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Event Descriptions 1 of 2

Event 1: **Inspection** - A governmental body inspects your aging ship to ensure safety and environmental regulations.

Event 2: **Storm** - A severe storm hits your ship, causing damage to the hull and cargo.

Event Desc 2 of 2

Event 3: **Collision** - Your ship collides with a space station, causing significant damage.

Event 4: **Rescue** - A rescue mission is launched to save the crew of a distressed ship.

Ship Display & Turn Track

Component	1	2	3	4	5	6	7	8	9	10
Engines	100	110	120	130	140	150	160	170	180	190

Advanced Record Sheet 1 of 2

Cargoes on Ship: Cargo 1 Cargo 2 Cargo 3

Item	Weight	Value	Notes

Advanced Record Sheet 2 of 2

Cargoes Available on Planet:

Planet	1	2	3	4	5	6	7	8	9	10
1	100	110	120	130	140	150	160	170	180	190

Ship Display & Turn Track

Component	1	2	3	4	5	6	7	8	9	10
Engines	100	110	120	130	140	150	160	170	180	190

Ship Display & Turn Track

Component	1	2	3	4	5	6	7	8	9	10
Hull/Systems	100	110	120	130	140	150	160	170	180	190

Ship Display & Turn Track

Component	1	2	3	4	5	6	7	8	9	10
Cargo Gear	100	110	120	130	140	150	160	170	180	190

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**AstroNavis™
Merchant
Advanced**

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1. Introduction

AstroNavis Merchant Advanced expands on the basic version of the game with new rules and procedures that provide more detail and variety. These are easier to learn if the core concepts from the basic game are already familiar. The basic rulebook also has background information on the game's setting along with illustrations and examples of the basic game procedures. For these reasons, *it's strongly suggested that you read the basic rulebook and play a few basic games before moving on to these advanced rules.*

This rulebook contains all the rules necessary to play the advanced game so that you won't need to refer back to the basic rulebook. The same map, counters, tables, and displays from the basic game are also used for playing the advanced version, along with additional tables and displays.

2. Overview of Play

First, you set up the map, which can be different each game. Then, in each of 48 to 52 turns, you move your ship on the map and conduct business. Unique worlds provide a selection of cargoes whose owners will pay various rates to ship them to other planets. You may accept these cargoes as you see fit but must successfully deliver them to get paid. Planetary conditions may cause events that can hinder or help you along the way.

Your ship has three equipment categories: engines, cargo gear, and hull/systems. The condition of the engines determines how fast the ship can move. Cargo gear is essential at ports without working dock gear. Hull/Systems is the body of the ship and all other systems and controls. You'll need to decide when to repair damage and whether to make upgrades. The crew rating reflects the number of crew and their quality. The higher it is, the better your ship will be maintained, reducing the chances that the ship's systems will break down. Rolls will be made against both your crew and ship's equipment to see if they perform as needed.

Your ship has a limited amount of space to carry passengers and small cargoes you buy yourself. These can earn you some much needed extra income. It also carries a limited number of spare parts necessary to effect repairs when things go wrong. Your ship has fixed expenses each turn and fuel must be purchased as needed. At the end of the game, your net worth determines the level of success.

3. Equipment and Scale

- This rulebook
- One 8½" x 11" map. Each square is about 15 parsecs across. The map is divided into colored zones for planet placement (the zones are only for planet placement and are ignored afterward).
- Twenty-two Planet Cards (four per sheet) with information and events for each planet
- Two sheets of basic Tables, two sheets of advanced Tables, two sheets of basic Displays, two sheets of advanced Event Descriptions, and one advanced Ship Display & Turn Track
- Counters: 22 Planet counters, one Ship counter, and numerous indicator markers (green triangles used on the tracks on the various displays)
- Basic and Advanced Record Sheets (copies of this can be used instead of the Displays)

You will also need one or two six-sided dice.

The colors of the planet counters indicate their trade types: red counters are Hovahlen worlds, yellow counters are Alliance outer core worlds, blue counters with a green stripe are agricultural Alliance frontier worlds, blue counters with a gray stripe are industrial Alliance frontier worlds, and blue counters with a

8. Cargo

If your ship counter is underneath a planet counter (even if placed there this turn), you may now unload any cargo(es) aboard that have this planet as its/their destination and then receive payment for cargo. You'll have recorded the amount and type of cargo you're carrying on the Cargo(es) on Ship display. As you unload the cargo by removing its counters, adjust the Money section of the Resources display to reflect what you're paid per the Freight Rate tables. (Note: Cargo 1 Priority on Ship Display is only used for the Priority Cargo event.)

If this is the planet that most of your current cargo (Cargo 1) is bound for, then any passengers aboard disembark. Move the counter on the Passengers track to 0 (their payment has already been collected) and then sell any captain's cargo aboard by rolling on the Sell Captain's Cargo table (cross-indexing the roll with the amount paid to determine the income received). Passengers and captain's cargo may only disembark/be sold on the planet that is the destination of your main cargo (Cargo 1).

If your ship counter is underneath a planet counter (even if placed there this turn), and you did not just unload cargo this turn, you may roll to see what cargoes are awaiting transport.

The population code of a planet counter determines how much cargo is available for shipment (Number and Sizes of Cargoes table) and the planet's trade type determines what sort of cargo it is and where it's bound (Destination Planet for Each Cargo). Once the destination world has been determined, the cargo type is determined (Type of Each Cargo from Source World to Destination World table).

There may be up to three cargoes awaiting shipment to various planets, each either taking up your ship's entire cargo bay or half of it. There are three areas on the Cargo(es) Available on Current Planet display where you can record each possible cargo using indicator markers as you roll it up on the three tables just mentioned (or write them on Advanced Record Sheet page 2 if you prefer). If you decide to load any of them, you may do so now, using the indicators on the Cargo(es) on Ship display to record it/them (with plain indicator markers and Source and Dest. markers). Or you could use the Advanced Record Sheet page 1 if you find that easier. Your ship may carry one full cargo or two half cargoes. In either case, Cargo 1 (on the Cargo(es) on Ship display or Advanced Record Sheet) is the main cargo for captain's cargo and passenger purposes.

NOTE: To load or unload cargo (not including captain's cargo), the port's cargo gear is normally used, but some don't have any, or it may be broken down. If operating at a port without cargo gear (as specified on the planet card) or if a Dock Gear Breakdown event is in effect for the current turn, the ship's cargo gear must be used. Roll one die: if it's greater than the current Cargo Gear rating then that rating is reduced by 1 (the loading/unloading still occurs unless the rating is reduced to 0, in which case it doesn't). A ship with a current Cargo Gear rating of 0 is totally dependent on port gear for loading and unloading cargo.

9. Repairs, Upgrades, and Refueling

The components that make up your ship are divided into three categories: Engines (primarily FTL drive, though the simpler and more reliable STL propulsion is also included), Cargo Gear (crane and other gear for moving and securing cargo), and Hull/Systems (the ship's structure and control systems). Each category has a maximum value and a current value; at the start of the game, the ship is run-down, with maximum and current values of all three ratings categories at 3. Five is the highest maximum that a category can reach in the game, though restoring the ship to that level would require significant replacements of worn-out major components.



D'Espine — A heavily industrialized world. It is also a filthy, corrupt place where dock operations are often interrupted by rioting and political bickering among government factions. Dock crews are among the worst, so expect loading and unloading delays. The inhabitants obviously don't like this world, so stowaways are a real problem.

Arrival Event	Every Turn In Port Event	Departure Event
3: Crew Injured	2: Severe Weather	5: Smuggling
4: Crew Disgruntled	4: Thieves	6: Severe Weather
6: Severe Weather	7: Port Worker Strike	8: Stowaways
8: Corrupt Port Boss	8: Civil Strife	
10: Must Clean Hold	9: Wild Partying	
11: Decontam. Delay		