TRAVELLER
CUSTOMIZABLE CARD GAME

In the *Traveller Customizable Card Game*, players ("captains") strive for profit and renown in Marc Miller's classic science-fiction setting. The first captain to attain 20 🏆, or the last solvent captain, wins the game.

Cards

Each captain requires a set of 81 cards. 1 ship card, a captain's Deck of 60 captain's cards, and an adventure Deck of 20 adventure cards.

Setup

Each captain does the following:

- Place their 🚀 into play.
- Shuffle captain's deck, then draw a hand of 7 cards.
- Shuffle adventure deck, then draw a card from the deck and play it face up as a ✅. Then draw another card and play it face down, without looking at it, attached to the ✅ as a ⚠.
- Repeat step 3 for each ✅ slot they control.

Four ✅ slots should be filled, each with one ✅ and an attached, face down, ⚠.

Whenever a ✅ leaves play, the slot's controller draws from their adventure deck and plays the card face up as a ✅. They then draw another card and, without looking at it, attach it to the ✅ face down as a ⚠.

In a two-player game, each captain controls two ✅ slots. For four-players, each captain controls one slot. In a three-player game, each captain always controls one slot. The fourth slot is controlled by the Captain with the lowest 🏆 total. If multiple captains have the same 🏆, control passes to the captain with the highest ⏱. If these are tied, determine controller randomly.

If a ✅ is abandoned and there are no other captains committed to it, that ✅ is discarded and replaced.

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 ⏱ determines the first captain. When play occurs in "Iniative Order," start with the first captain, then proceed clockwise.

In Initiative Order, all captains:

- [Optional] Restore 🩸 from 👥 or remove 🗡 from 🏛 by paying ① per 🩸 or 🗡 they remove.
- [Optional] Move 🔺 cards attached to a 👥 they control to another 👥 they control. No 🔺 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 ✅ in play as a ⚠. ✅ attached ⚠ may not exceed its ⚠ slots. If a ⚠ would exceed it, the acting captain discards an attached ⚠, then places the new ⚠.

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 ✅ wishes to become uncommitted, they must pay the 🚫.

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

     i. Pursuing a new ✅ requires covering 🔻. For a cost of ①, a ship may jump, covering 🔻 equal to its 🔄. Multiple jumps may be required to cover the 🔻, each at a cost of ①.

  c. Pursue Piracy – Captains may declare as a pirate for a cost of ①. Captains may engage in piracy even if committed to a ✅, 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.

  a. During this phase, captians must pay an additional ① to procure cards for each ☠ token they possess.

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

     i. A captains' 🚀 limits the number of 👥 and 🛡 a captain may have in play.

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

     iii. Captains play 🗡 by attaching the card to a 👥 they control. No 👥 may have more than one 🗡 of the same subtype. If a 👥 would have multiple 🗡 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 ➡️: ➡️ may require a card to [exert]. Only ready cards may [exert]. Some [weapon] may provide [skill] abilities to the attached [crew]. [skill] is always an ➡️ and it always requires the [crew] [exert].

- Pass: If all captains pass in order, the phase ends. If one captain passes and another acts, any previously passing captain may act.

Resource Phase

All captains:

- Collect capability tokens from the capabilities printed on their [ship] and skill tokens from controlled [crew], and deposit them into their Resource Pool. [symbol] entitles the captain to choose any other trained skill token. [symbol] provides any two different trained skill tokens.

Resolution Phase

- Reveal all face down [危] on all pursued [✓].

In Initiative Order, captains alternate performing one of the below selections:

- A captain declared as a pirate may target a [ship] controlled by an opposing captain. The pirate is the "attacker," the target the "defender."

  - **a.** Attacker inflicts damage equal to its [star], minus the defender's [globe]. For each point of damage, the attacker assigns it either as inflicted on [crew] attached to the defender's [ship], or as an expense the defender must meet.

  - **b.** If attacker's [star] exceeds defender's [globe], the piracy attempt is successful.

  - **c.** Repeat step b., this time comparing the defender's [star] to the attacker's [globe], with the defender assigning any damage.

  - **d.** The pirate becomes uncommitted.

- A captain pursuing a [✓] picks a [危] to resolve. [危] are resolved by meeting its requirements. [危] are resolved only if all requirements are met.

  - **a.** Commonly, a requirement obligates the captain to discard specified token(s) from their Resource Pool, but other conditions, including but not limited to incurring expenses or jettisoning cards may exist.

- **b.** If a [危] is resolved, the captain may then attempt to resolve any [reaction] on the [危] by meeting its requirements.

- **c.** Move resolved [危] to their owner's adventure discard. Unresolved [危] remain attached.

- A captain may pass. Captains who pass during may make no further selections this phase.

  - **a.** Captains who pass only after all [危] have been removed from the [✓] they're pursuing are "Eligible" captains.

  - **b.** Captains who pass while the [✓] they are pursuing still has attached [危] are "Ineligible."

Then, all eligible captains:

- May attempt to resolve the [✓] they're pursuing. [✓] are resolved by meeting its requirements. A [✓] is resolved only if all requirements are met.

  - **a.** Commonly, a requirement obligates the captain to discard specified token(s) from their Resource Pool, but other conditions, including but not limited to incurring expenses or jettisoning cards may exist.

  - **b.** If the [✓] is resolved, the captain may then attempt to resolve any [reaction] on the [✓] by meeting its requirements.

  - **c.** If the [✓] is successfully resolved, the captain collects the [trophy]. If multiple captains complete the same contract, each captain gains 1 less [trophy].

  - **d.** If a captain is unable to resolve a [✓] they are pursuing, the captain continues to pursue it.

Then, all captains:

- Lose one [skull] 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 [value] 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, [exert] or jettison cards, discard tokens or victory points.

Reactions ([reaction])

Normally, no card, ability or effect may be played while another effect is being resolved. [reaction] 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**
>
> ➡️ - [exert], ①: Gain [symbol] until end of round.
>
> ➡️ - [exert]: Discard a [crew] from hand to restore all [blood] to target [crew].

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 (:) but after a dash (-) represent the cost the controlling captain must pay.

Exert ([exert]) and Ready ([ready])

Exerted and Ready are two game states that indicate a card's availability for further use. Only ready cards may [exert] and only exerted cards may [ready].

Selected Terms and Keywords:

Armor: For each point of Armor, reduce [blood] inflicted on a [crew] 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 [trophy].

Expend: Move a card from hand or top of the captain's deck to the discard pile to apply the card's [value] to a cost.

Expense: Any cost that includes credits (①), and therefore requires a captain to expend cards for [value].

Hindrance: Both Integral and Trifling.

Integral: Integral cards may not be moved, except to the discard pile.

Jettison: Move the card from play to the discard pile.

Move: Transfer a card from one location to another, one attached card to another, or from play to discard.

Non-Human: Any [crew] with a [DNA] other than human.

Trifling: This card does not count against restrictions on the number of cards a captain may have in play.