

CORE SPACE FAQ

Core Space is a sprawling sandbox where almost anything is possible. While the core mechanics are quick and easy to remember, like most miniatures games situations can arise where the rules don't quite cover every detail, or where something can be interpreted in different ways. In this section we will run through some frequently asked questions, offering clarifications and additions to the core rules.

Anything written in this section overrides any rules previously published. Of course, like all Core Space rules you are also free to 'house-rule' anything you like to suit your gaming group and playstyle.

In all cases, mission-specific rules also override anything in the rulebook or written here.

Version 1.3, published May 2023, latest amendments in purple.

CORE RULES

Q: How much Health do the Purge and other NPCs have?

A: 1. All NPCs will be defeated by a single point of damage unless stated otherwise in their rules (the Purge Annihilator for example, which swaps out its statistics insert with each point of damage, effectively giving it a Health of 3).

Q: Can you use an item found during a Search action without putting it into your Dashboard first? For example, using ammo to reload a weapon.

A: No. The space required in your Dashboard represents you having to holster or pack away other things you are holding in order to carry out the action with the new item.

Q: Do NPC ranged attacks add ammo pegs to the Hostility Tracker?

A: No. Civilian attacks are considered insignificant by the Purge and the Corps and Security Wardens are skilled enough to attack more stealthily. As they do not 'spend' pegs to attack anyway it's simpler for all NPCs to not add to the tracker.

Q: Do NPC attacks count as 'Energy Weapons' fire?

A: No. NPC attacks are not considered to have any 'types' or special rules.

Q: How many actions do NPCs get?

A: Gangers and the Galactic Corps use the number of actions on their boards when activated, following the NPC AI Chart.

Civilians and Security **do not**. When they activate they roll their respective die, and carry out whatever action(s) are shown in their chart, once only.

The actions on the boards of Civilians and Security are only used if they have joined a Trader crew mid-game, or if Security Wardens have been commandeered by the Corps.

If Civilians start their activation within 4 inches of the Purge, any movement must be made directly away before continuing their action. This movement is whatever is included in the action they rolled, not in addition. For example, if a Civilian rolled a Move result while 2 inches away from a Harvester, they would first have to move 2 inches directly away from the Harvester, putting them out of the 4-inch range. They would then have 2 inches of their original Move left, in the direction shown on the dice as normal.

If a Civilian rolled a Live One result while close to the Purge, and for whatever reason did not reveal themselves as a Live One, they would not move at all as the Live One result does not include any movement.

Q: What happens if the Hostility level increases in the middle of a phase?

A: Hostility increases take effect immediately. For example, a rule (such as a Rogue Purge leaving the board) may cause the Hostility to increase early in the NPC Phase. If this took the Hostility from Cover Me to Charge, no Civilians would arrive even though they were eligible to do so at the start of the phase.

Q: When is a character considered to have been 'targeted' by an attack, e.g. using Counter Shot?

A: NPCs must always determine a target before attacking. Traders should declare who they are targeting before rolling dice. At this point Reaction Skills can be used against the attack if applicable. If the Reaction prevents the attack from being made it is wasted.

The Disarm and Light Fingers Skills react to an attack in which you took no damage and therefore any Reactions must take place after the attack has been resolved.

Q: Will a Purge character 'Hacked' by the level 3 Tech Skill be attacked by other Purge?


A: Yes – it is treated as part of your crew for all purposes, and therefore the Purge will realise that it has been hacked and target it like any other member of your crew.

Q: What happens if a ship system degrades when it is already at zero?





A: Nothing. If you roll to degrade a system that cannot be degraded any further there is no effect – you got lucky this time!

Q: How does the game work with three or more crews?


A: For more than two crews there are only two changes to the standard rules:

- In the Hostility Phase you add one peg to the tracker if there are 1-3 crews taking part and two pegs for 4-6 crews.
- It is recommended to use Purge Reinforcements. The  cards should be shuffled into the Event deck, and you will have double the number of miniatures to use before running out. Purge of rank 4+ will still only appear once before the Hostility reaches Purge. After that point a second one can appear.

Q: When should I use the reverse side of the Hostility Board?

A: The reverse side should be used whenever you are also using the Gang () , Galactic Corps () , Annihilator () or Gatherer () cards and

their respective NPCs. Some missions may also tell you to use it.

Because the additional NPCs will attract some fire from the Purge that would otherwise come your way, it is recommended to also use the Purge Reinforcements () to give yourself more of a challenge!

Q: Do I need to use the ruler?

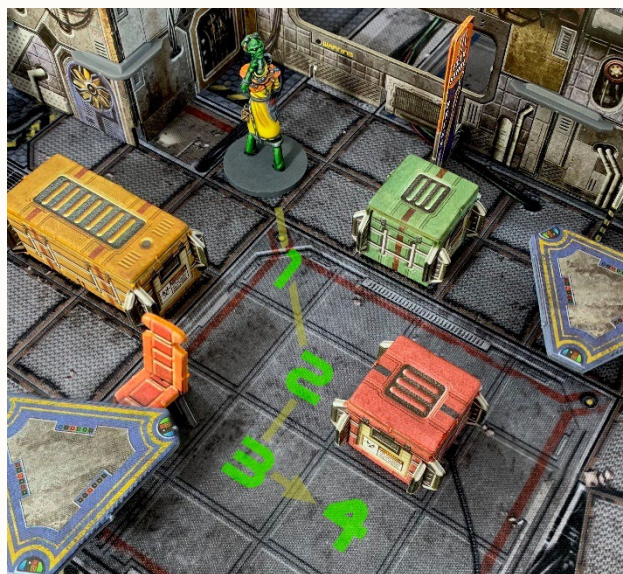
A: No. Many players prefer more structured, grid-based movement, especially when getting new/younger players involved. The Cyberpunk gaming mat in the Core Space box has a grid overlaid on the artwork for this reason.

To use the grid, just consider any reference to inches in the rules to mean squares. For example, a Move action allows a character to move 4 squares. Short range is 5 squares and medium range is 13 squares. It's still best to use the ruler for range and line of sight.

Characters may only enter a square that is completely empty – squares partially filled by terrain are impassable.

Characters in orthogonally adjacent squares are considered to be in base contact. Characters in diagonally adjacent squares are not in base contact.

Diagonal movement is allowed as long as **both** of the squares to either side (that the character would have to move through if moving orthogonally) are empty.






Characters on larger bases, such as an Annihilator, are considered to take up 4 squares but otherwise follow the rules above.

Q: What does the **S** mean on the Incinerator Gun?



A: This weapon is used at short range.

Q: Can thrown blast weapons (such as grenades) jam?

A: No. The initial roll will determine whether they hit, and the  result will cause them to miss. When rolling the dice for the attack,  results are ignored. Grenades on larger tokens have the  icon, but the same rule applies to nano tokens where the icon does not fit.

FIRST BORN

Q: Drone AI – How many times do Drones resolve their AI Chart in their turn?

A: Once. They have two actions, but they will only use both if they Move and then make a Ranged Assault. They will not Move or Shoot twice.

Q: Can a character marked with a Fear Counter make attacks of opportunity, or do anything else outside their turn?

A: No.

Q: Can the Data Pad from the original starter set be used to hack First Born doors?

A: No.

Q: Are items that are discarded after a period of time such as the Burst Vest still discarded if the Trader leaves the board before they have fully resolved?

A: Yes.

Q: Does the Somnambulant True Born's Matter Mirror apply to indirect damage such as blast effects? And how about other attacks that do not originate from a character such as Exhausts?

A: No, the effects of the attack are just ignored.

Q: And how does the Matter Mirror apply to the Merg's *Charge* Skill?



A: The shroud will reflect the attack as usual, with the same damage-inflicting Knock Back applied to the Charging character.

Q: When using a Phase Engram or other item with the Phase icon, can any dragged items or characters also pass through walls and terrain?

A: No, only the character and the contents of their dashboard(s).

Q: If a character finds a Crystal Shard Key prior to mission 6 of the campaign, can it be used in this mission?

A: No, it will have no effect.

Q: Do the damage negation effects of Dyson Equipment apply in the same attack that Shield Armour is overloaded?

A: Yes. Although Shields block the effects of Dyson Equipment, that stops immediately when they are overloaded. A character can therefore negate damage from their Shield and a Dyson item during the same attack.

Q: Do you still spend ammo pegs when using ranged attacks from a source other than a standard weapon? Examples would be green First Born equipment tokens or the Augmented Blast Skill.

A: No. These abilities do not use any conventional form of ammunition and do not require pegs. However, a peg must still be added to the Hostility Tracker for the first attack in a round, if applicable.

SETUP

Q: How exactly do you fill the crates and allocate equipment at the start of the game?

A: The first step is to make sure you've separated your equipment tokens correctly. There are four types that should be kept separately:

- **Large items:** Only used when filling large crates.
- **Rare (®) items:** These are only used where indicated by the mission.
- **Objective (green) items:** These are only used where indicated by the mission.
- **High-value items:** Items with a buy value of 29 or more can only be purchased, not found.

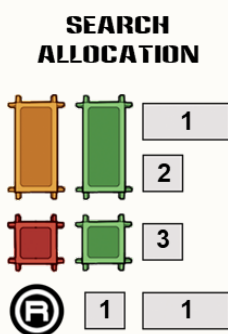
Everything else goes in the token pouch.

Once your tokens are sorted, you should check the mission briefing to see if anything needs to be set aside or done differently for that mission (usually the objective tokens). This information can be found in the mission text as well as in the Search Allocation and Key Items sections of the setup diagram. Anything noted here will be an exception to the following standard rules.

The Search Allocation diagram will look like this:

In this example, each large crate contains 1 large token and 2 small tokens, and each small crate contains 3 small tokens.

Of those, 1 small token and 1 large token are rare.



Start by taking the number of large rare tokens shown (1 in this example). Then take regular large tokens until you have enough for all the large crates on the map. There are usually 4 crates, so you will need 3 more tokens. Shuffle the rare token in with the rest and distribute them randomly into the large crates.

Then take the number of small rare tokens shown, and take regular small tokens until you have enough for all of the large **and** small crates on the map. Again, there are usually 4 large and 4 small crates for a total of 20 small tokens (19 regular and 1 rare in this example). Shuffle the rare and regular tokens together and distribute them randomly into the crates – 2 in each large and 3 in each small.

Note: Unless a rule says otherwise, all tokens are taken at random from their respective parts of the supply without looking. You should either load the crates under the table or while looking away, or get your GM or another neutral person to do it for you.

That's it!

Q: What equipment does a Rookie Crew start with if there isn't enough to go around?

A: As detailed under Selecting a Crew in the rulebook, Rookie crews can be equipped from the range of zero-cost items included in the starter set.

Note that this restriction applies to **all** crews collectively, not **each** crew. There is intentionally not enough equipment to go around – you're a Rookie, you can't afford everything!

Pool all the zero cost items together. The players should then take it in turns to choose items to kit out their crew until everything has been taken, the Traders no longer have any space, or any remaining items are unwanted. If any Traders are left with no weapons, or nothing at all, they'll have to find something in their first mission!

We actively encourage starting with no more than one item per Trader – it will make your early games a bit more tense and quickly teach you to loot efficiently!



Q: What if I have multiple token sheets?

A: If you have multiple copies of any set of tokens, only one set should be used for setup purposes. Additional tokens should be used for purchasing in the Trade Phase only. Alternatively, you may wish to use the extra tokens to alter the availability of searched items to suit your taste – fewer guns and more ammo for example!

ADVANCED RULES

Q: What happens if a crate is destroyed while items are still inside?

A: If using the advanced rules, and especially if using the Temporary Cover rules from Dangerous Days **Error! Bookmark not defined.**, anything that's not nailed down can be blown up!

If a crate is destroyed, the items inside are placed on the board where it was. One of these items, chosen at random, is destroyed along with the crate. One of the remaining items, chosen at random, is broken and must be Repaired before use. Any other items can be used as normal.

DOORS

There were quite a few questions about doors! The answer to most of them is simple – for the purposes of the core rules, and the Perseus Arm Campaign, they are **all** considered to be **open** and **unlocked** for simplicity unless otherwise stated.

Only when your group has agreed to use the advanced rules can doors be opened, closed, locked and unlocked. When not using the advanced rules the Laser Cutter and Data Pad are not used and can be left in the box.

A lot of the advanced rules are left open for people to customise, or for a GM to control, but in this case we thought it best to expand a little.

Q: Does a door need to be closed before it can be locked or unlocked by the Hack Tech Skill?


A: No. When used to lock a door, the Skill will also close it if not already closed. When used to unlock a door, the Skill will also open it if the player wishes.

Q: How do NPCs interact with doors?


A: NPCs cannot normally make effortless actions, but they may make them in order to open unlocked doors.

Q: And what about locked doors?

A: All NPCs other than the Purge cannot unlock doors unless a mission rule says so. They will choose a different target or take an alternative route to their target if there is one. Otherwise they will attack the door with a Close Assault or Ranged Assault action (whichever they are better at, even if they cannot damage the door). By default doors have a physical armour of 3, but of course you can amend this to suit your setting.

The Purge on the other hand have technology to short circuit and breach locks. If the shortest route for a Purge character to reach their target is through a locked door, they will Move up to it and make a Close Assault action (including any free attack from a First Strike ) against the door. They do not need to roll – their action will open and unlock the door permanently. Mark it with a counter to denote that it cannot be closed again.

WINDOWS

Similar to doors, the panels should be removed from **all** windows for the purposes of the core rules and Perseus Arm Campaign. They are openings that can be seen through but **not** moved through, other than by the Purge or other characters with the Scramble ability .

When using the advanced rules, windows may be closed, broken and dived through as detailed in the Deluxe Rulebook.



EXPANSIONS

GENERAL

Q: There are now lots of NPCs. If I want to use multiple types in a game, who goes first?

A: NPCs activate in the following order:

- Galactic Corps
- Security
- Bounty Hunters
- Game Hunters
- Gangers
- Scavengers
- Prospectors
- Media
- Workers
- Civilians
- Beasts (if applicable)

Q: And who do the various NPCs target with their attacks?

A: Before activating, each NPC will choose a target, prioritising the following, in order:

- Enemies in LoS and not in cover.
- If none, enemies in LoS and in cover.
- If none, enemies anywhere on the board.

BREAKING TIES

- If there are multiple options, target the highest priority from the lists below.
- If there are still multiple options, target the closest.
- If there are still multiple options, the first player decides.
- If a chosen target cannot be damaged, the NPC will choose the next best option. If there are none, they attack with no effect.

TARGET PRIORITY LISTS

Any NPC type not listed is not considered to be an enemy.

Note that Galactic Corps, Security, Gangers, Scavengers, Workers and Civilians consider Traders to be enemies unless a mission states otherwise. Hunters, Prospectors and Media only consider Traders to be enemies if provoked, i.e. a Trader has attacked an NPC of that type in the current game, or if they are Marked or blocking a route in the case of Bounty Hunters.

Bounty Hunters:

1. Marked Targets
2. Purge/First Born
3. Gangers/Traders (only if provoked or blocking a route)
4. All other NPCs (only if blocking a route)

Gangers: See the activation priority list, with Traders below Bounty Hunters.

All other NPCs:

1. Purge/First Born
2. Gangers/Traders
3. Beasts

Q: Where are the Shift Change at MegaCorp and Rogue Purge expansions?

A: These were our first non-Kickstarted expansions back in 2020, and without knowing how well they would sell we produced a small print run using resin instead of pre-assembled plastic. It turned out that they were pretty popular, and gave us the confidence to go straight into plastic for our 2021 retail releases. However, once they ran out it was no longer practical to reprint them so they are unfortunately now discontinued.

The rules, Event Cards and equipment tokens from Shift Change at MegaCorp have been reprinted in full in Black Star Rising, and the missions are available to download for free from our Downloads page. The resin miniatures are currently unavailable, but we will look at ways to reproduce them in the future.

As for Rogue Purge, the expansion is available in full as a Print and Play expansion from our Downloads page. The rules can be used alongside regular Purge miniatures, perhaps converted or painted in an alternative scheme. The original resin miniatures are currently unavailable, but we will look at ways to reproduce them in the future.

SHIFT CHANGE/BLACK STAR RISING

Q: Can the Hack and Grab Skill be used to take items from a character's armour slot, or from a Utility Dashboard?

A: No – only items from the main item tray can be taken.

ROGUE PURGE

Q: If a Rogue Purge NPC with no Ranged Assault stat is attacked at range while engaged with a different enemy, will they still move towards their attacker?

A: No, the “unless already engaged...” text from the second bullet also applies to the third.

Q: How are Rogue Purge affected by Fire and Poison?

A: In exactly the same way as regular Purge.

Q: Other than the above, are Rogue Purge Traders affected by Event Cards or Skills that affect the Purge?

A: No, just like their NPC counterparts, rules that affect Purge characters do not affect Rogue Purge unless explicitly stated.

Q: As the Harvey's Hack item is purchased, not found, does it still only apply for one mission?



A: No, it is permanent.

Q: As Rogue Purge do not use ammo for their weaponry, how is the Ammo Module used?



A: This item is for use when a Rogue Purge Trader is firing a standard weapon.

UTILITY DASHBOARDS

Q: Can Event Cards or any other rules that allow you to gain ammo be used to reload a Combat Dashboard?

A: Yes.

Q: Can Sure Shot be used with the Line Rifle ability?



A: The Skill may be used with this weapon, but only one target will be hit.

GATES OF RY'SA

Q: How does the Gate work when characters are dragged through it?

A: The dragged character will be moved to the same Target Marker along with the character dragging them – only one roll is made. One Energy Counter is removed from the Power Shard(s) for each character, including the one being dragged.

SHIPS OF DISREPUTE

Q: Do Traders on board an enhanced ship count towards the limit for the mission?

A: No, this limit only applies to Traders on the gaming area itself.

Q: Do Traders on board an enhanced ship gain Career Points for taking part in a mission?

A: Not as standard, no. Traders on the ship only gain Career Points via the Training Zone.

Q: Are matching icons cumulative, such as if you had a Teleport Upgrade on the Black Maria, or a Drive Upgrade on the Poseidon?

A: No. The effects only apply once. If you have the same icon with different values, such as Teleport 1 and 2, you would use the highest value available.

We have plans for future ship-based expansions that will count multiple icons, so duplicate upgrades won't necessarily go to waste...

Q: Can Auxiliaries on board a ship be moved around the zones to activate abilities?

A: No.

Q: Can the Medical Zone be used on the ship's commander to give them additional Skill pegs?

A: No.

Q: I have a Frontier/Galactic/Outlands/Other terrain set. How do I use it?

A: In short, however you like! It would be unnecessarily complex to try and show a three-dimensional terrain set up in a two-dimensional map, so we tend to keep the pre-designed missions to a single level. However, it's important to point out that many missions can be played on **whatever scenery you like**.

Salvage Run from the rulebook is the best example, and in fact this mission was *designed* to be adapted to other terrain. If you have another Battle Systems terrain set, we recommend building it in whatever configuration you think looks exciting, whether that's what's on the front of the box, or an ambitious construction of your own design. You can assemble the walls and scatter terrain however you like, but leave any crates out for now.

Once you're finished, it's time to place all the interactive elements of the board:

- Airlocks
- Entry Points
- Cargo Crates
- Civilians
- Mission-specific terrain

Airlocks and Entry Points should be evenly spaced, roughly the same distance apart as on the original map, but adjusted to be in line with your main corridors etc. It is also important that the journey from each airlock to the centre of the

board/the objective is roughly the same distance – if your design means that one crew will have a longer and more winding route, you should adjust their position, remove a wall or add a doorway.

You may wish to move one or more entry points to an upper level if appropriate – as long as they are still the same distance apart this is fine.

Cargo crates and Civilians should also be spread evenly around the board. The exact position doesn't matter; what's important here is that they are fairly distributed in relation to the airlock positions. No matter where a crew starts, they should have the same access routes to the loot.

Civilians should start out of sight of the entry points so that the Purge don't defeat them before you can get to them.

Any mission-specific terrain or objectives, such as the console in the centre of the Salvage Run map, should be placed equidistant from all airlocks. If placed on an upper level, there should be stairs or ladders equally accessible from all sides.

Otherwise that's pretty much it. The rules are intentionally open enough that as long as the setup is fair for all crews, the mission will work. Not only does this create a stunning-looking gaming table, but adds endless replayability to your games!

Note: You will need the Deluxe Rulebook for the full rules for navigating multi-level terrain – climbing, jumping etc.



ERRATA

Based on the feedback since the launch of the game there are some minor points that need more than just clarification. The following rules amend and replace those in previous books:

MOVING ITEMS

This has been expanded upon since the original version in the Deluxe Rulebook and other mission briefings.

With these rules, cargo crates, the bodies of defeated characters, and other similar sized items can be moved from one place to another.

When in contact with a suitable item that you wish to move, you can Interact with it to Move up to 2 inches, moving the item with your character.

If another Trader from your crew is in contact with the item, you may Move both characters and the item up to 4 inches instead as a single action.

Both are still bound by the 11-inch maximum.

Place a Reminder Counter next to the other character that moved – they will take one fewer action in their next turn.

If an enemy is also in contact with the item, it may not be moved without their permission (note that enemy NPCs will never give permission unless a GM says so).

Note: Massive characters can move items (and characters that are smaller than them) at their full speed. Other characters cannot and do not need to help them. Massive characters themselves require one more character than normal to move them (two characters to move 2 inches and three to move at full speed).

SHIP UPGRADES

Docking Thrusters actions can only be made under the following conditions:

- In larger missions, each gaming mat used is a separate gaming area.
- Only the level 1 action can be used to move from mat to mat along the same side. The level 2 and 3 actions cannot be used to move to a different mat.
- The Ship Board can only move to a side of a gaming area that had one or more airlock starting positions on the map.
- There must be a crew member left on the ship to operate them.

In addition, a maximum of one upgrade can be made in each Maintenance Phase.

DATA CREDITS

There is so much valuable equipment around now that Data Credits are not worth the space they take up in your tray. To avoid this, they can now be uploaded directly to your bank account!



Whenever a Trader finds a Data Credits token its UA value may be immediately added to the crew's assets and the token discarded, without being added to the Trader's equipment tray.

LENGTHY CAREERS

You may notice that some Traders have more potential than they can fulfil, e.g. four unfilled Skill spaces when they can only gain three by levelling up.

Once a Trader's Career track is full, any Career Points they gain thereafter will instead be added to any of their other stats with spaces remaining (player's choice).

COMING AND GOING

When using the advanced rules for returning to the ship during the game, characters only gain Career Points for surviving missions if they started the mission in play.

SURE SHOT

Characters defeated using the Sure Shot Skill do **not** grant Career Points.

GIGER'S EMPORIUM

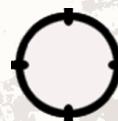
The Giger's Emporium Trading Post has become more exclusive. It can only be visited if your crew contains a Trader with Career level 3 that survived the preceding mission.

In addition, a maximum of one item can be purchased from Giger's Emporium per phase.



Furthermore, the Emporium has started putting trackers on their merchandise – no longer can you just leave high value stuff lying around! Items with a buy value of 29UA or more can only be purchased – they cannot be found when Searching unless a mission states otherwise.

INTEGRATED WEAPONRY

Custom Traders (and the Rogue Purge) have access to integrated shooting capabilities with this icon. Any Ranged Assault attacks a Trader carries out with this ability are at **medium** range rather than unlimited range.



AMENDED ATTRIBUTES

The  icon on the Teleport Grenade and the  icon on the Mother's Venom now have new rules.



This item scatters the target the number of times shown, or twice if no number is shown, with no attacks of opportunity allowed. Roll a single die – on a hit you can choose the direction; otherwise it is determined by the Chance Die. The target can be scattered through a wall or terrain piece but cannot end its move on top of it. They cannot be scattered off of the board but can be scattered into mid-air if using multi-level terrain, in which case they will fall from their current height. Roll dice as shown (if any) for any characters within 1 and 2 inches respectively. Any hits will scatter them too, in a random direction. Note that this can be used on a friendly character. If found on armour it is used on the wearer.



This weapon cannot be used after a Trader has Reloaded during a game – flip it face down when you Reload as a reminder.

MISPLACED GIRDER

Mission 1 of the Perseus Arm Campaign – Trader's Gambit – has a girder near the top of the map:



The girder cannot be placed in this position so it should be ignored.

SLIPPERY

The Scramble ability granted by the Slippery Skill, level 1, should be this:



YOU'RE ON YOUR OWN

The costs of this table should be increased to match the values used in Core Space First Born as follows:

Ransom: Cost increase is 2UA per mission.

Apprehended: Release fees are 5UA and 10UA respectively.

Escaped: Cost for expenses is 3UA.

FIRST BORN: LEARN TO PLAY BOOKLET

Page 14, column 2, paragraph 2 – this paragraph should be deleted as it is incorrect – the drone would not have fired twice – see Drone AI in the FAQ.

FIRST BORN: EXPLORATION MISSION

First Born Rulebook, page 49. If you do not have any additional terrain products, the map shown for this mission cannot be built with the contents of the starter set – it requires 12 'T' clips and there are only 10 in the box.

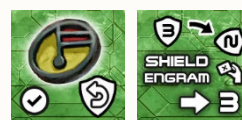
To build the map, just remove any two of the quarter-wall pieces and use straight clips in the positions they were attached instead of 'T' clips.

DYSON REACTORS AND CONSOLES

The ability of a Command Console to deactivate a Dyson Reactor (including Power Shards) may only be used on a Reactor that is empty of Energy Counters.

SHIELD ENGRAM

The discard icon on the reverse of this token is in the wrong place – it implies it is discarded immediately when rotated to show the '2' value. There should be an additional arrow and the discard icon should be upside down – the character using it will have a whole round with an armour value of 2 before the token is discarded.



SHIPS OF DISREPUTE

SIGNAL RELAY

The rules for this item are missing. This is the Signal Relay and it boosts the effects of other ship abilities. You will see it used with the Weapons, Tech Hub and Mobile Support Zones.



SHE CAN TAKE IT!

The level 2 Passive ability should read:

Once per round, you can *spend* any number of fuel points as actions for a single ship ability.