

Galaxy Trucker – The Warp Expansions

Rules for three Print and Play expansions available via Artscow
(created by BGG users The Warp & bagoas), here:

<http://www.artscow.com/share/puq731biirmr>

(54 card deck created by BGG user The Warp)

Midway cards

Deal one card (of 8) at random and place it exactly half way through your adventure deck. Midway cards are mostly respites for the players- many are optional. Players have the option of taking advantage of the card if they wish.

Business Cards

During each round each player takes two cards. Chooses one card and returns the discarded one back to the pile. Each player chooses a card which can be used for that round. The next round a player may choose to return his card and draw again (using the same process) or keep their card entirely.

Safe Haven

Shuffle the Safe Haven cards. At the beginning of each round, before you begin building, draw a number of Safe Haven cards equal to the chosen difficulty level. Place these cards face up where everyone can see them. They describe special rules that will apply for that round's voyage. Draw new cards at the beginning of each round (discarding those from the previous round). Players know about the special rules even before they begin building and have some chance to prepare their ships for the upcoming flight.

Background pattern created by BGG user edrache and is available here:
<http://boardgamegeek.com/filepage/55398/free-galaxy-trucker-pattern>