

# AstroNavis Merchant Advanced - Turn Options

Position	Action	Event	Option	Restriction etc.	Actions / Costs	Procedure	Note!
<b>In Port</b>							
	o Take Off	Departure (No IP)			Fuel -1		
	o Check Cargo	In Port	Load (even if just landed)				
	o Refuel	In Port		Not if landed, loaded, unloaded, repaired or upgraded	Money - fuel cost		
	o Unload	In Port	Unload passengers & captain's cargo if cargo 1	Even if just landed CG > 0 or port has cargo gear	Money + cargo(es) value If ship CG used then check	If 1d6 > CG then CG -1	! Add amount for captain's cargo
	+ Port repair/upgrade			Not if cargo loaded or unloaded or crew based attempt made			
	Repair	In Port		Must be in non Hov Port level 2-4	Money - 20		
	Upgrade	In Port		Must be in non Hov Port level 3-4	Money - upgrade cost	See grey squares on Ship Display	! Only way to upgrade
	+ Buy Spares	In Port		Must be in non Hov Port	Roll for spares	On Spares Availability & Cost Table	
	+ Hire Crew	In Port		Must be in non Hov Port	Roll for crew	On Crew Hiring Table	
	+ Passengers	In Port		} Must be last turn in port Must be in non Hov Port Must have Cargo 1 loaded	Roll for passengers. + money	On Passenger Availability Table	! You can pick up extras at other port(s)
	+ Captain's Cargo	In Port			Roll for captain's cargo	On Buy Captain's Cargo Table	
<b>Outsystem</b>							
	o Land	Arrival (+ IP)	Unload or Check Cargo	Engine > 0 and Hull > 0	Fuel -1		
	o Move FTL (1)			Engine > 0 and Hull > 0	Fuel -2 & Engine Check	} Crew Roll: 1d6 > C then Engine Roll: 1d6 > E then E-1	
	o Move FTL (2)			Engine > 1 and Hull > 0	Fuel -16 & Engine Check		
	o Move FTL (3)			Engine > 3 and Hull > 0	Fuel -54 & Engine Check		
<b>Deep Space</b>							
	o Move FTL (1)			Engine > 0 and Hull > 0	Fuel -2		
	o Move FTL (2)			Engine > 1 and Hull > 0	Fuel -16		
	o Move FTL (3)			Engine > 3 and Hull > 0	Fuel -54		
<b>Anywhere</b>							
	+ Crew Repair			Not if port does repairs or upgrades or ship will refuel. Spares must be >0			
	+ Engine/Hull			Not if FTL used this turn	Repair Check	} Crew Roll: 1d6 <= C then repair OK so Spares -1 and E, H or CG +1	
	+ Cargo Gear			Not if cargo loaded or unloaded	Repair Check		
	* Pay Expenses				Money -20		
	* End of Turn				Advance turn marker		

- o Or action
- + Optional and action
- \* Compulsory
- \* Usually before action
- \* Only one In Port roll per turn