Merchant of Venus
New Ships

Rules

There are 3 important rules when using the new ship classes:

1. **Starting Ships**: During setup, you may discard c20 to select the Needle as your starting ship in place of the Scout.
2. **Speed Dice**: The new ship classes ask you to roll a certain number of speed dice, and then use a smaller number. Excess dice are discarded.

   For example, if I am using the Scow, I will roll 4 dice, say I get a 5, 2, 2 and 1. I now select 2 dice to use, say the 5 and a 2. The 2 and the 1 are discarded and cannot be used for additional effects such as Navigation, etc.

   The Needle has the added rule that you multiply the value of your selected die by 3 to determine your movement points this turn.

3. **Half Cargo Holds**: All of the new ships (except the Merchantman) feature a half cargo hold. This hold has a capacity of one dot and cannot hold any goods. It may be used as normal to carry a passenger, drive or 2nd shield.

Ship Classes

There are 4 new ship classes, 2 available for purchase from Technological cultures and 2 available from Industrial cultures. The classes include:

1. **Needle:** The needle is a small, fast ship, designed for express deliveries. You have one and a half cargo holds. During your Set Speed step, you roll 2 dice and select 1. Multiply the value of your selected die to determine your movement points for this turn.
2. **Sloop:** An even faster ship than the Needle, the Sloop will get you where you're going in a hurry. You have one and a half cargo holds. During your Set Speed step, roll 5 dice and select 4 of them to determine your movement points for this turn.
3. **Scow:** A nice alternative to the Clipper, the Scow is a little more flexible but not quite as fast. You have three and a half cargo holds. During your Set Speed step, roll 4 dice and select 2 of them to determine your movement points for this turn.
4. **Merchantman:** A middle ground between the Clipper and the Freighter. You have four cargo holds. During your Set Speed step, roll 3 dice and select 2 of them to determine your movement points for this turn.

NEEDLE
Pay c20 to use as starting ship

Science: | **Cost: c80** | **Trade in: c40**

Eeepeeep*

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

* A single member of this culture is an "Eeep"

SPEED
2
USE
1x3

Science	Equipment / Cost	Ships / Cost
Shield: c60	---	
Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260	
Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100	
Combo Drive: c300	---	
---	---	
---	All Ships	

SLOOP

Science: | **Cost: c100** | **Trade in: c50**

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED
5
USE
4

Science	Equipment / Cost	Ships / Cost
Shield: c60	---	
Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260	
Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100	
Combo Drive: c300	---	
---	---	
---	All Ships	

MERCHANTMAN

| Science: ▢ | Cost: c280 | Trade in: c140 |

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 2 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOW

| Science: ▢ | Cost: c260 | Trade in: c130 |

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 4 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

NEEDLE
Pay c20 to use as starting ship

Science: 🚀 **Cost:** c80 **Trade in:** c40

Human

Home Culture: ⬧6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 2
USE 1x3

Science	Equipment / Cost	Ships / Cost
🧬	Shield: c60	---
🔲	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
🚀	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
◎	Combo Drive: c300	---
📜	---	---
🏛	---	All Ships

SLOOP

Science: 🚀 **Cost:** c100 **Trade in:** c50

Human

Home Culture: ⬧6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 5
USE 4

Science	Equipment / Cost	Ships / Cost
🧬	Shield: c60	---
🔲	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
🚀	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
◎	Combo Drive: c300	---
📜	---	---
🏛	---	All Ships

MERCHANTMAN

	Science:	Cost: c280	Trade in: c140

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 3 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOW

	Science:	Cost: c260	Trade in: c130

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 4 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

NEEDLE
Pay c20 to use as starting ship

Science: | **Cost:** c80 | **Trade in:** c40

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

SPEED
2
USE
1x3

Science	Equipment / Cost	Ships / Cost
🧬	Shield: c60	---
▱	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
🚀	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
⚙	Combo Drive: c300	---
📯	---	---
🏛	---	All Ships

SLOOP

Science: | **Cost:** c100 | **Trade in:** c50

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

SPEED
5
USE
4

Science	Equipment / Cost	Ships / Cost
🧬	Shield: c60	---
▱	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
🚀	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
⚙	Combo Drive: c300	---
📯	---	---
🏛	---	All Ships

MERCHANTMAN

	Science:	Cost: c280	Trade in: c140

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

SPEED
3 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOW

	Science:	Cost: c260	Trade in: c130

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

SPEED
4 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

NEEDLE
Pay c20 to use as starting ship

Science: | **Cost: c80** | **Trade in: c40**

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED
2
USE
1x3

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

SLOOP

Science: | **Cost: c100** | **Trade in: c50**

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED
5
USE
4

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

MERCHANTMAN

Science:	Cost: c280	Trade in: c140

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 3 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOW

Science:	Cost: c260	Trade in: c130

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 4 USE 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	T: c240 M: c280 F: c300 Sw: c260
	Red Drive: c120	St: c60 N: c80 C: c120 Sp: c100
	Combo Drive: c300	---
	---	---
	---	All Ships