

Jump into the unknown / Assemble your crew / Explore the galaxy!

# STELLAR EXPEDITION







# What's in the game



4 Dashboards



88 Crew member cards



28 Location cards



54 Mission cards



Round tracker



Space gate tile



Sensor dice



15 Anomaly tiles



1 Gateway & 4 Spaceships



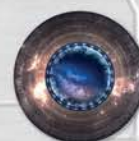
50 Encounter cards



32 Upgrade cards



12 Damage cards



First player token



4 Reference cards



28 Location tiles



48 Embassy cubes



12 Resource trackers



16 collection tokens

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## II

## The story



When the four space faring factions in the insignificant Orion arm of the Milky Way started to venture outside of their own solar systems, they quickly found out that one of the biggest clichés in all of their science fiction literature was based on truth. There had been an ancient race who came before, had colonised the galaxy and had since disappeared under mysterious circumstances.

At first everyone was extremely excited, what new technologies will we find? Will we finally ascend to a higher state of consciousness? Are all our questions about to be answered? Since we lacked imagination and all other names for mysterious aliens were already copyrighted, we dubbed them the 'Nameless'.

Excitement quickly gave way to disappointment. Nothing of significance was found and only the biggest of history nerds were satisfied with dusting of old remains and translating diaries of long-lost rulers.

Years passed, new technologies were discovered, wars were waged, people went about their daily lives. The 'Nameless' were all but forgotten. Until one of the many **space gates** left behind by the 'Nameless' activated. The smartest scientific minds in the galaxy have come to the conclusion that you can enter the gate, but you only have a limited amount of time before it shuts down again.

Everyone and their grandmother wanted to capitalise on this find. But in their uncharacteristic wisdom, the leadership of the four space faring factions decided to all send one ship with a small crew through the ring, to explore the other side. All of the them have their own motives to explore this new region of space, and I can tell you, they are mainly in their own interests.

You and your opponents are the chosen captains that take their space-ships through the mysterious gate and explore the riches that can be found beyond. You can choose to represent the half Robot half insect **Hive mind of Tognath**, the cunning and ruthless **Maheri tribes**, the spacefaring tree hugging **Sky-Lords of Edda** or just be a plain old human of the **United Nations Explorer Corps**.

Each of you will take up **Missions** to gain **Expedition points** and win the most prestige with your superiors back home.

But you won't be able to complete these **Missions** on your own. Once through the gate, you will have to befriend the locals and assemble the best crew to overcome the dangers of this unexplored region of space.

Explore, recruit **Crew members**, build **Embassies**, acquire **Resources** and go back through the gate before it closes again.


The game is played over **8 different rounds**. Who ever brings home the most **Expedition points** at the end will win the game.

Jump through the gate and become a legend!




## III Setting up the game



Before you do anything, place the **Space gate tile**  in the middle of the table.

### Crew member- and Location deck


Make sure that the corresponding **Crew member** en **Location card**  decks are together and place the deck face up within reach of all players. All players can look through these cards at any time. Or check page 22 and 23 for a complete overview.

### Player factions

Each player chooses a colour they want to play. The four factions are all slightly different. The **Captains** have different starting **skills** (see page 13) and each faction has the chance to activate their special abilities during the **Sensor** phase of the game (see page 12).

Look through the faction cards and the **Dashboards** (see page 7) to see which playstyle will suit you best. The red **Maheri tribes** have abilities to attack other players, the yellow **Hive mind of Tognath** is all about getting resources, the green **Sky-lords of Edda** can expand their influence faster and the blue **United Nations Explorer Corps** are focused on, well, exploring (see page 6 for more information about the different factions).

### Faction components


Each player receives the **Dashboard** , the **Embassy cubes**  and the **Location card**  of their chosen colour. One by one, all players place the **Starting tile**  that corresponds with their chosen colour next the **Space gate** tile.



Each **Starting tile** has a planet icon in the bottom left corner.

All other **Location tiles** (see page 11) have a level number from I to VI in the bottom left corner.

You receive the **Resources** that are available on your **Starting Location**: **3**  **Raw Materials** , **1**  **Crystal**  and **1**  **Influence** . Place the tokens on the corresponding locations.

Place your **Ship**  and 1 **Embassy** token on your **Starting Location** tile and take the **Captain** and level 1 **Crew member**  cards in your hand.





**Captains** are recognised by the planet icon in the top right corner.

All other **Crew members** (see page 15) have a level number from 1 to 3 in the top right corner.

Your level 2 and 3 **Crew members** stay on the planet to build up your base. When you upgrade your **Starting Location**, they will join you on your ship (see page 14).

### Missions


Shuffle the different **Mission**  decks and give each player 3 cards, 1 of each type. Place them face up . All players can see these **Missions** at any time. Place the 3 **Missions** decks face down, for later use.

### Encounters, Upgrades and Objectives


Shuffle the  **Encounter** ,  **Upgrade**  and  **Damage**  decks. Place 6  **Upgrades** face up where all players can see them, this will be the **Upgrade store**.

Place the **Gate token**  on **1** on the **Round tracker**.

### Location tiles

Shuffle the remaining **Location tiles**  and put them in reach of all players for later use. Make sure there is enough space to place other **Location tiles** during the game. Or find a bigger table.

### Start the game

Place both **Sensor dice**  on the table. The player who most recently went to space, may begin. Or choose any other way to decide who is the first player. Give this player the **First player** token.



15

16

12

18

14

10

1

6

19

2

5

7

8

9

4

3

11

13

17



## IV The 4 different factions

### United Nations Explorer Corps

The UNEC is a peaceful organisation that values freedom and knowledge above everything else. Other factions in the galaxy wonder why their starships need so many weapons for 'peaceful exploration'.

### Hive mind of Tognath

The Grand hive queen of Tognath Prime chose this planet because of its harsh conditions. The people of Tognath feel that the toxic atmosphere and heat of Entomon will make them better equipped to face the challenges of this new region of space. They are so hard on themselves.

### Maheri tribes

The tribes of the Maheri people of Agrona rarely come together for a common cause, they love fighting each other too much. It is probably for the best for all other factions in the galaxy. The combined might of the cunning and aggressive Maheri would overrun any defences.

### Sky-Lords of Edda

The nature loving and peaceful people of Edda are often ridiculed by the other factions and called 'tree huggers' or 'hippy space elves'. But none are actually brave enough to say it to their faces, as the Eddari sky-lords can strike back with lethal force.





# VI The Dashboard



The Dashboard is a representation of the your Spaceship

## 3 Upgrade slots

Upgrades are placed on these slots. There is room for 6 Upgrades. If you want to make room for another Upgrade and you already have 6, you will have to put 1 in the discard pile. You will NOT get any Raw Materials back. Follow the numbered order on the Dashboard when placing an Upgrade (see page 18).

## 4 Special actions

Each Faction has 2 unique actions. When you roll these icon on the the Sensor dice (see page 12), you can choose to use the action once during that round.

5 Place your Location cards here (see page 15).

6 Place Injured Crew members here (see page 20).

7 Place Recruited and played Crew members here (see page 14).

8 Place Crew members who are on a Solo Mission here. (see page 19).

## 1 Raw materials

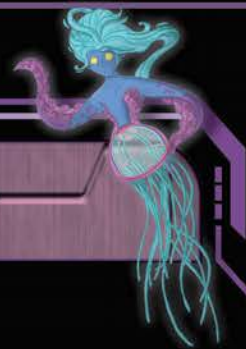
You gain Raw Materials on Locations where you have build 1 or more Embassies (see page 15). When Raw Materials are used, move the marker down the track. The Dashboard has room for 20 Raw Materials.

## 2 Crystal and Influence tracks

You gain Crystals from certain Locations and Influence by building Embassies and There is room for up to 10 on the track for both. When Influence or Crystals are used, move the marker down the track.



## VII The course of a round



**Stellar Expedition** is a game that takes place over the course of **8 rounds**. In each of these rounds, the players go through **4 different phases**.

At the beginning of the game, place the **Gate token** on the number **1** spot on the **Round tracker**. The first player starts with their **Production phase**, the second player follows, then the third etcetera. All phases of a round are worked through in a similar fashion. Note that the **Command phase** is the longest in the game, since you can do the most cool things in this phase. But more about that later.

The first 3 rounds are known as **Exploration rounds**, in these rounds you get a discount on building your first **Embassy** on a new **Location** (see page 15 about building Embassies).



You only receive the discount when building a new **Embassy** on a new **Location**. The discount does not apply to a **Location** where you already have an **Embassy** present.

You get a discount of **3 Raw Materials** in the first round. In the second round it is reduced to **2** and in the third round you only get **1** discount. See page 9 for more information about **Raw Materials**.

In the summary to the right, you will find a short description of the different **phases** within each round. On the following pages you will find detailed information about all the aspects of the game.

### 1 Production phase (page 9)

All players collect the **Resources** from their starting **Location**. When they have an **Embassy** on their current **Location**, they will also receive **Resources** from that **Location**. Place a collection token on each other **Embassy Location** (see page 18).

### 2 Discovery phase (page 10)

Starting with the first player, you and your opponents each take a maximum of **2 Location** tiles from the stack at the beginning of the **Discovery phase**. Flip them over and place them next to your current **Location** tile. Both tiles must be placed against your current **Location** tile. Place **3 Location** tiles in a 2-player game.

### 3 Sensor phase (page 12)

One by one, each players rolls the **Sensor dice** and resolves the action, starting with first player.

### 4 Command phase (page 13)

You can do the following action in any order:

- 4.1 **Move to another tile** - each player has **1 movement** (page 14)
- 4.2 **Recruit Crew members** (page 14)
- 4.3 **Build Embassies** (page 15)
- 4.4 **Complete Missions** - as long as you can fulfill the requirements, it is possible to complete multiple **Missions** in a round. (page 16)
- 4.5 **Collect Resources** from other **Embassy Locations** (page 18)
- 4.6 **Spend Resources** (page 18)

### Ending the round (page 21)

Once a round is completed, all players take **Crew member** cards in the **Transit slot** back in their hands. **Injured Crew members** and **Crew members** on a **Solo Mission** are moved to the **Transit slot**.

The player to the left of the first player becomes the first player in the next round. Move the **Gate token** one space up.

The next round of **Stellar Expedition** can now begin!



# 1

## Production Phase



### Produce and Collect

In the first phase of a round, all players produce and collect Resources at the same time. You collect Resources when you are at a Location where you have an Embassy.

Your Spaceship has to physically be located on that tile to collect Resources. The Resources at the starting Location are an exception, you will always receive them at the start of the round. These are the same for all players:

3 Raw Materials and 1 Crystal.



You only collect Resources from Locations where you've built an Embassy (see page 15).

The Resources you will collect are printed on the bottom of the Location tile.



In this example, the blue player collects 5 Raw materials and 1 Crystal during the Production phase.

Once you have build the maximum of 3 Embassies (see page 15) on a Location, you will collect double the amount of Resources.

### Raw Materials

Every Location where you've build an Embassy generates Raw Materials . Track your Raw Materials on the Dashboard (see page 7). The Dashboard has room for 20 Raw Materials.

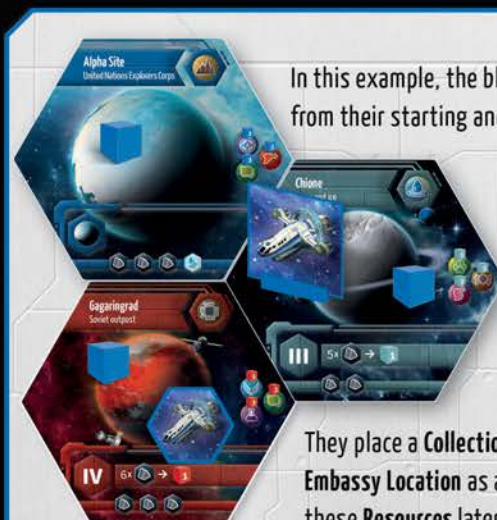
### Crystals

In addition to Raw Materials, you can also produce Crystals at some Locations. These Resources are rare and you only have room for 10 Crystals on your Spaceship. Crystals are mainly used for Solo missions (see page 19) and Reprogramming Robots (see page 19).

During the game, you are able to build more Embassies on different Locations (see page 15). You can produce Resources there, when your ship starts at that Location in the Production phase. Or you can move there during the Command phase of the game, but more about that later on page 18.

### Collection tokens

Place a Collection token of your own colour on any Location where you have an Embassy and where not able to collect Resources at the beginning of the Production Phase. This token is a reminder for you that you are able to Collect Resources here during the Command Phase (see page 13). You only have 4 tokens to place on your Embassy Locations, so use them wisely.



In this example, the blue player collects Resources from their starting and current Location.

They place a Collection token on their other Embassy Location as a reminder to collect these Resources later.



## 2

# Discovery Phase



Starting with the first player, you and your opponents each take a maximum of 2 **Location** tiles from the stack at the beginning of the **Discovery** phase. The first player places their tiles next to their current **Location**, go in clockwise order until all players have placed their **Location** tiles.

You can only place tiles directly against your current **Location** and only when there is no tile currently placed there. See the examples on this page.

After all players placed their **Location** tiles, start the next phase of the game (see page 12).



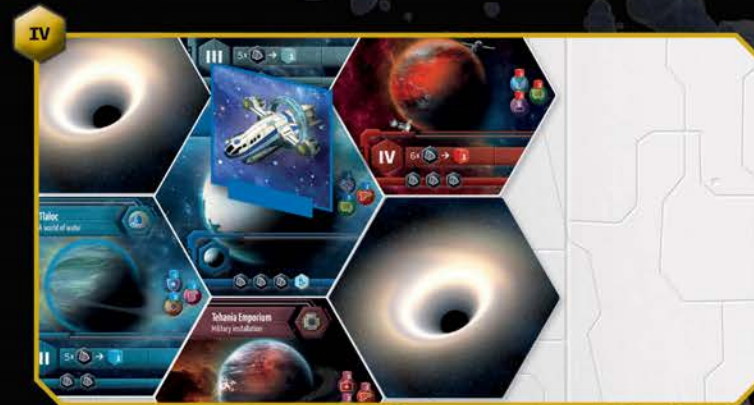
When a **Ship** is on the edge of the board, place new **Location** tiles. Place 2 tiles when there are at least 2 empty spaces next to the current **Location**.



If there are more than 2 empty spaces next to your current **Location**, choose where to place the 2 **Location** tiles.



If you can only place 1 tile during the **Discovery** phase, you can only take 1 **Location** tile from the stack.



Can't place any tiles this phase? You are not able to take any **Location** tiles from the stack.

### 2-player game

In a 2 player game, you can take a maximum of 3 **Location** tiles. Follow all previously mentioned placement rules.

Whenever the draw pile is empty, you and your opponents have discovered all the **Locations** in this part of the galaxy. No tiles will be drawn during the rest of the game.



## Location tiles

You can find 2 different varieties of Locations in the Discovery phase:

- Recruiting Locations
- Anomalies

At Recruiting Locations you can recruit Crew members (see page 14) and build Embassies (see page 15). Anomalies have special abilities, which will be explained shortly.

## Recruiting Locations

At these Locations you can recruit Crew members by building Embassies. You can also collect Resources.

The cost of building the first Embassy is printed on the Recruiting Location tile. Starting Locations are an exception, since players start with 1 Embassy at the beginning of the game. The Resources you would collect are located at the bottom of the tile. You only receive Resources on a Location at which they have an Embassy.

Higher Location levels (see the lower left corner of the tile), have a higher Embassy cost associated with them. A more expensive Location also yields more Resources and better Crew members.

### Overview of a Recruiting Location tile



## Recruiting Location types

The specific Location types are mainly used in Missions (see page 16). There are 7 different types in the game:



## Anomalies

All other Location tiles are called Anomalies. These are Locations where you CAN'T recruit Crew members or build Embassies.

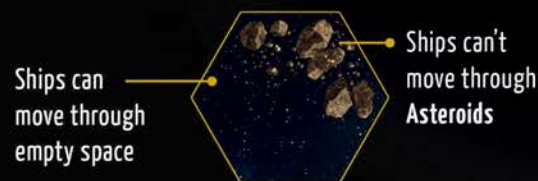
## Anomaly types

There are 5 different Anomaly types in the game:

### Asteroid belts

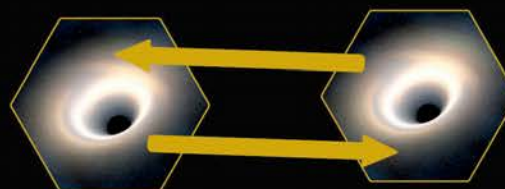
These tiles don't have much value, but have their uses.

You can use them to block an opponent or protect your Locations from incursion. A Ship cannot travel through an Asteroid belt and will need to go around it.



### Wormholes

On their own, these Locations are useless. But when 2 or more are discovered, you can travel between them instantaneous. See Movement on page 14 for more information.



### Refueling station

Some Wormholes have space stations near them. These space stations are a perfect place to refuel. When you end the round here, receive 1 Crystal



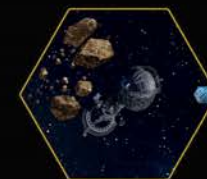
### Mining planetoid

These planets float freely in the void. Life is not possible here, but there is something to be gained. When you end the round here, receive 1 Raw Material



### Ghost ships

The crew has been dead for years, but these ships seem haunted. Get what you need before things turn spooky. When you end the round here, receive an Upgrade





# 3

## Sensor Phase



Now that you have produced some **Resources** and hopefully discovered interesting **Locations**, it is time to find out what more is there to find! One by one all players roll the two **Sensor** dice. And resolve the action on the dice.

There are 3 different options, you can roll a **reward** in the form of **Resources**

an **Upgrade** or one of your **special abilities** .

You can also roll an **Encounter** or a blank side.

**reward**

**reward**

If you roll 2 rewards sides you have to choose one and ignore the other.



Take 2



If you are unlucky and roll 2 blank sides, you can choose to reroll one of the dice.



If you roll 2 **Encounter** icons, take the top 2 cards of the **Encounter** deck. Choose one and put the other card on the bottom of the deck.



**reward**

When 1 of the dice shows an **Encounter** icon, you will need to take an **Encounter** card. You can choose the reward as an alternative to the bonus on the **Encounter** card.

Once per round you can always spend 1 **Influence** to reroll any of your dice to see if you can improve your chances.

### Encounters

Your **Sensor** has picked up something, but it is still unclear what it is. To find out, take a card from the **Encounter** deck. **Encounters** often work the same as **Missions** (see page 16); there is a description on the card and requirements that must be met. Failure to meet the requirements may affect your **Spaceship** or **Crew**.

Sometimes you are lucky, and an **Encounter** turns out positive, but don't count on it.



Encounter card

Description

Effects

Requirements

(Bonus) Reward

### Chance Encounters

As mentioned, most **Encounter** cards work the same as **Missions** (see page 16), but some are a little bit different. Sometimes you have to take a chance.

These chance **Encounter** cards always have a die icon as a requirement:



In the example to the left, a **Crew member** will be injured. The **Injury** (see page 20) can be prevented by rolling the die. When you roll a 5 or higher, the **Crew member** is safe. The chances can be increased when playing 1 or more **Crew members**. For each played, the chance of success increases.

Example:

When you play these 2 **Crew members** with a combined of 2, you will only have to roll a 3 or higher to prevent the **Injury**.



Yggdra - Shy-lord



## Special actions

There is a chance that you roll a 1 or 2. This will allow you to perform one of the **Special actions** associated with your chosen faction.

### UNEC (Blue player)

- 1 Afterburner**  
2 extra moves this round. Afterburner is not affected by Upgrade abilities or Damage.
- 2 Long range scan**  
Place 2 new Location tiles at any empty space. You receive 1 Raw Material or 1 Crystal for each Recruiting Location tile placed this way.

### Sky-Lords of Edda (Green player)

- 1 Subspace Gateway**  
Teleport Resources (that you haven't collected yet) from one of your Embassies to your Ship. Remove the Collection token at that Location.
- 2 Terraform**  
Build an Embassy for 2 less Resources.

### Tognath Hive (Yellow player)

- 1 Economic boost**  
Receive the Resources printed on your current Location (even if you already collected these in the Production phase). You don't need to have an Embassy present at this Location.
- 2 Galactic Trader**  
Trade 2 Raw Materials, Crystals or Influence for 1, or this round.

### Maheri Tribes (Red player)

- 1 Raiding party**  
Steal 2 Raw Materials from a Ship.
- 2 Death Ray**  
Damage (see page 20) a Ship.

## 4 Command Phase

Well captain, now that you and your opponents used their Sensors to see what is out here, it is time to give commands to your Crew. You can do a lot in this phase. Especially when you get close to the end of the game when you have assembled the best Crew in the galaxy!

You can perform the actions in any order and as many times as you like. At least, until you run out of Resources and Crew members.

### Overview of all actions

- 4.1** Move to another tile (page 14)
- 4.2** Recruit Crew members (page 14)
- 4.3** Build Embassies (page 15)
- 4.4** Complete Missions (page 16)
- 4.5** Collect Resources (page 18)
- 4.6** Spend Resources (page 18)



## 4.1 Movement

Each Ship has 1 movement each round. This means that a Ship can only move from 1 Location tile to 1 other. However, there are ways to increase movement during the Command phase with certain Upgrades (see page 18), Solo Missions (see page 19) or you can buy a Warp Jump (see page 18) for 2 Raw Materials or 1 Crystal.

### Wormholes

Wormholes are Anomaly Location tiles (see page 11). When you land on a Wormhole Location tile, and at least 1 other Wormhole has been discovered, you can immediately travel to another Wormhole without extra movement costs.

If you want to travel further, purchase a Warp jump or use another means of movement.



## 4.2 Recruit Crew members

Assembling a good Crew is vital in the game. You want to have a diverse Crew that is able to use their Skills to solve Missions (see page 16) and endure Encounters (see page 11). A new Crew member will join you when you build an Embassy (see page 15) on a Recruiting Location tile (see page 11).

At every Recruiting Location there are 3 inhabitants who are eager to join your Crew. On the right side of each tile and on the back of Location Cards you will find more information about the Skills (see page 15) of these potential Crew members. See if the icons printed there are corresponding with any of the icons on your Mission cards (see page 16).

After building your first Embassy, the level 1 Crew member at this Location will be added to the Transit slot on your Dashboard. Building a second Embassy, allows the level 2 to be added, and with the maximum number of 3 Embassies, the level 3 will also join your Crew.

You keep Crew member cards in your hand and they are only visible to other players when you use them for Missions (see page 16) and Encounters (see page 12). When you use Crew members for their Skills, play them next to your Dashboard in the Transit slot. At the end of the round, take the Crew members back in your hand.

## Recruit a Crew member



Build an Embassy (see page 15) on a Recruiting Location where you are currently located.

Crew member skills available at this Location. See page 22 and 23 for the complete overview.



Place the corresponding Location card in the Embassy Location slot **1** next to your dashboard. Take the corresponding Crew member (in this case a level 1) and place it in the Transit slot **2** next to your Dashboard. At the end of the round take all Crew members in the Transit slot in your hand. Move up your Influence tracker by 1 **3** for each Embassy you build.



You will find more information about other Crew member skills available at this Location on the back of the Planet card.

You can always view the available Locations and Crew member skills on page 23 and 23.



## Crew member card overview



- Crew member level
- Crew member name
- Skills
- Home Location
- Description
- Solo mission (see page 19)

## Skills

Each Crew member has certain skills. Crew member skills are important for solving Missions (see page 16) and defeating Encounters (see page 12). These skills are represented by different icons. Some Crew members only have 1 icon, but some higher levels ones can have 3.

## Skills overview



## 4.3 Embassies

Besides recruiting Crew members, Embassies (represented by the cubes in your faction colour) are your main source of Resources and Influence .

### Building an Embassy

To build an Embassy, you will need to move your ship to an empty Recruitment Location. If you have the required Resources available on your Ship, you are able to build it.

Embassies are represented by the cubes in your faction colour.



The cost of building your first Embassy is printed on the bottom of the Location tile.

## Multiple Embassies

When a first Embassy is built, you will receive the corresponding Location card. This card mostly contains the same information as on the Location tile. In addition to this it will also tell what it costs to build a second and third Embassy.



Resource costs for the second Embassy  
Resource costs for the third Embassy

## Maximum Embassies

You can build a maximum of 3 Embassies on 1 Recruiting Location. After building your third Embassy at a Location, you will be able to collect double the amount of Resources in the next round and you will receive 1 Exploration point.

Building 3 Embassies on 1 Location will award you 1 Exploration point.

You only have 12 Embassies, so use them wisely!

Building the maximum of 3 Embassies on your Starting Location as soon as possible will allow you to collect double the amount of Resources fast! But don't focus too much on your Starting Location, because your opponents may snatch another cool planet right from under your nose!

## Gain Influence in the galaxy

When you build an Embassy at a Location, you receive 1 Influence . Add 1 to the Influence track on the Dashboard for each Embassy build that round. See page 19 for more information about spending Influence.



You can prevent others from building on an empty **Location** by ending your turn on that tile. When your **Ship** is located on a tile where another player already built at least one **Embassy**, you can't prevent them from building a new one.



The blue player can build an **Embassy** here

The blue player can't build an **Embassy** here

The blue player can't build an **Embassy** here

## Missions

The goal of the game is to get the most **Expedition points** at the end of the last round in the game. The main way to get to these **Expedition points** is by completing **Missions**.

### Difficulty levels

**Bronze**

simple **Missions** which will earn 1 or 2 **Expedition points**



**Silver**

medium **Missions** which will earn 3 or 4 **Expedition points**



**Gold**

complex **Missions** which will earn 5 or 6 **Expedition points**



At the start of the game, each player receives a **Mission card** of each type, a total of 3 **Missions** per person. When a **Mission** is completed, you receive the **Expedition points** shown in the top left corner of the card and take another random **Mission** at the **END** of the round. The player has the choice to take a **Bronze**, **Silver** or **Gold Mission**.

### Mission cards

The amount of **Expedition points** that can be earned are placed in the top right corner. The middle section describes the **Mission** and indicates its requirements. The bottom is reserved for **bonus rewards**.



## Mission types

There are 3 different types of **Missions**. **Missions** have different requirements to complete them.



Skill Mission



Embassy Mission



Location Mission

### Skill Missions

When the number of **Skill icons** on your **Crew member cards** matches the requirements on the **Mission**, you can play those **Crew members** and solve the **Mission**. You cannot use these **Crew members** for another **Mission** this round. However, if you still have **Crew members** in your hand that meet the requirements of another **Mission**, you can use those.



You can complete the **Mission** by playing both these cards, since they have all the required **Skills**.

### Playing Crew members

When you use a **Crew member's skill** for a **Mission** or an **Encounter** (see page 12), you play the card(s) in the **Transit slot** on your **Dashboard**. You cannot use that card again this round. At the end of the round, take all **Crew member cards** that were used for a **Mission** or **Encounter** back in hand.



## Embassy Missions

There are Missions that require you to build an Embassy (or several) on a Recruiting Location. See page 15 for more information about Embassies.

5 **Toxic atmosphere**  
Expand your influence

You crew members start to exhibit strange cannibalistic behaviour after coming back from the surface. There might be something toxic in the air. Maybe only send in non-organic lifeforms or people in hazmat suits the next time.

3 OR 3 OR 3 Embassies on a OR

Location, that is not your Starting Location.

+ 3 OR 3 OR 3

Bonus reward

11 →

You build a third Embassy during the round at a Location and complete this Mission (if you also meet the other requirements).



## Location Missions

Some Missions require you to visit a specific Location. See page 11 for all the different Location types.

1 **Deliver jetpack parts**  
Cargo run

Many technologically advanced planets have hard to reach locations. Since not all people are able to fly, they depend on jetpacks to reach the highest buildings. The downside is that jetpacks are not the most reliable pieces of technology and need constant replacements parts. Deliver the cargo to those in need.

Travel to a Location.

Bonus reward

2 2 →



You need to visit a Location to complete the Mission.

For some Location Missions, just visiting is not enough. You will need to have certain Crew members present as well. These Missions combine Location and Skill. Therefore you will also need to play these Crew member cards as described on page 16.

## Levels

All Crew members have a level in the top right corner. For some Missions it is required to have a specific number of Crew members with a certain level.

This is indicated by a white-framed black hexagon with a number: / /

means that that you must play 3 level Crew members.

In some cases, a white hexagon is displayed on a Mission card: /

This represents the combined total of levels you need to have in your Crew. You will have to add up the levels in the top right corner.

means that that the combined levels of your Crew members needs to be at least 11. For example: 2 level , 2 level and 1 level (= 11).

Just like Crew member skills, you will need to play the required cards in the Transit slot next to your Dashboard.

## Bonus rewards

Most Missions have a bonus reward at the bottom of the card. When you complete the Mission and meet the requirements listed in the bonus reward area, you will receive additional rewards. You will need to play the required cards during your Mission attempt

Bonus reward

→

Bonus reward

→

## Secret Missions

You can buy a Secret Mission for 3 Influence . See page 19 for more information.

## New Missions

During the game, each player has 3 unsolved Mission cards. At the END of the round, you can take new cards until you have 3 (non-secret) Missions. If you already have 3 (non-secret) Mission cards, don't take a new card.

1 **Deliver jetpack parts**  
Cargo run

Many technologically advanced planets have hard to reach locations. Since not all people are able to fly, they depend on jetpacks to reach the highest buildings. The downside is that jetpacks are not the most reliable pieces of technology and need constant replacements parts. Deliver the cargo to those in need.

Travel to a Location.

Bonus reward

2 2 →

5 **Toxic atmosphere**  
Expand your influence

You crew members start to exhibit strange cannibalistic behaviour after coming back from the surface. There might be something toxic in the air. Maybe only send in non-organic lifeforms or people in hazmat suits the next time.

3 OR 3 OR 3 Embassies on a OR

Location, that is not your Starting Location.

+ 3 OR 3 OR 3

Bonus reward

11 →



Replace a completed Mission with a new one at the END of the round. You can choose any difficulty level to replace the completed Mission.



## 4.5 Collect Resources

When move to one of your **Embassy Locations** you can collect **Resources**. Your **Spaceship** has to physically be on that tile to collect **Resources**. **Resources** can only be collected once per round per **Location**.



## 4.6 Spending Resources

During the **Command phase** you can spend **Raw materials**, **Crystals** and **Influence** on several things that will help you out in this dangerous galaxy.

### Upgrades

You can improve your **Spaceship** as the game progresses with **Upgrades**. **Upgrades** can be bought for 2 **Raw Materials**.

### Upgrade placement

**Upgrades** are placed in order from 1 to 6 on the **Dashboard**. For example, if there already is an **Upgrade** on the 1<sup>st</sup> slot, you can only place a new one on the 2<sup>nd</sup> slot.



## Skill Upgrades

These work in a similar fashion as **Crew members**. The skill icon on the **Upgrade** will count towards **Missions** and **Encounters** in the future. You can use the skill only once each round.

Rotate the **Upgrade** 90° to indicate that you used the skill this round.

To activate the special ability, you will need to discard the **Upgrade** card.

## Temporary Upgrades

These **Upgrades** have a one time use, and are placed in the discard pile after use.

**Temporary Upgrades** are recognized by this icon






**Upgrades** are available for purchase in the store. There are always 6 **Upgrades** for sale in the store. If an **Upgrade** is purchased, immediately take a new one from the stack to replace it. When the pile is empty, shuffle the discard pile and use it to replenish the store.





## Warp Jumps

The easiest way to get further in space is to convert 2 Raw Materials  or 1 Crystal  into fuel to make a Warp jump. A Warp jump is basically a fancy way of saying that you get 1 extra move.

As long as you have enough Raw Materials  and/or Crystals  you can make as many Warp Jumps as you like. This can be very useful for a Mission or to collect more Resources.

## Reprogramming Robots



Robot Crew members have a special role in the game. The Robot  skill can be used for Missions and Encounters, but a Robot  can also be Reprogrammed for 1 round. Pay 2 Crystals  to Reprogram a Robot  Crew member, it will get a skill of your choice for 1 round.

When you've used a reprogrammed Robot  on a Mission or Encounter, take it back in hand at the end of the round. A Robot  Crew member does not lose its  skill during Reprogramming.

### Example

You are 1 Archeologist  short for a Mission, but you do have 2 Crystals  and a Robot . Reprogram this Robot  to be an Archeologist  for 1 round and complete the Mission!

## Solo missions

Some (especially higher level) Crew members can go on so called Solo missions. Solo missions are represented by this icon . A Solo mission can be activated after paying 2 Crystals . Solo missions work different than normal Crew Member skills. After you pay the cost of 2 Crystals, play the card in the Solo mission slot next to your Dashboard and resolve the text at the bottom of the card. This Crew member can't be used for any other skills until you put it back in hand at the end of the NEXT round. Effectively this Crew member can't be used for 1 round, so make sure that the Solo Mission is worth it.

Solo missions can also be attempted during an opponent's turn as a reaction to any Injury (see page 20), Damage (see page 20), destruction or theft.

Crew members on Solo Missions are placed next to your Dashboard at the Solo Mission slot




After you have taken back your played and recruited Crew members at the end of the round, move Crew members in the Solo missions slot to the Transit slot. You will be able to take these cards back in your hand at the end of the NEXT round.










All Captains and all level 3 Crew members can go on a Solo Mission. On higher level Locations, level 2 Crew members can also go on Solo Missions, so look for those rare Locations.

## Buying with Influence

When you build an Embassy, you will receive 1 Influence . You can use Influence to manipulate Location tiles or Missions.

### Influence can be used for:

-  Discard 1 of your current Missions and replace it with another Mission from the deck. You can choose any difficulty level.
-  Place a new Location tile next to your current Location on an empty spot (your Spaceship must be at the edge of the board).
-  Flip over OR rotate an adjacent tile with an Asteroid field. A flipped over Asteroid tile now acts as Empty space and can be moved through without any effect.
-  Once per round, reroll one of your Sensor dice.
-  Exchange Resources 2 : 1 for one round.
-   Take a Secret Mission. Secret Missions are not replaced by a new Mission when completed. Take Secret Missions in your hand and keep them hidden from the other players. Other than being hidden, they work the same as the regular Missions (see page 16). You can own a maximum of 3 Secret Missions.





# Injury & damage



## Injury

Crew members can get injured. When this happens, an opponent randomly (if not stated otherwise) selects a card from your hand. The selected Crew member is placed in the Sickbay slot next to your Dashboard to recover. Take the Crew member back in your hand at the end of the NEXT round.

Injured Crew members are placed here next to the Sickbay slot on your Dashboard



After you have taken back your played and recruited Crew members at the end of the round, move Crew members in the Sickbay slot to the Transit slot. You will be able to take these cards back in your hand at the end of the NEXT round.



## Damage

A Ship can take Damage, generally due to an Encounter or an opponent's action(s). When this happens, take a Damage card from the stack and place it on one of the Upgrade slots. Like with Upgrades, Damage cards are placed in order. For example, if there already is 1 Damage card on the 1st slot, the next Damage card needs to be placed on the 2nd slot. When a Damage card is placed on an Upgrade, it can't be used until the Damage has been repaired. Pay to repair Damage, during your Command phase.



Damage cards are placed in the same order as Upgrades. In this example, the first 2 Upgrades are disabled until you repair the Damage.



Example: you have no Upgrades, but you do have 1 Damage. When installing a new Upgrade, place new any new Upgrades next to the Damage card. When the Damage is repaired, move the Upgrade over just like explained on page 18.



## End of a round

Once all players have performed their actions in the **Command phase** it is time to end this round and start a new one.

Take the **Crew member cards** you have placed in the **Transit slot**, back in your hand.



Next, move all the **Crew member cards** that are placed in the **Sickbay** and **Solo Mission** slots in the **Transit slot** next to your **Dashboard**. You will be able to take these cards back in your hand at the end of the **NEXT** round.



The clock is ticking before the **gate** is closed again!

Move the **gate marker** up 1 space.



Retrieve any unused **Collection tokens**. You can use them again during your next **Production Phase**.



The next round can now begin!

## End of the game

Play through all the rounds, all players add up their **Expedition points** they earned by solving **Missions** and building **Embassies**.

The player with the most **Expedition points** at the end wins the game.

### In case of a tie

When two or more players end the game with the same amount of **Expedition points**, the player with the most combined **Crew member levels** (see page 17) wins the game. If there is still a tie, the player with the most **Location cards** (see page 14) wins. Still a tie? The tied players share the victory!





# Location and crew member overview



**Alpha Site** United Nations Explorers Corps

- 1
- 2
- 3

Resources



**En'temon** Tognath Hive

- 1
- 2
- 3

Resources



**Unphosia** Maheri Tribes

- 1
- 2
- 3

Resources



**Yggdra** Sky-lords of Edda

- 1
- 2
- 3

Resources



**I - Deg Xi'tan** Jungle warriors

- 1
- 2
- 3

Resources



**I - Qualla** Gas giant

- 1
- 2
- 3

Resources



**I - Xhepri** Insect hive

- 1
- 2
- 3

Resources



**II - Boggar** Swamp moon

- 1
- 2
- 3

Resources



**II - Khuz Ungor** Digging deeper and deeper

- 1
- 2
- 3

Resources



**II - Konglong** A world before time

- 1
- 2
- 3

Resources



**III - Chione** Snow and ice

- 1
- 2
- 3

Resources



**III - Hephai Proxima** Fire and brimstone

- 1
- 2
- 3

Resources



**III - Setesh** Dunes and sand

- 1
- 2
- 3

Resources



**III - Titan 34D** Mining asteroid

- 1
- 2
- 3

Resources







**III - Tlaloc** A world of water

- 1
- 2
- 3

**Resources**



**IV - Avina Prime** Feathered mages

- 1
- 2
- 3

**Resources**



**IV - Barataria** Pirate moon

- 1
- 2
- 3

**Resources**



**IV - Rainbow Station** Not as happy as it sounds

- 1
- 2
- 3

**Resources**



**IV - Gagaringrad** Soviet outpost

- 1
- 2
- 3

**Resources**



**IV - Muscaria** Kingdom of mushrooms

- 1
- 2
- 3

**Resources**



**V - Agarthia** Mega city

- 1
- 2
- 3

**Resources**



**V - Simiana** Don't call them monkeys

- 1
- 2
- 3

**Resources**



**V - Jiqiren Mayor** Artificial planet

- 1
- 2
- 3

**Resources**



**V - Leucota** Shipyards

- 1
- 2
- 3

**Resources**



**V - Tehania Emporium** Military installation

- 1
- 2
- 3

**Resources**



**VI - Ktanga Union** Capital planet

- 1
- 2
- 3

**Resources**



**VI - Taevas** Children of the Void

- 1
- 2
- 3

**Resources**



**VI - Atigo** Keepers of knowledge

- 1
- 2
- 3

**Resources**





