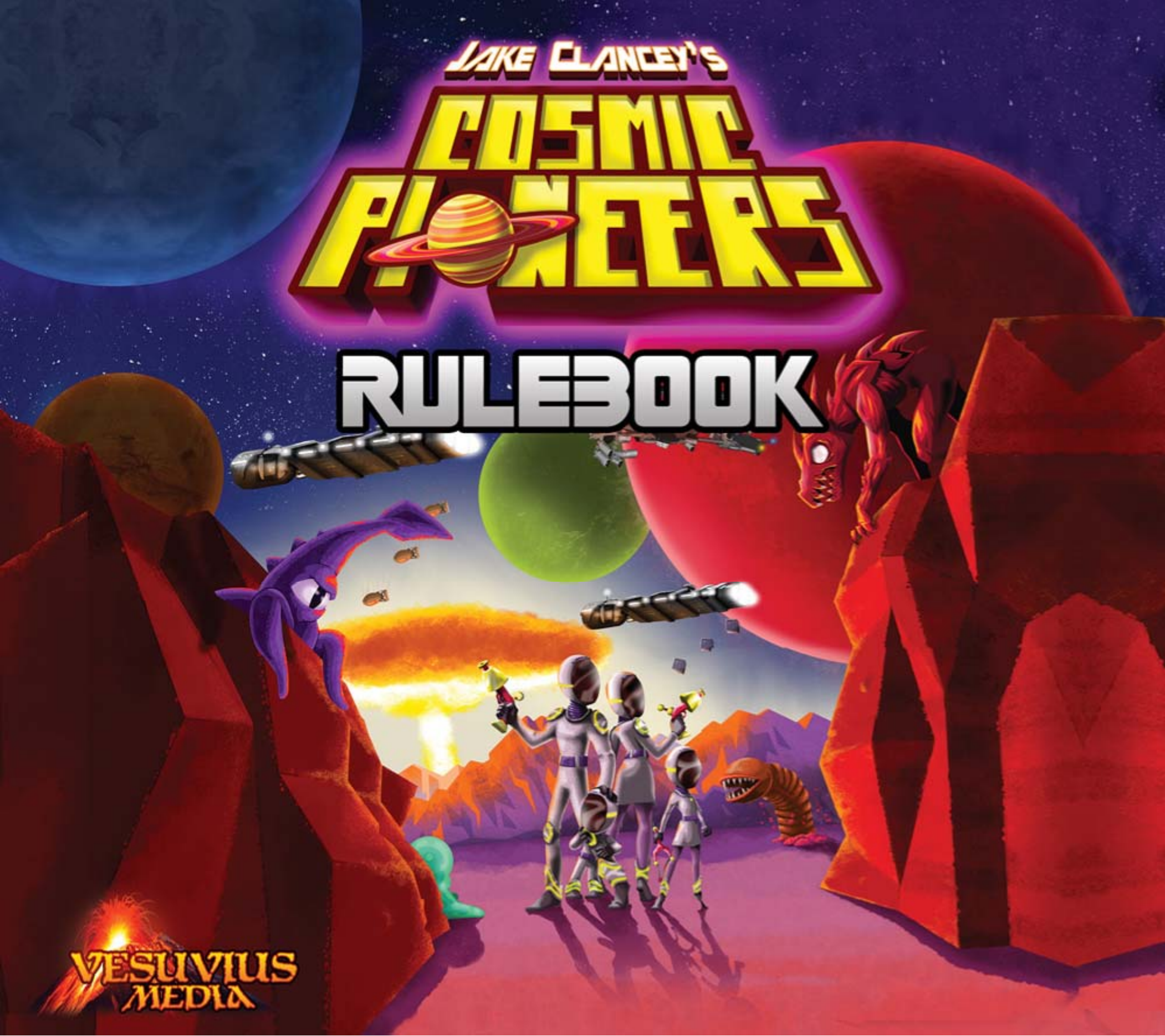


JAKE CLANCEY'S
**COSMIC
PI-NEERS**

RULEBOOK



**VESUVIUS
MEDIA**

COSMIC PIONEERS

Tired of living on an overpopulated Earth? Want to explore new worlds and seek out riches beyond imagining?

Then become a star captain with Genesis Corp!

Idyllic Tau Ceti awaits brave explorers. Not one, not two, but eleven planets orbit within the habitable Goldilocks Zone of this great star system!

Use our Jumpgate to teleport ships, goods and people to Tau Ceti, set your base on the Waystation orbiting the exit point and find a brand new Exodus Class colony ship (patent pending) waiting for you, ready to explore and colonize the new system.

At Genesis Corp we take pride in our competitive corporate environment and this shows in our products. Each ship is fully equipped with guns, PPCs, fighter squadrons and orbital bombardment tubes. Blast your competition to smithereens, melt them into pulp or vaporize them into atoms to become the system's supreme commander!

Game Components

- 4 Colony Ships
- 60 Colonists in 4 colors
- 17 Black Cubes
- 51 Alien Meeples
- 10 Scenario Cards
- 27 Space Sectors
- 25 Alien Cards
- 4 Player Mats
- 20 Goods Tokens
- 32 Credit Tokens
- 1 Round Counter
- 1 First Player Token
- 1 White Custom Hit Die
- 1 Black Die

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Space Sectors

There are three different types of Space Sectors in the game. These are divided into:

Jumpgate & Trade Post: These are special sectors where you can execute various actions depending on the scenario you are playing. Unless otherwise specified, if you are using both sectors then they should be placed as far away as possible from each other.



Asteroid Belts: Instead of placing a Planet you take one of the unused planets (hexagon) and place it with the Asteroid Belt facing up. No player may end their movement on an Asteroid Belt, but this Sector still counts toward their movement points.



Planets: Players travel to planets to go on adventures and to claim them by deploying their colonists. Some planets are more dangerous but easier to control, while others are much safer for colonists but require more effort to control them. Planets can be destroyed. On that rare occasion, simply flip the planet face down and leave it on the table.



Aliens

There are many types of aliens in the game that are native to the planets you are exploring and colonizing. These aliens will attempt to hamper your expansion. Each planet has one native species, shown on the planet's hexagon.



Each alien has a unique Alien Type symbol, which indicates the meeple that you should use to represent it on the board. Also it has a description of the unique ability for each alien.

Worm



Ability: Kill the two rightmost lifeforms, then move the worm one space to the left. If there is no other life form on the planet, remove

Hint: Lifeforms can be aliens, but not the Worm itself.

Slime



Ability: Double number of Slimes filling only unoccupied spaces.

Hint: If there are no more slimes left, then nothing happens.

Squid



Ability: Place a new squid on the adjacent left space. If there is a life form in that space, kill it.

Hint: Squids do not kill Squids. If there are no more Squids left, nothing happens.

Lizard



Ability: Move Lizard left one space, kill any life form on that space. If Lizard can not move, remove Lizard from planet.

Bug



Ability: If there is a life form adjacent to a bug, replace it with a bug.

Hint: If there are no more Bugs left, nothing happens. If the adjacent square is empty, nothing happens.



Commanders

These cards contain information on the attributes (weapons, cargo, bombs, engines) and the special ability of your Commander. Each attribute gives a different bonus at each level.

1. Weapons:

The higher your level the bigger the bonus you get on your Combat Rolls. For example, Level 2 on your Weapons gives you a +1 bonus on your Combat Rolls.

2. Cargo:

Level 1: 2 Cargo Slots. Carry only Colonists and/or Goods.

Level 2: 3 Cargo Slots. Carry only Colonists and/or Goods.

Level 3: 4 Cargo Slots. Carry anything, even Aliens!

3. Bombs:

Level 1: Roll Hit Die to determine the type of lifeform you hit. Kill one of that type.

Level 2: Roll Hit Die to determine the type of lifeform you hit. Roll D6 and kill that many of that type.

Level 3: Roll D6 and kill that many Colonists or Aliens. You can not hit both types, and you must kill up to the number you rolled.



4. Engines: It shows the maximum number of sectors you can move. You can move up to the maximum sectors, or you may choose to not move at all during your turn.

5. Ability: Each player has a unique ability. The bold caption displays the phase this ability can be activated.

6. Cargo Slots: Place Colonists, Aliens or Goods here, up to the maximum amount allowed by your Cargo Level.



GAME SETUP



1. Determine first player. The player that more recently read a sci-fi book is the first player. Otherwise roll a die. First players get the First Player token
2. Each player chooses a Commander and places a black wooden token on the first level of each attribute. Then everyone gets 300 Credits, one free attribute upgrade and you load your cargo with colonists (based on your Cargo Level).
3. Pick an Alien Card from each type of alien and shuffle them. Randomly draw two Alien Cards.
4. Shuffle the Scenario Cards and randomly draw one.
5. Create a pool of Planets based on the numbers and colors on the Alien and Scenario Cards. For example if you draw the "Cosmic Pioneers" scenario, the Squid and Lizard Aliens, then you should end up with 4 Red, 3 Blue, 2 Green and 2 Yellow planets.

$$\begin{array}{ccccccc}
 \text{Green} & \text{Red} & \text{Yellow} & + & \text{Blue} & + & \text{Red} & = & \text{Green} & \text{Red} & \text{Yellow} & \text{Blue} \\
 2 & 1 & 2 & & 3 & & 3 & & 2 & 4 & 2 & 3
 \end{array}$$

If there are not enough planets of a given color, then randomly draw planets of another color to substitute.

6. Place the Jumpgate Sector on the table.
7. Pass the selected Planets around (reverse clockwise) with each player taking turns (last player places first) placing down one hexagon until you have a circle around the Jumpgate and 11 planets!
8. To create the Alien Event Deck, add one Alien Card of the same type as each of the planets on the table. In the above example you should put: 4 Lizards, 3 Squids, 2 Slimes and 2 Worms.
9. Place the Colony ships (player tokens) on the Jumpgate and read the Scenario Rules that apply for this game.

TURN OVERVIEW

Phase 1: Aliens



This phase is executed **ONLY** by the First Player.

The First Player moves the Round Counter to the next step. If this is the first Round, then place a black cube on the first position of the Counter. If the image in the place of the new round is an alien, draw and resolve the top card of the Alien Event Deck. When you resolve such a card you do the following:

- First, execute the Alien's special ability as it is described on the card.
- Then, spawn an alien on all planets of that Alien Type on which there is no Alien of the same type. For example if you draw a Lizard, then you should spawn one on all Red planets with the Lizard icon on them. Aliens always spawn at the rightmost available spot. If there is no available spot, the alien kills and replaces the rightmost lifeform on the planet. Also, if there are no more alien meeples left of the specific type, ignore the spawning phase.

If at any time the Alien Event Deck has no more cards, re-shuffle it.

Phase 2: Movement / Combat

Movement: You may move up to the number of sectors defined by the level of your Engine attribute. You cannot end your movement on an Asteroid Belt, but the sector still counts toward your maximum movement if you want to pass through it.



Example: in the picture shown you need to be able to move at least 3 sectors to go to the last planet since you can never stop on an Asteroid Field.

Combat: If you end your movement at the same planet (not at the Jumpgate or Trade Post) as another player who has not crashlanded then combat ensues. Each player rolls a D6 die, adding any modifier they receive from their Weapons level. Defender wins ties. The loser crash lands!

Crash Landing

When crash landing, choose an adjacent planet. Asteroid belts, the Jumpgate and the Trade Post sector cannot be selected. The chosen location must have colonization spots. In addition you must:

- tip your ship onto its side on that planet,
- unload all cargo onto the planet's surface (colonists, aliens and goods).

Any colonists or aliens that do not fit on the planet are killed. You choose which lifeforms survive and the order in which they are unloaded onto the planet. You cannot choose to displace lifeforms that were already on the planet. Goods do not take up space on the planet and are instead unloaded above the colonization spots (see Phase 4 for details). In the rare event that there is no adjacent planet you must crash land on the nearest applicable planet.


While you are crash landed you can not engage into any other actions. That includes being attacked by other players.


Regardless of whether a player was attacker or defender, at the beginning of their next Movement phase they straighten their ship and proceed as normal with their turn.


Phase 3: Adventure / Jumpgate


Adventure: If you end your movement in orbit of a planet you must go on an "adventure". This involves rolling a die and following the directions for that die result on the planet.


There are 6 possible effects

+X  = place X colonists from your reserves on the planet, starting with the leftmost available space. If the planet does not have enough available spaces, then excess colonists may be placed in the ship's cargo (up to your maximum capacity).

-X  = remove X colonists from the planet starting from the rightmost colonist. If you removed all colonists from the planet and you still have more to remove, you must remove colonists from your Cargo Slots.

+X  = get X credits

-X  = lose X Credits. If you have less than X you lose it all and nothing else happens.

 = you crash land!

Roll of 1 = Draw and resolve the top of the Alien Event Deck.

Example: If you end your movement on the planet Ravan, roll a D6. If your roll results in 2, you must crash land. If it is a 3 or a 4 you need to remove 2 Colonists. If your roll is a 6 you gain 100 Credits. On a roll of 1 always draw the top Alien Event card and resolve it.



Jumpgate: When you stop your movement on the Jumpgate you may take the following actions in order:

- dispose of any unwanted cargo from your ship (goods, lifeforms and whatever you can hold in your cargo slots),
- gain 200 credits plus 100 additional credits for each planet you control,
- upgrade an attribute at a cost of 500 credits per level,
- load as many colonists as your ship can fit (based on your Cargo level).

Phase 4: Deployment

In this phase you may load or unload colonists (and/or aliens) from your ship to the planet's surface and/or from the planet's surface to your ship (as restricted by their number of slots for cargo). Load and Unload can take place simultaneously and thus exchange aliens, colonists or goods between planet and ship.

Remember! Unless contradicted by a special power (such as that of Commander Fraser) you must unload colonists to the leftmost available spot. Aliens are unloaded to the rightmost available spot.

You may also unload Goods tokens. When you unload goods to a planet or trade post, as described by the Scenario, card you immediately receive the relevant reward and return the goods tokens next to the scenario card. If they are being unloaded to a similar planet to their location of origin (same color) they are removed from the hexagon. If they are unloaded to a location that does not fit either of these descriptions they remain on the hexagon, not filling any planet slots. Any player may load them during his/her Deployment Phase.

When there are at least as many Colonists on the planet as green spaces, the planet is considered to be controlled. Colonists do not need to be on the green spaces for this to happen. The player with the most Colonists controls that planet. If two or more players are tied then noone controls that planet.

Phase 5: Bombard

You may choose to bombard the planet you are orbiting. Roll a die and resolve it based on your Bombs level. Unless it is contradicted by any Commander or Upgrade text, the rightmost Colonist or the leftmost Alien must be hit first, even if the rightmost Colonist belongs to the bombarding player.

End of Round

Once the last player has acted:

- If this was the 12th Round, then the game is over.
- pass the first player token to the player on your left.

GAME END

The game ends after 12 turns unless there is a special condition by the scenario card.

Players then receive Victory Points (VP) for the current state of the game as follows:

- 1 VP per colonist on any sector
- 5 VP per controlled planet
- 1 VP per 500 credits

The player with the most VPs is the winner.

