

Planet bound

Synopsis: Your planet is dying and the “Galactic Federation”, or GF for short, has uncovered ancient writings from an unknown race of aliens that spoke of a new home world in the outer reaches of the universe that can support human life. With this new knowledge the GF has put you in charge of a rag-tag group of explorers to find the planet and colonize. Your task is to take your starship with its crew of 6 and explore the distant galaxy for resources and artifacts to help gather clues to find the planet and send back it’s coordinates.

You will use your ships scanner to search the regions of space to find new planets to explore.

With the discovery of these new planets you will land and explore. Each planet will have its own type of resources or artifacts to help you gather clues to the location of the new world. All planets will be hostile and different races of aliens will attack your landing party and destroy your landing craft. After scanning the planet surface, you will travel to the area where the minerals are and mine for the valuable resources. These resources will allow you produce the necessary ship requirements such as fuel, weapons, shield energy, the ability to upgrade your cargo hold at a Federation space stations. Certain rare planets will have artifacts that will help provide clues to the location of the new home world.

If you can find the five alien artifacts, gather enough resources to provide the necessary fuel or ship functionality for the final journey to the home world, you will save mankind from extinction.

Components: (a cup or bag for random draw)

9-cards

- 1 – Space ship – [Mining or Military]
- 1 – Weapon systems card – [Mining or Military]
- 1 – Cargo hold card – [Mining or Military]
- 1 – Fuel storage card – [Mining or Military]
- 2 – Terrain cards
- 2 – Space travel cards
- 1 – Event/Resource card

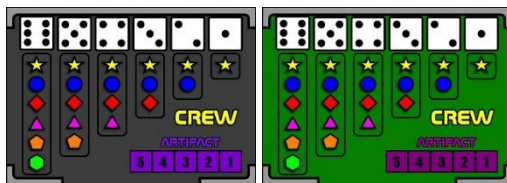
Dice

- 2 – d6 [white]
- 1 – d6 [red]
- 1 – d6 [black]
- 1 – d6 [blue]
- 1 – d6 [green]

Cubes

- 2 – red - planet and resource
- 2 – green - planet and resource
- 2 – blue - planet and resource
- 2 – black - planet and resource
- 1 – yellow - fuel system
- 1 – orange - weapon system
- 1 – pink - shield system
- 1 – purple - Artifact

Card details



Spaceship card: Mining and Military

The **Mining** space ship will have less available weapons, less shield ability, more cargo storage and more fuel storage.

The **Military** space ship will have more weapon upgrades, more shield ability, less cargo storage and less fuel storage.

You have room for [6] officer's [Captain, Navigation, Landing Party, Shields, Weapons, and Cargo hold] represented by the white d6, which will make up your crew. Each time you take a crew loss you will move the white die to the right one space. As you lose an officer, certain type of ship functionality that is run by that ship's officer will fail or not be available.



Shields/Weapon System card:

Mining space ship will have one weapon system.

Military space ship will have two weapon system.

You will place a cube on the space to mark off the number of that type of system available. As each system is used, you will move the cube down to the next lower number showing that you have one less cell of that system. When you have used the last cell of a system, you will remove the cube from the card to show that the system is unavailable. There are two officer's that are in charge of the shields and weapon system. If you lose these offices, these systems will either stop functioning or have a limited effect.

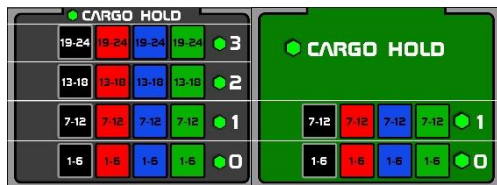


Fuel System card:

Mining space ship will have 53 fuel storage compartments.

Military space ship will have 35 fuel storage compartments.

You will place a cube on the space to mark off the number of fuel cells available. As fuel cell is used, you will move the cube down to the next lower number showing that you have one less fuel cell available. **If you run out of fuel the game is over unless you can still convert resources to make more fuel cells.**

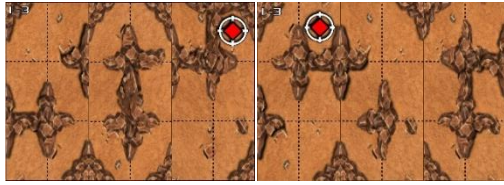


Cargo Hold card:

Mining space ship will have four cargo storage compartments.

Military space ship will have two cargo storage compartments.

You start the game with cargo hold space 0 and once you've mined enough resources and visit a Space Station, you can upgrade your cargo hold to the next level. Only one cargo hold upgrade per visit at a space station. To upgrade to the next level, you will have to visit another Space Station. There is one Cargo Hold Officer that manages the cargo space and the resources held there. If you lose the Cargo Hold officer you can't upgrade the cargo hold or convert resources but you can still put resources in the cargo hold.



Terrain cards (2):

When you find a planet, you will scan it for resources and decide if you want to land or not to gather those resources. You must use your mining drone and search the planet surface for each resource. The Exploration office is in charge of the mining drone and the surface exploration. If you lose the Exploration officer you won't be able to send a mining drone down to the surface. Travel on the surface will start at one location and the resource will be on the other location.



Space travel cards (2):

During the start of each turn you will scan the area of space near you "if you have a Navigation officer" to see what planets are near your location. Once you find a planet or planets, you can travel toward those planets and send an away team to gather resources. Be careful, each move your ship makes through the sector will bring you closer to danger or catastrophe. If you don't have a Navigation Officer you will only be able to travel to a Space Station to hire a new navigation officer. When you start your space travel you enter a space travel card on the left and must make your way to the right edge of the card to start the next turn.



Event card:

There are 12 events which can affect your space travels as you move from planet to planet. Most are bad, but some are catastrophic. Depending on your ships systems, your resources, or your crew condition, will determine how you resolve each event.

2 – Asteroids = "Your ship travels through an asteroid field and causes you to lose [2] shield cells"

3 – Crew Death = "A crew member is injured due to a system malfunction, move the ship crew die to the right one space"

4 – Salvage Ship = "You ship comes across an abandoned ship and you find a random resource. Place all four of the resource cubes in a bag and draw one. Roll the d6 for that resource and add it to your cargo"

5 – Cargo Loss = “A cargo mishap causes you to lose some of your resources. Place the colored cubes of the resources you have in the cargo hold and draw one. Roll a d3 [1-3] to see how much of that resource you lose”

6 – Fuel Loss = “You accidentally use too much fuel in a test run. Remove [1] fuel cell”

7 – No Event = “nothing happens”

8 – Alien Attack = “A random alien attack causes you to use a shield to prevent damage to the ship’s hull”

9 – Crew Rescue = “You find a ship in distress with a lone crew member. This crew member joins your crew and you move your white crew die to the left one space if you have less than six crew”

10 – Lost in Space = “A navigation mishap causes the ship to get lost. Move the space ship die to the left edge of the space travel card. You must start your space travel over again and make your way to the right edge of the card.

11 – Asteroids = “Your ship travels through an asteroid field and causes you to lose [2] shield cells”

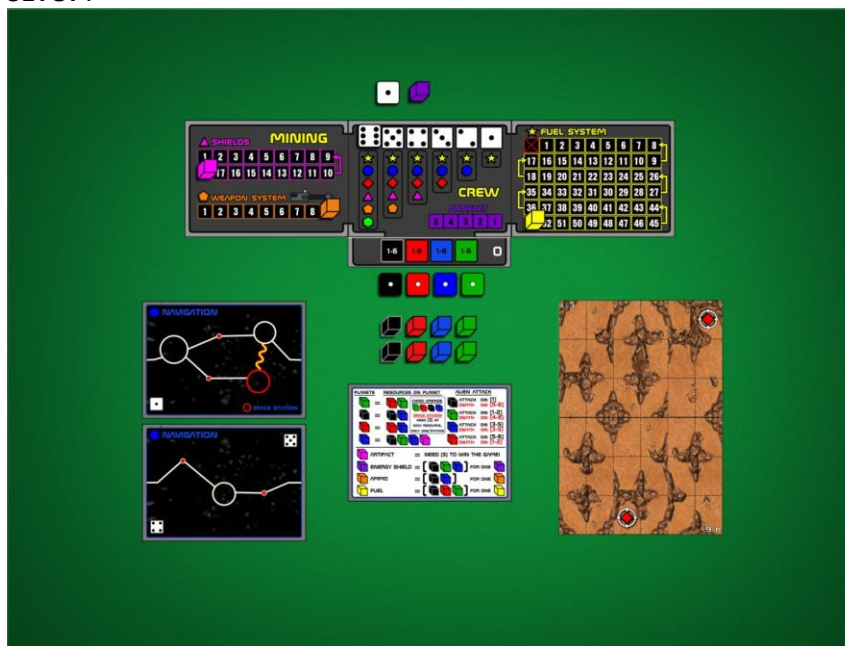
12 – Alien Attack = “A random alien attack causes damage to the ship which causes you to lose [1] shield cell, [1] weapon cell and [1] crew member.”

PLANETS	RESOURCES ON PLANET	ALIEN ATTACK
GREEN	WOOD	ATTACK d10 (1-4)
BROWN	IRON	ATTACK d10 (1-4)
RED	WATER	ATTACK d10 (1-4)
BLUE	WATER	ATTACK d10 (1-4)
PURPLE	ARTIFACT	ATTACK d10 (1-4)
ORANGE	ARTIFACT	ATTACK d10 (1-4)
YELLOW	ARTIFACT	ATTACK d10 (1-4)
PINK	ARTIFACT	ATTACK d10 (1-4)
WHITE	ARTIFACT	ATTACK d10 (1-4)
BLACK	ARTIFACT	ATTACK d10 (1-4)
GREY	ARTIFACT	ATTACK d10 (1-4)
TEAL	ARTIFACT	ATTACK d10 (1-4)
LIGHT GREEN	ARTIFACT	ATTACK d10 (1-4)
LIGHT BROWN	ARTIFACT	ATTACK d10 (1-4)
LIGHT RED	ARTIFACT	ATTACK d10 (1-4)
LIGHT BLUE	ARTIFACT	ATTACK d10 (1-4)
LIGHT PURPLE	ARTIFACT	ATTACK d10 (1-4)
LIGHT ORANGE	ARTIFACT	ATTACK d10 (1-4)
LIGHT YELLOW	ARTIFACT	ATTACK d10 (1-4)
LIGHT PINK	ARTIFACT	ATTACK d10 (1-4)
LIGHT WHITE	ARTIFACT	ATTACK d10 (1-4)
LIGHT BLACK	ARTIFACT	ATTACK d10 (1-4)
LIGHT GREY	ARTIFACT	ATTACK d10 (1-4)
LIGHT TEAL	ARTIFACT	ATTACK d10 (1-4)

Reference card:

Each planet has specific resources that can be gather from the planet surface and you can mine the same number of times as there are a resource type. A certain planet will provide the necessary artifacts to find the home world with only one artifact per planet explored. Different types of Aliens will attack your landing party.

SETUP:



Note: It is not critical on which side the terrain and space travel cards are showing, they will be used later. Make sure the cargo hold card is slid under the ship crew card up to the first line with a single row of dice showing.

GAME PLAY:

Each turn consists of the following phases:

1. **SCAN SPACE** - Scan the region of space near your ship *"if you have a navigation officer"* to see which planets are close by for searching.
2. **SPACE TRAVEL** - Move your ship from sector to sector to get to a discovered planet, all the while dealing with possible ship events and encounters *"if you have a Shield or Weapons officer"*.
3. **LAND ON THE PLANET** - Once you are orbiting the planet, you will scan the surface for resources and send a landing party *"if you have a Landing Party officer"*, to gather the resources or artifact and bring it back to your ship.
4. **ALIEN ATTACKS** - While on the planet surface, you may be attacked by different alien races that are protecting their resources or artifacts. You can attack these hostile aliens *"if you have a weapon's officer"* and destroy them before they destroy you. If your landing craft takes more than 6 damage during its planet exploration, you lose your landing craft and will have to purchase a new one.
5. **RETURN TO THE SHIP** - Once you've gathered all the resources you need or can get away with, you will unload into your cargo hold for storage. "Remember that you can't hold more resources than you have cargo space for".
6. **CONVERT RESOURCES** - After you've returned to the ship, you can convert all your resources to valuable ship supplies or ship upgrades *"if you have a Cargo hold officer"*. You will also be keeping track of any alien artifacts you have found on the planet surface.
7. **EXPEND FUEL** - As you are performing all the above tasks you will be expending valuable fuel. The only way to resupply your fuel is by converting resources obtained from the planet surface.
8. Start at step #1 again and continue searching for the five alien artifacts.

Ending the game:

Once you have found the five alien artifacts, you will layout out two of the space travel cards end to end and make your way through them "no planet landing during this period" and once you reach the end of the second card you will flip the space travel cards over and make your way through those two cards again from the beginning till you reach the end, hopefully without running out of fuel or crew. Only deal with events during the space travel through the four space travel cards.

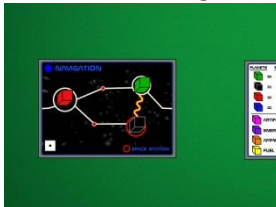
If you can make it to the end of the fourth space travel card to the home world with at least 1 fuel remaining and at least the captain of the ship, you have won the game.

Detail description of each phase:

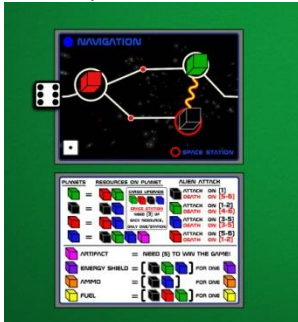
1. **SCAN SPACE** - At the start of each turn you will be scanning a sector of space for planets you can explore. Roll the white d6 and based on number rolled find the **space travel** card with the matching number on it and place it on the table with the image of the die showing in the lower-left.



Next, place four colored cubes [black, red, blue, green] in a bag or cup. Randomly draw the number of cubes that match the number of circles on the card. As you draw each cube, place it in a circle starting from left to right.



Now place the reference card below the space travel card to see which resources belong to first planet you will travel to and place them in a bag. Also, place the white d6 next to the left edge of the space travel card to represent your space ship showing the amount of crew still available.



You are ready to start your space travel.

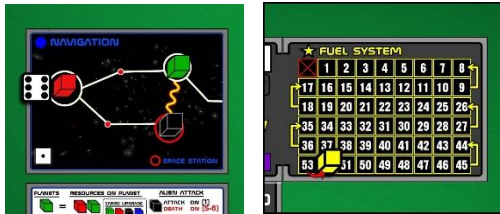


If you are down to your last crew member (Captain) and no longer have a navigation officer, you will not be able to scan for planets and will only be able to travel to a space station to hire more crew. Each crew member costs one of each resource to hire [red, black, green, and blue cube].

The **red** circle on the space travel card represent a space station orbiting the planet in that region of space. A space station is where you can upgrade your cargo hold or hire new crew to replace the ones that are gone.

The **red** dot on the space travel card represents a hazard zone with some type of event your ship will encounter as it moves through that section of space. See [Event card](#) and roll 2d6, the effects take place immediately.

2. **SPACE TRAVEL** – After you have scanned a region of space and found planets to explore, you can travel to each planet by following a path. You will always start your space travel from the left side of the space travel card and move along the course lines. Each circle is a sector in that region of space that will have a planet and possibly a space station orbiting that planet.



As you move your ship “white d6 showing the same number of crew members” along the sector lines it will use up a single resource of fuel which you will keep track of on your fuel system card. As you move from point to point you will consume fuel and then enter either a sector of space with a planet, a Space Station, a hazard zone, or a worm hole.

- If you want to travel through a **wormhole** to take a short cut to a planet “the yellow wavy line” you will need to use [3] fuel cells and [2] shield cells to safely get through it. If you have the fuel but not the shield cells, you can still travel through the wormhole, but you will lose a crew member. If you don’t have a Shield system officer when going through the wormhole it cost an extra [1] fuel cell and [2] shield cells to get through the worm hole.
- If you enter a sector with a red dot you’ve passed through a hazard zone and must check on the Event card to see what has befallen your ship and/or crew. Flip over the Reference card to the Event condition side and roll a white d6 twice adding the total. Cross reference this total with the event card to see which type of event has occurred. The effect happens immediately. *If you lose you last crew member or fuel cell you lose the game.* If you don’t have a weapons or shield system officer when entering a hazard zone, the effects of the hazard will be doubled depending on the type of event.
- If you enter a planet sector with a white circle you can orbit around a planet and scan it for resources and then decide to land on the planet and mine for those resources.
- If you enter a planet sector with a red circle, besides orbiting a planet, you can also dock with a Space Station orbiting around the planet to do the following:
 - Upgrade your cargo hold by one section, once per space station visit.
 - Convert a single resource into another type of resource such as converting one red resource into one green resource.
 - Hire a single crew member that was lost for one of each resource [red, black, green and blue]
 - Upgrade your weapon system on the Military ship for two of each resource [red, black, green and blue]
 - Service your landing craft to its full armor strength for one of each resource [red, black, green and blue]
 - Purchase a new mining drone for three of each resource [red, black, green and blue]

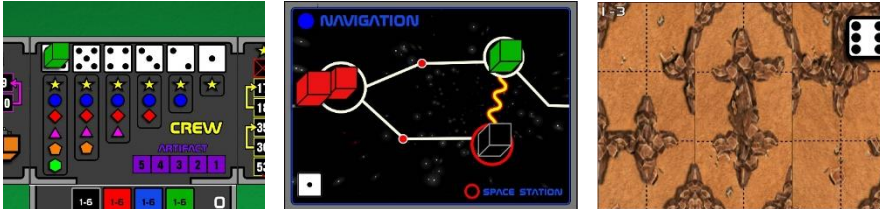
3. **LAND ON THE PLANET** – If you decide to explore the planet and still have the Exploration Officer

♦ as a crew member, you can send down a mining drone to the planet surface. If you don’t have an Exploration Officer, you can’t mine for resources on any planets. NOTE: It takes one fuel cell to orbit the planet while you mine it. You can mine each planet the same number of times equal to the number of resources shown for that planet.

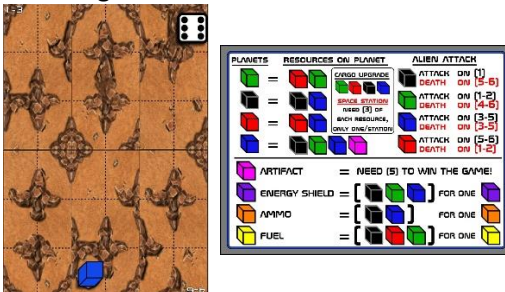
So, for example, if you mine the blue planet you can return to the planet surface four times, using a fuel cell each return and mine for resources or find one artifact. After that, the planet has been drained of its resources. Each time you return to the surface

the same resource is put back into the bag and can be drawn again. The artifact is the only item that can be found one on a planet.

To setup for mining, first remove the two white d6 from their spaces and replace them with any available cubes not being used. Remember to not use cubes that are part of the planets resources you are exploring. Randomly pick one of the terrain cards and roll the white d6. The number rolled will determine the side of the card used [1-3] or [4-6]. Set the card on the table below the main ship with the number in the upper-left corner. Now take that white d6 and place it on the terrain card in the space with the white circle and red diamond. Make sure the die shows a 6 which is the armor protection of the craft.



Roll the second white d6 and place the other terrain card directly below the first card with the card facing based on the number rolled [1-3] or [4-6] and the number on the card showing in the lower-right corner.

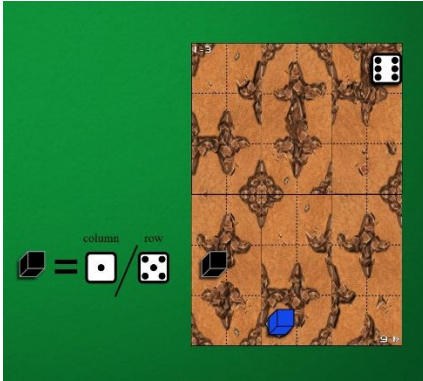


Look at the reference card to see what type of resources can be found on the planet you are exploring. Place those colored cubes in a bag and draw one cube from the bag. Place this cube in the other space with the white circle and red diamond. This is where the scanner shows the location of the resource.



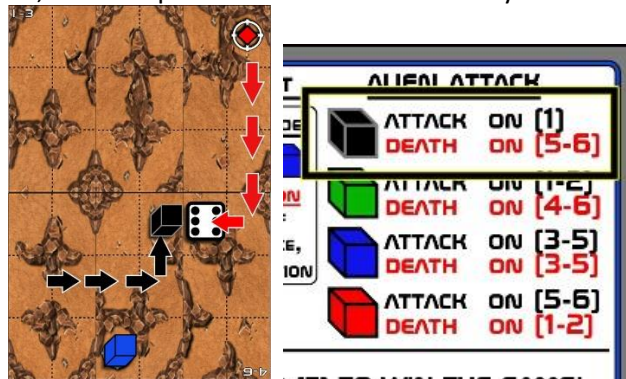
If you are exploring a planet that might have an artifact on it and you already have one or more artifacts, temporarily use another colored cube to mark the spot of the artifacts obtained and place the purple cube in the bag for the random draw.

Next, place any remaining cubes in a bag to act as alien attackers. Roll the white d6 twice to determine the location of the alien attacker. The first roll will determine the column and the second roll will determine the row on a 6x6 grid made from the two cards. Draw a cube from the bag and place it in the location on the terrain cards matching the location rolled.



Now its time to make your way to the resource. Your mining drone can move one space at a time. Each space you move, the alien attacker move one space in the direction toward your mining drone.

So, for example the follow movement may occur:



4. ALIEN ATTACKS -

When the alien attacker moves into a space adjacent to the mining drone, it starts the attack. Check on the reference card to see what attack and damage rolls are needed to destroy the alien or mining drone. Roll the white d6 for the alien attack first to see if it damages the mining drone. Then roll the d6 to see if the drone destroys the alien. The drone only needs one hit to destroy the alien. The alien attacker needs 6 hits to destroy the drone which is marked down by decreasing the number on the die. The drone can't move until the alien attacker is destroyed. If the drone is destroyed, the exploration is over and you must purchase another mining drone from a space station.

Once the alien is destroyed the mining drone can continue moving toward the resource. When the alien is destroyed roll for another alien attacker as above and continue the movement/attack process again.

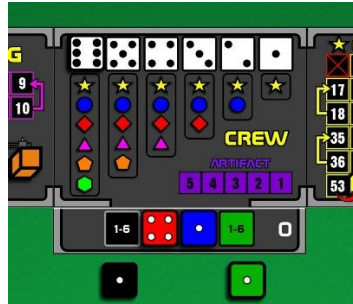
When you reach the resource, you pickup the cube and make your way back to the original starting location. The alien will continue to spawn and attack as long as you are moving either toward the resource or back to the starting location.

When you move the mining drone back to the starting location, you recall the drone back to the ship and can either scan and mine for another resource on the planet surface in a different location or leave orbit and travel to another planet.

5. RETURN TO THE SHIP – When the mining drone returns from the surface with the resource cubes you will unload it into your cargo hold for storage. “Remember you can’t hold more

resources than you have cargo space for”. Based on the colored cube you unload, roll the corresponding colored d6 and place it in the cargo hold on the same colored space.

So, for example you mined a red and blue cube from the planet, you roll the red d6 and the blue d6 and get the following results. Red d6 [4], blue d6 [1].




Place the dice in the cargo hold on their matching colored spaces. If you have upgraded your cargo hold and obtain more resources than the maximum of six, move the dice up to the next space and adjust the dice to match the amount.

So, for example you have upgraded to a second cargo hold and have the red resource maxed at six. You mine three more red resources and must place the new resources in the cargo hold. Change the red dice so it shows three and move it to the next space above. You now have $6 + 3 = 9$ total red resources.





























If you ever mine more resources than you have cargo space for it will go to waste. If you found an artifact on the planet you will place it in the space designated for the five artifacts. Once you find the fifth artifact you will begin your final journey to the home world.

CONVERT RESOURCES – After you’ve returned to the ship and placed all the mined resources in the cargo hold, you can convert these resources into valuable ship supplies or ship upgrades but you must have a Cargo Hold Officer in your crew. To convert resources, you first need the Cargo Hold Officer  in your crew and the reference card to see which resources will convert into other items. Without the Cargo Hold Officer you won’t be able to run the ships conversion program and will need to hire a replacement office to the crew. When you convert a resource into a new item you must modify the resource dice in the cargo hold and then move the item cube on the fuel, shield or weapon system card. You can also convert a single resource into another type of resource such as converting one red resource into one green resource. You can also service your landing craft to its full armor strength for one of each resource [**red**, **black**, **green** and **blue**]

If you want to purchase a mining drone, upgrade the weapon system, hire a new crew member or upgrade the cargo hold, you will need to be at a Space Station.

Upgrade your cargo hold by one Service your landing craft to its full armor strength for one of each resource [red, black, green and blue]

- section, once per space station visit for two of each resource. [red, black, green and blue]
- Hire a single crew member that was lost for one of each resource [red, black, green and blue]
- Upgrade your weapon system on the Military ship for two of each resource [red, black, green and blue]
- Purchase a new mining drone for two of each resource [red, black, green and blue]

PLANETS	RESOURCES ON PLANET	ALIEN ATTACK
	 = CARGO UPGRADE	 ATTACK ON [1] DEATH ON [5-6]
	 = SPACE STATION NEED [3] OF EACH RESOURCE, ONLY ONE/STATION	 ATTACK ON [1-2] DEATH ON [4-6]
	 =	 ATTACK ON [3-5] DEATH ON [3-5]
	 =	 ATTACK ON [5-6] DEATH ON [1-2]
	 ARTIFACT = NEED [5] TO WIN THE GAME!	
	 ENERGY SHIELD = [  ] FOR ONE	
	 AMMO = [ ] FOR ONE	
	 FUEL = [ ] FOR ONE	

- EXPEND FUEL** – After you have stored your resources or converted any resources to items you need; you can end your turn and finish tracking your fuel usage. As you are performing all the above tasks you will be expending valuable fuel. Remember that you must expend fuel when performing the following tasks;
 - Space travel from sector path to sector path equals one fuel cell
 - Orbiting the planet while mining for resources equals one fuel cell per mining expedition
 - Traveling through a wormhole equals use [3] fuel cells and [2] shield cells to safely get through it. If you have the fuel but not the shield cells, you can still travel through the wormhole, but you will lose a crew member. If you don't have a Shield System officer when going through the wormhole it cost an extra [1] fuel cell and [2] shield cells to get through the worm hole.

The only way to resupply your fuel is by converting resources obtained from the planet surface into fuel cells.

Once you have expended the necessary fuel cells you can start the next turn. Continue performing each turn until you obtain the five alien artifacts. Once you have obtained all the artifacts you will make your final journey to the home world.

PATH TO THE HOME WORLD – Once you obtain the last of the five alien artifacts you can start your final journey to the home world and victory. If you don't have the necessary ship supplies to make the journey you can still travel to planets and mine for more resources and then make the journey when you are ready.

To start the final journey, you will have to travel through all four space travel cards end to end. Roll the white d6 and place the space travel card matching the number rolled. Take the second space

travel card and place it to the right of the first card so they are end to end. Place the ship die on the far-left edge of the first space travel card with the number of crew remaining. Ignore all wormholes on the final journey. Move the dice to the right sector by sector using the necessary fuel needed for each sector. If you move through any hazard zones, check on the event card and have the affect apply immediately. Once you get to the far-right edge of the second space travel card, flip over both cards and move the dice back to the far-left edge again and repeat the process until you get to the far-right edge of the second card. If you reach the right edge with at least one fuel cell and one crew member, you successfully enter the home world orbit and relay the coordinates of the new world back to earth; winning the game.

LOSING THE GAME – If you ever run out of fuel or lose your last crew member, the game is over.