

FAN EXPANSION BY  
(A P H I)  
FOR  
**JACOB FRYXELIUS'**  
**TERRAFORMING MARS**



# TERRAFORMING MARS PATHFINDERS

FAN EXPANSION

# Pathfinders

*a fan expansion for TERRAFORMING MARS*

## Introduction

I bought Terraforming Mars in March 2017 as a birthday gift for myself because I loved the theme (physicist and architect here - building on mars? HELL YEAH!).

Since then, this game became a weekly play for my friends and I. At this point we have played more than eighty games as a group. At some point we acquired Hellas and Elysium, but we wanted more. We found new corporations online, and created some of our own based on our experience. Later we speculated about what kind of projects or cards would be fun and thematic (we are all science fiction fans, just geeky nerds). Our thoughts materialised in our own custom expansion.

While playing the Pathfinders I would advise against using the world government terraforming rule from ***Venus Next***.

The expansion does not change any of the existing mechanics of the game. I know that cards look a *little* different to originals, but they were recreated entirely in graphic design software. Some of descriptions are made clearer for my newbie friends. I think the cards are similar enough.

The expansion focuses on the theme of expansion of humanity in the solar system. Building new societies and culture. Focusing on some extra projects on Mars connected with information and culture.

*- Jakub*

## WHAT'S NEW

- **75 new Project cards**, including 5 mega-structures (cards with 4 tags);
- **25 new Corporation cards**;
- **16 new Prelude cards**;
- **6 new Global Event cards**;
- **3 new special (brown) tiles**: *Crash Site*, *New Venice*, *Red City*, and *Wetlands*;
- **2 new Colony tiles**: *Iapetus & Leavitt Station*;
- **Solar system mini board**;
- **New Map Board**: Arabia Terra;
- **New resource**: ;
- **New tags**:



MARS;



PLANET OF CHOICE

(see later for additional rules).

### Expansion Compatibility

The Pathfinders expansion is designed to combine material from the various official Terraforming Mars expansions, including Venus Next, Prelude, Colonies, & Turmoil.

If you have and play with all four you can simply mix everything in with no problems.

Should you not be playing with some of these expansions, some cards will be obviously absent of their type entirely. Meanwhile others will prove useless as they reference mechanics you are not using. Either remove these before play, or discard and redraw if they are drawn.



## RULES & GAME PLAY



### Planet of Choice (TAG)

This tag allows you to choose which planet it represents when you play it (Venus /Earth /Mars /Jupiter) and it stays as the chosen planet for the rest of the game. When the planet is chosen place one of your player markers next the track of selected planet on the new solar system mini-board to indicate this. These markers count as that planet's tags which count as would tags on your cards



### Data (RESOURCE)

Pathfinders also introduces a new resource: Data! Data represents information that may be of value in the development of the solar system. Data is collected on cards and work in the same way as microbes and animals.

### Solar System Mini Board

The Solar System board represent the societal development of terraformers and space settlers.

**Additional city areas:** The Solar System board also features five new areas for specific cities placed by project cards in the expansion, similar to *Phobos Space Haven* and *Ganymede Colony* on the main game board. *Venera Base* is an entire city dropped

## Pathfinders *Fan Expansion*

from orbit, and designed to resist the corrosive atmosphere of Venus. The rest represent “mega-projects”, vast edifices of scientific and engineering achievement, who’s crews are so vast that they count as full-on cities. *Dyson Screens* collect energy direct from Sol, transmitting it efficiently throughout the solar system. The *Lunar Embassy* provides a neutral meeting place and system parliament for the many factions that now reside across the system. The Martian Transshipment Station allows the rapid delivery of items to and from mars the closest truly habitable planet to Earth. *Ceres Spaceport* provides a mid-point between the inner and outer planets with gigagrams of cargo and thousands of souls passing through here every week.

**Setup:** During setup, the Solar System board is placed next to the game board, with a white or copper marker on zero at the start of each planetary influence track.

**Planetary Influence Tracks:** These tracks represent the cultural impact of each planet upon the nascent Solar civilization. They are NOT Global Parameters, although they can be increased in a similar fashion.

Instead of cards or Standard Projects increasing planetary influence tracks, each time ANY player

## Pathfinders *Fan Expansion*

plays a card with any planetary tag(s) (Venus, Earth, Mars, Jupiter), that player immediately increases the matching planetary influence track on the solar system mini-board by one space for each such tag on that card.

Whenever a card with any planetary tag (Venus, Earth, Mars, Jupiter) is put into play, that player immediately increases the matching planetary track on the solar system mini-board by one space.

EXAMPLE: *When you play the Rare-Earth Elements card which has an Earth and a Mars tag you increase both the Earth and Mars tracks by one each.*

**Bonus steps:** This way the society that gains more attention and progress gives something back to the corporations. Every few steps *every* player receives a small reward. Rewards are connected thematically to the planet. Everyone receives the reward so everyone has an incentive to work on increasing the planetary tracks. Since everyone has a reason to contribute, some new strategies arise. Rewards become better the higher the tracks go.

Additionally, in most cases, the player who increased the track to that level gains an *additional* reward.

The steps on the track when you receive the reward are marked by white ellipse on the track.



## **Pathfinders** *Fan Expansion*

You receive the rewards that are shown the closest to that step (also listed below).

Track symbols as follows:

^ - the player who increased the track to that step gains this reward;

\* - every player gets this reward, including the player who increased the track (in addition to the “^” reward);

! - the player with the most of that planetary tag gains the reward (always the last space of the track for the biggest contributor).

Do not expect to reach the highest level each game but every maximum level is achievable. Make your own story of the exploration and which planet progressed the furthest.

This board has several features. In addition to the planetary influence tracks (explained later), there are reserved spaces for one City and four “mega-structure” projects (also using City tiles).

## Pathfinders *Fan Expansion*

### Planetary Influence Track Levels and Rewards

<b>VENUS</b>	^ - the player who increased the track	* - every player	! - the player with the most of that planetary tag
<b>3</b>	1 heat, and 1 floater to any card	1 heat	
<b>5</b>	1 heat production	1 plant	
<b>8</b>	rise Venus scale by 1	draw a card	
<b>11</b>	1 floater to any card, 1 Delegate to any Party	1 floater to any card	
<b>14</b>	6 M€	draw a card	
<b>1</b>	Rise TR rating by 1		2 victory points

<b>EARTH</b>	^ - the player who increased the track	* - every player	! - the player with the most of that planetary tag
<b>3</b>	1 plant	1 plant	
<b>6</b>		3 M€	
<b>9</b>	Any 1 resource	Any 1 resource	
<b>12</b>	1 Delegate to any Party	draw a card	
<b>16</b>	1 plant production	draw a card	
<b>19</b>	3 M€, 1 Delegate to any Party	3 M€	
<b>22</b>	Place a greenery tile		2 victory points



## Pathfinders *Fan Expansion*

<b>MARS</b>	^ - the player who increased the track	* - every player	! - the player with the most of that planetary tag
<b>2</b>		1 steel	
<b>5</b>	1 steel production	1 steel	
<b>8</b>	1 energy production	1 energy	
<b>11</b>	1 Delegate to any Party	draw a card	
<b>14</b>	Rise TR rating by 1	draw a card	
<b>1</b>	Place a city tile		2 victory points

<b>JUPITER</b>	^ - the player who increased the track	* - every player	! - the player with the most of that planetary tag
<b>2</b>	1 titanium		
<b>5</b>	1 floater to any card, 1 Delegate to any Party	draw a card	
<b>8</b>	1 titanium production	1 titanium	
<b>11</b>	Place an ocean tile	3 M€	
<b>14</b>	Rise TR rating by 1		1 victory point

## **CARD FAQ**

### **CRASHLANDING**

This special tile provides additional bonuses around it – place it carefully.

### **CREW TRAINING**

When playing the card, place your player colour marker next to the planetary track of the chosen planet to remember the choice.

### **PLANET PR**

Cards with two of the same tags counts as playing two in a row. You receive the bonus every two tags if you play more than two in a row.

### **LUXURY ESTATE**

You gain one titanium for every city and every greenery tile you own (each tile, not each pair of those tiles), the idea of the card is to use your steel and gain titanium instead.

### **MARTIAN TRANSHIPMENT STATION**

You may use resources on this card while placing greenery tiles after the last production phase.

### **NEW VENICE**

When playing the card, place the *New Venice* special tile on top of already placed ocean. The *New Venice* tile counts as both a special tile and city tile at the same time. Placing this tile counts as placing a City tile, and the special tile at

## Pathfinders *Fan Expansion*

the same time for the purposes of triggering cards such *PETS* or *ROVER CONSTRUCTION*.

### **RARE-EARTH ELEMENTS**

The card triggers with the *Capital*, *Wetlands*, and *New Venice* tiles. This card may be played even if you do not own any special tiles.

### **SOLAR STORM and SMALL COMET**

*BOTANICAL EXPERIENCE* and *PROTECTED HABITATS* reduce the negative plant removing effect of those cards when played on oneself.

### **SURVEY MISSION**

The card is intended to work along with the effect of the *ARCADIAN COMMUNITIES* corporation. When playing *ARCADIAN COMMUNITIES* you receive the 3M€ bonus from building on the reserved areas from the *SURVEY MISSION*.

### **WETLANDS**

Wetlands tile counts as a special tile and greenery tile at the same time. Placing this tile counts as placing a greenery tile, and the special tile at the same time for the purposes of triggering cards such *BOTANICAL EXPERIENCE*, *ARCTIC ALGAE* or *STEELARIS* corp. Raising the oxygen (and the ensuing TR) for the greenery, and the TR for the ocean are represented on the cards effect, and you only receive these.

Wetlands tile gives victory points when next to the Capital tile for being an ocean and when next to Cities for being a greenery tile.



## COLONIES IN PATHFINDER

The two Colony Tiles are mixed in with, and used like the other colonies when playing with Pathfinders *only*. Iapetus is to scale with other moons. Station is not for obvious reasons!

### ***Iapetus***

*Iapetus is the third-largest natural satellite of Saturn, eleventh-largest in the Solar System, and the largest body in the Solar System known not to be in hydrostatic equilibrium. Iapetus is best known for its dramatic "two-tone" coloration. Discoveries by the Cassini mission in 2007 revealed several other unusual features, such as a massive equatorial ridge running three-quarters of the way around the moon.*

Iapetus gives Data.

Iapetus starts with its white marker on the moon picture itself, and the marker is placed on the highlighted second step of the track immediately when there is any card in play that may collect Data. You can not place a colony there, or trade there, until this happens. Like with other colonies that do not give standard resources, this may not be used until a player has the ability to store that resource.

**Leavitt Station**

*Since terrestrial observatories must overcome the effects of gravity and atmosphere, scientists have long sought to place observational apparatuses into orbit. However, scientific advancements allow the building of a large structure in solar orbit, free of planetary microgravity, for the most clear and accurate observational data, not just of the solar system, but beyond!*

*Leavitt Station* gives a “PLANET OF CHOICE” tag as a placement bonus (see page 3), along with two science tags which count as would tags on your cards.

The trade bonus allows the trading player to increase the *lowest* Planetary Track by *X* spaces. If there are multiple tied tracks, the player chooses between them.

## ARABIA TERRA MAP

*Arabia Terra is a large upland region in the north of Mars that lies mostly in the Arabia quadrangle, but a small part is in the Mare Acidalium quadrangle. It is densely cratered and heavily eroded. This battered topography indicates great age, and Arabia Terra is presumed to be one of the oldest terrains on the planet. It covers as much as 4,500 km at its longest extent, with its eastern and southern regions rising 4 km above the north-west. Alongside its many craters, canyons wind through the Arabia Terra, many emptying into the large northern lowlands of the planet, which borders Arabia Terra to the north.*

This new game boards can be used instead of the ordinary game board. It depicts a new region of Mars, with new placement bonuses, ocean areas, and brand new sets of milestones and awards.

Several spaces with larger resource bonuses represent probe landing sites. Tiles with blue triangles count as reserved for oceans for the purposes of placing oceans only. For the placing of other tiles, they do not count as reserved. Overall, you may place any tile there with normal rules.

The Arabia Terra map lacks the Noctis region, so the tile from the card Noctis City loses its placement restriction and may be placed on any non-ocean area.

It does, however, have four volcanic sites where the Lava Flows tile can be placed: ***Charybdis***, ***Flaugergues***, ***Ladon***, & ***Tikhonarov***.



## **MILESTONES**

**ECONOMISER** requires that you have five heat production.

**PIONEER** requires that you have three colonies in play.

**LAND SPECIALIST** requires that you have three special (brown) tiles in play.

**RESEARCHER** requires that you have four Science tags in play.

**BUSINESSMAN** requires that you have six earth tags.

## **AWARDS**

**COSMIC SETTLER** rewards the most city tiles NOT on Mars.

**BOTANIST** rewards the most plant production.

**COORDINATOR** rewards the most event cards played.

**ZOOLOGIST** rewards the most animal recourses on cards.

**CONTRACTOR** rewards the most active (blue) cards in play.

**Rules version 2019-10-01**

## **MEGACREDITS**

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