

VLAADA CHVÁTIL

GALAXY TRUCKER

KEEP ON TRUCKING



EVERYTHING YOU NEED TO KEEP ON TRUCKING!

5-PART EXPANSION

This *Galaxy Trucker* expansion is actually **five expansions** in one box! The different expansions can be used separately or combined in various ways.

You probably want to try the tiles with **new technologies** right away, and so you might as well add the **new adventure cards**, too. Once you feel like you understand those parts of the expansion, try out the **new ship boards** – but you don't have to use them every time. They're just a fun twist. (Or a nasty turn, depending on your point of view.)

For **Transgalactic Trek** truckers, we have new titles and new rules! All parts of the expansion work with the Trek in almost all combinations. (The Contraptionist title should be used only if the new ship tiles are in the game.)

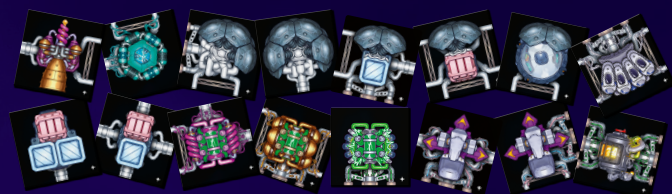
And have you tried **Rough Roads**, the mini-expansion available for free online? Well, now it's in the box! Pick up the deck to feel the delicious texture of the card stock. Smell the high-quality ink. And then put the deck right back in the box. Seriously. We know you're all tough truckers, but this expansion is *designed* for tough truckers. The other parts of the expansion will offer you plenty of challenges. Trust us. Rough Roads will wait until trucking starts feeling easy again.



Every card and tile in this expansion is marked with this symbol to make them easy to separate from those that came with your base game.

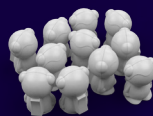
NEW TECHNOLOGY

This includes not only 52 new tiles, but also some extra bits and pieces to support them. And there's even a new type of alien which can give you a unique ability!



52 new component tiles

Frontier plumbing and sanitation systems can now have more power, indestructible plating, and catapults!



12 extra astronaut figures

We were defrosting the cryogenic freezer and found a few more astronauts under our cache of thaw-and-serve pizzas.



6 cyan alien cards

Six unique professionals, ready for space travel.



4 cyan alien figures

Did we say six? Well, two are always on vacation. Cyan aliens take work-life balance very seriously.



20 extra goods blocks

Mostly blue ones. We picked them up cheap at an army surplus sale.

NEW ADVENTURE CARDS

Mix these in with the original adventure cards to discover hidden wonders of the Galaxy!
(Wonders like "I wonder if I'll get out of this alive.")



3 new level I cards

Including a suspicious one that also has II and III printed on the front.



3 new level II cards

Can you guess how Wide-Open Space works without reading the rules?

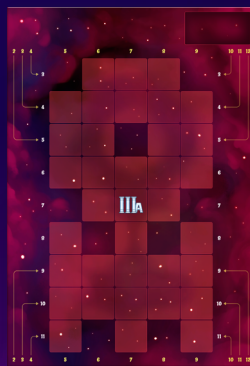
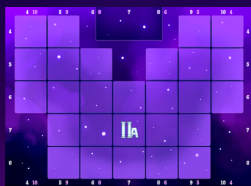
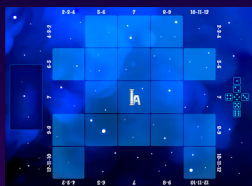


3 new level III cards

Uh ... that's a LOT of meteors. Better check the rules to see if we're serious.

NEW SHIPS

Try replacing the standard ships with these new designs! Their stylish shapes and innovative use of building space made a big impact on Corp Inc's test pilots. (Not as big an impact as the meteors, though.)



4 new ship boards

Once again, we have wrapped space-time to bring you three-sided boards! Well, maybe we overdid it a bit. These ships keep wrapping space-time even during the game.

TRANSGALACTIC TREK

Plus 2 new titles (as well as new rules) for the Transgalactic Trek!



2 new trucker titles

For truckers who have mastered the old ones.
(And for truckers still looking for a title they can master.)



title dock

Not a title duck. This would be a weird shape for a duck.

ROUGH ROADS

Each of these cards adds a special rule that will make your flight unique! And terrifying.



21 Rough Roads cards

Inspired by the Truckers' Best Space Wrecks trading card series.

WANNA SEE THE SHIP ON THE COVER FLY?



cge.as/gt2t

NEW ADVENTURE CARDS

"The new adventures are slightly harsher than those you are used to, but there aren't many of them, so just shuffle them in with the regular decks and you won't even know the difference." That's what we thought about telling you, but the truth is, when a card shows up only rarely, that makes the surprise that much nastier.

So we recommend explaining these cards to your fellow truckers before the game starts – there's really not time to look up the rules when you discover the card in the middle of shipbuilding. And if your group never looks at cards during building, these new adventures will give you a reason to do so from now on.

To use this expansion, just shuffle the new cards in with the regular decks.

JUNKYARD

Interstellar junkyards are fascinating places, full of interesting (but potentially hazardous) junk and interesting (but potentially hazardous) junk dealers. You can bargain for just about anything here, and if the junk dealers don't have it, you can probably find it yourself if you are willing to navigate through floating wrecks and stray blasts of cannon fire. (The latter tend to stray your way when the junk dealers think you are getting too close to something they want.)



According to the Bureau of Statistics, there has only been one recorded instance of violence in a junkyard. This instance was recorded by a statistician who was beaten by a gang of junk dealers. Since then, the statisticians have avoided junkyards, with the result that official statistics now list junkyards among the safest places in the Galaxy.

The *Junkyard* card is divided into 4 rows. In each row, the left side depicts the price you must pay and the right side depicts the reward you will gain.

Starting with the leader, players decide whether to stop in the *Junkyard*. Each row can be used by at most one player. If you choose to stop, place your planet-choosing rocket in the row you want to use. You pay the cost immediately.

Once the price has been paid and the reward collected, the next player may choose any of the remaining rows in the Junkyard.

COSTS

2 **2** **2** Give up crew, pay batteries, and pay goods. Pay the indicated amount. If you cannot pay, you cannot choose this row. **Paying goods** is different from losing goods to *Smugglers* – you are allowed to pay with any cubes, even your cheapest, but you cannot make up a shortfall with batteries.



Meteors, cannon fire. Roll immediately. The "meteors" are actually stray pieces of junk, but they hit as hard as the usual space rocks.

3 **Lose flight days.** Unlike *Planets*, only particular rows cost you flight days.

REWARDS

3 **Gain credits, load goods.** As usual.



Gaining batteries or gaining astronaut figures works as you would expect. You



place them in the places they normally go when preparing for launch. And, yes, you can even use new astronaut figures to refill stasis chambers. (Of course, this won't let you gain an alien, and it won't let you put an astronaut in a cabin with an alien.) If you gain more tokens or figures than you have room for, just gain all you can. If you would like to rearrange batteries or crew at this time, tough. You can't.



A slash indicates you **choose one** of the two rewards.

2 **Gain flight days.** A junk dealer shows you a shortcut. Move forward immediately.



WIDE-OPEN SPACE

In order, beginning with the leader, each player declares engine strength and then moves ahead **twice** that many empty spaces. (Thus, if you spend a battery to activate a double engine, that battery token will gain you 4 extra spaces instead of the usual 2.)



Originally, the Galaxy's speed limit was the speed of light. And for billions of years, it was strictly enforced. But once people started building houses 50 light years away from major manufacturing centers, the government changed the laws of physics to allow truckers to drive faster. No one wants to wait fifty years for their new toilet.

As with *Open Space*, if you do not declare engine strength greater than zero or if you are lapped, you must give up on the flight.

Reminder: You don't check to see if anyone has been lapped until everyone has had a chance to move.

METEOR VORTEX

At first glance, this seems to be a really bad *Meteor Swarm*, with meteors coming at you from all directions. But it's not that bad. As an experienced trucker, you are able to fly with the flow of some meteors, so they will only be coming at you from *almost* all directions.



When the card is revealed, **each player chooses one side to ignore**. Place your planet-choosing rocket on your chosen side. If someone thinks their choice depends on what others do, players choose in order.

The leader rolls for each meteor, in order, according to the normal rules for a *Meteor Swarm*, except that **you are not affected by meteors coming from the side you choose**. (So if all players choose the same side, you don't even need to roll for that side.)

Some truckers say meteor vortexes are better than swarms, because in a vortex you have a choice. Some say they're worse. They destroy your ship and you can't even blame it on bad luck because, well, you had a choice.

ANTITRUST CHECK

For each of the indicated component types – single cannons, double cannons, single engines, double engines – **a player who has more than any other player must give up one component of that type**. (If players are tied for most, then they do not give up a component.)



The component **given up** is not considered to have “fallen off” and it is not “destroyed”. (There are some Rough Roads cards that care about this distinction.) However, it is still a component lost along the way, and you will have to pay for it at the end of the flight. Also, giving up one component may cause others to fall off.

Resolve each line in order – so components that fall off when resolving the earlier lines will not count against you when resolving later lines.

Truckers used to complain about other truckers who hog all the cannons or engines or whatever. Regulators tried to fix the problem by implementing random antitrust checks. It worked! Truckers no longer complain about component hogs, lack of parts, or anything else if they might be overheard by a regulator.

BAD DAY

Experienced truckers are the ones who always make sure their crew cabins are isolated from each other to prevent epidemics. Expert truckers are the ones who know they don't have to worry about epidemics on level I flights. And well-informed truckers are the ones who know that, actually, you now have to worry about epidemics on every flight.

Bad Day is a level I card, which means it can appear during a flight of any level. However, on a level I flight, only the top row of the card applies. On a level II flight, the top two rows apply, and you don't get all three effects unless you are on a level III flight*.

The events are epidemic (on any flight), sabotage (on level II and level III* flights), and stardust (on level III* only). And yes, they happen in the worst possible order. The epidemic might cost you some crew members, then you might be sabotaged because you have the smallest crew, and then the stardust gets into those newly exposed connectors and drags you down. You know, a bad day.



* You know what? Let's say “level III or higher”. Not promising anything, but it's nice to have that covered just in case.

NEW TECHNOLOGY

This part of the expansion includes 52 new ship tiles, with new technologies explained on the following pages. Among these tiles are life support modules for a new type of alien, which has its own set of figures and cards.

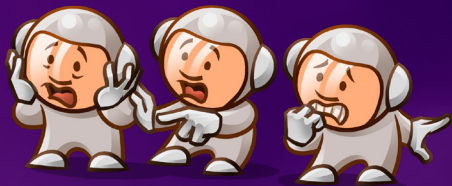
All the new tiles are mixed in with the tiles from the base game. But if that was all you did, shipbuilding would become too easy. Tile shortage is supposed to be part of the game, so after mixing the tiles face down, remove a fraction of the tiles:

- Remove $\frac{1}{2}$ in a two-player game.
- Remove $\frac{1}{3}$ in a three-player game.
- Remove $\frac{1}{4}$ in a four-player game.

The easiest way to do this is for each player to take a roughly equal amount of face-down tiles, remove one player's pile from the game, then mix the other piles up in the center of the table. This can be particularly funny if you don't tell them why they are dividing the tiles and you then remove the pile "belonging" to the player most concerned about getting a "fair share". ... Did we say "funny"? We meant "cruel". Yes. That would be cruel. (But if you appreciated the *Galaxy Trucker* base game, you probably see why something cruel might also be funny.)

You don't have to worry about being exact. If you are roughly close to the correct fraction, that's close enough. (But if you worry about being exact anyway, the numbers you are looking for are 102, 68, or 51 tiles.)

Don't use this expansion on a learning flight. Sorting out the expansion tiles may take some time, but do it for the newbies. While they're waiting, they can read the base game's helpful component overview.



TRANSGALACTIC TREK

If you are playing the Transgalactic Trek remove tiles only before the first flight and set them someplace where they will not be accidentally mixed back in. In later flights, you will have some knowledge of which tiles are available and which have been made scarce by random chance.

INDESTRUCTIBLE PLATING



On some components, one or more sides are covered with indestructible plating. The plating is not a new type of component, it's a new type of side. For example, a cargo hold with indestructible plating is still a cargo hold and a structural module with indestructible plating is still a structural module.

When a meteor (large or small) or cannon fire (heavy or light) hits indestructible plating, it bounces off harmlessly. This indestructibility applies only to hits on the tile's protected sides, not to hits on sides with no plating and not to internal explosions, such as *Sabotage*.

A side with indestructible plating is not a side with a view when you count up cabins for the **Cruise Captain** title.

For all other purposes, however, indestructible plating is the same as a smooth side. When adding it to your ship, it can be adjacent to a smooth side or to other indestructible plating, but can't be adjacent to a connector.

Although Corporation Incorporated insists that they eliminate the competition simply by building a better product, many of these new technologies appear to have little to do with establishing sewer systems on remote worlds. Truckers are advised not to notice this, unless they want to be enrolled in a mandatory re-education seminar.

COMBINED COMPONENTS

Components that appear to be two different base-game components combined into one are exactly that. Such a component is simultaneously both types and it has the restrictions and abilities of both.



A cannon-engine cannot have a tile on the square behind the engine nor on the square in front of the cannon's barrel. The engine must point toward the rear of the ship.



These are new, too, but we're pretty sure you already know how they work, so we're not even going to bother to write a description.

BOOSTERS

Boosters can make related components more powerful. To use a booster, spend 1 battery token. This allows the booster to boost **up to 3** components of the corresponding type. Cannon boosters boost cannons. Engine boosters boost engines. Shield boosters boost your stereo system. No, wait. They boost shields.

A booster boosts only components that can get its booster juice:

- A booster can boost components joined to it.
- It can also boost components joined to a component it is currently boosting.
- It cannot boost an inactive component. (If the component needs a battery and you decide not to pay for it, then you can't boost it.)

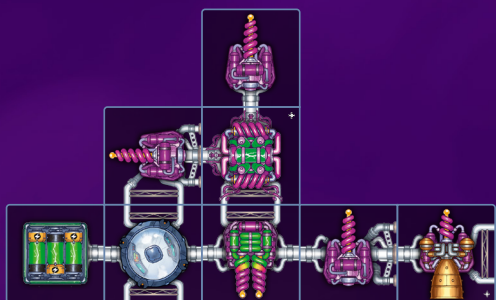
Multiple boosters can be used at the same time, but no component can be simultaneously boosted by two boosters.

CANNON BOOSTERS



Whenever you count cannon strength, you may also activate one or more cannon boosters. An activated cannon booster can boost 1, 2, or 3 active cannons.

Forward-pointing cannons get a boost of +1 strength. All others get a boost of +½.



This has strength 3½ by default. Let's say you have 1 battery token. If you spend it on the cannon booster, you can boost the front cannon (+1) and the left cannon (+½), for a total strength of 5. You have no way to boost the other forward-pointing cannons if the double cannon is not active.

If you have more than 1 battery token, you can declare strength 7. Spend 1 battery on the booster and 1 on the double cannon. Then boost the double cannon (+½) and two of your forward-pointing cannons (+1, +1). You have no way to boost all three forward-pointing cannons because the chain must run through boosted components.

ENGINE BOOSTERS



Whenever you count engine strength, you may also activate one or more engine boosters. Each activation costs 1 battery token. An activated engine booster can boost 1, 2, or 3 active engines, giving an additional **+1 strength** to each.

SHIELD BOOSTERS



You know how hard it is to teach new truckers that their shields won't protect them from large meteors and heavy cannon fire? Now, they just need a booster.

Whenever a component would be destroyed by a large meteor or by heavy cannon fire, **you can prevent the destruction with a boosted shield**. Usually, this means you spend 1 battery token on the booster and 1 on a shield joined to it. However, you are allowed to boost up to 3 shields if you pay enough battery tokens to power them. You would do this only if you need to chain through wrong-facing shields to reach one that protects that side.

OTHER COOL TECHS

REACTOR FURNACE



Whenever you gain goods, each of your reactor furnaces can burn 1 goods block. It can be a block on your ship or one being loaded – even a block you are forced to discard (like a red one when you have no red containers). In fact, burning the block is exactly like discarding it, except you get to pretend the furnace glows brightly for a little while.

Oh, and if the furnace is joined to a battery component, the heat from the block recharges its batteries – refill any empty spaces with fresh battery tokens. If it's joined to two battery components, sorry, you have to pick one.

Reactor furnaces can be fueled with anything, including frozen ultramammoth dung from the northernmost tip of the Galaxy. Or even a whole ultramammoth if the winter is especially hard. And to those wise guys who say the northernmost tip of the Galaxy isn't any colder than anywhere else, we'd like to see you out there at 120 degrees below zero trying to shove an angry ultramammoth into the furnace.

CATAPULTS



A catapult can fire in three directions, as indicated by the yellow arrows on its base. To be useful, a catapult must be joined to one or more components with cargo containers. **When preparing**

your ship for launch, place 1 blue block on each cargo tile joined to a catapult. (Each gets 1, even if it is joined to multiple catapults, regardless of how many red or white containers it has.)

Catapults were not very popular with truckers until some marketing genius came up with the slogan "Now with free rock!"

Catapults are not cannons – for example, you don't have to leave empty spaces around them and they can't be boosted by cannon boosters. However, they can be used in situations where you use cannons:

When calculating cannon strength, each catapult may launch 1 goods block – discard a block of any color from an adjoining cargo hold and choose one of the catapult's directions. The forward direction gives +1 cannon strength, so you probably want to choose that one if you can. Any other direction is only +½.

A catapult can also defend you against a large meteor. Think of it as a cannon pointed in one of those three directions: If a cannon in that location could destroy the meteor, then so can the catapult – if you discard 1 block from an adjoining cargo hold.

To be honest, the catapult has no real use in plumbing. The army recently decommissioned several thousand brand new catapults and Corp Inc bought them all for a very low price.

Well, to be completely honest, the catapults had no real use in the military, either. Catapults had been on the books since the 13th century, but no one noticed until a few years ago. The army paid to have several thousand built so they could be officially decommissioned. It was easier than trying to find out what had happened to centuries of catapult maintenance funding.

STASIS CHAMBERS



When preparing your ship for launch, lay 4 astronaut figures in each stasis chamber – they are sleeping in stasis.

Astronauts in stasis do not count as crew. You don't count them when you count crew and they cannot be given

up voluntarily to gain a reward. However, if you are losing crew as a penalty and all other aliens and astronauts have been taken, you must discard figures in stasis to make up the difference.

Whenever you lose crew (by choice or by force) you may wake up astronauts in stasis to refill one or more crew cabins joined to the stasis chamber. You can even refill your starting cabin in this way. Stand the figures upright and place them in their new cabins. Of course, you can't put more than 2 in a cabin, and an astronaut can never share a cabin with an alien.

If an adventure card leaves you with no awake human crew on your ship, you still have a chance to awaken astronauts in stasis and thus avoid being forced to give up on the flight. But remember that this only works if the stasis chamber is joined to a cabin with no alien. Otherwise, the sleeping astronauts can't wake up, they can't fly the ship, and you must give up.

Corp Inc's stasis technology was developed in response to a fiscal report detailing how much it costs to hire full-time maintenance and repair personnel at the edge of the Galaxy. We'll see how they react to next year's fiscal report detailing how much damage a busted pipe can cause in the time it takes maintenance and repair personnel to fully awaken from stasis.



CYAN ALIENS

Among the new technologies are life support systems for a new type of alien. A cyan alien gives your ship a special ability that is not available to anyone else in your flight.

LIFE SUPPORT SYSTEMS



The cyan alien life support systems follow the same rules as the brown and purple ones:

A cabin joined to a cyan life support system can hold 1 cyan alien.

But aliens can't go in your starting cabin.

You can't have more than 1 cyan alien.

If a cabin with a cyan alien loses all adjoining cyan life support systems, the alien is returned to the bank.

CYAN ALIEN ABILITIES



Cyan aliens' abilities are depicted on the 6 cyan alien cards. When preparing for launch, players with a cyan alien each choose one unique ability in order. If someone ahead of you takes the ability you wanted, you are allowed to reconsider your decision to take a cyan alien. (Technically, you don't have to commit to any crew decisions until you know what the players ahead of you have done.)

You can use your cyan alien's ability only while the cyan alien is aboard your ship; if you lose the alien, the ability is also lost.

Most of the cards are self-explanatory. Some notes and examples are given on the right.

Purple aliens are good with weapons. Brown aliens are good with engines. Cyan aliens are good at highly specialized fields that pay really well. And humans? Well, it may seem unfair, but in controlled tests versus other species of the Galaxy, humans have proven to be exceptionally good at only two things – pantomime and the manufacture of plaster garden ornaments.

LAWYER

For example, if you lost 7 components along the way you would pay only 3 credits. When competing for a trucker title, if the best score is 4, you tie with a score of 3 or 3½. However, if the best score is 1, not even the Lawyer can help you if your score is 0.



MANAGER

If you give up, the Manager will not give you any credits.



MERCHANT

Say you give up on a flight while you still have 1 red block, 2 yellow, and 3 blue. That's 13 credits worth of goods. Take half, round up, and you get 7 credits. The Merchant can then get you 5 more credits for your 5 yellow and blue blocks.



MICRONAVIGATOR

This even applies when someone passes you. Let's say you're the leader and you turn up *Open Space*. If anyone passes you, they have gained flight days, so you gain 1 more ... which might put you in the lead again.



This delicate maneuvering within the convoy is an art the aliens have fine-tuned for centuries. An unskilled human attempting to do the same would just be called a line cutter.

TECHIE

For example, if you spend a battery on a double cannon in a *Meteor Swarm*, then your next battery in that swarm (to power a shield, perhaps) is free. In *Open Space*, you can power 2 double engines with 1 battery. Note, however, that you are limited to **1 free battery usage per adventure card**. (So powering 4 double engines costs 3 batteries.)



DIPLOMAT

We used to believe that diplomats were heroically sacrificing their freedom to save their ship. However the real reason diplomats don't come back was revealed in a video of a wild pirate party leaked on Universe-Tube. The video also showed the secret contents of the diplomat's briefcase – five bottles of fizzy beverage and a stack of party hats.

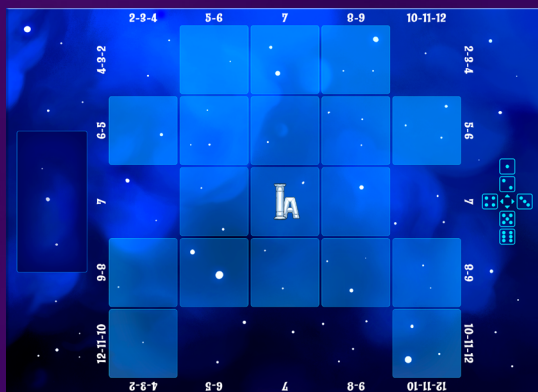


NEW SHIPS

Truckers may think they design their own ships, but according to Corp Inc, they are merely the builders. To be a ship designer one needs an engineering degree. One needs a deep understanding of astrophysics and space-time topology. One needs a comfy chair in a quiet office where one cannot hear the screams of truckers testing one's new designs.

The new ships won't make your life easier, but they do keep things interesting. Each new ship comes with a lovely roman numeral telling you what flight it belongs in, followed by the letter A, which stands for "Advanced", "Augmented", or "Aaaa! We're all going to die!" During setup, simply replace everyone's ship with the A version of the same level and you're ready to go. If you're playing the Transgalactic Trek, each flight can use either the base game design or the new design, regardless of which design was used on the flight before.

SHIP IA



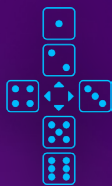
This ship was designed by Dubwabwa Bwabwadu, the controversial theologian-businessman who made his first million with a chain of franchised "fast prayer" shrines. In addition to attracting "billions and billions" of customers, he also attracted the attention of several lesser gods. Consequently, all of Bwabwadu's endeavors are now cursed. Of course, once word of this got out, sales doubled.

So, yeah, this ship is cursed. Despite its small size, it's really hard to miss. For example, let's say there's a meteor coming from the front. A roll of 10, 11, or even 12 will hit the far right column.

Unlike the other two new ships, this effect applies to all rolls, including rolls for **Sabotage**.

Note: When a rule or card effect refers to "an adjacent row" or "an adjacent column" don't overthink it. Row 8-9 is adjacent to row 10-11-12.

Everything in the Universe can be seen from multiple points of view, and among meteors, ship IA is very popular. Those who assume meteors can't think have probably never heard of a "swarm mind". What humans perceive as the silent movement of dozens of slowly rotating rocks is actually a message. It says, "Tired of flowing through space for eons just to miss the only fragile object that ever crossed your path? Well, no more! With fragile object X58, every number wins!" Why meteors refer to ship IA as "X58" is a mystery that will never be solved.



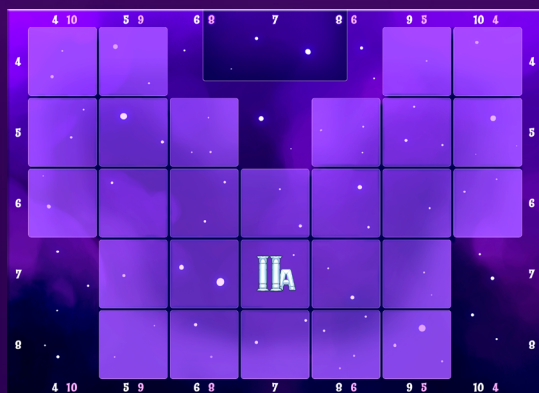
dice
compass

Perhaps even weirder than the IA curse is the fact that IA has no specified direction of travel. **Before building, roll a die.** Everyone rotates their boards to put that die at the top of the board's dice compass.

Perhaps the original design specified a direction, but one page of the schematics was eaten by a hungry alligator who appeared in the patent office due to a temporal anomaly caused by a hungry dog who ate a page of homework written by the fifth-grade daughter of a time guardian. Did we mention that this ship is cursed?



SHIP IIA



Macroscopic mirroring is a form of quantum entanglement that causes objects in your flight path to duplicate themselves. It happens only under the rarest of conditions, but Corp Inc engineers were still troubled by the possibility. After years of work, they managed to design a nullification field that cancels mirroring whenever those rare conditions occur. As a side effect, mirroring now happens whenever those rare conditions do not occur.

Meteors and cannon fire from the front or rear are mirrored, as shown on the board. For example, a roll of 4 hits columns 4 and 10. So does a roll of 10.

The two hits happen simultaneously, so if a shield applies, you can block both hits with one shield. Shooting two large meteors requires two shots, usually from two cannons or catapults in different columns. However, if you have large meteors from the rear simultaneously in columns 6 and 8, you can shoot them both with the same cannon or catapult in column 7. (Quick trigger work saves the day!) Pay for each shot, if using a catapult or double cannon.

Column 7 has no mirror image, so if you roll a 7, it's just one hit on column 7, as usual. Some rolls (2, 3, 11, and 12) will miss entirely. Hits from the side and rolls for coordinates (like *Sabotage*) are not mirrored, so you just resolve them in the usual way. But note that row 7 is a bit farther back than you might be expecting.

Optional Rule: For realism, there must also be a very small chance that Corp Inc's nullification field actually helps you. Let's say that you take only one, unmirrored hit if one die lands on edge and the other bounces off the table and hits an armadillo that just escaped from the local zoo.

SHIP IIIA



Congratulations! Your new IIIA space ship is equipped with WRAP drive! (Weird Redirection of Astronomical Projectiles. It has all the dangers of warp drive, but none of the benefits.)

As with ship IIA, this innovation affects only hits from the front or rear. On a roll of 2, 3, 4, 10, 11, or 12, the hit becomes a hit from the side instead, as shown on the board. For example, a large meteor from the rear isn't really coming from the rear if you roll column 4. It becomes a meteor from the left. So to shoot it, you need a cannon (or catapult) pointing left (in row 10 or 11).

When rolling for coordinates (as you do, for example, with *Sabotage*) you ignore this effect and a roll of column 4 would simply be a miss.

Yes, it's dangerous, but everyone likes ship IIIA. Recently it won a competition for the Most Sciencefictional Design.

THE TRANSGALACTIC TREK!

With this expansion, the game gets tougher and the stakes get higher. So we've made a few rules tweaks to raise the stakes of the Transgalactic Trek. If you prefer your Trek with no tweaks, you can still use the new trucker titles – they are also compatible with the Trek rules published in the base game.

TITLE DOCK

The title dock makes the trucker titles worth more points. Before the game starts, choose a side. If you are using only a few parts of the expansion and not using Rough Roads, we recommend the 3-6-9 side. If you are using Rough Roads or everything but Rough Roads, we recommend the 4-8-12 side.



Choose titles randomly, equal to the number of players, and place them in the title dock, as shown. (If you really want to give the new titles a try, you can dock them first and choose the others randomly.)

When giving rewards for titles, use the rewards shown on the title dock. For example, defending a gold title is worth 24 points if you are using the 4-8-12 side of the title dock.

GIVING UP

Because this expansion offers many more situations where players might give up on a flight (by choice or by force) it allows players who gave up to compete for or defend titles at half strength:

- **When counting up scores for titles, players who gave up can count half their score.** (Don't round. A score of 3 becomes a 1½.)

- So even players who gave up might gain credits for earning a title after the first flight or for defending their title in a later flight, as long as their score is greater than zero.
- However, if you had to give up while successfully defending a gold title, **you get only the silver-title reward.** Legends do not give up.

TWO-PLAYER, DOUBLE-TITLE VARIANT

To spice up a two-player competition, use 4 random titles. After the first flight, each player should end up with 2. (A player who earns more than 2 chooses which 2 to keep and gives the rest to the other player.) After later flights, each title is evaluated separately. If you manage to get both your titles to gold, you fly with both restrictions, but you have a chance to earn the gold reward on both!

CONTRAPTIONIST

Your ships are proof that even the simplest things can be done in a complicated way.

A **a** Count the number of components that are functional only because they are joined to the right type of component. Specifically, count boosters, furnaces, catapults, and stasis chambers as long as they are joined to the thing they are designed to work with. You also count alien life support systems, but only one of each color; the system must be joined to a cabin that is not your starting cabin, but it's okay if the cabin does not have an alien.

Do not use this title if you are not playing with the new ship tiles.

Everything must have a purpose or out it goes!

X **A** **a** If a component is supposed to be joined to components of a certain type and it is not joined to any of that type, it falls off. Check before launch, of course, but also during the flight whenever you lose a ship tile.

AESTHETE

You believe symmetry is beauty and beauty is life! Or perhaps you are just really uptight. Either way, your ships are known for being symmetric ... like pretty much any spacecraft in the Galaxy that's not made from sewer pipes.



Count the number of components on the left side of your ship that are mirrored on the right. This is simple if you use both hands. Point to one tile on the left of column 7 and then point to its mirror square on the right. If both components are the same, add 1 to your score for this achievement. What does "the same" mean to the Aesthete? Well ...

- Only worry about component types, not about their orientation, connectors, or indestructible plating. (So a base-game structural module is the same as one with plating.)



- A component that requires a battery is different from one that doesn't. Single cannons do not match double cannons. Single engines do not match double engines.



- But otherwise, ignore numbers and colors. Two battery components are the same even if one can hold only 2 batteries and the other holds 3. Same with cargo holds, even if one has red containers and the other doesn't. And all alien life support modules are the same to the Aesthete.



- A cannon-engine is the same as a cannon. And it's the same as an engine. It's also the same as a cannon-engine, of course, but that doesn't mean you can count it twice.



Note: Components in the middle column aren't mirrored and aren't counted.

Are you striving for beauty or are you simply obsessed with symmetry? Ask the astronauts you dumped in the middle of space. They think they know the answer.



You must have the same number of crew on the left side of your ship as you do on the right. Again, we can ignore the middle column.

Before launch and at the end of each adventure card, compare the two sides of your ship. Lose crew from the side that has more until the two sides are equal. Figures in a stasis chamber do not count – in fact, you have a chance to wake them up and add them to cabins before checking for crew symmetry.

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ROUGH ROADS

Warning! This is a nasty expansion designed for experienced truckers only. If you routinely build ships that overcome every obstacle and arrive nearly unscathed, if you shed a nostalgic tear recalling your first flights when your ships were smashed to pieces and you arrived with only a few sad fragments, then **this expansion is for you**. This expansion puts the kick back into space travel, and it kicks so hard that the tears will be in your eyes once again.

On the other hand, if you don't think it's funny when your ship breaks into two pieces, **this expansion is not for you**.

Most importantly: **Do not use this expansion when introducing new players to the game.**

Corp Inc policy forbids exposing recruits to holographic, video, or even audio recordings (often filled with screams and expletives) from the harsher regions of the Galaxy.

DIFFICULTY LEVEL

Before your flight, all players must agree on a difficulty level:

1 – HARD

2 – EXTREME

3 – INSANE

Shuffle the Rough Roads deck and draw that many cards. Each card has a special rule that applies to the flight. If you are playing the Transgalactic Trek, keep cards from earlier flights in a special discard pile to ensure they will not be drawn again. Each flight should be its own unique hell.

Warning! If a card seems especially harsh, that probably means you are interpreting it correctly.

ROUGH ROAD HANDICAPS

The Rough Roads deck can also be used as a handicap to balance out a game between veteran truckers and the less experienced. Choose a handicap level and draw that many cards. The cards apply only to players who need the handicap.

Some cards like *Remorseless Fate* or *Tough Trip* do not work very well unless they apply to all players. If you draw one of these, ignore it and draw a different handicap.

SOME NOTES



This symbol indicates which cards play a role during building, which is important for the *Nasty Surprise* card.

BAD LUCK

If a hit bounces off, count it as a hit. If a catapult uses goods, count it as a battery.

If a meteor is destroyed, it's not a hit, but it might be a battery.



COSMIC PSYCHOSIS, METAL FATIGUE



Roll for coordinates like you do for *Sabotage*, but only once for all affected players.

DEAD ZONE

Nothing works in that column. Components

there can hold no crew, batteries, or goods. Alien life support systems do not support connected cabins. Engines and cannons do not count toward your strength. Boosters cannot be chained through that column. However, all components still must follow the usual ship-building rules.

Indestructible plating is considered a structural part of the ship (like the connectors), so it will work as usual.

For ships IIA and IIIA, remember that their effects apply only to hits, so ignore them when determining which column has the dead zone. For the **Aesthete** title, components in the dead zone have their usual type and they can count as mirrored, even though they don't work. For the **Contraptionist** title, however, it is as though the components in the dead zone were just structural modules.

DEFECTIVE CONNECTORS

Engine strength can be less than zero. If you declare negative

strength in *Open Space* or *Wide-Open Space*, your ship does not move, and you are forced to give up once the card is resolved.



EXPLOSIVE STUFF

Note that this applies only to components which are destroyed (by meteors, cannon fire, sabotage, and other effects that specifically destroy a component), not to components which fall off, and not to components which are given up (to *Antitrust Check*, for example). On the other hand, the explosion might destroy another component with explosive stuff, which would trigger an explosion that might destroy another component with explosive stuff, and so on.



This can produce spectacular effects in the night sky. When watching for exploding spaceships, choose a clear night with no moon, and be sure to dress warmly.

GRAVITATIONAL ANOMALY

This card only applies to *Open Space*, but if you insist, you can also apply it during *Wide-Open Space* and rotate your ship 180 degrees ... twice.



INFECTED GOODS

For example, if you have 1 alien and land on a planet that offers 3 goods, you load as many of those goods as you want, but then lose 2 humans.



If you lose more humans than you have, you must also lose them from stasis chambers to make up the difference.

MURPHY'S LAW

"One result" does not mean "one roll" in the case of ships IA and IIA. On IA, for example, 5 and 6 should be interpreted as the same result. Similarly, on IIA, a roll of column 4 is the same result as a roll of column 10.



PARANOID LOCALS

Everyone decides in order. Then roll. Then load goods.



PERSONALIZED CABINS

This applies to crew you give up voluntarily as well as crew taken from you as a penalty. And yes, this effect makes stasis chambers useless.



PIERCING PROJECTILES

The second hit usually destroys the second component, too. However, a small meteor will bounce off the second component if it hits a smooth side, and any type of hit can be deflected by indestructible plating.



REMORSELESS FATE

For example, *Sabotage* affects everyone except the player with the most crew; roll 3 times, but players hit by one roll ignore the remaining rolls. If everyone is tied, everyone is affected except the player farthest behind. The effect also applies to sabotage, epidemics, and stardust on the *Bad Day* card.



SPACE JUNK

Components hit by meteors or cannon fire are destroyed and do not become space junk. Components given up to *Antitrust Check* also do not become space junk. This effect applies only to components which fall off. (Usually this is because the component holding them on to the ship was destroyed.)



While resolving the adventure card, keep components that fall off in a separate pile. At the end of the adventure, in flight order, evaluate each player's pile; for each component, roll 1 large meteor that affects all players behind. Components that fall off while resolving the *Space Junk* effect also become large meteors for all ships behind.

Even if the adventure card forces you to give up, you cannot give up until the *Space Junk* effect has been fully resolved.

UNION SHIP

The crew's labor union will not accept batteries instead of goods.



WELCOME TO THE LEAD

To shoot the new leader, you must use a cannon, not a catapult.



NEW TILES SUMMARY

OLD-TIME TRUCKER WARNING!

If you know truckers who remember the “good old days” of bigger boxes and ship boards with only two sides, please ask them to read this page before playing this expansion. In their day, boosters and stasis chambers worked differently.

INDESTRUCTIBLE PLATING



Cannon fire and meteors harmlessly bounce off the plated sides. A plated side on a cabin is not a “view” for the Cruise Captain title. Otherwise, a plated side is just like a smooth side.

COMBINED COMPONENTS



Combined components count as both types, with the attributes and restrictions of each.

CANNON BOOSTERS



Pay 1 battery token to boost up to 3 active cannons. They must be joined to the booster or to another cannon the booster is boosting.

Each boosted cannon has an additional +1 strength if pointing forward or +½ otherwise. No cannon can get two such boosts at the same time.

ENGINE BOOSTERS



Pay 1 battery token to boost up to 3 active engines. They must be joined to the booster or to another engine the booster is boosting. Each boosted engine has an additional

+1 strength. No engine can get two such boosts at the same time.

SHIELD BOOSTERS



Pay 1 battery token to boost up to 3 active shields. They must be joined to the booster or to another shield the booster is boosting. (Usually you only boost 1.) A

boosted shield protects the ship from one hit of any type (heavy cannon fire or large meteor) on a side covered by the shield.

REACTOR FURNACES



When loading and rearranging goods, you may discard 1 block in exchange for enough battery tokens to fill one battery component joined to the furnace.

CATAPULTS



Before launch, load 1 blue block into each cargo tile joined to a catapult. (No more than 1 block per tile.) Any time you calculate cannon strength, you may count the catapult as +1 (if it has an arrow pointing forward) or +½. Any time you are threatened by a large meteor, you may destroy it as though your catapult were a cannon, as long as one of the catapult's arrows points in the correct direction. The cost of using the catapult in either of these situations is 1 goods block of any color, which must be discarded from an adjoining tile.

STASIS CHAMBERS



Before launch, give this component 4 astronaut figures lying down. These do not count as crew. You cannot give them up voluntarily, but they will be taken if an adventure takes all your awake crew. If crew members are lost from a cabin joined to a stasis chamber, astronauts from the stasis chamber can be used to replace them. If you lose all human crew, you have a chance to use stasis chambers to avoid giving up on the flight.

CYAN LIFE SUPPORT SYSTEMS



This allows you to put 1 cyan alien in an adjoining crew cabin (but not your starting cabin). The cyan alien has a unique special ability which you choose before launch.

FANCY WIRING

Many components in this expansion only work if joined to a component of a certain type.

The colored wiring reminds you that engine boosters should be connected to engines, reactor furnaces should be connected to batteries, etc. Alien life support systems, however, have wiring colored like the aliens, not like the cabins they need to be joined to. When we asked why, the aliens said it just has to be this way.

