



The Space Beyond

Getting Started

Introduction

In this Game you play the role of a Space Flight Director. A Flight Director directs Flight Operations and is in charge of a team of engineers, over-seeing Mission planning, and directing Mission execution. It's the Flight Director's job to ensure that every Mission is executed according to a pre-determined Flight Plan, and executed Safely with no loss of life or un-expected loss of equipment.

This Mission Handbook introduces you to the Core game Mechanics of The Space Beyond across 3 Connected Missions, starting with the Core Rules in Mission 1 and then introducing additional Rules in Mission 2 & 3. These Missions are designed to be played in order, but this is not mandatory.

In addition to this Handbook there is a separate Rules Reference which describes all the Rules of the game, the Equipment and all game mechanics. You shouldn't need to refer to the Rules Reference during the first 3 Missions but you may need to if any of the introductory rules are not clear.

Background

This game is set in the not-to-distant future. Technological advances have enabled a new era of space exploration, where travel between distant Planets is possible using highly efficient rockets whose advanced on-board AI systems can autonomously navigate the Solar System and efficiently deliver payloads in the vast distances between Planets with minimal remote oversight and intervention. Only recently as it also become possible to send a small crew of highly-trained Astronauts on the long inter-planetary journeys, along with Colonists looking to settle on distant planets.

After years of intense Flight Director training, you and your fellow graduates have been scheduled to direct your first live Mission to outer space, sponsored by the International Geographical Society, a privately funded global philanthropic organization who promote and support space exploration.

The race is now on to colonize space and exploit the resources on other Planets, with four major space-faring global corporations dominating the field - the *Axon Mining Corporation* (AMC), the *Global Exploration Organization* (GEO), the *International Space Colonists* (ISC) & the *New Earth Order* (NEO).

These corporations are competing to dominate the expansion of Earth-bound civilization into Space, with deep pockets and a keen interest in recruiting the best talent. If you prove yourself on this Mission you will most certainly receive a lucrative offer of employment that will allow you to continue to pursue your career goal to oversee critical operations governing the exploration of Space and the expansion of Human Civilization.

This is a Relic Recovery Mission. The Moon is littered with Space Junk, relics from earlier space missions. These Relics are valuable both for their intrinsic historical significance and their re-sale value back on Earth - private collectors would pay handsomely for a Space Relic to add to their private collection. A Mission of this type is very high-profile and has attracted the attention of the talent scouts from each of the four corporations.

This is a co-operative Mission, all Players must Land safely on The Moon to complete the Mission Objective.

Mission 1 – One Small Step

Goal: Collect a Relic of the Space Pioneering days abandoned on the Moon

Year: 2024

Location: Earth, 'Southern Eclipse' Launch Site, Melbourne, Australia.

Mission Style: Co-operative

Mission Type: Relic Recovery

There are 6 Mission Types in the game: Relic Recovery, Survey, Mining, Space Race, Cargo Haul, and Terraforming.

This is a Relic Recovery Mission, this type of Mission revolves around the recovery of Relics – Space Junk left behind from previous space exploration Missions.

Mission Objective: All players must land on The Moon.

When all Players have Landed on the Moon the Mission is over.

First Player: The youngest player

Board Setup

Map: M1. Earth and Mars, the Moon, Phobos and Deimos.

Radiation Hazard on Mars Route. The Route to Mars is not available in this Mission.

Home Planet: Earth

Place 2 Relic Tokens on The Moon R001 & R002 [#TODO Picture].

Place the Neutral Satellite token I.S.S (International Space Station) in Orbit around The Moon. The presence of this Satellite means that any player can land Safely at this Location. Other player-owned Satellites only benefit the Player that placed them.

Action Card Deck:

Action cards aren't available until Mission 2.

Tech. Objectives:

These are the 2 Tech. Objectives for this Mission:

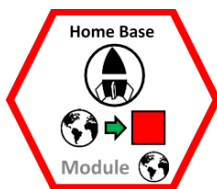
1. Relic#001 : An abandoned Lunar Rover from the Apollo 15 Mission.
2. Relic#002 : A burnt-out Saturn 5 Rocket Booster.

Locate both Relic cards and place them face-up to the side of the board.

Available Equipment for each Player:

Each Player has their own Equipment supply to draw from:

 *Home Base Module*



Place your Home base Module Construction-side down in front of you.



Place 5 Red Resource Cubes on your Home Base Module – these are your starting Resources for the first round. Resources are used to pay for the Construction of your Equipment.

Resource Generation:   

Your Home Base Module can generate Resources in the Resource Generation Turn Phase. By Activating it (once per turn) you Mine the Available Raw materials at your Location and convert them into 'Resources' - the primary currency in the Game, represented by Red Cubes.

Place the Earth Planet Stats card:

Every Location has a corresponding Planet Destination Key that shows the Available Resources at the Location.

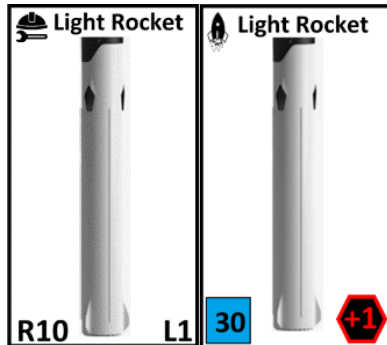
Take one of the Planet Earth Hexes from the Supply. One side shows the Movement Cost to Take-off & Land (9) and the reverse side shows the Planet Stats (10,5,5). Turn the card over to show the Planet Stats and dock this Hex against the top edge of your Home Base Module. This indicates where your Home base is located and shows the Generation-Phase related Stats.



The Bottom number, 5, next to the red square icon indicates the Available Raw Materials on the Planet Surface which can be Converted to Resources by Activating your Base Module each Turn (R5/Turn). The other 3 numbers refer to Solar Power generation, and will be covered in a later Mission.

Light Rocket

Your *Light Rocket* is your primary vehicle for Space Exploration. The Rocket can carry a single Payload, and is remotely operated.

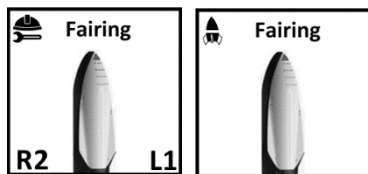


Class: Rocket
 Tech. Level: L1
 Construction Cost: R10
 Fuel Capacity: 30
 Mass: 1M (1 Unit of Fuel per Movement Point)
 Primary Function: Exploration

The Light Rocket has a 30 unit Fuel Tank capacity. The base Fuel Cost per Movement of this Rocket is 1, indicated by the Red hexagonal +1.

At the start of the game place your Light Rocket Construction-side up on your Launch Site card indicating that it requires Construction.

Fairing Payload:

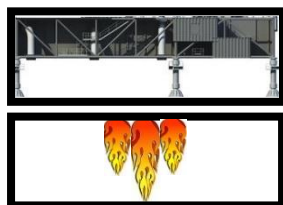


Class: Payload
 Tech. Level: L1
 Construction Cost: R2

In Order for your Ship to Take-off you must Load a Fairing Payload onto the Ship.

A Fairing Payload is a nose cone that protects a spacecraft from the heat and dynamic pressure of launch & re-entry.

Launch State Indicator:



Take a *Launch State Indicator* and place it, Flame-side down, under your Rocket, indicating that it is on the ground. The graphic on this card represents the base of a Gantry, which is the name for the supporting structure that secures the Rocket in place prior to launch on the Launch Pad. You will flip this card over to the Flame-side after you Launch your Rocket to indicate that it is In-Flight

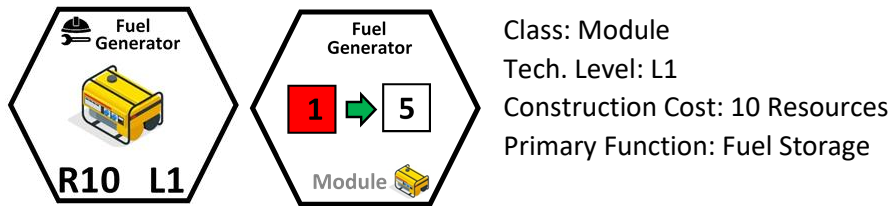
L1 Resource Container Module:





Class: Module
 Tech. Level: 1
 Construction Cost: 10 Resources
 Primary Function: Resource Storage

You can store up to 10 Resources (R10) in this Container at the end of your turn

L1 Fuel Generator Module.



Fuel Generation:  → 

By Activating this Module you can convert any number of Resource cubes to 5-times that number of Fuel cubes which you can then Load onto your Rocket.

e.g. convert 3 Resources to 15 Fuel Units

Mission Checklist

This Mission has a Checklist which reads as follows:

- ✓ Construct a Rocket.

Refer to the Construction Turn Phase below.

- ✓ Load your Rocket with Fuel

Refer to the Construction Turn Phase below.

- ✓ Take off from Earth into Earth Orbit.

Refer to the *Take-off* Ship Action in the Ship Actions Turn Phase section below.

- ✓ Travel from Earth Orbit to Orbit The Moon.

Refer to the *Move* Ship Action in the Ship Action Turn Phase section below.

- ✓ Land on The Moon.

Refer to the *Land* Ship Action in the Ship Actions Turn Phase section below.

- ✓ Claim a Relic.

Refer to the Claim Tech. Objectives Turn Phase below.

Mission De-briefing

When the Mission is over players can optionally record their progress in the game by updating their personal Mission Log. Each player should take a blank Mission Log from the supply. Fill it in as follows:

- ❖ In the “Mission Name:” section write “M1 – One Small Step”.
- ❖ Under “Notes” write down any notes from the Mission, perhaps strategies or actions that you want to preserve for future reference.
- ❖ Under Rewards record the name of the Relic you Claimed.

Moving your Rocket

Before we go over the Player Turn Phases let's briefly review how you are going to move your Rocket around the board.

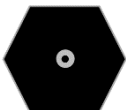
In order to Take Off, Land or Move (3 different Ship Actions) your Rocket must Burn Fuel.



The Movement Cost for Take off and Land Ship Actions is indicated on the Planet Hex on the Board, for Earth this is 9 – so it costs 9 Movement Points to Take off from the Earth's surface into Earth orbit or land on Earth from Earth orbit.



The Movement Cost to Travel along Routes between Planets is indicated by the Blue number in the centre of the Route Hexes on the board. You must spend 1 Ship Action, and Burn the required Fuel, to move onto a Route Hex.



This is an Orbit Hex.

Moving your Ship onto an Orbit Hex uses 1 Ship Action, but does not Burn Fuel.

- ❖ In order to Take off from Earth you use a *Take Off Ship Action* and spend the required amount of Fuel from your Ship card. For Earth you need to Burn 9 Fuel Units to Take Off Safely.
- ❖ In order to Land on Earth you use a *Land Ship Action* and spend the required amount of Fuel from your Ship card. For Earth you need to Burn 9 Fuel Units to Land Safely.
- ❖ In order to enter a 5-Movement-cost Hex you need to Burn 5 Fuel Units.

Turn Phase Summary & Rules

Every game consists of a series of Turns. Play starts with the First Player and each player takes their turn in order, clockwise around the table.

There are 7 turn Phases which you execute in order on your Turn. There are quite a few options in the Construction and Ship Actions phases, but for this first Mission we will only be concerned with the rules related to the Available Equipment in this Mission. The remaining rules will be covered in later Missions and are detailed in the Rules Reference manual.

Each player, on their turn, should follow the 7 steps indicated below:

➤ Phase #1 - Play Action Cards

There are no Action cards available in this Mission, so players can skip this Phase. Action cards are introduced in Mission#2.

➤ Phase #2 - Activate Modules

Every Module that you have Constructed and added to a Base can be Activated once per turn.

For the Modules in this Mission the Activation effects are:

- ❖ Home Base: Convert 1 Raw Material on Planet Earth to 5 Resources, place on Home Base Module.
- ❖ Fuel Generator: When Constructed Activate this Module to convert any number of Resources on your Home base or in your Resource Container to 5 times the number of Fuel cubes. Place cubes on Fuel Generator Module.

➤ Phase #3 – Construction

Every piece of Equipment in the Game has a Construction costs expressed as a number of Resources shown on the Construction-side of the Equipment Card. In the Construction Turn Phase you may take any number of Construction Actions and execute the same Construction Action multiple times.

Construct a Module

Pay the Construction Resource Cost to create the Module.

Connect it to a Base Module or Space Station Module. A Base can only support a maximum of 6 Connected Modules, placed on each of its 6 edges.

❖ Pay 10 Resources to Construct the L1 Fuel Generator.

Construct a Rocket

Pay the Construction Resource Cost to Construct the Rocket and place it in on your Launch Pad Construction-side down.

❖ Pay 10 Resources to Construct your Light Rocket.

Construct a Payload

If you have a Rocket Constructed on the Launch Pad you can use this Action to Construct & Load a single Payload onto your Rocket. Pay the Construction Resource Cost to Construct the Payload. Place it in on your Launch Pad Construction-side down above your Rocket.

❖ Pay 2 Resources to Construct your Fairing Payload.

Load Fuel

Load any amount of Fuel generated or stored in a Fuel Tank into a Rocket.

❖ When you have Constructed your Rocket you can use this Action to move Fuel cubes onto your Rocket card, up to it's maximum capacity of 30 Fuel units.


➤ Phase #4 - Ship Actions

Every Turn you may take up to 2 Ship Actions per Ship. You can take these Actions in any order. The Ship Actions Available in this Mission are:

Take-off Action - 1 Action Point


As described above in the overview of your Equipment this Ship Action can be applied to any Ship that is currently Landed on a Planet. Every Planet has a unique Take-off value which indicates how many Fuel Units your Rocket needs to Burn per Total Rocket Mass to escape the gravitational pull on the Planet's surface and enter Orbit around the Planet.


Place your Ship Miniature on the Planet Hex on the Board. Your next Action will be to move into one of the 6 orbit Hexes around the Planet.

 The Movement Cost to Take off from Earth is 9, as shown on the Planet card. So you must Burn 9 Fuel to Launch this Rocket.

 *Move along Route Action - 1 Action Point.*

To Move onto an adjacent Route Hex pay the Fuel Cost for the number of Movement Points indicated on the Route Hex.


 The Movement Cost to go from Earth Orbit towards the Moon is 2, as shown on the Route Hex between the Earth & The Moon. So you must Burn 2 Fuel Units to Move onto this Route Hex.

 *Move onto Adjacent Orbit Hex – 1 Action Point.*

You do not Burn Fuel when Moving into an adjacent Orbit Hex.

 *Safe Landing Action - 1 Action Point.*

The Fuel Cost to land is calculated in exactly the same manner as Take Off.

 The Movement Cost to Land on The Moon is 2, so you must Burn 2 Fuel Units in order to Land on the Moon.

* Any Ship that is on a Route i.e. currently on a Route Hex with a non-zero Blue Movement Cost indicated, *must take at least one Ship Movement Action during the Turn* to continue along the Route.

* Multiple Ships can occupy the same Route, Orbit, or Zero-G Hex, and Ships may pass through or end their move on any Hex occupied by another Ship. It might not be possible to fit all the miniatures on the same Hex, so simply place them off to the side of the hex.

➤ *Phase #5 – Claim Tech. Objectives*

Every Mission has a primary Mission Objective, and may have one or more additional Tech. Objectives. Mission rewards carry over to your next Mission.

❖ If a player lands safely on The Moon they can Claim one of the two Relics - they remove the Relic token from the board and take the corresponding Relic Equipment Card from the Relic Deck and add it to their Supply for use in later Missions. Instead of Claiming a Relic a Player can instead Claim 2 Tech. Points.

Phase #6 – Mission review

If you have fulfilled the requirements for the Mission Objective then your game is over.

❖ When all Players have landed on The Moon the Mission is over. Refer to the Mission De-briefing section of the Mission Setup for any steps to take after completing the Mission.

➤ *Phase #7 - End turn Clean-up*

At the end of every Turn any Resource cubes not stored in a Container must be discarded. Any Fuel cubes not stored in a Fuel Tank must also be discarded.

❖ You can store up to 10 Resources on your L1 Resource Container card at the end of the Turn. Any additional remaining Resources must be returned to the Supply.

❖ Any Fuel cubes Generated this Turn but not Loaded onto your Rocket must be returned to the Supply.