

EXODUS

— EVENT — HORIZON —

Rules of Play

It is now over one hundred cycles since the Centaurians departed, leaving only a remnant of their once glorious civilization behind. We, humans, were still weak back then. But with the advantages afforded by Centaurian technology, we prospered and grew. Each of our six factions rose from the ashes of their former selves, establishing new homes on separate planets, and rebuilding into powerful empires, each exhibiting their own unique capabilities and passions.

With newfound strength, the innate human desire to expand and exercise control would not be bridled. At first, only small skirmishes broke out.

Eventually, however, we returned to full war against one another. As we expanded our control in the Centauri system, we found that the remnants of the old Centaurian civilization also had prospered and regained much of their old glory.

As if it were not enough that we had to fight our human brothers, now we had to fight against the ever stronger Centaurians as well...

Of course, the tables turned on us yesterday — the Centaurians returned!

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GENERAL CONSIDERATIONS

Exodus: Event Horizon is the second expansion for Exodus: Proxima Centauri and requires a copy of the base game to play. This expansion is fully enjoyable on its own, or along with Edge of Extinction, the previously released first expansion for Exodus: Proxima Centauri. While all ten modules herein are compatible with one another and can be used together, we recommend that you only add one or two at a time to ensure a smoother learning experience.

Additionally, this expansion contains a brand new multiplayer/solo scenario — The Centaurian Stronghold — which introduces new modes of play for 1-6 players.

If anything in this rulebook contradicts a previous rule in the base game or the Edge of Extinction expansion, this rulebook takes precedence. If the printed text on a card in this expansion contradicts a written rule in this rulebook, the card takes precedence.

COMPONENT OVERVIEW

110 CARDS



24 HEXES



23 x Planet hexes



MODULE SUMMARY

Bonus Actions (M1) This module adds additional Bonus Action cards as options in your games. Challenge Level: ○○○○○ Play Time: +0 min	Centaurian Resistance (M2) The Resistance fleets have been reimagined to better scale in both threat and reward throughout the game. Challenge Level: ●●●○○ Play Time: +5 min/player
Centaurian Outposts (M3) Centaurians are actively defending their planets against players who exploit their valuable resources. Challenge Level: ●●●●○ Play Time: +5 min/player	Exploration (M4) Surprising events and sudden dangers await those brave enough to explore the unknown worlds. Challenge Level: ●●●○○ Play Time: +5 min/player
New Planets (M5) New and exotic planets provide even more variety and choices as you expand the reach of your faction. Challenge Level: ●○○○○ Play Time: +0 min	Proxima Centauri (M6) Our home star makes an appearance in the game and impacts the planetary system with solar wind. Challenge Level: ●●○○○ Play Time: +0 min
Jump Gates (M7) Utility structures suitable for both strategic and tactical use as well as emergency response. Challenge Level: ●○○○○ Play Time: +0 min	Communication Satellites (M8) With a strong communication network, your ships will gain an advantage away from home. Challenge Level: ●○○○○ Play Time: +0 min
Energy Barriers (M9) Natural pockets of energy which can be both a hindrance and a boon. Challenge Level: ●○○○○ Play Time: +0 min	Leaders (M10) Employ powerful leaders and benefit from their unique strengths. Challenge Level: ●○○○○ Play Time: +0 min

MODULE 1 — BONUS ACTIONS

The factions are reluctantly uniting under the High Council.

Challenge Level: ○○○○○ (0/5) **Play Time:** +0 min
This module does not significantly alter game play.

Components

4 Bonus Action cards

Game Setup

Include one or more of the Bonus Action cards from this module with those from the base game.

Variant Rule

Each turn, the Vice Chancellor will shuffle and randomly draw six of the Bonus Actions used in the game and make their selection from those six cards.

Bonus Actions



Accelerated Cloning: Each player gains 2 Population on their Home Planet.
Note: When selected by the Chancellor, Accelerated Cloning is performed immediately. As a result, the normal Bonus Action step of the Action Stage is skipped this Turn.



Supplies: Receive any 1 Upgrade for which you have researched the required Technology.



Nanobots: Each player may remove 1 damage from each one of their ships.



Executive Action (once per game): Each player may play an extra Action card this Turn. However, no Reactions can be performed this Turn.
Note: When selected by the Chancellor, Executive Action takes effect immediately. As a result, the normal Bonus Action step of the Action Stage is skipped this Turn. If a player has researched Master Politics, they may perform a total of 4 Actions this Turn.

MODULE 2 — CENTAURIAN RESISTANCE

The Centaurian Resistance is proving to be a consistent threat, more dangerous than previously thought.

Challenge Level: ●●●○○ (3/5) **Play Time:** +5 min/player
While Centaurian Resistance Combat is not new to this expansion, the new Resistance levels scale in strength throughout the game. Additionally, the Resistance fleets are now able to reactivate, which also increases the challenge. Overall, the Centaurian Resistance ships will pose a more consistent threat than you may be used to. On the other hand, as the danger increases, so do the rewards!

Components

18 Centaurian Resistance fleet tokens

12 Regular Fleet

6 Strong Fleet

1 Centaurian Resistance Strength Chart card



Centaurian Resistance tokens (from left): active Regular and Strong Fleet, defeted Regular and Strong Fleet.

The Centaurian Resistance fleet tokens are double-sided, indicating either that a fleet is active in the hex or that it has been destroyed.

Game Setup

Follow the Exodus: Proxima Centauri base game setup, with the following exceptions:

- Place the new Regular Fleet tokens instead of any level 1 or level 2 ships.
- Place the new Strong Fleet tokens instead of any level 3 ships.

The fleet tokens should begin the game with the active side face up.

Upkeep Stage

The Upkeep Stage is altered as follows:

- | | |
|----------------------------|-----------|
| Reset Market | No change |
| Increase Population | No change |
| Receive Income and Pay Tax | No change |
| Repair Ships | See below |

Upkeep Stage — Repair Ships

In any hex with a destroyed Centaurian Resistance fleet and no player ships, flip the Centaurian Resistance fleet token to its active side.

Conquest Stage

The Conquest Stage is altered as follows:

- Mount PopulationNo change
- Perform Ship MovementNo change
- Utilize Civilian ShipsNo change
- DetectionNo change
- Player CombatNo change
- Centaurian Resistance Combat**See below
- Deploy PopulationNo change

Conquest Stage — Fight the Centaurian Resistance

Identify the type of Centaurian Resistance fleet you are facing. Consult the chart below to determine the Resistance Level of the fleet based on the current Game Turn. When fighting a Strong Fleet, the Resistance Level is always one higher than normal. (The maximum Resistance Level is 9. **If playing with the Edge of Extinction expansion**, consult the Edge of Extinction Game Turn numbers instead.)

Mnemonic:
The level of a Regular fleet is equal to the current Game Turn -1 (minimum 1).
The level of a Strong fleet is equal to the current Game Turn.
If playing with the Edge of Extinction expansion, add +2 to the level of all fleets.

Reveal a number of Resistance Cards from the appropriate decks, as indicated by the chart. Each card represents one Centaurian Resistance ship. Battle according to the normal rules. When facing multiple Resistance ships, you must destroy all of them in order to claim victory.

- In case of victory:**
 - Keep all Resistance Cards as your reward.
 - Flip the Centaurian Resistance fleet token to its defeated side.
- In case of defeat:**
 - Immediately return the Resistance Cards to the bottom of their respective decks. No reward is given, even if one or more Resistance ships were destroyed.
 - The Centaurian Resistance fleet token remains active.

Game Turn	Edge of Extinction Game Turn	Resistance Level *	Resistance Cards Used
1&2	-	1	
3	1	2	
4	2	3	
5	3	4	 
6	4	5	 
7	5	6	  
8	6	7	  

Game Turn	Edge of Extinction Game Turn	Resistance Level *	Resistance Cards Used
9	7	8	  
-	-	9	  

* Consult the next higher Resistance Level when fighting a Strong Fleet.

Tip! Do not underestimate the increased strength of the Resistance! A poorly planned encounter with the Centaurian Resistance can spell quick disaster for both your ships and your overall game plan. If you do not wish to invest in combat Technologies and Upgrades, consider researching Cloaking. That way you can freely move around the board without having to engage in Player Combat or Centaurian Resistance Combat.

Tip! Use a spare black cube to track the current Game Turn on the Centaurian Resistance Strength Chart. We included a few extra specifically for this purpose!

MODULE 3 — CENTAURIAN OUTPOSTS

Remnants of the Centaurian civilization are actively defending their planets against those who have come to exploit their valuable resources.

Challenge Level: ●●●●○ (4/5) **Play Time:** +5 min/player

Just as the Centaurian Resistance has always represented a threat in space, Centaurian Outposts pose a threat on the planets themselves. Of course, defeating an Outpost yields valuable rewards! However, the presence and strength of each Outpost is not immediately known, making necessary expansion a matter of taking calculated risks. Even though new Technologies provide the tools necessary to manage this new threat, there is an increased need for each player to properly manage their resources and actions.

Components

- 36 Centaurian Outpost tokens
 - 10 Blank
 - 14 Level 1
 - 12 Level 2
- 28 Centaurian Outpost cards, Level 1
- 24 Centaurian Outpost cards, Level 2
- 6 Player Boards (one per player)



The following new Technologies are used by this module: Infrastructure, Perimeter Defense Systems, Quantum Targeting, and Surface Cloaking. Use black cubes to cover any unused new Technologies.

Game Setup

Each player begins the game with 5 VP.

After performing all normal board setup steps, including any considerations based on the Edge of Extinction expansion and additional or alternate setup introduced by other modules in this expansion, place one random Centaurian Outpost token, face down, on every planet except players’ starting planets.

Note: Unless specifically stated, only the Technologies, abilities, or benefits listed in the rules for this module apply when attacking or defending against a Centaurian Outpost.

Upkeep Stage

The Upkeep Stage is altered as follows:

- Reset MarketNo change
- Increase Population**See below
- Receive Income and Pay TaxNo change
- Repair ShipsNo change

Upkeep Stage — Increase Population

Each player places 1 additional Population cube on their Home Planet (3 total; 4 if the player has researched Expert Cloning).

Conquest Stage

The Conquest Stage is altered as follows:

- | | |
|------------------------------------|----------------------------|
| • Mount Population | No change |
| • Perform Ship Movement | No change |
| • Utilize Civilian Ships | No change |
| • Detection | No change |
| • Player Combat | No change |
| • Centaurian Resistance Combat | No change |
| • Deploy Population | See below |
| • Centaurian Outpost Combat | NEW step, see below |

Conquest Stage — Deploy Population

After successfully deploying Population onto a planet with a face-down Centaurian Outpost token, flip the token face up. If the token is blank, remove it from the game.

Conquest Stage — Centaurian Outpost Combat

If a player has researched Surface Cloaking, they may choose to completely avoid the Centaurian Outpost Combat step for any planets where they have one or more Population (thereby giving up the option of attacking the Outpost while safeguarding themselves against being attacked by the Outpost, should it remain undefeated). Such a player may decide to participate in Centaurian Outpost Combat on some planets while avoiding it on others.

On each planet with a face-up Centaurian Outpost token, in Turn Order, each player who has one or more Population on the planet has the option of attacking the Outpost.

To attack, roll a number of dice equal to 1 + the number of Population you have on the planet. If you have researched Infrastructure, roll 1 additional die. If you have at least one Fighter ship in the hex, roll 1 additional die. Each result of 5 or 6 is a successful hit. If you have researched Quantum Targeting, all results of 4 or better are successful hits.

Unlike combat between ships, a single attack roll constitutes Centaurian Outpost Combat. To defeat the Outpost you must, in a single roll, score a number of hits equal to or greater than its level.

- **In case of victory:**
 - Reveal and keep the top Centaurian Outpost card from the appropriate deck as your reward. You may discard it at any time (outside a Conquest Stage) to gain its written bonus, or you may keep it until the end of the game to gain the number of VP printed on the card.
 - Remove the Centaurian Outpost token from the game.
- **In case of defeat:**
 - The Centaurian Outpost token remains on the planet.
 - The next player may attack the Outpost as normal.

After all players have attacked, if the Centaurian Outpost remains on the planet, resistance soldiers from the Outpost will attack. Roll a number of dice equal to 1 + the level of the Outpost. Each result of 5 or 6 counts as a successful hit. All players with one or more Population on the planet must remove 1 of their Population cubes from the planet for each hit. Players who have researched Perimeter Defense Systems suffer 1 fewer hit. Players protected by Surface Cloaking are completely unaffected by the attack (unless, of course, they chose to attack the Outpost).

Technology Summaries



Make your Population undetectable by Centaurian Outposts. On any planet with a face-up Outpost token, you may choose to avoid Centaurian Outpost Combat.



When attacking a Centaurian Outpost, roll 1 additional die.



When being attacked by a Centaurian Outpost, suffer 1 fewer hit.



When attacking a Centaurian Outpost, all results of 4 or better are successful hits.

Tip! Since some form of expansion is necessary, regardless of your overall game strategy, consider that there are three main ways for you to deal with the threat of the Outposts:

- Surface Cloaking
- Centaurian Outpost Combat Technologies
- Simply throwing Population at the problem (either via Civilian Ships or traditional ship transport)

MODULE 4 – EXPLORATION

Unexpected events, hidden secrets, and unknown dangers lurk in the unexplored expanses of space.

Challenge Level: ●●●○○ (3/5)

Play Time: +5 min/player

Venturing into the unknown is sure to be both exciting and surprising. While the unknown dangers themselves may be mere nuisances, the greater strategic impact stems from not knowing which resources might be available. Good planning and adaptability is necessary for all players.

Components

- 24 Planet Debris tokens
- 2 Wormhole tokens
- 1 Bounty token
- 1 No Combat token
- 1 Planet of Interest token
- 33 Event cards
- 6 Player Boards (one per player)



The following new Technologies are used by this module: Sector Scan. Use black cubes to cover any unused new Technologies.

Game Setup

Each player begins the game with 5 VP.



Event cards examples (from left): Neutral Events, Bane Events, Boon Events, back.

All hexes, except for the central hex and players' Home Planets, are placed face down during setup.

Each player may secretly look at any 1 of the face-down planet hexes adjacent to their Home Planet, returning it face down.

When playing without the New Planets (M5) module and with the Edge of Extinction expansion, each player may instead secretly look at any 2 of the face-down planet hexes adjacent to their Home Planet, choose 1 to flip face up (this will be their secondary starting planet hex), and return the other face down.

When playing with the Centaurian Outposts (M3) module, Centaurian Outpost tokens are not placed until planets are flipped face up.

Launch WMDs Stage

The Launch WMDs Stage is altered as follows:

- | | |
|----------------------|------------------|
| • Assign Targets | No change |
| • Distance Check | No change |
| • Damage Roll | See below |

Launch WMDs Stage — Damage Roll

After a successful Graviton Rocket attack, instead of flipping the planet hex face down, a Planet Debris token is placed on top of the planet, indicating that it has been destroyed.

Conquest Stage

The Conquest Stage is altered as follows:

- Mount Population No change
- **Perform Ship Movement** See below
- Utilize Civilian Ships No change
- Detection No change
- Player Combat No change
- Centaurian Resistance Combat No change
- Deploy Population No change

Conquest Stage — Perform Ship Movement

When moving into or through a sector with Planet Debris, if the player has researched Sector Scan they are unaffected by the debris. Otherwise, they must roll a number of dice equal to the number of their ships entering the hex. Each result of 5 or 6 deals 1 damage to one of the ships (player’s choice).

If one or more ships end their movement on a face-down hex, reveal the hex by flipping it face up, then draw an Event card and resolve its effect. If more than one player ended their movement in the same hex, only one Event is drawn, though it affects each player (resolved individually). Players who have researched Sector Scan may choose to ignore the effects of any  Events.



After the effect of the Event has been resolved, place any resource dice and Centaurian Outpost tokens as applicable.

Note: Should the Event deck ever run out, no further Events will be drawn.

Wormhole

When the Space and Time event is drawn, wormhole tokens will be placed in two hexes on the board (following the instructions given by the Event itself). For the rest of the game, these two hexes are considered adjacent to each other, allowing players to travel freely between those two hexes at the cost of a single movement point. Players may also Launch WMDs through the wormhole.

Even if the hex containing a wormhole token is the target of a successful Graviton Rocket attack, the wormhole token will remain in the hex.

When playing with the Proxima Centauri (M6) module, if the second wormhole token is placed on the Proxima Centauri hex, the effects of Solar Wind will extend to the newly revealed hex. However, such placement still does not allow the players to enter the Proxima Centauri hex itself.

When playing with the Communication Satellites (M8) module, players treat these two hexes as adjacent to each other for purposes of placing a newly built Satellite adjacent to a hex where the player already has a Satellite. In other words — Communication Satellites may “connect” through the wormhole.

When playing with the Centaurian Stronghold scenario, Warship Squadrons may move through the wormhole. Remember to take this into account when determining Warship Squadron movement. If the second wormhole token is placed on the Centaurian Stronghold hex, players may attack the Centaurian Stronghold from the newly revealed hex. However, such placement still does not allow the players to enter the Centaurian

Stronghold hex itself.

When playing with the Event Horizon scenario, the effects of Increased Heat do not move through the wormhole. Increased Heat tokens should only be placed on planet hexes physically adjacent to the Proxima Centauri hex.

Bounty

When the Bounty event is drawn, the Bounty token will be assigned to one of the players. The Bounty token should be clearly displayed in front of the player. The next time that player participates in Player Combat against another player, the Bounty will be resolved.

The winner of the combat will immediately score an additional 2 VP, even if this turns out to be the player with the Bounty. If there is no winner (because all participating player ships were destroyed), the Bounty token is simply discarded without effect.

If, for any reason, the player with the Bounty is defeated outside of Player Combat, even if another player is present in the same hex at the time, nothing happens. The player simply retains the Bounty token until they win or lose direct Player Combat.

No Combat

When the Electromagnetic Field event is drawn, the No Combat token will be placed on the board (following the instructions given by the Event itself). For the rest of the game, no combat takes place between players (or with the Centaurian Resistance) in this hex, even if unclocked ships belonging to two or more players end their movement in this hex.

At the end of the game, no VP are awarded for having ships in this hex.

Even if the hex containing the No Combat token is the target of a successful Graviton Rocket attack, the No Combat token will remain in the hex.

When playing with the Centaurian Outposts (M3) module, players may still attack or defend against a Centaurian Outpost on the planet in this hex (including after successfully deploying Population onto a planet with a face-up Centaurian Outpost token).

When playing with the Centaurian Stronghold scenario, players may not attack or be attacked by a Centaurian Warship Squadron in this hex. Additionally, players may not attack the Centaurian Stronghold from this hex, even if it is adjacent to the Stronghold hex.

Planet of Interest

When the Planet of Interest event is drawn, the Planet of Interest token will be placed on the planet in the hex where the event was triggered.

At the end of the game, this planet is worth an additional 2 VP. These points are in addition to the VP printed on the planet hex itself and are awarded according to the normal rules for having the majority of Population on the planet.

Dual Resource planet hexes do not have a printed amount of VP on them. A Dual Resource planet with the Planet of Interest token on its hex is simply worth 2 VP at the end of the game.

If the hex containing the Planet of Interest token is the target of a successful Graviton Rocket attack, the Planet of Interest token should be discarded as a result of the planet being destroyed.

Technology Summaries



Ignore the effects of  Events and Planet Debris.

Tip! The unknown locations of Axinium and Phasium do not have to be a hindrance. Smart use of Trading (and Advanced Trading) can ensure that you have all the resources you need. Also consider researching improved drive Technologies to enable moving across the board more quickly once desired planet types have been discovered. If you research Sector Scan (and, perhaps, Cloaking) you can also move much more safely between various hexes, and maybe even experience beneficial Events along the way!

MODULE 5 – NEW PLANETS

Recent reports hint to the existence of exotic planets. Shrewd commanders will find new ways to exploit these planets and their valuable resources.

Challenge Level: ●○○○○ (1/5) Play Time: +0 min
New planet types not only add variety to the game, they also introduce new and interesting abilities for the players to consider.

Components
23 Planet hexes

Game Setup
Each player may choose the type (basic CP/Axinium/Phasium only) of 1 planet adjacent to their Home Planet hex. Give each player 1 random planet hex of the chosen type from the distribution below, before proceeding with the rest of the setup.

When playing with the Exploration (M4) module, this planet will begin play face up.

If playing with the Edge of Extinction expansion, this will be their secondary starting planet hex.

When playing with the Exploration (M4) module, each player may secretly look at any 1 of the face-down planet hexes adjacent to their Home Planet, returning it face down.

Planet Distribution

- 2 Players

1 × Central hex
(High Council, Proxima Centauri,
or Centaurian Stronghold)

2 × Home Planet hexes

4 × CP Planet hexes

2 × Axinium Planet hexes

2 × Phasium Planet hexes

2 × Random New Planet hexes
- 5 Players

1 × Central hex
(High Council, Proxima Centauri,
or Centaurian Stronghold)

5 × Home Planet hexes

8 × CP Planet hexes

6 × Axinium Planet hexes

5 × Phasium Planet hexes

6 × Random New Planet hexes
- 3 Players

1 × Central hex
(High Council, Proxima Centauri,
or Centaurian Stronghold)

3 × Home Planet hexes

5 × CP Planet hexes

4 × Axinium Planet hexes

3 × Phasium Planet hexes

3 × Random New Planet hexes
- 6 Players

1 × Central hex
(High Council, Proxima Centauri,
or Centaurian Stronghold)

6 × Home Planet hexes

9 × CP Planet hexes

8 × Axinium Planet hexes

6 × Phasium Planet hexes

7 × Random New Planet hexes
- 4 Players

1 × Central hex
(High Council, Proxima Centauri,
or Centaurian Stronghold)

4 × Home Planet hexes

6 × CP Planet hexes

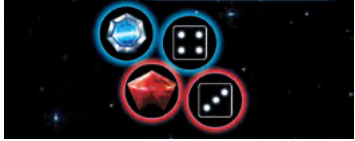
5 × Axinium Planet hexes

4 × Phasium Planet hexes

5 × Random New Planet hexes

Planet Badge Legend

	This planet produces no resources.
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	Finite: Mining actions have no effect on finite planets.
	Barren: During resource production, roll a die. On a result of 4+, the planet produces normally. Otherwise, the planet yields no production that turn. If multiple players occupy the planet, each player will roll separately. Mining actions have no effect on barren planets. They never become depleted.
	Advanced: Each player who has at least 1 Population on the planet receives a 1 CP discount to any research of that type.
	Peaceful: This planet cannot be targeted by Rockets (WMDs). However, space combat can still take place in the hex.
	Dual Resources: Two separate dice are placed on the planet. During production, both resources are gained and tracked separately.

When playing with the Centaurian Outposts (M3) module, Centaurian Outposts should not be placed on Peaceful planets.

If playing with the Edge of Extinction expansion, the Commandos ability of the Solaris Confederation faction cannot be used on Peaceful planets.

Tip! While the new planet types maintain a healthy balance between the VP they provide and the resources produced or other benefits provided, not all planet abilities will benefit all players equally. Trust your own skills when determining which planets are worth competing for and which are not.

MODULE 6 – PROXIMA CENTAURI

Can the energy of Proxima Centauri, our home star, be harnessed, or will the risks prove too great?

Challenge Level: ●●○○○ (2/5) Play Time: +0 min
In addition to introducing new and powerful Technologies, this module alters how players are able to navigate the board. At first glance, the impassable central hex may not seem like much of a change. However, drive speed will greatly affect your ability to cross the board or chase after your opponent’s ships.

Components

- 1 Proxima Centauri hex
- 6 Player Boards (one per player)

The following new Technologies are used by this module: Solar Cannon Booster, Solar Shield Booster. Use black cubes to cover any unused new Technologies.

Game Setup
Proxima Centauri replaces the High Council hex.

Note: Travel through the central hex is no longer possible. Any card or rule which applies to the High Council hex has no effect. If a Political card makes reference to the High Council hex, the card should be immediately discarded, and a new card drawn in its place.

Solar Wind

The 6 planet hexes immediately adjacent to the Proxima Centauri hex are affected by Solar Wind. A player who has researched relevant technologies can take advantage of the Solar Wind to increase the combat prowess of their ships.

Note: Solar Wind only affects a player who has researched relevant technologies and only within the 6 hexes immediately adjacent to Proxima Centauri.

Technology Summaries



While in a hex affected by Solar Wind and engaged in Player Combat or Centaurian Resistance Combat, the strength of each of your Shields is increased by 1.



While in a hex affected by Solar Wind and engaged in Player Combat or Centaurian Resistance Combat, your attack results of 4 or better are successful hits.

Tip! When combined with second-tier cannons and shields, the Solar Booster Technologies will keep your ships on par with ships equipped with top-tier cannons and shields, but only in the vicinity of the star. Cost wise, you end up paying more CP than Phasium for the same relative power. On the other hand, top-tier Upgrades will function anywhere on the board.

Of course, top-tier cannons and shields, when combined with Solar Booster Technologies, are unmatched in strength among ships, and deservedly so, considering the premium cost paid for such power.

MODULE 7 – JUMP GATES

Technological advances allow for tactical and rapid ship movements through the system.

Challenge Level: ●○○○○ (1/5)

Easy to introduce into any game, Jump Gates can complement your tactical movement capabilities on the board. However, you only have access to two of them and they cannot be moved after initial placement, so use them wisely.

Play Time: +0 min

Components

- 12 Jump Gates (two per player color)
- 6 Blueprints (one per player)



12 x Jump Gates (two per player color)



6 x Blueprints (one per player)

Jump Gates

Structures which can be created with a Build Ships Action. However, a player may not build more than 1 Jump Gate per Build Ships Action. Even though Jump Gates are constructed using the Build Ships Action, they do not count as ships for any other purpose.

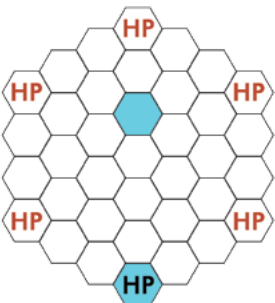
Clarification: Unless otherwise noted, any effect or ability that allows a player to build ships would allow building of Jump Gates. Unless the ship type is explicitly stated, one Jump Gate can be built in place of any standard ship.

At the end of any Conquest Stage, in reverse Turn Order each player may activate one of their Jump Gates to move one or more of their ships from a single hex anywhere on the board to the hex occupied by the Jump Gate. Players can never activate a Jump Gate belonging to another player.

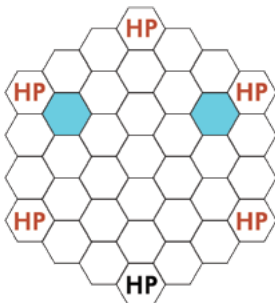
Jump Gates never move and cannot be destroyed. When built, a Jump Gate can be placed on the player’s Home Planet hex or in any other hex where the player currently has one or more ships.

A player can never place a second Jump Gate in a hex where they already have a Jump Gate. However, Jump Gates belonging to separate players can be present in each hex.

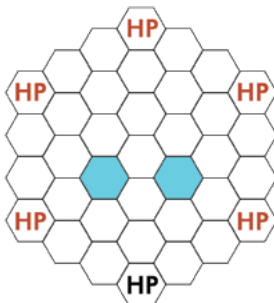
Even if the hex containing a Jump Gate is the target of a successful Graviton Rocket attack, the Jump Gate will remain in the hex.



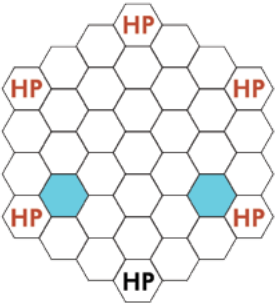
Flexible, Rapid Response



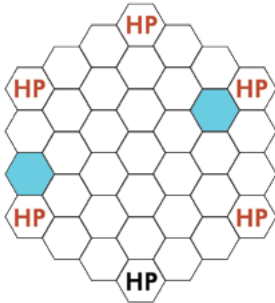
Aggressive



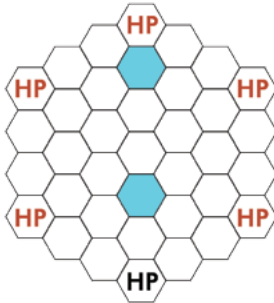
Defensive, End-Game VP



Defensive, Neighbor-Aggressive



Flexible



Hybrid

Jump Gate placement examples

Tip! Jump Gates are utility structures. While they do not serve as a replacement for faster drives, the obvious movement benefits they provide cannot be denied. You may be tempted to place one Jump Gate on your Home Planet and the second Jump Gate in the hex farthest away from your Home Planet. Even though this is certainly a useful strategy, there are several other placement possibilities which give you a greater tactical advantage.

MODULE 8 – COMMUNICATION SATELLITES

Advanced communication networks prove a boon to ships away from their Home Planets.

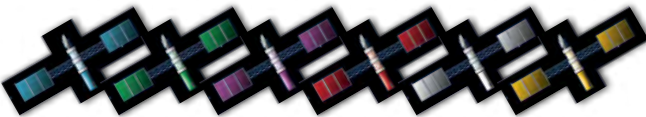
Challenge Level: ●○○○○ (1/5)

Deceivingly simple to incorporate, Communication Satellites provide valuable benefits when utilized properly and deliberately.

Play Time: +0 min

Components

- 36 Communication Satellites (six per player color)
- 6 Blueprints (one per player)



36 x Communication Satellites (six per player color)



6 x Blueprints (one per player)

Communication Satellites

Structures which can be created with a Build Ships Action. However, a player may not build more than 1 Communication Satellite per Build Ships Action. Even though Communication Satellites are constructed using the Build Ships Action, they do not count as ships for any other purpose.

Clarification: Unless otherwise noted, any effect or ability that allows a player to build ships would allow building of Communication Satellites. Unless the ship type is explicitly stated, one Satellite can be built in place of any standard ship.

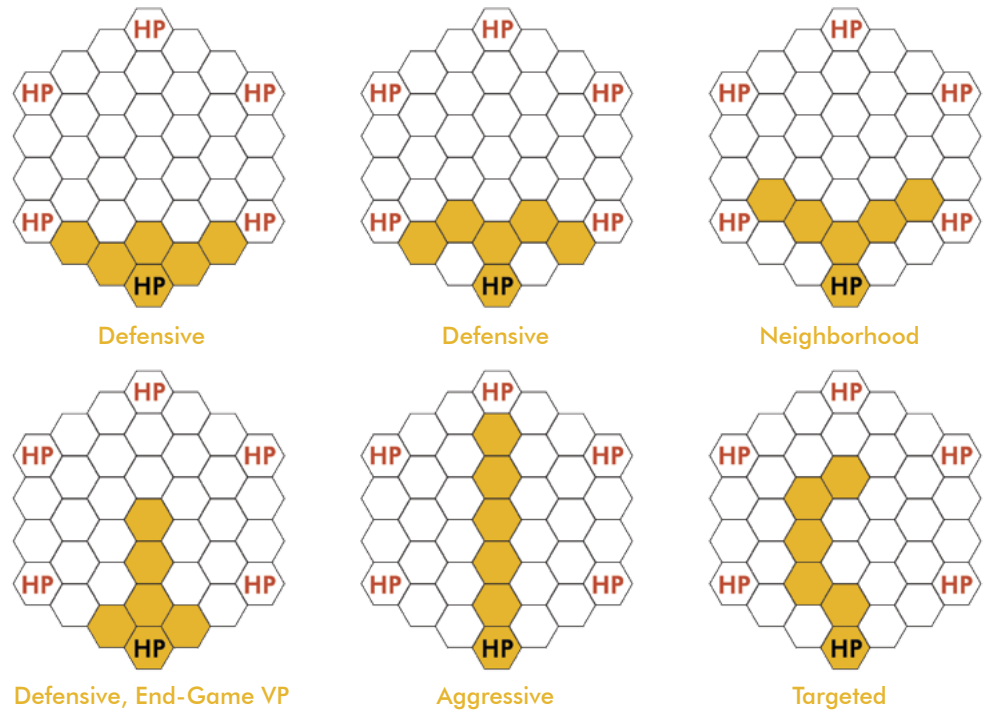
8 The owner of the Satellite deals +1 damage each combat round when involved in space

combat which takes place in the hex. Additionally, the owner of the Satellite receives a +1 bonus to range when launching any WMD from that specific hex.

Communication Satellites never move and cannot be destroyed. The first Satellite must be placed on the player’s Home Planet hex. Each subsequent Satellite must be placed adjacent to a hex where the player already has a Satellite.

A player can never place a second Satellite in a hex where they already have a Satellite. However, Satellites belonging to separate players can be present in each hex.

Even if the hex containing a Communication Satellite is the target of a successful Graviton Rocket attack, the Satellite will remain in the hex.



Communication Satellite placement examples

Tip! Communication Satellites are utility structures. They are far from a must-have for everyone. However, when properly considered and deliberately pursued, they serve as a reliable boost.

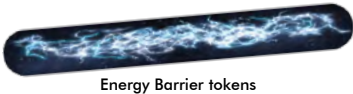
MODULE 9 – ENERGY BARRIERS

Pockets of dangerous electromagnetic energy dot the space between sectors.

Challenge Level: ●○○○○ (1/5) **Play Time:** +0 min
The significance of this module will differ from game to game. Sometimes, the Energy Barriers will serve as nothing but minor obstacles in space. In other games, however, they will be a source of tactical decision making.

Components

- * Energy Barrier tokens
- * Use a number of tokens equal to the number of players. Return unused tokens to the box.



Game Setup

After the initial Turn Order has been established, in reverse Turn Order, the players will place one Energy Barrier each.

The Energy Barriers can be placed on the border between two hexes anywhere on the

board, as long as the following placement rules are abided by:

- Home Planet hexes cannot be bordered by Energy Barriers.
- No hex can be bordered by more than a single Energy Barrier.
- An Energy Barrier cannot be placed along the outer edge of the board.

Once placed, the Energy Barriers remain stationary for the rest of the game.

Energy Barriers

An Energy Barrier is a permanent obstacle which affects ship movement between two hexes. Each ship passing through an Energy Barrier suffers 1 damage.

Exception: Dark Raiders can pass through the Barrier without taking any damage.

Additionally, when counting the distance for Rockets (WMDs), each Energy Barrier the Rocket must pass through increases the total distance by 1.

Variant Rule

If you wish to randomly determine the initial placement of the Energy Barriers, perform the following steps when placing each Barrier:

- Start from the central hex
- Roll a die. Count 1 space in the direction of the number rolled.
- Roll a die. Count 1 space in the direction of the number rolled.
- Roll a die. Place the Energy Barrier along the edge indicated by the number rolled.

If, at any point, your count takes you off the edge of the board, simply continue from the opposite edge.

If the last roll would result in breaking one of the placement rules, perform the following steps until a valid placement can be made:

- Count 1 space in the direction of the number rolled.
- Roll a die. Place the Energy Barrier along the edge indicated by the number rolled.

Tip! During setup, it might be tempting to place your Energy Barrier in a way which will hinder an opponent. However, also consider the potential defensive advantages that the Barriers may serve, both during the early and late game.

MODULE 10 – LEADERS

Powerful leaders with unique special abilities give your faction the upper hand.

Challenge Level: ●○○○○ (1/5) **Play Time:** +0 min
Whether you consider your Leader a situational boon or let your Leader set the direction for your overall game strategy, the flavor and ability of each Leader is unique.

Components

18 Leader cards

Game Setup

During setup, each player will draw 2 random Leader cards from which they choose 1 to keep. Each player should place their chosen Leader face-up in front of themselves. Each Leader provides a unique benefit during the game.



Leader cards examples front and back.

Additional Leader Descriptions

Merchant: Advanced Trading is required to be able to both buy and sell, and to use the better rates (written in red).

Politician: A bid of 1 CP counts as 2 CP, 3 counts as 6, 5 as 10, 6 as 11, and so forth.

Tip! When choosing your Leader, first consider which Leader will best align with your desired strategy. When in doubt, pick a Leader which provides a generic benefit.

SCENARIO — THE CENTAURIAN STRONGHOLD

The Centaurian Stronghold is a scenario which offers exciting new modes of game play for Exodus: Proxima Centauri. In addition to new challenges introduced by both this expansion and the scenario itself, the Centaurian Stronghold scenario enables fully cooperative and semi-cooperative play in Exodus: Proxima Centauri. Most of the scenario rules are identical between the two game modes. Therefore, all the rules are gathered here, in one place. Where similar rules differ only slightly, any differences are denoted like this.

After performing all the necessary game setup steps, you may decide to either play a fully cooperative game or a semi-cooperative game.

Tip! This scenario is completely playable with the Edge of Extinction expansion. In the fully cooperative game mode you will find that some factions have abilities which may be more readily beneficial than others. Randomly assigning the factions will provide the players with unique and different challenges each game, enhancing the teamwork aspects and setting the stage for a rich and memorable experience!

The Story

The Centaureans have returned! It was just yesterday that the Centaurian stronghold, an alien ship megastructure, arrived in the midst of the Centauri system. It does not appear likely that their intentions are friendly this time around, especially considering the bitter fighting between us and the New Centaurian Empire as of late. In fact, early reports suggest that the Centaureans are preparing for war...

Components

- 1 Centaurian Stronghold hex
- * Centaurian Stronghold Level tokens
- ^ Centaurian Warship Squadron tokens

* Use a number of tokens equal to the number of players. Return unused tokens to the box.
^ Use a number of tokens equal to three times the number of players. Return unused tokens to the box.



Additional Components

This scenario requires the use of all rules and components related to the Centaurian Resistance (M2) and Centaurian Outposts (M3) modules. You may freely choose to include (or exclude) any or all of the other modules presented in this expansion, except the Proxima Centauri module (M6), which cannot be used.

Game Setup

Perform all normal board setup steps, including any considerations based on the Edge of Extinction expansion and additional or alternate setup introduced by other modules in this expansion.

The Centaurian Stronghold replaces the High Council hex. Place the Centaurian Stronghold level tokens on the hex.

Note: Travel through the central hex is no longer possible. Any card or rule which applies to the High Council hex has no effect. If a Political card makes reference to the High Council hex, the card should be immediately discarded, and a new card drawn in its place.

Note: While Centaurian Warship Squadrons function much like Centaurian Resistance fleets, they are not considered Centaurian Resistance. Any card or rule which applies to Centaurian Resistance has no effect on Centaurian Warship Squadrons. Centaurian Warship Squadrons are not affected by Energy Barriers.

Gameplay Changes

When playing with the Communication Satellites (M8) module, the Satellites provide no benefit during combat against Warship Squadrons or the Centaurian Stronghold unless the player has also researched Radar Technology.

Object of the Game

Destroy all Centaurian Warship Squadrons and the Centaurian Stronghold megastructure before the end of the game. The number of turns remains unchanged.

FULLY COOPERATIVE PLAY

Additional Game Setup

When distributing the Turn Order cards for the first turn, randomly determine the starting player and give them the Chancellor card. Distribute the remaining Turn Order cards clockwise from the Chancellor and in ascending numerical order.

Return the "C" Vote token and all CP Value Vote tokens to the box as they will not be used.

Upgrades and Technologies related to WMDs will not be used. If a Political card makes reference to WMDs, the card should be immediately discarded, and a new card drawn in its place.

If a card or effect would cause you to lose VP, for each VP you are instructed to lose, you must instead pay one of the following amounts of resources: 5 CP, 2 Axinium, or 2 Phasium. You must lose resources, if possible.

If a Political card or Event would cause you to gain VP, for each VP you are instructed to gain, you may instead choose to gain one of the following amounts of resources: 3 CP, 1 Axinium, or 1 Phasium.

When playing with the Leaders (M10) module, remove the Celebrities, Diplomat, Politician, and Strategist before distributing Leaders.

If playing with the Edge of Extinction expansion, the following Technologies have no effect:

- Commandos (Solaris Confederation)
- Any Technology related to WMDs, Player Combat, or end-of-game VP

SEMI-COOPERATIVE PLAY

Additional Game Setup

Additional Gameplay Changes

Upkeep Stage — New Turn Order

During the Upkeep Stage (from Turn 2 on), each player will pass their Turn Order card to the player on their right.

Council Stage — Political Decision

Reveal only the top 2 Political cards. Players vote only using their A/B tokens. The Chancellor breaks ties as normal.

Council Stage — Elections

Skip this step!

Launch WMDs Stage

Skip this stage!

Centaurian Stronghold Activation Stage

This is a new stage which takes place immediately after the Launch WMDs Stage from **Turn 3** on (**Turn 1 if playing with the Edge of Extinction expansion**). During this stage, the Centaurian Stronghold deploys waves of Warship Squadrons!

- 1. Take a number of Centaurian Warship Squadron tokens equal to the number of players and place them onto the central Centaurian Stronghold hex.
- 2. Each Centaurian Warship Squadron moves 1 hex closer to the closest player ship(s), regardless of their strength or type. Warship Squadrons never enter player Home Planet hexes but may move through the central Stronghold hex. If one or more hexes are within equal distance, the hex with the most ships is considered closer. If still tied, **the players make the final decision**.
- 3. If any Centaurian Warship Squadrons share a hex with one or more player ships, a battle is immediately resolved as normal (see Centaurian Warship Squadron Combat below).

Conquest Stage — Detection

If any player ships are in the same hex as a Centaurian Warship Squadron token, the Centaurian Warship Squadrons force the player ships to uncloak.

Conquest Stage — Player Combat

No combat takes place between players, even if uncloaked ships belonging to two or more players end their movement in the same hex.

Conquest Stage — Centaurian Resistance Combat

In any hexes where there are Centaurian Resistance ships and uncloaked player ships, battle takes place. If multiple players have ships in the hex, those players participate in the battle simultaneously. If the Centaurian Resistance is destroyed, the players may freely choose how to distribute the reward cards among the participating players.

Conquest Stage — Centaurian Warship Squadron Combat

After resolving any Centaurian Resistance battles, in any hexes where there are Centaurian Warship Squadrons and player ships, another battle takes place. Resolve Centaurian Warship Squadron Combat separately for each hex. **If multiple players have ships in the hex, those players participate in the battle simultaneously.**

The strength of the Centaurian Warship Squadrons is 2 higher than the current Resistance Level (see chart below).

Mnemonic:

The level of a Warship Squadron is equal to the current Game Turn +1.
The Warship Squadron Shield Bonus is equal to the **current Game Turn +1**.
If playing with the Edge of Extinction expansion, add +2 to both numbers.

Reveal a number of Resistance Cards from the appropriate decks, as indicated by the chart. Even if two or more Warship Squadrons are present in the hex, only reveal one set of Resistance Cards. Battle according to normal rules, except as follows:

Additional Gameplay Changes

Centaurian Stronghold Activation Stage

This is a new stage which takes place immediately after the Launch WMDs Stage from **Turn 4** on (**Turn 2 if playing with the Edge of Extinction expansion**). During this stage, the Centaurian Stronghold deploys waves of Warship Squadrons!

- 1. Take a number of Centaurian Warship Squadron tokens equal to the number of players and place them onto the central Centaurian Stronghold hex.
- 2. Each Centaurian Warship Squadron moves 1 hex closer to the closest player ship(s), regardless of their strength or type. Warship Squadrons never enter player Home Planet hexes but may move through the central Stronghold hex. If one or more hexes are within equal distance, the hex with the most ships is considered closer. If still tied, **choose randomly**.
- 3. If any Centaurian Warship Squadrons share a hex with one or more player ships, a battle is immediately resolved as normal (see Centaurian Warship Squadron Combat below).

Conquest Stage — Detection

If any player ships are in the same hex as a Centaurian Warship Squadron token, the Centaurian Warship Squadrons force the player ships to uncloak.

Conquest Stage — Centaurian Warship Squadron Combat

After resolving any Centaurian Resistance battles, in any hexes where there are Centaurian Warship Squadrons and player ships, another battle takes place. Resolve Centaurian Warship Squadron Combat separately for each hex.

The strength of the Centaurian Warship Squadrons is 2 higher than the current Resistance Level (see chart below).

Mnemonic:

The level of a Warship Squadron is equal to the current Game Turn +1.
The Warship Squadron Shield Bonus is equal to the **current Game Turn -2**.
If playing with the Edge of Extinction expansion, add +2 to both numbers.

Reveal a number of Resistance Cards from the appropriate decks, as indicated by the chart. Even if two or more Warship Squadrons are present in the hex, only reveal one set of Resistance Cards. Battle according to normal rules, except as follows:

- The revealed Resistance Cards do not represent individual ships which must be defeated. Instead, the Resistance Cards indicate the total cannon strength and shield power assigned to the Warship Squadron as a whole.
- **Each combat round, before assigning any hits inflicted by the Warship Squadron damage roll, each player in this combat suffers 1 damage.**
- In addition to the shield power indicated by the Resistance Cards, each Warship Squadron receives an additional static shield power bonus based on the current Game Turn (see chart below).
- Only one Warship Squadron can be defeated each combat round. Extra damage beyond what is necessary to defeat the Warship Squadron does not carry over or apply to any remaining Warship Squadron.
- **If playing with the Edge of Extinction expansion,** Combat Cards cannot be used in this combat.

Whenever the Centaurians have sustained damage in excess of their total shield power, a Centaurian Warship Squadron has been destroyed.

- **When a Centaurian Warship Squadron is destroyed:**
 - Return a Warship Squadron token to the supply.
 - Return to the supply all Damage tokens from the Centaurian Warship Squadron.
 - If there are still Warship Squadrons in the hex, continue the battle.
 - Otherwise, return the Resistance Cards to the bottom of their respective decks. No reward is given.
 - If there are no Centaurian Warship Squadron tokens anywhere on the board, the players may attack the Centaurian Stronghold. All player ships adjacent to the Centaurian Stronghold hex may participate.
- **In case of defeat:**
 - Return to the supply all Damage tokens from the Centaurian Warship Squadron.
 - Return the Resistance Cards to the bottom of their respective decks. No reward is given.
 - Any Centaurian Warship Squadron token still in the hex remains on the board.

***Note:** If multiple players participate in battle against the Centaurian Resistance or Centaurian Warship Squadrons, the players do not collectively suffer defeat until all player ships have been destroyed. However, a player whose ships were destroyed is not eligible to receive any rewards.*

Attacking the Centaurian Stronghold

Once the Centaurian Stronghold has activated at least once, the players may attempt to defeat it. However, the Stronghold can only be attacked if there are no Centaurian Warship Squadron tokens anywhere on the board. The Centaurian Stronghold can be attacked from any hex adjacent to the Stronghold hex. Battle according to the rules for Centaurian Warship Squadron Combat above, except as follows:

- Do not reveal any Resistance Cards for the Centaurian Stronghold. It has a fixed cannon strength of 8 and a shield power of 8 plus the shield power bonus based on the current Game Turn (see chart below).
- Each combat round, before assigning any hits inflicted by the Stronghold damage roll, each player ship in this combat takes 1 damage.
- When attacking the Centaurian Stronghold, the players only hit on results of 6.
- The Centaurian Stronghold uses Level tokens instead of Warship Squadron tokens to indicate its remaining strength.
- Only one Level can be defeated each combat round. Extra damage beyond what is necessary to defeat a Stronghold Level does not carry over or apply to any remaining Level.
- **When a Centaurian Stronghold Level is defeated:**
 - No reward is given.
 - Return a Stronghold Level token to the supply.
 - Return to the supply all Damage tokens from the Centaurian Stronghold.

- The revealed Resistance Cards do not represent individual ships which must be defeated. Instead, the Resistance Cards indicate the total cannon strength and shield power assigned to the Warship Squadron as a whole.
- **Each Warship Squadron deals +1 damage.**
- In addition to the shield power indicated by the Resistance Cards, each Warship Squadron receives an additional static shield power bonus based on the current Game Turn (see chart below).
- Only one Warship Squadron can be defeated each combat round. Extra damage beyond what is necessary to defeat the Warship Squadron does not carry over or apply to any remaining Warship Squadron.
- **If playing with the Edge of Extinction expansion,** Combat Cards cannot be used in this combat.

Whenever the Centaurians have sustained damage in excess of their total shield power, a Centaurian Warship Squadron has been destroyed.

- **When a Centaurian Warship Squadron is destroyed:**
 - **The player immediately scores 7 VP.**
 - Return a Warship Squadron token to the supply.
 - Return to the supply all Damage tokens from the Centaurian Warship Squadron.
 - If there are still Warship Squadrons in the hex, continue the battle.
 - Otherwise, return the Resistance Cards to the bottom of their respective decks. No reward is given **from the cards.**
 - If there are no Centaurian Warship Squadron tokens anywhere on the board, the players may attack the Centaurian Stronghold. All player ships adjacent to the Centaurian Stronghold hex may participate.
- **In case of defeat:**
 - Return to the supply all Damage tokens from the Centaurian Warship Squadron.
 - Return the Resistance Cards to the bottom of their respective decks. No reward is given.
 - Any Centaurian Warship Squadron token still in the hex remains on the board.

Attacking the Centaurian Stronghold

Once the Centaurian Stronghold has activated at least once, the players may attempt to defeat it. However, the Stronghold can only be attacked if there are no Centaurian Warship Squadron tokens anywhere on the board. The Centaurian Stronghold can be attacked from any hex adjacent to the Stronghold hex. Battle according to the rules for Centaurian Warship Squadron Combat above, except as follows:

- Do not reveal any Resistance Cards for the Centaurian Stronghold. It has a fixed cannon strength of 8 and a shield power of 8 plus the shield power bonus based on the current Game Turn (see chart below).
- Each combat round, before assigning any hits inflicted by the Stronghold damage roll, each player ship in this combat takes 1 damage.
- When attacking the Centaurian Stronghold, the players only hit on results of 6.
- The Centaurian Stronghold uses Level tokens instead of Warship Squadron tokens to indicate its remaining strength.
- Only one Level can be defeated each combat round. Extra damage beyond what is necessary to defeat a Stronghold Level does not carry over or apply to any remaining Level.
- **When a Centaurian Stronghold Level is defeated:**
 - No reward is given.
 - Return a Stronghold Level token to the supply.
 - Return to the supply all Damage tokens from the Centaurian Stronghold.

- o If there are still Stronghold Level tokens remaining, continue the battle.
- o Otherwise, the game immediately ends.
- **In case of defeat:**
 - o Return to the supply all Damage tokens from the Centaurian Stronghold.
 - o Any Stronghold Level token still on the hex remains on the board.

Targeting Rules

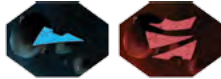
Centaurian Resistance, Centaurian Warship Squadrons, and the Centaurian Stronghold itself assign each hit according to the following algorithm:

- The ship with the highest cannon strength is targeted first.
- If several ships are tied for cannon strength, assign the hit to the ship which requires the least amount of damage before it is destroyed.
- If several ships require the same amount of damage to be destroyed, assign the hit to the ship carrying the most Population.
- If several ships carry the same amount of Population, War Cruisers will be targeted first, followed by Fighters, Battle Carriers, and Dark Raiders.
- If several ships are still tied, choose randomly from among the tied ships.

Game End

The game ends immediately with a collective win for the players when the Centaurian Stronghold is defeated!

The players collectively lose when the last Centaurian Warship Squadron token is placed on the board or if the Centaurian Stronghold remains undefeated at the end of the final turn of the game.

Game Turn	Edge of Extinction Game Turn	Warship Squadrons	Resistance Cards Used	Shield Bonus
1	-	-	-	-
2	-	-	-	-
3	1	1/player		4
4	2	1/player		5
5	3	1/player		6
6	4	1/player		7
7	5	1/player		8

- o If there are still Stronghold Level tokens remaining, continue the battle.
- o Otherwise, the game immediately ends.
- **In case of defeat:**
 - o Return to the supply all Damage tokens from the Centaurian Stronghold.
 - o Any Stronghold Level token still on the hex remains on the board.

Targeting Rules

Centaurian Warship Squadrons and the Centaurian Stronghold itself assign each hit according to the following algorithm:

- The ship with the highest cannon strength is targeted first.
- If several ships are tied for cannon strength, assign the hit to the ship which requires the least amount of damage before it is destroyed.
- If several ships require the same amount of damage to be destroyed, assign the hit to the ship carrying the most Population.
- If several ships carry the same amount of Population, War Cruisers will be targeted first, followed by Fighters, Battle Carriers, and Dark Raiders.
- If several ships are still tied, choose randomly from among the tied ships.

Game End

The game ends immediately when the Centaurian Stronghold is defeated. At that point, score the game as normal. The player with the most victory points is declared the winner!

The players collectively lose when the last Centaurian Warship Squadron token is placed on the board or if the Centaurian Stronghold remains undefeated at the end of the final turn of the game.

Game Turn	Edge of Extinction Game Turn	Warship Squadrons	Resistance Cards Used	Shield Bonus
1	-	-	-	-
2	-	-	-	-
3	1	-	-	-
4	2	1/player		2
5	3	1/player		3
6	4	1/player		4
7	5	1/player		5

Alternate Difficulty Levels

The rules, as presented above, represent the Standard difficulty level. You may choose to alter the difficulty level to better suit you or your group. Adjust the Shield Bonus given to the Warship Squadrons and the Centaurian Stronghold based on your chosen difficulty level:

Beginner: -2 Easy: -1 Standard: ±0 Hard: +1 Extreme: +2

SOLITAIRE PLAY

Play follows the normal rules for the fully cooperative mode of the Centaurian Stronghold Scenario, except using the Solo Mode setup described here.

All other aspects (number of Turns, win conditions, etc.) remain the same.

Tip! Solo play represents ultimate freedom! You choose what type of experience you want. You have complete freedom to experiment with different factions, difficulty levels, and modules. Do you want to play with the Leaders module? Feel free to choose any Leader you want; or use the default deal-2-pick-1 setup.

Enjoy the full Exodus experience, with or without whatever expansion content you like. Perhaps you want to track and compare your final scores each time you defeat the Centaurian Stronghold scenario? Challenge yourself! Achieve victory, or suffer defeat at the hands of your cardboard nemesis!

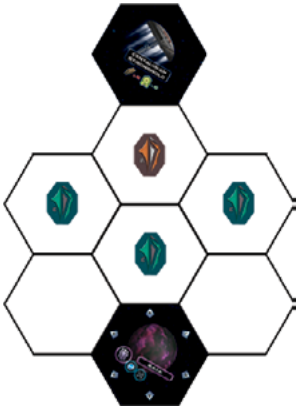
Solo Mode Setup

Standard planet distribution:

- 1 x Centaurian Stronghold hex
- 1 x Home Planet hex
- 2 x CP Planet hexes
- 2 x Axinium Planet hexes
- 2 x Phasium Planet hexes

Planet distribution when playing with the New Planets (M5) module:

- 1 x Centaurian Stronghold hex
- 1 x Home Planet hex
- 2 x CP Planet hexes
- 2 x Axinium Planet hexes
- 1 x Phasium Planet hex
- 1 x Random New Planet hex



Solo Mode Setup

SCENARIO – EVENT HORIZON

This scenario adds a new challenge mode to competitive play in Exodus: Proxima Centauri.

Tip! This scenario is completely playable with the Edge of Extinction expansion. However, you may find that some factions may reach peak performance earlier than others.

The Story

In its post-main-sequence phases, a small red dwarf like Proxima Centauri will grow hotter while remaining physically small as it transitions to a blue dwarf. Eventually, as the fuel runs out, the star will slowly fade away as a white dwarf.

Components

- 6 Star Evolution tokens
- 6 Increased Heat tokens



Additional Components

This scenario requires the use of all rules and components related to the Proxima Centauri (M6) module. You may freely choose to include (or exclude) any or all of the other modules presented in this expansion.

Game Setup

Perform all normal board setup steps, including any considerations based on the Edge of Extinction expansion and additional or alternate setup introduced by other modules in this expansion.

Object of the Game

Score the most victory points before the planetary neighborhood of Proxima Centauri becomes uninhabitable. The number of turns remains unchanged.

Gameplay Changes

At the end of each Turn, add 1 Star Evolution token to the central Proxima Centauri hex.

If there are two or more tokens on the hex, roll a die. If the result is equal to or less than the number of Star Evolution tokens, the star evolves. Otherwise, each ship on any hex with an Increased Heat token takes damage equal to the number of Star Evolution tokens. If a player has researched Solar Shield Booster, their ships take no damage.

The first time Proxima Centauri evolves:

- Return one Star Evolution token from Proxima Centauri to the supply.
- Place an Increased Heat token on each of the 6 planet hexes immediately adjacent to the Proxima Centauri hex.
- From now on, Solar Wind also affects all hexes immediately adjacent to any hex with an Increased Heat token (greatly expanding the area where Solar Booster Technologies will function).

The second time Proxima Centauri evolves:

- The game immediately ends!
- Score the game as normal

CREDITS

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Special thanks (Rainer):
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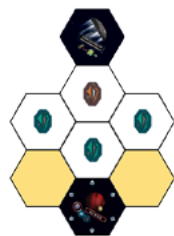
SCAN THIS QR CODE OR VISIT WWW.NSKN.NET/EN2/GAMES/EPCR/INTERACTIVE-SETUP/ TO GET TO THE INTERACTIVE SETUP DESCRIPTION



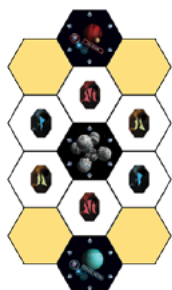
GAME SETUP

Player Components

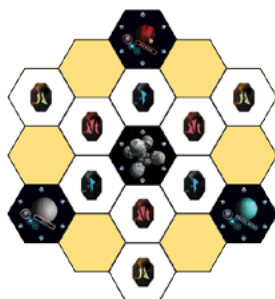
- Choose or randomly assign a color/**Faction** to each player.
- Each player takes a large Player Board, a **small Player Board** (Centaurian Outposts, M3; Exploration, M4; Proxima Centauri, M6; Centaurian Stronghold scenario; Event Horizon scenario), **their Faction board**, and all components associated with their color/**Faction**.
 - 8/15 plastic ships
 - 4/11 second/**third/fourth** ship markers
 - 30/35 Population cubes
 - 5/10 dice
 - 2 Jump Gates (Jump Gates, M7)
 - 6 Communication Satellites (Communication Satellites, M8)
 - Faction-specific** Action cards
 - A/B/C and CP Value Vote tokens
 - Return the "C" Vote token and all CP Value Vote tokens to the box as they will not be used (Centaurian Stronghold scenario, fully cooperative mode).
- For ease of play, place the **smaller Player Board** (Centaurian Outposts, M3; Exploration, M4; Proxima Centauri, M6; Centaurian Stronghold scenario; Event Horizon scenario) to the left of your main Player Board and **the Faction board** to the right of your main Player Board.
- Use black cubes to cover any unused new Technologies:
 - If playing **without** Proxima Centauri (M6):
 - Solar Shield Booster (23 CP)
 - Solar Cannon Booster (17 CP)
 - If playing **without** Centaurian Outposts (M3):
 - Surface Cloaking (12 CP)
 - Infrastructure (8 CP)
 - Perimeter Defense Systems (5 CP)
 - Quantum Targeting (3 CP)
 - If playing **without** Exploration (M4):
 - Sector Scan (2 CP)
 - If playing the Centaurian Stronghold scenario in fully cooperative mode:
 - Any Technology related to WMDs, Player Combat, or end-of-game VP
- Each player also receives a **double-sided Player Aid** which contains the blueprints indicating the costs associated with **Jump Gates** and **Communication Satellites** (Jump Gates, M7; Communication Satellites, M8) and their **Faction-specific Player Aid**. Ensure that each player has easy access to any additional tokens or markers utilized by their Faction, as indicated on the Player Aid.
 - Please refer to the smaller Player Aid for the Turn Order Summary.
- Determine Turn Order.
 - Randomly determine the starting player and give them the Chancellor card. Distribute the remaining Turn Order cards clockwise from the Chancellor and in ascending numerical order. (Centaurian Stronghold scenario, fully cooperative play)
 - Distribute Turn Order cards randomly to each player.



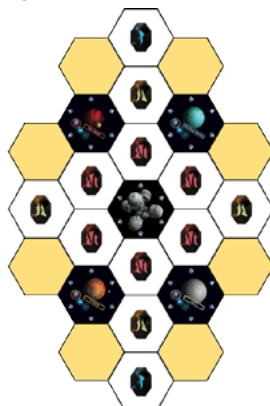
Solo game setup



2 player setup



3 player setup



4 player setup



6 player setup



5 player setup

Board Setup

- Place the appropriate central hex in the middle of the table:
 - Proxima Centauri (Proxima Centauri, M6; Event Horizon scenario)
 - Centaurian Stronghold (Centaurian Stronghold scenario)
 - High Council
- Place the Centaurian Stronghold Level tokens on the hex. (Centaurian Stronghold scenario)
- Each player may choose the type (basic CP/Aximum/Phasium only) of one planet adjacent to their Home Planet hex. Give each player 1 random planet hex of their chosen type. (New Planets, M5)
 - This will later become their **secondary starting planet hex**.
- Shuffle the remaining planet hexes (except player Home Planet hexes) and place them face up/**face down** (Exploration, M4) around the central hex according to the layout above.
- Place each player's chosen planet hex (from the previous step) face up onto one of the two highlighted spaces next to the location of their Home Planet. (New Planets, M5)
- Place player Home Planet hexes and Centaurian Resistance tokens in the marked locations.
 - Resistance I = Regular Fleet (Centaurian Resistance, M2; Centaurian Stronghold scenario)
 - Resistance II = Regular Fleet (Centaurian Resistance, M2; Centaurian Stronghold scenario)
 - Resistance III = Strong Fleet (Centaurian Resistance, M2; Centaurian Stronghold scenario)
- Each player may secretly look at any 1 of the face-down planet hexes adjacent to their Home Planet, returning it face down. (Exploration, M4)
 - If playing **without** New Planets (M5) but **with** **Edge of Extinction**, each player may instead look at any 2 of the face-down planet hexes adjacent to their Home Planet, choose 1 to flip face up (this will be their **secondary starting planet hex**), and return the other face down.
- Each player places 3 Population cubes onto their Home Planet hex, along with 1 Dark Raider and 1 Battle Carrier.
 - Each player also places an additional **Battle Carrier** onto their Home Planet hex.
 - Each player also places 1 Population cube and 1 **Dark Raider** onto their **secondary starting planet hex**.
- Place Resource Counters (black d6) onto every face-up planet hex on the board. The value should be equal to the amount of resources depicted on each hex.
 - Remember to place two separate **Resource Counters** on Dual Resource planets. (New Planets, M5)
 - You do not need to place any **Resource Counters** on Barren planets or planets which do not produce any resources. (New Planets, M5)
- Shuffle the Centaurian Outpost tokens face down and place one random token,

- face down, onto every planet hex except player starting planets. (Centaurian Outposts, M3; Centaurian Stronghold scenario)
- If playing with Exploration (M4):
 - Shuffle the Centaurian Outpost tokens face down and place them near the board.
 - Place any remaining Resource Counters near the board.
 - These will not be placed until the face-down hexes are explored and revealed.
 - In reverse Turn Order, each player will place one Energy Barrier each. (Energy Barriers, M9) The energy barriers can be placed on the border between two hexes anywhere on the board, as long as the following placement rules are abided by:
 - Home Planet hexes cannot be bordered by Energy Barriers.
 - No hex can be bordered by more than a single Energy Barrier.
 - An Energy Barrier cannot be placed along the outer edge of the board.

Final Steps

- Place the High Council board face up on the table and the Turn Counter on the space marked as "Turn 1".
- Take one Population cube from each player and place these near the Victory Points track.
 - Give each player a starting amount of 5VP. (Centaurian Outposts, M3; Exploration, M4; Centaurian Stronghold scenario, semi-cooperative play)
- Shuffle all Political cards and place them face down next to the High Council board in the spot indicated.
- Separate all Centaurian Resistance cards by type (I/II/III), shuffle each deck separately and place face down next to the High Council board in the spot indicated.
 - Place the Centaurian Resistance Strength Chart card nearby. (Centaurian Resistance, M2; Centaurian Stronghold scenario)
 - Place the Warship Squadron Strength Chart card nearby. (Centaurian Stronghold scenario)
- Separate all Centaurian Outpost reward cards by level (I/II), shuffle each deck separately and place face down near the High Council board. (Centaurian Outposts, M3; Centaurian Stronghold scenario)
- Also shuffle the Event cards and place them face down near the High Council board. (Exploration, M4)
- Include one or more of the new Bonus Action cards with those from the base game. (Bonus Actions, M1) Place the Bonus Action cards face up in the spot indicated.
- Give each player 1 Electromagnetic Shield token which they should place on the Battle Carrier blueprint on their Player Board. Place all other Upgrades (cannons, drives, shields, and rockets) on their dedicated spaces on the High Council board.
 - Note: These tokens are not limited (unlike tokens or markers utilized by the different Factions). Should you ever exhaust the supply of a particular Upgrade token you may use a suitable substitute.
- Place all Damage tokens, Movement tokens, Planet Debris tokens (Exploration, M4), Event tokens (Wormholes, Bounty, No Combat, and "+2VP" Planet of Interest) (Exploration, M4), Centaurian Warship Squadron tokens (Centaurian Stronghold scenario), Star Evolution tokens (Event Horizon scenario), Increased Heat tokens (Event Horizon scenario), and 20/40 CP tokens near the High Council board.
 - If you are using Drive Power Movement (recommended) you can return the Movement tokens to the box as they will not be used.
- Return the Celebrities, Diplomat, Politician, and Strategist Leader cards to the box. (Leaders, M10 in combination with Centaurian Stronghold scenario, fully cooperative play)
- Each player draws 2 random Leader cards from which they choose 1 to keep face up in front of themselves. Remaining Leader cards are returned to the box. (Leaders, M10)

- Each player begins the game with
 - A number of CP, Axinium, and Phasium as detailed on each Faction Player Aid.
 - 5 CP (blue resource), 1 Axinium (red resource), and 0 Phasium (green resource)
- Players should use 3 Population cubes to mark these resources on the resource track of their Player Boards.
- Each player may spend up to 19 CP to research up to 5 Technologies. No discounts apply. Any unused CP is lost (not added to a player's starting resources). No technology with a printed cost higher than 13 CP may be researched.
- If any player chose the Engineer, Scientist, or Visionary as their Leader, they should now apply those effects. (Leaders, M10)

TECHNOLOGY SUMMARIES

	Solar Shield Booster — Proxima Centauri (M6) While in a hex affected by Solar Wind and engaged in Player Combat or Centaurian Resistance Combat, the strength of each of your Shields is increased by 1. Type: Military Cost: 23 CP
	Solar Cannon Booster — Proxima Centauri (M6) While in a hex affected by Solar Wind and engaged in Player Combat or Centaurian Resistance Combat, your attack results of 4 or better are successful hits. Type: Military Cost: 17 CP
	Surface Cloaking — Centaurian Outposts (M3) Make your Population undetectable by Centaurian Outposts. On any planet with a face-up Outpost token, you may choose to avoid Centaurian Outpost Combat. Type: Transport Cost: 12 CP
	Infrastructure — Centaurian Outposts (M3) When attacking a Centaurian Outpost, roll 1 additional die. Type: Civilian Cost: 8 CP
	Perimeter Defense System — Centaurian Outposts (M3) When being attacked by a Centaurian Outpost, suffer 1 fewer hit. Type: Civilian Cost: 5 CP
	Quantum Targeting — Centaurian Outposts (M3) When attacking a Centaurian Outpost, all results of 4 or better are successful hits. Type: Transport Cost: 3 CP
	Sector Scan — Exploration (M4) Ignore the effects of  Events and Planet Debris. Type: Military Cost: 2 CP