

EXODUS

EDGE OF EXTINCTION

Scenario Book

[SCENARIO 2: THE POWER OF THE WORD]

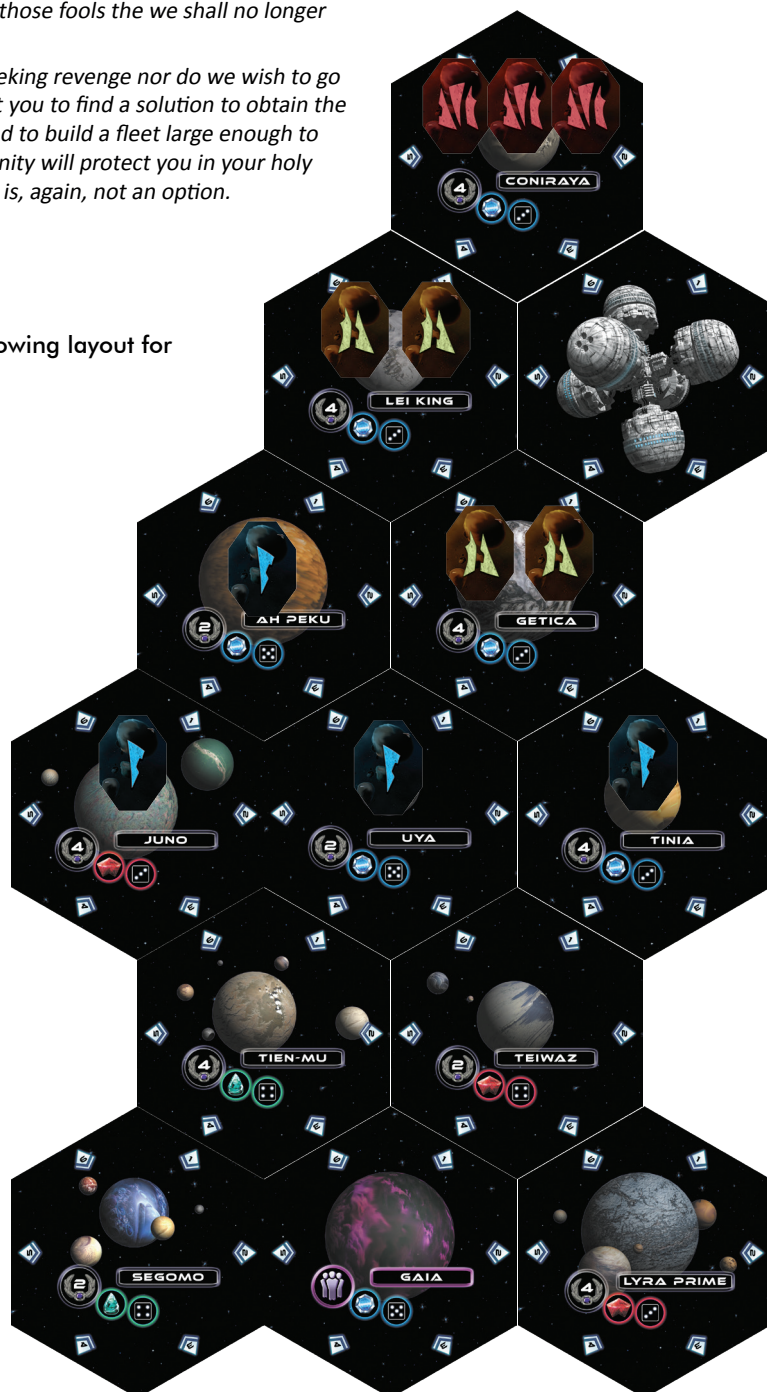
With the Centaurians gone, we hoped for a new order, one which would allow what's left of humanity to live in peace and prosperity. But our brothers have betrayed us! The High Council has become a lair of lies and deceit, our borders are no longer secure and our demands for new land to exploit have been denied by a Chancellor which we no longer recognize!

Admiral, you performed well in your last mission. Our people put once again all their faith in your skills. We need to show those fools that we shall no longer be ignored.

We are neither seeking revenge nor do we wish to go to war, so we trust you to find a solution to obtain the Chancellor title and to build a fleet large enough to defend it. The divinity will protect you in your holy mission, so failure is, again, not an option.

Setup

- Create the following layout for the hex map.



- After placing Resource Counters, set them to a value of 2 on all Planets with the exception of your Home Planet. Set the Resource Counter on your Home Planet to 4.
- For this scenario you will lead Sirius Theocracy.
- Place 4 Population on your Home Planet and 1 Population on Lyra Prime.
- Place 1 Battle Carrier in your Home Planet hex.
- On your Player Board and your Faction Board mark your starting technologies: Civilian Ships, Corrupt Politics, and Basic Politics.
- Mark your starting resources: 3 CP (🌀), 1 Axinium (🔴), and 0 Phasium (🟢).
- Place one Electromagnetic Shield token on your Battle Carrier blueprint.
- Take the turn order card number 6.
- Place one Hypersonic Rocket on Coniraya.
- Prepare the Political deck by removing the following Political cards from the game: Council Defense Law, High Council Guards, Riches to Riches, Colonization Law, Limited Treaty of Titan, Government Support Law, Hammer of Law, Demilitarization Law, Protection Law, Stockpiling Law, Treaty of Terra Nova, Equality, Peace Talks, and Martial Law.

Objective

Your goal is to gain the Chancellor title, to bring War Cruisers to defend the High Council and to eliminate the Centaurian Resistance from within your borders.

To accomplish an **Absolute Victory** you must meet all of the following conditions by the end of the 6th turn of the game:

- Gain the Chancellor title by holding the Turn Order card number 1.
- Three of your War Cruisers must be in the High Council hex.
- There are at most 2 Centaurian Resistance ships on the map.
- Getica and Lei King must host at least two of your Population cubes.

To accomplish a **Tactical Victory** you must meet all of the following conditions by the end of the 6th turn of the game:

- Gain the Chancellor title by holding the Turn Order card number 1.
- Two of your War Cruisers must be in the High Council hex.
- There are at most 3 Centaurian Resistance ships on the map.
- Getica and Lei King must host at least one of your Population cubes.

If you fail to accomplish all the conditions for a Tactical Victory by the end of the 6th turn of the game, your mission has failed.

Scenario rules

- You do not need to track any VP. Your score does not affect the outcome of this scenario.
- You may not research the following Technologies: Cloaking and Graviton Rockets.
- During the 6th turn of the game, the cost of advancing a level in turn order is increased by 2 CP. For example, you would pay 12 CP to receive turn order card number 5 instead of number 6, or 24 CP to receive number 4 instead of number 6, and so on.
- During the NPC Action Stage, as long as you do not have any Population on Coniraya, the NPC fires the Hypersonic Rocket located on that Planet. The target is selected as follows:
 - turn 1 - Ah Peku
 - turn 2 - Getica, if Ah Peku is depleted or Ah Peku otherwise
 - turn 3 - Uya
 - turn 4 - Tinia
 - turns 5 & 6 - Lei King

[SCENARIO 3: SPECIAL RELATIONS]

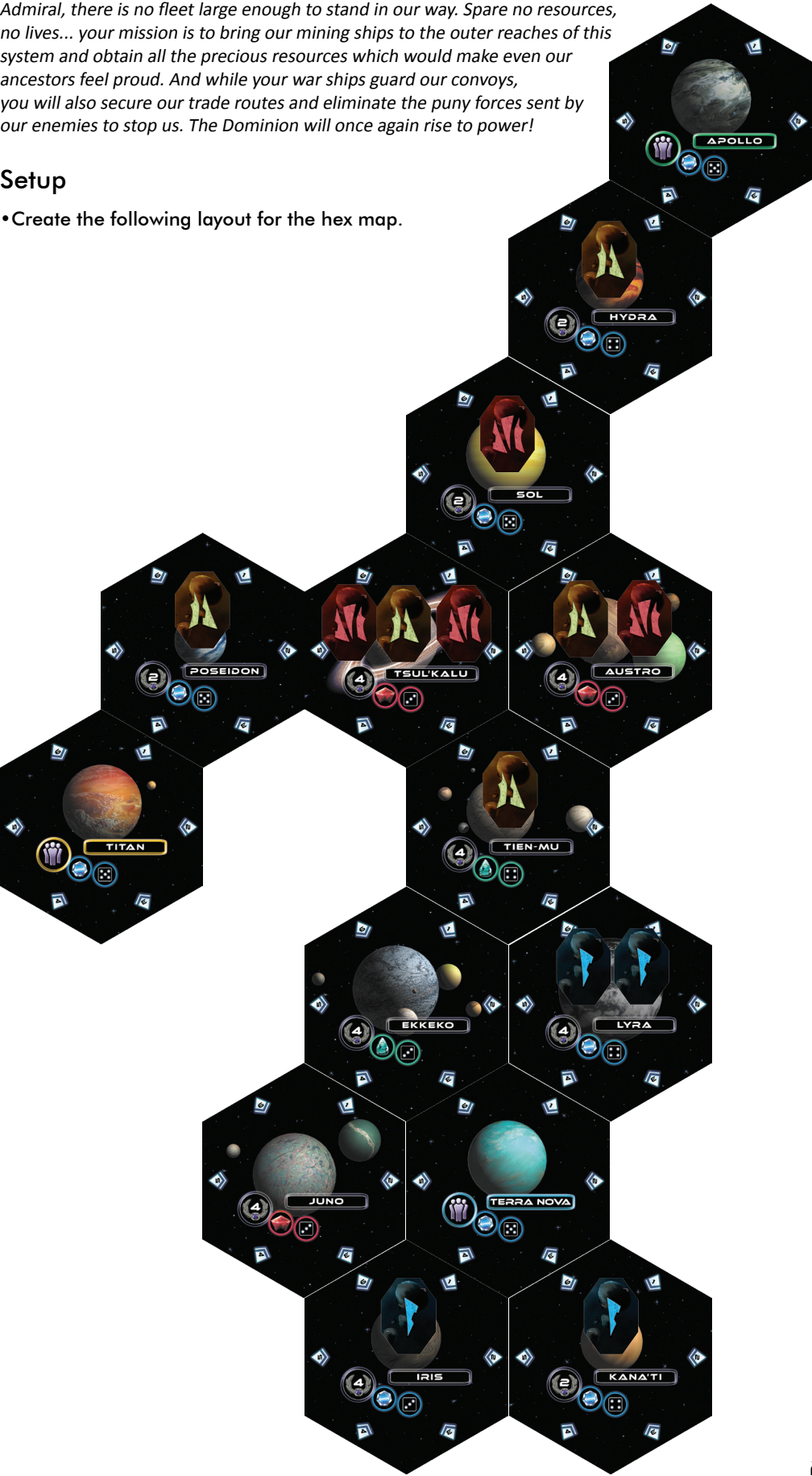
Our vault is nearly empty! Our great-grandfathers would have wept in despair seeing our great people so poor, so powerless, at the mercy of our enemies. This situation is unacceptable!

The Centaurians are already part of our history, so it's time to forget about the past and look into the future. We have a unique chance to expand, to mine these rich planets and asteroids, to reestablish the old trade routes which were a good source of income even during the Great War.

Admiral, there is no fleet large enough to stand in our way. Spare no resources, no lives... your mission is to bring our mining ships to the outer reaches of this system and obtain all the precious resources which would make even our ancestors feel proud. And while your war ships guard our convoys, you will also secure our trade routes and eliminate the puny forces sent by our enemies to stop us. The Dominion will once again rise to power!

Setup

- Create the following layout for the hex map.



- After placing Resource Counters, set them to a value of 5 on all Planets with the exception of your Home Planet, Apollo and Titan. Set the Resource Counter on your Home Planet to 6. Set the Resources Counters on Apollo and Titan to 2.
- For this scenario you will lead Arctic Dominion.
- Place 5 Population on your Home Planet.
- Place 2 Battle Carriers in your Home Planet hex.
- On your Player Board and your Faction Board mark your starting technologies: Electromagnetic Shield, Basic Repairs, Basic Research, Advanced Trading, and Quantum Reflection.
- Mark your starting resources: 7 CP (🌐), 0 Axinium (🔴), and 1 Phasium (🟢).
- Place one Electromagnetic Shield token on your Battle Carrier blueprint.
- Prepare the Political deck by removing the following Political cards from the game: Council Defense Law, High Council Guards, Riches to Riches, Colonization Law, Limited Treaty of Titan, Government Support Law, Hammer of Law, Demilitarization Law, Protection Law, Stockpiling Law, Treaty of Terra Nova, Equality, Peace Talks, and Martial Law.

Objective

Your goal is mine to depletion the Planets within your reach and establish relations with your neighbors. You must also eliminate the Centaurian Resistance threatening your trade routes.

- To accomplish an **Absolute Victory** you must meet all of the following conditions by the end of the 6th turn of the game:
- At least 11 Planets are depleted.
 - There are no Centaurian Resistance ships on the map.
 - Titan and Apollo must host at least two of your Population cubes.
 - Your score is 50 VP or higher.

- To accomplish a **Tactical Victory** you must meet all of the following conditions by the end of the 7th turn of the game:
- At least 10 Planets are depleted.
 - There are at most 2 Centaurian Resistance ships on the map.
 - Titan and Apollo must host at least one of your Population cubes.
 - Your score is 40 VP or higher.

If you fail to accomplish all the conditions for a Tactical Victory by the end of the 6th turn of the game, you mission has failed.

Scenario rules

- You only gain VP from trading (Master Trading) and Centaurian Resistance cards.
- You may not research the following Technologies: Cloaking and Graviton Rockets.
- A Planet destroyed with a Graviton Rocket does not count towards the required number of depleted Planets.
- With every Trade Action and Reaction you may perform up to 7 exchanges.
- Your Battle Carriers are mining ships. They may not be equipped with Fusion, Antigravity or Hyperspace Drives. They may carry up to 4 Population.
- Every turn, when you receive income during the Upkeep Stage, you may gain extra resources from Planets (other than your Home Planet) which have your Battle Carriers in the same hex:
 - 5 CP from CP Planets.
 - 1 Axinium from Axinium Planets.
 - 1 Phasium from Phasium Planets.
 - Remember to decrease the Resource Counters if you choose to gain extra resources this way.
 - Resource collection boosted by CP Refinery, Axinium Refinery and Phasium Refinery is not affected by this ability.
- Remove the Turn Order cards from the game, they are not needed for this scenario. Skip the Elections Step of the High Council Stage every turn.
- Skip the entire NPC Action Stage every turn. There will be no new Centaurian Resistance ships entering play after you have completed the setup and the Centaurian Resistance ships will stay in their starting positions.

[SCENARIO 4: LAST STAND]

We must face the facts and acknowledge today’s harsh reality... We are at war!

Our technological superiority has always helped us prevail. Our civilian leadership has always been equipped with the wits and the means to deal with any threats... until today. Today we face a great evil, our own brothers and sisters have gone to war with one another and we are an obvious and vulnerable target. It’s time for a change.

You, Admiral, will lead this change. You will take control of our great nation and lead both our war efforts and our continuous search for better technologies. We place the fate of our people in your skilled hands, and we offer you an army of well trained specialists in various technological fields. But what we need the most is a swift victory against those who claim our lands as theirs.

We must teach them one final lesson which they will never forget. We chose a peaceful path, but tomorrow we will forge our new destiny with the cannons of our ships!

Setup

- Create the following layout for the hex map.



- For this scenario you will lead Titan Diarchy.
- Place 4 Population on your Home Planet.
- Place 1 Battle Carrier and 2 Dark Raiders in your Home Planet hex.
- On your Player Board and your Faction Board mark your starting technologies: Basic Research, Civilian Ships, Advanced Banking, and Expert Cloning.
- Mark your starting resources: 5 CP (🌐), 1 Axinium (🔴), and 1 Phasium (🟢).
- Place one Electromagnetic Shield token on your Battle Carrier blueprint.
- Prepare the Political deck by removing the following Political cards from the game: Council Defense Law, High Council Guards, Colonization Law, Limited Treaty of Titan, Government Support Law, Hammer of Law, Demilitarization Law, Protection Law, Stockpiling Law, Treaty of Terra Nova, Equality, and Martial Law.
- There are not enough Centaurian Resistance tokens in the game box to complete the map layout. Use spaceships belonging to another color to substitute the insufficient Centaurian Resistance tokens.

Objective

Your goal is to defend against the enemy invasion and to establish a position of power by gathering Victory Points.

To accomplish an **Absolute Victory** you must meet all of the following conditions by the end of the 5th turn of the game:

- There are no Centaurian Resistance ships on the map.
- At no point during the game a Centaurian Resistance ship is in your Home Planet hex.
- Your score is 100 VP or higher.

To accomplish a **Tactical Victory** you must meet all of the following conditions by the end of the 6th turn of the game:

- There are no Centaurian Resistance ships on the map.
- At no point during the game a Centaurian Resistance ship is in your Home Planet hex.
- Your score is 80 VP or higher.

If, at any point during the game a Centaurian Resistance ship is in your Home Planet hex, your mission has immediately failed. If you fail to accomplish all the conditions for a Tactical Victory by the end of the 6th turn of the game, you mission has failed.

Scenario rules

- You only gain VP from research (Technological Singularity and Fringe Science) and Centaurian Resistance cards.
- Remove the Turn Order cards from the game, they are not needed for this scenario. Skip the Elections Step of the High Council Stage every turn.
- During the NPC Action Stage, move every Centaurian Resistance Ship one hex as follows:
 - in direction “4”, if they are in a hex which is not adjacent to your Home Planet hex
 - in your Home Planet hex, if they are in a hex adjacent to your Home Planet hex
- Centaurian Resistance ships are allowed to move into any hex, regardless of the presence of your ships. At the end of the Centaurian Resistance movement, a combat takes place in every hex with both your ships and the Centaurian Resistance. Follow the solitaire combat rules with one exception: you are not allowed to play a Combat Card in the first round of combat.

[KICKSTARTER LIMITED COMPONENTS]

18 Action Cards



10 Political Cards



27 Combat Cards



90 Transparent Plastic Stands and Stickers



1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	3	3
3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3
3	3	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4

This Scenario Book

[RULES FOR KICKSTARTER LIMITED COMPONENTS]

Kickstarter Limited components can be played together with the Exodus: Edge of Extinction core expansion without restrictions. Any or all types of Kickstarter Limited components can be added to the core game without the need of any change in the rules.

- Shuffle the Kickstarter Limited Political cards in the Political deck.
- Shuffle the Kickstarter Limited Combat cards in the Combat deck.
- All players add the Kickstarter Limited Action cards to their core expansion cards. The Kickstarter Limited Action cards should not be combined with Exodus: Proxima Centauri Action cards.
- Apply the stickers on the stand bases to differentiate between ships of the same type belonging to the same player. Before playing, place carefully the plastic spaceships on the stands. Each player should place:
 - 4 War Cruisers on 4 different stands numbered 1,2,3, and 4.
 - 4 Dark Raiders on 4 different stands numbered 1,2,3, and 4.
 - 4 Fighters on 4 different stands numbered 1,2,3, and 4.
 - 3 Battle Carriers on 3 different stands numbered 1,2, and 3.
- Before putting your game back in storage, we recommend removing the plastic space ships from the stands and disassembling the stands for safe keeping.

[CREDITS]

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