

Federation Alliance

FAR AWAY TRAINING MANUAL

Players : 2
Ages : 13 and up
Duration : 90 - 150 Minutes

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The Federation Alliance thanks you for your interest in interstellar exploration. We appreciate the time and dedication required to prepare for the rigors of space. After reading this document, we are confident you will be ready to begin investigating unknown planets.

The patented Federation Alcubierre Drive enables faster-than-light travel without cryogenic preservation. However, the FAD can only power a two-explorer ship. The Federation has scaled all exploration missions to what two highly capable, athletically gifted, and mentally stable individuals can do, assuming they share a profoundly deep cooperative ability. We hope this matches your description.

Due to budget constraints, extraneous expenses such as landing gear, first aid kits, and radios are not provided. Know that you will be placed in dangerous situations with limited ways to communicate with your partner and no safety net. Reading this warning removes any liability from the Federation.

▶ WATCH THE TRAINING VIDEO

For a visual demonstration, please visit:
<https://www.cherrypickedgames.com/faraway>

OBJECTIVE

The Federation has a variety of missions, ready for ambitious independent contractors to perform. Explorers may need to construct bases, perform research on local wildlife, or otherwise advance Federation interests. Complete the mission to earn your paycheck.

Thanks to a new mandate from staffing, both explorers must return alive. Should you starve, be mauled by local wildlife, strand yourselves on the planet, or succumb to mental stress, your mission will be deemed a failure. You will not be compensated for dying.

COMPONENT LIST

The following is contained within your Far Away program welcome kit. Some parts are specific to individual missions (their counts are specified in parentheses). Mission-specific content has that mission's symbol (except for the 6 mission Resource CUBEs). All mission components are put aside and only integrated on a per-mission basis.



MATERIAL AUTOMATION TABLETS

- › 2 CARES Reports
- › 1 ECO System
- › 1 Mission Tablet
- › 1 CARD Board
- › 1 Global Aid Protocol Sheet



CONCEPTUAL OR ACTUAL REFERENCE DESIGNATORS

- › 24 (+16) Anomaly CARDS
- › 14 (+2) Artifact CARDS
- › 6 (+33) Building CARDS
- › 32 (+3) Creature CARDS
- › 16 (+18) Gear CARDS
- › 15 (+7) Injury CARDS
- › (139) Mission CARDS
- › 15 Resource Landmark CARDS
- › 1 Ship CARD



DETERMINISTIC INTERACTION (COMBINATORIC) EVALUATORS

- › 1 Exploration DIE
- › 1 Direction DIE
- › 1 Fight DIE
- › 2 Spawn DICE
- › 2 Selection DICE



TRACKED OBJECTS OR KNOWLEDGE WITH EMISSARIAL NEEDS

- › 2 Explorer TOKENS
- › 192 (+22) Creature TOKENS
- › 33 Damage/Alert TOKENS
- › 8 Hunger TOKENS
- › 8 Loneliness TOKENS
- › 2 (+6) Drone TOKENS
- › (17) Mission-Specific TOKENS



LEGAL DOCUMENTS

- › 1 Mission Contracts Booklet
- › 1 Training Manual



COMPRESSED UNITS OF BENEFICIAL ENTITY

- › 72 (+6) Resource CUBEs
- › 2 Action Tracker CUBEs



HEURISTICALLY EXPLORABLE XENOTERRAINS

- › 54 HEXEs

SETUP

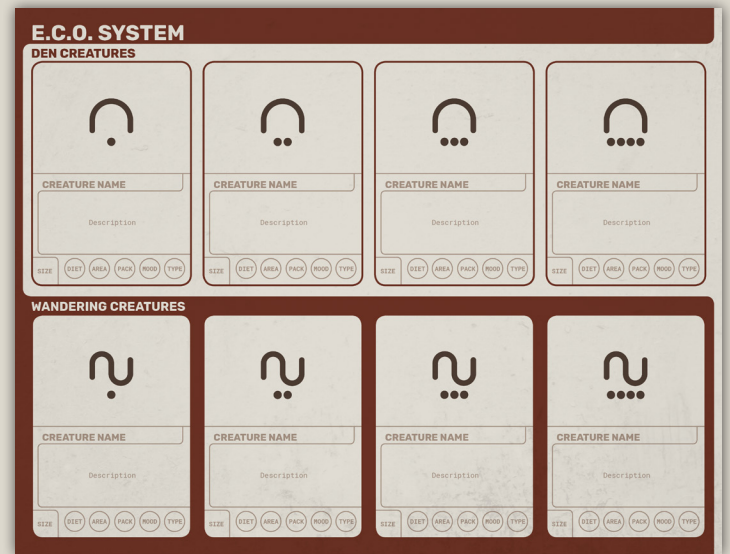
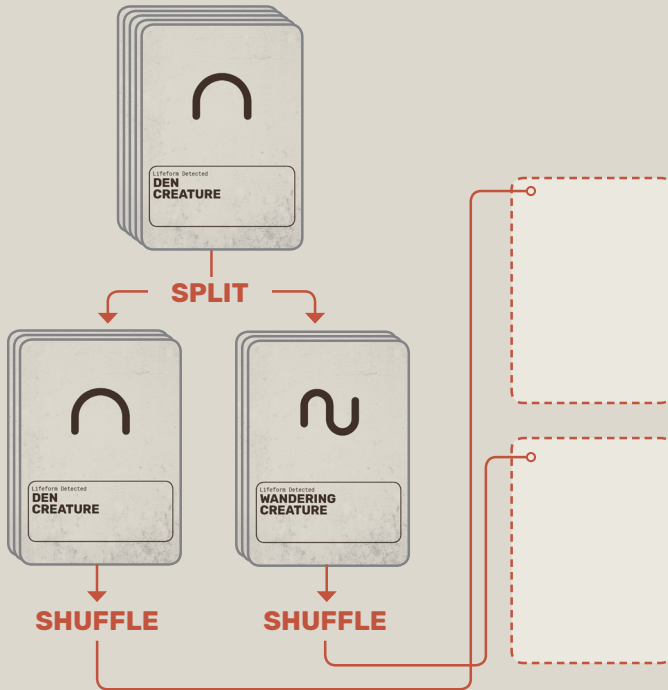
The following is the base setup for any mission.

IMPORTANT: Mission-specific content has that mission's symbol and/or name on the component. Those pieces are put aside until called for in an individual mission.



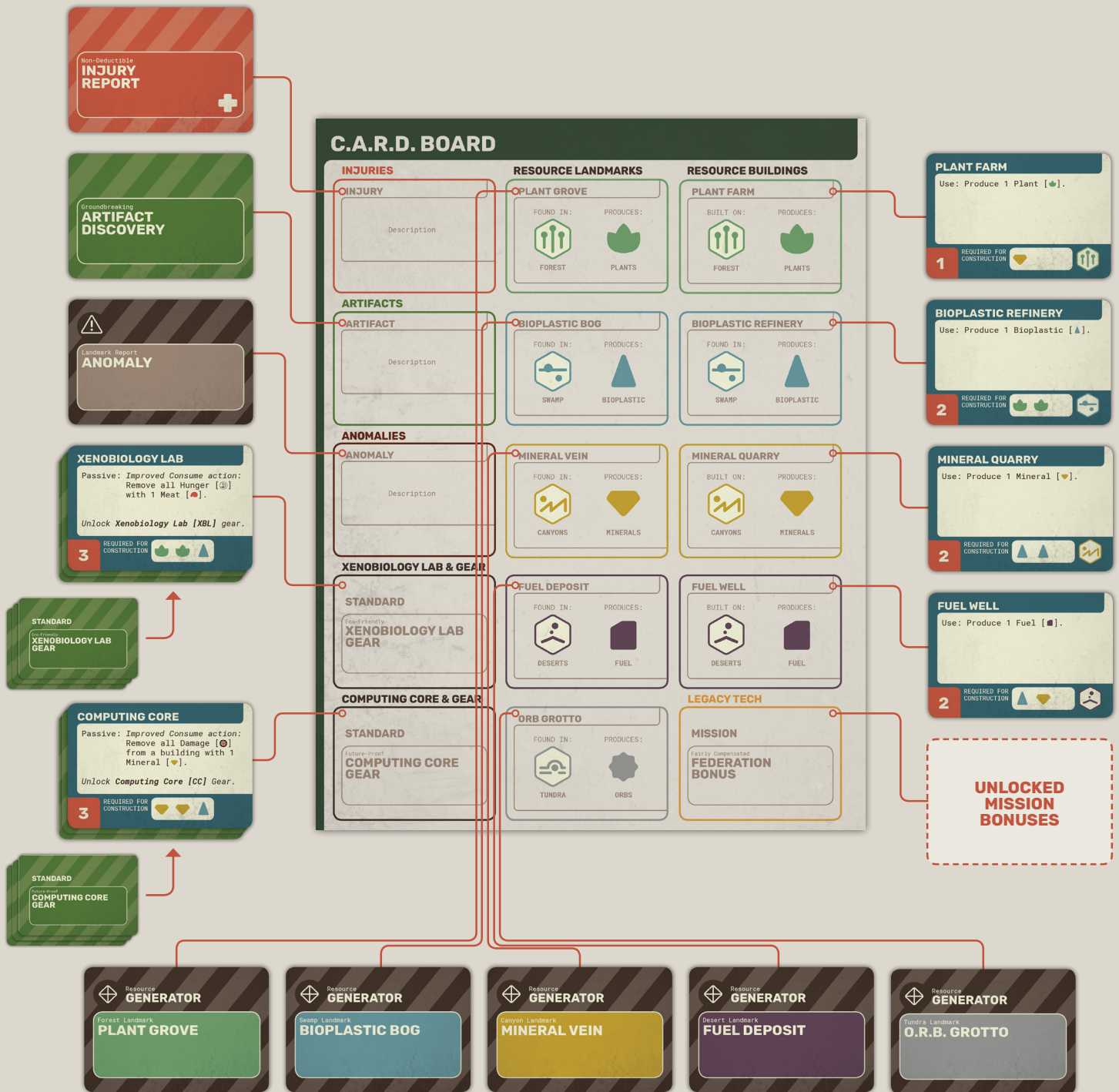
1. EXPLORER SETUP

- Give each explorer a CARES Report, an Action Tracker CUBE, 4 Hunger TOKENS, 4 Loneliness TOKENS, 1 Spawn DIE, and 1 Selection DIE.
- Place the Resource CUBEs, Damage TOKENS, other DICE, and Alert TOKENS nearby.



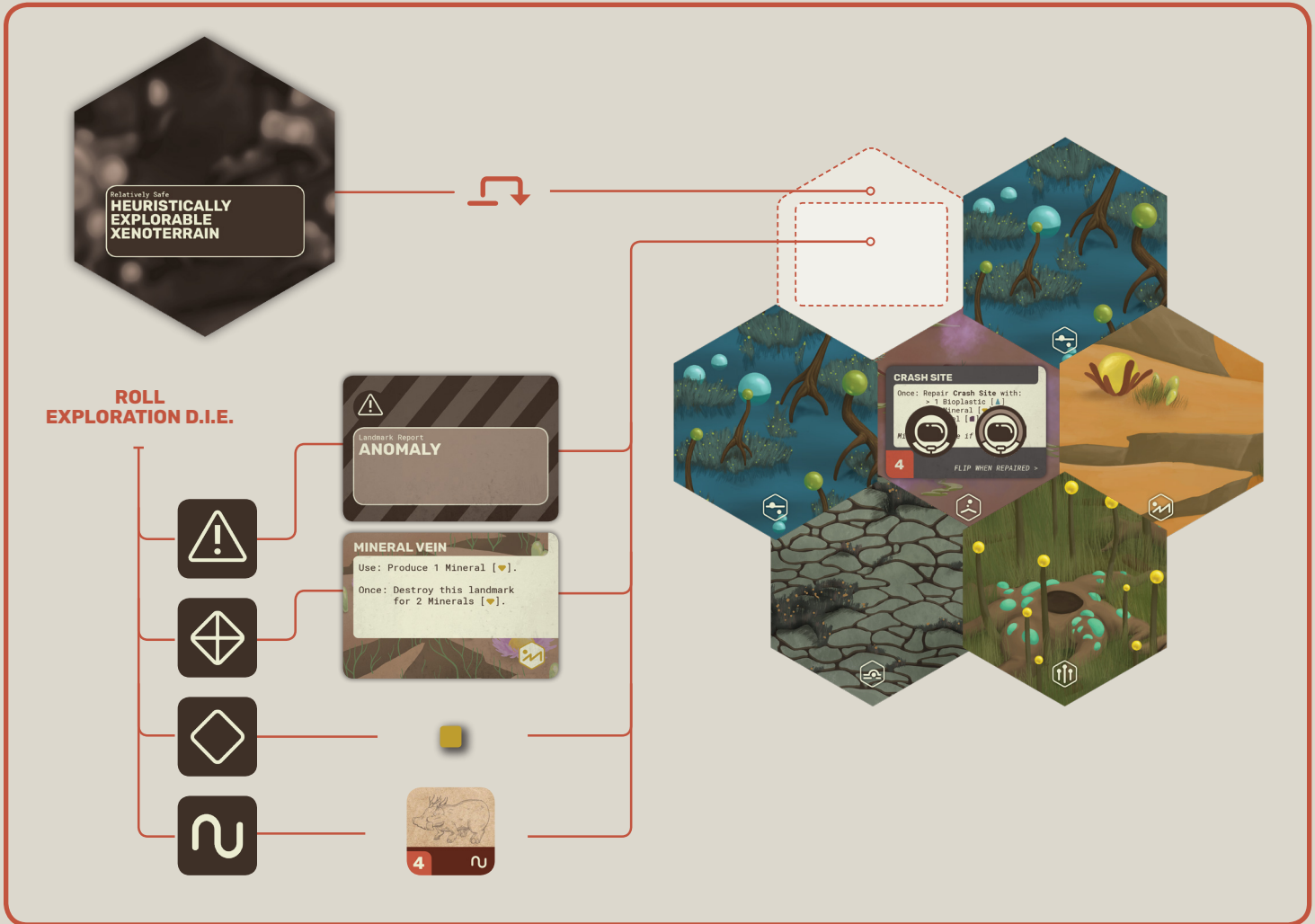
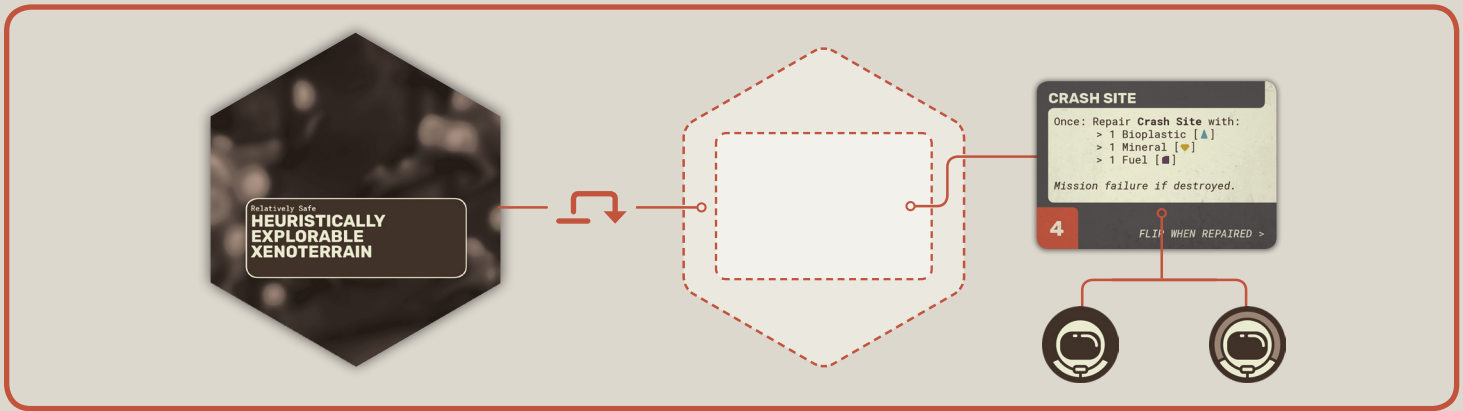
2. E.C.O. SYSTEM SETUP

- Place the ECO System between the explorers.
- Split the Creature CARDS into Den [☺] and Wandering [☹] decks and shuffle each. Place near ECO System.
- Keep the Creature TOKENS in separate bags (per creature) in the BOX until needed.



3. C.A.R.D. BOARD SETUP

- Shuffle and place the Injury, Anomaly, Artifact, and individual Resource Landmark CARD decks face-down on the CARD Board.
- Place the 4 Resource Buildings face-up in their respective slots.
- Find the Xenobiology Lab Gear CARDS. These say "Xenobiology Lab Gear" on the back and have "XBL" in the front lower-right corner. Place all of the XBL Gear CARDS face-down on the "Xenobiology Lab & Gear" CARD Board slot. Place the Xenobiology Lab Building CARD face-up on top of the XBL Gear.
- Repeat the previous step for the Computing Core Building CARD and its Gear CARDS.







4. EXPLORE THE CRASH SITE


- Shuffle and stack all HEXes face-down.
- Reveal a single HEX to start the planetary map.
- Place the Crash Site landmark and the 2 Explorer TOKENS on top of the HEX.
- Reveal the 6 HEXes adjacent to the Crash Site.
- Explore each of the 6 HEXes (see next section).

EXPLORING A H.E.X.

When a new HEX is explored, roll the Exploration DIE. The resulting symbol indicates what has been discovered.

-  **Stray Resource** – Add a Resource CUBE to the HEX based on the HEX's biome. (See "Resource Guide")
-  **Resource Landmark** – Add a new Resource Landmark CARD to the HEX based on the HEX's biome. (See "Resource Guide")
-  **Wandering Creature** – Roll the Number DIE and add the matching Wandering Creature TOKEN to the HEX. Add Creature CARDS to the ECO System if necessary. (See "Creature Spawning")
-  **Anomaly** – Add an Anomaly CARD to the HEX and follow any instructions. Anomalies can be helpful (Ruins), dangerous (Dens), or neutral. All Anomalies are considered Landmarks by this training manual, even ones with which explorers should avoid direct eye contact.

RESOURCE GUIDE

-  **CANYONS**
Resource: Mineral [♥]
Landmark: Mineral Vein
-  **FOREST**
Resource: Plant [♣]
Landmark: Plant Grove
-  **SWAMP**
Resource: Bioplastic [▲]
Landmark: Bioplastic Bog
-  **DESERT**
Resource: Fuel [■]
Landmark: Fuel Deposit
-  **TUNDRA**
Resource: ORB [●]
Landmark: ORB Grotto



Only explorers can discover new HEXes. Drones and creatures are not covered by our insurance.

CREATURE DISCOVERY

DICE ROLL: 

DICE ROLL: 

WANDERING CREATURE
IMMANIS HERBALACERTA
Gentle tree-eater. Can be startled or scared into a brief, violent rampage, trampling both structures and smaller creatures.

SAGITTA AVEN
Agile and elusive. Attaches to trees or cliffs and waits for a bird to fly to undergrowth.
SIZE: Move 1 HEX (in woods) (to standard wood).

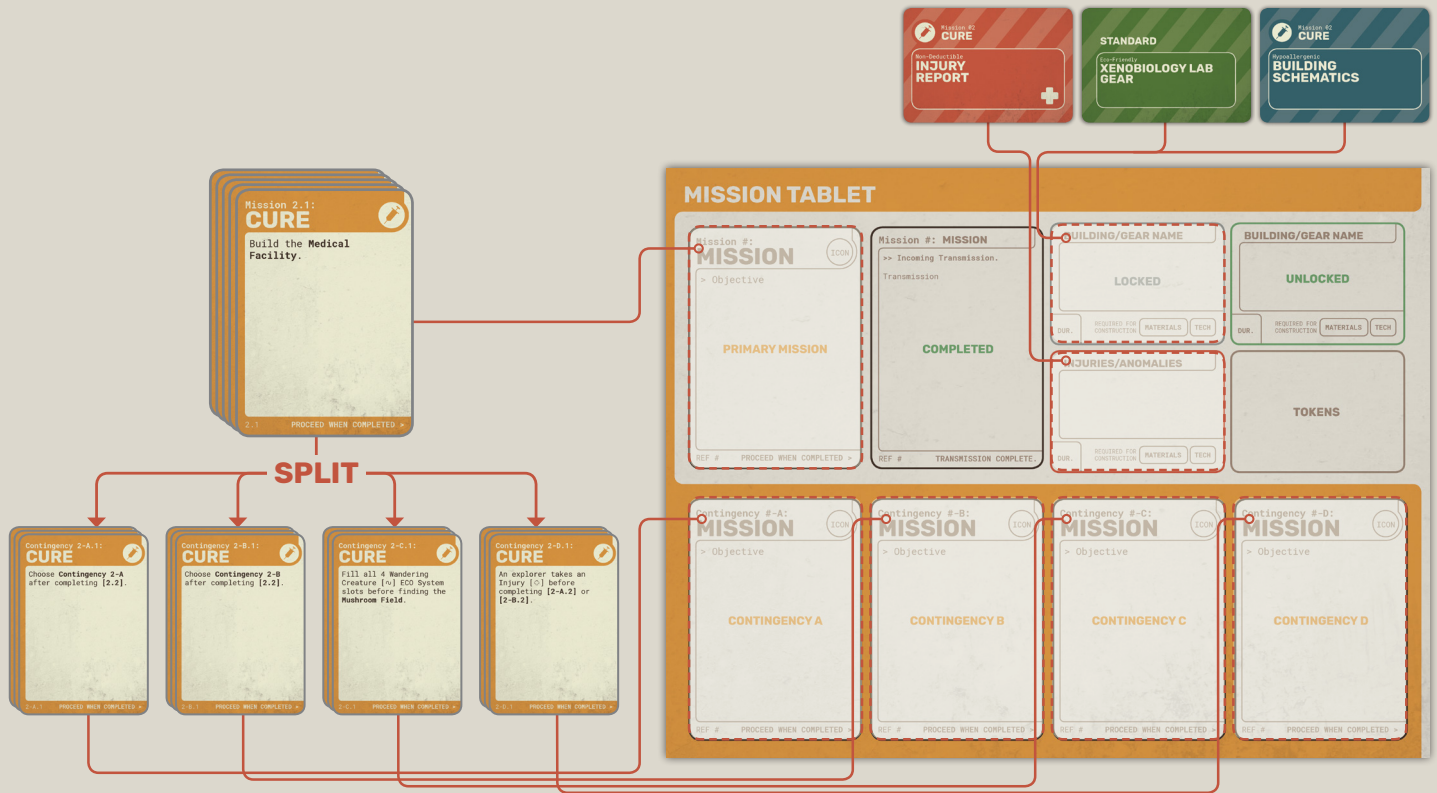
DEN ANOMALY:

DEN ANOMALY
DEN
Span 1 Den-3 [○] creature when discovered.

DEN CREATURE
VOLUBILE MULTOS
Consumes injured creatures. Latches onto nearby structures and corrodes them.
Merge: Consume an Injured Multos to gain its remaining health [1] and an extra action this round.

CAEDUM LEONIS
Cunning and driven. Capable hunting packs travel long distances in search of prey before returning to the den.

MISSION TABLET SETUP



5. CHOOSE A MISSION

- Select a mission from the Mission Contracts and read the briefing.
- Follow the "Mission Setup" instructions.
- Separate the Mission CARDS in ordered piles for the base mission and each Contingency. Each pile should be in numerical order ([1.1], [1.2], [1.3], etc.) with the goal side up. Place each pile in its Mission Tablet slot.
- Any Building or Gear CARDS not explicitly unlocked at the start of the mission should be placed in the "Locked" section of the Mission Tablet face down.
- Place other mission-specific components in the appropriate Mission Tablet slots.

Learn how to actually complete your missions in the "Missions" section.

The Federation recommends you enter the simulation machine and try "Mission 00 - Tutorial" before embarking on more challenging missions. This teaches you the basics in an environment where death is not permanent and lawsuits cannot harm us.

MISSION CARD ANATOMY



- Mission Number
- Mission Name
- Objective
- Special Instructions
- Reference Number
- Mission Icon
- Transmission

SUCCESS AND FAILURE

Your success is set by the mission parameters. Complete the objectives on the front of the Mission CARDS to earn your paycheck. Collect your paycheck by returning from the planet.

You will have to repair the Crash Site to complete each mission. This requires:

- > 1 Bioplastic [▲]
- > 1 Mineral [♥]
- > 1 Fuel [■]

Good luck finding those resources.



When the Crash Site is repaired, flip that CARD over to the Repaired Ship side. It is then ready to return home. Both explorers must return to the Repaired Ship to end the mission. Some missions have additional criteria for repairing the ship or leaving the planet.

The number one concern most explorers have is “How do I not fail?” Fear not! Just remember that you will be “FINE”:

- > Forage or farm for food to eat.
- > Interact socially with your partner.
- > Never let the Crash Site get destroyed.
- > Enjoy not being killed by creatures.

The training manual covers injury, hunger, loneliness, and damage more in-depth later.



HUNGER

Lethal Amount: 5 TOKENS
Mitigated by: Consuming Food



LONELINESS

Lethal Amount: 5 TOKENS
Mitigated by: Socializing



INJURY

Lethal Amount: 2 Injuries
Mitigated by: Avoiding Danger



CRASH SITE DAMAGE

Lethal Amount: 4 Damage
Mitigated by: Consuming Materials

R.O.U.N.D.

The Federation’s operational guidance divides your efforts into Routine Operational Unit Notation Designations (ROUNDS), as follows:

1. Each explorer takes 3 actions.

- > Actions are taken one at a time, alternating between explorers.
- > Free actions do not count as one of the 3 actions per explorer per ROUND and can be taken at any time.
- > Use the Action Tracker CUBE to count each explorer’s actions.

2. All drones act.

- > Drones act in the order of the explorers’ choosing.
- > First, they can move 1 HEX.
- > Then, they can take any drone action.
- > Note that drones may not be present in any given ROUND (especially at the beginning of the mission).

3. All creatures act.

- > Domesticated [🔗] creatures act before any wild creatures.
- > Wild creatures act in the order specified on the Ecosystem Mat.
- > Creatures of the same type act in the order of the explorers’ choosing.
- > First, they can move 1 HEX.
- > Then, they can take any creature action.

4. Spawn new creatures.

- > Roll 2 Spawn DICE and 2 Selection DICE for new creatures.

5. Advance time

- > Both explorers gain 1 Hunger [🍴] and 1 Loneliness [👤].

6. Check mission objectives.

- > Advance any ROUND counters on Mission and Contingency CARDS.
- > Double-check all conditions on active Mission and Contingency CARDS. Complete them if you fulfilled the condition, but forgot complete them earlier in the ROUND.

EXPLORER ACTIONS

Each explorer has three actions per ROUND. Due to legal restrictions, the Federation only allows certain actions to be taken. The following actions count towards the 3 actions per turn limit:



- › MOVE
- › USE
- › BUILD
- › FIGHT
- › SCARE

ACTION TRACKER



When an action is taken, the Action Tracker CUBE is advanced. An explorer can voluntarily forfeit an action and advance the CUBE.

Thanks to union negotiations, the following "Free" actions may be performed by explorers:

- › SOCIALIZE
- › CONSUME
- › TRADE
- › CARRY
- › DROP

Free actions do not advance the CUBE and can be done at any time.

Additional actions may be granted through Mission CARDS or other effects. Pay attention to changing conditions to take advantage of these benefits.

IMPORTANT: All actions take place in the explorer's current HEX. The exceptions of Move (for obvious reasons) and a few special actions that explicitly state otherwise.

MOVE

The new world is segmented into HEXEs. Explorers can move any number of explored HEXEs in a straight line. The explorer must stop at the first unexplored HEX or a HEX containing a wild creature or hostile drone.

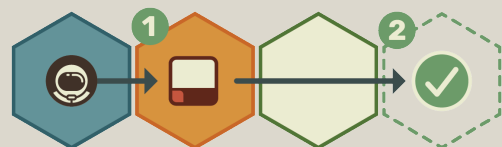
Moving into an unexplored HEX (which is typically represented by a blank spot on the map) reveals and explores the HEX. Repeat the process from the Crash Site exploration:

- › Place a new random HEX biome-side up.
- › Roll the Exploration DIE.
- › Place the appropriate Resource CUBE [◇], Resource Landmark [⊕], Anomaly [△], or Wandering Creature [⌚] in the HEX.

MOVING DIAGRAM



IMPORTANT: A separate action is required to pass a creature.



USE

Buildings, gear, and landmarks all give explorers more options in the field. The CARD's description gives its effect, with each CARD benefiting or harming you in unique ways. These descriptions are preceded by a single word specifying CARD behavior.

- › **Use:** Explorers spend an action to use the CARD.
- › **Free:** Explorers do not spend an action to use the CARD.
- › **Once:** "Once" actions function the same as "Use" CARD actions but can only be done once per CARD. After use, the CARD is either discarded or kept for a passive benefit.
- › **Passive:** The CARD provides an automatic benefit to explorers. Passive buildings benefit both explorers. Passive gear only benefits the user.

Non-passive actions require the explorer to be in the same HEX as the CARD. Equipped Gear CARDS are in the same HEX as their carrier, unless something has gone horribly wrong.

BUILD

Your CARES let you build the planet you need. Any face-up CARD on the CARD Board or Mission Tablet is available.

To build a Building or Gear you need:

- › The "Required for Construction" Resource CUBES.
- › The prerequisite building on the map (if specified).

Additionally, Buildings need to be:

- › The only CARD on the HEX (except for Ruins Landmarks or mission-specific clauses).
- › On a specific biome (if specified).

After the Build action, either the Building CARD is placed in the explorer's current HEX or the Gear CARD goes in their Gear Slot.

Building the Xenobiology Lab or Computing Core unlocks several specialized Gear CARDS. Flip the newly uncovered stack of Gear CARDS on that CARD Board slot to indicate they are available. Losing the prerequisite Building relocks the equipment (though existing equipment is still usable).

Buildings have Durability [1]. This is the amount of Damage [☠] it can take before being destroyed. Damage [☠] can be removed with Bioplastics [▲] (or Minerals [♥] with the Computing Core). The Crash Site can also be damaged and fixed. This is separate from the resource requirement to repair the ship.

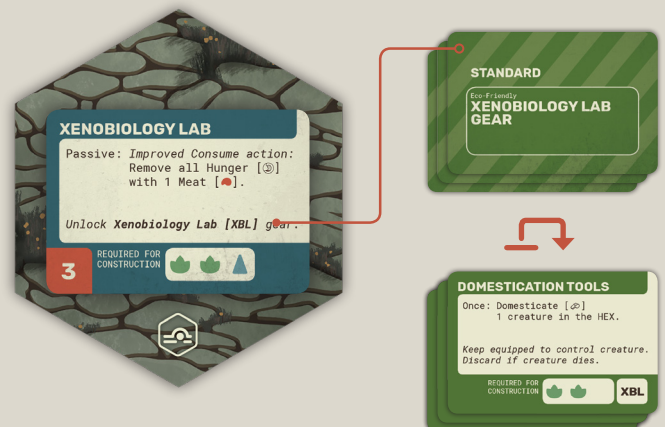
Domestication Tools and Basic Drone Controllers are special Gear CARDS. They are used once to Domesticate [☞] a wild creature or create a Basic Drone [☞]. The CARD must be kept equipped in a CARES Gear slot after use. This allows control of the drone or creature. Should your negligence cause you to lose your pet or loyal drone, return the Gear CARD to the CARD Board.

BUILDING AND GEAR CARD ANATOMY



- A. Name
- B. Description
- C. Durability
- D. Resources Required
- E. Biome or Building Prerequisite

BUILD DIAGRAM



FIGHT

CARES guarantee you temporary martial superiority. The Fight action deals 1 Damage [🔥] to a single creature in the same HEX.





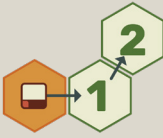
Using these features accelerates the body's metabolism, giving an explorer 1 Hunger [🍲].

A Fight action is also used to remove a parasite (see "Creature Behavior - Special").

SCARE

Your CARES also contain numerous lights, sirens, and chemicals designed to ward off nearby animals. Scaring causes 1 creature in the HEX to move 1 or 2 HEXes away in any direction (not necessarily in a straight line). Creatures can only be scared into explored HEXes.

The Scare action gives the explorer 1 Loneliness [👤] for each HEX the creature moved (1-2 total).

	FIGHT	SCARE
EXPLORER	 +1 HUNGER	 OR  +1 OR +2 LONELINESS
CREATURE	 +1 DAMAGE	 MOVE 1 OR 2 HEXES IN ANY DIRECTION

SOCIALIZE (FREE)

Communication is key to survival. Communication outside of the same HEX is impossible by default, so you and your partner must strategize when together. Since the solitary conditions are so taxing to your psyche, even brief human interactions remove all Loneliness [👤].

See "Explorer Communication" for more details.

CONSUME (FREE)

Resources are used for construction and personal consumption. Explorers can consume any CUBEs in their cargo or on the HEX. The following table shows what is edible or otherwise functional.

RESOURCE	CONSUME EFFECT
Plant [🌱]	Remove all Hunger [🍲]
Bioplastic [▲]	Remove 1 Damage [🔥] on a Building
Mineral [👉]	Remove all Damage [🔥] on a Building <i>*Requires Computing Core</i>
Fuel [🛢️]	Move to any HEX (including an unexplored HEX)
ORB [🌐]	Creatures cannot move or take actions in this and adjacent HEXes this ROUND
Meat [🍖]	Remove all Hunger [🍲] <i>*Requires Xenobiology Lab</i>

TRADE (FREE)

Active cooperation facilitates the free trade of Resource CUBEs, Gear CARDS, and Artifact CARDS within the same HEX.

CARRY/DROP (FREE)

Your CARES specialize in hand-to-ground interactions for Resource CUBEs, Gear CARDS, and Artifact CARDS. It can hold up to 3 Resource CUBES and 2 Gear or Artifact CARDS. The ground has no holding limits.

Moving through a HEX does not allow an explorer to pick up or drop objects present in that HEX. CARES move too fast for that to be a legally safe operation.

Between Consume, Trade, Carry, and Drop, you should consider all CUBE management to be free.

EXPLORER COMMUNICATION

Between the Alcubierre Drive and CARES, an impressive amount of technology is at your disposal. You and your partner travel lightyears in an instant to survive an uncharted world with virtually no logistical support. Such feats are costly to us. Long-range radios are too expensive, so you have no way to communicate across long distances.

Communication between explorers requires a Socialize action, which is free. This action can only be taken when both explorers are in the same HEX. When you are in separate HEXes, you may not talk or non-verbally communicate while taking actions. Use your time together to strategize and comfort each other after the trials of the mission.

Socializing also removes all Loneliness [☹] from both explorers.

While communication channels are limited, you are able to read signals from your partner's CARES. Suit data (cargo, Hunger, etc.) and map data are always visible.

There are two levels of radio restriction. Following our recommendation undoubtedly makes your mission harder, but saves the Federation significant amounts of money.

EASY

Early in your exploration career

Explorers in different HEXes may not discuss mission or otherwise strategize. They may narrate their own actions, the actions of creatures, or engage in idle banter.

RECOMMENDED

When both explorers are experienced

Explorers may not communicate with each other unless they are in the same HEX. Narration about individual actions performed while separated is discouraged. Creature narration is done at your discretion.

Add 10FC to your paycheck after successfully completing a mission with this level of radio restriction.

It should be noted that communicating to some sort of omnipresent force that knows the mechanics and rules of Far Away is always acceptable.

C.A.R.E.S.

Every exploration team has CARES (Contained Aerobic Reclamation Environmental Suits). These surprisingly affordable suits allow you to survive in a reasonable subset of planetary conditions.



Your CARES conveniently report all your needs and equipment.

C.A.R.E.S. REPORT



- A. Loneliness
- B. Hunger
- C. Injuries
- D. Gear
- E. Action Tracker
- F. Cargo

HUNGER AND LONELINESS

Hunger [☹] and Loneliness [☹] are measured with TOKENS. Cover the spots on your CARES as you slowly succumb to these forces. If something causes your capacity to drop, such as an Injury, flip one of the TOKENS and cover a spot.  

INJURIES

Injuries [☹] are the result of explorer mistakes. The horrific penalty displayed on the CARD inhibits your progress. A second injury is fatal, so try to avoid the first.

CARGO AND GEAR

The CARES cargo display shows what CUBEs you are currently holding. Without enhancements, explorers are limited to carrying 3 CUBEs.

Gear CARDS can be connected to the CARES. Explorers may have up to 2 Gear CARDS. Artifact CARDS work in an identical fashion.

ACTION TRACKER

The Action Tracker uses a specialized, non-resource CUBE to indicate how many actions an explorer has performed in a ROUND. Measure your actions to avoid overexertion.

MISSIONS

The Federation needs talented explorers to take on mission contracts in order to justify the program's tremendous cost. Please complete your mission efficiently to avoid budget cuts next fiscal quarter.

MISSION SELECTION

Research shows self-motivated explorers are less likely to die. Select the mission of your choice from the **Mission Contracts**. You may attempt missions in any order and can take a mission that was previously failed. Please learn from failed crews, since those lessons are the crew's only remaining value.

Every mission presents a unique test of an explorer's courage and resolve. All missions have distinct setup instructions, which are always performed after the base setup. Some missions have unique rules and regulations to which you must adhere. Each mission has a symbol emblazoned on every CARD, TOKEN, and contract page to correlate all components. The Federation is not liable for mishaps resulting from misused mission components.

CONTINGENCIES

Every non-tutorial mission has a set of contingencies. These are optional paths in your mission, which can be beneficial or harmful. Sometimes a contingency is started because of your choices. Other times, luck and chance dictate what happens.

MISSION C.A.R.D.S

Mission CARDS describe each phase of the mission and its contingencies. There is a separate, ordered deck for the base mission and each contingency on the Mission Tablet.

Every Mission CARD has a condition on the front. When the condition is met, the CARD is flipped over. The transmission on the back is broadcast to every explorer, through an emergency, management-only channel. The completed CARD is put aside in the "Completed" section of the Mission Tablet. Completing a Mission CARD either reveals the next CARD in that sequence or completes the mission ("**END MISSION X: SUCCESS/FAILURE**") or contingency ("**CONTINGENCY X-Y COMPLETE**").

The chaos of a mission may cause you to forget to check Mission CARD conditions. The Mission Check Phase of the ROUND exists to remind you, but diligent explorers can flip and read a CARD when the condition is met.

Some Mission CARDS require a certain number of ROUNDS to elapse. Mark such CARDS with an Alert TOKEN every subsequent ROUND during the Mission Check Phase until the duration has elapsed and the condition is complete.

You can complete multiple Mission CARDS in a single ROUND, if the conditions are all met. This includes CARDS revealed that ROUND. Be sure to complete CARDS in order ("Mission", then "Contingency-A", then "Contingency-B", and so forth). You cannot complete a card that is still underneath another card. That would cause a time paradox.

New mission parameters and protocols are revealed through the Mission and Contingency CARDS. Persistent notes are displayed on the front of CARDS. Actions to perform as a result of CARD completion are given after the CARD back's transmission in *italicized text*. Pay attention to CARD directives as you progress. Do not get stuck in an untenable situation because you are ignoring a CARD that would aid you.

Some Mission CARDS refer to other Mission CARDS. The references are to the CARD's number, found in the lower-left corner of the Mission CARD. [1.1] refers to Mission 1, base CARD 1. [3-A.2] refers to Mission 3, Contingency A CARD 2. These numbers also indicate how the Mission CARDS are to be organized (see "**Setup**").

COMPLETING MISSIONS

The explorers are done with the planet once the mission has ended in success or failure. Your mission status will either be delivered in the transmission or implied as part of the "Special Instructions".

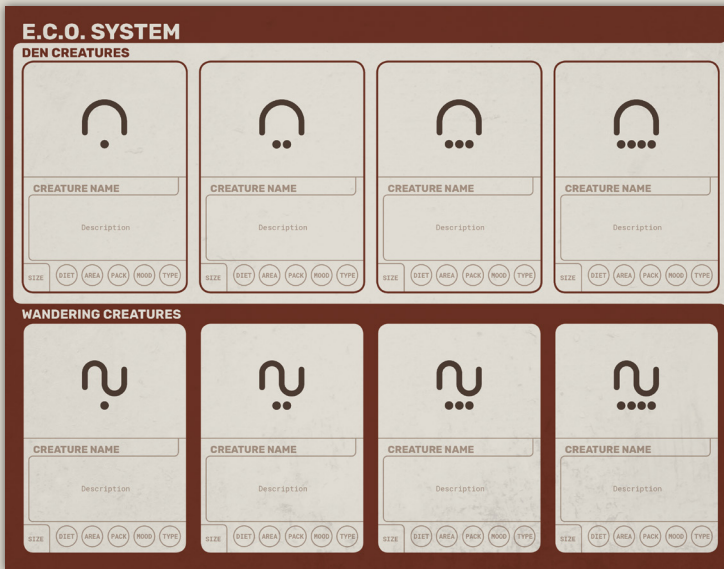
Record any mission or contingency success in the Explorer Records. Do not record failure, as it generates negative press.

MISSION BONUSES

Completing a mission or contingency affects both your bank account and future missions. Payment is issued as Federation Credits (FC), which can be exchanged for goods and services prior to a mission (see the "**FC Store**" section of the Mission Contracts). Other completion effects include unlocked equipment for the "**Legacy Tech**" section of the CARD Board, one-time supplies, and penalizing sanctions (for sub-par performances).

E.C.O. SYSTEM

All Far Away missions are scheduled for habitable planets; a lesson learned after several horrific terraforming accidents. It is probable native life has either evolved or been seeded on these worlds. The Efficient Creature Organization (ECO) System shows up to 8 creature species that live in the operational zone.



Every ECO System has 4 Den Creature [D] and 4 Wandering Creature [W] CARD slots. When a species is discovered through exploration or spawning, the CARD is added to the slot matching the Den number or Selection DIE roll. These CARDS remain constant throughout the mission.



Individual creatures are represented in the HEXes by Creature TOKENs. Place the matching TOKENs on or by the Creature CARD for easy spawning access. Creature spawning is covered more in the “Creature Spawning” section.

Some missions have special creatures and creature rules. The standard-issue FA manual will leave you wholly unprepared for those scenarios, so defer to the mission briefing.

CREATURE ACTIONS

This primer focuses on understanding alien creatures, since the Federation has no record of harmful plants.

Every ROUND, all creatures can:

- > Move 1 HEX.
- > Take 1 action.

In an extreme coincidence, creatures only move to explored HEXes.

Creatures choose where they move and how they act based on their behavior (see “Creature Behavior”). This means they may not move or act in a particular ROUND. Creatures can freely move into or out of HEXes with other TOKENs.

As with explorers, creature actions take place in their current HEX (unless otherwise stated). Creatures have been observed performing these actions:

FIGHT

Deal 1 Damage [D] to 1 creature or roll the Fight DIE against an explorer (see “Rolling the Fight DIE”). If multiple targets are in the HEX, the creature chooses their victim based on their behavior. If both explorers are together when fought, they choose which explorer the Fight DIE is rolled against. Choose wisely.

SCARE

Move 1 creature or explorer 1 HEX away.

CONSUME

Eat 1 Plant [P] or Meat [M] CUBE. Remove 1 Damage [D]. Plants [P] can be consumed directly from Plant Groves or Plant Farms.

Note: Unlike an explorer’s Consume, this is not a free action.

CALL (DEN ONLY)

Spawn another creature at the Den Landmark [D]. This must happen at the Den Landmark [D] matching the creature’s species. The new creature does not take actions until the next ROUND.

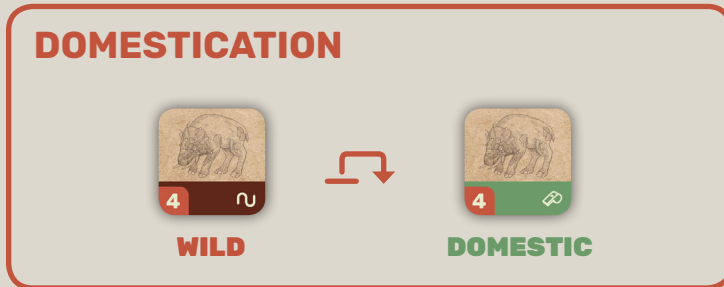
SPECIAL

Some creatures have an additional action listed on their Creature CARD. Thanks to the Federation Biologist Strike, you will have to learn about these abilities in the field.

DOMESTICATION

The Federation encourages the pacification of native life to expedite your goals. Domesticating a creature requires Domestication Tools, which are unlocked by the Xenobiology Lab. Explorers may also establish their dominance through combat: a rare outcome of the Fight DIE. Other techniques may exist, but those are for you to discover.

When a creature is Domesticated [🔗], flip the TOKEN to show its subservience.



Domesticated creatures move and act according to the explorers wishes, independent of their standard behavior.

Actions for domesticated creatures include all wild creature actions and the following:

TOIL

Use a Resource Building or Resource Landmark [⊕] to produce 1 matching Resource CUBE (e.g. 1 Fuel [🛢️] from a Fuel Well).

CUDDLE

Remove 1 Loneliness [☹️] from an explorer.

CARRY/DROP (FREE)

Pick up or drop a Resource CUBE, Gear CARD, or Artifact CARD. Creatures can carry 1 item per Size [1] rank.

RIDE (PASSIVE)

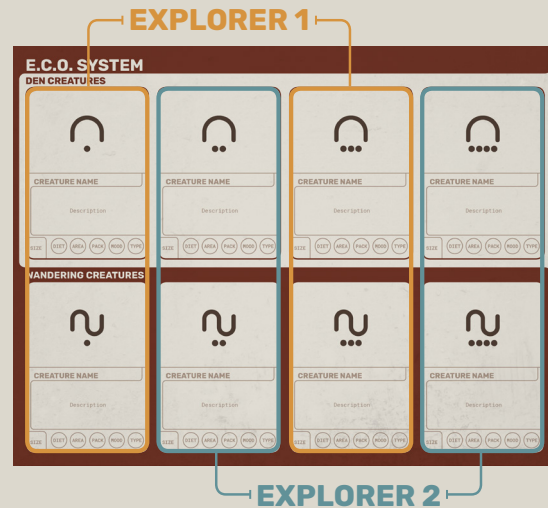
Must be a Size-3 [3] creature or larger. The creature and explorer move as one. An explorer can ride on the creature during an explorer's Move action. The explorer can also remain on the creature during that creature's 1-HEX move.

Riding a creature increases explorer vulnerability. Any Fight against the creature or rider results in rolling the Fight DIE against the rider.

CREATURE ACTION ORDER

Creatures act in the order specified on the ECO System. Species act in order from left-to-right and top-to-bottom. Within a single species, individual creatures act in the order of the explorers' choosing.

Explorers should divide the responsibilities of recording creature movement. The ECO System should be divided in two, with each explorer having ultimate authority over half the species. We recommend one explorer takes the "1" and "3" creatures, while the other controls the creatures in "2" and "4".





Domesticated [🔗] creatures act before all wild creatures. Promptness is a trainable virtue.


If a creature is accidentally skipped, do not stress. It probably needed the rest anyway.

ROLLING THE FIGHT D.I.E.

When a creature Fights an explorer, the Fight DIE is rolled. There are three outcomes:

 The explorer takes an Injury [⊕] CARD. They immediately perish and fail if this is their second Injury.

 The explorer gains 1 Hunger [☹️], again potentially killing them.

 The attacking creature is wrestled into submission and Domesticated [🔗]. Domesticated creatures have their TOKEN flipped over to indicate their new allegiance. Some special creatures cannot be domesticated; treat their domestication rolls like Hunger [☹️].

CREATURE BEHAVIOR

Part of an explorer's job is documenting the movements and actions of alien species. Your documentation is the only evidence of their actions, so it's effectively like you are controlling them. However, you are not really moving the creatures; they are moving themselves, as they did before you arrived. You must Realistically and Objectively Log Events Performed Logically by Animals and Yourself (ROLEPLAY) them.

Remember: the creatures will be a significant source of challenge and intrigue for you. Do not erroneously document their actions in ways they would never behave. Creatures do not miraculously act in perfect synergy with an explorer's desires. They act as any wild animal would: hungry, self-preserving, and based on a conveniently describable set of icons.

This xenoecology guide defines the traits common to all alien creatures. These let you make informed choices about creature behavior. If you are still at a loss, reference the Creature Habit Easy Access Table, or CHEAT, that follows this section.

SIZE (HEALTH)


Basic xenobiology states: the bigger a creature is, the stronger it is. Size reflects the health and fitness of a creature, as well as the amount of Damage [☠] an individual creature can take before dying. For comparison, explorers are Size-2 [2].


Smaller creatures typically avoid larger creatures, unless they are in a pack or hungry.


When a creature dies, it produces Meat [🍖] CUBEs equal to its size.





DIET

 **Carnivore** - Eats Meat [🍖]. Attacks live prey. Does not eat its own kind.


 **Herbivore** - Eats Plants [🌿]. Usually only kills creatures in self-defense.


 **Omnivore** - Eats Meat [🍖] and Plants [🌿]. Seeks dietary variety.

 **Detritivore** - Eats Meat [🍖]. Goes after dead animals. Usually only kills creatures in self-defense.


 **Insectivore** - Eats bugs (not a resource). Cannot heal through eating.

HABITAT

 The habitat icon shows a creature's preferred biome (based on color). Creatures leave their habitat if they are hungry, threatened, or passing through to a different desirable HEX.

 Some creatures do not have a preference, as indicated by the colorless HEX.

THREAT RADIUS

 Threat radius is the maximum distance a creature can detect explorers, other creatures, buildings, and CUBEs. The measurement is provided as a HEX count. Depending on their behavior, a creature may hunt, follow, flee, or ignore things in this area.


Den Creatures [🏠] consider the threat radius around their den to be that den's territory. Wandering Creatures [🌀] consider their territory to be a collection of their habitat HEXes within the threat radius.


CREATURE CARD ANATOMY




- | | |
|--------------------|------------------|
| A. Name | F. Habitat |
| B. Description | G. Threat Radius |
| C. Special Ability | H. Pack Size |
| D. Health/Size | I. Behaviors |
| E. Diet | J. Type |


PREFERRED ANIMAL CAPACITY KEPT (PACK)


 **Lone** – The creature is a solitary beast. Members of this species only willingly come together for mating. They may fight if their threat radius' overlap, though those conflicts are rarely fatal.


 **Small Packs** – These creatures prefer groups of 2 or 3. Individuals seek out companions, possibly even leaving their initial territory to find them. If the pack gets too large, smaller packs form and separate, establishing their own spheres of influence.


 **Large Packs** – These creatures prefer groups of 4 or more. Individuals and small groups travel across long distances to find their counterparts. Often, large packs sprawl out over multiple HEXes to patrol more efficiently.

BEHAVIORS


 **Aggressive** – Aggressive creatures hunt anything in their threat radius. They only flee under dire circumstances when extremely overpowered and injured. They will stop to eat and rest after kills, but only if their HEX is unoccupied.

 **Defensive** – Defensive creatures patrol their territory and remove intruders. They fight threatening invaders and scare away lesser foes. Their safety priorities are the den, the larger group, and themselves, in that order.


 **Opportunistic** – Opportunistic creatures avoid direct confrontation, instead waiting until their food sources are unguarded, injured, or otherwise weakened. These creatures take advantage of any opportunity to eat. They run away from fights destined to be lethal but remain near predators in the hopes of an easy meal.

 **Passive** – Passive creatures avoid conflict by fleeing or hiding. They only fight when cornered: if they are at their den or moving would lead to more danger, these creatures defend themselves. They are content to yield food to larger, more aggressive creatures.

TYPE


 **Den** – Den creatures have permanent, communal homes built into the land. They originate from these locations and spread out as they search for food.


Den creatures always spawn from their own Den Landmarks. The ECO System shows which Creature CARDS correspond to which numbered Dens. See “**Creature Spawning**” for more details.


 **Wandering** – Wandering creatures have no centralized home location, instead leading more nomadic lives.

SPECIAL

Some creatures demonstrate important behavioral traits that are not captured by the common categories. Creature CARDS with these symbols indicate additional abilities.

 **Destructive** – Destructive creatures damage Federation buildings through burrowing, corrosive byproducts, or massive size. Their Fight action deals 1 Damage [✳] to buildings (including the Crash Site). These creatures damage buildings when searching for shelter, hiding from predators, or hunting prey.

 **Parasitic** – Parasitic creatures stick to their hosts and impede their lives for selfish gain. They remain attached to the host creature (or explorer) while the host lives, moving when the host does instead of independently. Parasites are removed through a Fight action. However, parasites have a *special condition* that must be met before they can be removed. Removing a parasite does not kill or damage it, so be prepared.

 **Flying** – Flying creatures can attack drones with Fight actions, dealing 1 Damage [✳]. They will likely be hostile to the automations for challenging their air superiority.

CREATURE HABIT EASY ACCESS TABLE

A(n) behavior creature will action if condition.

	AGGRESSIVE IIII	DEFENSIVE X	OPPORTUNISTIC □	PASSIVE III
FIGHT	possible	a hostile or previously scared creature is in their territory	this creature eats meat and the prey is injured, alone, or smaller	attacked and cannot run
SCARE	the other creature is aggressive and bigger	a non-hostile creature is in their territory for the first time	the other creature is bigger, but alone	they are at their den and the other creature is hostile
CONSUME	the HEX is unoccupied	the HEX is unoccupied	there is food	they will not be hurt
CALL DEN ONLY	no creatures are nearby and this group is not at PACK	creatures are adjacent to the den and this group is not at PACK	no creatures are nearby and this group is not at PACK	creatures are adjacent or at the den and this group is not at PACK
RUN	they are near death and will likely die	they are overpowered and can go closer to the den	they are threatened	they are threatened
SPECIAL	an advantage in a fight is gained	the creature's den or pack benefits	the gains outweigh potential harm	a fight is avoided

When starting your adventures, it may be helpful to use a CHEAT. A creature's behavior is the single biggest driver of ROUND-to-ROUND choices. A CHEAT describes when each behavior archetype is likely to take each action.

CHEAT like this: A(n) behavior creature will action if condition.

Please remember that using a CHEAT to document creature behavior could slow down your expedition. Use it sparingly, like when you need to make hard choices about getting mauled.

BEYOND THE CHEAT

For the recommended, immersive documentation experience, consider the following:

- › The ecosystem exists before your arrival. Creatures interact with each other as much as or more than with you.
- › Be consistent. A creature choice made earlier in the mission should reflect how that species acts throughout the mission.
- › Any creature with a special action prefers conditions warranting that action.
- › Scared creatures are unlikely to pursue whatever scared them, unless there is an extreme power imbalance.
- › Creatures are food-motivated, especially if they haven't eaten in a while.
- › No species is cannibalistic, though loners may non-lethally fight for territory.
- › Creatures prefer certain terrain types, so they travel there when all else is equal.
- › It is okay to have creatures not act if there's nothing driving them.
- › Across the entire ecosystem, you should avoid equilibrium and stasis.
- › When presented with multiple logical options, prefer the more interesting choice or use the Direction DIE to guide creatures.
- › When all else fails, assume the worst for yourself.

CREATURE SPAWNING

The disruptive nature of crash landing on a planet alerts creatures to your presence and draws them into the mission area. The sensor equipment on your CARES is limited, so previously unnoticed creatures appear alarmingly close to you.

Every ROUND, roll 2 Spawn DICE and 2 Selection DICE. Each Spawn DIE can add a Den Creature [⌋], a Wandering Creature [⌋], or do nothing.

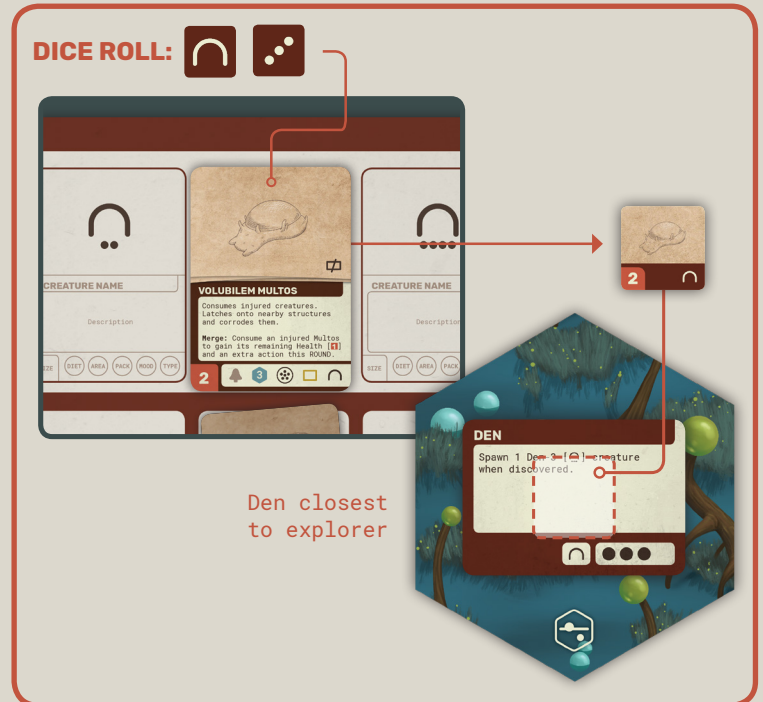
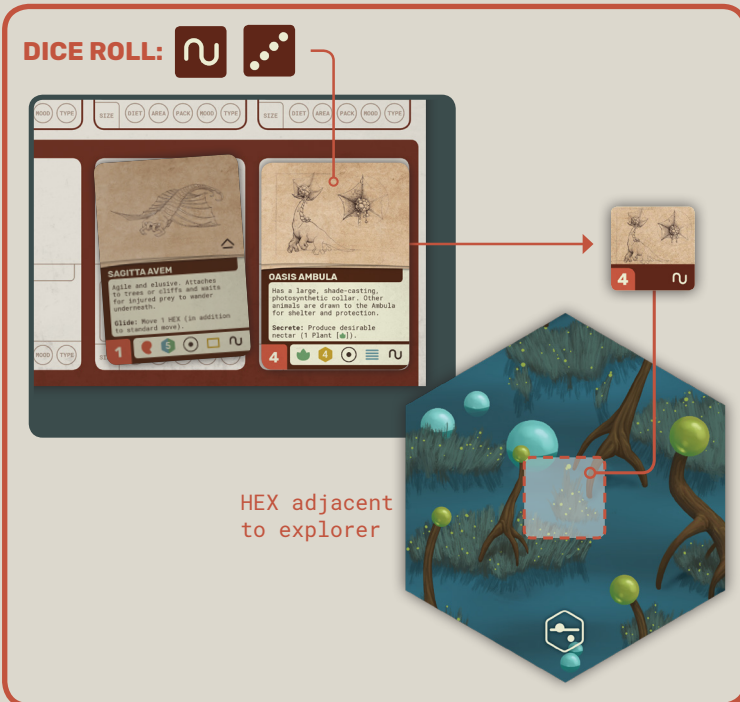
The combined Spawn DIE and Selection DIE symbols represent a single slot on the ECO System. A creature is added that corresponds to that slot. The following scenarios are possible:

WANDERING CREATURE:

- › If the rolled ECO System slot has a CARD, place matching a Creature TOKEN in any HEX adjacent to either explorer.
- › If the rolled ECO System slot is empty, add a new Creature CARD to that slot, then place matching a Creature TOKEN in any HEX adjacent to either explorer.
- › If the Selection DIE roll is an asterisk [✱], choose the Wandering [⌋] slot of your choice and place a matching Creature TOKEN in any HEX adjacent to either explorer. You can choose an empty Wandering [⌋] slot and add a CARD and TOKEN as well.

DEN CREATURE:

- › If the rolled ECO System slot has a CARD, place matching a Creature TOKEN in the matching Den Landmark [⌋] closest to either explorer.
- › If Selection DIE roll is an asterisk [✱], choose the filled Den [⌋] slot of your choice and place a matching Creature TOKEN in the matching Den Landmark [⌋] closest to an explorer.
- › If the rolled ECO System slot is empty, treat this roll as an asterisk [✱].
- › If there are no dens, treat the Spawn DIE roll as a Wandering Creature [⌋].



NO SPAWN SYMBOL:

- › Ignore the Selection DIE and do not add a creature.

All new TOKENs are placed with the “wild” side facing up.

If all Creature TOKENs are in use (typically 6), move the TOKEN furthest away from any explorer to the spawn location (unless doing so would move the creature further away). Your CARES can only track so many TOKENs before overloading.

ALERT TOKENS

Use Alert TOKENS to track special events. These can count down ROUND timers on Mission CARDS, mark targets of special creature actions, or generally remember things that might be forgotten due to the inherent pressure of being a Federation explorer.



Mission CARDS often ask you to “mark” objects of note. Mark with Alert TOKENS, rather than permanently altering your CARDS and TOKENS.

ARTIFACTS

Artifacts are relics from long-forgotten alien races that are typically found in ancient ruins. They have powerful abilities but can only be used once before breaking. Do not worry about destroying them, as the Federation museums are full and cannot handle any more priceless trinkets.

Your CARES treat Artifact CARDS like Gear CARDS. Spent Artifact CARDS are discarded away from the exploration area.

C.A.R.D. BOARD RESUPPLY

The CARD Board is a state-of-art piece of technology that manages all your non-mission CARDS. Notes on setting up your CARD Board can be found in “Setup -> CARD Board Setup” and the “Explorer Actions -> Build” sections.

When a CARD is removed from the map, it is discarded to the BOX. The exceptions are buildings and gear. Federation supplies can be rebuilt if necessary, so those return to the CARD Board or Mission Tablet.

CARDS have a limited quantity. When you run out of Resource Landmarks [⊕] or Anomalies [△] and need one after rolling the Exploration DIE, replace them with a Resource CUBE matching the HEX. When you run out of Federation Buildings or Gear, there is no replacement. You are limited to the CARDS provided. You can file a suggestion to supply more upon returning home.

DIRECTION DIE

The Direction DIE shows directions orientated based on the biome symbol on each HEX. This DIE is necessary is some missions. Indecisive explorers can also use it to document creature moves. Disclaimer: The Direction DIE is not a substitute for a compass.



20

BASIC DRONES

Drones fill the manual labor gaps inherent to a minimalist exploration party. A Basic Drone [⊞] is created when a Basic Drone Controller is built (which requires construction of the Computing Core) and is launched from the Computing Core.



Basic Drones [⊞] have 2 Durability [2]. Typically, only Flying [△] creatures can Fight drones, though some mission-specific circumstances may bring more risk.

Drones act after the explorer action phase. Each drone moves 1 HEX, then takes 1 action. The available actions are the following:

TOIL

Use a Resource Building or Landmark to produce 1 resource of the appropriate type (e.g. 1 Mineral [♥] from a Mineral Vein).

FIGHT

Deal 1 Damage [☠] to 1 creature.

SCARE

Move 1 creature 1 HEX away.

FLY

Move 1 additional HEX. This is in addition to the standard 1 HEX move every drone has preceding their action.

CARRY/DROP (FREE)

Pick up or drop a Resource CUBE, Gear CARD, or Artifact CARD. Drones can carry 2 items.

CREATURE CONTROLLER

Federation spaceships are limited to two seats and, thus, two explorers. Having a third entity on a mission would require that entity to be some sort of transcendent force controlling all other life in the galaxy.

When such a force joins you, they control the mission's creatures. That third entity takes over during the Creature Action and Creature Spawn phases. Remember they are not explicitly working with or against your exploration party. They act out the creatures using the ROLEPLAY method as well, letting the unique personalities of each creature shine. A third entity makes the world more mysterious, and perhaps more challenging.

ADVICE FROM SURVIVORS

- › The Xenobiology Lab and Computing Core give access to high quality gear, as well as enhance your Consume action. It is worth building at least one of these before investing too heavily in the mission's goals.
- › Acquire drones or domesticated creatures early. The extra actions are useful as you get more and more outnumbered by the wildlife. They will also keep you supplied with resources to construct new gear and buildings.
- › Den Landmarks [∩] cannot be removed through Fight actions or any standard means. You should expect them to remain the entire mission.
- › Exploring on the third action is dangerous without proper planning. You might be mauled by a newly discovered creature. The right gear and resources help mitigate the mauling.
- › Completing Mission CARDS as the conditions are met (instead of waiting for the Mission Check phase) expedites your mission.
- › Non-verbal communication is still communication. When you are not in the same HEX as your partner you may not talk, sign, wave, wink, stomp, write, knowingly cough, or otherwise send them a message. The Federation will find out and harshly judge your character.
- › If you are out of CUBEs and need to place another on the map, first remove the matching CUBE furthest from the explorers. That CUBE has biodegraded.
- › If you reach the CARES limit of HEXes and insist on exploring more, you must stop tracking an existing HEX. Select the HEX furthest from the explorers, remove anything present on that HEX. Place any removed CARDS back in their appropriate CARD Board slots (discarding any Anomaly CARDS). Place the HEX in the newly discovered space. Then, roll the Exploration DIE as usual.

ACRONYMS

- › FA – Federation Alliance or the Far Away program
- › HEX – Heuristically Explorable Xenoterrain
- › ROUND – Routine Operational Unit Notation Designations
- › DIE – Deterministic Interaction Evaluator
- › DICE – Deterministic Interaction Combinatoric Evaluators
- › TOKEN – Tracked Object or Knowledge with Emissarial Needs
- › CARD – Conceptual or Actual Reference Designator
- › CUBE – Compressed Unit of Beneficial Entity
- › PACK – Preferred Animal Capacity Kept
- › CARES – Contained Aerobic Reclamation Environmental Suit
- › ECO – Efficient Creature Organization
- › ORB – Organic Residue Blob
- › FC – Federation Credits
- › ROLEPLAY – Realistically and Objectively Log Events Performed Logically by Animals and Yourself
- › BOX – Beyond Operational eXploration
- › MAT – Material Automation Tablet

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