

EXTRA RULES FOR EXPANSIONS

Aliens expansion

5-6 player mode

The Aliens expansion enables the extension of Hexpanse for 5-6 players, with an increased average game duration.



Setup

Before starting the game, each player places their own players mat in front of them, and only recovery ships and markets are attached to the board.

Gameplay

The 5th and 6th factions operate according to the same rules as the original 4 factions.

The duration of the 5-6-player game can be much higher than the standard playing time.

Small mission mode - alternative gameplay

Victory formations - or mission cards - normally consist of nine units.

The alternative formation cards - which support multiple alternative game modes - are exceptions to this.

The 14 small mission cards are part of the Alien Expansion.



Extra victory condition for Small mission mode

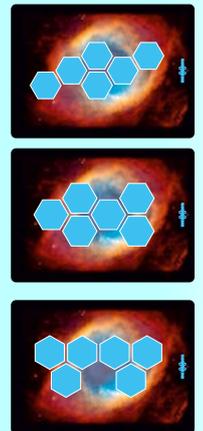
The goal of the original game is to eliminate all the enemy warlords or to complete the victory formation in order to win instantly. The 14 small mission cards modify the victory formation of the game.

Setup

Instead of using the standard 9-element mission cards, shuffle the 14 short, 6-element mission cards and place them face-down next to the market deck. Reveal three cards and place them next to the game board.

The goal of the game

If a player completes a formation (according to the rules of formations, see 6.0) that matches one of the small mission cards' pattern, then he or she can place that card in front of him or her. The card must then be replaced with another card from the deck. You are able to complete only one small mission per turn. Any player who obtains three (or two by choice - if you want a longer game) of these small mission cards wins the game.



Alternatives

1.

It is also possible to play the game with one standard mission card and 3 small mission cards, and who completes whichever goals - standard or smalls - wins. Apply the rules above to small mission cards.

2.

The small mission cards would be perfect for a very quick play with even 5-6 players. In this case, winning will be easier by completing an alternate victory formation consisting of 6 elements.

When starting a game just draw a Small mission card instead the regular.



Big minor expansion

Hardcore mode - Red mission cards

The Big Minor expansion contains 8 special mission cards that depict victory formations consisting of more elements than in the case of basic mission cards. This game mode is recommended for those who are already familiar with the world of Hexpanse, and who want to extend the usual short parties into long space wars requiring much experience.

The increased number of victory formation elements and their special pattern bring new challenges into the game. For professionals only!



Setup

Do not draw a 9-element mission card at the beginning of the game; draw a 10-11-element card instead.

The goal of the game

The game is played according to the basic rules. The game can be won by completing the special formation.

Big minor expansion's minor tokens

Big Minor expansion contains all the minor factions' unit tokens.

You can use this tokens like the mercenaries: put it into your coloured token frames before placing on the board.



Unique minor tokens

BM01 | Yankee



Ability

When it comes into play, any adjacent own unit - including warlord - gives you 1 hexilum.

Story

The Yankees have been working as a marauder unit for centuries: they do not fear anything and offer their services to anyone who can afford the handsome price. They are unscrupulous and gladly plunder any territories where they set foot upon, but usually their clients also get a decent deal.

BM02 | Prophet's Children



Ability

When it comes into play deals one damage to any enemy warlord.

You cannot attack with these units.

Story

The Prophet's Children are a group of preachers from the planet Kaaba, who spread their prophet Muhammad's words throughout the planet.