

BEYOND THE
EXPANSE



A MOTHERSHIP EXPANSION

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NOTE: The following modules can be mixed and matched with those from other expansions or those included in the base game.

Please see the base game, or expansion rulebooks for rules about any modules mentioned, but not explained.

COMPONENTS

1x Pirate Stronghold



1x Space Whale



4x City Planets



8x Merchant Enclaves and Supports



18x  Expanse Cards



6x Stands



2x  HP



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For more information, please visit mothership-game.com.

CITY PLANETS


City planets provide another type of planet for players to capture and explore.

SETUP

When setting up, place as many city planets as you like on the board while maintaining board balance (see *Board Balance*, pg 5 of the base game rulebook).



GAMEPLAY

These incredible worlds are completely covered with dense, urban life. At the end of your turn you will receive 1x  Influence for each of these planets that you control.

The rules for city planets are the same as mineral and gas planets, except for the following changes.




- ◆ **DEVELOPMENTS:** City planets are completely covered in buildings and skyscrapers. Because of this, there are no
- ◆ Development spaces available for you to invest in. If the planet has an orbiting moon, this will increase the ◆ Development space to 1, but only after you have explored the planet.



PIRATE STRONGHOLD

The Pirate Stronghold; sometimes just referred to as a Stronghold, is a neutral structure that gives players ★ VP and abilities that are not available by other means.


SETUP

When setting up, place the Pirate Stronghold in a location that is balanced. Find the 6x  Expanse Cards that are entitled *Pirate Stronghold* and shuffle them. Place one face up near the general supply. Then, return the remaining cards back to the box to be used for another game. Place a red  HP cube on the number 40  HP space.






GAMEPLAY

The Pirate Stronghold houses the Galaxy's most unscrupulous pilots and mercenaries. To gain their allegiance, you can either:






- Engage the Stronghold in a dogfight and win, or
- Use an adjacent ship's attack phase to pay the Stronghold 6x  Minerals on your turn.



This allegiance can be made whether the structure is neutral, or has already been captured by an enemy player.




The Pirate Stronghold rolls with a **D6 + 6**. Its attacks can damage all units, shields and  HP. The Stronghold will only attack when engaged in a dogfight. Only units that can damage  HP can engage it in a dogfight.

If you gain their allegiance, place a capture marker underneath the Stronghold and take the *Pirate Stronghold*  Expanse Card, either from the general supply or from the player who last controlled it.

Even though the Stronghold can be captured, it is not a planet and all planet related rules do not apply. However, all rules and cards relating to dogfights can be used to help you defeat it.




 **HULL POINTS:** The Pirate Stronghold's  Hull Points are displayed with a red cube. This red cube acts as a slider. Each  HP space represents multiples of 10x  Hull Points each. All 10 points of damage must be dealt to move the counter down. For example, if the Stronghold receives 18 damage from an attack, only move the counter down one space (10x  Hull Points).


DESTROYING THE STRONGHOLD: Because the Stronghold has  HP (unlike planets), every time a player wins a dogfight against it you will need to check if the attack caused  HP damage.


If the Pirate Stronghold is destroyed, the card is removed from the game and all Stronghold bonuses and  VP are removed from the player who controlled it. The player that destroys the Stronghold is awarded 5x  Minerals, but no  VP (if playing Victory Point mode).





BONUSES

If you control the Pirate Stronghold, you are awarded the *Pirate Stronghold*  Expansion Card that was randomly selected at the beginning of the game. Your fleet now gains the  Tech ability listed on the card, and if you are playing Victory Point mode, 2x  VP. It provides +1 wingman bonus.

This Tech ability acts in the same way as those on the  Technology Tree. This is a **passive ability** that lasts the duration of the game, it aids the player throughout their turns and, sometimes during enemy turns. It does not need to be purchased and can be combined with buffs from any other source (unless stated otherwise).

If the Stronghold destroys enemy ships while you have their allegiance, you will receive loot and  VP as if it was your own ship that was involved in the dogfight.



If you lose control of the Pirate Stronghold, the card,  Tech ability and  VP are also removed from you.



SPACE WHALE

The Wandering Space Whale is a neutral, non-playable unit. It is designed to be a randomly moving, non-lethal entity that gives players ★VP and abilities that are not available by other means.

SETUP

When setting up, place the Space Whale in a location that is balanced. Find the 6x  Expanse Cards that are entitled *Wandering Space Whale* and shuffle them. Place one face up near the general supply. Then, return the remaining cards back to the box to be used for another game. Place a red  HP cube on the number 16 HP space.

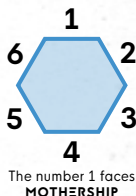


GAMEPLAY

The Wandering Space Whale is a simple, space dwelling creature that wanders the Galaxy aimlessly to feed on asteroids and nebula gases.



At the end of every player's turn, the Space Whale will move by itself based on the following set behaviour:

- Engine power is equal to a D12.
- Direction is chosen by a D6 (follow the diagram as seen above and on the card). The number 1 faces the **MOTHERSHIP** logo on the board.
- It will move through any unit or planet, but must finish on an empty space. If the last space is occupied, move to the previous space.
- The Space Whale is not affected by asteroids, nebula or black holes. It can move through and land on neutron stars, however; it cannot land on, or use wormholes.
- If it hits the edge of the board, it will keep moving in the opposite direction.










SPACE WHALE CONTINUED



During the course of the game, the Space Whale may linger around certain areas of the board without deviating much. This behaviour is acceptable. Players should use this opportunity to admire its beauty and grace.




CAPTURING THE WHALE: It cannot be won over with a display of power. Instead, to capture (or befriend) the Space Whale, use an adjacent ship's attack phase to feed it either 1x  Mineral or 1x  Gas. This can be done even if an enemy player has already befriended it. Place that resource on the *Space Whale* card. The resources on the card are considered to be inside the Whales *belly*. Once you have befriended the Space Whale, place a capture marker underneath it.



Even though the Space Whale can be captured, it is not a planet and all planet related rules do not apply.

BELLY: The Whale can hold a maximum of 8x resources in its belly as any combination of  Minerals or  Gas. Once this limit has been reached, you can still feed it to gain its friendship, but the resource will be discarded back to the general supply.




 **HULL POINTS:** The Space Whale's  Hull Points are displayed with a red cube. This red cube acts as a slider. Each  HP space represents multiples of 4x  Hull Points each. All 4 points of damage must be dealt to move the counter down. For example, if the Space Whale receives 7 damage from an attack, only move the counter down one space (4x  Hull Points).


EATING: If the Whale ends its movement on an asteroid space, place 1x  Mineral from the general supply in its belly. If the Whale ends its movement on a nebula space, place 1x  Gas in its belly.



ATTACKING THE WHALE: You may engage the Space Whale in a dogfight (even if you control it). Only ships that can damage  HP can engage it in a dogfight. It does not have attack power, so therefore cannot roll back. The player who destroys the Whale will receive all the resources inside its belly, but no  VP (if playing  Victory Point mode).

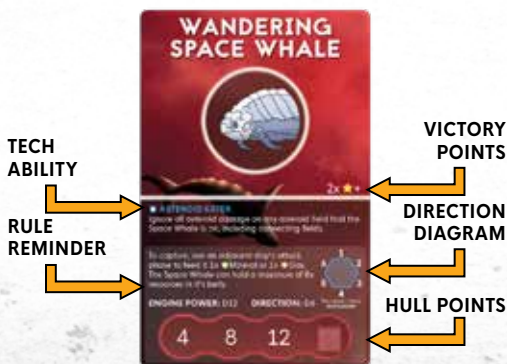
LOSING INFLUENCE: Attacking the peaceful, Wandering Space Whale is considered bad form throughout the Galaxy. You will lose  Influence equal to the number of ships that engage in the dogfight. If you do not have enough  Influence, you may still engage it in a dogfight.

BONUSES

If you control the Space Whale, you are awarded the *Space Whale*  Expansion Card that was randomly selected at the beginning of the game. Your fleet now gains the  Tech ability listed on the card, and if you are playing Victory Point mode, 2x  VP. It does not provide a wingman bonus.

This Tech ability acts in the same way as those on the  Technology Tree. This is a **passive ability** that lasts the duration of the game, it aids the player throughout their turns and, sometimes during enemy turns. It does not need to be purchased and can be combined with buffs from any other source (unless stated otherwise).

If you lose control of the Space Whale, the card,  Tech ability and  VP are also removed from you.



MERCHANT ENCLAVES

Merchant enclaves; sometimes just referred to as enclaves, are orbiting space stations that attract all kinds of vendors from around the Galaxy. They are designed to provide players with ★VP and abilities that are not available by other means — but only after a certain number are controlled.

SETUP

When setting up, place between 5 to 8 enclaves orbiting around planets in balanced locations. It is up to the player setting up the board to decide how many enclaves to place.

The player setting up the board may want enclaves to be rarer or more abundant, depending on the type of board layout being made. Feel free to experiment with different layout types.






Find the 6x ♦ Expanse Cards that are entitled *Merchant Enclave* and shuffle them. Place one face up near the general supply. Then, return the remaining cards back to the box to be used for another game.


GAMEPLAY

Merchant enclaves by themselves, do not provide any bonuses or abilities. During the game, the player who controls 4 or more will be awarded the *Merchant Enclave* ♦ Expanse Card and its associated abilities.

A merchant enclave is considered to be controlled when you control the planet it is orbiting.

BONUSES

If you control 4 or more merchant enclaves, you are awarded the *Merchant Enclave*  Expansion Card that was randomly selected at the beginning of the game. Your fleet now gains the  Tech ability listed on the card, and if you are playing Victory Point mode, 2x  VP.



This Tech ability acts in the same way as those on the  Technology Tree. This is a **passive ability** that lasts the duration of the game, it aids the player throughout their turns and, sometimes during enemy turns. It does not need to be purchased and can be combined with buffs from any other source (unless stated otherwise).

Merchant Enclaves do not add any defence or other bonuses to the planets they orbit.




LOSING CONTROL

The card goes to the player who controls at least 4x merchant enclaves. Any other player who controls more merchant enclaves takes the card. If no player controls at least 4x enclaves then the card should be returned to the general supply.

If you lose the card, the  Tech ability and  VP are also removed from you.





EXAMPLE: Red player controls 4x enclaves and is awarded the card. Then on Blue players turn, they also gain control of 4x enclaves. Red will keep control of the card because Blue does not control more than Red.

EXAMPLE: Red player controls 4x enclaves and is awarded the card. Red then loses control of a planet with an orbiting enclave during another player's turn. Red will forfeit the card back to the general supply and all merchant enclave bonuses and  VP with it.

LONE ENCLAVES

A stand-alone merchant enclave is a single enclave on a normal game-piece stand. During the game, it will be referred to as a *lone enclave*. When captured, they will count towards your total number of enclaves controlled.



To capture a lone enclave, normal planet rules apply. However, when one is captured, no reward is given. Do not collect an  Action Card as you would with normal planets. When capturing over an enemy's lone enclave, do not steal an  Action Card. Lone enclave's cannot be explored, and do not provide any  VP by themselves. You cannot use  Influence to capture lone enclaves. For the purpose of any other abilities or rules, a lone enclave is **not** considered a planet or planetoid. This means any ability that increases planet defence does not apply to the lone enclave.