

# GAME BOARD

**SYNDICATE**

**ROUNDS**  
1 2 3 4 5 6 7 8  
HIT DRIVE SPEED

**EXO ZONE**      **MIDDLE ZONE**      **INNER ZONE**

**TECH LEVEL:** 05 10 15  
**ASSAULT LEVEL:** 06 12 18

**AWARDS**

**RACE TO THE TOP**  
 FIRST TO REACH LEVEL 15 OF ANY TECHNOLOGY  
 SILK ROAD  
 FIRST TO COMPLETE TRADE ROUTE  
 LARGO LORO  
 FIRST TO REACH LEVEL 18 OF ANY TECHNOLOGY

**AWARDS**  
 TECHNOLOGIST  
 FIRST TO COMPLETE TRADE ROUTE OF 12  
 THE KING IS DEAD  
 FIRST TO REACH LEVEL 18 OF ANY TECHNOLOGY

**Planets and Features:**  
 SCALABIS  
 NEW VICTORIA  
 BOHR STATION  
 VIMANA  
 CETO  
 ICARUS  
 ETNA  
 UKEMOCHI CITY  
 HONOS  
 TYCHO  
 KEPLER  
 IO  
 KAFKA  
 CORA  
 GOSHEN (MINING BELT x2 resources per round)  
 KOSSE (MINING PLANET x1 resource per round)  
 BLACKSTAR  
 CRONOS  
 TRADE ROUTE (x3 of any resource per round)  
 TRADE ROUTE (x3 of any resource per round)

# PLAYER MATS

(Each syndicate is different)

BACK



Altair Group was once a team of lawful scientists and engineers, but when they perfected the technology for making synthetic humans (androids indistinguishable from humans in body and mind) the Sovereign shut down their labs out of fear of the technology. To save their work and their lives, the team fled to the Exo. Now on asteroids and ice planets on the outskirts of the settled system, the Altair Group illegally engineers "AltSynths" for a wide range of purposes. Many people will pay big money for an AltSynth, which will do anything it is asked. Some conspiracy theorists even speculate high profile politicians have been replaced with AltSynths controlled by Altair.

FRONT

**SOVEREIGN CREDIT**  
STARTING: 8  
RACKETEERING INCOME: 2

**CREW**  
STARTING: 8  
RACKETEERING INCOME: 4

2 ↓ 1      2 ↓ 1

1 <<< 3      3 >>> 1

**POLITICAL INFLUENCE**  
STARTING: 2  
RACKETEERING INCOME: 0

**TECH LEVEL**

3 4 5 6 7 8 9 10

STARTING TECH LEVEL

AT TECH LEVEL 6: Collect 5 ⚙️ after each successful assault

AT TECH LEVEL 8: Collect Class I Advanced Tech

AT TECH LEVEL 10: Collect Class I or II Advanced Tech

### ACTION DICE

1	ARMED	USED
2	ARMED	USED

### ASSAULT LEVEL

Roll a 6 to win assault (Costs 5 ⚙️)

### ASSAULT REINFORCEMENTS

For each reinforcement used, add +1 to your assault roll

LEVEL 1	ARMED	USED
LEVEL 2	ARMED	USED
LEVEL 3	ARMED	USED
LEVEL 4	ARMED	USED

REINFORCEMENTS MAY BE USED ONCE PER ROUND AND REQUIRE 5 ⚙️ TO USE ANY NUMBER OF REINFORCEMENTS

### STARTING BONUS:

- > Collect +2 ⚙️ during RESOURCE COLLECTION PHASE for each Exo Brain you control
- > Collect 5 ⚙️ when you complete a successful assault



### ALTAIR GROUP