

## Starship Catan – 2. Mission: The Asteroid

### New Game Material

- 12 Adventure cards
- 35 Refugee groups (tiles with the illustration of the Teldurians)
- 6 passenger modules
- Planet Teldur

### What is it all about?

A gigantic asteroid threatens to destroy planet Teldur. The Galactic Advisory Council asks the Starfarers for help in evacuating the Teldurians.

The transport of the wealthy Teldurians has attracted the attention of the space pirates.

The starship commander who rescues most Teldurians wins the game. Successful victories over pirates are rewarded as well.

### Game Set Up

With the exception of following changes, set up the game as usual.

#### 1. New Adventure Cards

The 12 Adventure Cards "The Galactic Advisory Council" are removed from the game. Instead, use the 12 Adventure cards of "The Asteroid" for game play.

At the beginning of the game only the first two cards are being put out face up. Place two Teldurian refugee groups on each face up card. During game play, put as many Teldurian refugee groups on adventure cards as indicated by the green number.

#### 2. Planet Teldur

Attach the planet Teldur on the Lost Planets card –VP 101 by means of transparent tape. This card serves as planet Teldur throughout this mission.

Remove the Space sector card "Pirate- 2 cannons". In place of the latter card add the new Teldur planet card to the space sector card mix (40 cards total).

Note: For normal game play you can remove the Teldur planet from the Lost planet card.

#### 3. Set up of the 4 space sector card stacks

The target planets Hades, Poseidon, Pallas and Picasso are taken out of the card mix. Form 4 card stacks (each stack containing 9 cards) with the remaining 36 cards. Now add to each of those stacks one target planet and shuffle each stack.

#### 4. Thinning out the reserve card stack

Following cards are being removed from the reserve card stacks:

- |            |                                                     |
|------------|-----------------------------------------------------|
| Stack I :  | All cards, except the pirates with 2 and 3 cannons. |
| Stack II:  | All "lost planets"                                  |
| Stack III: | All cards except for the two pirates                |
| Stack IV:  | All cards with the exception of the two pirates     |

Shuffle the removed cards and place them underneath the reserve card stack IV.

#### 5. The passenger modules

Including the passenger modules there are 9 modules total. Of these, each player picks three modules at the beginning of the game. The three modules are taken out of the game.

Tip: You are advised to pick at least two passenger modules. With less than two modules, the chances of winning are pretty dim. As usual, each player may place one module face up at the beginning of game play.

## The rescue of the Teldurians

The adventure cards serve as medium for guiding players through the game. Players need to fly to a face up planet and pick up refugees.

Starfarers need to build passenger modules in order to pick up the Teldurian refugees.

Each passenger module holds 2 groups of Teldurian refugees.

Once a player reaches a planet that is depicted on an adventure card, he can pick up as many Teldurians as the capacity of his passenger modules allows.

The refugee groups are simply placed on the passenger modules.

The ultimate goal for the rescued Teldurians is the planet Kopernikus II. As soon as a player reaches the latter planet, he will unload all of his Teldurian passengers from the passenger modules onto the playing area below his Starship.

Now, passenger modules have new space available again for more passengers.

### Please note:

- It counts as an 'action' to pick up refugee groups from adventure cards as well as to unload them on Kopernikus II. If both face up adventure cards show the same planet, the collection of all refugee groups counts as two actions.
- If a player reaches a planet that is depicted on an adventure card, he **must** pick up as many refugee groups as possible (limit is determined by space capacity in passenger modules). In other words, he may not just pass by a planet without picking up refugees.
- Replace an adventure card only, when all refugee groups have been removed from that adventure card.

## End of the Game:

The game ends immediately as soon as the card "Teldur destroyed" is uncovered.

All refugee groups that are in front of players as well as in the Starships, are rescued. Each refugee group counts one victory point. Furthermore, each pirate counts a victory point. The player with the most victory points wins the game. If players are even, the amount of Astro determines the winner.

## Rules changes:

With the exception of following points, game play proceeds as usual:

1. Victory Points for colonies, modules, trading points or medals have no importance in this mission.
2. The "Galactic Library" on Kopernikus II is temporarily closed, i.e. no Science Points may be purchased or sold throughout this mission.
3. Only two adventure cards are placed face up.

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# Manual for game component assembly:

Please print out all five pages that show the card illustrations. Please note that according to your version of Adobe Acrobat Reader, the pages may print in different sizes. To guarantee the same page size, please check options before printing.

First, cut out the areas that are surrounded by black frames (and not the single cards).

Now cut out the planet Teldur and use it as described in the rules.

*There is no back side for Teldur!*

Attach the matching front and back pages with glue. If you wish, you can laminate the cards (i.e. to coat them in plastic cover, which can be done in copy shops for instance). This is recommended, as it will prolong the life of the cards.

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Proceed by cutting out the individual double-sided cards.

Passenger Modules - front side



Passenger Modules - back side





## Rescue Mission Teldur



Catanians, we need your help! Planet Teldur is set up for collision with a gigantic asteroid. The Teldurian population needs to be evacuated. Fly to Teldur and pick up the first 2 refugee groups!

2

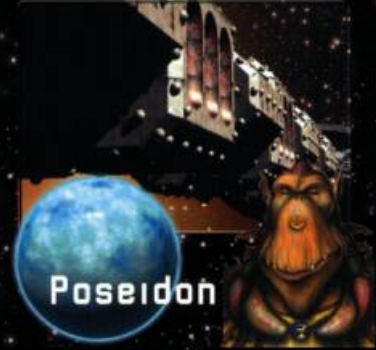
## Rescue Mission Picasso



We have brought two refugee groups to Picasso. Pick up these refugees from Picasso and transport them to Kopernikus II.

2

## Rescue Mission Poseidon



We have brought two refugee groups to Poseidon. Pick up these refugees from Poseidon and transport them to Kopernikus II.

2

## Rescue Mission Pallas



We have brought 3 refugee groups to Pallas. Pick up these refugees from Pallas and transport them to Kopernikus II.

3

## Rescue Mission Hades



We have brought 3 refugee groups to Hades. Pick up these refugees from Hades and transport them to Kopernikus II.

3

## Rescue Mission Teldur



Catanians, there are 3 refugee groups waiting to be picked up at Teldur. Transport these refugees from Teldur to Kopernikus II.

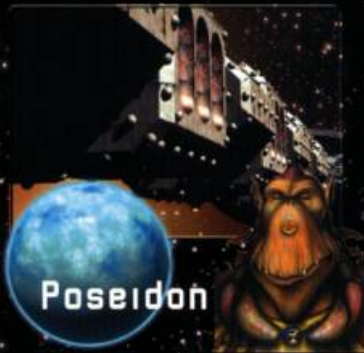
3







## Rescue Mission Poseidon



We have brought 4 refugee groups to Poseidon. Pick up these refugees from Poseidon and transport them to Kopernikus II.

4

## Rescue Mission Picasso



We have brought 4 refugee groups to Picasso. Pick up these refugees from Picasso and transport them to Kopernikus II.

4

## Rescue Mission Pallas



We have brought 4 refugee groups to Pallas. Pick up these refugees from Pallas and transport them to Kopernikus II.

4

## Rescue Mission Teldur



Catanians, there are 4 refugee groups waiting to be picked up at Teldur. Transport these refugees from Teldur to Kopernikus II.

4

## Teldur destroyed



The asteroid has destroyed planet Teldur. Thanks to your help, most Teldurians could be saved.

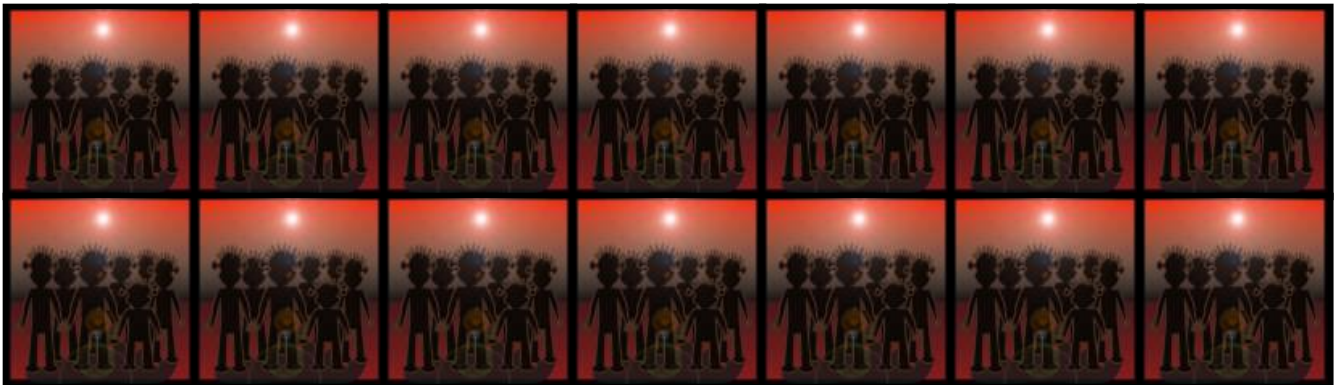
- End of Mission -

## Rescue Mission Hades



We have brought 4 refugee groups to Hades. Pick up these refugees from Hades and transport them to Kopernikus II.

4



Cut out planet Teldur and use it as described in the rules. There is no back side for Teldur!

You just need one Teldur tile. The other tiles serve as substitute parts.

