Game Setup

Take 3 Squids, 2 Worms, 2 Lizards and 1 Slime Alien card and shuffle them. This is going to be your alien deck.

Take 3 blue, 2 yellow, 2 red and 1 green random Cosmic Pioneer Planet, create a pile and put it face down on the table.

Proceed by making the same setup as Centauri Saga "Fixing the Jumpgate" scenario.

Place on the table the Colony ship card from the "Safe passage" scenario with 300 credits on its cargo.

Take a Colony Ship from Cosmic Pioneers box (any color you want) and place it along with the player tokens on the Jumpgate.

Whenever you need "Colonists" in this scenario, use any color from the Cosmic Pioneers wooden Colonist tokens.

The game ends when enough colonists get unloaded safe to the Jumpgate. For 1-2 players, 8 colonists are needed. Above that, add 4 Colonists per player.

Unless a rule is changed in this Scenario, you use the rules from the core game of Centauri Saga and the Scenario "Fixing the Jumpgate".

Colony Ship

The colony Ship can carry up to 4 Colonists in its Cargo but it has no limit on how many credits it can hold.

The Colony Ship goes on an adventure on each planet it visits. Roll the die and resolve it as a normal Cosmic Pioneer Adventure. If you have to crash land then instead deal 2 damage to each player and remove 300 Credits from the Colony Ship.

Aliens

If an Alien conquers a planet (either all alien "purple" slots on the planet are filled or the alien reached the leftmost spot), then this planet gets destroyed. Flip the hexagon. If a player was present when the planet got destroyed, this player takes 2 Hull damage and is pushed out of the sector to an adjacent one. If the Colony Ship was present when the planet was destroyed, it loses half its cargo (rounded down) and it is also pushed out of the sector to an adjacent one.

Flip

2 Hull Damage if present

1/2 Cargo if present

When a planet is destroyed it becomes a Cosmic Pioneer Asteroid Field. Noone can enter these fields, not Players, nor Raiders.

For each Asteroid Field present in the game, spawn 1 level higher Raiders than intented whenever you need to spawn Raiders.

1 → *+1 Raider level*

2 → *+2 Raider level*

Raiders

Raiders move towards either the Colony Ship or a Cosmic Pioneer planet with colonists on it, whichever is closer. If they reach the Colony Ship and there are colonists on it, you kill as many as the level of the Raider, if there are no colonists on it then you remove 100 Credits per level of the Raider. If the Raider reaches a Cosmic Pioneer Planet, then you remove a number of colonists from the planet equal to its level

level 2 Raider

-2 colonists
or -200 Credits if empty

-2 colonists
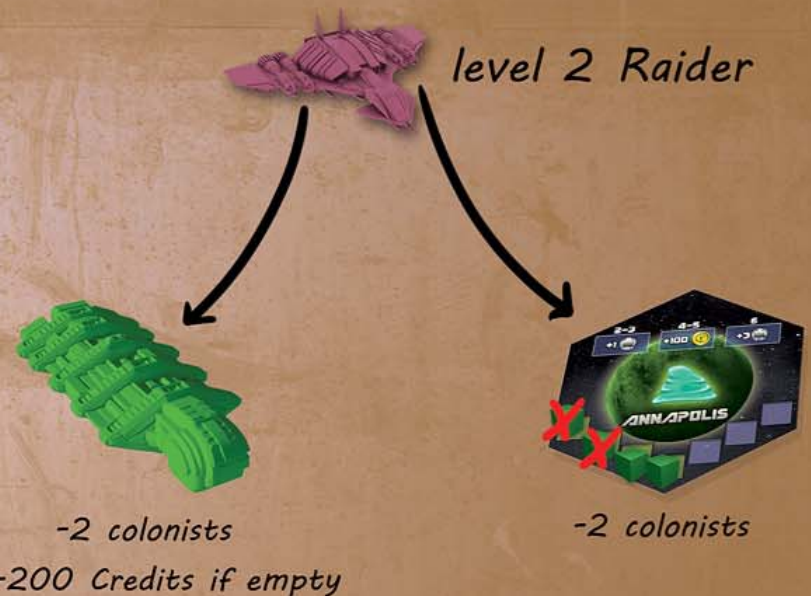
Ravager Retaliation

1) You draw and resolve an alien card from the alien deck. If no alliens are present, nothing happens.

2) Each time you spawn a Boss, after you bring the new event into play, activate all Alien abilities.

Boss

Scanning Report

Each time you draw a Planetary Gravity Belt (any color), if it's place is at a distance of at least 2 from the Jumpgate then discard it, and draw a Cosmic Pioneer Planet from the pile of planets you have created. Place this tile on the board instead.

Each time you place a Cosmic Pioneer Planet, you immediatelly fill all Green Colonization Spots on that planet with colonists and you also add 1 alien of the same color as the planet at the rightmost Purple Colonization spot.

You don't spawn raiders on Cosmic Pioneer Planets. Instead, if the planet's color matches the Raiders' spawn color, activate the alien's ability for this planet.

blue

Always reveal two sectors, whether the XPM appears somewhere or not

Movement Phase

You can discard Credits from your Colony Ship's cargo to give Movement Points to the Colony Ship. It gets 1 Movement Point for every 100 Credits.The Colony ship moves exactly as a player would do. Each turn (along with his/her armada) the first player moves the colony ship during the movement phase.

-100 credits

+1 movement point

The Colony Ship can not enter a sector with Raiders or Boss.

Players in the same sector as the Colony Ship can exchange tokens to put Credits in its Cargo. The rates are as follows:

- 1 Exploration or Combat Token gives 100 Credits

or

- 1 XPM gives 600 Credits

Colony Ship may Load/Unload colonists. Each Load/Unload action costs 1 Movement point. For example to load 3 Colonists you need to spend 3 Movement Points.

To move inside a Cosmic Pioneer planet you need to pay 2 Movement Points (whether it is a player Armada or the Colony ship)

Encounter Phase

If the Colony ship is on a Planet then it can perform an adventure, same way as in Cosmic Pioneers. If you crash land, because of an adventure, the Colony ship apart from dropping all colonists on the planet, it also loses 200 Credits.