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BEYOND THE SUN LEADERS OF THE NEW DAWN



Following the discovery of hyperspace travel in the year 2246, a renewed sense of unity and purpose ripples across the whole solar system. The factions in power need to position themselves quickly to seize this golden opportunity, and strong leadership is necessary to get ahead in the race to colonize the galaxy.

Thanks to the Omniweb Engine, a data-mining network that covers the entire population of the solar system, each faction can search with pinpoint precision for candidates with the exact skills and traits they need, both domestically and militarily. Can your faction find and groom leaders with the perfect combination of internal ingenuity and external prowess to rise above the others?

List of Components

All cards from this expansion are marked with the  symbol for easy identification. The replacement Technology cards are an exception to this. They are marked instead with a **VR** to identify them as replacement cards for the original base game.

20 Leader cards:
10 each of Domestic and Military Leaders



3 Android-Omniweb Hivemind Prediction cards
(used with the Android-Omniweb Hivemind Faction mat)



1 Credit token
(used with the "Investor" Leader card)



1 +1 Military Power token
(used with the "Guerrilla Tactician" Leader card)



8 +1 Military Power tokens
(used with the "Orbital Defense Expert" Leader card)



5 +1 VP tokens
(used with the "Android-Omniweb Hivemind" Faction mat)

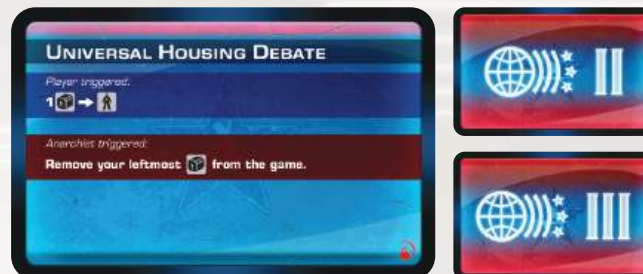


Components for the solo game

16 Anarchist Action cards:
4 Level I, 6 each of Level II and III



12 Anarchist Event cards:
6 each of Level II and III



1 Doomsday Tracker board



Solo game rules booklet

Other components to expand the *Beyond the Sun* base game

8 Technology cards

4 replacement Technology cards (marked with V2 for identification)

4 Event cards: 2 each of Level II and III

12 System cards: 8 type A Systems and 4 type B Systems

2 Faction mats (Android-Omniverse Hivemind, Space Privateers' Collective)

Before playing this expansion...

Beyond the Sun: Leaders of the New Dawn expansion contains 4 replacement Technology cards for the base game. Whether you are playing the base game or any of the expansion modules, find and replace the 4 Technology cards in the appropriate decks in the base game: *Mass Cloning* (tech II), *Modular Fleet* (tech II), *Spacetime Anomaly Studies* (tech II), and *Stealth Terraformers* (tech III). **The obsolete cards should be removed permanently from the game.**

Overview

This Beyond the Sun expansion contains new cards that may be used to expand the original base game. Any of these components and modules (with the exception of the replacement Technology cards listed above) can be independently added to the game, in any combination. The setup and rules for different modules are described below.

Players are welcome to mix and match these modules as they wish, but for the full experience, we recommend using all of the expansion components when playing with the Leaders Module. However, the Advanced Factions are always considered to be optional.

I. Leaders Module

In the Leaders Module, Factions recruit a Domestic Leader and a Military Leader at the start of the game. These Leaders have abilities that grant some mixture of setup bonuses, private action spaces, limited-use abilities, and ongoing benefits.

Setup Changes

Follow the steps below after the rest of the game is already set up and the starting player has been determined.

1. Separate the Leader cards into two decks, sorting them according to their card backs. There will be one deck for Domestic Leaders (the blue A deck) and another for Military Leaders (the red B deck). Shuffle each deck separately.
2. Deal out a row of blue Domestic Leader cards face-up on the table, equal to the number of players plus **two**.
3. Repeat this process for red Military Leader cards by creating a second row with the same number of cards.
4. Return all other Leader cards to the game box. These cards are not used in this game.
5. Beginning with the *last player* and in *reverse player order*, each player takes either a blue Domestic Leader or a red Military Leader card and places it face-up in front of them.
6. Then, in regular player order, starting with the first player, each player takes another Leader card of the opposite type of the first card they took and places it face-up in front of them. (The starting player will therefore take two cards in a row.) In the end, each player should have exactly one blue Domestic and one red Military Leader card face-up in front of them.
7. Return the unselected Leader cards to the game box.
8. In player order, players perform any additional setup steps specified in the **SETUP** section of their drafted Leader cards (and their Faction mat, if it contains a setup section). If multiple cards have **SETUP** sections, the active player chooses the order of execution.
9. If any Leader card has a ★ space on it, the player also places the indicated number of their ★ discs on it right now.
10. Tokens are included in the game to help players keep track of some of the bonus powers. If a Leader in the game requires tokens, be sure to distribute the appropriate tokens as part of setup.

Leader Abilities

The abilities granted by a Leader card will fall into one or more of the following categories:

1. Setup Powers

- a. These powers are triggered at the beginning of the game, and this part of the card has no effect for the rest of the game.
- b. Cards list: *Astrobotanist, Astrochemist, Completionist, Investor, Overachiever, Savant, Fleet Dispatcher, Guerrilla Tactician, Master Engineer, Ethical Smuggler, Military Industrialist*

2. Passive Abilities

- a. No Action is required to use these abilities. They are triggered due to certain conditions or have permanent effects that apply during the game.
- b. Cards list: *Investor, Overachiever, Guildmaster, Guerrilla Tactician, Ethical Smuggler, Military Industrialist, Master Engineer, Orbital Defense Expert*

3. Reusable Actions

- a. A reusable Action is represented by an Action space on the card, which does not have a ★ space. The player can take the Action according to the normal Action rules (i.e., the Action space must be open, and the Action pawn must move every turn). The Action is “private” to the owning player and cannot be targeted or copied by any abilities in the game.
- b. Cards list: *Completionist, Innovator, Logistician*

4. Limited-Use Abilities

- These abilities are represented by a ★ space on the card and either an Action space or a triggered effect that contains the icon. At the start of the game, ★ discs are placed on the Leader card. A ★ is removed from the card when the player uses the Action or trigger. If the ability runs out of ★ discs, it cannot be used again in this game.
- Cards list: *Savant*, *Opportunist*, *Fleet Dispatcher*, *Hyperlane Navigator*, *Prototype Engineer*, *Ruthless Colonizer*

5. Game End Bonuses

- An game end bonus (in the form of fixed or conditional Victory Points icon) is indicated on the text of the card. The icon shown on the card is for reference only (e.g., *Astrobotanist* is worth 2 points at the end of the game, not 4).
- Cards list: *Astrobotanist*, *Astrochemist*, *Logistician*, *Overachiever*, and *Celebrity Terraformer*

Example:

Frank has the following Leader cards: *Opportunist* (Domestic Leader), which has a limited-use ability, and *Celebrity Terraformer* (Military Leader), which has a passive ability. The *Opportunist* has two ★ discs remaining on the card. Frank has two colonized Systems, so the *Celebrity Terraformer* is currently granting at the end of the game.



On his turn, Frank takes the “Research a Level II Technology” Action and researches the *Android Surveyors* Technology. As part of its IMMEDIATE bonus, Frank automates one and Jumps 1, allowing him to take control of *CD-69 2001*. He then receives its *Gain control* bonus of “Research a discovered Level II technology” and places a ★ on *CD-69 2001*. He chooses to research *Terranova Cruisers*.

His Action phase is now complete.

Before his Production phase, Frank decides to use his *Opportunist* by removing a ★ on it. He then moves his Action pawn to the on *Android Surveyors* to take its Action (he still has to pay 4 Ore for the Action). He could have instead chosen to use the Action space on *Terranova Cruisers* if it was open. He decides to colonize *TZ Arietis*, which he currently controls. Doing so will increase the bonus from *Celebrity Terraformer* to its maximum of at the end of the game.

With one ★ on *Opportunist* remaining, Frank will be able to use this ability one more time during the game.



II. New Faction Mats

There are no “basic” versions for these new Factions, so players must agree to play with the Advanced Faction mats in order to include them. During setup, all 6 Advanced Faction mats are available to be chosen, in reverse player order.

III. New Technology Cards

The new Technologies in this expansion have single prerequisite types (the left triangles are of the same color). Simply shuffle the new Technology cards into their respective decks.

IV. New Event Cards

During setup, shuffle the new Event cards into their respective decks. The 4 “Guild” Event cards from the base game (light-bordered, 2 cards per level) must still be included when randomizing the Events that will be in the game.

V. New System Cards

When playing with the new System cards, follow these steps during setup:

- Shuffle the 2 new Starting Systems with the 4 Starting Systems from the base game and randomly choose 2 to place onto the “A” spaces on the Exploration board.
- Then, shuffle all unselected Starting Systems as well as new System cards into their respective System decks.

Rule and Card Clarifications

★ disc usage

This expansion uses ★ discs as markers for many abilities. Unless otherwise specified, these markers do not count as Achievements and do not contribute to the game end trigger. In the unlikely event that a player runs out of ★ discs, feel free to use any reasonable substitute.

Keyword: “Build”

The keyword “Build” appears in a few expansion cards and effects. It means placing a 🚀 cube on the Exploration board, at any time, for any reason. This keyword can include Actions, bonuses, Leader and Faction powers, etc. If the effect specifies “on your turn”, it only applies on the player’s turn.

Leader Module

Ethical Smuggler

- The private System still counts as part of the Exploration board for the purposes of Spaceship movement and placement, System control, and effects that check the Exploration board during game end scoring. However, no Event can target it, and no opponents can bring Spaceships to it through any method.

Fleet Dispatcher

- This power can be used when it is not your turn (e.g., if you get Jumps on an opponent’s turn).

Guerrilla Tactician

- You count the extra power on the Spaceship during both the “Determine eligibility” and “Settle Spaceships of required power” steps of colonization.
- The extra power counts toward any game end bonuses, such as *Interstellar Arms Race (event III)*, *Megafleet Construction (tech III)*, etc.
- It cannot be used for the event *Museum of Retired Spacecraft (event III)*.
- If you have no Spaceships on the Exploration board, the token is returned to you. Place it underneath the next ship you build.

Hyperlane Navigator

- Any System control changes due to this special placement are resolved immediately, before any subsequent effects (such as Jumps) are carried out.

Example: The active player builds a 🚀² using the Action on Narrow Beam Lasers and decides to remove a ★ from Hyperlane Navigator to put the 🚀² directly on Groombridge 34, where an opponent only has a 🚀¹. The active player immediately gains control of Groombridge 34 and may use the Gain control bonus specified on the System to build another Spaceship. While building this bonus Spaceship, the active player removes another ★ from Hyperlane Navigator to place this new ship on another location, possibly causing another control change. After all the above is resolved, the active player will return to the rest of the action text on Narrow Beam Lasers (i.e., Jump 3).

Innovator

- If both production tracks are out of discs, you may automate a ★ and choose either bonus.

Master Engineer

- Any System control changes due to use of this power are resolved immediately, before any subsequent effects (such as Jumps) are carried out.

Opportunist

- You must still pay any costs for the bonus Action.
- The bonus Action still qualifies as an Action, and its cost can be reduced or modified by other abilities.

Orbital Defense Expert

- You may not count the extra power from the Outpost disc toward the minimum power requirement of a colonization effect, nor can it be spent as part of the cost for the colonization.
- You may only apply the extra power after you have successfully taken control of a System. This power cannot be used as part of the calculation while you are trying to take control. In other words, this extra power is useful for “defending” your Systems only.
- The extra power counts toward any game end bonuses, such as *Interstellar Arms Race (event III)*, *Megafleet Construction (tech IIII)*, etc.

Overachiever

- The extra  placed on Sol does not count as a “starting ” and cannot be the target of other setup abilities, e.g., *Master Engineer*.
- This extra Achievement, including its “additional ”, is included in the scoring for *Parallel Universe Generator (tech IIII)*. In other words, a total of  can be potentially doubled by *Parallel Universe Generator*.

Savant

- If the chosen Level I Technology creates a new Spaceship as an IMMEDIATE research bonus, that ship does not count as a “starting ” and cannot be the target of other setup abilities, e.g., *Master Engineer*.

Advanced Factions

Space Privateers' Collective

Innovation A

- The bonus  is placed before any Jump effects are applied. In other words, you may apply the Jumps to the bonus Spaceship.

Innovation B

- You do not have to commit to either ability until you decide to use the benefit of one. At that point, a  is placed, and the other text is no longer applicable.
- Even after an ability is chosen, you must still satisfy the requirement of the ability every time you use its benefit.

Android-Omniweb Hivemind

Innovation A

- If Leader cards are also in play, the setup for this Faction will be done at the same time as the setup for the player's Leader cards.

Innovation B

- You gain the bonus resources before the Event card is resolved but after paying for the Action space used.

Technology cards

Energized Railguns (tech II)

- “Upgrade” and “Jump” are two separate effects, so System control is evaluated twice—immediately after the upgrade, then again after the jump.

Event cards

Mega-Corp Sponsorship (event II)

- The second slot on the Achievement card is only available in a 4-player game, just like regular Achievements.
- This extra Achievement is included in the scoring for *Parallel Universe Generator (tech IIII)*.

Outer Sector Leaders Summit (event II)

- Players may target an uncolonized System revealed by an Event card, including *Dimensional Rift (event II)*, *Dyson Sphere, Mk. I (event III)*, and *Space Station Phoenix (event III)*.
- Players may not target the private System from *Ethical Smuggler (Leader card)*.

System cards

CD-69 2001 (system B)

- The placed ★ discs do not represent control and must be kept separate from Outpost discs.
- Any IMMEDIATE research bonuses granted by the chosen Technology are resolved first before the rest of the turn is carried out.
- You must have researched all prerequisite Technologies according to regular research rules.

HD 49995 (system B)

- This counts the number of Spaceship cubes, not their power.
- Any extensions to the Exploration board count toward this total (e.g., *Dimensional Rift (event II)*), but Spaceships that are removed from the game do not (e.g., *Museum of Retired Spacecraft (event III)*, *Sagittarius A* (promo card)*).
- The private System from *Ethical Smuggler (Leader card)* does count toward this total.

LHS 292 (system A)

- This “Jump 1” bonus is granted after all the initial Jumps are finished and all System control is determined. The player who gains this bonus then executes this single “Jump 1”, potentially causing System control to change again. This can cause a chain of control exchanges (e.g., if the active player loses control of *LHS 292* and another player gains control of it).

LP 944-020 (system A)

- “Colonize-type actions” means that a colonization effect is in the Action text itself (or in the text of a copied Action). If there are choices or optional effects in the Action text, colonization must be chosen and executed in order to qualify.

Playtesters and Credits

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