

HELGE OSTERTAG JENS DRÖGEMÜLLER
GAIA PROJECT

THE LOST FLEET

"I can see something on the display." Gratsol, the aged admiral of the Moweyds fleet, had heard this said many times over the years. The Moweyds have been searching for the Lost Fleet for generations, and time after time, this observation had led only to disappointment. It was the first time for the young engineer looking at the screen, however, so he was hopping from one leg to the other in excitement. Gratsol sighed and started to head over. Yes, there had been leaps forward in the technology: It was now possible to colonize a group of asteroids, if you were prepared to scrap a Gaiaformer for it, and then eventually, it became possible to colonize protoplanets. Well, what actually happened was that you settled in orbit and used the latest kit to siphon energy from the planet that was forming.. But Gratsol didn't think that the sensors had improved by all that much. He went over to the screen.

"By Vo'Kron," he thought. "Could it really be ... ?"

"Get closer!" he commanded, now also gripped with excitement. After only a few seconds, he was sure of it: There, in front of their eyes, was the legendary T F Mars, the Gaia Federation's sparkling flagship spacecraft. At last! They had found the first spaceship of the Lost Fleet.

Over time, the Moweyds were able to locate further spaceships thought to be part of this fleet, so we now know more about the origin of the Q.I.C.s. Even back then, these spacecraft already had Q.I.C. interfaces, so Quantum Intelligence Cubes must have been available back in the mythical early days of interstellar space travel. The various factions are now all setting out to find these spacecraft, in order to exploit the benefits of their legendary technology. News of the reemergence of the Lost Fleet has quickly spread to even the farthest corners of the galaxy, and more species are now also hoping to discover the secrets of these long-forgotten civilizations. Not hailing from this part of the galaxy, they quickly established launch bases on asteroids and protoplanets, thereby giving themselves the chance to explore the spacecraft that have re-emerged. But the Moweyds are already one step ahead of the game, being first to board the T F Mars ...



Components

4 Lost Fleet Spaceship Boards



1 Colonization overlay for new planet types
(covers the Q.I.C. actions)



1 double-sided Scoring Board Extension
(Different Planet Types / Additional Advanced Tech)



13 Artifact tokens



2 Faction boards (double-sided)



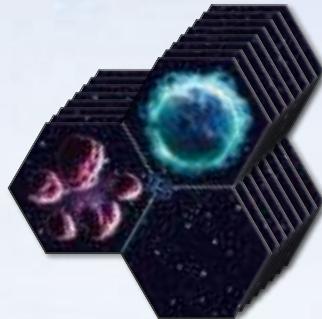
6 Tinkering tiles
(for the Tinkeroids faction)



6 Power Rings
(for the Moweyds faction)



8 Deep Space Sector tiles
(double-sided)



4 Round Boosters



3 Final Scoring tiles



30 Interspace tiles in 4 sets,
for 1-4 players (single-hex Spaceship
tiles, Planet tiles; and blank tiles)



3 Round Scoring tiles



6 Advanced Tech tiles



12 Standard Tech tiles;
4 each of:



8 Federation tokens (gold outline)



4 Gaia Planet tokens 12 Action tokens



1 adjusted Economy

Research Area tile
(double-sided)



1 adjusted Lantids
Planetary Institute tile,
for 1-3 players
(double-sided)



Expansion components
that correspond to those in
the base game are marked
with this icon

Revised Expansion Components

(these replace their counterparts in the base game)

1 Final Scoring tile



4 Standard Tech tiles



1 Advanced Tech tile



Player Aids

1 Turn Order board, with Actions Reference on the back



1 Moweyds / Tinkeroids Terraforming board, with Actions Reference on the back



Automa Components

3 Automa Spaceship tiles



1 Automa Terraforming Reference board



Structures and Other Player Pieces (in each new player color)

Turquoise, pink



8 Mines



4 Trading Stations



3 Research Labs



2 Academies



1 Planetary Institute



3 Gaiaformers



7 player tokens

25 Satellites

27 Exploration Shuttles



(3×9 colors)



4 Credit markers



2 Ore markers



2 Knowledge markers

Introduction

This expansion gives you more options and variants for your *Gaia Project* game. Huge, deserted spaceships have been discovered in the galaxy, providing evidence of highly-evolved civilizations that have been forgotten through the mists of time.

Your job is to explore these spacecraft and learn their factions' secrets.

You can now also choose one of 4 new factions.

The new factions start on asteroids or protoplanets—two new types of planet—which can now also be colonized.

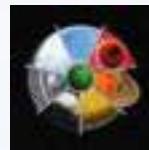
These new planets can be found all across the galaxy.

Before Your First Game with the Expansion

Before you add this expansion to your base game, remove all the components showing the **base-game symbol** for “Different Planet Types” from the game. Replace those components with the **revised components** from the expansion (see right).

Sort the Interspace tiles into sets, based on the player count. For any given game, you will only need the set for the player count of that game.

Add the additional Gaia Planets and Action tokens to the base-game components. Shuffle the new Round Boosters, Final Scoring tiles, Round Scoring tiles, and Advanced Tech tiles in with the base-game components. Make sure that you do not mix the new Standard Tech tiles with the base-game Standard Tech tiles. Set out the Round Boosters, Round Scoring and Final Scoring tiles, Advanced Tech tiles, and base-game Standard Tech tiles as normal. All the usual base-game rules apply in the expansion, except for the changes explained along with the supplementary rules.



Base game symbol



New symbol

This new symbol shows all 11 different planet types (including the Lost Planet from level-5 Navigation). It still represents the different types of planet that you have colonized.



Conversely, the base-game home planet symbol only shows the 7 types of home planet for the factions in the base game, i.e. the standard planet types. You will see the symbol on the new Faction boards.

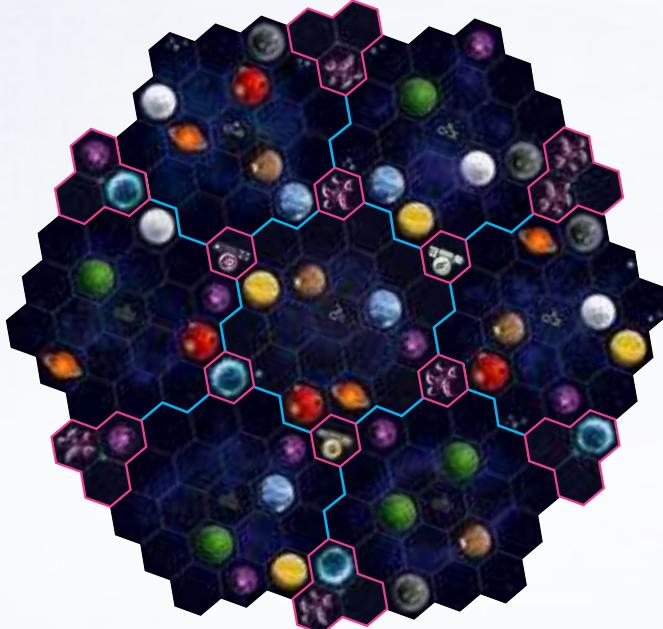
Changes to Setup

Variable Gameboard Layout

Set out the play area as described below. As usual, the final player in player order may freely rotate the Space Sector tiles (but not the Deep Space sectors) to achieve a fairer distribution of planets, if they wish.

Setup for 2 players

Take the **Space Sector tiles numbered 01–07**. Flip Sectors 05, 06, and 07 so that the sides with the black numbers outlined in white are face up. Randomly choose one of the Sectors 01–04 and place it in the center of the table. Arrange the other 6 sectors around it. However, do not match up those 6 sectors as per the base game, but instead slide them all one space along to the left or the right, so that each outer sector only borders the inner sector along two spaces. This will create 6 holes around the inner sector, each the size of one space (see image).



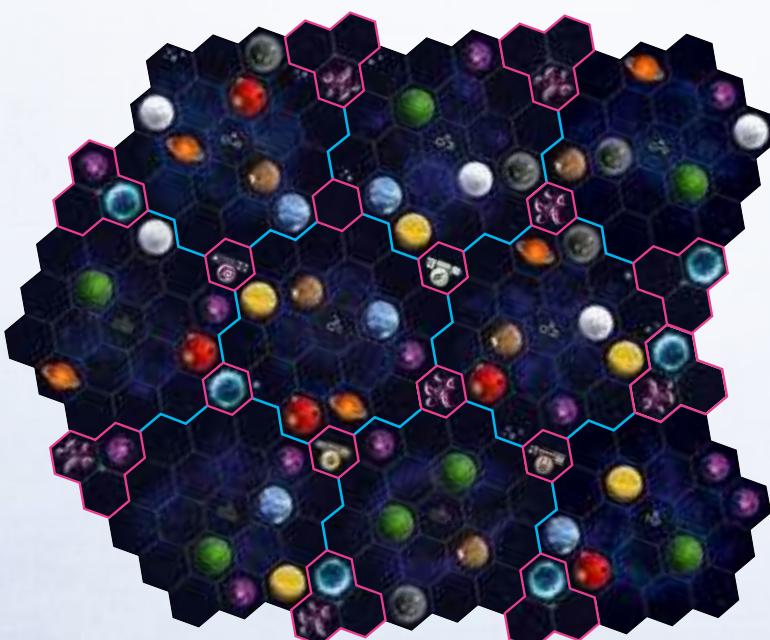
Take the **6 Interspace tiles** for your player count and place one into each of the holes at random. Make sure that each spaceship is 5 spaces away from each of the other spaceships (alternately placing Interspace tiles with a spaceship and without a spaceship, and so on).

Take the **Deep Space Sector tiles 11–16** and place them with a random side up in the gaps along the outside edge of the gameboard.

Special note: If you are using the Final Scoring tile “Most asteroids colonized,” then you must have at least 6 asteroids in play. If this is not the case, flip Deep Space Sector tile 16.

Setup for 3 players

Take the **Space Sector tiles 01–10**, apart from 08 (return 08 to the box). Flip Sectors 05, 06, and 07 so that the sides with the black numbers outlined in white are face up. Randomly choose one of the Sectors 01–04 and place it in the center of the table. Arrange 6 random other around them. However, do not match up those 6 sectors as per the base game, but instead slide them all one space to the left or the right, so that each outer sector only borders the inner sector along two spaces. This will create 6 holes around the inner sector, each the size of one space. Then place the two remaining sectors, shifting them one space in the same way (see image).



Take the **8 Interspace tiles** for your player count and place them in the holes at random. Make sure that no two spaceship tiles are next to each other, i.e. a spaceship tile should not be within 3 spaces of another spaceship tile.

Take the **8 Deep Space Sector tiles** and place them with a random side up in the gaps along the outside edge of the gameboard. Place 2 Deep Space Sector tiles next to each other in the larger gap by the sector you placed last (see image).

Interspace Tiles

Front



Tile with a Lost Fleet spaceship



Tile with a planet (Protoplanet, Asteroid)



Blank tile

Back

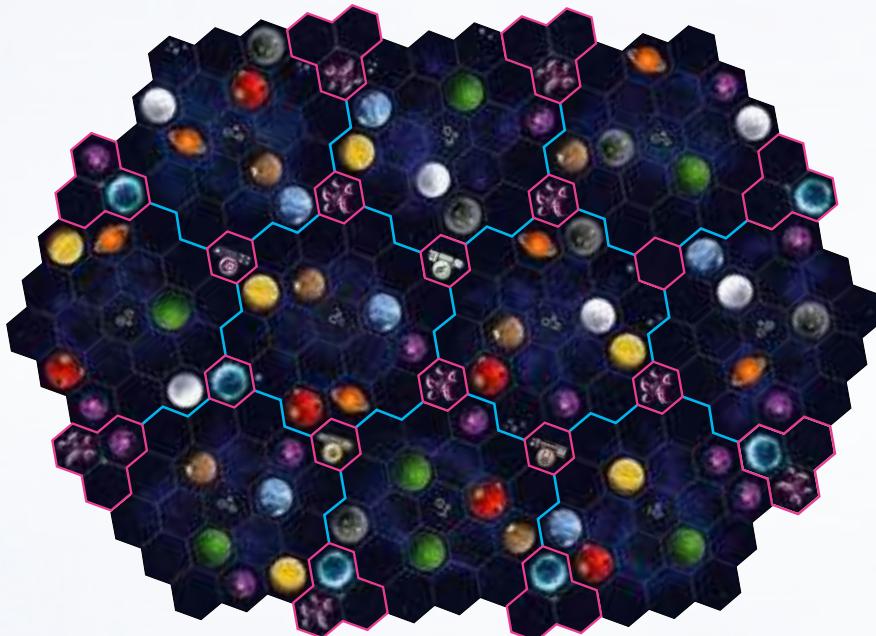


Only use the tiles that correspond to your player count.

Setup for 4 players

Take all **10 Space Sector tiles**, using the side with the white numbers for Sectors 05, 06 and 07. Randomly choose two of the Sectors 01–04 and place them next to each other in the center of the table. Arrange the other 8 Space Sectors around them at random. However,

do not match up those sectors as per the base game, but instead slide them all one space to the left or the right, so that each outer sector only borders an inner sector along two spaces. This will create 10 holes around the inner sectors, each the size of one space (see image).



Take the **10 Interspace tiles** for your player count and place them in the 10 holes at random. Make sure that no two spaceship tiles are next to each other, i.e. a spaceship tile should not be within 3 spaces of another spaceship tile.

Take the **8 Deep Space Sector tiles** and place them with a random side up in the gaps along the outside edge of the gameboard.

Changes to the Boards

Scoring Board

Scoring Board Extension for 2/3/4 players

Reverse side of Scoring Board Extension for 2/3/4 players

Advanced Tech tile (drawn at random)

Take the **Scoring Board Extension**.

For 2 players, always use the **side showing 25 victory points**.

For 3 or 4 players, use the **side showing 3 Exploration Shuttles**. In later games, you can decide at random which side to use.

Put the Scoring Board Extension below the scoreboard and then place a random additional **Advanced Tech tile** onto the extension.



Place the **Colonization overlay** for the new planet types on the **Research Board** so it covers the **Q.I.C.** actions.

Take the adjusted **Economy Research Area** tile and place it with a random side up so it covers the previous income symbols for levels 3 and 4.

Lost Fleet Spaceships

There are 4 Spaceship Boards for the Lost Fleet. In these rules, "spaceship" will always refer to these boards, and not the [single-hex] spaceship tiles that are part of the gameboard.

2 players

You will not be using the Rebellion spaceship (1), so return it to the box. Take the remaining 3 spaceships and place them near the gameboard.

3-4 players

Place all 4 spaceships near the gameboard.

You can either place the spaceships in separate spots around the gameboard so that they are near their corresponding spaceship tiles, or you can keep them all together in one place.



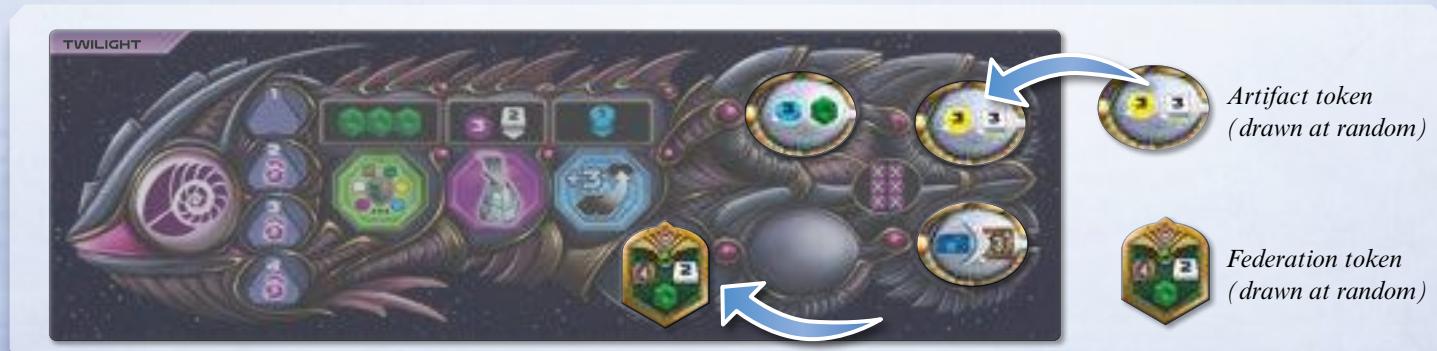
Place the new **Standard Tech** tiles at random (using the 3 tiles with green markings on the back) onto the corresponding 2 or 3 spots on the spaceships. If there are only 2 players, return the remaining Standard Tech tiles to the box.



Take as many **Artifact tokens** at random as there are players. Place the tokens face up on the corresponding spaces on the Twilight spaceship (2). Return any remaining Artifact tokens to the box.



Take 4 of the new **Federation tokens** and distribute them on the 4 spaceships at random. If there are 2 players, you will only be playing with 3 spaceships, so take 3 of the new Federation tokens at random and place them onto those 3 spaceships. Return the remaining Federation tokens to the box.





Twilight – Nautilaks spaceship

The Nautilaks were a legendary species of space researchers that are mentioned in the early records of the Firaks. They are said to have been able to perform astonishing jumps through space. What has only just become known about them is that they were able to compress intriguing paraphernalia into artifacts.



Rebellion – Vo'Kron Directorate spaceship

The Vo'Krons are said to have been masters at harnessing the power of artificial intelligence. They are thought to have originally constructed the Q.I.C.s, which gave them an enormous advantage both technologically and economically. This is assumed to be the freight ship that they initially used to transport the Q.I.C.s.



T F Mars – Gaia Federation spaceship

The Gaia Federation are said to have developed the first Gaiaformer, in addition to other technologies based around transdimensional quantum mechanics. They are also considered to be the pioneers of planetary terraforming.



Eclipse – Eridani Empire spaceship

The Eridani Empire originates from Epsilon Eridani. This advanced civilization possessed a range of extraordinary technologies. Over time, their once expansive empire broke apart into many disparate powers, which became so technologically distinct that there are now a number of different factions who claim to be descended from the Eridani. The Geodens and the Bal T'aks in particular are descended from the Eridani.

Choosing Your Faction

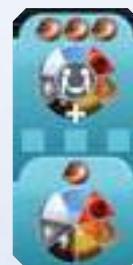
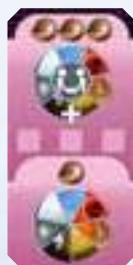
There are 4 additional factions in this expansion.

These 4 factions have the following things in common:

- They all begin the game with only 1 structure (Planetary Institute for the Tinkeroids; 1 mine for each of the other factions).
- They begin the game on an asteroid or protoplanet (see the “Build a Mine” action on page 10 for details on the new types of planet).
- They have no home planet; thus, just like the other factions, they must terraform any other asteroids and protoplanets in order to colonize them.
- There are two new sets of colored components for the new factions.

You can find more details about the new factions in the Appendices on page 13.

There is a summary of all eighteen factions on page 16, to help you choose your factions.



Tinkeroids and Moweyds have nonstandard terraforming costs for base-game planets during play, and those get established after all factions are chosen in Setup. Essentially, 3 base-game planet types (which always includes their opponents' base-game types) will require 3 steps, and the others will require just 1.

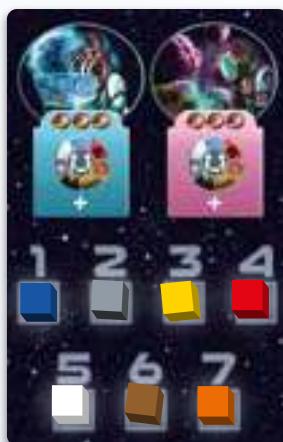


Before anyone chooses factions, populate the **Moweyds/Tinkeroids Terraforming board**: Randomly fill the seven spaces 1–7 with 1 **base-game** Satellite cube of each color. This order determines the other planets for which the Moweyds and Tinkeroids must perform 3 terraforming steps, if they are not playing against 3 factions from the base game.

After choosing factions, if **both** Tinkeroids and Moweyds were chosen, then for each **base-game** faction chosen, add a duplicate Satellite cube to its same space of the Terraforming board (see example below). **After** choosing factions, if anyone chose the Tinkeroids or Moweyds, then do the following:

- For each **base-game** faction someone is playing, take a Satellite cube of that faction's color from the Terraforming board and place it on any 1 of the 3 spaces of the Terraforming Steps area of your player board.
- In turn order, the Tinkeroids/Moweyds player(s) do the following: Until filled, for each remaining Terraforming Steps space you need to fill, take the first Satellite cube remaining on the Terraforming board (see example below).

Example



At the beginning of a 3-player game, they draw the color order (see left). Player 1 chooses the Tinkeroids, player 2 chooses the Bescods and player 3 chooses the Moweyds. Gray (the Bescods) is a type of planet that costs 3 terraforming steps for both new factions. The players who chose those factions both take a gray satellite, which they place on their Facton board.



The Tinkeroids player then takes the blue and yellow satellites from the row of colors and places them on their Facton board. The Moweyds player takes the red and white satellites.

Once you have chosen your factions, you each take the Exploration board that corresponds to your faction. Place it next to your Facton board.

2 players

Place 2 of the 3 Exploration Shuttles for your color on the designated spaces. Return the other shuttle to the box.

3-4 players

Place all 3 Exploration Shuttles of your color on the designated spaces.



The cost of deploying one of your Exploration Shuttles is shown on the left, and any additional, faction-specific adjustments are at the top.

There are some adjustments that affect game setup: The Ivits only receive 2 power in Area I and 2 power in Area II, and the Bescods start with 3 knowledge.

For the Lantids, there is an adjustment that relates to their income during the game: They gain 1 power in Area I.



If the Lantids faction has been chosen and there are fewer than 4 players, take the corresponding **adjustment tile** and use it to cover their Planetary Institute ability. (The solo/2-player side of the tile gives the Lantids 2 knowledge both when adding a mine to a colonized planet and when they build a mine on their home planet type, even if they do not use their faction ability. The 3-player side of the tile allows them to charge 1 additional power when adding a mine to a colonized planet.)

Placing your Initial Structures

This has 3 stages:

- 1) All players who have chosen a faction from the base game, with the exception of the Ivits: Place your 2 or 3 mines as usual.
- 2) All players who have chosen one of the factions in the expansion: Place your structure in turn order, going around clockwise from the first player.
- 3) The Ivits: Once all the other factions have placed their structures, place your Planetary Institute.

New Actions

11) Action: Explore a Lost Fleet Spaceship

Exploring a spaceship from the Lost Fleet gives you additional action options. The following rules apply:

- The corresponding spaceship tile on the game board must be accessible from one of your planets. You can also use your Q.I.C.s and special actions to increase your range for these actions just like when you increase the range of the “Build a Mine” or “Start a Gaia Project” actions.
- You must still have an Exploration Shuttle on your Exploration board. You can never send more than 1 Exploration Shuttle to a Lost Fleet spaceship.



- To deploy your Exploration Shuttle, pay the cost shown on your Exploration board. This will usually be 5 victory points.



The **Taklons** must additionally move their Brainstone to their Gaia Area.

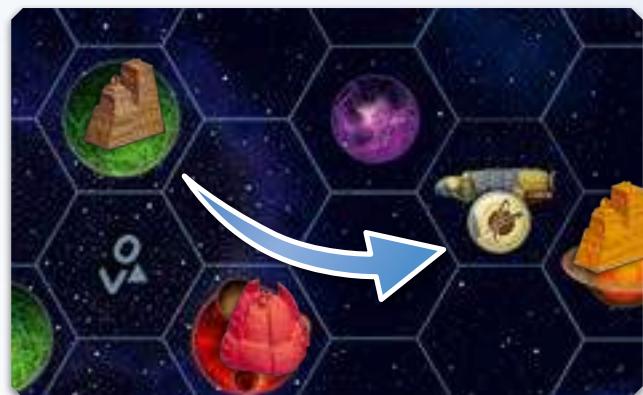
The **Nevlas** and **Itars** must additionally discard 1 power, returning it to the supply.

The **Bal T'aks** must pay 7 instead of 5 victory points.

A spaceship is explored rather than colonized. When determining the range in subsequent turns, you never measure from the spaceship but from your closest colonized planet, as usual.

Example

Since the **Taklons** currently have a range of 2, they must spend 1 Q.I.C. in order to explore the Eclipse spaceship .



They pay [the standard] 5 victory points and move their Brainstone to their Gaia Area (the Taklons' additional cost, per their Exploration board) in order to deploy their Exploration Shuttle onto the corresponding Spaceship Board. They charge 2 power, as indicated in Space 2.



12) Action: Examine an Artifact

If you explored the Twilight , you can examine the artifacts you found there.

Discard 6 power from any combination of Areas I, II, and III. Return these tokens to the supply to gain 1 artifact from the spaceship.



Artifacts are explained in the Appendices, on page 15.

Changes to the Base Game Actions

1) Action: Build a Mine

The overlay tile that you used to cover the Q.I.C. actions on the Research board explains both of the new terraforming options.

Protoplanet Each faction needs 3 terraforming steps to build a mine on the new Protoplanet planet type. If you build a mine on a protoplanet, you receive 6 victory points. If you start the game on a protoplanet, you do not receive any victory points for that protoplanet.



Asteroid To build a mine on the new Asteroid planet type, your faction must have an available Gaiiformer. Once a Gaiiformer has been used to colonize an asteroid, it cannot be used anymore for the rest of the game. Do not place that Gaiiformer on the asteroid, but instead on the available spot on the overlay tile. This spot has no limit for holding useless Gaiiformers. You do not need to pay the build costs (1 ore and 2 credits) for the mine.

The asteroids scattered through space need to be brought near enough so that they can be colonized, but also be kept far enough apart that they don't collide. This requires a huge amount of energy, which must be provided by the Gaiiformer. Due to these high energy requirements, the Gaiiformer's energy unit is redlining constantly until the colonization is complete. After this process, the Gaiiformer is no longer of any use, except as a playground for youngsters.

3) Action: Upgrade Existing Structures

If you have explored some of the spaceships in the Lost Fleet, new Standard Tech options become available, in addition to the Standard Tech tiles on the Research board.



If you have an Exploration Shuttle on a spaceship in the Lost Fleet, you can take the Standard Tech you find there when you upgrade a structure to a Research Lab or Academy. If you do, advance 1 level in a Research Area of your choosing.

The new technologies are explained in the Appendices, on page 15.

There will also be 1 additional **Advanced Tech** available. However, when taking this tile, you do not need to meet the first condition for taking an Advanced Tech (i.e. your player token must have reached level 4 or 5 of the research area).



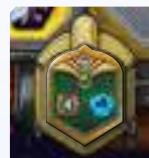
Instead, the **conditions shown on the Scoring Board Extension** are applied (either you have at least 25 victory points or have explored 3 different spaceships in the Lost Fleet; the latter condition only applies in 3- and 4-player games).

The second and third conditions for taking an Advanced Tech tile (flip a Federation token and cover a Standard Tech tile with an Advanced Tech tile) remain unchanged.

4) Action: Form a Federation

When forming a federation, you may not place a satellite on a spaceship tile.

If you have explored some of the spaceships in the Lost Fleet, new Federation tokens become available, in addition to the Federation tokens in the general supply.



If you have an Exploration Shuttle on a Lost Fleet spaceship and there is still a Federation token there, you can gain that token when you form a Federation.

6) Action: Power and Q.I.C. Actions

The Q.I.C. actions on the Research board are covered and thus cannot be used.



If you have explored some of the spaceships in the Lost Fleet, new actions become available for the rest of the game.

On the spaceships, you gain access to Q.I.C. actions, Power actions and two new types of action: Knowledge actions and Credit actions. Many of the power actions on the spaceships cost not only power, but also an additional resource.

If you have an Exploration Shuttle on a spaceship, and the action that you wish to use has not been covered by an action token, you can use it (and then cover it with an action token). You must spend the resources and power specified.

These new actions are explained in the Appendices, on pages 13–14.

7) Special Actions

The Space Giants and the Gleens each have a special action on their Exploration board that they can use once per round. You cannot combine this special action with another action.



Gleens

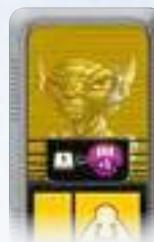
The Gleens' special action allows you to perform one of the following actions once: "Build a Mine", "Start a Gaia Project", or "Explore a Lost Fleet Spaceship," with your basic range increased by 2 spaces. All the usual rules for performing the respective action still apply.



Space Giants

The Space Giants' special action allows you to perform a "Build a Mine" action with exactly 2 free terraforming steps, in order to make a planet habitable. You can, if you need to, pay extra ore to add the third terraforming step.

10) Free Actions



Xenos

As a free action, the Xenos can spend 1 ore to gain 1 power (in area III).

Looking for more information or missing something?

<https://capstone-games.com/board-games/gaia-project-the-lost-fleet>



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Version 1.0

Changes to the Automa Solo Game

You can also play this expansion against the Automa artificial opponent.

The overall gameplay for the Automa functions as in the base game, but with a few adaptations, which are explained below.

Note: The Automa in the base game was developed by the Automa Factory. The adaptations described below have not been developed by the Automa Factory. The Automa cannot be used to control any of the new factions from the expansion.

Setup

Use the variable setup for 2 players on page 4 in this rulebook. Rotate the tiles so that you form a horizontal line of 5 hex spaces along the top.

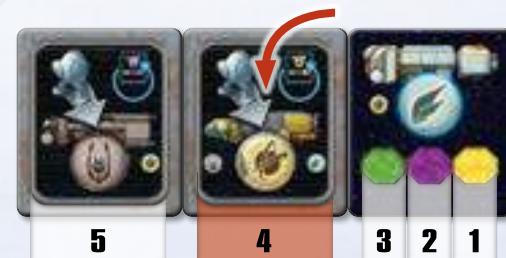
The following exceptions apply

- Take the 6 Interspace tiles for the solo game. Return the Twilight spaceship (the one with places for artifacts) to the box. Artifacts are not used in the solo game, so return them to the box as well. Put the other 3 spaceships near the gameboard. Place a different new Standard Tech tile and a new Federation token on each of the 3 ships at random.
- The Automa has **3 Exploration Shuttles**.
- Do not cover the Q.I.C. actions using the **new planets' Colonization overlay tile**. Place this tile near the gameboard. Instead, cover the Q.I.C. actions with the **3 Automa Spaceship tiles**. Place a random 1 of the 3 tiles Action side up to show that the Automa has already explored this spaceship. Place the other two tiles Spaceship side up. The three tiles should be placed on the Q.I.C. actions in the following order.



The T F Mars (on the right) was randomly drawn to show the action side. The other 2 ships show the spaceship side.

The spaceship side counts as 1 option for the „Power/Q.I.C.“ Automa action. The action side counts as 0-3 options for the „Power/Q.I.C.“ Automa action (only count the empty spaces). Whenever the Automa or you use an action on a spaceship, mark the corresponding space on the Automa Spaceship tile with a power token.



Automa takes a Power / Q.I.C. action with the "4 from the right" icon and explores the Eclipse.

Changes to the Automa Actions

Build a Mine

3. Tiebreaker:

c. For the new planet types: The asteroids require 2 terraforming steps and the protoplanets require 3 terraforming steps (see the new Terraforming board).

The following table shows the Final Scoring tiles that add an additional condition to the tiebreaker (3b).

Most asteroids colonized	(i) Asteroid planets. (ii) Planets closest to an uncolonized asteroid.
Present in the most Deep Space sectors	(i) Planets in Deep Space sectors in which the Automa has no colonized planets yet. (ii) Planets closest to an uncolonized planet in a Deep Space sector in which the Automa has no colonized planets yet.

Upgrade

3. Tiebreaker:

If the final scoring tile “Longest distance between your Planetary Institute and one of your Academies” is in play, then for the following “Valid Options”, use this tiebreaker before those from the base game rules:

2b. Upgrade a mine into a Trading Station:

If the Automa has already built its Planetary Institute but neither of its Academies yet, choose the mine furthest away from its Planetary Institute.

2d. Upgrade a Trading Station into a Research Lab:

Choose the Trading Station that is furthest away from its Planetary Institute.

Power/Q.I.C. Actions

2. Possible options:

- Any power actions on the research board not covered by an action marker.
- Any Automa Spaceship tile with the spaceship-side up.
- Any space on the action side of an Automa Spaceship tile (power, Q.I.C., knowledge or credit actions) not covered by a power token.

4. Perform an action:

- If the action is a power action from the base game, place an action marker on the chosen action. The Automa gains no benefit.
- If the action is the spaceship side of an Automa Spaceship tile, then the Automa explores this Lost Fleet spaceship at no cost (Action 11). Place 1 of Automa's Exploration Shuttles on that spaceship and flip the Automa Spaceship tile to its action side. (From now on, that tile lists 3 possible actions.) Mark any spaces corresponding to an action space you already used this round with a power token.
- If the action is a space on the action side of an Automa Spaceship tile, cover it with a power token. This will help you determining further such actions by the Automa. If there is a neighboring space to the left of it on the same Spaceship tile and it is still empty, place a power token on that space as well. Then place an action marker on the corresponding action(s) on the Spaceship. The Automa gains no benefit.



Using a Power/Q.I.C. action „3 from the right“, the Automa selects the Q.I.C. action on the Eclipse and places a power token there.

At the end of the round, remove both the action markers and power tokens.

Difficulty Levels

When adjusting the difficulty level in the Lost Fleet expansion, apply the usual deck modifications and also adjust the Automa's starting victory points as follows:

Automalein:	0 VP (no changes)
Automa:	15 VP
Automächtig:	20 VP
Ultoma:	25 VP
Alpträuma:	10 VP (no changes)

Credits

Gaia Project – The Lost Fleet is designed by Helge Ostertag and Jens Drögemüller.

Artwork and graphics by Dennis Lohausen. These rules were written by Bastian Winkelhaus as well as Stephan Rink, who also edited and produced this game.

We would like to thank Ursula Steinhoff for the DTP, Translation Circus for translation and additional DTP,

Nathan Morse for proofreading, Christof Tisch and Inga Keutmann for editorial support, our brilliant testing team – who were Andreas Estensen, Nils Lindkvist, Jimmy Flumé, Göran Kero, Tonje Lindmark, David Johansson and Joakim Hägglund – for all our playtesting and their suggestions for some of the components. Joe Farrell and Monrad Pedersen as well as the Automa Factory team for their invaluable ideas for the solo mode, plus the many playtesters and especially: Florian Schlusnus, Johannes Grimm, Sascha Huning, Alexander Fendt, Florian Bücherl, Christian Blatakes, and Jonas Egel.

Appendix I: New Factions

Tinkeroids Starting Planet: Asteroid

Ability: You start the game with your Planetary Institute instead of 2 mines, which you place during the second stage of placement. When you terraform a standard planet, you will require 3 terraforming steps for 3 of the the base-game planet types, and 1 terraforming step for the other base-game planet types (see “Choosing Your Faction” on page 7). Making a Gaia planet habitable costs you 2 Q.I.C.s. The Tinkeroids have 6 different Tinkering tiles to use: 3 of the tiles are to be used in rounds 1–3, and the rest in rounds 4–6. At the start of each round choose 1 Tinkering tile that corresponds to that round. Place it on your Faction board. At the end of the round, remove that tile from play (each tile is only used once).

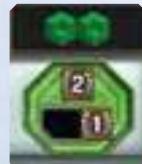


This tile is to be used by the Tinkeroids during one of the first 3 rounds. It lets them perform 1 “Build a Mine” action with 1 free terraforming step.

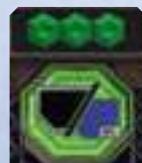
Planetary Institute: Once per round, you may use the action on your current Tinkering tile as an ACTION.

Darkanians Starting Planet: Asteroid

Ability: You start the game with 1 mine instead of 2, which you place during the second stage of placement. Making a standard planet habitable costs you 1 terraforming step, and making a Gaia planet habitable costs 2 Q.I.C.s.



When you use this Q.I.C. action, you immediately and only once receive 2 victory points, plus 1 victory point for each of your Standard Tech tiles (whether or not there is an Advanced Tech tile on it).



The other Q.I.C. actions generally correspond to those in the base game, but with the following changes:

- The “Gain a Tech Tile” action only costs 3 Q.I.C.s. If you have an Exploration Shuttle on a Lost Fleet ship, you can take the Standard Tech tile there.

Planetary Institute: The first time the Darkanians colonize a planet in a Space sector or Deep Space sector, they always gain 2 credits and 1 knowledge. Interspace tiles do not count as sectors.

Moweyds Starting Planet: Protoplanet

Ability: You start the game with 1 mine instead of 2, which you place during the second stage of placement. You start the game with an Exploration Shuttle on T F Mars . When terraforming a standard planet, you will require 3 terraforming steps for 3 of the the base-game planet types, and 1 terraforming step for the other base-game planet types (see “Choosing Your Faction” on page 7).

Planetary Institute: Once per round, you may place a Power Ring as an ACTION onto a planet that contains one of your buildings and does not already have a Power Ring (if you need to, lift up the structure on the planet, put the Power Ring on the planet and then put the structure on top). The power value of your structure on this planet increases by 2.

Space Giants Starting Planet: Protoplanet

Ability: You start the game with 1 instead of 2 mines, which you place during the second stage of placement. When terraforming a standard planet, you require 2 terraforming steps. You have (on the Exploration board) 1 “Build a Mine” action with 2 free terraforming steps. Making a Gaia planet habitable costs 2 Q.I.C.s.

Planetary Institute: Immediately take 1 Tech tile of your choice. The same rules apply as for the action “Upgrade Existing Structures”. You may only perform this ability once.

Appendix II: New Action Spaces

- For the “Gain VP for Planet types” action, the base number of points you receive is reduced to 2 (because there are more planet types available).
- For the “Score a Federation Token Again” action, you not only gain the victory points and resources again, but also all other immediate effects on that Federation token.



The depicted power actions cost an additional 1 or 2 ore. When you use one of these actions, you immediately and only once gain an “Upgrade Existing Structures” action, with which you can upgrade a Mine to a Trading Station, or a Trading Station to a Research Lab, at no additional cost.



This power action costs an additional 2 knowledge. When you use this action, you may immediately move one of your player tokens up 1 Research level. The usual rules about advancing to Level 5 apply.



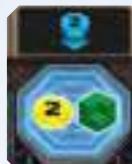
Perform a “Start a Gaia Project” action without needing to move any power tokens into the green Gaia Area, and immediately transform the transdim planet into a Gaia planet (this means you can build a mine on it as a later action in this round and then use the Gaiaformer again this round).

The transdim planet must be within your range. You may still spend Q.I.C.s to increase your range.

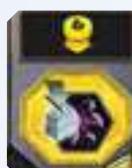


These actions are the same as the power action “Take 1 free terraforming step” and the special action “+3 Range” from the base game, except that they cost 3 credits and 1 knowledge respectively. Note that

you can also use the “+3 Range” for the new action “Explore a Lost Fleet Spaceship.”



Immediately and only once receive the resources depicted.



Immediately and only once receive a “Build a Mine” action, which allows you to build a mine on an asteroid at no extra cost: That asteroid must be within your range, although you may discard Q.I.C.s to increase your range. You do not need to discard (or even have) a Gaiaformer.

Appendix III: New Round Boosters

In addition to income (1 ore, 3 credits, or 2 power), the new Round Boosters also give you the following benefits:



1 As soon as you perform the Pass action and return this Round Booster, you gain 3 victory points for each of your Gaiaformers, regardless of whether the Gaiaformer is on your Faction board or is deployed. You do not receive any victory points for Gaiaformers that you have used for colonizing asteroids.

- 2 As soon as you perform the Pass action and return this Round Booster, you gain 1 victory point for each planet type that you have colonized.
- 3 As soon as you perform the Pass action and return this Round Booster, you gain 2 victory points for each Deep Space sector in which you have colonized at least one planet.
- 4 As a special action, you can perform a “Start a Gaia Project” action once without needing to move any power tokens into the green Gaia Area, and immediately transform the transdim planet into a Gaia planet (this means you can build a mine on it as a later action in this round and then use the Gaiaformer again this round). The transdim planet must be within your range. You may still spend Q.I.C.s to increase your range.

Appendix IV: New Scoring Tiles



Each time you build a mine in a Space sector / Deep Space sector that you had not colonized on a previous turn, gain an additional 3 victory points. Interspace tiles do not count as sectors.



Round Scoring Tiles

Each time you build a mine on a planet type that you had not colonized on a previous turn, gain an additional 3 victory points.



Each time you build one of your Research Labs, gain an additional 4 victory points.

Final Scoring Tiles



Most asteroids colonized.



Longest distance between your Planetary Institute and one of your Academies. This distance is the range from your Planetary Institute to that Academy.
(*You do not score any points if you have not built these structures.*)



Most Deep Space sectors where you have colonized at least one planet.
The Lost Planet counts as a colonized planet.

Appendix V: New Tech Tiles



Immediately and only once receive a “Build a Mine” action with up to 2 free terraforming steps and without paying the cost for that mine. You may spend additional ore to get a third terraforming step, and you may spend Q.I.C.s to increase the range for this action.



Your basic range increases by 1 for the rest of the game, as long as the tile is not covered by an Advanced Tech tile.



Immediately and only once receive victory points for each Planetary Institute and/or Academy, and for each Deep Space sector in which you have colonized at least 1 planet.



When you pass, you gain 2 victory points for each asteroid that you have colonized.

Appendix VI: New Federation Tokens



Immediately and only once receive 12 victory points. Unlike the 12-point Federation tokens in the base game, this token also has a green side, which allows you to discover an Advanced Tech or research the highest level of a Research Area.



Immediately and only once receive 1 Tech tile of your choice. The same rules apply as for the action “Upgrade Existing Structures”.



Immediately and only once receive a “Build a Mine” action of limitless range and without paying the cost for that mine. You still use ore to pay for any terraforming steps. For Gaia planets, you must pay the required number of Q.I.C.s.



Immediately and only once receive a “Build a Mine” action with up to 3 free terraforming steps and without having to pay the build cost for that mine. You may still spend Q.I.C.s to increase your range.

Appendix VII: Artifacts



Immediately and only once receive 7 victory points. This tile also counts (in a similar way to the Lost Planet) as if you are currently building a mine and are colonizing an asteroid or protoplanet for that mine. This colonization is not allocated to a particular sector, so does not count as colonizing a (new) sector; neither do you receive 6 victory points for colonizing a protoplanet.

During the game, the artifact counts for all purposes as a mine on an asteroid or protoplanet that is not allocated to a sector. However, you do not actually place a mine on it.



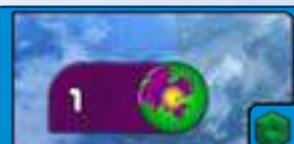
Immediately and only once receive 3 victory points for each level in the corresponding Research Area.



(*For example, for the tile on the right, if you have reached Science Level 5, you gain 15 victory points.*)

Immediately and only once receive 3 victory points for each Research Area in which you have reached at least Level 3.

Gain 2 power as income. Place them in Area III.

ITARS**NEVLAS****LANTIDS****TERRANS****HADSC HALLAS****BAL T'AKS****GEODENS****XENOS****AMBAS****FIRAKS****BESCODS****MOWEYDS****SPACE GIANTS****DARKANIANS****TINKEROIDS**