



OSMIC

ONVOY

By Lachlan Kadick



1-2 Players



Ages 8+




10-20 Minutes




Cosmic Convoy

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1-2 Player(s) 

Ages 8+ 

10-20 minutes 

“The computer is going berserk, Captain! Our charges are exhausted, and we need to collect new ones, but the computers starting to spit out random code. I'm worried that it's going to shoot us off the ship if we go to collect the new charges from the generators.

This was supposed to be a simple delivery! Who designed this ship?!?!”

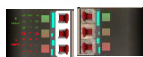
Objective

Recharge your Engines before you lose your crew or run out of time.

Components

9 cards

-2 Engine cards



-7 Module cards




3 6-sided dice (one being a different color)



15 cubes (8 or 10mm)

-1 black (Cycle Tracker) 

-14 yellow (Charges) 

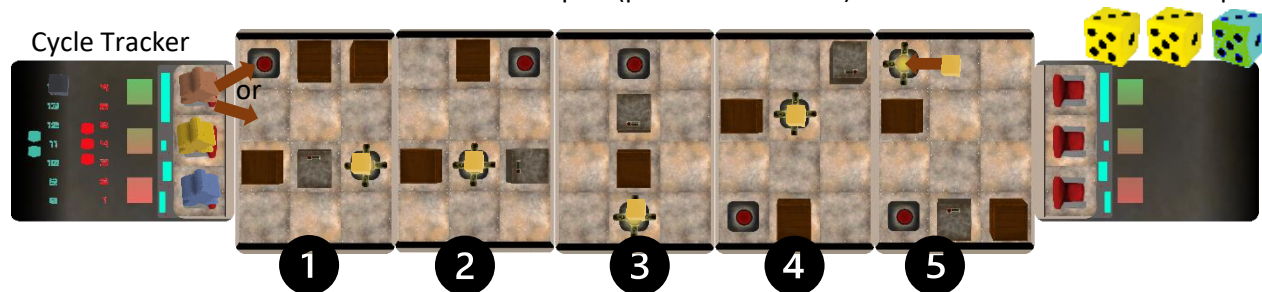
4 meeple Crewmembers (blue, yellow, green, red)
OR




2 differently colored sets of 3 meeples for 2-player

Setup

Select 5 of the Module cards and 3 of the meeples (picked or random.) The others won't be on this trip.



Place all five Module cards in a horizontal line, with the Generator icon  on the visible side. Place them all in a vertical orientation with a Charge on each Generator.

Place the Engine cards on either side of the line of Modules. Place them with the seats on the inner side.

Place the three Crewmembers on one of the Engine cards in the seats. Set Cycle Tracker to “14”.

Cycle Order

1. Flip Warning
2. Move/Act
3. Modules Flip

1. Flip Warning


- (Re)Roll the dice. Roll 2 if on Cycle 14-8, 3 for 7-1.
- Place the dice on their corresponding Modules (*see Setup for Module numbers.*)
Reroll if this would cause there to be no Charges available after a flip (without getting a Charge.)
This is the warning that these Modules will flip later.
 - If you roll a 6, you may choose which Module it goes to.
 - Duplicates of a number means the Module flips once for each die.



2. Move and Act

Move

- You start each Cycle with 4 Movement Points that you **must** use (unless Abilities grant more.)
 - Movement Points may be used between any of your 3 Crewmembers.
 - Movement can only be orthogonal (left, right, up or down) except when moving to/from the Engine.
 - You may not move a Crewmember through a space with another Crewmember on it.

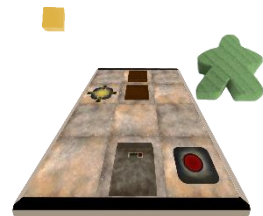
Act (*do not cost movement points*)

- A Crewmember may pick up a Charge by moving onto a Generator. 
To show this, lay the meeple on its back and put the cube on top of it.
 - Any Crewmember carrying a Charge spends 2 movement to move one space(*except Cargo Specialist*).
 - Two charges cannot be in the same space. If one were to enter the same space as another, one would be destroyed.
- Moving a Charge onto an Engine, you may immediately place the Charge (on any of the Charge squares on that Engine) and stall the Cycle Tracker this Cycle (preventing it from moving).
- Any Crewmember that has a Charge (or is in an Engine with a Charge) may burn it to gain benefits.

-  **1 Charge-** Gain 4 extra Movement Points **or** remove a die for a Cycle.
-  **2 Charges-** Remove all dice for a Cycle **or** return a lost Crewmember

3. Modules Flip

- All Modules that have a die on them will flip, bottom to top, tossing all Charges or Crewmembers that may be on them into space.
The Crewmembers are out of the game until returned by using Charges. Charges are put aside with the others for future use.
- All Modules that flip and reveal a Generator gain a new Charge.
- Move the Cycle Tracker down by one, unless it is stalled.



Apparently, this Pilot wasn't fast enough...

Game Ending

You win if:

- You charge both Engines before time runs out.

You lose/die if:

- Cycle 1 ends without restoring both Engines.
- All 3 Crewmembers are lost to space.

Challenge Level (Ranking)

These dictate your win conditions. Increase your rank by gaining 6 pts.

★ 1 Star Captain- Get 2 Charges per Engine.

★★ 2 Star Captain- Get 3 Charges for one Engine and 2 for the other

★★★ 3 Star Captain- Get 3 Charges per Engine.

Win Scale

Before scoring determine your titles by counting your remaining Crewmembers ★ and Cycles 🕒.

	<u>Heartless</u> 1★	<u>Survivalist</u> 2★	<u>Benevolent</u> 3★
<u>Sluggish</u> 1-2 🕒	1 pt	2 pts	3 pts
<u>Mediocre</u> 3-4 🕒	2 pts	4 pts	6 pts
<u>Reliable</u> 5-6 🕒	3 pts	6 pts	9 pts
<u>Expedient</u> 7+ 🕒	4 pts	8 pts	12 pts


(Ex: Reliable, Survivalist Captain had 2 Crewmembers, but 5-6 Cycles left earning 6 pts and a promotion.)

Reliable

The Crew

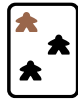


The Mechanic  Stop flip

Hack: Can prevent the Module they are on from flipping if on its Console  and if there is only 1 die on that Module.



Navigator



=+1MP

Direct: Can give all other Crewmembers that start on the same Module/Engine as them an extra movement point worth of movement.



The Pilot 2 MP ⇒ +1MP

Momentum: For every 2 movement points the Pilot uses, it gains an extra movement point worth of movement. Carrying limits still apply.

They can move up to 3 spaces when starting with a Charge.



The Cargo Specialist  1 MP

Cart: Can move normally while carrying a Charge.

The Modules



Generator

Generators need a Module to flip, and when they are revealed, they produce a Charge.



Console

While on one of these, a Mechanic can stop its Module from flipping.



Crates and Boxes

These are immovable obstacles that need to be navigated around. What are we transporting anyway?!?

Two Player Variant

“We’ve been boarded! They’ve knocked out our other Engine and are trying to hack into the one we still have! They must not have a good hacker on their team, because they’re causing the Modules to go crazy! We’re doing our best to take control, but we need more Charges to power our Engine... If we don’t succeed, I fear they won’t let us survive...”

Goal

Be the first crew to get three (3) Charges for your Engine.

Setup

The game is much like Solo, but with the following adjustments.

Each player takes 3 meeples of differing colors and places them on the two opposing Engines.

Each player receives a die (d6) each. It helps if these are different colors.

Each player rolls their die. The person with the highest number gets to move first. These rolls will also be the initial Flip Warning.

Flip Warning

Each player rolls their die at the beginning of the round. When a six (6) is rolled, the player who rolled it will pick which Module is flipped. The player with the highest roll is the first player this cycle.

Movement

Movement is the same as for Solo, but the Crewmembers aren’t specialists and have no special abilities.

Grappling

When two (2) different colored meeples land on the same space, the players must roll to see who stays. Results are based on the difference between the rolls:

0- Both Crewmembers return to their previous spaces.

1-2 The winning Crewmember pushes the other crewmember back one space claiming the contested space. If the loser had a Charge, it is taken by the victor.

3+ The losing Crewmember and any Charges they had are now knocked off the ship.

Special Thanks:

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Reference Page

Cycle Order

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Using Charges

-  **1 Charge-** Gain 4 extra Movement Points **or** remove a die for a Cycle.
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The Crew



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