**GAD-D438/B PLANET, A "DEAD ZONE" OF THE GLIADIUS SYSTEM**
**RECON SPACESHIP FRACTAL**
**RECORD, FEB 18, 2389, 09:43 AM**

- Remember the crusties on the Davis system?
- Dark, hard, dead. A four month exploration expedition with a big zero as a result. No, I have no frickin' idea what you are talking about.
- It's the same here.
- I can see that on my screen. Screw this. Come back to the ship and we're out of here. They kick our butt for another wasted hour.
- No, no, wait. It's different here.
- The crust is neither dark, nor hard, nor dead? 'Cause if it is, I repeat, come back to the ship.
- There are some drillings.
- What drillings? Someone was here before us?
- Perfectly round, hella' deep. Plumbing...
- We couldn't drill in the damn rock. Either someone used better equipment, or the rock is different after all.
- It's hard. Someone must have better equip... Wait a second, the probe found something. Oh my...

**A** REPORT FOR THE **Y**AMISHI **C**ORP. **B**OARD BY **E**MMA **B**RIGHTSTONE, **F**RACTAL CAPTAIN. **C**ONFIDENTIALITY CLAUSE. **P**RIORITY CLAUSE. **U**RGENCY CLAUSE.

We found an extraordinary resource. It will most likely be found on many planets across the known space. Hidden under a hard to drill crust we considered to be dead. We suggest making the further works highly confidential. Secure as many planets called "crusties" as possible. Finally someone discovers it, just like my team did.
If I could suggest anything: Big changes are coming. Let's make sure we are very prepared for them.

# DISCOVERY
## expansion pack

## COMPONENTS

8 Technology cards, 10 Ship cards, 10 Planet cards, 4 Alien Artifacts cards, 18 Alien Resources cards, 1 rulebook

## HOW TO USE THIS EXPANSION

Discovery Alien Pack is a new set of cards you can use during your games of Alien Artifacts. To play with Discovery Alien Pack use the following rules.

## SET UP CHANGES

Shuffle new Ships, Technologies, Planets and Alien Artifacts cards into appropriate decks. Set up the base game as usual with the following changes and additions:

Shuffle Alien Resources cards and put them next to the Resource deck face down. Leave some space for a discard pile next to it.

# NEW TYPE OF CARDS: ALIEN RESOURCES CARDS
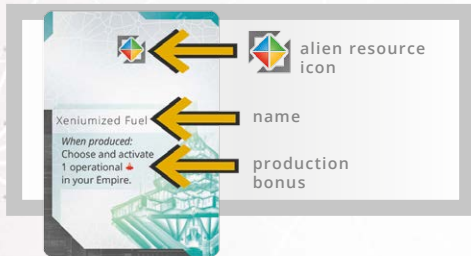


Alien Resource cards may be produced only on planets that have a specific keyword: Produce ⬧



Each Alien Resource card provides 1 **Alien Resource** symbol and 1 **Production bonus** (the '*When produced*' section).

- When Alien Resource card is spent, put it into Alien Resource discard pile.

- When there is no Alien Resource cards left in the Alien Resource deck, shuffle discard pile and create new deck.

- If there is no cards in Alien Resource deck and in the discard pile, planets cannot produce Alien Resources.

**NEW ICONS:**

⬧ Alien Resource card
⬧ Alien Resource

## Alien Resources

**ALIEN RESOURCE** is considered universal Resource for all game purposes (you can use is as a wild Resource for every Basic, Operational, Faction and Card specific action).

Alien Resource cards must obey Assembly Limits when spent for an action.

## Production bonus

Each Alien Resource card has a Production bonus. Production bonus is a one time bonus player gains when the card is produced.

*Example: A planet Produces 2 ⬧. A player draws 2 ⬧ cards:*



*He gains 3 ⊂ and 1 ⬧ (resolving it immediately), and then tucks cards under the planet.*

# NEW SHIPS

In the Discovery expansion you will find a set of new ships tagged **XENIUM**.



## JOIN THE FLEET:

Gain the permanent bonus. From now on, when your planet(s) produce, you may choose 1 planet, that planet produces one additional card according to its kind (🟦, or 🟨 if xenium planet). The player must decide which planet produces the additional card before drawing any cards.

*Example: A player has 4 operational 🟢 and 2 xenium logistic 🔺. They take Mine the planets action. Each of their planets produce 1 card. Additionally, the player chooses 2 planets (one for each ship) that produces an additional card.*

## GO ON A MISSION:

The xenium ship immediately **harvests**. To harvest, a player may spend 2 Resources of any kind from 1 of their planets to gain 1 ✴ (max. 1 ✴ per ship.) This ship cannot attack Alien Systems or other players.

Harvest is considered as an attack, for all game effects and keywords.

*Example 1: A player has 3 operational ships. One of them is a xenium ship. A player chooses Start an offensive action. Two of their ships attack the Alien System. The player draws 1 card for each of their ships and resolves the attack. With their third ship, xenium, the player discards 2 resources from one of his planets and gains 1 ✴ instead of attacking the Alien System.*

*Example 2: A player has 2 operational xenium ships. He also has War Spoils Extraction System and Hybrid Targeting Systems technology cards. He chooses Start an offensive action. He discards 2 resources from one of his planets to gain 1 ✴, he does the same with one of his other planets. Then he gains 2 ♻ from War Spoils Extraction System technology. His Hybrid Targeting System provides +1 Attack Value bonus, which is of no use in this situation.*

# NEW PLANETS

In the Discovery expansion you will find a set of new planets tagged **XENIUM**.



## SETTLE A XENIUM PLANET:

Gain the permanent bonus. From now on, using faction's action to gain Alien Artifact card is reduced by 2 Resources.

*Example: To gain an Alien Artifact card, Clone Clans must spend 10 🔩. Because that player has two Xenium 🟢, the cost is reduced by 4. The player only needs to spend 6 🔩 to gain an Alien Artifact.*

NOTE: The Silics promo faction pays with no Resources to gain their Alien Artifacts, paying with 14 ☪ instead. Each xenium planet gives 2 ☪ discount for them.

## EXPLOIT A XENIUM PLANET:

It produces 2 Alien Resource cards. Resolve the Production bonus, and then tuck the Resource cards under the planet. At any time, you may use these cards as if they were in your hand (the Assembly Limit still applies to using these cards).

Each time a xenium planet produces (using Mine the planets or any other game effect), it will produce Alien Resource card(s) (🧩 instead of 🔲).

## CARD CLARIFICATIONS

### EFFICIENCY ENHANCING AGENDA:
One 🟢 can have more than 1 attached 🏵.

### LONG RANGE EXTRACTION SIMULATIONS:
The ⚙ effect works instead of the normal production.

### ENHANCED CONTROL PROGRAM:
One 🟢 can have more than 1 attached 🏵.