

XIA

EMBERS OF A FORSAKEN STAR

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Far Off Games



Elements

This expansion is grouped into different elements which can be added to the base game of Xia at your discretion. It might be easiest to add a few elements to start with, rather than all of them at once, though we leave it up to you. Here are the elements grouped by category:

Expansion Elements

- A) Event Deck / New Fame Point Track
- B) New Exploration Tokens
- C) Economy Board
- D) 2 Player Variant Rules
- E) New Sectors + New Missions
- F) New Outfits
- G) Rule Streamlines / Tweaks (Changes from the base game)

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Setup

Setup is the same as the base game, with a few changes, which are marked in **bold**:

1. Find the Sector tile 'Nyr', place it face up in the center of the play area. Shuffle the Sector Tiles and place them face down in a stack within reach of all players. Deal one Sector tile per player, placing them face up in the center of the play area **adjacent to Nyr, matching up the edge symbols to Nyr's.**

- If a Sector without a Spawn Point is drawn, re-shuffle it into the deck and draw another tile.



2. Shuffle the **Relic Tokens** and Exploration Tokens and place them face down within reach of all players. Place an Exploration Token face down on any Exploration Spaces on the starting tiles. **Use only the new Exploration Tokens with this expansion, and none of the base game Exploration Tokens.**
3. Shuffle the Mission Cards, Title Cards and **Event Cards**. Place the decks face down within reach of all players.
4. Place the Cargo Cubes, Damage/Ice Damage Markers, Outfits (organized by shape), Credits, and Dice within reach of all players.
5. Give each player one **new** How To Win Card and **4,000** worth of Credits (4 silver coins).
6. **Place The Kiln's NPC card in the play area and its miniature on the rules space of the Nyr sector tile.** Shuffle the three NPC Cards and deal

one face up to each player. (In a 4 or 5-player game, not everyone will get one.) Players take the corresponding NPC miniature and place it on the NPC Card.

7. Place the **new** Fame Point Track and the **Economy Board** in the play area. Players now decide the number of Fame Points needed for victory. Place the Victory Marker on the Fame Point Track to indicate the winning total. **Determine the number of starting cubes for each cube type on the Economy board by rolling the [d6] for each cube type and placing that number of cubes on that space.**
8. Separate the blue Tier 1 Ship Mats and matching Ability Cards. (Set the green Tier 2 and purple Tier 3 mats and cards aside for now.) Each player rolls the [d20]. The player with the highest roll chooses a Tier 1 Ship Mat and takes the matching Miniature and Ability Card. This continues counter-clockwise around the table until each player has chosen. All players then place their Miniatures on the Spawn Point of the Sector Tile closest to them.
9. Each player now takes an Impulse Token, and a set of Markers.
 - The Impulse Token is placed on the Impulse Space of the Ship Mat face up (yellow side).
 - One Marker is placed on the Fame Point Track at 0 (Unknown).
 - One Marker is placed on the highest number of the Ship Mat's Energy Meter.
 - The remaining four Markers are placed on the Ship Mat, filling out the Armed section.
10. In the same order as ship selection, each player may now spend their Credits to purchase Outfits. The Outfits are placed in their Ship Mat's Hold. Players may only purchase what will fit in the Hold. Players are not required to spend all or any of their Credits at this point.

The game is now ready to start! The player who picked their ship **last** takes the **First Player** token then takes the first turn.



Setting up the game: Numbers correspond to Setup Steps.

A: Event Deck / Fame Point Track

Fame Point Track

The new Fame Point Track replaces the old Fame Point Track. The

new Fame Point Track is similar to the old one, except that it now adds pink Event spaces that show you when to draw Event Cards.



Event Cards

Event cards come out much like Titles - but change

the game in dynamic and powerful ways. The first player to reach or pass an Event space on the Fame Point Track, will draw an Event Card. During the Status Phase of that player's turn, they draw one Event card, read the card aloud to all players, and resolve any effects.

Rounds: Many Events last for a limited number of "rounds," which must be tracked. In this case, the card is placed to the right of the First Player and any 'round' rules on the card activate before the First Player's turn.

Event cards have two sections:

- While this card is in play: This section shows the rules for when this card is in play - these rules often override normal rules.
- This card leaves play when: This section shows the rules for when this card will leave play (often after a set number of rounds, or when a certain action is taken.)

Example: During Cody's status phase, he draws an Event that will leave play after 3 damage are placed on the card, and states that one damage is placed on the card each round. The card is placed to the right of the First player, at the end of this round, we'll place 1 damage on the card. If Cody is the last player, we place a damage on the Event now, since it's the end of the round.

Event Tokens: There are 8 Event Tokens with pink "EV" printed on them - you can place these on the game board as a reminder that an event is taking place (for example on Tigris Gate during "Re-Tethered").



B: Exploration Tokens

Exploration Tokens

Remove the entire set of original Exploration Tokens, replacing them with the new Exploration Tokens.

When you collect an Exploration Token, place it face up on your ship mat and immediately resolve the token.



Cargo Cube: Take a matching Cargo Cube from the supply and place it in your hold - if you do not have space in your hold, the cube is placed in your space on the board (as if jettisoned).



Energy: Immediately refill your energy meter to maximum.



Ice Damage: Immediately take 1 ice damage (blockable with a shield).



Movement: Immediately gain up to +5 Movement.



Captain In Need: Draw the top mission card and read the Deliver To mission point (V); ignore everything else on the card. To complete Captain in Need, transport the captain to the Deliver To V. On completion, you earn 1 and 1,000. Captain in Need takes up an Active Mission slot; you may discard an existing mission to make a slot available. If you do not wish to accept the Captain in Need, you may discard the mission card (keep the token on your ship mat either way).

After resolving an Exploration Token, keep it face up on your ship mat.

Whenever you have 2 Exploration Tokens face up on your ship mat, after resolving the one you just collected, discard both tokens (remove from the game) and gain either 1 OR 2,000.



C: Economy

Economy Board

Setup: Determine the number of starting cubes for each cube type by rolling the [d6] for each cube type and placing that

number of cubes on that space.

Supply: Whenever a player wants to purchase cubes from a "Buy" space, the cubes must come from the Economy Board. Those cubes are removed and placed into your ship's hold.

Consume/Produce: When you sell cubes, each cube sold is consumed by the planet you are selling it to and placed back into supply; that planet (except for Loath) then produces a new cube of the type the planet generates, taking it from supply and placing it on the Economy Board. Each resource section on the Economy Board may only hold a maximum of 6 cubes of that type. When a resource section is full, any additional production of that resource type generated, remains in supply (though you can still keep selling).

Example: You take the Sell action on the Sell space on Neo Damascus, which currently has 4 Plasma Cubes on the Economy Board. You sell 3 Spice, which are consumed (place the 3 Spice into supply). Neo Damascus then produces 3 cubes of its type (Plasma); the first 2 are placed onto the Economy Board, but since we're at the maximum for that cube type (6) the last cube is left in supply.



Demand: If any resource section of the Economy Board is empty (contains no cubes) during the status phase of a player's turn, place 1,000 in the empty resource section. That resource type is now "in demand". The next player to generate that resource (as a result of selling the associated consumed resource) receives the 1,000 bonus. If a resource section on the Economy Board is already "in demand", do not place another 1,000 in this space (max. 1,000).



Squander: When selling cubes to Loath the cubes are consumed (returned to supply), but no new cubes are produced.

Trade: The planet Kei has a special space that allows you to trade cubes. To Trade, place any number of cubes in your hold onto the Economy Board, then take an equal number of cubes from the Economy Board, other than types you placed this turn. (e.g. if you placed Cyber onto the Economy Board this turn, you cannot take any Cyber this turn.) If you place cubes that are in Demand, you also gain the 1,000 reward.

D: 2 Player Variant

2-Player Rules

The 2-Player Variant has the same rules as a normal game except:

- NPCs count as players for mission target purposes (just like solo play) with the exception of The Kiln. If playing without NPCs, the opposing player is **always** your mission target.
- **'Lone Drifter' Auto-Pilot Ability:** In 2-Player: Add +2 movement to successful rolls.

Nyr / The Kiln

The Kiln: The Kiln is a space station NPC that orbits

the star Nyr. Ships can dock with The Kiln (similar to landing on a planet).

Setup: During setup, The Kiln is placed on the special rules space of the Nyr sector tile.

Docking: You may dock with The Kiln from any space adjacent to The Kiln miniature, at the cost of 1 movement. Place your ship on any space on the NPC card.

Orbit: When a player's ship docks with The Kiln, it will orbit the star Nyr. Immediately roll the [d6] and move the station along its path a number of spaces equal to the roll. The Kiln cannot end movement in an occupied space; it will instead reduce its move by 1 until it ends in an unoccupied space.

Sift Action: While docked with the station with a Relic Token in your hold, you may take the "Sift" Action. When you Sift a token, it is removed from your hold and revealed, at which point you pick which reward to receive, either 1 or some financial gain.

Embers: The white Cargo Cube, Ember, can be sold on the Sell space here at a rate of 2,000 per cube. Selling all your cargo of Ember (minimum 2 cubes) will award 1, the same as selling cargo on a planet.

Inside: Similar to being "on" a planet, players outside of The Kiln cannot interact with players inside of The Kiln. When two or three ships are inside The Kiln, they are considered adjacent. NPCs can enter The Kiln, just as they can with a Neutral planet. When inside The Kiln you can move by spending movement, same as if you were on a planet. You may exit The Kiln from any space inside the station, this costs 1 movement, and you'll place your ship on the game board in any space adjacent to The Kiln.

Business Phase: Ships that end their action phase docked with the station may take their normal business phase actions (as if on a planet).

Station's Turn: The Kiln does not take turns like normal NPCs (it moves when activated by a ship Docking with it). The Kiln cannot be affected, attacked, or damaged by other ships. In the unlikely event that The Kiln is destroyed (e.g. if struck by Rikishi), all ships currently docked are destroyed as well. The Kiln respawns on the special rules space of Nyr at the start of the next player's turn.



Dead Worlds

Excavate / Relic Tokens

Players can take an Excavate action

on Excavate spaces of Dead Worlds. You must have 2 orthogonally adjacent empty spaces in your cargo hold to take an Excavate action.

When excavating roll the [d20]:

- On a 1-10, take the number rolled as Ice Damage.
- On 11-20 you gain 1 Relic Token placed in your hold, face down, without looking at the contents.

Relic Token Space: When a Dead World is discovered, place the number of Relic Tokens specified on this space (3 or 4). Each time a player succeeds at an Excavate action on this sector, they take the top Relic Token from the stack. When there are no more tokens in the stack - that site has collapsed and cannot be Excavated any more this game. These spaces otherwise act as **normal space that is occupied while tokens are present** (you can fly through it, but cannot end movement there.) The tokens here cannot be interacted with and merely act as a timer for the Relic site.

No Business Phase: You cannot take a Business Phase on a Dead World like you can on normal planets.



Relic Tokens

Relic Tokens take up 2 cargo spaces in your hold. While in your

hold they act similar to Cargo Cubes (*can be stored inside of Cargo Pods*), and can be removed by the Jettison Cargo (**Minor**) Action, and if a space holding a Relic Token is damaged, that token is automatically jettisoned. If a Relic Token is jettisoned (either by taking the Action, or by damage - that token is destroyed (*remove from game*)).

Sift: While docked with The Kiln, as an action, you may Sift any Relic Tokens in your hold. When you Sift a token, it is removed from your hold, flipped face up, and you must choose to receive 1 OR the rewards shown. Any rewards that will not fit in your hold (cubes/mods) are ignored.

Sifted Relic Tokens are worth:

- 1 OR 3,000
- 1 OR 2,000 + 2 Specified Cubes
- 1 OR 2,000 + Specified Mod

Anomalies

Gravity Paths (Purple/orange dashed glowing paths).

Anomaly sectors have very concentrated gravity, represented by dashed/glowing paths. Some Anomaly sectors have multiple paths (either orange, or purple).

Entering: Whenever a player (not NPC) enters a gravity path (on any space of that path) they must roll the die specified on the rules space for that path. Their ship then moves along that path the number of spaces rolled. You must roll for entering any space of the gravity path, including the special rules space.

Moving: After making the roll for entering the path, if your ship is still on that gravity path, you may move along the path (with the arrows or against the arrows) or exit the path without rolling again for that path. You retain any surplus movement you had before you entered the path, and can use it after you finish your forced path movement. Once you move off the path, if you re-enter it later, you'll need to roll again.

Pushed off: Most paths will push you through a negative border if you are pushed all the way to the end of that path. If you roll any number that would push you off of the end of the path, your ship is pushed all the way off the path, and any excess "path movement" is discarded. You must apply the effects of the space that you move into, as if you had moved there normally.

Actions: Players may not take any actions (minor or otherwise) while the gravity forced movement is being resolved. After the forced movement is resolved, the players can take actions normally (and perhaps backtrack along the path to take desired actions).

Example: A ship moves onto the outer path (purple) of Ferren's Call with 4 movement left over.

The ship immediately rolls for the purple gravity path, rolling the d12 (specified on the rule space for that path). The roll is a 8, moving the ship 5 spaces along the path, the 6th movement causes the ship to move off of the end of the path, the extra 2 movement from the gravity path is discarded.

The ship has now entered the inner (orange) ring and must immediately roll the d6 and move along that path. After the d6 forced movement is resolved, the player can still use the 4 movement they had left over when entering the path in the first place (that is, assuming they weren't just destroyed by the black hole at the center!).



Ice Asteroids / Comets

Comets and Comet Paths (Light blue dashed glowing paths).

Comets move along a specific path. Each Ice Asteroid sector contains 1 Comet. When the sector is first revealed, place a comet on the special rules space.

Whenever any player (not NPC) moves onto **any space on the path** of a Comet, immediately roll the [d6] and move that Comet the number of spaces rolled along the path. If a ship enters a space containing a Comet, or if a Comet ends movement on a space with a ship/Cargo Cube, that ship/cube is instantly destroyed (same rules as a Star border). Assuming the ship wasn't destroyed by the comet's movement, the ship may continue moving normally. After the initial comet movement, the comet won't move again until the ship moves off the path and back onto it, or a 2nd ship enters the path.

Actions: Players may not take any actions (minor or otherwise) after triggering the comet movement, until the comet movement is resolved.

Example: A ship moves onto the comet path with 5 movement remaining. The player immediately rolls for the comet, rolling a 5, so the comet moves 5 along the path. The player continues movement, and can continue safely along the path without triggering the comet again. If the ship moves off the path and back on it, the comet will move again.

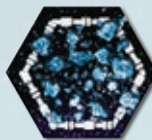
Example 2: A ship moves onto a comet path, directly in front of the comet and rolls a 2. The comet moves two spaces, passing through the ship's space and ending on the space just past the ship. The ship is not harmed by the comet.

In the unlikely event that a comet is destroyed, the comet respawns on the special rules space at the start of the next player's turn.

Ice Asteroids

Ice Asteroid spaces have solid white borders and blue ice asteroid artwork inside. Ice Asteroids block line of sight. Players must roll [d20] when entering an Ice border:

- 1-10 take that number as Ice Damage (blockable with shields)
- 11-20 nothing happens



Ice Damage

Ice Damage (blue gems)

Ice damage counts as normal damage with the following exceptions:

Melting: During your business phase you may remove all ice damage for free (*must be on a planet or docked to space station to take a business phase*).

Freezing: During your status phase: Place 1 Ice damage in every space that is orthogonally adjacent to ice damage. If, due to Freezing, your hold is entirely full of damage (ice damage, and/or regular damage) your ship is destroyed. When Freezing, spaces with normal damage should be ignored; Ice damage does not spread into spaces containing normal damage.



Example: Persistent Memory has 5 ice damage.



During the status phase, place ice damage in every space orthogonally adjacent to existing ice damage.

Ember

A new type of Cargo Cube - Ember. Ember can be quarried from special Quarry spaces on



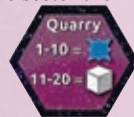
select Ice Asteroid sectors.

To take the Quarry action, you must be on the Quarry Space of the sector tile and have at least one free space in your Hold.

To take the Quarry action, roll the [d20]:

- 1-10: Ice Damage equal to the number rolled (blockable by shields).
- 11-20: Receive 1 Ember Cargo Cube placed in your hold.

Ember can be sold at The Kiln's "Sell" space, when docked with the station for 2,000△ per cube. If you sell all of your Ember, and sell at least 2, you will gain 1△ (same as other cubes).



Mission Cards

New Mission Types

There are four new mission types - two lawful and two outlaw.

Cargo (Lawful)

1. Collect Mission Cubes (*by any means*).
2. **As an Action:** Deliver cubes to Delivery ∇; payment is determined by the Cargo Cubes you deliver.
3. Receive Payment on Mission Card.

Private Eye (Lawful)

1. Fly to specified Mission Point.
2. **As an Action:** Reveal Mission Card and collect intel by drawing and discarding the top three mission cards off the deck.
3. Payment is determined by number of Outlaw missions discarded. Place Credits equal to the specified Payment on Mission Card.
4. **As an Action:** Deliver intel to Delivery ∇.
5. Receive Payment on Mission Card.

Arms Dealer (Outlaw)

1. Pickup Outfit type (*or use Outfit currently in hold*).
2. **As an Action:** Deliver (*undamaged*) Outfit to Delivery ∇; payment is determined by Outfit delivered. (Remove Outfit from Hold and place back in supply, any markers on it go to Disarmed.)
3. Receive Payment on Mission Card.

Coerce (Outlaw)

1. Fly within range of target ship.
2. **As an Action:** Declare Mission and make an attack as normal.
3. Payment is determined by total damage dealt to target. Place Payment on Mission Card.
4. **As an Action:** Deliver goods to Delivery ∇.
5. Receive Payment on Mission Card.



F: Outfits / Mods

Outfits

Cargo Pod / Armor Plating

These outfits are unique because only one space of the outfit actually sits inside the

cargo hold (the green space with the white arrow on it) – the rest of the outfit sits outside the hold, adding additional spaces to your ship. Multiple of these special outfits cannot overlap outside the ship's hold.



Cargo Pod

All 4 spaces of the cargo pod can only hold Cargo Cubes and Relic Tokens. Only



the space that connects to the ship's hold may be damaged. The three spaces outside of the ship's hold cannot hold damage markers. If the connecting space is damaged, all spaces within the cargo pod are also treated as damaged (and any cargo there is jettisoned). The cargo pod won't be able to hold any cargo until the damage is repaired. Relic Tokens must be stored entirely inside the cargo pod (you cannot have half in the hold half in the pod).



Armor Plating

Each space on the armor plating outfit can hold 1 damage (and only damage). This outfit increases your ship's durability and allows you to take more damage than normal before your ship is destroyed. Ice damage will only spread via the green connection space to/from the armor plating.

Mods

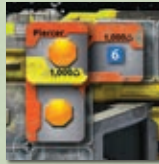
Mods are special 1x1 sized outfits that have special abilities. As with normal outfits, if the Mod takes damage, it stops functioning until the damage is repaired. Mods can be

stored in the hold at any time, (though some are only usable when attached to, or on top of an Outfit) and can be rearranged, sold and transferred to a new ship as per the base game rules.



Piercer (Shield Piercer)

Placed over a Use Space on a Blaster/Missile Outfit, this space continues to be a Use Space for that Outfit, but also gains the following:



Activate: When you make an attack using a Shield Piercer, shields rolled against it are reduced by -4. This ability can stack with multiple Piercers, but cannot reduce defensive value below 0.

Example: You make an attack by placing two markers: one on the normal Use Space of a d6 blaster, and one on a Piercer attached to the same d6 blaster, and your opponent defends with 1d8 shield. You roll a 1 and a 3, your opponent rolls a 3. Your Piercer reduces your opponent's shield defense: $3 - 4 = 0$ (cannot go below 0) total defense value. You now assign combat damage as normal ($4 \text{ attack} - 0 \text{ defense} = 4 \text{ damage}$).

Example 2: You make an attack by placing two markers on 2 shield piercers attached to a d6 blaster, and your opponent defends with 2d8 shield. You roll a 4 and a 1 for 5 total attack, your opponent rolls a 7 and a 4 for 11 total shields. Your 2 Piercers reduce your opponent's shield defense: $11 - 8 = 3$ total defense value. You now assign combat damage as normal ($5 \text{ attack} - 3 \text{ defense} = 2 \text{ damage}$).



GTS (Gravitational Thrust Stabilizers)

Placed in the cargo hold.

Each GTS orthogonally adjacent to an Engine Outfit increases that Engine's rolls by +2 to all rolls with this outfit. However, the outfit roll **may never exceed the maximum die roll** for that outfit.

Example: You have a Tier 1 Engine with 1 GTS adjacent in the hold. You activate the engine to take a move action and roll a 2, the GTS makes it a 4. You activate the Engine again and roll a 5 - the GTS makes it a 6 (cannot increase beyond the maximum roll for that dice).

Example 2: You have a Tier 1 Engine that has 1 damage on it with 1 GTS adjacent in the hold. You activate the Engine to take a move action and roll a 2, the damage reduces the roll to a 1, then the GTS increases it to a 3. You activate the Engine again and roll a 6 - the damage makes it a 5, then the GTS makes it a 6 (cannot increase beyond the maximum roll for that dice).



M-Comp (Mission Computer)

Placed in the cargo hold.

Every undamaged M-Comp in your hold allows you to carry +2 Active Missions. If your M-Comp is damaged you must discard active missions down to your current available number of active missions.

Example: You take the Draw Missions action while having 1 undamaged M-Comp in your hold, you'll draw 3 missions (same as normal). When choosing to keep missions (which has been moved to after your turn, see the "Mission Drawing / Discarding" section), you'd be able to keep up to 3 missions (1 normal + 2 for the M-Comp).



Enviro-Shld (Environmental Shield)

Placed over a Use Space on a Shield Outfit. This space continues to be a Use Space for that Shield Outfit, but also gains the following:



Activate: When you activate an Enviro-Shield, the Shield Outfit automatically rolls its maximum value vs. non-combat damage or energy loss (e.g. damage or energy loss from borders or actions like Mine, Harvest, Quarry, etc.) **Enviro-Shields do not affect combat damage (roll normally).**

Example: You take a Mining action and roll an 8 - you are about to take 8 Non-Combat Damage. You spend an Armed Marker on an Enviro-Shield on top of your d6 Shield Outfit. You automatically roll 6 for that shield. $8 \text{ Non-Combat Damage} - 6 \text{ Shields} = 2 \text{ Total Damage taken}$.

G: Rule Streamlines / Tweaks

Rule Changes

Mission Drawing / Discarding

When taking the "Draw Missions" (Minor) Action, you draw the top 3 cards off the

mission deck and place them face down in front of you without looking at them. You may take this (Minor) Action once per Mission Point per turn. After your turn ends (during other players' turns), you may look at all the mission cards you drew and decide which to keep before the start of your next turn. As normal, you can only take the draw action if you have capacity for at least one active mission, and you can only keep as many missions as your capacity (default 1) You may discard active missions at any time.

- **Dying with drawn missions:** If your ship is destroyed, discard all drawn missions without looking at them.

Example: You don't have any missions. You fly over 2 Mission points, drawing 3 twice, for a total of 6 cards (looking at none of them). After your turn ends, you look at all 6 cards and keep 1. If you had a M-Comp mod, you could keep up to 3 instead.

Trading

You do not need to sell all your Cargo Cubes to gain a Ⓢ; instead, you must sell at least 2 cubes **and** all of the cubes in your hold that location will buy. (You may sell less than all the cubes that location will buy, but you will not gain a Ⓢ.)

Assassin Missions

You may complete an Assassin mission if the target ship is destroyed for any reason, even if were not the one to destroy it.

Respawn

You no longer lose a turn when respawning; instead, you respawn on your next turn with a set amount of damage (unblockable) depending on your tier of ship:

- Tier 1 ships respawn with 1 damage.
- Tier 2 ships respawn with 2 damage.
- Tier 3 ships respawn with 3 damage.

Tier 3 Ship Re-Balances

Three ships from the base game have had their abilities re-balanced: Long Haul, Manchester, and Nightshade.



Lore: Embers of a Forsaken Star

Backstory

Every once in a cycle, Xia will drift through another star system. Usually these brief pairings spur economic growth and prosperity, but this is different; entire planets are radio silent, a strange cold fills the void, tales of ships freezing up on the edge of space. Out of the mists, a single remnant of civilization appears; a space station, glowing with rare technologies. You are needed, Captain! Choose your ship, customize your loadout, and explore the mysteries of this abandoned system, in Xia: Embers of a Forsaken Star!

★ Nyr

Only a hecto-cycle ago, Nyr was a common white dwarf. The sudden cataclysmic change of Nyr is now known as the 'Turn'. No one is quite sure what happened, perhaps the polarity of the star changed, or the dynamic horizon of Ferron's Call altered its state. All we truly know is the system is drastically different then the reports we had. Nyr is dying, and taking the entire system with it.

Ⓝ The Kiln

A last bastion of civilization, The Kiln hovers in near-orbit around the dying star. The Kiln was the system's mobile government capital. It would make its way between sectors, bringing peace and order, governance and direction where it was most needed. During the Turn a snap-decision was made to abandon the rest of the system and move into orbit around Nyr. Those aboard The Kiln have lost friends and families, but they keep hope alive that the Turn can be reversed, and the system restored.

☾ The Grinder

This once harmless sector was home to the misty, unremarkable nebula, "GR-11D". After the Turn, only the most fearless, or suicidal, venture into this glacial death trap. Asteroids collide off one another as comets swirl and orbit the fringes of this deadly sector.

Ⓝ Tig

Tig is a back-world swamp planet on the edge of a high density nebular anomaly. Most inhabitants are natives, who've grown up among the toxic-swamps, never knowing life on an un-hostile planet. Natives often see otherworlders as soft, weak, and generally inept. Many born on Tig go on to be mercenaries or soldier-kings. As a rite of passage, all who come of age are shunted out to the center of the largest swamp and left to find their way back to civilization. Those who make it back are welcomed into Tig society - the less fortunate are welcomed into the belly of a Thup-Beast, or find themselves the victim of some other swamp-based misfortune.

☾ Rikishi

Rumors have been circling the local spaceport pubs, tales of an ice behemoth, lurking below the blue fires of Nyr. Some say the dying star is hiding a deadly secret, a giant comet, only visible in the ebbs of the flames. Others are quick to deny it, stating the worst is over, and it's time to focus on the future. Perhaps it's just a myth, or a trick of the eye, but the thought of a planet-sized comet gives you space-goose bumps.

☾ Tafjur

We know that Tafjur was the first casualty of the Turn. Perhaps the core of the planet was inverted, or the grav-well fluctuated, no one is certain. What we do know, is that rotation of the planet was drastically altered and an entire continent was ripped off and thrown into space like some large scab. The continent crumbled to pieces as it froze, and now remains nearby as an ice asteroid field, looking down upon the decimated remains of Tafjur.

↻ Ferren's Call

A 'baby' black hole, beginning to form. Named for the fearless reporter, Ferren, who took it upon himself to report from as close as possible as the anomaly began. Ferren's last transmission was something strange, he explained that he could feel the horizon calling to him, and then it ended in a high-density burst of code. Most agree he had simply gone mad, but where did the code come from, and why can't anyone decipher it?

☾ Neo Vostok

The heavily shielded scientific outpost of Neo Vostok is the last mainstay of the scientific community here in the Nyr system. Those obsessed with discovering the secrets behind the Turn flock here. The outpost is packed with the brightest minds, spinning, fevered in an attempt to diverge the Turn from their system, and perhaps regain what was lost to them.

▲ Samara Gate

For eons the Samara Gate has lingered, a silent sentinel of a forgotten age. Unpowered and inoperative, many tried to salvage its unyielding husk, but not even mil-spec laser drills could cut through the strange metallic plating. As the Xia system drifts closer, the gate slowly blinks to life, an ancient leviathan waking to serve once again.

☾ Calakus

Below the surface of the vast oceans of Calakus, the Calakai lived in near tranquility. Centuries ago, a colony ship landed on the planet, hoping for a better world. However, less than 3% of the surface was land mass, and the planet was evacuated by all but a few colonists. These few began an under-ocean village in the remains of the colony ship. Over the years a slow trickle of pioneers joined the colony, towing old broken down starships. No longer fit for spacefaring, but still water-tight, these craft were welded on to the village, like some sort of starship-coral-reef. After the Turn, those on Calakus survived longest, perhaps there is a flicker of life still beneath the frozen waves. Explorers who have returned to the frozen shell of a planet have reported hearing noises coming from the depths of the once great city...

☾ Blench

The rich metals and precious ores of the Blench system's asteroids have been hidden beneath layers of a strange ice. Ships brave enough to try and harvest the metal at the asteroid's core have had thrust modules frozen solid, only to be shattered moments later by passing comets. The mining outpost here has been all but abandoned.

☾ Kei

The small spectral anomaly near the market world of Kei has grown to a giant rift in space. Nicknamed the Chasm, most of the original merchant clientele of Kei have disappeared, forcing the planet to embrace the black market, just to get by. While not truly a hotbed of crime, Kei is a beautiful planet, forced outside the law to survive. The natives cling to hope that the anomaly will dissipate, and their peaceful, law-abiding lives will return to 'normal' - though there's little sign this will be the case.

☾ The Ruins of Drelmoth

Drelmoth, the once bustling manufacturing giant, now lies still and heavy. Layers of ash and ice intermingle on its scarred surface. The unions of Drelmoth were locked in an eternal cold war, an ever increasing arms race over subsidies, wage gaps, and tax breaks. Many a retired smuggler has Drelmoth to thank for his livelihood.

☾ Ember

In the deepest pockets of the mysterious cold emitted by the dying star, a new and powerful compound has been discovered. Ember is sought by all, and many believe it holds the secret of the Turn. The value of Ember cannot be overstated, and the peril one must endure to obtain it keep it in high demand.

Recognition and Thanks

Credits

Cody Miller: Designer / Artist / Publisher
Ira Fay: Designer / Developer / Solo Ruleset

Steve "Coolhand" Tyler: Box Art / Ship Models / Ship Art / Gate Art

Peter Wocken: Graphic Design / Layout / Artwork

Justin Howlett: Metal Coin Models / Flight Stand Model

Tess Miller: Photographer

Roy Cannaday: Solo Card Design

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Cody would like to thank: Abby - my mysterious, enrapturing earth-angel! My love for you burns hotter than Eta Carinae! My children, Zealan, Judah and Zoey! I love you to the moon and back! Pops & Mum - for all you do and have done! God - I'm humbled to be alive, you hold the stars in your hands!

And thank you, fellow gamer, for purchasing Xia!

Cheers, -Cody

Far Off Games

For more information, questions, suggestions visit the Far Off Games website at:

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Action Phase

1. Declare
2. Spend / Roll / Draw
3. Resolve

Available Actions

Move

- Engines
- Impulse (even if Stranded)

Attack

- Blasters
- Missiles
- Ram

Missions

- Draw Missions (Minor)
- Mission Objectives
- Complete a Mission

Board Spaces

- Buy Cargo Cubes
- Collect Cubes (Minor)
- Mine/Salvage/Harvest/Quarry/Excavate
- Sell Cargo Cubes
- Trade Cargo Cubes
- Sift Relic Tokens

Explore

- Scan Sector
- Blind Jump (Minor)
- Collect Exploration Tokens (Minor)

Other

- Special Abilities
- Rescue a Stranded Player
- Jettison Cargo (Minor)

Quick Reference

Combat

1. Acquire Target
 - Range
 - Line of Sight
2. Declare Attack
3. Declare Defense
4. Roll
5. Resolve
6. Re-arm

Fame Points

Explore

Trade in 2 Exploration Tokens for 1 Ⓢ.

Complete Missions

Each Mission you complete is worth 1 Ⓢ.

Combat

Destroying another ship earns you Fame Points:

- Tier I Ships are 1 Ⓢ.
- Tier II Ships are 2 Ⓢ.
- Tier III Ships are 3 Ⓢ.

Trade

Sell all the Cargo Cubes that location will buy (minimum 2) - receive 1 Ⓢ.

Ships

Purchasing a new ship earns you 1 Ⓢ.

Wealth

You may purchase 1 Ⓢ for 5,000Δ.

Kindness

Rescue a stranded player - By giving Energy to a Stranded player you receive 1 Ⓢ.

Titles

Complete Title Objectives and earn the Ⓢ that accompany it.

Luck

Earn 1 Ⓢ whenever you roll a natural 20 on a Ⓢ[d20].

Events

Some Event cards grant Ⓢ as rewards.

Relics

You can choose 1 Ⓢ as a reward when you Sift Relic Tokens.

Icon Key

Damage: ✖

Fame Point: Ⓢ

Credits: Δ

Mission Point: ▽

Ship Tiers: 1 Ⓢ, 2 Ⓢ, and 3 Ⓢ

Dice: [d6] [d8] [d12] [d20]

Bounty: ⚡

Exploration Token: Ⓢ

Sector Types: ▲ Gate, ∅ Void, ♦ Debris, ⚡ Asteroid, ☁ Nebula, ★ Star, ⚖ Lawful, ☠ Outlaw, ⚪ Neutral, ⚡ Anomaly, ❄ Ice Asteroid, ☠ Dead World

No special rules



Normal Space

Line of Sight



Roll for Damage



1-10 = ⚡

11-20 = 😊

⚡ Asteroid

Line of Sight



Roll for Energy loss



1-10 = ⚡

11-20 = 😊

☁ Nebula

Line of Sight



Roll for instant death



1-3 = ☠

4-20 = 😊

♦ Debris

Line of Sight



Instant Death



★ Star

Line of Sight



Shield: Roll for Damage, passage, & Bounty.



1-10 = ⚡ +No Move

11-17 = ⚡ ↑ 1,000Δ

🌐 Planet

Line of Sight



Entrance

18-20 = 😊

⚖ Lawful Entrance: If Bounty, can't enter.

☠ Outlaw Entrance: If Innocent, +1,000Δ Bounty.



Special Movement



▲ Gate

Line of Sight



Roll for Ice Damage



1-10 = ❄

11-20 = 😊

❄ Ice Asteroid

Line of Sight



Roll for Forced Movement



↻ Gravity Path

Line of Sight



Roll for Comet Movement



☄ Comet Path

Line of Sight



Status Phase

1. Freeze
2. Claim Fame
3. Draw Titles/Events
4. Refresh and Demand on Economy Board
5. Arm Markers