



STARSHIP

# INTERSTELLAR

ANTI-MATTER

RULEBOOK



## OVERVIEW

Element 115, or Moscovium, is one of the last super-heavy elements in the Periodic Table and was discovered by a team of Russian and American scientists.

This element has a very controversial past: in 1986 Bob Lazar, a controversial character, stated that the element existed and that it could power anti-gravity engines thanks to its enormous capacity to release the energy that it generated when being bombarded by protons. After immediate decay, anti-matter was created.

The 115 element was theoretically known as Ununpentium by following the rules of the Periodic Table of the Elements, but was not synthesized in a lab until 2004.

Lazar statements were considered absurd, with no scientific basis.

*In this expansion the world's best scientists have discovered how to use Moscovium to generate anti-matter. But as often happens with great scientific discoveries, if huge advances are promised on one hand, on the other hand their abuse can cause terrible consequences... and now the stability of our solar system is in danger.*

## CONTENTS



40 Pink Moscovium cubes



40 Specialists  
(10 per player)



4 new Earth Planetary  
Production Action Tokens



1 four sided die (d4)



1 Laboratory Board

## SETUP

After completing the set-up shown in the Starship Interstellar rules, continue with these steps:

- Place the Laboratory Board on the table.
- Place one Moscovium Cube on each of the spaces shown on your Corporation's track.
- Add 5 Moscovium Cubes per player to the Solar Bag.
- Add the Specialists to your Personal Reserve.
- Replace the Earth Planetary Production tokens from the Starship Interstellar base game with those in this expansion
- For each of the following Planets (Mars, Jupiter, Saturn, Uranus and Neptune) choose 2 Planetary Production Tokens from among the discarded Tokens and shuffle them into a pile next to the Solar Extraction Track. The tokens in the pile should have their Planet side face-up.

## THE GAME CONCEPT

In this expansion the players will be able to perform Enhanced Actions during their turn, using Moscovium in their Laboratory. Moscovium can only be obtained by Solar Extraction, or by synthesis performed during Earth Planetary Production. The amount of Moscovium used by players will dictate changes in the Orbits in the Solar System, which may help or even hinder the player's strategies.

### LABORATORY BOARD

The Board shows all the Actions that can be enhanced. When a player performs one of these Actions they can spend 1 Moscovium Cube and place a Specialist on the corresponding Action, occupying one of the available spaces. The Cube that has been spent must, if possible, cover one of the empty spaces on the player's corporation track – if this is impossible then it is put into the Solar Bag.

**Note: Every Action can contain a limited amount of Specialists depending on the number of players as shown on the Action itself, and can never contain identical Specialists.**

### SOLAR EXTRACTION

When a player performs the Solar Extraction Action this is performed as normal. But unlike with the Resources in the basic game, the Moscovium doesn't make you lose Reputation, nor does it make the Indicator advance on the Solar Extraction Track.

### THE NEW EARTH PLANETARY PRODUCTION

With the Earth Planetary Production Action, as well as the 4 Fuel given by the Action, the player can synthesise the Moscovium on their own track of the Laboratory Board. To do this, they must spend the required Resources (how many they want, up to all 5) and then place the Moscovium Cubes in the positions of the corresponding colours (or lesser, in line with the Golden Rule on Page 13 of the basic rules). Cubes bought like this are added to your own Personal Reserve.

### IMPACT ON PLANETS

The use of Moscovium has an impact on Planetary Orbits in our Solar System. Every time the Solar Spi-

ral Indicator moves onto a space without an **!** icon (except for the starting space), the Orbit of the Planet on top of the Planet Token pile will change. Roll the D4 to see how: all the Planets in the Orbit of the Planet in question move clockwise the number of spaces rolled. After this movement the Planet Token on top of the pile is put on the bottom, thus revealing the next one.

At the end of each round, as the second last step in the World Government Phase and immediately before the Planets Move, count the Specialists on the Laboratory Board. For every 4/6/8 Specialists with 2/3/4 players, the Governor rolls the D4. On a roll of 1-2 the Planet shown on the top of the pile moves to the next inner Orbit and with a 3-4 the Planet moves to the next outer Orbit. Move the Planet to the closest empty space to the point of origin (if there is more than one valid option the Governor will decide). If movement is impossible due to the presence of other Planets then the Planet that has to be moved will be moved to the next available free space, going clockwise.

If there are no accessible spaces (if all the spaces in an Orbit are taken), then the Planet doesn't move.

### SPECIAL CASES

If a Planet is in on the Orbit of a Planet that must be destroyed because of the Solar Spiral then it is destroyed too.

If the Sun has already destroyed Mercury (or Venus) then the Orbit of that Planet is inaccessible. This means that if a Planet must move into that Orbit then it is destroyed too.

If a Planet in the outermost Orbit must move even further outwards then place it in outer space. In

game terms, Outer space 1 Orbit further than the outer Orbit. Planets in outer space don't move in the Movement Phase. They are considered to always belong to the Quadrant they were in before moving into outer space. If a Planet in outer space has to move even further outwards then the Planet escapes the Sun's gravity and is lost forever.

### THE POINTS ON THE TRACK

At the end of each round players will get Prestige Points equal to the number of empty spaces on their Moscovium track. After this, players take back their Specialists from the Laboratory Board and put them back into their Personal Reserve.

### ENHANCED ACTIONS

- **Technology Research:** Perform the Technology Research Action using a Specialist instead of a Scientist.
- **Solar Extraction:** Perform the Solar Extraction Action by taking 4 Resource Cubes from the Solar Bag and keeping 2, without losing Reputation and without advancing on the Solar Extraction Track.
- **Travel:** Perform the Travel Action without spending any Fuel.
- **Planetary Production:** Treat your buildings as being 1 level better.
- **Market:** Sell up to 4 Resource Cubes for 7 Fuel each.
- **Send a Representative:** Perform the Send a Representative to the World Government Action with a Specialist instead of a Scientist
- **Build a Mechanism:** Perform the Build a Mechanism for the Interstellar Action building one more Mechanism for the Interstellar and moving one extra space on the Leaders of the Starship Track.
- **Advance Probe :** Perform the Advance Probe Action paying only the next column's cost, and moving 2 columns instead of 1 (you can choose the arrival square freely).
- **Save a Population:** Perform the Save a Population Action by saving an extra Population meeple and moving one extra space on the Leaders of Humankind Track.

