

USC:Reach (KS Galactic Edition Pledge)

My rules summary **rev 1**

From rulebook, Arviss/3rdparty videos & BGG rulz forum clarifications thru **21-Dec-2025**

Objective = accomplish your  **Landing** requirements, then have the most  VP (no tiebreakers).

Setup

1. Unfold **Game Board** & place in table center, noting planet art for *Start* vs. *Landing*, *hexes* for **Space Tiles** (3 **Sectors** I, II, III each with Turn 1,2,3) & *slots* for 3 **Mission decks**, the **Mission Pool** of up to 5 & **Damage cards**.
 - a. Take 12 hex  **Space Tiles**, noting *Play Order Indicator* (a.k.a *Starter Attribute*) N, *Damage Indicator* S, #'d spaces for **Play Order** & art for “space terrain” of each tile. Shuffle facedown & place on their board slot. .
 - b. Take 48 square  **Damage cards**, shuffle facedown & place on their board slot.
 - c. Take the 66 **Mission cards** (3 decks : 22 **I** , 23 **II** , 21 **III** ) , noting *Type* & *Sector#* NE,  VP (if any) NE-E, *Reward* txt S, *Completion Requirements* S. Separate the 3 decks, separately shuffle facedown & place each on their board slot.
 - d. Take the 20  **Experience tokens** & place nearby as a supply.
2. Setup 2-4 **Players** (if want to play 1P true Solo, see *Single Endeavor* rules)...
 - a. Setup crew supply:
 - i. On **Specialist & Crew** cards below (collectively called **Crew cards**), note (except for some **Specialists**) double-ended *Rank/type* (NE/SW) & icons for *Dept* (NW/SE), and (some **Specialists** only) *special ability* S..
 - ii. Take 36  **Specialist cards** (color / color), noting *types* (4 each of *Analyst*, *Early Bird*, *Efficiency Officer*, *Executive Officer*, *Natural Leader*, *Navigator*, *Space Tourist*, *Subspace Specialist*, *Troubleshooter*) & some w/  VP NE-E. Shuffle facedown & place nearby as a supply.
 - iii. Take 104  **Crew cards** (color / B&W) & place faceup nearby as a supply, optionally separated by *type/rank* (*Engineer*, *Operator*, *Pilot*, *Scientist* and *Worker* on B&W end / each *type*: 12 Jr, 8 Mid, 4 Sr, 2 Lead). Also note next  *upgrade level* in NE (**upgraded** ranks have better stats +  VP NE-E).
 - b. Each Player does the following:
 - i. Pick a color & take..
 1. matching 1 of 5  **Player Screens** (your “ship”), noting slots for 6 *Ship Sections* (left to right) = *Defence Center*, 4 *Depts* w/ base **Power** (*Engine*, *Research*, *Quarters*, *Bridge* .. stats vary by color) & *Jr Academy*.
 - a. Note silver is for the **Drone/Droid Ship**. Take 6 of the 12  **Drone cards** and allocate among the 4 *Depts* as you see fit.
 2. matching 1 of 5  **Ship minis** (placed on board's *starting planet* art).
 - ii. Build initial **Crew deck** = 3 *Engineer* (2 Jr, 1 Mid), 3 *Operator* (2 Jr, 1 Mid), 3 *Pilot* (2 Jr, 1 Mid) & 3 *Scientist* (2 Jr, 1 Mid). Shuffle facedown.
 - c. Take 12 tarot  **Landing cards** (4 *Difficult* & 8 *Standard*), noting VP (N), *Landing Requirements* (S) & *Side Objectives* (S).
 - i. Shuffle facedown, Deal 1 facedown to each Player (who may secretly peek...this is part of how to win!). Box unused cards facedown.
 - ii. House rule options to adjust difficulty:
 1. Before dealing, for Regular game = **keep 8 Standard / box 4 Difficult**; for Harder game = vice versa.
 2. Instead of deal 1, **draw 2, keep 1** for more choice (if 10 not in your Ship color, meeting *Landing Requirements* harder, can be done but if want easier than don't allow)
 3. Instead of deal 1 from entire deck, **deal/choose from the 2 where the 10 is** in your Ship color.
 - d. If playing with *Secret Sector Pack*, take 40  **Secret Sector cards**, shuffle facedown & place nearby.
 - e. If playing with *Space Souvenirs Pack*, take 15  **Souvenir cards**, shuffle facedown & place nearby.
 - f. This game uses **Play Order** instead of Turn Order. Don't worry that or **First Player** yet.

Thru-out:

- **Add Crew** = **allocate** new card to any *Dept* at **Full Power** in case of  later.
- **Allocate**: Place each Crew card in your hand to one of the following (once placed, *locked* until next **Round**):
 - **Prevent Damage**: in  *Defence Center*: any  *Worker* faceup (max 3) for  vs. future **Damage**. **Power** = #cards. *Place horizontal so can still fit behind raised Player Screen, but distinguishable from Depts.*
 - **Repair Damage**: any Crew facedown atop any **Damage** card already in a *Dept* for future **Repair**. The facedown Crew card has no other FX.
 - **Power a Dept** (   ) for later **Play Order**, **Claim Mission**, or (in Round3) *Landing Requirements*.
 - If matching color/icon (   ) , **Full Power** with that icon “north”.
Else may only play as  *Worker*.
 - **Power** in that *Dept* = sum # matching (   ) from Crew & Player Screen + #  from Crew + any **Rewards**.
 - **Upgrade Crew**: in  *Jr. Academy*: any *Junior* Crew faceup (max 3) for later **Upgrade Crew**. *Place horizontal so can still fit behind raised Player Screen, but distinguishable from Depts.*
- **Claim Mission**:
 - Check *Completion Requirements* of cards in the Mission Pool. Upper row if 1st Turn, else Lower row. **Claim-able** cards are where your *Depts*’ **Powers** $\geq$ what’s on card (   ).
 - Pick one Claim-able card, take & place by your Player Screen. If you cannot Claim any, you **Pass**.
- **Damage**: if Space tile has icon S...
 - Deal each Player #**Damage cards** = (# on Space tile S) less ( **Power** = #*Worker* cards in *Defence Center*).
 - For each card dealt, each Player checks its *Dept* NW & places there for -1 **Power** until End of Round **Repairs**
- **Mission Reward** = specific to *type* of **Claimed** card...
 - Available now:
 - *Maintenance* usually grants a one-time-use **Repair** playable at end of any Turn. *When played, facedown to track “used”, but their VP still counts at endgame.*
 - *Research* grants upgrade to your *Depts*. If choice of 2, pick one. Place to that *Dept*, “locked” rest of game and is NOT taken back when Crew cards are.
 - *Scavenge* grants **one-time-use cards** playable as “interrupts” at any time except . *When played, facedown to track “used”, but their VP still counts at endgame.*
- **Repairs**: each Repair causes discard 1 **Damage** card in a *Dept* w/ a facedown Crew card atop (repairing Crew returns to your deck).
- **Upgrade Crew** (old cards to supply, **allocate** new card to any *Dept* at **Full Power** in case of  after *Jr Academy*)
 -  *Jr. Academy*: for free, *Jr* > *Mid* on all cards placed there.
 - If any  from *Expedition Rewards*, spend in either of 2 ways:
 - Pick any Crew card at **Full Power** & pay 1  / rank upgrade (e.g. 1 per *Jr* > *Mid* > *Sr* > *Lead*).
 - Pick any *Worker* that is *Mid* & pay 1  to draw 3 **Specialist cards**, pick 1, discard 2.

Turns vs. Rounds vs. Sectors



<<Sector of 3 hexes corresponds to a Round according to Arviss playthru video & Mish card txt>>

Round & Turn Sequence

I.  Play 3 **Rounds** (I, II, III), each involving a **Sector** of 3 hexes. Within each **Round**.

A. Play **1st Turn, 2nd Turn, 3rd Turn** (1 Turn / hex). Each **Turn** = these **Phases**:

1. Planning

- a) Draw a new **Space tile** & put on the next empty hex pointing towards *Landing* planet.
 - (1) only if 2nd/3rd Turn of Round ...All Players resolve **Damage** per the tile.
- b) Refresh **Mission Pool**:
 - (1) Use the **Mission deck** for the current Round (I, II, III).
 - (2) There should be **#P+1 Mission cards** in Board slots. Either...
 - (a) Follow Arvis/other playthru videos & **refresh all slots** (treat as house rule?)
 - (b) Follow FAQ response:
 - (i) If new Round: **refresh all slots from new Mission deck**.
 - (ii) Else if same Round: **replenish empty slots only**.
 - (3) On each card, note its *Reward, VP & Completion Requirements* (top row #'s for 1st Turn of Round, else bottom row #'s).
- c) All Players **raise Player Screen**, then from **Crew Deck**, secretly draw a hand of 5 (or if <5, as many as able), then **Allocate**.

2. Resolution

- a) All Players lower their **Player Screen**.
- b) Determine **Play Order**.
 - (1) **Play Order** is in descending **Power** order of **N icon** on current **Space tile** (  , **tiebreaker** = #icons printed on Player Screen sans any Crew/Rewards bonuses; **Drone/Droid Ship** always loses ties).
 - (2) All Players **place their Ship minis** on the tile's 1,2,3,4 spaces in Play Order.
 - (3) **Draw & resolve a new Secret Sector card (a.k.a Event)**. Passive FX that only affect 1st Player.
 - (4) **Draw a new Space Souvenir card**. Side Mission only **Claim**-able by Last Player.
- c) In **Play Order**, each Player either **Claim Mission** or **Pass**.
- d) In **Play Order**, resolve **Mission Reward**.
- e) Leave placed Crew cards alone, do NOT takeback.

3. End of Turn upkeep. All Players do..

- a) May use *Maintenance* Rewards that **Repair** now..
- b) **Discard any Secret Sector / un-Claimed Space Souvenir cards in play**.
- c) If 1st/2nd Turn, next Turn; else End of Round below.

B.  **End of Round** upkeep: all Players do..

1. If end of Round1-2,

- a) In Play Order, resolve any **Add Crew** (from *Distress Call* Rewards).
- b) All Players resolve any **Repairs**.
- c) In Play Order, resolve any **Upgrade Crew**.
- d) Takeback *all* your Crew cards & reshuffle into a new **Crew deck**.
- e) Next Round!

2. Else if end of Round3, do below.

II.  End of Round3 = **Endgame & Scoring** = **Landing Sequence** - all Players do..

- A. Reminder do NOT takeback Crew cards.
- B. Resolve any outstanding **Mission Rewards** from this or prior Rounds.
- C. Resolve **Repairs**, but re-**Allocate** any **Repairing** Crew to any *Dept*.
- D. Resolve **Add/Upgrade Crew**.
- E. If your Crew deck not empty, **Allocate** all remaining cards to any *Dept*.
- F. Check *Landing Requirements*: (same as **Claim Mission** check)
 1. **All who did NOT meet** do NOT land and **lose** = do NOT score (even if VP from other sources!).
 2. **All who met** land, so sum their  VP from...
 - a) **Landing Card** (base 5 + bonus 5 or 10 from completed *Side Objectives*).
 - b) Any from your **Claimed Mission cards**.
 - c) Any from your **Crew cards**. (house rule: since RAW unclear, count VP whether *Full Power* or *Worker*)
 - d) -1 per un-Repaired **Damage** card.
 - e) Hi-est VP wins (no tiebreakers).