DRONES

Mini Expansion
By Scott Almes

Behind every great space explorer, there is a loyal cybernetic servant. These reliable robots help your pilots explore the far reaches of the galaxy by recording data in intricate detail. For a modest price, hire a personal drone from the factory and have it aid your pilots in their exploration endeavors.

CONTENTS

- 20 Drone Tokens
- 1 Factory Card



SETUP

Place the **Factory Card** next to the Pilot Card Deck, and then place the **Drone Tokens** (***4 per player***) in a pile on top of that card.



GAMEPLAY

During the game, you can **activate 2 dice of any type** in order to hire a Drone Token for a pilot.



Activate any 2 Dice

Onto Pilot Card



A drone must be placed on a pilot that you have hired that does not already have a drone on it. You can only have one drone per pilot, and you cannot hire a drone if you do not have a pilot without one to place it on.

Like hiring a pilot, the activated dice should be placed in the Activation Bay, but are NOT used for their normal die actions; they are only for hiring drones. Other players may spend a culture as normal to follow only the action of the second die. Players may NOT follow the first die and may NOT follow the hire drone action.

If you hire a pilot that replaces one with a drone, the drone is moved to the new pilot. The previous pilot that is no longer flying the ship cannot have a drone on it.

GAME END & SCORING

Each drone you have is worth  and adds to the in-game point score.



At the game's end, a drone **doubles** the amount of Exploration Badges on its Pilot Card. Each Badge on a drone's pilot is worth two instead of one when deciding the end of game bonuses for Exploration Badges.



Double Badges

©2017 Gamelyn Games, LLC all rights reserved. No part of this product may be reproduced without specific permission. Tiny Epic Galaxies Beyond the Black, Gamelyn Games, and the TEG logo are trademarks of Gamelyn Games, LLC.