

ACHIEVEMENTS

MISSIONS

Lone Wolf	3	Complete a solo mission.	Double Trouble	2	Complete a double actions mission. (For this achievement only, mission tracks 1 and 2 also count.)	Not Even a Scratch	3	Complete a perfect mission.
Dynamic Duo	3	Complete a two-player mission.	Double Solo	4	Complete a double actions solo mission.	Clean as a Whistle	6 2+	Complete a perfect mission with mixed white and yellow threats.
Three Musketeers	3	Complete a three-player mission.	Double Duo	4	Complete a double actions two-player mission.	Spotless	9 2+	Complete a perfect mission with only yellow threats.
Fantastic Four	3	Complete a four-player mission.	Double Trio	4	Complete a double actions three-player mission.	Flawless	12 2+	Complete a perfect mission with mixed yellow and red threats.
Take Five	3	Complete a five-player mission.	Double Quartet	4	Complete a double actions four-player mission.	Peerless	15 5+	Complete a perfect mission with only red threats.
Fifth Wheel	3	Complete a four-player mission with one android.	Double Quintet	4	Complete a double actions five-player mission.	Favored by Fortune	10 5+	Complete a perfect mission with mixed white, yellow, and red threats.
D'Artagnan Missing	5	Complete a three-player mission with no androids.	Double Scramble	5	Complete a double actions mission with mixed white and yellow threats.	Perfect Double	4 2+	Complete a perfect double actions mission.
Scrambled Alert	3	Complete a mission with mixed white and yellow threats.	Double Yellow	7 2+	Complete a double actions mission with only yellow threats.	Clean as Two Whistles	8 2+	Complete a perfect double actions mission with mixed white and yellow threats.
Yellow Alert	5	Complete a mission with only yellow threats.	Double Orange	9 2+	Complete a double actions mission with mixed yellow and red threats.	Doubly Spotless	12 5+	Complete a perfect double actions mission with only yellow threats.
Orange Alert	7	Complete a mission with mixed yellow and red threats.	Double Red	11 5+	Complete a double actions mission with only red threats.	Doubly Flawless	16 5+	Complete a perfect double actions mission with mixed yellow and red threats.
Red Alert	9 2+	Complete a mission with only red threats.	Double Random	8 2+	Complete a double actions mission with mixed white, yellow, and red threats.	Doubly Peerless	20 5+	Complete a perfect double actions mission with only red threats.
Random Alert	6 2+	Complete a mission with mixed white, yellow, and red threats.				Doubly Fortunate	13 5+	Complete a perfect double actions mission with mixed white, yellow, and red threats.

(Perfect mission: a mission that ends with no damage, no knocked out crew, and no disabled battlebots.)

FULL CAMPAIGNS

Robinson Crusoe	6 2+	Complete all missions of a solo campaign.	Cracked	8 2+	Complete all missions of a campaign with mixed white and yellow threats (or nastier) in every mission.	Not Going to Happen	7 2+	Complete a perfect campaign.
... and Friday	6 2+	Complete all missions of a two-player campaign.	Loony	12 2+	Complete all missions of a campaign with all yellow (or nastier) threats in every mission.	Forget This	14 2+	Complete a perfect campaign with mixed white and yellow threats (or nastier) in every mission.
Honeymoon	6 2+	Complete all missions of a two-player campaign with a player of the opposite sex.	Crazy	16 5+	Complete all missions of a campaign with mixed yellow and red threats (or just red) in every mission.	Not Possible	21 5+	Complete a perfect campaign with all yellow (or nastier) threats in every mission.
Tour	6 2+	Complete all missions of a three-, four-, or five-player campaign.	Insane	20 5+	Complete all missions of a campaign with only red threats in every mission.	Beyond Impossible	28 5+	Complete a perfect campaign with mixed yellow and red threats (or just red) in every mission.
Transgalactic Tour	6 5+	Complete all missions of a campaign consisting of at least five missions.	Psychedelic	13 5+	Complete all missions of a campaign in which each mission has threats of a different color.	Are you serious?	35 5+	Complete a perfect campaign with only red threats in every mission.
Double Crusoe	9 2+	Complete all missions of a solo double actions campaign.	Scramble Challenge	10 2+	Complete all missions of a double actions campaign with mixed white and yellow threats (or nastier) in every mission.	Doubly Difficult	20 5+	Complete a perfect double actions campaign with mixed white and yellow threats (or nastier) in every mission.
Double Friday	9 2+	Complete all missions of a two-player double actions campaign.	Rainbow Challenge	15 5+	Complete all missions of a double actions campaign with mixed white, yellow, and red threats (or nastier) in every mission.	Doubly Impossible	30 5+	Complete a perfect double actions campaign with mixed white, yellow, and red threats (or nastier) in every mission.
Double Tour	9 2+	Complete all missions of a three-, four-, or five-player double actions campaign.	Orange Challenge	20 5+	Complete all missions of a double actions campaign with mixed yellow and red threats (or just red) in every mission.	No Comment	40 5+	Complete a perfect double actions campaign with mixed yellow and red threats (or just red) in every mission.

(Perfect campaign: a campaign in which all missions are completed and the last mission ends with no damage, no knocked out crew, and no disabled battlebots.)

SOCIAL SKILLZ

Aye, captain!	5 2+	After a few missions, at least three other crew members agree that you are a great captain.
Loud and clear!	4 2+	After a few missions, at least three other crew members agree that you are a great communications officer.
All zones secure!	3 2+	After a few missions, at least three other crew members agree that you are a great security officer.
Lucky Charm	2 2+	After a few missions, at least three other crew members agree that you are the crew's lucky charm.
Lead Weight	1 2+	After a few missions, at least three other crew members agree that you are a major liability.
Superstar	0 2+	You, personally, are sure that your skill is awe-inspiring.

Lunch Money	2	Complete a mission that begins before noon and ends after noon.
Children of the Night	3	Complete a mission that begins before midnight and ends after midnight.
Devotion	4	Complete five missions with exactly the same crew in one day.
Promiscuity	5	Play with 10 different people in one day.
Chronicler	6	Write a report of your mission on boardgamegeek.com and get at least 10 thumbs up.
Master Chronicler	12	Write a report of your mission on boardgamegeek.com and get at least 30 thumbs up.

Wolf Pack	2	Be part of a crew where at least three people have the Lone Wolf achievement.
Supertemporality	3	Be part of a crew with at least 20 years of age difference between the youngest and oldest members.
Family Business	4	Be part of a crew that includes at least three of your relatives.
Integration	5	Be part of a crew with at least three people who didn't know each other before today.
Pangalactic	6	Be part of a crew whose members speak at least three different native languages.
Respected	6 2+	Be captain of a crew with at least three people of the opposite sex.
Flight Instructor	6 5+	Be captain of a crew with at least two people who just learned to play today.

CLOSE CALLS

Banged Up	2	Complete a mission with 12 or more damage to the ship.
A Thorough Beating	4	Complete a mission with 4 or more damage to each zone.
Bruised and Broken	6	Complete a mission with 16 or more damage to the ship.
Duck!	1	Complete a mission in which you were in a zone when it received its sixth point of damage.
Ghost Ship	3	Complete a mission in which all crew members are knocked out.
Bad Luck	5	Be the only one knocked out. But this only counts if your ship took no more damage after the turn in which you were knocked out.
Survivor	7	Complete a mission where all crew members except you were knocked out.

HOT SHOTS

Doombringer	7 2+	Damage external threats with five different weapons. (Laser cannons in two different stations also count as "different weapons".)
Troubleshooter	6 2+	Deal 6 damage to internal threats (intruders or malfunctions).
Ace Pilot	5 2+	On at least three different turns, use the interceptors to target one threat. (It need not be the same single threat every turn.)
Blaster Master	4 2+	Successfully use the battlebot action three times (not in space).
Rocket Star	3 2+	Hit three different targets with rockets.
Transfer Technician	2 2+	At least 5 times, add or move at least one energy block.
Observer	1 2+	Perform visual confirmation in all three phases.

Hometown Hero	?	(Here, you can define your own Hot Shot achievement with your group.)
Lazy Bum	2 2+	Finish a perfect mission with 5 or fewer cards planned.
Inspector	3 2+	Check the computer in all three phases, and visit (or run through) all stations of the ship.
Take One for the Team	4 2+	Be knocked out on a mission. Others have to agree your sacrifice was a smart move that saved the ship.
Extra Special Specialist	5 5+	Use your basic and advanced special actions on the same mission. Others have to agree these were smart moves that really helped.
Busy Bee	6 2+	Perform at least 18 actions or movements. Others have to agree they were useful.
Grand Finale	7 2+	Watch from the window how a rocket you (non-remotely) launched destroys the last enemy.

EXPERT KNOW-HOW

Basic	3		5	Advanced
Cleverly use the depicted specialization's basic action. Others have to agree it was really helpful.	3		5	Cleverly use the depicted specialization's advanced action. Others have to agree it was really helpful.
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ADDICTION

Out of this World	5	Complete 10 missions or campaigns.
Out of this Reality	10	Complete 25 missions or campaigns.
Out of this Log Sheet	20	Complete 50 missions or campaigns.
Trucker	15	Complete 5 campaigns with all missions completed.
Galaxy Trucker	25	Complete 15 campaigns with all missions completed.
Is it still me?	3	This explorer is now on his or her 15th clone.
Veteran Explorer	6 2+	The first mission of this explorer is dated at least half a year ago.
Senior Explorer	12 5+	The first mission of this explorer is dated at least one year ago.

Jack of Some Trades	5	You have scored 3 basic achievements in the Expert Know-How category.
Jack of Many Trades	10	You have scored 6 basic achievements in the Expert Know-How category.
Jack of All Trades	15	You have scored 9 basic achievements in the Expert Know-How category.
Master of Arts	10	You have scored 3 advanced achievements in the Expert Know-How category.
Master of Many Arts	20	You have scored 6 advanced achievements in the Expert Know-How category.
Master of All Arts	30	You have scored 9 advanced achievements in the Expert Know-How category.
Achievement Collector	4 2+	You have scored at least one achievement in each other category.
Achievement Addict	42 5+	You have scored at least half of the achievements in each other category (except two are enough in Close Calls).