

# ACHIEVEMENTS

## MISSIONS

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

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

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

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

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

## CLOSE CALLS

|                           |          |  |
|---------------------------|----------|--|
| <b>Banged Up</b>          | <b>2</b> | Complete a mission with 12 or more damage to the ship.   |
| <b>A Thorough Beating</b> | <b>4</b> | Complete a mission with 4 or more damage to each zone.   |
| <b>Bruised and Broken</b> | <b>6</b> | Complete a mission with 16 or more damage to the ship.   |
| <b>Duck!</b>              | <b>1</b> | Complete a mission in which you were in a zone when it received its sixth point of damage.                                       |
| <b>Ghost Ship</b>         | <b>3</b> | Complete a mission in which all crew members are knocked out.  |
| <b>Bad Luck</b>           | <b>5</b> | 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. |
| <b>Survivor</b>           | <b>7</b> | Complete a mission where all crew members except you were knocked out.   |

## HOT SHOTS

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

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

## EXPERT KNOW-HOW

|  |          |   |          |   |
|--|----------|---|----------|---|
| <b>Basic</b>   | <b>3</b> |  | <b>5</b> | <b>Advanced</b>   |
| Cleverly use the depicted specialization's basic action. Others have to agree it was really helpful. | <b>3</b> |  | <b>5</b> | Cleverly use the depicted specialization's advanced action. Others have to agree it was really helpful. |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |
|  | <b>3</b> |  | <b>5</b> |   |

## ADDICTION

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

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