Contents

The Adventure Continues...

The Captain is Dead: Dangerous Planet is episode three in the continuing saga of The Captain is Dead series. Play this game on its own or as part of the complete experience!

When last we saw our intrepid crew, they had fought through an alien onslaught only to be captured and imprisoned on an alien colony. Still without a captain, they managed to steal an alien vessel and escape the alien world.

Upon returning to the star base, High Command assigned the crew a new captain and a new mission: to locate a key planet deep within the alien empire

and recover enough artifacts to unlock the aliens' advanced technology. Finding the hidden planet turns out to be easy enough with the help of the alien Sympathizer.

Their shuttle lands on the deserted surface and the team disembarks. As the captain leads the task force into the first tunnel, a giant alien bug swoops down and bites off his head! The captain is dead, but you must still secure the alien artifacts before they are destroyed by the swarms of bugs awakening from hibernation. The soft clatter of bugs can already be heard echoing through the twisted passageways…

Your game of **The Captain Is Dead: Dangerous Planet** should include the following. If it does not, please contact **customerservice@alderac.com** for assistance.

8 Relic Cards
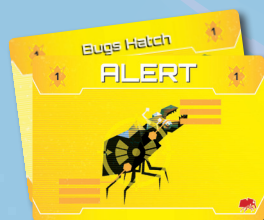
15 Level 1 Alerts (Yellow)

17 Level 2 Alerts (Orange)
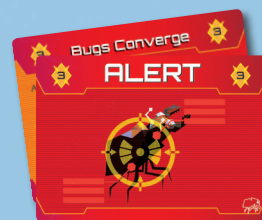
6 Level 3 Alerts (Red)

9 Tool Cards

15 Koyashi Baru Cards in an envelope

1 Shuttle Board

21 Role Cards

40 Bug Tokens

6 Device Tokens

27 Tunnel Tiles

Rulebook

50 Skills Cards

21 Pawns

6 Next Tiles

7 Reference Cards

18 Artifact Tokens

5 System Cards

6 Device Pawns

7 Marker Tokens

Setup

Place the Shuttle board in the middle of the table, leaving room to construct the tunnel network below it: Your shuttle has landed near an ancient tunnel system infested with huge, deadly Bugs. Can you recover the alien artifacts before the Bugs overwhelm you?

Place the 5 System cards on their designated spots on the Shuttle board. The "Online" side should be face-up.

Shuffle the Relic cards and place them to the side. Unlocked Relic cards will be placed in the designated spot on the board.

Shuffle the three Alert decks individually. Place them face down near the indicated space on the Shuttle board, with red on the bottom, then orange, and yellow on the top. Then, draw the top two cards and place them face-up (in order) near the "Face-up Alerts"

space connected to the External Scanners. These scanners let you see what's coming. When asked to draw Alerts, you'll always draw the face-up cards (in order) then replenish the face-up cards with new ones from the deck (unless the External Scanners have been knocked Offline).

Place the 4 Shuttle Hull markers next to the shuttle as indicated. Place the Bug Swarm marker on the "1" space of the Bug Swarm chart. Place the Bug tokens, Artifact tokens, Device tokens, and Device pawns to the side of the board. You'll need them later.

Place the Difficulty marker at the end of the Artifact track on the space labeled "Normal." If you're already feeling a bit overwhelmed, place the marker on the "Novice" space. On the other hand, if this isn't your first voyage into alien territory, maybe try "Veteran" or even "Insane."

Shuffle the Tunnel tiles facedown and use them to construct a tunnel network, branching off from the shuttle at the edge of the Shuttle board. You can follow one of the diagrams below or make up your own tunnel network. Then shuffle the Nest tiles and place one face-up at the end of each tunnel.

Note: Networks with more branches and shorter tunnels will increase the difficulty of the game, so choose accordingly.
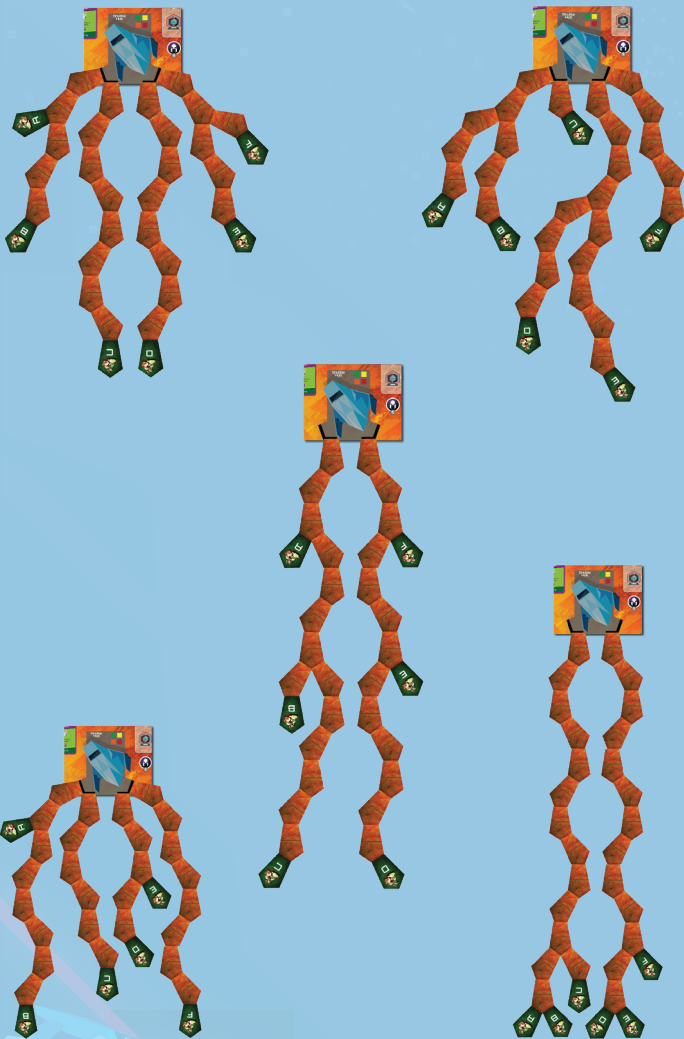
Shuffle the Skill deck and place it facedown near the Computers space on the Shuttle board. Draw 3 Skill cards and place them face-up near the Internal Sensors space. Deal out 5 Skill cards to each player. Each player must now discard 1 Skill card, placing it face-up in the Skill Discard space.
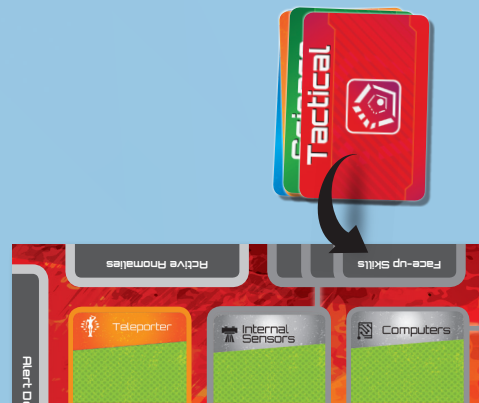
Deal each player 1 random Tool card. Make sure "Side A" is face-up. Place the remaining Tool cards to the side.

Randomly assign a color to each player and give them all of the Role cards of that color. Each player must choose 1 of their 3 Roles to play during the game (see pg. 8). Place the matching pawn on the Shuttle location (on the Shuttle board). Return the other pawns and cards to the box.

Draw and resolve the first 5 Alerts, beginning with the 2 face-up Alerts. See "Alerts" (pg. 14) for more details.

How The Game Works

The Shuttle is the only location on the Shuttle board itself. All 6 Systems can be accessed from this location. Each System gives the players an advantage during the game.

The tunnel network is made up of Tunnel tiles. Each Tunnel tile shows 2 locations. When a Tunnel tile is explored, it is "revealed." Follow any directions on the revealed tile immediately. Some Tunnel tiles will contain 1 or more Artifacts. Your primary objective is to collect these Artifacts, adding them to the Artifact track until your research has been completed.

Take a moment now so that everyone can familiarize themselves with what all the Systems do. Read each System's text aloud. See "Systems" (pg.14) for more details.

System Cards

Front

Back

1. Title
2. Always-on ability
3. Per use cost
4. Per-use ability
5. Status
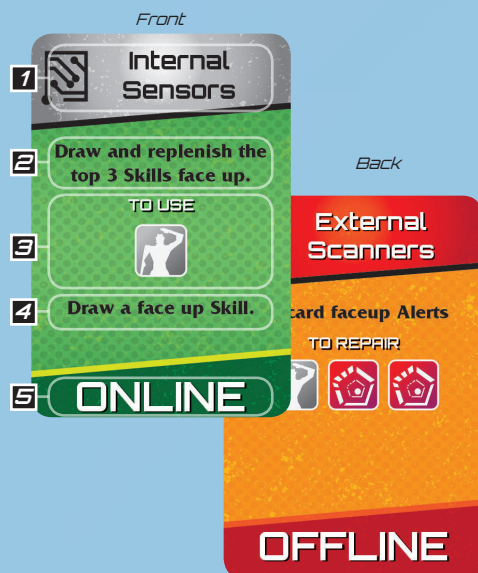
All Systems begin the game Online, and the players can access them. Systems may go Offline during the game. When they go Offline, you'll lose the advantages they provide. However, you can repair them using Skills and actions.

Action	**Command**	**Alien Language**
Engineering	**Science**	**Tactical**

Take a look at the symbols listed above. They'll be referenced throughout the game components.

All Systems have abilities you can use, and the costs to use those abilities are listed on the System. The rest of your abilities are inherent and are listed on the back of every Role card. Therefore, once you have selected which Role you want, you should keep another card and flip it over as a reference.

Role Cards

Front

Back

1. Rank
2. Name
3. Hand Size
4. Actions to spend
5. Skill Discounts
6. Ability

For example, the Tactical Officer Role has 4 actions every turn. Each time the Tactical Officer spends actions, she may also use 2 Tactical discounts. This means that the Tactical Officer may deploy the Zapper for 1 action without spending any cards. If your Role does not have enough Skill discounts to accomplish a task, then you must spend Skill cards to make up the difference. You simply discard them to spend them. So, she can deploy the Blaster for 1 action, spending only 1 Command card

Before You Begin

Make sure each player has chosen their Role. If they can't decide, distribute them randomly. Only 1 Role from each color may be played in the same game. No Role is a bad choice, they just allow you to have different paths to victory. See "Roles" (pg. 8) for details.

Each player's Role card shows their rank on it. This is the order in which you'll be taking turns. Whoever has the lowest rank number goes first. Some players find it helpful to rearrange chairs to get into clockwise turn order.

For example, *the Admiral, who is rank 1, the lowest rank, will take the first turn. He is followed by rank 2 if played, etc.*

After Roles are chosen, draw the Alert in the first position, farthest from the External Scanners. Read the card aloud and resolve its effects. Slide the Alert in the second position to the first position, then replenish the second position slot with the top card from the Alert deck.

For example, *if an Alert tells you to add a Bug to Nest tile A, place a Bug token on that tile.*

Repeat this process 4 more times, for a total of 5 Alerts. See "Alerts" (pg. 14).

Note: You cannot Override these initial Alerts.

After you've completed all 5 Alerts, discard them and you're ready to begin the game.

Starting The Game

Now the first player will take their first turn. They may continue until they have spent all their actions, or they choose not to spend any additional actions. See "Spending Actions" (pg. 9) for details.

For example, *You might want to repair a system knocked Offline during the initial Alerts. See "Repairing Systems" (pg. 14) for details.*

When you have completed your actions, you must carry out 3 other steps: Activate Devices, Advance Bugs, and Resolve an Alert.

Activate Devices

First, any Devices that have been built will activate. This usually involves shooting bugs in the tunnel network, if any are in range. See "Devices" (pg. 12) for details.

Advance Bugs

Next, refer to the Bug Swarm chart. This shows the speed at which the Bugs will advance down their tunnels toward your delicate and easily-destroyed shuttle. Move every Bug along their tunnel the number of spaces indicated by the chart. See "Bugs" (pg. 15) for details.

Resolve an Alert

Finally, draw an Alert, read it aloud, and do what it says on the card. Remember to draw a face-up card if the External Scanners are Online, replacing them as necessary.

Continuing Play

Play now passes to the next rank and so on, each spending their actions to the best of their abilities, and each ending their turn by performing these last 3 steps.

Winning the Game

This is a cooperative game. You win or lose as a team.

To win, you must collect enough alien Artifacts to complete the necessary research for the scientists back at High Command. The Artifact track must be filled up to the level of the Difficulty marker placed at the start of the game. Once this is accomplished, the Shuttle will immediately return you to the relative safety of your ship for the long voyage home.

Losing the Game

There are several ways to lose:

First, if the Bugs reach the Shuttle and destroy it by damaging it 4 times, you will be stranded on the planet and soon fall victim to the Bugs yourselves.

Second, if the Bugs are allowed to destroy too many precious Artifacts, your mission will have failed. Destroyed Artifacts (the reverse side of the Artifact tokens) are placed on the Artifact track beginning at the very end (the "Insane" space). If the number of destroyed Artifacts reaches the Difficulty marker placed at the start of the game, you lose. If you set your difficulty level to "Insane," you cannot afford to lose even a single Artifact during the game.

Third, if you are asked to place a Bug, but no Bugs are available in the supply, the Bugs release a pheromone that causes them to surge past your defenses with unstoppable strength. You and your crew members are savagely torn apart.

Finally, should you reach the end of the Alert deck before completing the required research, you will share the agonizing fate of your former captain.

Roles

Each Role offers the player unique abilities and play styles. While no Role is bad, each Role certainly has its advantages and disadvantages. Choose wisely.

Admiral - He's a natural leader and master of marshalling Skills. Has 2 Command discounts, 4 actions, and a hand size of 6.

First Officer - He's the guy you want in charge in an emergency. Has a Command and a Tactical discount, 4 actions, and a hand size of 6.

Sympathizer - You picked up this alien turncoat back in prison. He's handy, but the Bugs go crazy for him. Has 2 Alien Language discounts, 4 actions, and a hand size of 6.

Tactical Officer - She's great at deploying Devices. Has 2 Tactical discounts, 4 actions, and a hand size of 6.

Telepath - No one is better at pooling the collective talents of the crew than he is. Has 4 actions, and a hand size of 6.

Crewman - He will save the day or die trying. Has 1 Tactical discount, 4 actions, and a hand size of 6. He starts the game with a second random Tool in addition to the Tool gained during setup.

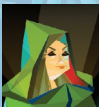**Counselor** - She's a woman of great wisdom. Has 4 actions, and a hand size of 8.

Medical Officer - He'll patch you up when you're injured. He can also heal himself. Has a Command and a Science discount, 4 actions, and a hand size of 6.

Diplomat - She's a pro negotiator and can talk her way out of anything. Has 1 Command discount, 4 actions, and a hand size of 6.

Scholar - She always has the Skills you need. Has a Science, a Command, and a Tactical discount, 4 actions, and a hand size of 7.

Science Officer - When the weird stuff happens and no one else knows what to do, she will. She draws 2 Skill cards for each Anomaly researched by anyone. Has 2 Science discounts, 4 actions, and a hand size of 6.

Cyborg - Her heightened reflexes will give the Bugs a hard time. Has 5 actions, and a hand size of 7.

Teleporter Chief - He can move around better than anyone. Has an Engineering discount, 4 actions, and a hand size of 6.

Chief Engineer - She's good at fixing things and hauling around Devices. Has 2 Engineering discounts, 4 actions, and a hand size of 6.

Hacker - That toy drone she brought with her could be useful. Has an Engineering and a Tactical discount, 4 actions, and a hand size of 6.
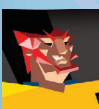
Ensign - He makes sure everybody has what they need. Has 4 actions, and a hand size of 4. Note that he will have to discard down to his hand size at the start of the game.

Hologram - He can do almost anything, but also has severe limitations. Has an Engineering and a Tactical discount, 5 actions, and a hand size of 8.

Janitor - He can jury rig any System. Has 4 actions, and a hand size of 5.

Weapons Officer - He will defend the crew at any cost. Has a Tactical and an Engineering discount, 4 actions, and a hand size of 6.

Soldier - She just loves killing Bugs. Has a Command and a Tactical discount, 4 actions, and a hand size of 6.

Spy - She always has the right Tool for the job. Has an Alien Language discount, 4 actions, and a hand size of 7. She starts with 3 more Tools of her choice in addition to the Tool gained during setup. Note that she will have to discard down to her hand size at the start of the game.

Spending Actions

Almost all activities in the game require you to spend actions. Take a look at the back of your Role card. There are several activities listed there. Each requires spending 1 action, as indicated by the action icon at the top of the card.

Your number of actions is listed on your Role card. Most Roles have 4 actions. If your card lists 4, then you have 4 actions every turn. So, if you spend all 4 actions this turn, you'll still get 4 more next turn.

There is a list of activities on the back of each Role card. These activities are always available to you unless you're injured (see "Injuries" pg. 10 to the right for details), have 1 or more Bugs in your location (see "Bugs" pg.15 for details), or some other effect specifically states that they are not available.

Spending Skills

When an activity requires you to spend Skills, first look at the Skill discounts on your Role card. Every time you spend an action or actions, you can subtract those discounts first (if needed). They can be used over and over again, and never run out. This is your built-in knowledge.

If you do not have enough Skill discounts to cover the cost of an activity, then you must spend Skill cards from your hand.

For example, if the Weapons Officer wishes to repair the Teleporter, he will need one Engineering card in addition to his Engineering discount.

Hand Size

You may only hold a total number of Skill and Tool cards in your hand up to your hand size. If you are ever given or take a Skill or Tool card that puts you over your hand size, you must immediately discard down to your hand size.

Injuries

When you become injured, turn your pawn on its side to indicate your injured status. While injured, the only activities available to you are moving, killing Bugs in your location, using the Teleporter, and using the Medical Station. All other activities are out of reach.

Some Systems, and the back of your Role card, will have this symbol. Any activity with this symbol is available even when you are injured.

You might think it seems weird that you can fight a giant alien Bug while injured. However, this is when your adrenaline kicks in and your killer instinct takes over.

Note: Role abilities are available even if you are injured.

Tools

The players were each given one Tool during Setup. Tools count against your hand size. Tools give the player a special ability that may only be used twice.

Use the ability from "Side A" of the Tool card, then flip it over. After using the "Side B" ability, remove the card from the game.

A Tool may not be transferred to another player using the Comm System, but may be transferred using the Teleporter if it is Online. You may use Tools when you are injured.

Note: The Hologram may not use or carry Tools.

Note: A Grenade may only be used once and it is then removed from the game. A Grenade can be deployed into an adjacent location and kills all the Bugs in that location. Any players unfortunate enough to also be in that location are injured.
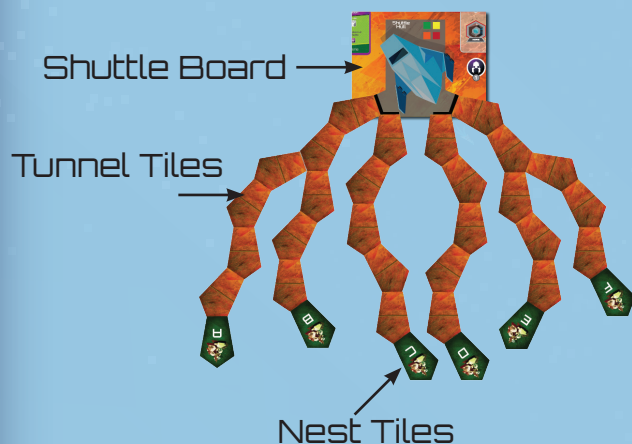
The Shuttle

The Shuttle is the only location on the Shuttle board itself. When at the Shuttle, you may use any of the Shuttle Systems and interact with other players at this location. You may not deploy a Device in this location. Bugs that reach the Shuttle will damage it (see "Bugs" p.15 for details).
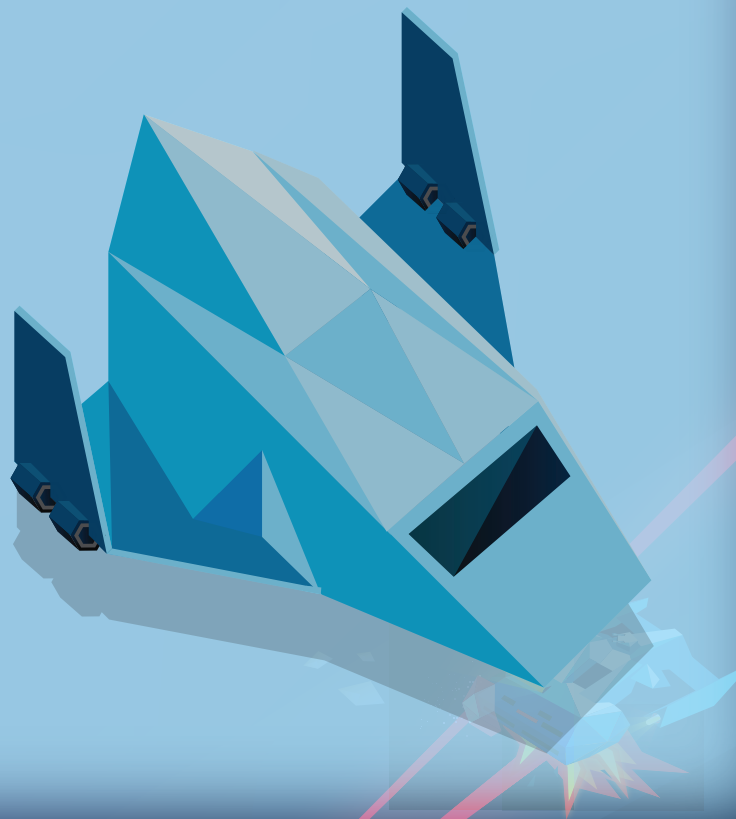
The Tunnel Network

During the game, the players will move along the various tunnels in the tunnel network and to and from the Shuttle. The tunnel network is made of Tunnel tiles leading out from the Shuttle at the edge of the Shuttle board. The Tunnels end at the 6 Nest tiles.

Shuttle Board

Tunnel Tiles

Nest Tiles

Tunnel Tiles

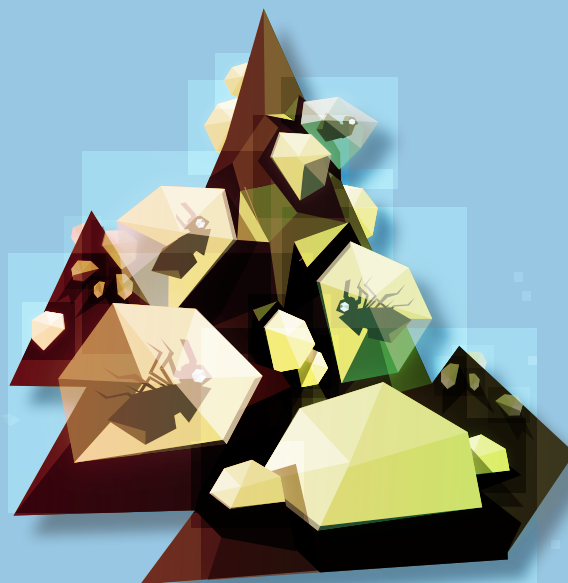The active player gains 2 Skills from the Skill deck.

The hidden side of each Tunnel tile is divided into 2 locations. Tunnel tiles are always placed so that the triangular end is farther away from the Shuttle than the flat end.

Tunnel tiles begin the game face down. They are revealed when a player moves onto either location of the tile or as part of certain Alerts or other actions. When a tile is revealed, immediately read the text aloud and follow the instructions.

Note: *If you are instructed to resolve an Alert or advance Bugs immediately, this is done in addition to and separate from the steps that happen at the end of your turn (i.e., advancing Bugs and resolving an Alert).*

Note: *A "path" is a line traced from a Nest to the Shuttle that does not include any side branches.*

Tunnel tiles may only be explored on foot: you may never use the Teleporter to move to an unexplored tile. Once a tile has been revealed, any player may teleport to it.

When moving to an unexplored Tunnel tile, but before it is revealed, you must decide whether to end your movement in the far location or the near location. If you do not have enough movement to reach the far location, you must choose the near location.

Nest Tiles

Nest tiles have two locations just like Tunnel tiles. However, a player may never move to a Nest tile or deploy a Device there—The Bug Nests are clouded in noxious gas, making them inhospitable to the crew members.

Devices

There are 6 Devices available to the players, each with unique abilities. A player may deploy a Device on any Tunnel tile location by moving there and paying the Device's cost in actions and Skills. A player may activate a Device in their location manually for an action. The Device will still activate normally at the end of the turn.

Only one Device may be deployed on a given location. However, since there are two locations on each Tunnel tile, there can be two Devices on a single tile.

Each Device, except the Force Field, will be destroyed if a single Bug reaches it. If this occurs, the Device is removed from the game. Since the Devices are limited, players must deploy them carefully and protect them from harm.

Note: Devices cannot be deployed on the Shuttle location or on any Nest tile. Devices always face away from the Shuttle and toward the Nests. They


can only affect Bugs in front of them, never those behind them.

Device abilities are represented by two symbols: The first symbol is the range, indicating the number of Tunnel spaces the Device can affect. Devices only affect spaces heading away from the Shuttle and toward the Nests.

The second symbol indicates the number of Bugs affected. If there are more Bugs in range than a Device can affect when it is activated, the player activating it chooses which Bugs are affected.

Note: Bugs at range 0 cannot be targeted by a Device, but see the Force Field, below.

For example, the Blaster, ▲6 ◎2, as shown below, can kill up to two Bugs in any of the highlighted spaces when activated.
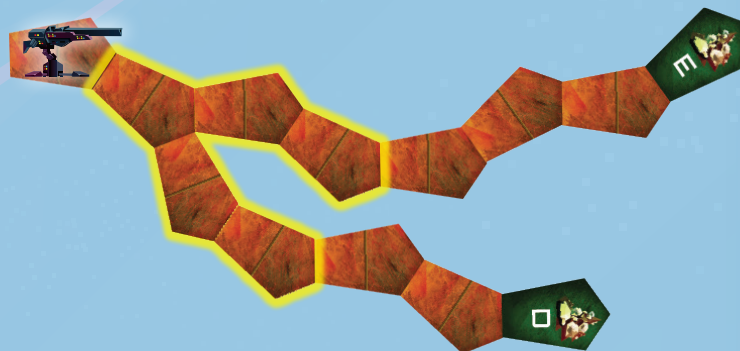
Zapper

The Zapper can kill up to 3 Bugs within a range of 3.

Blaster

The Blaster can kill up to 2 Bugs within a range of 6.

Railgun

The powerful Railgun can kill up to 3 Bugs within a range of 9.

Force Field


The Force Field cannot attack the Bugs directly. Instead, it kills Bugs that come into contact with it. The Force Field can kill 4 Bugs before is it destroyed. As each Bug damages the Force Field, place the Bug token under the pawn to keep track of how much damage has accumulated. Once the fourth Bug is killed, place those Bug tokens back in the supply and remove the Force Field from the game.

Shock Field

The Shock Field sends out an electric burst that discourages Bugs from advancing. When you activate the Shock Field, move all Bugs within a range of 6 back 2 locations each. This prevents any Bugs from reaching the Shock Field until they begin to swarm at higher rates.

Stasis Field
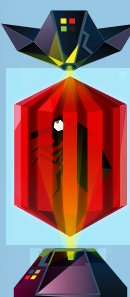
The Stasis Field targets a single group of Bugs, trapping them in a temporary energy mesh. When you activate the Stasis Field, place the Stasis marker on any stack of Bugs within a range of 6. When advancing Bugs, remove the Stasis marker instead of advancing that stack of Bugs. All other Bugs advance as normal.
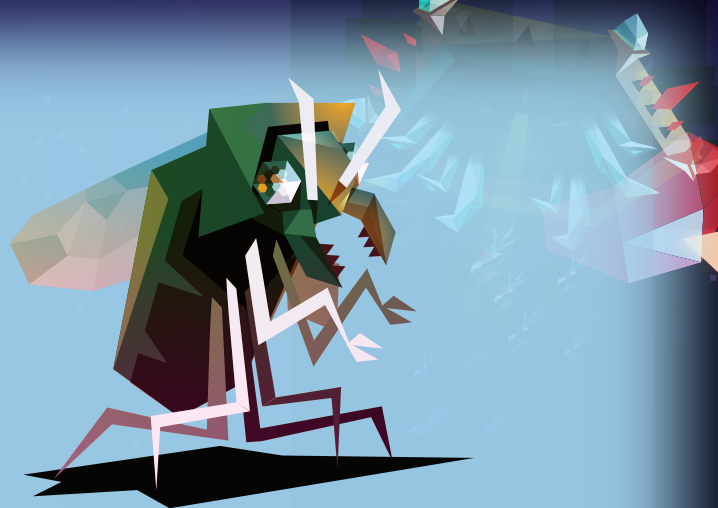
Artifacts

Your main objective in this game is to collect alien Artifacts. These can be found by exploring the tunnel network. Many Tunnel tiles will instruct you to place 1 or more Artifacts on that tile when revealed. These Artifacts are taken from the supply and placed on the indicated space of the tile.

To collect an Artifact in your location, you must spend 1 action and 1 Science Skill. You may collect additional Artifacts in a stack by spending 1 extra Science Skill for each.

For example, you may collect 3 Artifacts by spending 1 action and 3 Science Skills.

Note: the Hologram cannot collect Artifacts.

The Artifact Track

When an Artifact is collected, it is placed on the next available space of the Artifact track on the Shuttle board. The Artifact track represents the amount of data needed to successfully decode the alien technology. There are 18 spaces. You will need enough Artifacts to reach the Difficulty marker placed at the beginning of the game. In the "Normal" game, you will need to collect 15 Artifacts to win.

As you add Artifact tokens to the board, you will reach spaces connected to Relic cards and Swarm symbols:

Relic Cards

When you place an Artifact on a space that unlocks a Relic card, reveal the card and read it aloud. Place the card near the Unlocked Relic slot. This card represents new knowledge you have gained about the Bugs and gives all players a new ability. This new ability is always available and can be used multiple times, even on the same turn.

Swarm Symbol

When you place an Artifact on a space connected to a Swarm symbol, you have triggered a pheromone response deep within the hive. Increase the Bug Swarm marker by one space on the Bug Swarm track. This will cause the Bugs to advance at an even quicker pace for the remainder of the game.

Systems

Each System represents an advantage in the game. The trick is to gain as many advantages as possible without losing sight of the mission goal.

Teleporter - Makes it easy to move from any location to any other location in the tunnel network. You may never teleport to a location on an unrevealed tile—teleporting into a rock formation would put you under a lot of pressure.

Comm System - Allows you to easily give or take cards from other players anywhere in the tunnel network. Comm signals are robust and rarely affected by proximity to alien minerals.

External Scanners - Allow you to see what bad stuff is coming before it arrives so that you can plan accordingly.

Computers - Allow you to get more Skill cards. Without this you simply cannot win the game.

Internal Sensors - Allow you to have a choice of what Skill card to draw.

Medical Station - Heals injured players. This System is always available.

Using Systems

All Systems are in the Shuttle. Some Systems have cards attached to them because they can be "Online" or "Offline." While a System is Online, you can use its special ability. If a System is Offline, you cannot.

Some Systems, like External Scanners, are passive. This means that when they're Online, you're automatically using them.

Other Systems, like Computers, require you to spend actions and maybe even Skills to use them.

Normally you must be in the Shuttle to use a System, but some Systems can be used from any location. Those Systems will be designated with this symbol.

If your Role has an ability that uses a System, like the Teleporter Chief, the ability goes away when the System is Offline.

Repairing Systems

If a System becomes damaged, flip its card over to the "Offline" side. You can repair a damaged System by spending the actions and Skills listed on the "Offline" side of the card while you are in the Shuttle. Once it is repaired, flip the card back over to its "Online" side.

Bad Stuff

Time to learn about the things that can hurt you in the game.

Alerts

Alerts are the "big bad" in the game. They keep on coming, get progressively worse, and will generally ruin your day. You will draw 5 at the beginning of the game, plus 1 at the end of each player's turn.

When you draw an Alert, you'll draw the face-up ones first (in order) if there are any face-up Alerts. After drawing a face-up Alert, you'll replenish it with 1 from the deck.

Overriding Alerts

Many Alerts can be overridden. Overriding an Alert means that you discard it as it happens, thus preventing its effects. Overriding an Alert generally costs 3 Command and does not require an action.

You may only override an Alert that was drawn at the end of your turn. In other words, each player is responsible for the Alerts that happen on their turn. You may use your Skill discounts when overriding Alerts.

The Diplomat Role may override Alerts out of turn but may not use her Skill discount when doing so. No one else may override Alerts unless it is their turn.

Bugs

Bugs are the main enemy in the game. They are placed by Alerts and advance during the third step of each turn.

When Bugs advance, they damage whatever they touch, whether that be something in their starting location or a location they move into. If a Bug could damage more than one item, the players choose which item is damaged. Damage has the following effects:

- Devices are destroyed and removed from the game. The Force Field is the only exception —it can absorb 4 points of damage before being destroyed.

- Artifacts are destroyed and added to the end of the Artifact track.

- Players are injured and turned on their sides. Bugs ignore injured players, so they cannot absorb further damage.

- The Shuttle removes a Hull marker each time it is damaged.

- After a Bug damages something, it dies and is returned to the supply.

- Players may not move through Bugs or away from Bugs that are in the same location. However, they may teleport away from them. Bugs do not cause any damage until they advance (even if they are moved by the Alien Sympathizer, for example).

Anomalies

Anomalies are the gift that keeps on giving. They come from the Alert deck, but instead of being a one-time bad thing, they remain in play and must be dealt with by doing research at the Shuttle. You'd do well to dispose of them quickly.

Example of Play

You've been playing for several rounds, and things are getting intense. Bugs are streaming down the tunnels at a Swarm rate of 2, nearing the Shuttle. A stack of 4 Bugs threaten to destroy your well-placed Zapper soon, so protecting it will be critical. You hold 2 Command and 2 Science Skill cards, so maybe you can do something about it.

For your first action, you teleport to the Zapper's location near the beginning of a tunnel. This is as far as you've managed to explore, so you can't teleport any closer to the approaching Bugs 3 locations away.

For your second action, you explore the next Tunnel tile by walking onto it. You can choose to end your move on either location of the tile, so you stop on the location nearest the Shuttle. You flip over the tile and reveal 2 Artifacts!

For your third action, you collect both Artifacts: You can collect any number of Artifacts with 1 action, but you need 1 Science for each. Fortunately, you just happen to have 2 Science Skill cards. You transfer the 2 Artifacts to the Artifact track. The good news: you are a bit closer to victory. The bad news: you just triggered a Swarm increase. Now the Bugs will be moving 3 locations every turn!

You have 1 action remaining, but you need to stay put to save the Zapper. So, for your fourth action, you teleport a teammate into another tunnel to prepare for her upcoming turn.

You've used up your actions, so now all the Devices activate. The only one in range of anything is the Zapper just behind you. The stack of four Bugs ahead of you is within the Zapper's range of 3. The Zapper fries 3 Bugs. They return to the Bug supply to the side of the game board.

Next, all the Bugs advance 3 spaces each. The remaining Bug in front of you enters your space and injures you. You place your pawn on its side.

However, this kills the Bug, stopping it from moving another space and destroying the Zapper.

Finally, you draw an Alert. It will add 6 Bugs to Nest A, connected to the tunnel you just cleared out. You decide to override this Alert by spending your 2 Command cards along with your Role's Command discount. The Alert is discarded and no Bugs are placed.
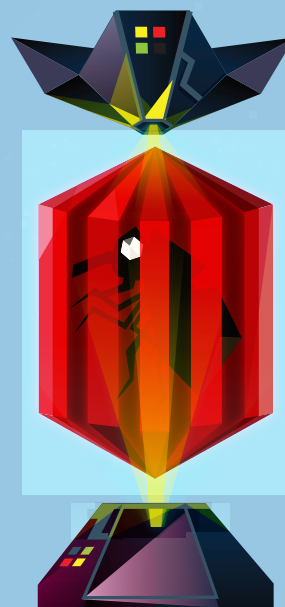
Strategy Guide

If you're having trouble winning The Captain Is Dead: Dangerous Planet then you've come to the right place. However, if you don't like spoilers, skip this section!

Remember What's Important

The single biggest thing you can do to improve your odds of winning is to remember what your objective is: locate and collect 15-18 Artifacts from the tunnel network and upload them to the Artifact track.

It's very easy to get caught up in the fight against the Bugs. Don't let your lust for Bug blood jeopardize your chance to complete the mission.

Plan Your Crew

Do your best to pick Roles that complement each other. For example, if you are the purple Role and your team doesn't have anyone with Science or Command discounts, then you might want to pick the Medical Officer instead of the Counselor or Diplomat.

Heed The Future

Having the External Scanners Online allows you to peek into the future. You can make sure that the right player has enough Command to override a critical Alert and help players avoid injury. You can also find the best place to deploy a Device.

Be A Couch Potato

Moving around a lot is a huge waste of actions. Make use of the Comm System as much as possible. Always move via the Teleporter when you do have to move. If the Teleporter is Offline, then that's probably the first thing (after the Comm System) you'll want to repair.

When you do have to move, make the most of your movement.

For example, if you go back to the Shuttle to visit the Medical Station, you might as well fill your hand with Skill cards from the Computer or repair an Offline System as well.

Boldly Go

Since you can't use the Teleporter to reach unexplored parts of the tunnel network, it is imperative that you reveal Tunnel tiles as quickly as possible. After all, you must find nearly all of the Artifacts to win. However, you also need to be careful when revealing tiles near Bugs. If you reveal an Artifact but can't collect it, Bugs might have a chance to destroy it.

Think Action Count

When you're trying to decide the severity of one thing versus another, think action count.

You can override a big stack of Bugs entering the the tunnel network with 3 Command, but if you have a Soldier in your crew, she can kill all those Bugs for 1

action (as can some Devices). Gaining 3 Command probably took you more than 1 action.

Researching an Anomaly can be worth the cost, if it slows the advance of the Bugs. However, a well-placed Device can be just as effective.

Dead Ends

Be mindful of where you end your turn.

When possible, end your turn somewhere that will help someone else (by allowing them to take a card, for example) or block the Bugs from damaging a Device or the Shuttle. Remember that each player can absorb 1 damage from Bugs by becoming injured.

Make sure you don't end your turn somewhere you will be a detriment to other players. For example, if your last action reveals an Artifact far away from the next player but within range of Bugs, that could be bad.

No Wasted Actions

Actions are very precious, so don't waste them. If you don't know what to do with your last action, then maybe you can use it to Teleport someone or give them a card.

Variants

While we love the base game and all its rules, there are a few variants that we like to play now and again. Maybe you will too.

Koyashi Baru

This game includes a special pack of 15 bonus Yellow Alert cards. To play the Koyashi Baru training simulation, use these cards in place of the original Level 1 Yellow Alerts. Place the original cards in the envelope for safe keeping. Is this simulation really unbeatable? Find out!

Unending Bugs

Instead of ending the game when the Alert deck runs out, start it over again at Yellow. However, during the second time through, draw and resolve 2 Alerts per turn.

Get To The Shuttle

Artifacts must be delivered to the Shuttle before they can be uploaded to the Artifact Track. Each uninjured player, except the Hologram, can carry an unlimited number of Artifacts. Players who become injured drop any Artifacts they were carrying. In addition to filling the Artifact track, all players must be at the Shuttle to win.

Fragile Shuttle

Instead of adding all four Hull markers to the Shuttle, add fewer (or just one!). You'll have to work even harder to protect the Shuttle from the insect onslaught.

Quick Game

Remove all the Orange Alerts from the Alert deck. This one is simple: you either complete the Artifact track before the Yellow Alerts run out, or the Red Alerts will kill you.

Advanced Quick Game

Remove all but 5 Yellow Alerts from the Alert deck, then play as normal. This allows you to set up the initial threats with Yellow Alerts, but you'll begin the game directly in the Orange Alerts, making the game exceedingly difficult.

Any Role

Instead of making the players choose a Role from a specific color, allow the players to choose any Role they wish. This would allow, for example, a crew made up of the Medical Officer, Counselor, and Diplomat (all purple Roles). When playing this way, any overlapping ranks are resolved in order by birth date (oldest goes first).

Single Player

Because this is a co-op game, there's no reason you can't play The Captain Is Dead by yourself. When you do this, however, we recommend choosing 3 or 4 Roles to play, rather than just a single Role. The extra abilities come in handy.

Find Out More

For more information about this game or our other great games, check out our website at:
www.alderac.com/thecaptainisdead

Credits

The following people made this game possible:

Designers
JT Smith and Jamie Vrbsky

Director of Projects
Nicolas Bongiu

Production
Dave Lepore

Development Lead
Philip duBarry

Creative Lead
Todd Rowland

Art Direction
Philip duBarry

Graphic design
JT Smith and Thomas Kohler

Rules
Philip duBarry

Editing
William Niebling

Proofreading
Philip duBarry, Kaz Nyborg-Andersen, Todd Rowland, Mark Wootton

Artwork
Gaetano Leonardi

Playtesters

Chris Burr, Karen Bovenmyer, Kevin Brusky, Alyse Capaccio, Danny Capaccio, Natasha Chmura, Preston Chmura, Vicki Conlon, Gary Dickson, Brian Duplaisir, Isabel duBarry, Michael Edens, Randy Ekl, Andrew Hanson, Alex Houghton, George Jaros, Eric Jome, Mike Jones, Burcu Kabatas, Steve Kaftanski, Eric Kindschi, Kevin Kleckner, Carl Klutzke, Matt Loomis, Deirdrea Lyon, Shawn Macleod, Brett Mayers, Ryan McCombs, Bryan Metrish, Shariq Moore, Tavis Parker, Curt Parr, Eric Patterson, Demetrios Piliouras, Josh Poulin, Matt Quock, Jeff Richard, Erica Rigaud, Philippe Rigaud, Dave Ross, Stacey Ross, Nich Schrag, Valerie Schrag, Abby Schultz, Markus Schwind, Isaac Shalev, Charles Shea, Diane Shotwell, Steven Shotwell, Pamela Tas, Chris Taylor, Jonas Taylor, Joel N. Underwood, Chris Vanslambrouck, Alisha Volkman, Robert Wise, Alex Yeager, Roderick Ysaguirre

Device Reference:

Zapper
👤 🔴 🔴
📶 3   🎯 3

Blaster
👤 🔴 🔴 ✈️
📶 6   🎯 2

Rail Gun
👤 👤 🔴 🔴 🔴 ✈️
📶 9   🎯 3

Stasis Field
👤 🔧 🔧 🔧
📶 6   🎯 NA

Add a Stasis token to a stack of Bugs.

Force Field
👤 🔧
📶 0   🎯 NA

Absorbs 4 damage

Shock Field
👤 🔧 🔧 🔧 🔧 ✈️
📶 6   🎯 NA

Bugs within range are moved back 2 spaces.

Turn Sequence:

1. Spend Actions
First, take the number of actions indicated on your Role card (usually 4). Refer to the back of your Role card to see a list of possible actions.

2. Activate Devices
Next, any Devices that have been deployed will activate. This usually involves shooting Bugs in the tunnel network if any are in range.

3. Advance Bugs
Next, refer to the Bug Swarm chart. This shows the speed at which the Bugs will advance down their tunnels toward the Shuttle. Move every Bug along its tunnel the number of spaces indicated by the chart.

4. Resolve an Alert
Finally, draw an Alert, read it aloud, and do what it says on the card. Remember to draw a face-up card if the External Scanners are Online, replacing them as necessary.

Cost to collect one or more artifacts.
👤 + 🧪 / ⬡