

EXPEDITION: THE ROLEPLAYING CARD GAME

THE ADVENTURER'S GUIDE TO PRINTING

BEFORE YOU BEGIN: Many printers (especially consumer printers) don't handle front-back alignment well. You may end up with up to a 1/8" offset between the front and back of cards. If you think this will bug you, you can buy a professionally printed full-color copy at ExpeditionGame.com/store for just \$30.

- I. Download this PDF and take it to your local print shop.
- II. Have it printed on heavy white cardstock (ideally 80-pound or heavier).
- III. Make sure to print double-sided, and to set to document to 100% zoom.
- IV. Cut the cards using a paper cutter. The more precise you are, the easier they'll be to handle later.
- V. Secure your cards with a box or rubber band.
- VI. Accessories: You'll need at least a dozen tracking clips (such as paper clips) and a d20 die.
- VII. Rules: All of the rules are in the app! Get it for web, Android and iOS at ExpeditionGame.com/app
- VIII. That's all it takes - now prepare to adventure!

TERMS OF USE

We hope you enjoy your adventures!

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RESUPPLY



≥ 8

Self

SUCCESS: Draw a tier II loot and take 2 damage.

≥ 20: Do not take damage from this card.

< 8: Take 2 damage.

Your attempt to gather supplies opens an opportunity for attack.



IMPROVISE



≥ 8

Self

SUCCESS: Reduce damage you take this round by the total loot tier you play this round
OR
Regain 2 health.

≥ 20: Also gain 1 persona.

≤ 1: Discard a loot.

It's missing a few parts, but it'll do.



ENHANCE



≥ 6

All adventurers

SUCCESS: +1 to all numeric effects (except targets) of all loot played this round
OR
+5 to your next roll.

≥ 20: Increase effect by tier of the loot.

≤ 1: Decrease all loot effects by 1.

You've rebuilt it - better, stronger!



TWEAK



≥ 7

1

SUCCESS: Deal damage equal to the tier sum of all loot played this round
OR
Draw a tier I loot.

≥ 20: Heal 2 damage.

≤ 1: Take 1 damage for each loot card you have.

Wait till they get a load of this...



FORTIFY



≥ 8

1

SUCCESS: Heal 2 health for each loot you play or discard this round
OR
Draw a tier I loot and reduce damage you take this round by 1.

≥ 20: Heal another adventurer for the same amount.

≤ 1: Discard all of your loot.

Let's show them what "heavy armor" really means...



UPGRADE



≥ 7

1

SUCCESS: Discard a loot; draw a loot of your choice one tier higher
OR
Draw a tier I loot.

≥ 20: Also draw a tier I loot.

≤ 1: Discard a loot or take 2 damage.

We can build it better.



AUTOMATION



≥ 8

Self

SUCCESS: Discard a loot to draw and play one ability of your choice from your draw pile and resolve it as = 20
OR

Draw a tier I loot and deal 1 damage.

≥ 20: Do not discard a loot.

< 8: Discard a loot or take 2 damage.

Work is better when it's done for you.



TIME DILATION



≥ 9

1

SUCCESS: Place this card on an enemy. On the next surge, ignore their surge effect and return this card to your discard pile.

≥ 20: Also take no damage this round.

≤ 1: The enemy at lowest health surges.

Bend it to your will.



NECESSITY



≥ 10

Self

SUCCESS: Draw and immediately play a tier II loot.

≥ 20: When drawing, you may choose from the top 3 tier I loot.

≤ 1: Discard a loot or take 2 damage.

The mother of invention.



Tech



Ability

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Tech



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PILFER



≥ 9
 1

SUCCESS: Deal 1 damage and take 1 loot from the target
OR
Draw a tier I loot and deal 1 damage.

≥ 20 : Also deal damage equal to the loot's tier.

≤ 1 : Take 1 damage and lose 1 loot.

One must "borrow" to survive.



REVERSE ENGINEER



≥ 8
 1

SUCCESS: Use any living enemy's surge, swapping enemy and adventurer effects.

≥ 20 : Target 1 extra target.

≤ 1 : Take damage equal to the highest tier of enemy in play.

Their own weapon, turned against them.



REPAIR



≥ 7
 Self

SUCCESS: Discard any amount of loot and regain health equal to twice their tier sum
OR
Regain 1 health.

≥ 20 : Instead, regain health equal to twice the tier sum of your loot (minimum 2 health).

≤ 1 : Discard a loot or take 2 damage.

As good as new!



OPTIMIZE



≥ 7
 1 adventurer

SUCCESS: Resolve the next loot played one additional time
OR
Draw a tier I loot and deal 1 damage.

≥ 20 : Do not discard the loot.

≤ 1 : Take damage equal to the highest tier of loot you have.

Maximum performance, minimal time.



INDUCTION



≥ 7
 1

SUCCESS: The next loot played affects one additional target
OR
Draw a tier I loot and deal 1 damage.

≥ 20 : Resolve success twice.

≤ 1 : The loot effect is inverted (damage becomes healing, and vice versa).

Reduced to a solvable problem.



QUICK STUDY



≥ 7
 1

SUCCESS: The next loot discarded this round instead goes into your possession.

≥ 20 : +2 to your next roll.

≤ 1 : Take damage equal to the tier of the loot you failed to duplicate.

You've always been fast to learn.



BUILD TRAP



≥ 8
 1

SUCCESS: Whenever you would take damage this round, instead deal the target damage equal to the target's tier.

≥ 20 : Deal damage to an additional target.

≤ 1 : Take damage equal to the tier of the chosen enemy.

They won't know what hit 'em.



TIME FLUX



≥ 8
 2

SUCCESS: Deal damage equal to your highest skill level.
OR
Deal 1 damage.

≥ 20 : Deal double damage.

≤ 1 : Draw only one ability next round.

Using relativity to your advantage.



SPATIAL DISTORTION



≥ 7
 All adventurers

SUCCESS: Enemies deal 1 less damage this round. You may discard a loot from any target to take no damage.

≥ 20 : Deal an enemy damage equal to 1 plus the tier of the loot sacrificed.

≤ 1 : All adventurers take 1 damage.

Let's make some space.



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THE RESOURCEFUL ENGINEER

STARTING ABILITIES:

3 Ranged
3 Tech

Build, destroy, build.

0 1 2 3 4 5 6 7 8 9 10 11 12



THE QUESTIONABLE MEDIC

STARTING ABILITIES:

4 Music
2 Tech

They're the best you've got.

0 1 2 3 4 5 6 7 8 9 10 11 12



THE UNSTOPPABLE MACHINE

STARTING ABILITIES:

5 Melee
1 Tech

Designed for one purpose.

0 1 2 3 4 5 6 7 8 9 10 11 12



TOOLS OF THE TRADE

1 adventurer

SUCCESS: Increase the target's Persona by half the tier of loot in their possession (minimum 1, round down).

≥ 20: Gain double Persona.

≤ 1: Lose Persona = to half loot tier.

Some quick instructions instill confidence.



MICRO SINGULARITY

≥ 9
1

SUCCESS: Discard a loot to deal damage equal to four times that loot's tier.

OR

Draw a tier I loot and deal 1 damage.

≥ 20: Deal double damage.

≤ 1: Discard your highest tier loot and take damage equal to that loot's tier.

It's a risk we'll have to take.



THE DISGRACED SCIENTIST

STARTING ABILITIES:

4 Magic
2 Tech

Their reputation precedes them.

0 1 2 3 4 5 6 7 8 9 10 11 12



MIMIC HOLOGRAM

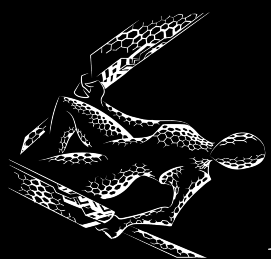
Tier III Synth

+1 damage from

SURGE: Any adventurer that deals it damage this round loses 1 Persona.

Capable of taking on any appearance.

0 1 2 3 4 5 6 7 8 9



Art by Chris L. Gebhart

SCUTTLE

Tier II Synth

SURGE: Any adventurer that regains health this round loses 1 Persona.

A confusion of legs, syringes and metal tools. Ideal for collecting samples.

Art by Chris L. Gebhart

NANOSWARM

Tier I Synth

Non- abilities only deal 1 damage.

SURGE: Deal all adventurers 1 damage. Add 1 swarm to the encounter (max 1 per round).

Microscopic, rapidly reproducing machines.

Art by Chris L. Gebhart

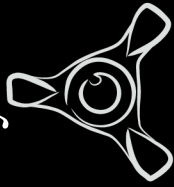


Art by Chris L. Gebhart

0 30
1 29
2 28
3 27
4 26
5 25
6 24
7 23
8 22
9 10 11 12 13 14 15 16 17 18 19 20 21

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Synth

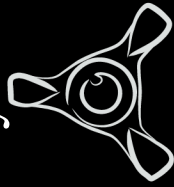


III

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Synth

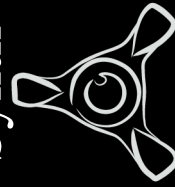


II

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6 24
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8 22
9 10 11 12 13 14 15 16 17 18 19 20 21

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Synth



I

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Adventurer



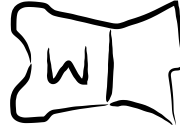
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Adventurer



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Adventurer



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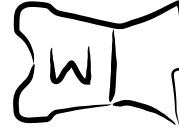
Ability



Tech

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Adventurer



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Ability



Tech

CYCLONIC DIGGER

Tier III Synth

Takes +2 damage the first round.

-2 damage from

SURGE: All adventurers use 1 loot OR

lose 1 Persona.

The ground tremors beneath you.

0 1 2 3 4 5 6 7 8 9 10 11 12



20

Art by Chrs L. Gebhart

RAZORMAW BEHEMOTH

Tier II Synth

-1 damage from

SURGE: All adventurers use 1 loot OR take 2 damage.

Slow, but durable - and built for rending.

0 1 2 3 4 5 6 7 8 9 10 11 12



20

Art by Chrs L. Gebhart

SENTRY TURRET

Tier IV Synth

-1 damage from

SURGE: Any adventurer who doesn't damage it this round loses 1 Persona.

A cold and calculating protector.

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14



22

Art by Chrs L. Gebhart

2
1

RESONATOR

Tier II Loot
Two uses
Once per round

Increase one target's Persona OR health by an amount equal to your highest Charisma skill level (minimum 1).

A complex mass of vibrating columns and pipes.



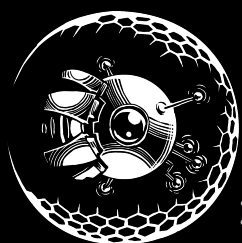
REPULSOR PROBE

Tier I Synth

SURGE: All adventurers with the highest skill level take damage equal to the skill's level.

Surrounded by a shimmering energy field.

0 1 2 3 4 5 6 7 8



8

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CUSTODIAN POD

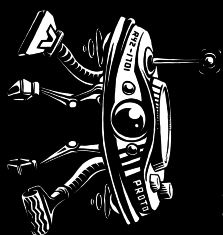
Tier I Synth

+1 from

SURGE: All adventurers with the most loot discard one loot.

It's just trying to carry out its instructions.

0 1 2 3 4 5 6



6

Art by Chrs L. Gebhart

ENERGY ENHANCER

Tier I Loot
Single use
Use anytime

Double one loot's targets and tier for this round.

It wraps snugly around other loot.



2
1

TARGET ALGORITHM

Tier II Loot
Two uses
Use anytime

Increase your next roll by your highest Athletics skill level (minimum 1).

Designed to enhance biomechanical precision with unrelenting certainty.



2
1

BEAM PROTOTYPE

Tier II Loot
Two uses
Once per round

Deal one target damage equal to your highest Knowledge skill level (minimum 1).

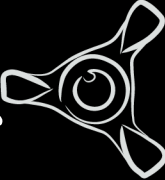
It's devastating - if you know how to use it.



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Synth

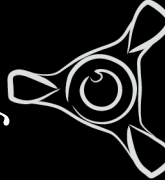


III

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Synth

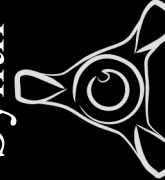


II

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Synth



IV

Loot




II

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Synth

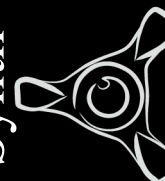


I

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Synth



I


Loot



I

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Loot



II

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Loot



II

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MECH SUIT

Tier II Loot

6 uses

Once per round

The next time you take damage this round, reduce it by 1.

A powerful exoskeleton, lending its operator inhuman durability.

GRAVITIC SNARE

Tier II Loot

Single use

Use anytime

After playing an ability, you may put it under this card.

ANY TIME: Discard all abilities under this card to reduce damage taken by all adventurers this round by 1 damage per card.

The Higgs Boson - and gravity itself - is yours to control.

SONIC AMPLIFIER

Tier IV Loot

Single use

Use anytime

After playing an ability, you may put it under this card.

ANY TIME: Discard all abilities under this card to deal 2 Music damage per card, divided among any number of targets.

Pump up the volume!

PERHOMONE TRAP

Tier III Loot

Single use

Use anytime

All adventurers regain health equal to the tier sum of enemies.

Exploiting biology for tactical advantage.

2x

STRENGTH

Type: Athletics

SINGLE USE: Increase the number of targets your Melee abilities target this round by this skill's level

OR

Deal one target twice this skill's level in Melee damage.

A force to be reckoned with.

Level: 1 2 3 4

2x

AGILITY

Type: Athletics

SINGLE USE: Increase the damage your Ranged abilities deal this round by this skill's level

OR

Reduce all damage you'd take this round by this skill's level.

Poetry in motion.

Level: 1 2 3 4 6

♡

FORTITUDE

Type: Athletics

SINGLE USE: Regain health equal to this skill's level.

You are hard to put down.

Level: 1 3 4 5 7

2x

PERSUASION

Type: Charisma

SINGLE USE: Remove an enemy from the battle with tier \leq this skill's level.

The importance of being earnest...

Level: 1 1 2 2 3 3 4

2x

SPEED

Type: Athletics

SINGLE USE: Deal Melee damage to one target equal to damage you've taken this round plus this skill's level.

It's all in the reflexes...

Level: 1 3 5 6

Loot



IV

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Loot



II

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Loot



II

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EXPEDITION
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Skill



EXPEDITION
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Skill



Loot



III

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EXPEDITION
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Skill



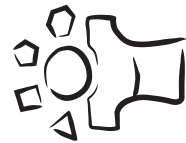
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Skill



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Skill





MISDIRECTION

Type: Charisma

SINGLE USE: Deal Music damage equal to the highest enemy's tier, to a number of targets equal to this skill's level.

OR

Draw 1 loot equal to this skill's level.

You use their focus to your advantage.

Level: 1 2 2 3 4



AWARENESS

Type: Knowledge

SINGLE USE: Remove the negative damage modifiers from as many targets as this skill's level for the rest of this combat.

Little escapes your notice.

Level: 1 3 4 5



MANIPULATION

Type: Charisma

SINGLE USE: Increase the Persona of two adventurers by this skill's level.

You excel at bringing emotions out of others.

Level: 1 2 2 3



MASTERY

Type: Knowledge

SINGLE USE: Pick an ability type. Deal damage of that type equal to the number of abilities of that type in your ability deck, to the number of targets equal to this skill's level.

Knowledge is power.

Level: 1 1 2 2 3 4



INTIMIDATION

Type: Charisma

SINGLE USE: Increase the damage your Music and Influence abilities deal this round by this skill's level.

Your presence is overwhelming.

Level: 1 3 4 5



WISDOM

Type: Knowledge

SINGLE USE: Reduce all damage you take by this skill's level for the rest of this combat. Place this card next to enemies as a reminder.

The owls envy you.

Level: 1 1 2 2 3



SCHOLARSHIP

Type: Knowledge

SINGLE USE: Discard a loot with tier up to this skill's level, then discard an enemy of the same tier or lower.

The answer is easy if you already know the riddle.

Level: 1 2 3 4



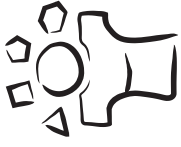
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Skill



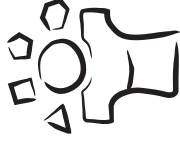
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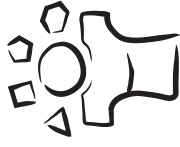
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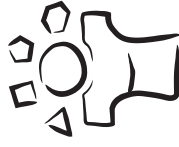
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Skill

