

# INTO THE BLACK

## BOARDING PARTY



### INCREASED CREW EXPANSION

*When it comes to boarding unknown star ships it helps to bring more friends!*

**Increase your boarding party size and your chances of survival! Allow up to 6 people to play Into the Black: Boarding Party with this expansion.**

#### HOW TO USE THIS EXPANSION

To add the Increased Crew Expansion to your game of Into the Black: Boarding Party;

- Add the 4 New Personal Goals and 4 New Primary Missions Cards to their respective decks from the base game.
- Add the 20 New Enemy Defender Meeples to the Draw Bag with the base games meeples.
- Combine all other components and tokens provided with the expansion in to the components of the base game.

#### SETUP and RULES CHANGES

Instead of following the typical setup for Corridor and Room Tiles;

- Place the new Starting Game Board in the center of the table.
- Add 4 Room Tiles (face down) from the draw pile to the Room locations on the starting game board.
- Randomly draw and place 3 Enemy Defender meeples in front of each Room.
- Add Corridor and Room Tiles to the starting board as you would for the base game setup.
- Begin the Apprehension Track at 3.

#### INCREASED ENEMY PRESENCE

In addition to the Enemy Defenders added to the starting game board during setup;

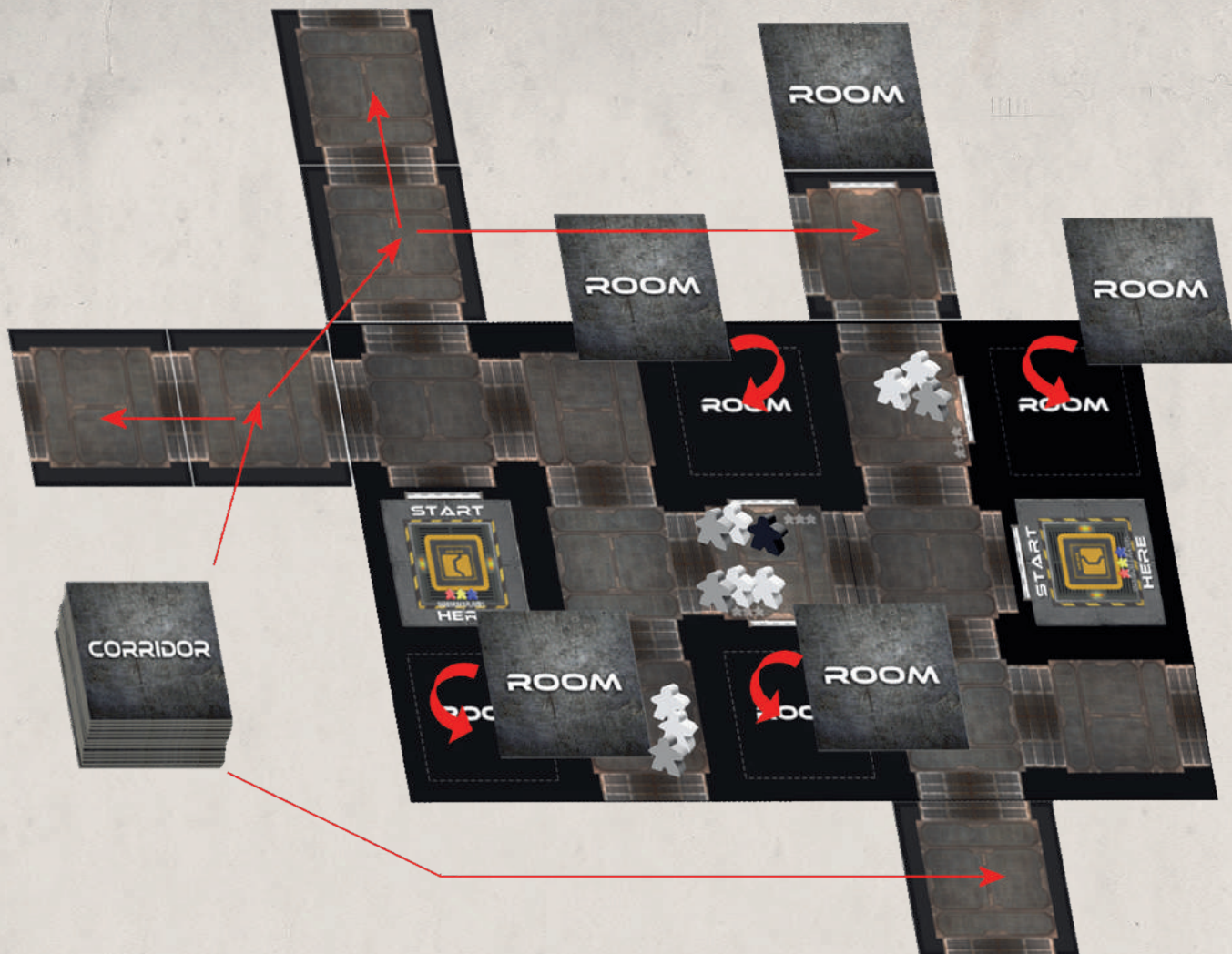
Starting at 5 on the Apprehension Track and every round after add 2 Enemy Defenders to Corridors instead of 1.  
When a Guarded Room Tile is placed add 3 Enemy Defenders instead of 2.

#### DUAL TRAITOR (OPTIONAL)

*With a larger boarding party comes the increased risk of traitors in your midst!*

- Add and shuffle a 2nd Traitor Personal Goal Card at random into the Personal Goals Cards deck before setup.





## COMPONENTS

2 Player Meeples (Pink, Orange)  
4 New Primary Missions Cards  
4 New Personal Goals Cards  
Starting Game Board  
Rules

20 Enemy Defender Meeples  
10 White  
5 Grey  
5 Black  
12 Purple Reputation Cubes  
16 Health Tokens