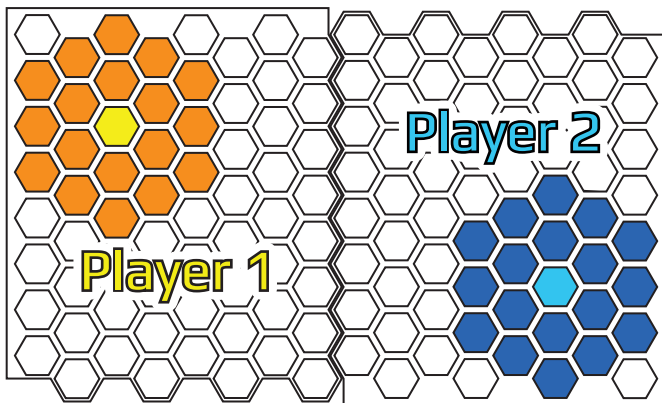# Exploration

Deployment

- Each Player rolls a die.

- The player with the highest result receives the Hand marker. His opponent receives the Hourglass marker.

- The player holding the Hourglass chooses his starting tile. His opponent will deploy on the opposite starting tile.

- Players take turns to deploy their Characters, starting with the player holding the Hand, within 2 tiles or fewer from their respective starting tile.

Special Rules

- At the end of deployment, the player holding the Hand places 3 Objective markers on a tile of the game board. The player holding the Hourglass places 2.

  - Players take turns placing the markers, starting with the player holding the Hand.

  - Each player can only place an Objective marker in the opponent's half of the board.

  - An Objective marker must be placed at least 3 tiles away from any other Objective marker and cannot be adjacent to a Character.
    -
    -

- All Characters gain the **Scan** skill: If you are adjacent to or on an Objective marker, pay ① to scan the area. Remove the Objective marker from the game and draw a card from the Objective Deck.

> *Scan is an active skill, it can only be used once per activation and only during the Character's activation (See page 6 of the rulebook).*

- At the end of the Cleanup Phase of Round 2, each player places 3 new Objective markers on the board, following the same rules as before.

Dominance

- When a Character is removed from the game.

  - If it is not yet in play, gain the Dominance marker.

  - If you hold the Dominance marker, keep it.

  - If your opponent owns the Dominance marker, take it.

- At the start of each Cleanup Phase, the player who owns the Dominance marker gains **1 Victory Point**.