

The Expansion Dependency Map & Campaign Reference

Which boxes need which other boxes, what the retail edition actually contains, and what a campaign really costs you in hours.

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The dependency map

Read down. If a prerequisite is missing, the box above it cannot be played.

PRODUCT	REQUIRES	ENGLISH AVAILABILITY
Retail core box	Nothing	In print
Personnel Files	Core box	Out of stock at the US channel
Lost Fleet (= 'Stretch Goals')	Core box	Sold out; Polish edition only
Deadly Frontier	Core box AND Lost Fleet	Occasionally in stock — unplayable without Lost Fleet
Galactic Almanac	Core box	Polish edition only
Close Encounters (minis)	Core box	Sundrop only

Before you buy

- ☐ The retail core box is complete — the publisher states stretch goals were split between Core Box and Lost Fleet, and all SG models are in the Core Box
- ☐ Do not buy Deadly Frontier first — its own listing says it requires Lost Fleet, which is sold out
- ☐ 'Lost Fleet' and 'Stretch Goals' are one box — two names, one product — that is why your searches failed
- ☐ There is no late pledge — all nine Gamefound tiers are closed
- ☐ 'Rise of the Ancients' is not this game — it is an Eclipse expansion

What a campaign actually costs you

Hours reported by players who finished, not publisher estimates.

CONFIGURATION	HOURS	SESSIONS
Solo, every planet visited	72	incl. tutorial
Four players	85	18
Solo, completionist	72	24
Publisher's own estimate	50+	—

Know this before session one

1. Half the playtime is the Ship Book

a deliberate, procedural upkeep phase — solo players often love it, four-player groups often stall on it

2. The difficulty curve runs backwards

punishing early when your ship stats are low, slack late once the armoury fills

3. You cannot lose the campaign

failed missions branch the story; dead crew are replaced from roughly ninety characters

4. A mid-campaign mission is contentious

groups who know something divisive is coming handle it far better than groups ambushed at hour forty

Sources. Awaken Realms' own support documentation and product listings, their US distributor's product feed, live retailer listings, and named BoardGameGeek threads. Written in our own words; nothing here reproduces rulebook text.

Accuracy. Every figure on this sheet was read from the sources above on 2 August 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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