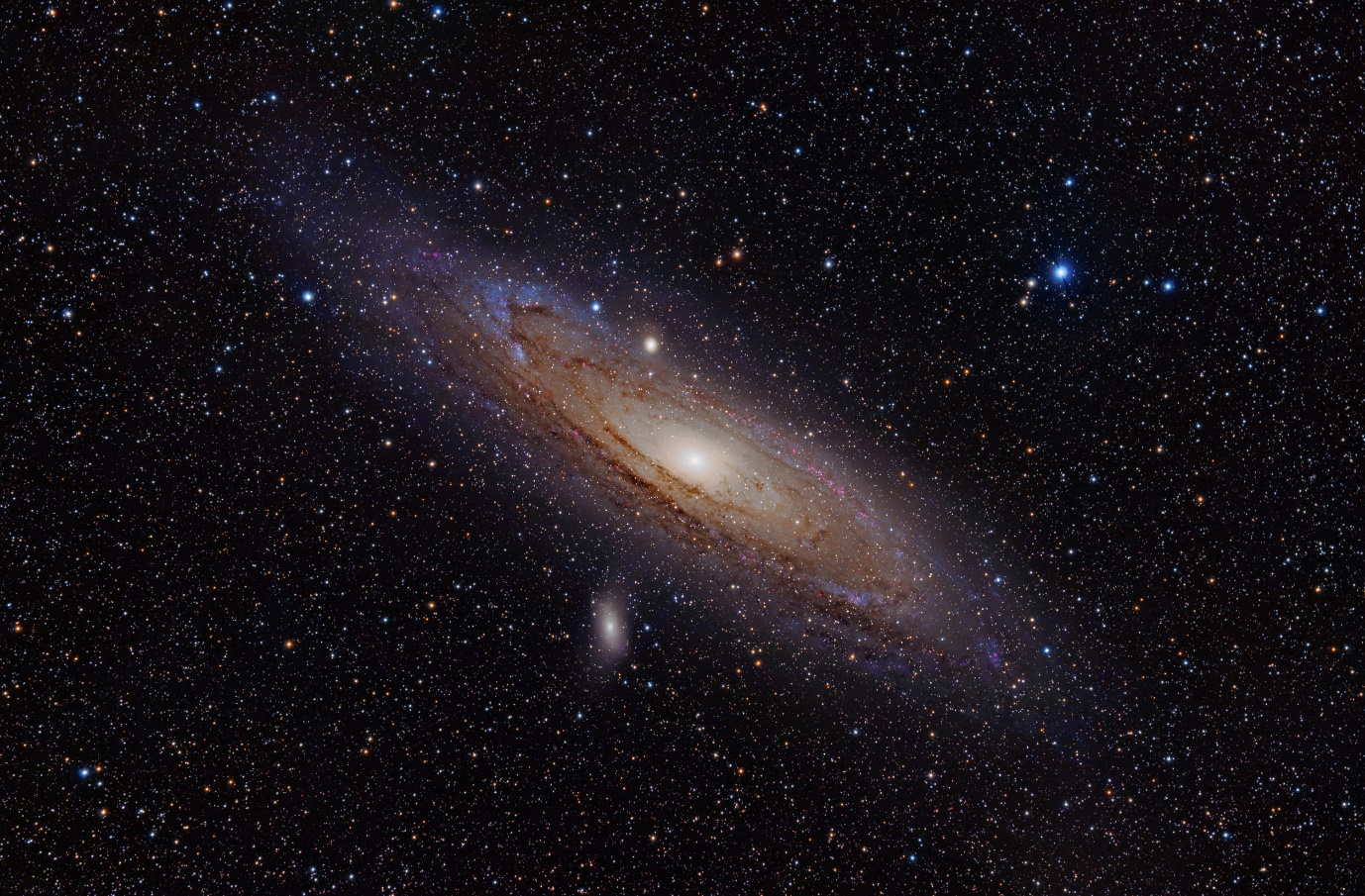
# Empire andromeda rulebook



## Introduction

The Emperor is dead; the galaxy is descending into chaos. Now Xenos across the galaxy are vying for control, seeing an opportunity to strengthen their factions and conquer Andromeda. You are the leader of such a group of Xenos and will have to use diplomacy, new technology, and flashes of warfare to achieve your goals.

## Contents

TODO

## Game Components and setup

TODO

Explain here: if you have units on a system, you **control** that system. A planet is a specific type of system.

Explain somewhere: moving units from your unit pile onto the game board is referred to as **gaining** those units and the opposite is **losing** those units.

## Aim of the game

The aim of the game is to, at the end of the game, have the most **victory points**. In Empire Andromeda, victory points are gained by controlling systems and by card effects.

## Game overview

The game is played over 6 rounds. Each round is broken up into 4 phases:

1. The **bidding phase**, in which players bid to gain the title of **Emperor** for the round.
2. The **planning phase**, in which players secretly assign orders to each system they control.
3. The **action phase**, in which players resolve the orders they have assigned.
4. The **cleanup phase**, in which some cards are resolved and points are assigned.

At the end of the 6th round, whoever has the most points immediately wins the game.

## The Bidding Phase

First, all players secretly choose a number of credits to spend. Then, all players reveal how many credits they have chosen to spend. Whoever spent the most becomes the **emperor**. The emperor gains a number of abilities that will be explained in due course, but for now just know that **the emperor resolves all ties**.

If two people spend the same number of credits to become the Emperor, the previous Emperor of course resolves the tie. If this occurs in the first round (so there is no previous Emperor) then whoever most recently won a game resolves the tie.

## The Planning Phase

TODO make sure it says somewhere that if you have units on a system then you **control** that system.

In the planning phase players place **face down exactly one order token on each system they control**. There are four types of order tokens, each corresponding to the action that system takes for the round:

1. **Sabotage** orders allow you to prevent adjacent systems from resolving their order
2. **Manoeuvre** orders allow you to move units from the system, including to systems controlled by other players (which starts **battles**).
3. **Support** orders allow you to join adjacent battles.
4. **Develop** orders allow you to gain credits, units, or buy cards.

Players may not show each other what order tokens they are or are not playing, though they may discuss them.

A player may only place as many orders as they have order tokens. Mention somewhere that if you have more systems than orders, some of your systems just don’t get orders.

When all players have placed orders, the round moves on to the action phase.

## The Action Phase

At the start of the action phase, all action tokens are flipped face up.

Beginning with the Emperor and going clockwise, each player then must resolve one of their raid orders. If a player has no raid orders, skip over to the next player. Keep going around the table until no raid orders remain on the table. Resolve manoeuvre orders in the same fashion, then develop orders in the same fashion. Maybe mention supports here?

### Resolving Raids

To resolve a raid, remove the raid order token and remove an adjacent order token of your choice. You cannot remove manoeuvres in this way. A player may choose not to remove any other order tokens. TODO: check consistency of how I name a specific type of order token.

### Resolving Manoeuvres

To resolve a manoeuvre, remove the manoeuvre token and move any units on the system that is performing the manoeuvre. These unitsf may move to any system that satisfies **at least one of:**

1. Already controlled by you.
2. Adjacent to the system performing the manoeuvre.

You may use one manoeuvre token to manoeuvre different units to different systems.

Moving units into a system already controlled by another player starts a **battle.** These are described further in WHEREVER.

### Resolving Develops

To resolve a develop, remove the develop token and choose one:

1. Gain one unit in the system performing the develop. If this is your first time this round choosing this, gain another.
2. Gain one credit. If this is your first time this round choosing this, gain another.
3. Move an **upgrade** card from your hand to your **upgrade zone**.

## The cleanup phase

Resolve end-of-round cards. This is not done in any particular order; players may resolve cards freely.

Once everyone has resolved all cards they want to, all players count the number of victory points they gain this round and grab that many victory point tokens.

## Battles

When units manoeuvre into a system controlled by another player, a battle between those two players begins. Whoever manoeuvred the units is called the **attacker** and the other player is called the **defender**. A battle takes four steps TODO rephrase

1. Call for support: look at all systems adjacent to the system that has been manoeuvred into. If any have a support order on, the player who controls that order may join the battle (they choose which side they support).
2. Assign Credits: The attacker and defender each secretly choose a number of credits to spend, then simultaneously reveal it.
3. Roll Dice: First, the attacker rolls dice equal to the number of units they manoeuvred into the battle, plus the number of credits they spent, plus any card effects. Then, any players who used supports roll
4. Cleanup

Whoever scored the most hits (no matter how many units are actually removed) wins the battle and must keep the units that manoeuvred to the system in that system. Whoever lost must move all their units to the closest system they control (they may choose in event of a tie). TODO rephrase.

## Cards

These rules want to be changed a little bit.