ECL|PSE

NEW DAWN FOR THE GALAXY

RULES

The galaxy has been a peaceful place for many years. After the ruthless Terran–Hegemony War (30.027–33.364), much effort has been employed by all major spacefaring species to prevent the terrifying events from repeating themselves. The Galactic Council was formed to enforce precious peace and it has taken many courageous efforts to prevent the escalation of malicious acts.

Nevertheless, tension and discord are growing among the seven major species and in the Council itself. Old alliances are shattering and hasty diplomatic treaties are made in secrecy. A confrontation of the superpowers seems inevitable – only the outcome of the galactic conflict remains to be seen. Which faction will emerge victorious and lead the galaxy under its rule?

The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals.

On each game round you expand your civilization by exploring and colonizing new areas, researching technologies and building spaceships to wage war with. The game ends after 9 rounds, and the player with most **Victory Points** wins. Victory Points are gained from controlling galactic sectors, fighting battles, forming diplomatic relations, researching technologies, making discoveries and controlling Monoliths.

There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species while paying attention to the other civilizations' endeavors!

GAME COMPONENTS
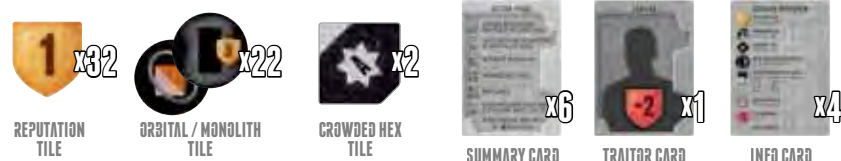
PLAYER MATERIALS In 6 player colors (blue, red, green, yellow, black, white), one color for each player: 14 plastic spaceship miniatures (8 Interceptors, 4 Cruisers, 2 Dreadnoughts), 4 Starbase Tiles, 33 Population Cubes, 16 Influence Discs, 3 Ambassador Tiles

HEXES 37 Sector hexes: 8 Inner hexes (numbered 101–108), 11 Middle hexes (#201–211), 18 Outer hexes (#301–318); 1 Galactic Center hex (#001), 6 Starting Sector hexes (#221–232)

BOARDS 6 Player Boards (two-sided), 1 Supply Board

TILES 96 Technology Tiles (24 different), 154 Ship Part Tiles (17 different), 21 Discovery Tiles, 22 Colony Ship Tiles, 21 Ancient Ship Tiles, 1 Galactic Center Defense System Tile, 32 Reputation Tiles, 22 Orbital / Monolith Tiles, 2 Crowded Hex Tiles, 6 Summary Cards, 1 Traitor Card, 4 Info Cards

MISCELLANEOUS 18 6-sided dice (8 yellow, 6 orange, 4 red), 18 Storage marker octagons (6 each in orange, pink and brown), 12 purple Damage Cubes, 1 Starting Player Marker, 1 Round Marker, 2 cloth bags (for Technology Tiles and Reputation Tiles)

The punch sheets also contain some blank tiles (4 Ambassadors, 1 Technology, 1 Discovery, 1 Reputation and 9 round ones). These are not needed in the game.

INTERCEPTOR x8 **CRUISER** x4 **DREADNOUGHT** x2 **STARBASE** x4 **POPULATION CUBE** x33 **INFLUENCE DISC** x16 **AMBASSADOR TILE** x3

SECTOR HEX x37 **GALACTIC CENTER HEX** x1 **STARTING SECTOR HEX** x6

PLAYER BOARD x6 **SUPPLY BOARD** x1

TECHNOLOGY TILE x96 **SHIP PART TILE** x154 **DISCOVERY TILE** x21 **COLONY SHIP TILE** x22 **ANCIENT SHIP TILE** x21 **GCDS TILE** x1

REPUTATION TILE x32 **ORBITAL / MONOLITH TILE** x22 **CROWDED HEX TILE** x2 **SUMMARY CARD** x6 **TRAITOR CARD** x1 **INFO CARD** x4

DICE x8 x6 x4 **STORAGE MARKER** x6 x6 x6 **DAMAGE CUBE** x12 **START PLAYER MARKER** x1 **ROUND MARKER** x1

[1] Ship Part Tiles [2] Round Marker [3] Supply Board [4] Research track [5] Discovery Tiles
[6] Ancient Ship Tiles [7] Orbital and Monolith Tiles [8] Damage Cubes [9] Traitor Card
[10] Galactic Center hex [11] Galactic Center Defense System Tile [12] Sector hex stacks
[13] Player Board [14] Player starting hex [15] Ships [16] Ambassador Tiles [17] Influence Discs
[18] Population Cubes [19] Colony Ships [20] Summary Card [21] Storage Markers [22] Storage Track
[23] Technology Track [24] Reputation Track [25] Interceptor

BLUE PLAYER'S PLAY AREA

4
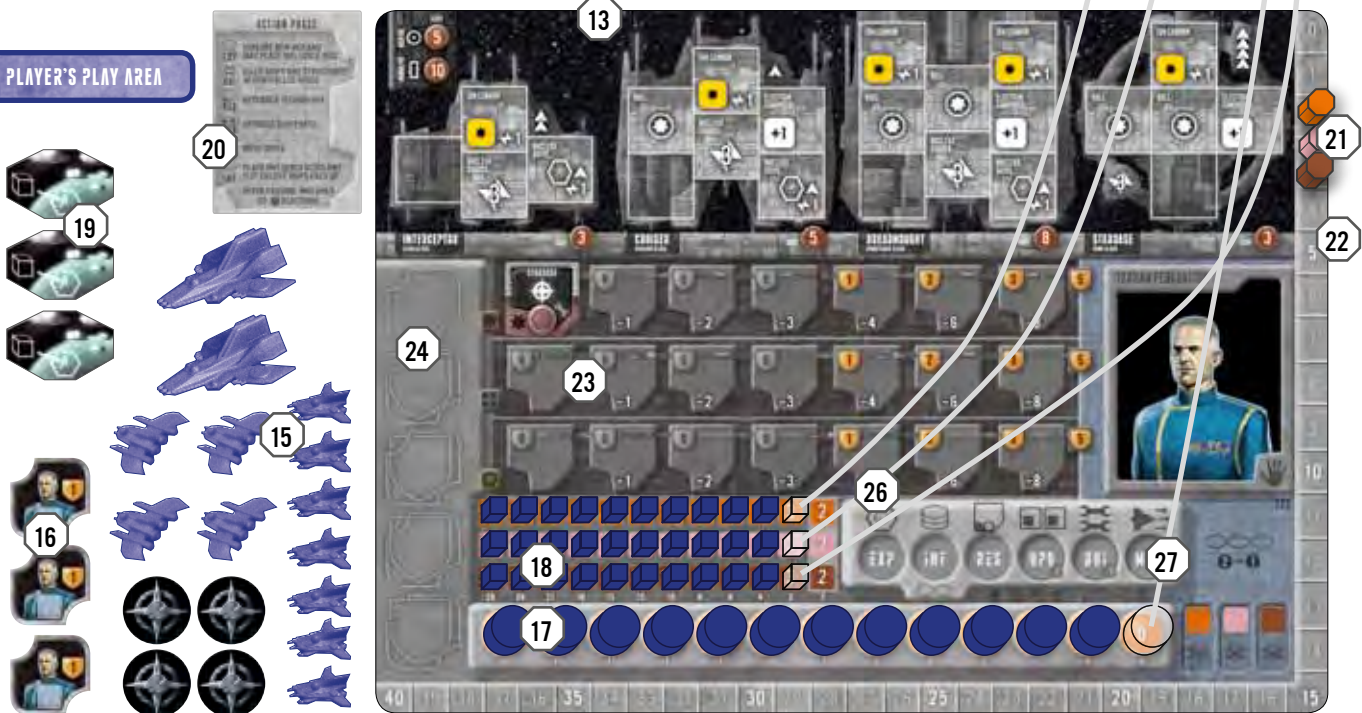
TECH TILES

2 players: **12**
3 players: **14**
4 players: **16**
5 players: **18**
6 players: **20**

OUTER SECTORS

2 players: **5**
3 players: **10**
4 players: **14**
5 players: **16**
6 players: **18**

Set the **Ship Part Tiles** [1] and the **Round Marker** [2] on the **Supply Board** [3]. Put the **Technology Tiles** in the bag and shuffle them. Draw random Technology Tiles (according to the number of players) from the bag and set them on their spots [4] on the Research Tracks. Set similar tiles on top of each other. Put the **Reputation Tiles** in another bag and shuffle them. Shuffle the **Discovery Tiles** [5] and set them face down on their spot on the Supply Board. Set the **Ancient Ship Tiles** [6], **Orbital** and **Monolith** [7] Tiles, **Damage Cubes** [8] and the **Traitor Card** [9] likewise on the Supply Board.

Set the **Galactic Center** [10] hex in the middle of the table. Place a Discovery Tile face down on the Galactic Center hex and the **Galactic Center Defense System Tile** [11] on top of it. Place the Sector hex tiles face down in three stacks, **Inner** (I), **Middle** (II) and **Outer** (III) sector hexes (according to the number of players) in separate stacks [12]. Give the **Starting Player Marker** to the player who has spent the least time on planet Terra, in the Sol system.

Beginning from the starting player and moving clockwise, each player chooses a starting hex and the accompanying **Player Board** [13]. He then places his **Starting Sector hex** [14] in one of the six starting spots in the Middle sector area (two hexes away from the Center hex; the illustration on left shows a three player setup). Place your hex in the starting spot closest to you. Put the rest of the starting hexes and boards back in the box – they are not used in the game.

Each player takes the following and puts them next to his board:
- all **Ships, Ambassador Tiles, discs and cubes** [15, 16, 17, 18] of one color
- 3 **Colony Ship Tiles** [19]
- a **Summary Card**, Action Phase overview side up [20]

Each player places on his Player Board:
- **one Influence Disc** on each circle of the Influence Track [17]
- **one Population Cube** on each square of the three Population Tracks (Money, Science and Materials) [18]; the rightmost square on each track (marked with a lighter background) is left empty.
- **one Storage marker** of each color [21] on his Storage Track [22]: Money marker at "2", Science marker at "3" and Materials at "3"

Each player then moves onto his starting hex:
- **one Interceptor** Ship miniature [25]
- **one Population Cube** on each of the Population Squares (**not** on the Advanced squares, marked with a star), taken from the corresponding Population Track [26]
- **one Influence Disc** on the Influence circle, taken from his Influence Track [27]

EXTRA DISCS?

Note that you have three extra discs that are only used if you Research the Advanced Robotics or Quantum Grid Technologies.

STARTING LAYOUTS

6 PLAYERS

5 PLAYERS

2 PLAYERS

4 PLAYERS

3 PLAYERS

ALIEN SPECIES These rules apply for the Terran species and are written from their point of view. It is recommended that you play your first game using just them, and add the alien species in the next game. They mostly follow the same rules, but each has some slight differences, such as different starting Resources, number of Ships you may move with the Move action, etc. Please refer to pages 26–27 for the differences of each species.

If you decide to play with the alien species, players choose the species they play with. Beginning with the player on the right side of the starting player and moving counterclockwise, each player chooses a species and places the starting hex. Note that if you choose Terrans, you also effectively choose one alien species out of the game.

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POPULATION CUBES Your civilization's population is represented by the small wooden **Population Cubes** in your player color. When your civilization expands to a new sector, it may be colonized by moving the Population Cubes on your Player Board to the squares on the sector hex. The more cubes you move to the hexes, the more Resources (■Money, ■Science, ■Materials) you produce. The leftmost visible square on each Population Track shows how many units you will produce in each round (in the picture above, 12 Money, 21 Science, 15 Materials).

RESOURCES Your hexes produce three kinds of Resources: Money, Science and Materials.

■ **Money** is needed for using Influence: controlling hexes and taking actions requires that you pay Money at the end of the round.

■ **Science** is needed for Research: researching new Technologies requires that you pay Science.

■ **Materials** are needed for Building: building new Ships and Structures requires that you pay Materials.

The amount of each Resource you have is marked with a Storage Marker on the Storage Track. The Storage size is unlimited.

INFLUENCE DISCS Your civilization's influence is represented by the wooden **Influence Discs** in your player color. Influence Discs are used to mark the hexes your civilization **controls**. Also, taking an action requires you to move an Influence Disc on the corresponding action space. The leftmost visible circle on the Influence Track shows how much Money you have to pay at the end of the round to keep your civilization functioning (in the picture above, ● 2 Money). Thus, the more hexes you control and more actions you take, the more Money you need to pay.

COMPONENT LIMITATIONS There is a limited amount of Ships, Population Cubes, Influence Discs, Technology Tiles, Discovery Tiles, Reputation Tiles and Ambassador Tiles. If they run out, they run out. Ship Part Tiles, Orbital / Monolith Tiles and Damage Cubes are unlimited, so in the unlikely case they run out, use a substitute.

TECHNOLOGY Researching Technologies gives your civilization advantages. Some Technologies are required for upgrading certain parts of your Ships or building new Ships and Structures, while others make your civilization more efficient (e.g. increasing your production or giving you more Influence Discs). The Technologies are divided in three categories: **Military, Grid** and **Nano Technologies**. Researching a Technology in a category gives you discount in further research of that category. Researched Technologies are placed on your Player Board.

MILITARY
GRID
NANO

SHIPS Ships are used for fighting against other players and the non-player Ancients, as well as occasional exploring. There are four kinds of Ships:
- **Interceptors**; 8 available for each player
- **Cruisers**; 4 available
- **Dreadnoughts**; 2 available
- **Starbases**; 4 available

INTERCEPTOR   CRUISER
DREADNOUGHT   STARBASE

Bigger Ships cost more to build but have more space for Ship Parts. Starbases are immobile.

SHIP PARTS Each kind of Ship has its own blueprint on your Player Board. Players can customize their Ships during the game: the Ship Parts (preprinted or gained with the Upgrade action) on the blueprint give the Ship its abilities. There are several different types of parts:

NAME   REQUIRES A TECHNOLOGY
INITIATIVE BONUS
ENERGY CONSUMPTION
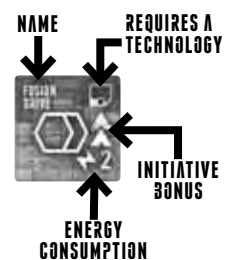
- **Cannons** are used on each combat round to attack enemy Ships. Different Cannons make different amounts of damage: each star ✦ is one point of damage.
- **Missiles** are like Cannons, but used only in the beginning of the combat.
- **Hull** absorbs damage. Hull's ability to absorb damage is marked with stars: each Hull symbol ✦ absorbs one point of damage.
- **Computers** make weapons hit more easily, and also give more Initiative.
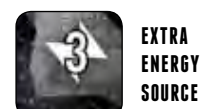- **Shields** make your Ship more difficult to hit.
- **Drives** make Ships move further with one move, and also give the Ships more Initiative.
- **Energy Sources** produce Energy for other Ship Parts.

Some Ship blueprints have extra Ship Parts outside the Ship Part grid. These work just like the other Ship Parts, except that they cannot be replaced.

EXTRA ENERGY SOURCE

STRUCTURES Structures are colossal objects built on your controlled hexes. **Orbitals** provide your population a place to live in: each Orbital can hold a single Population Cube. **Monoliths** give you points at the end of the game. Structures are permanent objects which stay on the hex until the end of the game.

ORBITAL   MONOLITH
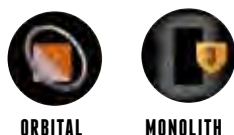
DISCOVERY TILES Some hexes contain a Discovery Tile which is awarded to you when you first take control of the hex by placing an Influence Disc there. Each Discovery tile is double sided: the face side has a benefit (extra Resources, new Technologies, Ancient Ship Parts..) and the back side has a 2 Victory Point value. When receiving a tile, you must immediately decide which side you use. The Discovery Tile benefits are:

3x +8 Money, 3x +5 Science, 3x +6 Materials: move your Storage marker and discard the tile.

3x Ancient Technology: you may take the cheapest Technology Tile you don't already have from the Supply Board and place it on your Player Board for free. Discard the Discovery Tile.

TILE BACK
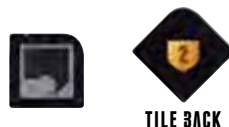
3x Ancient Cruiser: place one of your unused Cruisers in the hex and discard the tile.

6x Ancient Ship Part: you may place this part in any of your Ships (returning an existing part if needed); you may also keep the part next to your board and place it later with the Upgrade action; if you later want to replace an Ancient Ship Part, it is discarded.

Discovery Tiles kept as Victory Points are placed next to your Player Board back side up until the end of the game.

REPUTATION TILES You receive Reputation Tiles from combat. They are worth Victory Points at the end of the game.

AMBASSADOR TILES You can use your Ambassadors to form Diplomatic relations with other players. They increase your production and are worth Victory Points at the end of the game.

TRADE At any time, you may convert 2 units of one Resource (Money, Science or Materials) to 1 unit of any other.

2 → 1

CROWDED HEX TILE In the occasion you cannot fit all Ship miniatures in a hex, you may place them somewhere else on the table and mark the hex with a Crowded Hex Tile.

WORMHOLES Due to the galactic distances, star ships in Eclipse may move only using the wormhole network. Also, exploring the galaxy is possible only through a wormhole.

HEXES The game board is built from hexagonal tiles ("hexes") during the game. Each hex represents a sector of star systems and may contain a number of colored Population Squares which represent star clusters with worlds producing Resources.

GAME BOARD LAYOUT EXAMPLE AT GAME END

CENTER

I INNER SECTORS   II MIDDLE SECTORS

II START SECTORS   III OUTER SECTORS

Each sector (Inner, Middle and Outer) has its own hex stack. In the beginning of the game, only the Center hex and players' start sectors are placed on the table. The rest are placed during the game. The Inner and Middle sectors are laid out in concentric circles around the Center hex. Outer sectors may branch freely outwards.

Inner sectors are numbered 101–108, Middle sectors 201–211, Outer sectors 301–318, Starting sectors 221–232 and the Galactic Center is 001.

CONTENTS OF A HEX
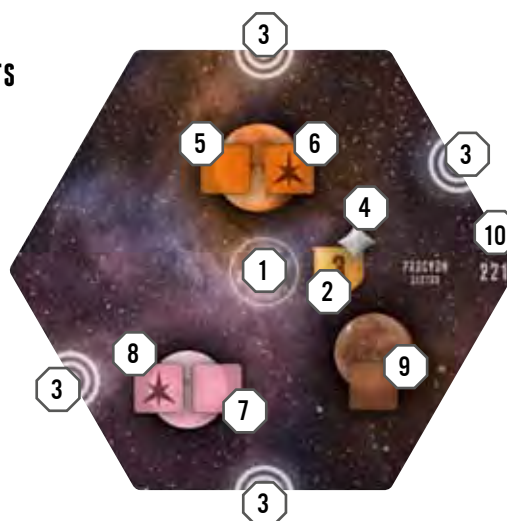
[1] Influence circle [2] Victory Point value [3] Wormhole [4] Artifact [5] Population Square / Money [6] Population Square / Advanced Money [7] Population Square / Science [8] Population Square / Advanced Science [9] Population Square / Materials [10] Hex number

7

GAME ROUND

The game round consists of these four phases:

ACTION PHASE   Players take actions clockwise, one action at a time

COMBAT PHASE   Battles are resolved and sectors conquered

UPKEEP PHASE   Civilization Upkeep costs are paid and Resources produced

CLEANUP PHASE Players move Influence Discs from the action spaces back to their Influence Track and new Technology Tiles are drawn

ACTION PHASE

Starting from the player with the Starting Player Marker and moving clockwise, each player may **take one action or pass**. This continues around until all players have passed. **The first player to pass** gets the Starting Player Marker for the next round. When taking an action, move the rightmost Influence Disc from your Influence Track to your Action Track. You may choose an Action you have already taken. The more actions you take, the more Upkeep you have to pay at the end of the round, so remember to pass in time!

The possible actions are:

◇ **EXPLORE**
◇ **INFLUENCE**
◇ **RESEARCH**
◻◻ **UPGRADE**
✕ **BUILD**
⤳ **MOVE**

❶ **REACTION (UPGRADE, BUILD OR MOVE)**

Players who have passed may not take any other actions than **Reactions**, which are weaker versions of Build, Upgrade and Move actions *(see Reactions on page 14)*. When passing, flip your Summary Card so that the dark, game round overview side is face up. This will help other players to see who have already passed.

END OF ACTION PHASE After every player's Summary Card has been flipped dark side up, the Action phase ends **immediately**. No more Reactions may be taken.

COLONY SHIPS At any time during your action, you may activate one or more of your face up Colony Ships. For each activated Colony Ship, you may place one Population Cube to an empty Population Square in any hex where you have an Influence Disc. Each Population Cube you place must come from the Population Track that corresponds to the color of the Population Square on the hex. Activated Colony Ships are flipped face down. Using Colony Ships is **the only way to move Population Cubes to the hexes** and increase your production! In the example on the right, Blue activates two Colony Ships and flips them face down. He moves two Population Cubes to the hex.
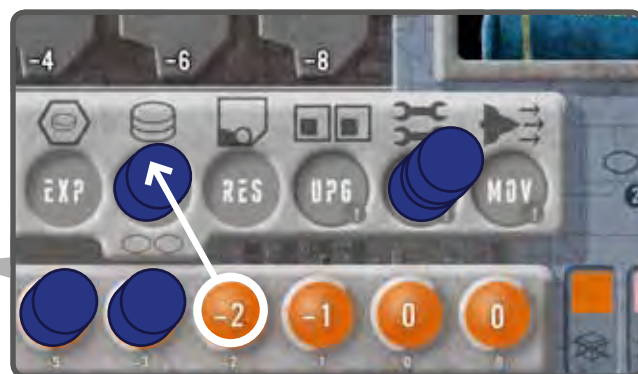
EXAMPLE! There is an example of a full Action Phase on pages 16–17.

GRAY SQUARES The gray planets represent worlds that are suitable for any production. The gray Population Squares may receive a Population Cube from any of the three Population Tracks. If you remove a cube from a gray Population Square, you may place it to any Population Track (ie. you don't have to remember which track it came from).

ADVANCED SQUARES Planets with a star symbol represent harsher worlds that are difficult to colonize. You may only place cubes in the squares marked with a star if you have researched the related Advanced Technology.

ORBITALS Orbitals are artificial living environments that players may build. An Orbital may only receive a Population Cube from the ■ Money or ■ Science track.
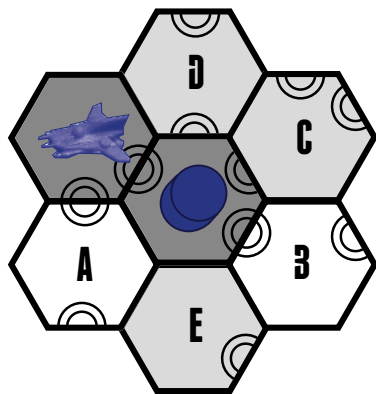
EXPLORE
EXP

Choose one of the unexplored spaces **next to a hex where you have a Ship or an Influence Disc** and turn a hex tile from the corresponding stack (I, II or III) in it. If you Explore from a hex with only a Ship, it must not be "pinned" *(see Move on page 14)*.

Show the hex tile and choose to either place or discard it. If you discard the tile, your turn ends immediately. Discards are placed face up. If you decide to place the tile, the following restrictions apply:

• the hex can be placed only to the spot that you explored
• the hex must be oriented so that at least one of the Wormholes on the hex connects with a Wormhole on one of the hexes where you have a disc or a Ship

In the diagram on the left, hexes marked with A and B would be legal placements.

WORMHOLE GENERATOR

If you have the **WORMHOLE GENERATOR** Technology, you may place the hex so that there is only a half Wormhole connecting the placed hex and the hex you Explored from. In the diagram above, when using the Wormhole Generator, placements A, B, C and D would be legal, but E would not.

Hexes in Inner and Middle sectors are laid in circles around the central hex; hexes in Outer sectors may branch outwards *(see layout example on page 7).*

DISCOVERY SYMBOL

ANCIENT SYMBOL

DISCOVERY TILE BACK

ANCIENT SHIP

If the hex contains a **Discovery** symbol, put a Discovery Tile on it face down.

If the hex contains **Ancient** symbols, put that many Ancient Ship tiles on it, on top of the Discovery Tile.

After placing the hex, you may **take control of the hex** by placing an Influence Disc from your Influence Track on the hex. If the hex contains a Discovery Tile, you may take it when placing the Influence Disc. All Discovery Tiles are double sided: the tile back has a 2 VP value, and the face side has a bonus *(see page 7).* Show the face side of the Discovery, and immediately decide which side to use. Tiles that are used as Victory Points are placed next to your Player Board with the side showing the Victory Point value face up.

Important! Ancient Ships must be destroyed *(see Combat Phase, page 18)* before the Influence Disc may be placed and the Discovery Tile taken. If there are Ships of several players competing for the same hex, the player who eventually gets to place the disc receives the tile.

The Center hex contains the **Galactic Center Defense System**, which must be destroyed *(see Combat Phase, page 18)* before an Influence Disc may be placed.

After placing the Influence Disc, you may activate your Colony Ships to place Population Cubes on the Population Squares on the hex.

If the hexes in a stack run out, shuffle the discarded hexes of that stack as a new stack. If there are no more hexes, the Explore action has no use.

9

INFLUENCE

iNF

INFLUENCE action lets your civilization conquer vacant hexes or withdraw from hexes.

By selecting the Influence action, you may move up to two Influence Discs. These moves may be:

- **from** your Influence Track, or
- **from** a hex where you have an Influence Disc

- **to** a hex that does not contain an Influence Disc or an enemy Ship and is adjacent to a hex where you have a disc or a Ship, or
- **to** a hex where only you have a Ship, or
- **back to** your Influence Track.

The hex Influenced has to have a Wormhole connection to the hex where you have a disc or a Ship. In the example on the right, you could Influence hexes A, B and G.

After placing an Influence Disc, you may activate your Colony Ships to place Population Cubes on the Population Squares on the hex.

During the Influence action, you may **turn two of your used Colony Ships face up**, even if you choose to move no Influence Discs.

WORMHOLE GENERATOR

If you have the **WORMHOLE GENERATOR** Technology, you may Influence through a hex edge that has a Wormhole on just one side.

In the example below, Blue could Influence hexes A, B, C, D and G, but not E or F.

REMOVING A DISC FROM A HEX If you remove an Influence Disc from a hex, you must also return all cubes from the hex to their respective Population Tracks on your board. If a cube is returned from a gray (wild) square, you may choose which Track it goes to. Similarly, if a cube is returned from an Orbital, you may return it to either the Money or Science Track.
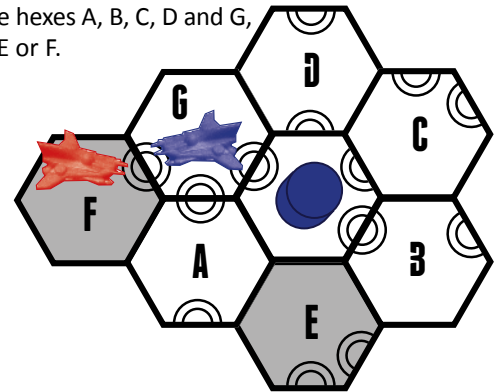
IMPORTANT! Remember that you may use your Colony Ships at any time during your turn.
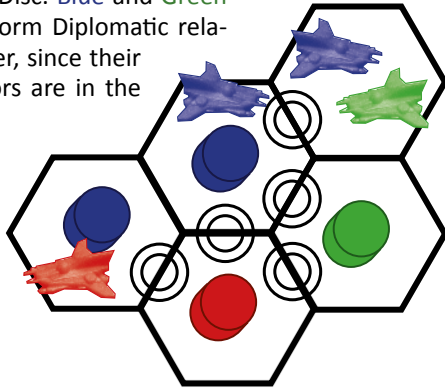
> DIPLOMATIC RELATIONS
> increase your production
> and grant Victory Points.

DIPLOMACY

DIPLOMATIC RELATIONS EXAMPLE

In the example below, Green and Red may form Diplomatic relations with each other. Blue and Red may not, since Red's Interceptor is in a hex with Blue's Influence Disc. Blue and Green may not form Diplomatic relations either, since their Interceptors are in the same hex.

May hold either an Ambassador or a Reputation Tile

May hold only an Ambassador Tile

May hold only a Reputation Tile

Players can form Diplomatic relations when their hexes connect. Diplomacy rules are **not** used in the two and three player games.

DIPLOMATIC RELATIONS If one of the hexes where you have an Influence Disc gets connected through a Wormhole to a hex where another player has a Disc, you and the other player may agree on forming Diplomatic relations with each other. Diplomatic relations can be formed **at any time on any of your turns**. The connection may happen either by Explore or Influence actions, or at the end of the Combat Phase (*see page 21*). There must be a full Wormhole connection, so you cannot use the Wormhole Generator Technology to connect through a half Wormhole. You may not form Diplomatic relations if your Ship is in a hex with an opposing player's Ship or Influence Disc, or vice versa.

AMBASSADOR TILE

If you both agree, give the other player one of your **Ambassador Tiles** and place one of your Population Cubes on top of it. The cube may come from any of the three Population tracks. The Tile is placed on one of the free spaces on the other player's Reputation Track. The other player also gives you an Ambassador Tile and a Population Cube. Place them on an empty space on your Reputation Track.

Ambassador Tiles on your Reputation Track are worth 1 Victory Point at the end of the game. Note that your Reputation Track also holds your Reputation Tiles *(see Combat on page 18)*. If the board is full when taking an Ambassador Tile, you may discard Reputation Tiles, returning them to the Reputation Tile bag.

You may not have more than one Ambassador Tile from each player. You may rearrange the tiles on your Reputation Track at any time, but **you may not discard Ambassador Tiles**. Note that the Terrans have one space on the track that may only hold an Ambassador Tile.

BREAKING DIPLOMATIC RELATIONS Your Diplomatic relations stay in effect until the end of the game, unless you attack one of the players you have Diplomatic relations with, or they attack you. **Moving your Ships to a hex where the other player has a disc or a Ship is also considered an attack.** Both players then return the Ambassador Tiles and cubes to the owner. The cube goes back to a Population Track, chosen freely by the owner.

Whenever you attack a player and thus break the Diplomatic relations, you receive the **Traitor Card** from its previous holder. The player holding the Traitor Card may not form new Diplomatic relations as long as he has the card. **Whoever holds the Traitor Card at the end of the game receives a −2 VP penalty**.

RESEARCH

RES

By taking the Research action, you may choose one available Technology Tile from the Supply Board, pay its ● Science cost (move the Storage Marker backwards on the Storage Track) and put the tile on your Player Board on the track of its category (Military, Grid or Nano). For each Technology of that category you already have, you get a discount shown on the leftmost exposed space on the Technology Track.

TECHNOLOGY NAME

FUSION SOURCE
6
CATEGORY → 6/4 ← TYPE
COST
MINIMUM COST

However, note that for each Technology there is a minimum cost you have to pay regardless of the discount you have.

There are three special types of Technologies:

■ **Ship Part:** gives the ability to Upgrade this Ship Part.

🔧 **Build:** gives the ability to Build this Ship or Structure.

💥 **Instant:** gives a one-time effect when it is Researched.

EXAMPLE: You already have **Monolith** and **Orbital** Technologies and you research **Fusion Drive**. Your Nano Technology discount is −2, but you still have to pay 3 Science, since it is the minimum cost for Fusion Drive.

FUSION DRIVE
4/3

-1   -2
MONOLITH   ORBITAL   0   0
12/6   8/5   -2
28 24 21 18 15 12 10 8 6 4

You may not choose a Technology that you already have.

The Technologies are kept on your Technology Tracks until the end of the game. They may not be discarded.

STARTING TECHNOLOGIES Terrans and some alien species have starting Technologies preprinted on their Technology Tracks. These are regarded in every way just like the Technology Tiles acquired through the Research action. They may not be covered with other Technology Tiles.

MILITARY TECHNOLOGIES

Neutron Bombs: If you have the Neutron Bombs Technology, you may destroy all the Population Cubes from the hex after the combat without rolling any dice *(see Combat Phase on page 18).*
Starbase: You may Build Starbases.
Plasma Cannon: You may Upgrade PLASMA CANNON Ship Parts.
Phase Shield: You may Upgrade PHASE SHIELD Ship Parts.
Advanced Mining: You may place Population Cubes in the Advanced Materials squares with your Colony Ships.
Tachyon Source: You may Upgrade TACHYON SOURCE Ship Parts.
Plasma Missile: You may Upgrade PLASMA MISSILE Ship Parts.
Gluon Computer: You may Upgrade GLUON COMPUTER Ship Parts.

GRID TECHNOLOGIES

Gauss Shield: You may Upgrade GAUSS SHIELD Ship Parts.
Improved Hull: You may Upgrade IMPROVED HULL Ship Parts.
Fusion Source: You may Upgrade FUSION SOURCE Ship Parts.
Positron Computer: You may Upgrade POSITRON COMPUTER Ship Parts.
Advanced Economy: You may place Population Cubes in the Advanced Money squares with your Colony Ships.
Tachyon Drive: You may Upgrade TACHYON DRIVE Ship Parts.
Antimatter Cannon: You may Upgrade ANTIMATTER CANNON Ship Parts.
Quantum Grid: You receive two additional Influence Discs, placed immediately in the leftmost empty circles on your Influence Track.

NANO TECHNOLOGIES

Nanorobots: You may Build one additional Ship or Structure (excluding Reaction Builds).
Fusion Drive: You may Upgrade FUSION DRIVE Ship Parts.
Advanced Robotics: You receive one additional Influence Disc, placed immediately in the leftmost empty circle on your Influence Track.
Orbital: You may Build Orbitals.
Advanced Labs: You may place Population Cubes in the Advanced Science squares with your Colony Ships.
Monolith: You may Build Monoliths.
Artifact Key: You must immediately take 5 Resources for each Artifact on your hexes. The Resources can be either Money, Science or Materials, in groups of five.
Wormhole Generator: You may Explore, Influence and Move through a hex edge that has a Wormhole on just one side.

UPGRADE ▢▢ ▢
UPG

UPGRADE action lets your civilization modify their Ships.

When choosing the Upgrade action, you may modify your Ships' blueprints by placing new Ship Parts there. Each of your Ships functions according to its blueprint described on your Player Board. If you upgrade the Ship's blueprint with new Ship Parts, all the Ships already built are considered to be instantly upgraded.

With the Upgrade action, return as many Ship Part Tiles to the Supply Board as you want. Then take up to **two** tiles from the Supply Board and place them on **any** of the squares on your Ship blueprints. When placing the tiles, you may place the tiles on top of any of the printed starting Ship Parts on your Ship blueprints, but not on top of other Ship Part tiles.

The following restrictions apply:
- most Ship Parts (marked with the Technology symbol) require that you have researched the corresponding Technology *(see Research on page 12)* before they can be taken;
- the total Energy Consumption of the Ship's parts may not be higher than its total Energy Production; and
- Interceptors, Cruisers and Dreadnoughts must have a Drive, Starbases are not allowed to have a Drive.

Taking and returning Ship Parts costs nothing.

All values from the Ship Parts are cumulative. For example, if the Ship has two Fusion Drives, they will give it Movement Value 4, Initiative 4 and Energy Consumption 4.

CANNONS + MISSILES: For each colored square in your Ship, roll the corresponding colored die. The damage a hit inflicts is represented by the star symbols: each star ✦ is one point of damage.
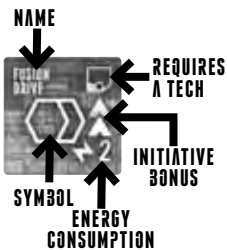
COMPUTERS: Make hitting easier by adding bonuses to your die rolls: your combined Computer value is added to your die rolls to hit.

SHIELDS: target's combined Shield value is subtracted from your die roll to hit.

HULL: each Hull symbol ✪ absorbs one point of damage received.

DRIVES: each hex pictured increases the Ship's Movement Value by one.

ENERGY SOURCES: provide energy for other Ship Parts.

BUILD 🔧
BUi

BUILD action lets your civilization build new Ships and Structures.

Build up to two **Ships** (Interceptors, Cruisers, Dreadnoughts and Starbases) or **Structures** (Orbitals and Monoliths). Pay their ⬤ Material cost (move the Storage Marker backwards on the Storage Track) and place them in any of the hexes where you have an Influence Disc.

The following restrictions apply:

- the amount of Ships is limited to the miniatures and tiles you have, ie. 8 Interceptors, 4 Cruisers, 2 Dreadnoughts and 4 Starbases
- each hex may only have one Monolith and Orbital
- building Starbases, Orbitals and Monoliths require that you have the corresponding Technology *(see Research on page 12)*

BUILDING COSTS ⬤

SHIPS	Interceptor	3
	Cruiser	5
	Dreadnought	8
	Starbase	3
STRUCTURES	Orbital	5
	Monolith	10

▶⇉ MOVE

MOV

The Move action allows you to move your Ships. By choosing the Move action, you may do up to three Ship movements. You may use the movements to move the same Ship consecutively. With each move, the Ship may move as many hexes as its Movement Value allows. Movement Value depends on its Drives (each hex pictured increases the Ship's Movement Value by one; in the case of multiple Drives, the Drive values are cumulative; *see Upgrade on page 13*). Starbases are not allowed to have Drives and therefore cannot move.

Note the restriction on Movement! The Ships may only move through a hex edge that has a Wormhole on both sides. In the example on the right, movement A would be legal.

You may only move to Explored hexes, not to empty space.

If your Ships move into a hex, or out from a hex, containing other players' or Ancient Ships, **at least one Ship per each opposing Ship must stay** (the Ship is said to be "**pinned**") and engage in combat in the Combat Phase *(see pages 18–21)*. The Ships exceeding the number of opponents may move. If you later on move or build more Ships to the hex, you may change which Ships are pinned. The original Ships may move, as long as one Ship per each opposing Ship stays pinned.

The Galactic Center Defense System ("GCDS") engages all the Ships in the central hex. The hex cannot be moved through before the GCDS is destroyed.

WORMHOLE GENERATOR If you have the **WORMHOLE GENERATOR** Technology, you may move your Ships through a hex edge that has a Wormhole on just one side. In the example below, movements A, B and C would be legal.
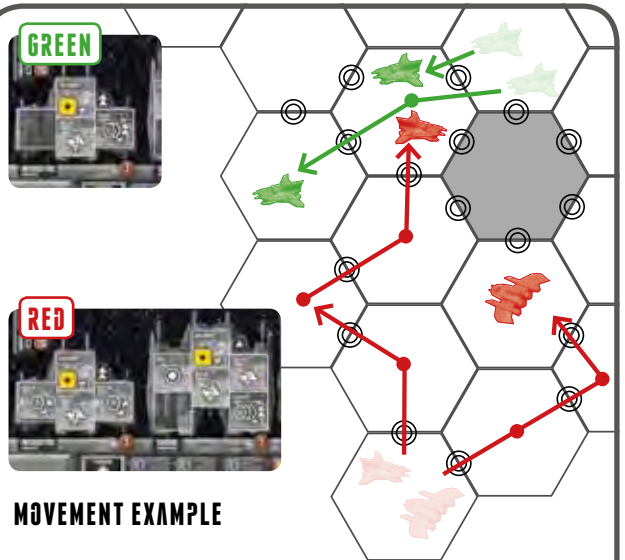
MOVEMENT EXAMPLE

Red's Interceptor has a Movement Value of 2 hexes (two Nuclear Drives combined) and Cruiser has a Movement Value of 3. Red has a total of three moves. He moves the Interceptor two times and the Cruiser one time.

Green's Interceptors also have a Movement Value of 2, and Green has three moves. When moving, his first Interceptor is pinned by the Red Interceptor. The second one may move through the hex. Finally, Green decides not to use his third move.

◯ REACTION

After passing, you may only take a **Reaction action** when it is your turn in the player order. A Reaction is essentially a weakened version of a Move, Build or Upgrade action.

Reaction can be either:

- ▣ **UPGRADE**: you are allowed to return as many Ship Part Tiles to the Supply Board as you want, and then take **one** Ship Part.

- 🔧 **BUILD**: you are allowed to build **one** Ship or Structure.

- ▶→ **MOVE**: you are allowed to move **only one** Ship **once**.

A Reaction is taken by placing an Influence Disc on the Reaction Track on your Summary Card.

The **Nanorobots** Technology *(see Research on page 12)* does not give you an extra build when taking a Reaction.
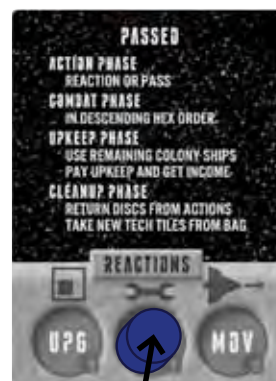
EXAMPLE OF A FOUR PLAYER GAME IN PROGRESS

ACTION PHASE EXAMPLE

Alastair (Terran), **Ken** (Planta), **Iain** (Mechanema) and **Vernor** (Progress) have already played a few rounds, taking control of sectors and developing their civilizations. Alastair is the starting player for this Action Phase.

Alastair decides to **BUILD**. He moves the rightmost disc from his Influence Track to the Build space on his Action Track [1]. Alastair then builds one Cruiser and one Orbital. The cost is 10 Materials, so he moves the Materials marker 10 spaces backwards on his Storage Track. Alastair was allowed to build the Orbital since he has researched the Orbital Technology. He places the Cruiser and the Orbital on his hexes [2]. Alastair's turn is over, and it is Ken's turn, as he sits clockwise next to Alastair.

Ken EXPLOREs and moves a disc to the corresponding action space. He chooses an empty space he wishes to explore and then turns the top hex tile from the corresponding stack -- in this case, Middle Sectors (II). He decides whether to place the hex or discard it, and chooses to place [3]. He places the hex so that there is at least one full Wormhole connecting the new hex and one of his hexes. There is a Discovery symbol on the hex, so he also places a random Discovery Tile face down on it. Ken chooses to immediately place an Influence Disc on the hex, moving the rightmost disc from his Influence Track to the hex [4]. Placing the disc allows him to collect the Discovery Tile. He looks at the tile and decides to keep it as Victory Points, so he places the tile VP side up next to his boards. Ken also decides to colonize the Money and Science squares on the newly placed hex. He flips two Colony Ships face down and moves one cube from both Money and Science Population Tracks to the Population Squares on the hex [4]. Planta has a special ability which allows the player to explore two hexes with one action. Ken thus Explores another empty area [5], this time in Outer Sectors (III). The hex he turns from the stack isn't to his liking, so he discards it, placing it face up next to the pile. When the Outer Sectors stack runs out, its discards will be shuffled into a new Outer Sectors stack.

It's now **Iain**'s turn, and he decides to **UPGRADE** his Ships, moving a disc to the Upgrade action space. Mechanema's special ability allows him to take three Ship Part Tiles instead of the regular two. He first returns a Electron Computer tile from the Interceptor blueprint on his Player Board [6] and then takes an Plasma Missile tile, a Positron Computer tile and an Ion Cannon tile. He places the Plasma Missile on his Interceptor [7] and the Positron Computer and Ion Cannon tiles on his Cruiser [8]. Iain is allowed to take Plasma Missile and Positron Computer tiles, since he has researched the related Technologies [9].

Vernor RESEARCHes: he moves a disc to the Research action space and chooses Fusion Drive from the Supply Board. He already has four Nano Technologies, which would grant him a discount of 4, but the minimum price for Fusion Drive is 3. He pays the Science cost, moving the marker 3 spaces backwards, and places the Fusion Drive Technology Tile on his Player Board [10]. Progress's special ability allows them to Research two Technologies with one action. Vernor decides to also research the Wormhole Generator. The discount is now 6, so the Science cost is 10. He pays the the cost and places the Technology Tile on his Player Board [11].

This example uses some alien species. Their special abilities are presented in more detail on pages 26–27.
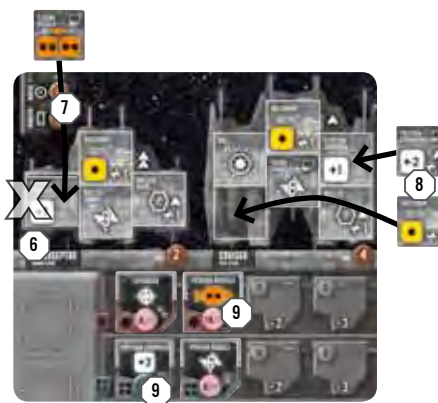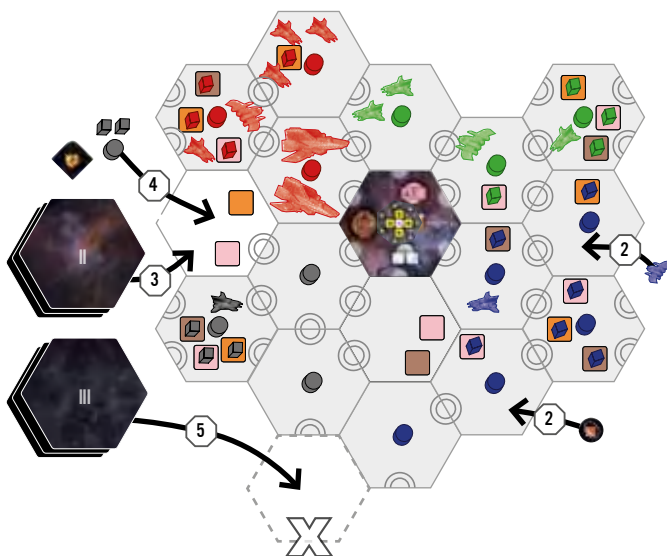
It is **Alastair**'s turn again. He EXPLOREs in Outer Sectors and turns a hex with two Ancient symbols. After placing the hex, he places a random Discovery Tile face down on the hex and two Ancient Ship Tiles on top of it [12]. An influence disc may not be placed in the hex before the Ancient Ships are destroyed.

Ken EXPLOREs again. This time he goes for the Outer Sectors and decides to place the two hexes on the board [13]. He flips his remaining two Colony Ships face down and places a cube from the Money track and a cube from the Materials track on the first hex. He is allowed to place a cube on the the Advanced Mining square [14], since he has researched the Advanced Mining Technology [15]. The remaining Population Squares on the hexes remain empty, since he has no more Colony Ships available. Ken now also has a direct Wormhole connection from one of his hexes to one of Alastair's hexes [16]. He is thus able to propose Diplomatic Relations to Alastair. Alastair agrees, so they both give each other one of their Ambassador Tiles, along with one freely chosen Population Cube. The tiles are placed on their Diplomacy Tracks. Alastair's track is already full of Reputation Tiles, so he removes one of them [17] and puts it back to the bag.

Iain passes, turning his Summary Card over, showing the darker game overview side up [18]. Since he is the first player to pass on this round, he gets the starting player marker and will be the first to act in the Action Phase on the next round.

Vernor chooses MOVE and sets out to attack his neighbor Iain. He moves his two Interceptors to one of Iain's hexes and containing three Interceptors [19]. Vernor's Ships are allowed to move through a half Wormhole, since he has the Wormhole Generator Technology. Vernor and Iain had earlier established Diplomatic Relations, now broken by Vernor's attack. Both return the Ambassador Tile to the owner. The cube on the tile is placed on any of the owner's Population tracks. Vernor also takes the Traitor Card. No-one may establish Diplomatic Relations with him as long as he holds it. Also, if he retains the card until the end of the game, he will be given a −2 Victory Point penalty.
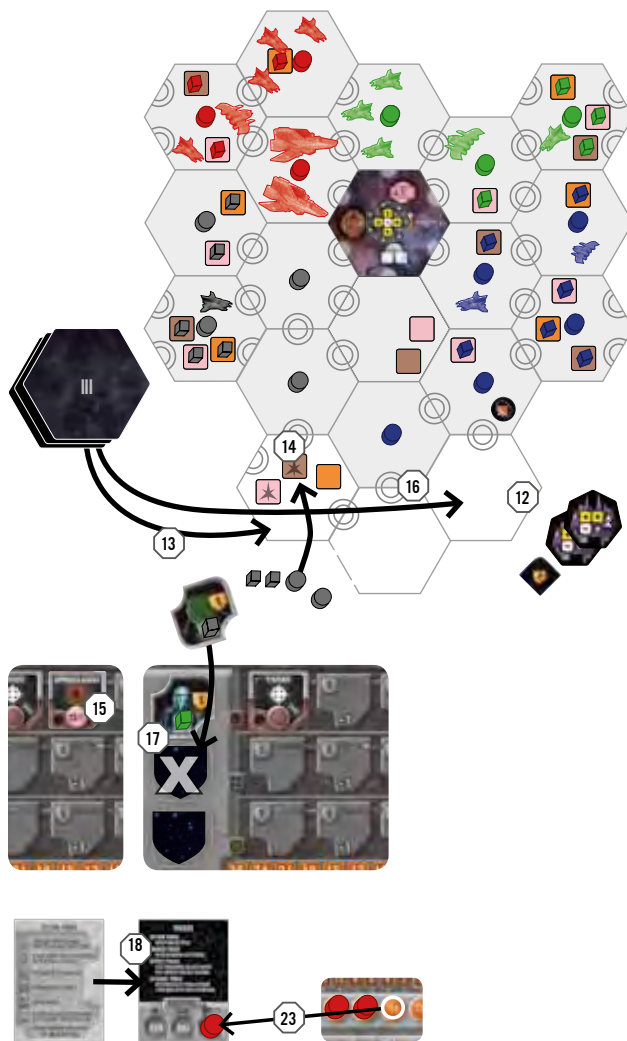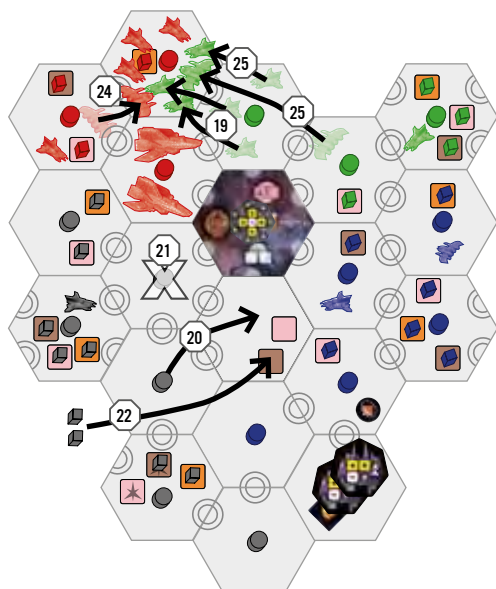
It is **Alastair**'s turn. He passes and flips his Summary Card over.

Ken chooses INFLUENCE. He is allowed to move two Influence Discs, and he decides to take back the discs from the two "empty" hexes (the hexes without Population Squares have little use besides their VP value). One disc [20] goes to the uncontrolled hex with two Population Squares and the other [21] back to his Influence Track. After this, he flips two Colony Ships face up. He immediately uses the Ships again, flipping them face down and placing two Population Cubes to his hexes [22].

Iain, having passed, may only do a REACTION. He decides that the three Interceptors in the hex are not enough against Vernor's attack, so he chooses MOVE (placing the Influence Disc on the Action track on his Summary Card [23]) and moves one Cruiser to the contested hex [24]. Reaction only allows one Move, so his turn is now over.

Vernor chooses MOVE and moves one more Interceptor and one Cruiser to the contested hex [25]. The Cruiser moves two hexes, allowed by its Fusion Drives.

Alastair doesn't feel the need to React and passes. **Ken** also passes, and so do **Iain** and **Vernor**. As all players' Summary Cards are now dark side up, the Action Phase ends immediately and Combat Phase begins. There is one battle to be resolved, between Iain and Vernor. (*See combat example on pages 22–23.*)

In the Combat Phase, battles are resolved. A battle will take place if a hex is occupied by more than one party (a party being either a player, the Ancients or the GCDS). If there is a battle in more than one hex, the **battles are resolved in descending numerical order** of the hexes (printed on one corner of each hex). The Center hex has the lowest number and will thus always be resolved last.

If a hex contains more than two parties, battles are first resolved among the players' Ships with the sole surviving player then engaging the Ancients or the GCDS in battle.

If the hex contains more than two players' Ships, battles between players are resolved two players at a time, in **reverse order of entry** into the hex.

Therefore, the **two players who last entered the hex will battle each other first** and the surviving player will then battle the player who entered before the two. The survivor of that battle will fight the next player in reverse order of entry and so forth. The last surviving player will battle the Ancients, if any.

In the example on the right, the Red player is already in the hex. Green moves there first, and then Blue. Green and Blue will battle first, and Red will then battle the survivor.

If the hex already has an Influence Disc and is thus controlled by a player, that player is always considered the defender and will fight last regardless of the entry order, even if his Ships actually moved there last.
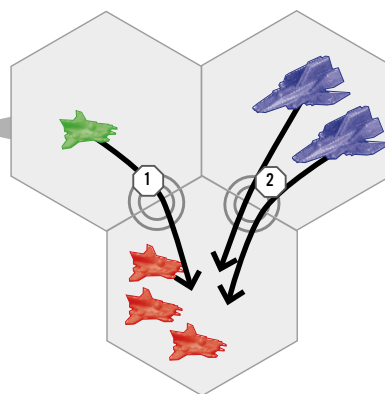
MAIN CONCEPT Each **Ship type** (Interceptor, Cruiser…) of each player are activated in Initiative order. The Ship type with the highest Initiative goes first. **All Initiative ties are resolved in the defender's favor.** The defender is always the player who has an Influence Disc on the hex. In the case of a hex with no disc, or a hex with more than two players, the defender is the player who moved there first.

In the example on the right, the Red Interceptor's Initiative is 6: 2 for the Ship's default Initiative, +2 for the Computer and +2 for the Drive. The Blue Dreadnought's Initiative is 3: 0 for the Ship's default Initiative +1 +1 +1 for the three Drives.

You simultaneously **roll dice for all your Ships of one type.** Which dice are rolled is determined by the number of Ships and by the weapons they carry: for each die symbol in your Ship's blueprint, you are allowed to roll one die of the corresponding color. The dice of different colors allow you to roll for all the weapons in your Ships of the same type simultaneously. After rolling, you choose which enemy Ship you assign each die to *(see combat example on pages 22–23)*. Several dice may be assigned to the same target.

In the example on the right (using the ship blueprints above), the Red player would roll three yellow dice, one for the Ion Cannon on each of his Interceptors. Blue would roll two yellow dice and two orange dice.
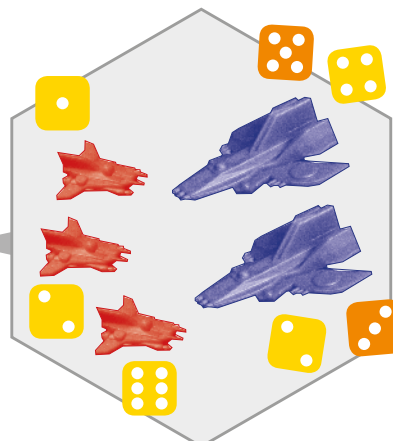
HITTING Rolling a **6 is always a hit** and rolling an **1 is always a miss**, regardless of any bonuses the Ships may have. For other die results, add the value of your Computers to the die roll and subtract the value of the target's Shields. **If you end up with a value equal or greater to 6, the die is a hit.**

DAMAGE Different weapons do a different amount of damage when they hit. Ion Cannon (yellow die) inflicts 1 damage, Plasma Cannon and Plasma Missile (orange die) 2 damage and Antimatter Cannon (red die) 4 damage. The amount of damage a weapon inflicts is presented by ✹ star symbols on the weapon tile.

By default, **one point of damage will destroy a Ship**. Each ✹ Hull symbol on Ship Parts will absorb one point of damage. So, if a Ship has two Improved Hull parts, it will be destroyed by the fifth point of damage. Damage from one die (eg. Plasma or Antimatter Cannons) may not be split to several targets.

If a Ship sustains damage but is not destroyed, mark the damage by placing Damage Cubes next to the Ship.

ANCIENT SHIPS Each Ancient Ship has:

2 x Ion Cannon
Electron Computer
Hull
Initiative 2
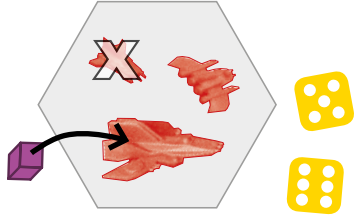
GALACTIC CENTER DEFENSE SYSTEM The GCDS has:

4 x Ion Cannon
Electron Computer
7 x Hull
Initiative 0

FIGHTING THE ANCIENTS AND THE GCDS One of the other players rolls the dice for the Ancients and the GCDS. If possible, the dice are assigned so that your Ship(s) are destroyed, the largest possible first. If no Ships can be destroyed, the dice should be assigned to inflict as much damage to your Ships as possible, the largest possible first.

In the example on the left, the Ancients rolled 5 and 6, which means two hits. The Interceptor is the only one that can be destroyed, so one of the dice is assigned to it. The other one is assigned to the largest possible one, in this case the Dreadnought.

COURSE OF BATTLE

Every battle begins with Ships firing their Missiles (if any) **once** and continues with **repeated Engagement rounds** until only one of the sides remains in the hex.

MISSILES All Ship types of each player equipped with Missiles fire their Missiles in Initiative order. You roll two orange dice for each Plasma Missile Ship Part.

ENGAGEMENT ROUND Each Ship type of each player is activated in Initiative order. Each of your Ship types may on its turn decide to either **attack or retreat**.

The Engagement round is repeated until one of the sides has been completely removed from the hex. Then the players return the destroyed Ships to their owners.

RETREAT When you decide to retreat your Ships, move them to the edge of a neighboring hex to show that they are retreating. The hex to which you retreat **must contain your Influence Disc and must not contain enemy Ships**. The normal Wormhole movement rules must be followed (see the example on the right). If you have the Wormhole Generator Technology, you may retreat through a hex edge that has a Wormhole on just one side.

While the ships are on the edge of the hex, they are retreating and **can still be shot at**. The next time it is the retreating Ships' turn, all of them must move to the neighboring hex. They have now fully retreated and can no longer be shot at.

STALEMATE If a battle ends in a situation where it's not possible for either player to destroy the other (this may only happen when none of the Ships in a battle are armed with a cannon), the attacker may retreat (following the requirements for the hex he is retreating to). If not, his Ships are destroyed.

ATTACKING POPULATION After all battles have been resolved, the remaining Ships may attack the population in the hex. Each Ship may attack once with all of its Cannons (Missiles may not be used), using the normal rules to hit. Population is considered not to have any shields. **Each point of damage destroys one Population Cube of your choosing.** If you have the Neutron Bombs Technology, you may destroy all the Population Cubes from the hex without rolling any dice.

Destroyed cubes are returned to the defeated player's Graveyards of the corresponding color. The cubes are returned to their respective Population Tracks in Cleanup Phase *(see page 24)*. If a cube is destroyed from a gray (wild) square, the owner may choose which Graveyard it goes to. Similarly, if a cube is returned from an Orbital, you may return it to either the Money or Science Track. Destroying Population Cubes does not grant Reputation Tiles *(see next page)*.

ORBITALS AND MONOLITHS Orbitals and Monoliths may not be attacked, nor are they ever removed from the hex. The population on the Orbital must be destroyed the same way as the other Population Cubes.

RETREAT EXAMPLE The **Green** Interceptor decides to retreat from hex A. It may retreat to hex B (only his own disc) but not to C (only his own Ship), D (empty) or E (contains an enemy Ship). Red cannot retreat anywhere.
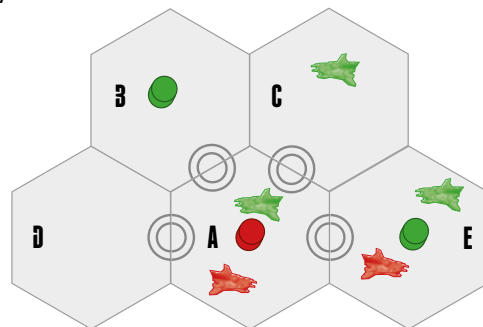
ATTACKING POPULATION EXAMPLE The Red Interceptors attack Blue's population once with their Ion Cannons, rolling three yellow dice. Two dice hit (6 is always a hit, and 3+3=6), but the third one misses. Red removes two of Blue's cubes, but since at least one of the cubes stays on the hex, so does the Influence Disc.

REPUTATION TILES

BATTLE	✶	⛉
INTERCEPTOR	➕	⛉
STARBASE	➕	⛉
CRUISER	⬛	⛉⛉
DREADNOUGHT	⬛	⛉⛉⛉
ANCIENT	☠	⛉
GCDS	⚃	⛉⛉⛉
MAX	⛉⛉⛉⛉⛉/⬡	

REPUTATION TILES After all battles in a hex have been resolved, each involved player draws Reputation Tiles from the bag as follows:

- 1 tile for taking part in one or more battles
- 1 tile for each opposing Interceptor, Starbase and Ancient Ship destroyed
- 2 tiles for each opposing Cruiser destroyed
- 3 tiles for each opposing Dreadnought destroyed
- 3 tiles for the Galactic Center Defense System destroyed

You may not draw more than five tiles. Choose one of the tiles and **place it face down** on your Reputation Track. Put the rest of the tiles back in the bag. If the track is full, you may return any of your Reputation Tiles (including the one you just drew or one from the track) in the bag. The tiles are drawn in the order the players entered the hex, so that the player who first entered the hex will draw all his tiles first.

REPUTATION TILE DISTRIBUTION

4	x4
3	x7
2	x9
1	x12

RETREAT PENALTY If all of your **remaining** Ships retreat from the hex, you get no Reputation Tiles for taking part in the battle, but you still get tiles from destroyed enemy Ships.

INFLUENCING HEXES At the **end of the Combat Phase**, if you have at least one Ship in a hex that has no population, remove the previous controller's Influence Disc (returning it to his Influence Track). After this, you may place your own Influence Disc there. Also, if at the end of the Combat Phase your Ship is in a hex without an Influence Disc, you may place a disc there.

REPAIR DAMAGE At the **end of the Combat Phase**, all the Damage Cubes are removed from the Ships.

PLAYER ELIMINATION In the unlikely event that you lose all of your Influence Discs and Ships from the game board, you may no longer place Influence Discs on hexes. You may continue to produce Resources each round (note that you will have some production even if you do not have any Population Cubes on the board) and take Research actions, which may still grant a few Victory Points. It is very unlikely that your score will be high, as just the hexes will often grant you over 10 Victory Points. You may also give up the game, counting your score and returning all your game components to the game box.

Iain and Vernor are engaged in battle. Iain is the defender.

The combat begins with the **PLASMA MISSILES**.

Iain will roll two orange dice for the Plasma Missiles in each Interceptor, hitting with a roll of 6.

Vernor will roll two orange dice for the Plasma Missiles in each Interceptor, hitting with a 6, and two orange dice for the Plasma Missiles in the Cruiser, hitting with a 6.

The Initiative order is:
• Vernor's Interceptors
  Initiative 4 (Ship default 2 + Fusion Drive 2 = 4)
• Iain's Interceptors
  Initiative 3 (Ship default 2 + Nuclear Drive 1 = 3; defender first)
• Vernor's Cruiser
  Initiative 3 (Ship default 1 + Fusion Drive 2 = 3)

[1]: Vernor rolls 6, 6, 5, 4, 3 and 2 for the Plasma Missiles in his Interceptors. He decides to assign the 6's to Iain's two Interceptors. The rest of the rolls are misses. Iain's Interceptors both receive two points of damage from the Plasma Missile and are destroyed. Vernor takes the Ships and puts them next to his Player Board.

[2]: Iain rolls 6 and 6 for the Plasma Missiles in his remaining Interceptor. He assigns one 6 to one of the Interceptors and the other 6 to the Cruiser. Vernor's Interceptor receives two points of damage and is destroyed. Iain takes the Ship and puts it next to his Player Board. Vernor's Cruiser receives two points of damage, which is not enough to destroy it. Vernor places two damage markers next to the Cruiser.

[3]: Vernor then rolls 3 and 2 for the Plasma Missiles in his Cruiser, which result in misses.

The battle continues with **ENGAGEMENT ROUNDS**.

Iain now has one Interceptor and one Cruiser left. Vernor has two Interceptors and one Cruiser.

In the combat, Iain's Interceptor attacks with one yellow die that hits either type of Vernor's Ships with a roll of 6. Iain's Cruiser attacks with two yellow dice, hitting Vernor's Interceptors (which have no shields) with a roll of 4 or higher, and Vernor's Cruiser with a roll of 5 or higher (Gauss Shield substracts 1 from each die assigned to it).

Vernor will roll one yellow die for the Ion Cannon in each Interceptor, hitting either of Iain's Ships with a roll of 6, and one orange die for the Plasma Cannon in the Cruiser, hitting either Ship with a roll of 6.
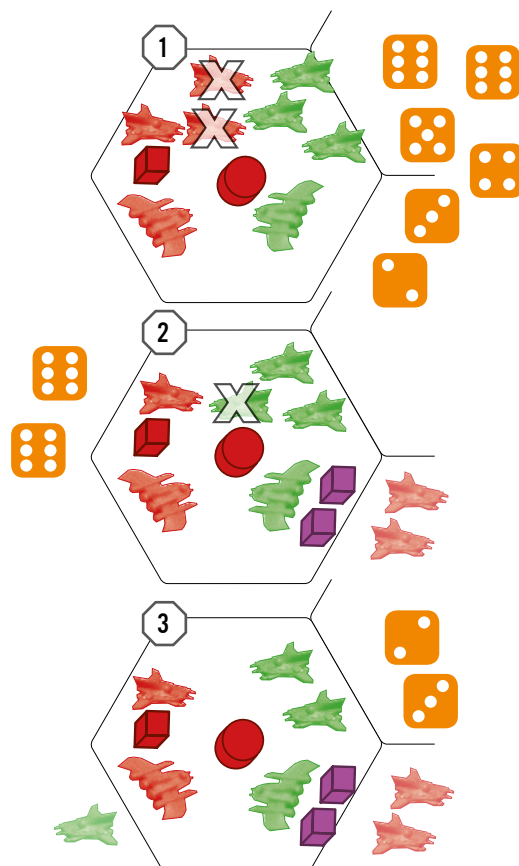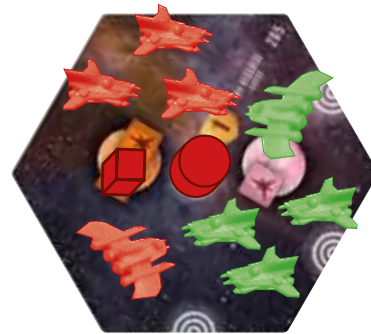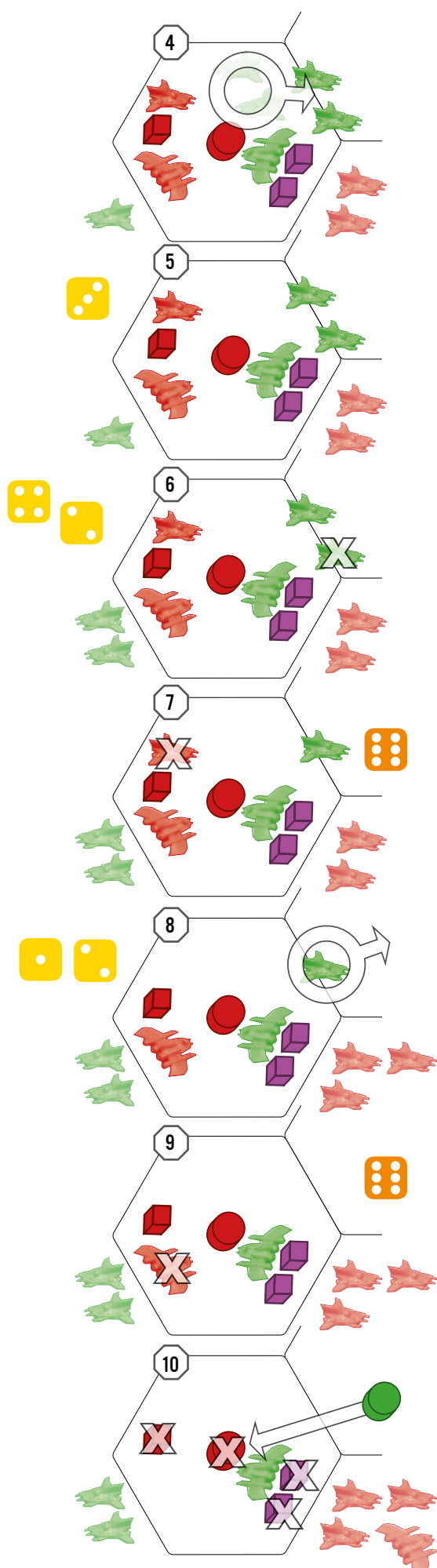
The Initiative order is:
- Vernor's Interceptors
  Initiative 4 (Ship default 2 + Fusion Drive 2 = 4)
- Iain's Interceptor
  Initiative 3 (Ship default 2 + Nuclear Drive 1 = 3; defender first)
- Iain's Cruiser
  Initiative 3 (Ship default 1 + Nuclear Drive 1 + Positron Computer 1 = 3; defender first)
- Vernor's Cruiser
  Initiative 3 (Ship default 1 + Fusion Drive 2 = 3)

[4]: Vernor decides to retreat the Interceptors, moving them between the current hex and the hex he wants to retreat to.

[5]: Iain attacks with his Interceptor and rolls for the Ion Cannon: 3, a miss.

[6]: Iain attacks with his Cruiser and rolls for the Ion Cannons: 4 and 2. He assigns the 4 to one of the retreating Interceptors, destroying it. He places the destroyed Ship next to his Player Board. The roll of 2 is a miss.

[7]: Vernor attacks with his Cruiser and rolls for the Plasma Cannon: 6, which he assigns to one of the Interceptors. It is destroyed and Vernor puts it next to his Player Board.

The first Engagement round ends and next begins.

[8]: Vernor's remaining Interceptor retreats, moving to the neighbouring hex. Iain attacks with his Cruiser and rolls for the Ion Cannons: 1 and 2, misses.

[9]: Vernor attacks with his Cruiser and rolls a 6. He assigns it to the Cruiser, which receives two points of damage and is destroyed. Vernor places the destroyed Ship next to his Player Board.

[10]:The battle ends, as Iain's final Ship is destroyed. As there are no more enemy Ships in the hex, Vernor may now attack Iain's Population Cubes. He rolls a 6 for the Ion Cannon in his Cruiser, destroying Iain's Money Population Cube. The cube goes to Iain's Graveyard. As this was Iain's last cube on the hex, he also has to remove his Influence Disc, returning it to his Influence Track. Vernor may now place his own Influence Disc in the hex and does so. He also removes the Damage Cubes from his Cruiser.

Players return the destroyed Ships to each other and draw Reputation Tiles. Iain draws a total of three tiles: one tile for the battle, and two tiles for the two destroyed Interceptors. He looks at them and keeps the highest one, returning the rest to the bag. Vernor then draws five tiles: one tile for the battle, two tiles for the two destroyed Interceptors and two tiles for the destroyed Cruiser. Note that he only draws five tiles, even though he destroyed three Interceptors, as the maximum amount you may draw is five. He looks at the tiles and keeps the highest one, returning the rest to the bag.

All battles have been resolved, so Combat Phase ends and **Upkeep Phase** begins.

UPKEEP PHASE

COLONY SHIPS First, you may activate one or more of your remaining Colony Ships (*see Colony Ships on page 8)* and move Population Cubes to hexes. **Contrary to the Action Phase, you may not move cubes to hexes containing enemy Ships**.

CIVILIZATION UPKEEP Collect your Income and pay your Civilization Upkeep cost. This is done by comparing your positive Money Income (the highest exposed number on your Money Population Track) with your Influence Cost for that turn (the highest exposed number on your Influence Track). The adjust your Money Storage marker on the Storage Track by this net amount (upwards by any excess Income and downwards by any deficit).

BANKRUPTCY? The Money Storage Marker may not move below zero; if that would happen, you must **trade** other Resources (Science and Materials) for Money, or **give up control** of some of your sectors by removing Influence Discs from the hexes and returning them on your Influence Track until the Influence Cost is small enough. All Population Cubes from these hexes are moved to their respective Population tracks on your Player Board. Cubes from gray (wild) squares may go on any track, and cubes from Orbitals may go to either the Money or Science track. Note that if you have to return Money cubes from the hex, they return to the Money Population track, reducing the Income as well.

In the unlikely event that you do not have enough Influence Discs to remove, your civilization has collapsed and your game ends here. Count your score and return all your game components to the game box.

In the example on the right, the Blue player's Income is 4 and Upkeep is –5. As the sum of these is 4–5 = –1, he must pay 1 Money from his Storage. If he doesn't have Money in the Storage, he must either trade other resources to Money or return one Influence Disc from his hexes to the Influence Track. Returning a disc would bring the Upkeep to –3, which would bring the sum to 4–3=1. He would then add 1 Money to his Storage.

SCIENCE AND MATERIALS PRODUCTION After paying the Civilization Upkeep cost, collect the Science and Materials Production and move the Storage Markers on the Storage Track accordingly. In the example on the right, Blue would collect 6 Science and 3 Materials.

> **TRADE** At any time, you may convert 2 units of one Resource (Money, Science or Materials) to 1 unit of any other.
>
> $2 \rightarrow 1$
>
> Note that only Terrans have a 2:1 Trade rate. The rate depends on the species you play.

CLEANUP PHASE

Draw new Technology Tiles (according to the number of players) from the bag and place them on their respective places on the Supply Board.

Each player moves all the Influence Discs from his Action Track back to his Influence Track and all cubes (if any) from the Graveyards to the respective Population Tracks. If a Population Track is full, the cube must be moved to an another track.

Then each player flips all his Colony Ships face up and the Summary Card the Action overview side up. Move the Round Marker one step forward. A new round begins with the Action Phase.

> **NEW TECH TILES**
> + 2 players: 4
> 3 players: 6
> 4 players: 7
> 5 players: 8
> 6 players: 9

The game ends after the 9th round. The player with the most Victory Points is the winner.

VICTORY POINTS are gained from:

- Reputation Tiles (1–4 VP per tile)
- Ambassador Tiles (1 VP per tile)
- Hexes with an Influence Disc (1–4 VP per hex)
- Discovery Tiles (2 VP per tile that was kept VP side up)
- Monoliths on own hexes (3 VP per Monolith)
- Progress on the Technology Tracks:
  4 Technology Tiles on a track = 1 VP,
  5 tiles = 2 VP, 6 tiles = 3 VP, 7 tiles = 5 VP
- Traitor Card (–2 VP!)
- Species bonuses

In case of a tie, the total amount of Resources (Money, Science and Materials) in each tied player's Storage is the tie breaker.

TWO PLAYER GAME

The two player game is strategically slightly different from the multiplayer game. Players should also be advised that the Descendants and Planta benefit from their species-specific fast expansion capabilities and are thus stronger than other species in a two-player setting. It is recommended not to use these species in a two player game.

Excerpts from the Archive of History, Library of the Galactic Center

ERIDANI EMPIRE

Epsilon Eridani, the capital system of the Empire in its heyday, was a sight yet unrivalled: whole moons – some records claim even planets – were shaped to celebrate the might and wisdom of the Forever Emperor. Their wealth was beyond anything ever documented. Yet, after surviving through what they call the Silent Era, the Empire has been reduced to rubble. The resources of the capital system have been depleted and most of their power disintegrated, yet the Heirs have not given up hope. The new dawn may rise in the uncharted systems.

DIFFERENCE FROM TERRANS

Draws two random Reputation Tiles in the beginning of the game

With the Move action may move up to two Ships, or one Ship twice

Two Influence Discs less (leave two right-most Influence Track circles empty)

Reputation Track

Different Ship blueprints

Initial Technologies: Gauss Shield, Fusion Drive, Plasma Cannon

3 → 1   Trade rate 3 : 1

Starting Storage:
26   2   4

222   Starting Sector number

HYDRAN PROGRESS

Never satisfied, never complete – the Progress are ever striving further. The Hydrans have long since embraced technology as their main interest, constantly evolving and augmenting their society and even themselves with new inventions. The speed of their technological progress is unparalleled among the Seven. Although very difficult to access by the layman, the universities and laboratories of Beta Hydri are held in very high esteem by the scientists species-wide.

With the Research action may buy two Technologies

With the Move action may move up to two Ships, or one Ship twice

During game setup, also place a Population Cube in the Advanced Science Population Square on the Starting System

Reputation Track

Initial Technologies: Advanced Labs

3 → 1   Trade rate 3 : 1

Starting Storage:
2   5   2

224   Starting Sector number

PLANTA

Even though they are by far the most different species of the Seven, the Planta have long been a steady Council member. Being a moss-like species with a distributed sentience, their intentions are sometimes difficult to decipher. After overgrowing most of the planets and moons in the Cygnus system, they seem to be content in just expanding their lush growth in new systems, fully co-operating with the other species, who mostly regard them as harmless companions. The Planta are phenomenal navigators, which makes them very respected in interspecies trading vessels.

With the Explore action may explore two hexes, one after another

With the Move action may move up to two Ships, or one Ship twice
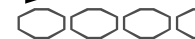
Four Colony Ships

Population Cubes are automatically destroyed by an enemy Ship at the end of the Combat Phase

1 / ⬡   1 extra VP for each controlled hex at the end of the game

Reputation Track

Different Ship blueprints

Initial Technologies: Starbase

3 → 1   Trade rate 3 : 1

Starting Storage:
4   4   4

226   Starting Sector number

SPECIES' ABILITIES The species' abilities are marked on the Player Boards with the symbols below.

DESCENDANTS OF DRACO
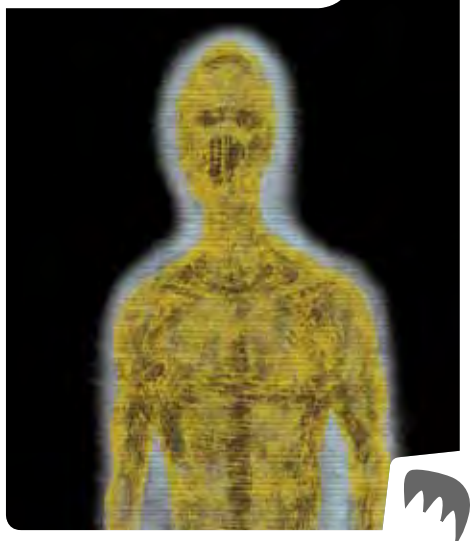
The Descendants are rumoured to be directly related to the Ancients. While there is no concrete proof on this, the statistics show that the survival ratio in the Descendant-Ancient contact is significantly higher for the Descendants than the other Seven. Hailing from the Draco system, the Descendants are a somewhat elusive species. While they are a fully recognized member of the Galactic Council, their Ambassadors still often cause discomfort among the other species.

DIFFERENCE FROM TERRANS

May have Ships in hexes containing Ancients, but may not battle the Ancients; may place Influence Discs in those hexes; may not collect Discovery Tiles from hexes containing Ancients.

With the Explore action may turn 2 hexes and choose one, or discard both

With the Move action may move up to two Ships, or one Ship twice

1 VP per Ancient Ship left on the game board at the end of the game

Reputation Track

Trade rate 3 : 1

Starting Storage:
2 4 3

228 Starting Sector number

MECHANEMA

After a long and difficult process, the Mechanema have only recently been accepted as a full member of the Council. Although they have been proven sentient in every legal way defined by the other Seven, and the Auriga system has been assigned as their sovereignty by the Council, there are still occasional disputes on the matter. The birth of the species dates back in the early days of the Galactic Center, when the artificial intelligences of various species were allowed to integrate. The Mechanema are quite respected for their technological advancements – in fact, the basic Ship types now commonly used among the spacefaring races were originally designed by them.

With the Upgrade action, may take up to 3 Ship Part Tiles from the Supply Board

With the Build action, may build up to three Ships or Structures

With the Move action may move up to two Ships, or one Ship twice

Cheaper Building costs

Reputation Track

Initial Technologies: Positron Computer

Trade rate 3 : 1

Starting Storage:
3 3 3

230 Starting Sector number

ORION HEGEMONY

The Hegemony originally hails from the Orion system, but their fleets are known to have actively patrolled the general volume since the early times. The tragedy that fell upon the Terran Federation Dreadnought "Juri Gagarin" and its accompanying fleet may well have been due to a grave misunderstanding in interspecies communication – plausible enough in a mutual First Contact. The long war that followed and their seemingly overwhelming military power gave the Hegemony their commonly used name. After the peace was established and the interspecies collaboration took its first steps with the creation of the original Galactic Center, the Hegemony has now been recognized as a benevolent species, and their past as a ruthlessly efficient war machine has been reduced to a historical side note.

Starts with a Cruiser instead of an Interceptor

With the Move action may move up to two Ships, or one Ship twice

Reputation Track

Different Ship blueprints

Initial Technologies: Neutron Bombs, Gauss Shield

Trade rate 4 : 1

Starting Storage:
3 3 5

232 Starting Sector number

Although the species is still known as the Terrans, its different factions have long since left their home system and now call new, distant systems their home. After the wormhole drive technology was discovered, the six main factions set out to colonize the nearby systems, leaving the ruined and dying home planet behind. The Terrans have proven to be a surprisingly adaptable and versatile species. After surviving the near-disastrous First Contact and the subsequent war with the species they named the Hegemony, they have made rather steady development and are now more or less unanimously regarded as a reliable member of the Galactic Council. The main drawback of the Terran society, and probably the reason prohibiting them to rise to true greatness, is their inherent need to squabble and form miniature factions amongst themselves.

TERRAN DIRECTORATE

The Directorate governs the Procyon sector with a strong hand. A seat in the Inner Circle is only given to the very best, carefully chosen (and rumouredly even genetically programmed) to continue the line of the Directors. While there may be power struggles behind the scenes, the Directorate is determined to lead the rather well-off civilization toward a great future.

Terran Federation consists of numerous state systems with relatively similar ideals and histories. The Altair system is considered to be the most important of them, and it houses the Federal Parliament. The state systems enjoy quite a lot of freedom in their government, but in time of need they work efficiently together to protect the Federation.

After the long diaspora, the Terran Union settled in the Eta Cassiopeiae system. Despite occasional internal struggles, the Union has stood tall during hard times, often through strong diplomatic efforts and by staying carefully neutral. This may soon change, however, as the home system will not be able to provide for the whole civilization..

After having set their home in the Sirius system and doing their part in the Hegemony war, the people of the Terran Republic have built a democratically ruled society, enjoying a relatively stable and prosperous life.

SPECIES

Unlike the other Terran factions, the Conglomerate was originally fully backed by corporations eager to invest in the deep space colonies. This is still reflected in the society all the way from the Board, the highest governmental body of the Conglomerate, to the most mundane details of life in the Tau Ceti system. The Conglomerate is a financial powerhouse and one of the key players in the Galactic Center business.

The Alliance was a major force in the Terran-Hegemony War, after the already dissolving faction united against the common enemy. After the decisive victory in the Battle of Delta Pavonis (33.142) and driving the Hegemony fleet out of the sector, the Alliance made Delta Pavonis their home system. They have come a long way since then, but the old treaties are still in effect and the Alliance holds strong.

There are no reliable documents regarding the seclusion of the Ancients. Most theories are based on the relics found in the systems believed to have been colonized by them. Some of the discoveries possess qualities previously unknown in the Galactic Library, but there is no solid theory on who or what the Ancients were, nor where they disappeared. Interestingly enough, folk tales of several different species allude to a similar, old evil. Recent messages from various sectors report of multiple contacts with something described as "Ships unlike any known design, with an unsettling feeling of Something hovering outside your field of vision" (Interceptor "Delirium of Disorder", Lambda Serpentis system, 43.393)

GALACTIC CENTER

Established at the end of the Terran–Hegemony War (30.027–33.364), the awkwardly named Galactic Center has since become the contact hub of known spacefaring species. Evolved around the diplomatic Ships that negotiated the peace (Terran Interceptor "Shelter from the Storm" and Hegemony Dreadnought "Viewpoint Adjustment"), the conglomerate of Ships and habitats is now the home for billions of entities, housing both the Galactic Council and the Library of the Galactic Center. The Council has representatives from the major species known colloquially as the Seven. While the Galactic Center acknowledges all the lesser spacefaring species as equals, only the Seven have a formal position in the Council. The minor species do occasionally play their part in the Council power struggles.

Even in times of fledgling peace, when alliances shatter and hasty diplomatic treaties are made, the Galactic Center is considered a demilitarized zone and protected by heavy defenses.

Q: Where can I get more Resources?
A: Place Influence Discs on sector hexes and use Colony Ships to move your Population Cubes on the Population Squares. Research the Advanced Technologies to be able to use the Advanced Population Squares. Build Orbitals to get more Population Squares. Collect Discovery Tiles.

Q: What do I need Money for?
A: You need Money to pay for the Upkeep of your civilization. The more actions you take and more sectors you control, the more you have to pay each round.

Q: That's all?
A: Yes. Well, you can also trade Money for other Resources, and vice versa.

Q: I don't have enough Influence Discs to do everything I want to. What now?
A: You can use the Influence action to return up to two discs from the sector hexes to your Influence Track. You can also research Advanced Robotics and Quantum Grid Technologies, which give you more discs. Finally, you often can deliberately bankrupt your civilization, by using more discs than you can pay for in the Upkeep Phase, and thus be required to return some of the discs from the sectors to your Influence Track.

Q: The best Technologies are terribly expensive. How can I ever afford them?
A: Having Technologies of the same category increases the discount you get when buying more. If you buy the Technologies in increasing price order, you get the maximum benefit of the discounts.

Q: What is the benefit of being the first player?
A: You get the first pick on the researching Technologies and exploring empty areas. You also often get to be the first player in a contested hex, giving you the edge on Initiative ties.

Q: What happens if I cannot return a Population cube to a track because it is full? This might occur if I return cubes from gray squares to different tracks than where they originally came from.
A: The track may be filled completely, so that no number is visible. This means that you do not have any production of that Resource. If a track is full and you still need to return cubes to it, the cubes must go to any other track(s).

Q: What happens if the extra Influence Discs acquired through the Advanced Robotics and Quantum Grid Technologies do not fit on the Influence Track?
A: Stack the extra discs on top of the disc on the rightmost space of the Influence Track. You may use these extra discs normally.

Q: Using the Influence action, I can move an Influence Disc from a hex to its neighbor through a Wormhole connection. May I move the Disc that created this connection in the first place?
A: No. If you move the disc, there is no longer a connection.

Q: During Upkeep Phase, when may I remove Influence Discs from my hexes?
A: Only when you do not have enough Money (produced in this Upkeep, plus your Storage) to pay for the Upkeep. Then you may remove Discs until the Upkeep cost is low enough. Note that if you remove a disc from a hex, the Population cubes are immediately returned to your Production tracks, which may also reduce your Money production.

Q: Is it ever possible to voluntarily remove population cubes from the board without giving up the control of the entire hex?
A: No. It can be done with the Influence action, though, by first removing the disc and the cubes from the hex and then returning the disc back to the hex.

Q: My precious ships keep getting blown to pieces. How can I win more battles?
A: You have an advantage if you get to shoot first, cannot be hit or can take some beating. Buy better Drives and Computers to increase your Initiative, and Missiles to attack before the close range combat. Buy Shields to render the opponent's Computers useless. Buy Hull parts to withstand more hits. Collect Discovery Tiles to get unique, powerful Ship Parts.

Q: Aren't Interceptors too small to be of any use?
A: Not really. For example, try upgrading them with a better energy source and they can pack quite a punch. They often work best when specialized somehow.

Q: Are the Shields of any use if my opponents don't have Computers?
A: No. Then again, if they don't have Computers, they most likely won't hit you anyway. Use that to your advantage.

Q: If I have the Gluon Computer Technology, can I take Positron Computer Ship Parts?
A: No. Each Ship Part (apart from the default ones, ie. Ion Cannon, Nuclear Drive, Nuclear Source, Hull and Electron Computer) requires its own Technology.

Q: If all of my ships try to retreat but are all destroyed while doing so, do I get the Reputation Tile for taking part in a battle?
A: No. Your ships are considered to have retreated as soon as you decide to retreat them.

Q: If the Ancient Ships are destroyed from a Descendants controlled hex but the Descendants still control the hex, can they take the Discovery Tile?
A: The Discovery Tiles can only be taken when placing an Influence Disc. So you'll first have to remove the disc with the Influence action and then place it again.

Q: Do I have to use the Descendants' or Planta's Explore ability? If not, when may I choose whether to use it or not?
A: You don't have to draw two hexes with the Descendants, or Explore two times with Planta. You can decide after seeing the first hex.

NANO TECHNOLOGIES

Nanorobots You may Build one additional Ship or Structure.

Fusion Drive You may Upgrade FUSION DRIVE Ship Parts.

Advanced Robotics You receive one additional Influence Disc, placed immediately on your Influence Track.

Orbital You may Build Orbitals.

Advanced Labs You may place Population Cubes in the advanced Science squares with your Colony Ships.

Monolith You may Build Monoliths.

Artifact Key You must take 5 Resources of one type for each Artifact on your hexes.

Wormhole Generator You may Explore, Influence and Move through a hex edge that has a Wormhole on just one side.

GRID TECHNOLOGIES

Gauss Shield You may Upgrade GAUSS SHIELD Ship Parts.

Improved Hull You may Upgrade IMPROVED HULL Ship Parts.

Fusion Source You may Upgrade FUSION SOURCE Ship Parts.

Positron Computer You may Upgrade POSITRON COMPUTER Ship Parts.

Advanced Economy You may place Population Cubes in the advanced Money squares with your Colony Ships.

Tachyon Drive You may Upgrade TACHYON DRIVE Ship Parts.

Antimatter Cannon You may Upgrade ANTIMATTER CANNON Ship Parts.

Quantum Grid You receive two additional Influence Discs, placed immediately on your Influence Track.

MILITARY TECHNOLOGIES

Neutron Bombs You may destroy all the Population Cubes from the hex without rolling any dice.

Starbase You may Build Starbases.

Plasma Cannon You may Upgrade PLASMA CANNON Ship Parts.

Phase Shield You may Upgrade PHASE SHIELD Ship Parts.

Advanced Mining You may place Population Cubes in the advanced Materials squares with your Colony Ships.

Tachyon Source You may Upgrade TACHYON SOURCE Ship Parts.

Plasma Missile You may Upgrade PLASMA MISSILE Ship Parts.

Gluon Computer You may Upgrade GLUON COMPUTER Ship Parts.

PREPARATIONS

Technology Tiles on Supply Board

Outer Sector hex stack

Players	🁢🁢	🁢🁢🁢	🁢🁢🁢🁢	🁢🁢🁢🁢🁢	🁢🁢🁢🁢🁢🁢
Tiles	12	14	16	18	20

Players	🁢🁢	🁢🁢🁢	🁢🁢🁢🁢	🁢🁢🁢🁢🁢	🁢🁢🁢🁢🁢🁢
Tiles	5	10	14	16	18

ACTION PHASE

Starting from start player and going clockwise: take an Action or Pass

	EXP	Explore – place a hex next to a hex where you have a disc or a Ship, may discard
	iNF	Influence – move Influence Discs and flip Colony Ships face up
	RES	Research – take a Technology, pay 🔴 Science
	UPG	Upgrade – discard and take Ship Parts
	BUi	Build – build Ships or Structures in hexes where you have a disc, pay 🔴 Materials
	MOV	Move – move Ships; may move same or different

At any time during action, you may use Colony Ships

Turn Summary Card dark side up when passing
After passing, you may only do Reactions (▶→ MOV, ✂ BUi or ◻ UPG — weaker actions)

COMBAT PHASE

🎲 ★   • ✕   🎲 +3   -1 ≥6 ★

Resolve battles in descending hex order
Score of 6 or more is a hit; a roll of 6 is always a hit, roll of 1 is always a miss
If a hex contains more than two sides, battles resolved in reversed entry order
GCDS, Ancients and player controlling the hex always battle last
Draw 🛡 Reputation Tiles (max 5) once per hex, keep one, placed on track
  1 Tile for taking part in a battle (not if your last Ships retreated)
  1 Tile for each opposing Interceptor, Starbase & Ancient destroyed
  2 Tiles for each opposing Cruiser destroyed
  3 Tiles for each opposing Dreadnought destroyed
  3 Tiles for the Galactic Center Defense destroyed

GAME END SCORING 🛡

Reputation Tiles
  1–4 VP per tile

Ambassador Tiles
  1 VP per tile

Hexes controlled
  1–4 VP per hex

Discovery Tiles
  2 VP per tile

Monoliths on controlled hexes
  3 VP per Monolith

Progress on Technology Track
  4 tiles on a track = 1 VP
  5 tiles = 2 VP
  6 tiles = 3 VP
  7 tiles = 5 VP

Traitor Card
  −2 VP

Species bonuses

UPKEEP PHASE

May use remaining Colony Ships
Pay 🟠 Upkeep and receive 🔴🟤 Production

CLEANUP PHASE

Return Influence Discs from Action Track to Influence Track

+ 📋 Draw new Technology Tiles from bag

Players	🁢🁢	🁢🁢🁢	🁢🁢🁢🁢	🁢🁢🁢🁢🁢	🁢🁢🁢🁢🁢🁢
Tiles	4	6	7	8	9