BEYOND NEBULA

Introduction and Rulebook

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1. INTRODUCTION

Beyond Nebula is a 2-player turn-based strategy tabletop game based around Examining, Expanding, Exploring, and Exterminating. The game requires tactics and resource management in order to defeat the opposing player. It was developed to be portable and game-ready.

2. OBJECTIVE

The first player to CONTROL THREE PLANETS, ONE OF EACH COLOR (Yellow, Red, Green), including his Root Planet and a Planet belonging to the opposing player's field WINS. **EACH player can only Control ONE Planet of each Color.**

IF a player loses Control over ALL his Planets, that Player LOSES.

3. THE STORY

Earth is in ruin. War, pollution, and radiation have left behind a desolate landscape that had once been alive and flourishing. Indiscriminate social injustice had led to revolts all around the globe and in the middle of the power struggle, a race for the stars was born. The Organization, an alliance between the most influential people in the world, pulled their resources together and funded a space race on a scale never seen before. Before society finally fell into anarchy, the Organization mysteriously disappeared into deep space with their private armies, leaving behind a strange radioactive energy signature. Top scientists who sympathized with the masses stayed behind to find a way to save the population of Earth, and after some time reached their goal. Deep underground, an alien spacecraft of enormous size was uncovered during a mining operation, partially

operational. Inside it was the hope for humanity. A star map marking a path across the Carina Nebula was on display in the alien ship's control chamber, and it was identical to the signature left by the Organization. The map lead to an unknown coordinate far away from the solar system. Proof of intelligent alien life forms and other hospitable planets brought strength the World's population and filled everyone with determination. They would survive and prosper on faraway planets and bring the leaders of the Organization to justice. The vessel became a beacon of hope for Humanity and was rebuilt soon after. It was a fearsome machine of unmeasurable speed, but its xenomorphic architecture and incomprehensible power sources made it a dangerous ally. The risk had to be taken, however. The time had come to leave Earth behind and the Mothership was launched, in pursuit of the Organization. While en-route to the marked destination, whole new worlds were scouted and colonized, while others were found to have already been settled by the Organization. With the survival of the species guaranteed in several new solar systems, humans quickly spread through the galaxy like wildfire. The Mothership managed to catch up with the Organization flagships, and hostilities quickly reopened as the two sides fought for control over their newfound colonies and to secure the way to their goal. What ventures does the future hold for Humanity? The mystery remains as to what lies hidden on the other side of the Nebula.

4. BOX CONTENTS

Each player should have 54 Tokens:

- **3 PLANET TOKENS (Location – Galactic Map)** (1 Yellow, 1 Red, 1 Green);

- **3 PLANET TOKENS (Annex – Control Panel)** (1 Yellow, 1 Red, 1 Green);

- **3 BUILDING TOKENS (Annex – Control Panel)** (1 Academy[Yellow], 1 Hangar[Red], 1 Laboratory[Green]);

- **3 BASE EXTRACTOR TOKENS (Annex – Control Panel)**;

- **3 SPECIALIZED EXTRACTOR TOKENS (Annex – Control Panel)** (1 Metal, 1 Gas, 1 Crystal);

- **3 RESOURCE RESERVE COUNTERS (Metal, Gas, Crystal)**;

- **6 SHIP TOKENS (Location – Galactic Map)**;

- **6 SHIP TOKENS (Annex – Control Panel)**;

- **6 COOLDOWN TOKENS (Annex – Control Panel)**;

- **18 TECH TOKENS (Annex – Control Panel)** (6 Academy, 6 Hangar, 6 Laboratory);

Both players will share :

- **1 6-SIDED DIE** (1d6) (Harvest);
- **1 10-SIDED DIE** (1d10) (Harvest);
- **5 20-SIDED DICE** (5d20) (Indicators of the number of Allocated Regiments on a Planet).

Total: 108 Tokens, 5d20, 1d10, 1d6.

5. MAP LEGEND

1. Vertical Coordinate
2. Horizontal Coordinate
3. Unexplored Zone
4. Radioactive Zone
5. Building – Laboratory
6. Building – Hangar
7. Building – Academy
8. Basic Tech
9. Advanced Tech
10. Ship Fleet
11. Extraction
12. Controlled Planets
13. Regiments Allocated to Controlled Planet
14. Resource Reserves

6. PREPARING THE GAME

6.1 The players should decide the order of play by their preferred means.

6.2 The players should organize their Tokens near the Control Panel. The Techs should be grouped by Color (Yellow, Red, and Green) in a pile. The Buildings, Extractors (Base and Specialized) and Ships should be placed in a separate pile.

6.2.1 All Tech Tokens NOT YET Allocated or under Research should be placed Face-down (the players should avoid revealing these Tokens in order to keep their strategy a secret). Tech Tokens are only revealed after their Research is completed. The player can look at his/her Tokens whenever he desires.

6.3 The players should split their Planet Tokens into two groups, one for the Location Tokens, and another for the Annex Tokens. Location Tokens will be used on the Galactic Map, and Annex Tokens will be used on the Control Panel.

6.3.1 The Location-labelled Planet Tokens should be placed Face-down and shuffled.

6.3.2 To attribute a Location to each Planet Token, EACH player should roll ONE 10-sided die (1d10) and ONE 20-sided die (1d20). The 1d10 sets the Vertical Coordinate, and the 1d20 sets the Horizontal Coordinate. The Coordinates are represented on the Galactic Map's Grid, which is divided into two fields. While Allocating their Planet Tokens, the players should ONLY consider the Coordinates of their field on the Galactic Map.

6.3.3 The FIRST Planet Token that EACH player finds and Allocates to the Galactic Map will become his/her Root Planet. The two remaining Planet Tokens will become Uncolonized Planets.

7.   TURN STRUCTURE

7.1 MAINTENANCE: The Active Player MUST start his Turn with the Maintenance of his Tech. The Active Player MUST advance (decrement) the Research and Cooldown Indicators of his Techs. This phase is MANDATORY and the Active Player MUST do it as long as there are Allocated Techs on the Control Panel.

7.1.1   If a Tech's Indicator points to the LAST position AFTER Maintenance, the Active Player MUST place it Face-up. The Tech is usable once again. There are two types of Techs represented on the Control Panel:

- Basic Techs – Research takes 2 Indicators (becomes usable on the third Turn).
- Advanced Techs – Research takes 3 Indicators (becomes usable on the fourth Turn).

7.2 HARVEST: THE FIRST TURN OF THE GAME BEGINS HERE FOR EACH PLAYER: The Active Player MUST roll 1d6 for each of his Resources (Metal, Gas, Crystal). This will set the amount of Resource Reserves the Active Player can add to his Reserves on that Turn. This phase is MANDATORY, and the Active Player MUST do it. **EACH player Receives a 10 Reserve Kick for each Resource on the FIRST TURN.**

7.3 PROGRESS: The Active Player MAY Produce Ships, Regiments and Construct Buildings, as well as Research new Tech and enjoy the benefits of Specialty according to his plan and the Resource Reserves he/she possesses.

7.4 CONFLICT: The Active Player CAN NOW use Techs. The Active Player MAY move his/her Ships and engage in Combat, and be foiled by Techs belonging to the Passive Player.

8. RULES AND MECHANICS

8.1 RESOURCES: At the start of EACH Harvest, the Active Player computes the Resource Reserves he will Receive that Turn. Depending on the existing Base or Specialized Extractors, the Reserves Received can vary. Both Players SHOULD indicate how many Reserves of each Resource they have with the Resource Reserve Tokens. Each Resource's Reserves can vary between 0 and 35. These bounds can NEVER be surpassed.

8.2 Extraction: At the start of EACH Harvest, the Active Player MUST calculate the amount of Resources Received by rolling 1d6 ONCE for EACH Resource.

8.2.1 Base Extractors: Each Resource (Metal, Gas, Crystal) allows for the Construction of ONE Extractor. To Construct ONE Base Extractor, the Active Player MUST Pay 5 Reserves of the same Resource type as the desired Extractor. The Active Player MUST then place the Base Extractor Token on the Control Panel.

8.2.1.1 The Resources under a Base Extractor ADD a 1d10 roll to their respective Harvest rolls. To compute the Received Reserves for a Resource with a Base Extractor, the Player should roll 1d6 and 1d10, and ADD the results. This value is then added to the Player's total Reserves of that Resource.

8.2.2 Each Base Extractor can be upgraded by Constructing a Specialized Extractor. To Construct ONE Specialized Extractor, the Active Player MUST Pay 10 Reserves of the same Resource type as the desired Extractor. The Active Player MUST then place the Specialized Extractor Token on the Control Panel.

IMPORTANT: Both players begin the game WITHOUT ANY EXTRACTOR, BASE OR SPECIALIZED. As mentioned before both players start the game with a Kick: 10 Reserves of EACH Resource (Metal, Gas, Crystal).

8.3 Exchange: Ability - ONCE PER TURN, the Active Player MAY convert Reserves from ONE Resource into Reserves of ANOTHER Resource, on a 1 to 1 ratio. On the FOLLOWING Turn that Player will not gain ANY benefit from ANY Extractors on the Resource he Paid. He/she will ONLY Receive the 1d6 Reserves for that Resource.

8.4 PLANETS: To win the game, a Player has to Colonize and Capture Planets. The victory conditions are met once the Player Controls ONE AND ONLY ONE Planet of each Color, one of which belonging to the Opposing Player's field on the Galactic Map. The Location of the Planets is set during the game preparation (see 6. PREPARING THE GAME).

8.4.1 **Colonizing Planets:** For a Planet to be Colonized, it MUST NOT have belonged to ANY other Player beforehand. The FIRST Player to move a Ship to said Planet and to Allocate 5 Regiments to it will gain Control of it. The Planet is now Colonized and is Controlled by the Player who Colonized it. If the number of Regiments Allocated to that Planet falls below 5, the Planet becomes Neutral.

8.4.2 **Capturing Planets:** If the Player moves a Ship to an Opposing Planet without being contested by Opposing Ships, that Planet and ALL Allocated Regiments will fall under Control of the Player.

8.4.3 **Defensive Rings:** Allocation Bonus - Restrict all Opposing Ship movement down to 1 block per Turn when any find themselves within the Player Planet's area of influence. The area of the Defensive Rings formed around a Planet is square-shaped. By Allocating 10, 15 or 20 Regiments to a Planet, the Defensive Rings' area of influence will have 1, 2 or 3 blocks in Reach.

8.4.4 **Root Planet:** Each Player begins the game with the Control of ONE Planet, the first found during the Game Preparation (see 6. PREPARING THE GAME). This Planet DOES NOT REQUIRE any Allocated Troops for the Player to have Control over it. It still benefits from the Defensive Rings bonus, should the Player choose to Allocate Regiments to it.

8.4.5 **Controlled Planet:** A Planet Colonized or Captured by the Player. The Player's Root Planet is also a Controlled Planet. A Controlled Planet can benefit from Defensive Rings.

8.4.6 **Neutral Planet:** A Colonized Planet with less than 5 Allocated Regiments. It is NOT under Control of any Player. It becomes Controlled by whichever Player reaches it and Allocates enough Regiments to satisfy the 5 Regiment requirement for Colonization. ALL Regiments previously Allocated to this Planet will then belong to the Player that took Control of it.

8.4.7 **Opposing Planet:** A Planet Controlled by the Opposing Player. It can benefit from Defensive Rings.

9. BUILDINGS AND SPECIALTY

9.1 BUILDINGS: During his/her Turn, the Active Player can Construct Buildings which allow the Research of Tech. The cost of the Construction of EACH Building is marked on the Control Panel. Each building can be used several times per Turn. Their associated Techs can be divided into two categories: Basic and Advanced. The cost of these Techs is also marked on the Control Panel.

9.2 Academy: To Construct the Academy, the Active Player MUST Pay 13 Metal Reserves, 11 Gas Reserves, and 12 Crystal Reserves. The Academy allows the Active Player to Pay 4 Metal Reserves to Produce 1 Regiment. Once he/she Produces a Regiment, the Active Player MUST Allocate this Regiment to a Controlled Planet. The Player can Pay ANY number of times to Produce Regiments as long as he/she has Reserves of Metal.

9.2.1   The Academy allows the Research of THREE Base and THREE Advanced YELLOW Techs.

9.3 Hangar: To Construct the Hangar, the Active Player MUST Pay 12 Metal Reserves, 14 Gas Reserves, and 13 Crystal Reserves. The Hangar allows the Active Player to Pay 4 Gas Reserves to Produce 1 Ship. Once he/she Produces a Ship, the Active Player MUST Allocate this Ship to a Controlled Planet. The Player can Pay ANY number of times to Produce Ships as long as he/she has Reserves of Gas.

9.3.1   The Hangar allows the Research of THREE Base and THREE Advanced RED Techs.

9.4 Laboratory: To Construct the Laboratory, the Active Player MUST Pay 12 Metal Reserves, 11 Gas Reserves, and 13 Crystal Reserves. The Laboratory allows the Active Player to Pay 4 Crystal Reserves to advance (decrement) the Cooldown Indicator of ANY chosen Tech. This Includes Hangar and Academy Techs. The Player can Pay ANY number of times to advance Cooldown Indicators as long as he/she has Reserves of Crystal.

9.4.1   TheLaboratory allows the Research of THREE Base and THREE Advanced GREEN Techs.

9.5 SPECIALTY: If a Player Controls a Planet of the SAME Color as a Building he possesses, this Building has a Specialty. Techs belonging to that Color require 1 less Turn to finish their Cooldown after being used. After using a tech from said Color, the Player can immediately skip the Tech's Cooldown Indicator from the first to the Second position.

10. TECHS AND UNITS

10.1 ACADEMY TECHS

10.1.1 Electric Charge (Basic): Forces the Opposing Player to roll a 1d6. If the Opposing Player rolls a 3 or under, he is unable to use the target Tech on the FOLLOWING Turn. Otherwise, it stops the advancement (decrement) of 1 target Cooldown Indicator on the Opposing Player's Control Panel on the FOLLOWING Turn.

10.1.2 Electromagnetic Pulse (Basic): Stops an Opposing Player's Ship movement on the FOLLOWING Turn.

10.1.3 Suicide (Basic): Destroys the Player's OWN Ship, along with ANY ADJACENT Ships. THE PLAYER MUST DECLARE THE USE OF THIS TECH BEFORE COMBAT.

10.1.4 Hack (Advanced): Copies the characteristics of a Face-up Tech belonging to the Opposing Player and USES it (Placing Hack on Cooldown) The copied Tech is SUBJECT TO THE NUMBER OF USES OF THE COPIED TECH.

10.1.5 Radioactive Ray (Advanced): Requires a Player controlled Ship within 5 blocks of the target Ship. Removes 1 Durability Point from the target Ship. Forces the Opposing Player to roll a 1d6 for every target Ship within 1 block reach of the targetted Ship. Any ship that rolls 3 or under, loses 1 Durability Point.

10.1.6 Repair (Advanced): Recovers 1 Durability Point on the Player's target Ship.
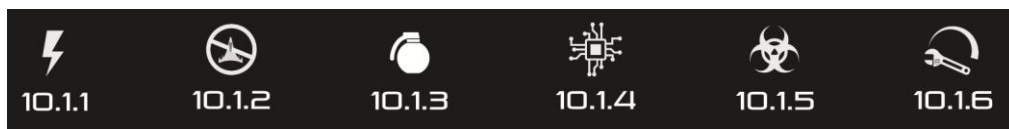
10.1: Academy Techs

10.2 HANGAR TECHS

10.2.1 Battle Speed (Basic): Allows ALL of the Player's Ships to move an extra block on that Turn.

10.2.2 Improved Cargo (Basic): Increases the Player's target Ship transport capacity from 6 to 8 Regiments.

10.2.3 Reveal Spy (Basic): TEMPORARILY (1 Combat duration) ADDS 1 Regiment to the Player's target Ship.

10.2.4 Energy Shield (Advanced): Prevents the loss of 1 Durability Point on the Player's target Ship.

10.2.5 Invisibility Field (Advanced): Avoids 1 Combat.

10.2.6 Supernova Cannon (Advanced): Requires a Player controlled Ship within 5 blocks of the target Planet. Eliminates 10 Regiments Allocated to the target Planet. If the Planet is Colonized and the number of Regiments on it falls below 5, the Planet becomes NEUTRAL. MAXIMUM OF 2 USES PER GAME.

10.2: Hangar Techs

10.3 LABORATORY TECHS

10.3.1 Balance (Basic): Creates an identical copy of Reserves from one Resource to another, overwriting the previous Reserves of the latter.MAXIMUM OF 1 USE PER TURN.

10.3.2 Mothership (Basic): Allocates Regiments to a Player's target Ship. Limited to the Ship's transport capacity.

10.3.3 Pathfinder (Basic): Allows the target Ship to EITHER enter or leave a mapped zone (drawn paths). WHEN A SHIP IS OUTSIDE THE MAPPED ZONE, ITS MOVEMENT IS ORTHOGONAL (there is no diagonal movement).

10.3.4 Clone (Advanced): Doubles the Regiments Produced that Turn. MAXIMUM OF 1 USE PER TURN.

10.3.5 Free Exchange (Advanced): Removes the Exchange ability's penalization.

10.3.6 Jumpgate (Advanced): Relocalizes the target Ship exactly 7 blocks away.

10.3: Laboratory Techs

10.4 REGIMENTS: Regiments are a measure of a Player's military might. They can be Allocated to ANY Controlled Planet by the Active Player after being Produced. Regiments can only be moved when aboard a Ship. During a Planet's Colonization, 5 Regiments need to abandon the Ship to be Allocated to said Planet in order to have it under the Player's Control. ANY Regiments aboard a Ship when it is Eliminated are also lost.

10.5 SHIPS: Ships are used to move Regiments across the Galactic Map and to engage in Combat and Colonization. They can be Allocated to ANY Controlled Planet by the Active Player after being Produced. When a Ship is moved over an Opposing Planet and is uncontested by an Opposing Ship, the Planet is Captured. When Allocated to a Planet (or stacked over it), Ships serve as lines of defense against Opposing Ships, since they force Combat. A Ship has 2 Durability Points and is ELIMINATED when it loses both. 1 Regiment is required aboard the Ship to move it. Several Ships can stack on the same block, but Combat is ALWAYS singular and played out between two Ships. Ships are the main drivers of expansion, colonization, and control on the Galactic Map.

10.5.1 Ship Transport Capacity and Movement: Ships can move up to 4 blocks per Turn and can transport up to 6 Regiments by default. These values can be increased by Techs.

IMPORTANT: SHIPS MOVE ALONG THE LINES REPRESENTED ON THE GALACTIC MAP (MAPPED ZONES). AS LONG AS THEY ARE IN A MAPPED ZONE, ADVANCING 1 BLOCO IS EQUIVALENT TO MOVING THE SHIP TO THE NEXT CONNECTED BLOCK. WHEN A SHIP IS OUTSIDE THE MAPPED ZONES, ITS MOVEMENT MUST BE STRICTLY ORTHOGONAL (NO DIAGONAL MOVEMENT)

10.5.2 COMBAT: Combat begins when enemy Ships are adjacent. Combat is SINGULAR (1 on 1) and ends after one of the Ships is ELIMINATED. Combat is played out by successive arrival order of Ships to a Location. Whoever engages in Combat has the initiative. Each player rolls 1d6 and adds the result to the number of Regiments on his/her Ship. The Player with the lowest final value loses 1 Durability Point on his/her Ship. This process is repeated until one Ship is ELIMINATED. Several Techs can be used during Combat.

11. GLOSSARY

Gameplay:

- Allocation: Assign Regiments, Ships, or Tech to a Coordinate on the Galactic Map.
- Conflict: Turn phase used for Combat actions (during which any Player can use Tech), and ship movement (crossing Radioactive Zones and Unexplored Zones).
- Cooldown: Turns needed for a Tech to be usable again (measured in Indicators). A Token on Cooldown is presented Face-down. When the Cooldown is finished, the token can be placed Face-up again.
- Harvest: Turn phase in which Resources are Received from Extraction. On the first Turn's Harvest, each Player Receives a 10 Reserve Kick to each Resource.
- Kick: Initial amount of Resources attributed to a Player.
- Maintenance: Turn phase when the Player decrements his Research and Tech Cooldowns.
- Pay: Consume Resource Reserves.
- Progress: Turn phase in which a Player Produces Regiments and Ships, Constructs Buildings, Researches Techs, and uses Specialties and Techs.
- Receive: Gain Resource Reserves, Ships, Regiments, or Buildings.
- Turn: Time frame each Player has to execute his plan. Divided into four phases: Maintenance, Harvest, Progress, Conflict.

Tokens:

- Annex: Token to be placed on the Control Panel.
- Color: The Token's main Color. Represents the main Resource it is connected to.
- Control Panel: The Player's management area. The Tokens representing the Buildings, Techs, Ships, Controlled Planets, Extractors, and all allocated Regiments are placed here. Most Prices are listed along the slots.
- Face-down: Token state, positioned with its face hidden.
- Face-up: Token state, positioned with its face in clear view.
- Galactic Map: Both Players' play area, where the action unfolds. It is divided into blocks (20x20 grid).
- Indicator: Number of units (time or quantity) attributed to a Token.

[EXAMPLE_1: A Tech Token with 2 Research or Cooldown Indicators means it will be ready on the third Turn.]

[EXAMPLE_2: A Ship Token with 4 Indicators means it is carrying 4 Regiments aboard it.]

[EXAMPLE_3: A 20-sided dice (1d20) set to 11 on a player's second Controlled Planet indicates the number of Regiments Allocated to it.]

- Location: Token to be placed on the Galactic Map; a Token's position on the Galactic Map.

Board:

- Active Player: The Player taking the initiative on the current Turn.
- Coordinates: Horizontal and Vertical values. When paired, they form a playable position on the Galactic Map.
- Passive Player: The player awaiting his Turn. He can take countermeasures against the Active Player during the Conflict phase, according to his available Techs.
- Token(s): Play piece, to be used on the Galactic Map or Control Panel, as per the given description (respectively: Location or Annex).

Resources:

- Base Extractor: Allows the Extraction of a certain Resource to be increased to 1d6 + 1d10 Reserves per Turn. The Player must Pay 5 Reserves of said Resource to acquire this Extractor.
- Crystal: A Resource, mainly used to Pay for Cooldown reductions and to use the Laboratory.
- Exchange: Convert a Resource's Reserves into another's, on a 1 to 1 ratio. During the NEXT Harvest phase, the Player who used this ability will only Extract 1d6 Reserves of the Resource he Paid. This can only be done once per Turn.
- Extraction: Reserves Received from a certain Resource per Turn (initially 1d6 for each).
- Gas: A Resource, mainly used to Pay for Ships and to use the Hangar.
- Metal: A Resource, mainly used to Pay for Regiments and to use the Academy.
- Reserves: Unit of measurement of a certain Resource, between 0 and 35.
- Resource: Crystal, Gas, or Metal.
- Specialized Extractor: Allows the Extraction of a certain Resource to be increased to 1d6 + 10 (guaranteed) Reserves per Turn. The Player must Pay 10 Reserves of said Resource to acquire this Extractor.

Planets:

- (Un)Colonized Planet: A Planet yet to be Colonized by any Player. To become Colonized, a Planet must have at least 5 Regiments Allocated to it. A Colonized Planet CANNOT become Uncolonized afterwards.
- Controlled Planet: A Player-owned Planet (Colonized or Root).

- Neutral Planet: A Colonized Planet with less than 5 Allocated Regiments. The FIRST Player to Allocate enough Regiments to the Planet gains Control of it, and ALL OTHER Regiments previously on it.
- Opposing Planet: A Planet Controlled by the opposing Player. It can be captured by the Player.
- Planet: Production and Allocation Location for Ships and Regiments. Controlling a Planet of the same Color as a Constructed Building allows its Specialty to be in effect. ANY Planet can be captured by a Player.
- Root Planet: A Player's starting position on the Galactic Map. It can hold between 0 and 20 Regiments.

Management and Tactics:

- Building: Laboratory (Cooldown reduction), Hangar (Ship Production), and Academy (Regiment Production). Buildings are not Allocated to any Planet after being Built and are permanently part of the Player's arsenal. They require nothing besides the Resources to Pay for them.
- Combat: Initiated by the Active Player, moving a Ship to a block adjacent to an opposing Ship. It ends when one of the Ships is destroyed. Techs can be used at any time during Combat by both Players.
- Construction: The Player Receives the Building they Paid for on the following Turn (1 Indicator).
- Defensive Rings: Restrict Ship movement to 1 block per Turn. Allocating 10, 15, or 20 Regiments to a Planet increases the reach of the rings to 1, 2, or 3 blocks.
- Production: After Paying the required Resource Reserves, the Player receives 1 Ship or Regiment, and can Allocate it to any Controlled Planet. Ships and Regiments become movable in the following Turn.
- Radioactive Zone: A zone which interacts with the Active Player's Ship. When the Ship moves through it, the Active Player must roll a 1d6. If the result is 3 or under, 1 Regiment is eliminated from the Ship. Otherwise, nothing happens.
- Regiments: Unit of measurement indicative of a Player's military might. A Regiment can be Allocated to a Ship or Controlled Planet.
- Research: After Paying the required Resource Reserves and waiting an amount of Turns equal to the Tech's Cooldown, the Player will be able to use that Tech for the rest of the match.
- Ship: Movable unit, capable of carrying Regiments aboard. At least 1 Regiment aboard the Ship is needed to move it. It has 2 Durability Points. If they reach 0 during Conflict, the Ship is destroyed, along with all Regiments aboard it. A Player can have up to 6 Ships.
- Specialty: If a Player Controls a Planet of the same Color as a Building he possesses, Techs belonging to that Color have 1 less Cooldown Indicator.
- Tech: Ability which will begin its Cooldown once used by the Player. Each Color has its Techs. A Tech needs to be Researched. Techs can be Basic (2 Research/Cooldown Turns), or Advanced (3 Research/Cooldown Turns).
- Unexplored Zone: A zone which interacts with the Active Player's Ship ONLY ONCE. When the Ship moves through it, the Active Player Receives a Tech without Paying. The Tech's Color is picked by the Passive Player. A Tech Token of the chosen Color is picked at random. The Active Player must not already own this Tech.