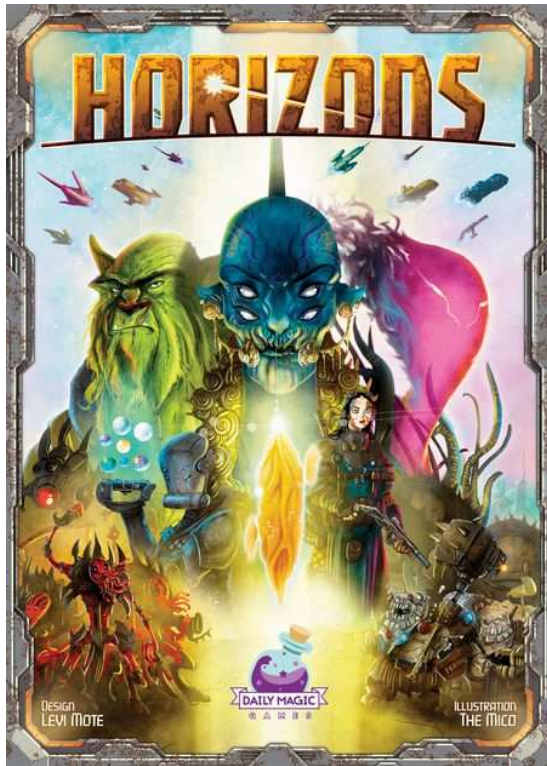


NEW HORIZONS

By Doug Mann, 2020



1. *Horizons* is an elegant game of space colonization that is missing the Extermination element. These rules add that element, turning it into a light 4X game.

2. COMPONENTS: You'll need to add three things to the game. First, each player should have their own set of **8 space ships**, 2 each of 4 sizes. You can get these from other space games like *Exodus Proxima Centauri* or *Twilight Imperium*, or by buying cheap sets like those made by Rhode Island Novelty (search for these on Amazon). These represent, in descending size, Battleships (BB), Cruisers (CA), Destroyers (DD) and Stealth Ships (SS). Second, you need a round, flat object to represent **hyperspace**: the top of a plastic ice cream tub does the trick nicely. Place your hyperspace roundel in the middle of the table where all can reach it. Third, you'll need a bunch of six-sided **dice** to throw during battles: at least six is ideal.

3. ACTIONS: Two new actions are added as alternatives to the regular ones. Instead of using Build to create structures, you can use **Build Ships** to build ONE ship at a friendly colony, placing it in orbit around that world. The cost of each ship is listed in the chart below. Use any Ally effects for Build if you chose this action as per the regular rules.

4. The second new action is **Move Ships**, which is an alternative choice to Conspire. You may move one or more ships orbiting the same planet for a cost of **one Energy** per ship. A given ship can only move once per Move Ships action. Here are your choices:

- ☐ Move from one world to another world within the same system.
- ☐ Move from a world to hyperspace.
- ☐ Move from hyperspace to any world.
- ☐ Activate a ship in orbit without moving.

Thus to move to a world in another system, you would have to do two Move Ships actions, paying two Energy per ship. Ally effects apply.

5. ALLIANCES: All players are considered **hostile** to each other unless they make an explicit alliance during one of their turns. Allies may *trade* up to 2 Energy, Metal or Knowledge pieces total per turn on a one-to-one basis. Any other promises made have no binding power. Allied ships and structures **may not attack** each other, and can co-exist in orbit around the same world. A player can break an alliance simply by stating it is over.

6. BATTLE: If a player has ships in orbit around a world with hostile (i.e. non-allied) ships, there will be a **space battle**. If the player is in orbit unopposed around a world where hostile structures exist, he or she has the *option* to **bombard** those structures. Allied ships fight as a single unified force. Unlike in *Star Trek*, there are no battles in hyperspace: ships there are safe.

7. Battles take place in rounds. Dice are thrown and damage applied **simultaneously**. Use the cardboard VP tokens from the game

to keep track of damage to individual ships. At the end of any round, each player may **retreat** safely into hyperspace, thus ending the battle: the active player must decide first.

8. Each type of ship has a **Combat Value**: BB=3, CA=2, DD=1, SS=1. This represents both the number of dice each ship throws in a round of battle along with the number of hits it can take before being destroyed. Each side rolls a number of dice equal to the total Combat Value of all ships in their fleet, adds up the total, then **divides by 5**, dropping fractions: this is the number of **hits** applied to the enemy fleet. The roller chooses how to allocate these hits. If a ship is destroyed, it still gets to fire that round. Battles continue until all ships on one side are destroyed, or one side retreats into hyperspace.

9. STEALTH SHIPS: At the start of each combat round, each SS can turn its **cloaking device** on or off. If on, it can't be detected or fired upon *except* by enemy DDs. It can only fire upon DDs, and cannot bombard. Do this **SS vs. DD battle** separately: don't add the DD dice to the general total. The DD may opt to ignore the SS and fight in the regular battle, but can still be hit by the SS. If its **cloak is off**, then the SS participates in the battle just like a regular warship. This means that if an SS










moves by itself into orbit around a hostile world, it can stay there as long as it likes until opposed by enemy DDs or it decides to turn its cloaking device off.

10. BOMBARDMENT: If a player is in orbit around a world without any hostile ships, it may **bombard** the world. This is like a regular space battle, except that structures can fire back, but can't retreat into hyperspace. **Colonies** have a Combat Value of 2 (plasma cannons), energy or metal **collectors** 1 (missiles). Damaged colonies can be repaired like ships. Once a structure is destroyed, return it to that player's board.

11. REPAIR: You may spend **1 Metal** per damage to repair ships at friendly colonies when using a Build Ships action. There is no limit to the number of repairs per action.

12. ADVANCED SHIP CAPABILITIES: See the chart below for optional ship costs and abilities for each race in the advanced game.

13. CONTROL POINTS: For the purposes of Ally abilities, Missions and end-of-game scoring, Battleships are worth 3 control points, Cruisers 2 CP, Destroyers 1 CP, and Stealth Ships zero. In theory, you could control a system purely with warships.

Ship Type	Combat Value	Control Points	Cost	Advanced Ship Capabilities and Costs (for use in the Advanced Game only)
Battleship (BB)	3	3	2  4 	*Narah BBs are in fact <i>Dreadnaughts</i> (DN) with a Combat Value of 4, a cost of 2E + 5M. *Species 1825 BBs are also <i>Pre-Fab Colonies</i> . If unopposed by ships, they may land a BB on an empty world space, replacing it with a colony.
Cruiser (CA)	2	2	1  3 	*The Quillion have no BBs. Instead, they have <i>Battlecruisers</i> that cost 1E + 2M and are otherwise the same as CAs. The unused BB pieces are now CAs.
Destroyer (DD)	1	1	1  2 	*The Traachet have <i>Improved Destroyers</i> that move for free (you still have to do the Move Ships action).
Stealth Ship (SS)	1	0	1  1  1 	*The Drej have <i>Super Stealth Ships</i> that get a free die roll before each round of battle. Don't add this to the general total: if you roll less than 5, this "sneak attack" has no effect. They don't get this roll if they're cloaked (except vs. DDs: see point 9 above).