

A Brief Refresher on...

ECLIPSE

A brief, incomplete rules summary of Eclipse 1st Edition primarily intended for experienced players to remember important rules and use as a teaching aid.

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Summary

Each of you controls a civilization vying to be the most important in the galaxy. You do this by having the most **Victory Points**. You can gain VPs by many actions: controlling territory, fighting battles, diplomacy, researching techs, and building monuments.

Basic Play & Strategy

To win Eclipse, you'll have to carefully balance your **influence**, your ability to take actions and control the galaxy hexes, against your **population**, your primary source of income and resources. To win you'll have to spend influence, but you'll have to have the population to pay for it.

Playing a Round

Each round consists of the following four phases in order: actions, combat, upkeep, and cleanup. We'll play 9 such rounds, after which we'll determine a winner.

Action Phase

In order, each player will choose one of six actions to perform, or pass. This will continue around the table until we've all chosen to pass. To perform an action, simply move an Influence Disc from your stockpile to the action on your sheet. It's fine to perform an action multiple times – just move the influence atop the appropriate slot. **Don't forget though** – during the Upkeep phase you'll lose the highest sum listed on your influence track.

Explore Action

To explore, point towards an **absent hex** next to a hex in which you have a ship or influence. If the empty hex is next to the center, draw from I. If it's next to that, draw from II. Otherwise, III. You may place it so that it connects to one of your hexes with a **wormhole**, or you may discard it. It may contain a **Discovery**, a goodie you may claim or keep for VP. It may also contain an **Ancient**, a foe you must fight to control the hex. Once you have placed it, you may place an influence on it if it contains no Ancients.


Influence Action

Move up to two influence discs. You move them **from** your Influence stockpile or from a hex with an influence disc. You may move it **to** an uncontrolled hex connected to yours, to a hex where only you have a ship and no disc, or back to your influence track. You also turn two **Colony Ships** face up regardless of how many influence you move.

Research Action

Choose one available tech from the board, pay its Science cost, and put the tile on the appropriate science track on your board. Each tech of that color gives a discount shown on the leftmost space on your tech track. However, for each tech there is a minimum price listed as MAX/MIN on the tile. Refer to your player aid on what each tech does specifically, but generally they let you build new ships, ship parts and structures, colonize advanced planets, or other special effects. There are a finite number of techs on the board.

Upgrade Action

Each type of ship has a blueprint – the Upgrade action lets you change those blueprints. Return as many ship tiles to the supply board as you like. Then, take up to two from that board and place them on any square on your ship. You can only pick upgrades with a tech symbol  if you have the matching tech. Also, your ships must provide as much or more **energy** as they consume, and must have a **drive** (except for bases). Upgrades apply to all your ships in play.

Build Action

Build up to two ships and/or structures. Pay their **Material** cost and place them on a hex with your influence. Each hex may only have 1 Monolith and 1 Orbital. Starbases, Monoliths, and Orbitals require the associated tech

Move Actions

You may perform up to three movements. One movement is moving your ship a number of connected hexes no more than its **Drive** value. You may move into unowned or enemy-controlled space. Each enemy ship in a hex will prevent one of your ships from leaving it, but you can choose which ships stay behind.

Passing

Instead of acting, you may pass. Flip your Summary Card to the dark side. If you are the first player to pass, take the **Starting Player** token.

Reaction Actions

After you have passed, on subsequent turns you may still perform “reactions” on your turn. These still cost one influence, but are reduced versions of the regular actions:

- **Upgrade** – remove as many tiles as you like, take one
- **Build** – Build one ship or Structure
- **Move** – Perform one movement

Colony ships

At **any time** during your action, you may turn over a **Colony Ship** to place any of your population cubes on an empty icon on a hex. You may flip multiple ships at once. You must take cubes from the tracks matching the colors of the population icon (grey icons can be any cube color)

Diplomacy

You may establish **Diplomatic Relations** at any time during your turn with another player. That player must agree and have an influence disc connected directly to your influence disc, and you must have no ships in the same hex as each others' ships or influence. Then you each give the other an Ambassador tile and a population cube that they place on an appropriate place on their **reputation track**. Diplomatic Relations are permanent unless one of you attacks the other. If so, return all tokens and player cubes to the owner's choice of track. The attacker then takes the **Traitor Card**, a card that is worth - 2 VP and prevents that player from forming new Diplomatic Relations. There is only one card - if another player has the Traitor Card when you break diplomatic relations, you take the card from them.

Combat Phase

Combat occurs anytime more than one party occupies a hex. When there are multiple hexes in combat, they are resolved in descending numeric order. If a hex contains more than two parties, battles are resolved between two parties at a time in reverse order of their entry into the hex.

Order of Combat:

Ships take actions in order of **Initiative** with ties resolved in favor of the defender. Combat begins by having ships fire missiles, if any. Then each **ship type** (not ship) of each player decides whether to attack or retreat. Once one side has won, the victor may choose to attack population in that hex.

Attacking

When you attack, you roll all of the dice for your ship type that have not retreated. You roll one die of the appropriate color for each die pictured on your ship blueprint. Rolling a 6 is always a hit, and rolling a 1 is always a miss. Otherwise, add the value of your **Computers** to the die roll and subtract the value of your target's **Shields**. The attacker chooses which ships and ship types are targeted after attacking.

Damage

Each hitting die does the amount of damage shown in dots on the ship part. The attacker distributes damage, but all damage from one die must go to the same ship. A ship can sustain one damage for each **hull** icon on its blueprint – any damage beyond that will destroy it. If a ship sustains damage but is not destroyed, place a **damage cube** next to the ship.

Retreating

For each ship type you wish to retreat, move all ships of that type to a hex edge to show they are retreating. The adjacent hex must be connected, must contain your influence disc, and must not contain enemy ships. An attacker may still target them until they take their next turn, at which point they move into the adjacent hex.

Attacking Population

At the end of combat, the victor may attack with all their cannons (**not** missiles). For each hitting point of damage, they may remove one population cube and place it in their **graveyard**, and not the population track. (This way they will still get income for that planet on that turn)

Claiming Reputation

After all battles are resolved, each participant draws no more than 5 Reputation Tiles from the bag as shown on p21. Each player chooses one tile and places it face down on their Reputation track. If their reputation track is full, you may discard reputation points but **not Ambassadors**.

Combat Finished

At this point combat is over. All surviving ships are

repaired and damage cubes are removed. The victor may choose to place an influence disc in the hex if there is no population

Upkeep Phase

First, you may activate any unused Colony Ships. Then you must pay your **upkeep**. Compare your Money Income, the highest number showing on the money population track, to your **influence cost**, the highest number showing on the influence track. Adjust your Money up or down by the appropriate amount. Note that you **must** pay your upkeep – you can trade Science or Materials 2:1 for money. Alternatively, you can remove influence discs from the board. If you remove an influence disc from a hex, you also remove all population cubes from that hex (adjusting your Money income down as well, so recalculate how much you owe). Once you have paid your upkeep, you gain Science and Materials in keeping with your population track.

A Guide to Ship Symbols:



Initiative



Computers



Shields



Hull



Drives



Energy

Cannons / Missiles

Cleanup Phase

Draw new technology tiles, move cubes from graveyards back to the population track, turn all colony ships face up, and turn the action card face up. Advance the round marker and start a new round!

Game End

After 9 rounds, the game is over. Total up your VP as follows:

- 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 for VP)
- 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!)

Explain When Appropriate:

- Explain each tech when it's drawn, before a new round starts, esp. Wormhole Generator. (Connects all but Diplomatic relations)
- Explain Reputation Tile drawing specifics prior to first battle (**p21**)
- Explain Ancients / GCDS combat when it's first possible (**p19**)
- Remind on Discovery tiles on the VP/Advantages (**p7**)
- Explain Reputation Track the first time (**p11**)

References:

- Setup – p5
- Tech Descriptions – p12
- Two-Player Variant – p25
- Alien Descriptions – p26
- FAQ – p30