

## ACTION PHASE

1) Take 1 action at a time, until everyone has passed



## EXPLORE

- Choose a space next to your unpinned ship or hex
- Reveal a hex
- Place the hex or discard it face up



## INFLUENCE

- Turn 2 Colony Ships face up
- Move up to 2 Influence Discs



## RESEARCH

- Buy 1 Technology Tile with Science materials



## UPGRADE

- Remove any number of tiles from your blueprints
- Place up to 2 Ship Part Tiles on your blueprints



## BUILD

- Buy 2 Ships/Structures with Materials
- Place the Ships/Structures in your hexes



## MOVE

- Gain Activations equal to your Species' Move symbols
- Each Activation moves 1 ship as far as its drives allow

## PASSING:

- Turn the Action Phase card to the "Passed" side up
  - You can only take Reactions after passing
  - 1st passer gets the Starting Player Marker
  - 2nd passer gets the Direction Of Play Card

## REACTIONS:

- 1 Upgrade, or 1 Build, or 1 Move

## ANY TIME DURING YOUR ACTION:

- Use colony ships
- Form Diplomatic relations

## COMBAT PHASE

- Resolve battles in descending numerical hex order
- Influence hexes
- Repair damage on all ships

## RESOLUTION RULES:

- Ancients are always the Defender
- In player battles, the defender is the hex owner
- Uncontrolled hex: Defender is whoever moved there 1st
- Battles with 3+ players are resolved 2 players at a time, in reverse order of hex entry, with the winner moving on

## BATTLE RULES:

- Ships fire in initiative order, by type
- Modified rolls of 6+ are hits
- Unmodified rolls of 1 are misses
- Each hit does all of its damage to 1 ship

## BATTLE SEQUENCE:

- Missiles Fire:
  - Ships are activated from highest Initiative to lowest
  - Activated ships fire all of their missiles
  - Attacker chooses the targets hit
- Engagement Rounds:
  - Ships are activated from highest Initiative to lowest
  - Activated ships can retreat or fire
  - Attacker chooses the targets hit
  - Repeat Engagement Rounds until 1 side remains
- Attack Population:
  - Remaining ships may attack with Cannons
  - Each damage point destroys 1 Population Cube
  - Neutron Bombs destroy all Population without rolling
- Draw Reputation Tiles:
  - Draw tiles in hex entry order
  - Draw the # of tiles listed in the Reputation Tiles chart & choose 1
  - Put the remaining tiles back in the black bag

## UPKEEP PHASE

- Use Colony Ships
- Pay Civilization Upkeep
- Collect production

## CIVILIZATION UPKEEP:

- Compare your Money income with your Influence cost
- Adjust your Money Storage marker by this net amount
- If the Money Storage Marker would move below 0 you must trade other Resources for Money, or remove Influence Discs from your hexes, returning them to your Influence Track until the Influence cost is small enough to pay

## PRODUCTION:

- Collect Science and Material production

## CLEANUP PHASE

- Resolve Supernovas
- Place Predictable Technology Tiles on the Tech Board
- Draw Predictable Technology Tiles for the turn after next
- Return Action Discs to Influence Tracks
- Move Graveyard Cubes to the Population Track
- Flip Colony Ships face up
- Flip Summary Cards to the "Action Phase" side
- 2nd passer chooses a side for the Direction Of Play Card
- Move 1 Ancient from each Ancient Hive hex
- Advance the Round Marker
- Begin a new Round

## SUPERNOVA RESOLUTION:

- Roll and sum 2 dice
- Add the least # of techs of the tech tracks of the hex owner
- The Hex explodes if the total isn't greater than the Round #
- Remove everything from an exploding hex and flip it over

## TECHNOLOGY TILE DRAWS:

Players/Draws: 2/4 3/6 4/7 5/8 6/9 7/10 8/11 9/11

## SCORING OVERVIEW

**REPUTATION TILES:**  
1-4 each

**AMBASSADOR TILES:**  
1 each

**DISCOVERY TILES:**  
2 or various

**DEVELOPMENT TILES:**  
Various

**ANCIENT CRUISER TILES:**  
1 each

**ANCIENT DREADNOUGHT:**  
1

**TECHNOLOGY TRACKS:**  
4=1, 5=2, 6=3, 7=5

**HEXES:**  
1-4 each

**MONOLITHS:**  
3 each

**SPECIES BONUS:**  
Various

**ALLIANCE TILES:**  
Up=2, Down=-3

**TRAITOR CARD:**  
-2

## REPUTATION TILES

IN BATTLE: 1  
INTERCEPTOR: 1  
STARBASE: 1  
EXILE ORBITAL: 1  
NORMAL ANCIENT: 1

CRUISER: 2  
ANCIENT CRUISER: 2  
DREADNOUGHT: 3  
ANCIENT DREADNOUGHT: 3  
GCDS: 3

PLAYERS	#1s	#2s	#3s	#4s
1-6	12	9	7	4
7-9	14	11	10	6

## PULSAR OVERVIEW

- When an Influence Disc is placed on a Pulsar hex, place it on the Move Action space
- Once per round, you may move the Disc to a different action space and take that action as a Reaction
- The Pulsar can't be used after passing
- Only one Influence Disc is allowed on a Pulsar hex

## DISCOVERY OVERVIEW

**ANCIENT CRUISER**  
Place 1 of your unused cruisers in the hex and discard the tile. (x3)

**ANCIENT TECHNOLOGY**  
Take the cheapest Technology Tile you don't have and discard the tile. (x3)

**ANCIENT WARP PORTAL**  
Place in the hex where found. Connects to other Warp Portals. 2 VP. (x1)

**ANCIENT ORBITAL**  
Place in the hex where found. Counts as an Orbital and Artifact. (x2)

**NOVA BURST**  
Use & discard before battle or on your initiative. 1 damage to enemies. (x1)

**BACK SIDE**  
Place next your board, back side up. Worth 2 VP at end of game.

## ANCIENT SHIP PART

You may place the part in any of your ships or keep the part and place it later during an Upgrade Action. Ancient Ship Parts replaced are discarded. (x11)

## EXTRA RESOURCES

Adjust your Storage Markers and discard this tile. (x11)



### MILITARY

 <b>NEUTRON BOMBS</b> 2/2 May destroy all Population after combat	 <b>STARBASE</b> 4/3 May Build Starbases	 <b>PLASMA CANNON</b> 6/4 May Upgrade Plasma Cannon ship parts	 <b>PHASE SHIELD</b> 8/5 May Upgrade Phase Shield ship parts	 <b>ADVANCED MINING</b> 10/6 May populate advanced mineral planets	 <b>TACHYON SOURCE</b> 12/6 May Upgrade Tachyon Source ship parts	 <b>PLASMA MISSILE</b> 14/7 May Upgrade Plasma Missile ship parts	 <b>GLUON COMPUTER</b> +3 16/8 May Upgrade Gluon Computer ship parts
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### GRID

 <b>GAUSS SHIELD</b> -1 2/2 May Upgrade Gauss Shield ship parts	 <b>IMPROVED HULL</b> 4/3 May Upgrade Improved Hull ship parts	 <b>FUSION SOURCE</b> 6/4 May Upgrade Fusion Source ship parts	 <b>POSITRON COMPUTER</b> +2 8/5 May Upgrade Positron Computer ship parts	 <b>ADVANCED ECONOMY</b> 10/6 May populate advanced money planets	 <b>TACHYON DRIVE</b> 12/6 May Upgrade Tachyon Drive ship parts	 <b>ANTIMATTER CANNON</b> 14/7 May Upgrade Antimatter Cannon ship parts	 <b>QUANTUM GRID</b> +2 16/8 Influence Discs
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### NANO

 <b>NANOROBOTS</b> 2/2 May Build 1 additional ship or structure	 <b>FUSION DRIVE</b> 4/3 May Upgrade Fusion Drive ship parts	 <b>ADVANCED ROBOTICS</b> 6/4 +1 Influence Disc	 <b>ORBITAL</b> 8/5 May Build Orbital structures	 <b>ADVANCED LABS</b> 10/6 May populate advanced science planets	 <b>MONOLITH</b> 12/6 May Build Monolith structures	 <b>ARTIFACT KEY</b> +5 14/7 +5 Resources for each Artifact you control	 <b>WORMHOLE GENER</b> 16/8 May Explore, Influence, & Move through 1/2 Wormholes
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### RARE

 <b>TRACTOR BEAM</b> 3/2 Enemies cannot retreat when in combat with you	 <b>ANTIMATTER SPLITTER</b> 5/5 May split Antimatter Cannon damage	 <b>CONIFOLD FIELD</b> 5/5 May Upgrade Conifold Field ship parts	 <b>NEUTRON ABSORBER</b> 5/5 Enemy Neutron Bombs have no effect	 <b>SENTIENT HULL</b> +1 5/5 May Upgrade Sentient Hull ship parts	 <b>CLOAKING DEVICE</b> 7/6 It takes 2 ships to pin each of yours
 <b>DISTORTION SHIELD</b> -2 7/6 Missiles have a -2 modifier to hit your ships	 <b>INTERCEPTOR BAY</b> 9/7 May Upgrade Interceptor Bay ship parts	 <b>FLUX MISSILE</b> 11/8 May Upgrade Flux Missile ship parts	 <b>POINT DEFENSE</b> 11/8 May fire Cannons against incoming Missiles	 <b>ZERO-POINT SOURCE</b> 12 15/10 May Upgrade Zero-Point Source ship parts	

### DEVELOPMENTS OVERVIEW

 <b>DIPLOMATIC FLEET</b> 6 Holds 1 Ambassador or Reputation Tile	 <b>WARP PORTAL</b> 8 Place the Warp Portal tile on 1 of your hexes	 <b>MINING COLONY</b> +12 5 5 Gain 12 Materials	 <b>RESEARCH STATION</b> +12 5 5 Gain 12 Science	 <b>TRADE FLEET</b> +12 5 5 Gain 12 Money	 <b>ANCIENT MONUMENT</b> 3 13 +3 VP at the end of the game	 <b>ARTIFACT LINK</b> 1 7 7 +1 VP per Artifact you control at the end of the game	 <b>SHELLWORLD</b> 5 20 Place the Shellworld Tile on 1 of your hexes
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### SHIP PARTS OVERVIEW

 <b>SENTIENT HULL</b> +1 1 OTHERS: Sentient Hull has a Computer and 1 Hull.	 <b>INTERCEPTOR BAY</b> 2 Interceptor Bay allows ships to transport 2 interceptors.
 <b>GAUSS SHIELD</b> -1 SHIELDS decrease enemy weapon accuracy	 <b>PHASE SHIELD</b> -2 +1
 <b>PLASMA MISSILE</b> 2 2 MISSILES fire once per combat, before Cannon fire. Each colored square is 1 die. Each ★ deals 1 damage.	 <b>FLUX MISSILE</b> 1 2 
 <b>ION CANNON</b> 1 CANNONS fire every combat round. Each colored square is one die. Each ★ deals 1 damage	 <b>PLASMA CANNON</b> 2 2 
 <b>ANTIMATTER CANNON</b> 4 4 4 	
 <b>ELECTRON COMPUTER</b> +1 COMPUTERS increase weapon accuracy and some give initiative	 <b>POSITRON COMPUTER</b> +2 1 
 <b>GLUON COMPUTER</b> +3 2 	
 <b>HULL</b> 1 HULL absorbs damage. Each ★ absorbs 1 point of damage.	 <b>IMPROVED HULL</b> 2 2 
 <b>CONIFOLD FIELD</b> 3 3 3 2 	
 <b>NUCLEAR DRIVE</b> 1 DRIVES give each activated ship movement points equal to the # of hexagons, and also increase initiative	 <b>FUSION DRIVE</b> 2 
 <b>TACHYON DRIVE</b> 3 	
 <b>NUCLEAR SOURCE</b> 3 ENERGY sources produce energy for other ship parts	 <b>FUSION SOURCE</b> 6 
 <b>TACHYON SOURCE</b> 9 	 <b>ZERO-POINT SOURCE</b> 12 