

VERTIUM

GAME RULES



AGE
9+



1 to 4



Soar Space Force

Captain John Brooks: Log 2373-9

The Complex crushed all opposition on Earth, the Moon, and Mars, and banished the remaining rebel factions to Pluto and Charon. We established our makeshift colony on Charon and explored the region. We discovered and contacted the Royal Martian Federation (RMF), the Hielo, and the Myst.

Although historical rivals, we worked together to survive the frigid conditions, stockpiling resources and launching probes across the Milky Way.

One probe returned compelling data from the Copernicus System in Quadrant 1. Coper has a yellow dwarf star and an intriguing group of planets. A dazzling radioactive element, that we named Vertium, was discovered. Our physicists think it could heat our colonies, and upgrade weapons and armour.

As word spread, the rebel groups bolted for Coper. The fragile cooperation evaporated. Each faction is now out for itself - claiming planets and mining Vertium. The stakes are clear: for whoever controls the Vertium will control Coper, and perhaps the galaxy.

Brooks out.



GOAL OF THE GAME

PHASE ONE: Colonize planets.

PHASE TWO: Battle rival factions.

SET UP

Choose your colour (factions page 19).

See Game Pieces on page 4
for 2, 3 or 4-player games.



Take the proper amount of planets and lay them out on the table.

Shuffle the orange moons. Randomly place one moon by each planet, number down.



Shuffle the blue moons. Randomly place one by any three planets, face down.

Place the radioactive elements,
Vertium, to the side of the playing area.



NUMBER OF INDIVIDUAL GAME PIECES

2-PLAYER-GAME: Each faction has 5 Captains (meeples), 3 Skirmish Dice, 3 Skirmish Cards (photon blast / atomic beam / shield), 16 Colonization Tokens (4 of each colour / resource) and a player mat. There are 5 planets with matching Secret Objective Cards, 5 orange moons (values 2/2/3/4/5) and 3 blue moons.

3-PLAYER-GAME: Each faction has 7 Captains, 3 Skirmish Dice, 3 Skirmish Cards (photon blast / atomic beam / shield), 16 Colonization Tokens (4 of each colour / resource) and a player mat. There are 7 planets with matching Secret Objective Cards, 7 orange moons (values: 2/2/2/3/4/5/6) and 3 blue moons.

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4-PLAYER-GAME: Each faction has 9 Captains, 3 Skirmish Dice, 3 Skirmish Cards (photon blast / atomic beam / shield), 16 Colonization Tokens (4 of each colour / resource) and a player mat. There are 9 planets with matching Secret Objective Cards, 9 orange moons (values: 2/2/2/3/3/4/5/6/7) and 3 blue moons.

Shuffle the 78 playing cards well! Deal 6 cards to each player, face down (this is your hand). Place the deck face down in the centre of the table. Draw the first two cards from the deck and lay them on the table face-up (beside the deck of cards).



Shuffle the Secret Objective cards. Each faction draws one and keeps it face down beside their player mat. Only you know your secret objective!

Flip over all orange moons to reveal their value.

GAME PLAY

PHASE ONE: COLONIZATION

During PHASE ONE, the factions compete with each other to establish colonies on planets. A planet is colonized when four Colonization Tokens (one of each kind) have been placed on it. The faction that adds the last (4th) Colonization Token, is the one that claims the planet.

- CARD PLAY -

Play goes clockwise around the table.

On your turn, you draw one card from the two cards laying face-up beside the deck. You are trying to collect a set of three **Colonization Cards**: either 3 Metal (yellow) or 3 Energy (red) or 3 Water (blue) or 3 Agri (green).



Whenever you collect a set, lay it face up on the discard pile and place one corresponding Colonization Token on an uncolonized planet of your choice. (Replenish your hand to 4 cards anytime you go below 4). If you collect a set of 3 and it is your turn, you must play it.

***Strategy tip:** When placing the third Colonization Token on a planet, examine your cards to see if you have a good chance to place the fourth one on a subsequent turn.



MINE BLAST



MELTDOWN



LEAK



VIRUS



RAIDER

If you don't have a set, you may play a **Disaster Card**. Lay it face up on the discard pile and initiate the corresponding action.

Mine Blast (yellow): For 2 players, your opponent misses 2 turns. For 3 or 4 players, the next two players miss one turn each. The moons do not orbit for those who miss their turn.

Meltdown (red): A player of your choice must discard all Energy cards from their hand.

Leak (blue): Order the removal of one Water Token from one uncolonized planet of your choice.

Virus (green): Remove all Agri Tokens from all uncolonized planets. *The tokens are placed just off the planets, and anyone can use them in the future (when they get a set of 3 Agri).*

Raider (grey): a) Steal one card from another player's hand (blindly) and add it to your hand – if it gives you a set of 3, you can play it immediately. (The other faction replenishes if the number of their hand falls below 4 cards. If they get a set now they will have to wait for their next turn to play it.)

or

b) if you already own a planet, you can steal one Vertium from a faction that has more than you do (total). You take it from one of their colonized planets and place it on one of your colonized planets.

After you play a set or play a disaster card, that is the end of your turn. If you don't have a set and decide not to play a Disaster Card, it is the next player's turn. If you can't make a play after drawing a card, just pass the turn to the next player.

The next player will draw a card from the main deck and place it face-up beside the remaining face-up card on the table. That player will now pick one of those two cards and play.

- COLONIZING A PLANET -

A planet is colonized when four different Colonization Tokens (one of each kind) have been placed on it. When you add the fourth CT, you win that planet and place one of your Captains (meeples) on it.

Note: Possible scenarios towards the end of PHASE ONE:

- 1. You have a set of 3 in your hand, but the corresponding Token is not needed on any uncolonized planet. Just add it to any uncolonized planet of your choice. *Each extra token on a planet will convert to one extra Vertium at the end of PHASE ONE!*
- 2. Should you have a set of 3, but no corresponding Token left, just discard the set. End of turn.*

THE ORANGE MOONS

When you have colonized a planet, place the indicated amount of Vertium on the planet (number on the planet's orange moon). Line up the moon's green dot with the green star in the planet's outer space.

The moon will now start orbiting. On each of your subsequent turns (before you draw a card), you move the moon (counterclockwise) around its planet. The green dot will always be closest to the planet (tidal locked!).



The moons have two different speeds:

Moons with the value 2 and 3 move FAST. They need 4 turns to orbit a planet (move a quarter on each turn).

Moons with the value 4, 5, 6 and 7 move SLOW. They need 8 turns to orbit a planet (move an eighth on each turn).

Each time your moon completes a full orbit (comes back to the main star), your colony gains a new Vertium. Place it on the planet.

- END OF PHASE ONE -

After the last planet is colonized PHASE ONE ends. Remove the playing cards to the side of the playing area. All Orange Moons stop orbiting. Flip over the the Blue Moons and reveal their nature.

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Harvest Moon: The planet gains one additional Vertium!

Winter Eclipse Moon: The moon's eclipse bizarrely lasts for days! Half of the colony's Vertium get lost in a massive blizzard. Remove them off the planet. If you own an odd number of Vertium, remove the next smaller even amount. (For e.g. If you have 5 remove 2.)



Refuge Moon: The refuge moon offers safety to the Captain in possession of the planet during PHASE TWO of the game. You can escape to Refuge Moon if you are down to your Captain and have no Vertium left. See rules for PHASE TWO on page 12.



- SCORING -

Check your Secret Objective Cards! If a faction has colonized the planet on their Secret Objective Card, they receive three VERTIUM.

Total your Victory Points.

1 Vertium = 1 Victory Point

1 Colonized Planet = 2 Victory Point

The faction with the most Victory Points (VP) is the winner of PHASE ONE! If you don't wish to battle, you can end the game here.

GAME PLAY

PHASE TWO: CONFLICT

PHASE TWO consists of three rounds. Each faction will get one turn per round, and will attack one planet per turn. Rank the factions based on their Victory Points. The faction with the highest amount of VP begins PHASE TWO and chooses which rival planet to attack. The ranking determines the turn order, from the highest to the lowest.

- ATTACK -

A Captain and any chosen number of Vertium from one of the attacking faction's planets travel to the target planet. However, at least one Vertium must remain on the planet the attacking faction left from, where it gets exchanged for a new Captain to show ownership of the planet. The Attack begins!

THE SKIRMISH DICE



Both factions roll their 3 Skirmish Dice to battle for possession of the planet until one faction has lost their Vertium AND their captain. Evaluate each roll, alternating, starting with the attacker. Remove one Vertium for each hit that is not blocked by a shield.

1 Photon Blast (pink dot) = 1 hit [1 or 6 on the die]

2 Atomic Beams (yellow target) = 1 hit [2 or a 5 on the die]

1 Shield (green shield) = Blocks 1 hit [3 or a 4 on the die]

- Sample roll using normal dice -

Attacking faction rolls a 1, 5, and a 3 = One Photon Blast, One Atomic Beam and One Shield

Defending faction rolls a 2, 5, and a 2 = Three Atomic Beams (two are needed to make one hit!)

The attacker's Photon Blast is a hit (the defender has no Shield)

The defender's two Atomic Beams are blocked by the attacker's Shield.

The remaining Atomic Beams (on either side) have no effect.

RESULT: The defending faction loses one Vertium, or their Captain (if no Vertium are left).

THE SKIRMISH CARDS



The Skirmish Cards are used during an attack to influence the dice roll. Each faction gets 3 Skirmish Cards: 1 Photon Blast, 1 Atomic Beam, and 1 Shield. Each of the three Skirmish Cards can change the roll of one die.

After both factions have rolled their dice, the attacking faction decides first if they want to use a Skirmish Card, after that the defending faction has the option to use one of their Skirmish Cards.

Each faction can use only 1 card per roll, manipulating only 1 die. Once a card is played, it cannot be used again during that attack. After the fight for the planet is decided, the factions gather their Skirmish Cards for use in another attack.

- Sample roll with Skirmish Cards -

Yellow rolls a 6, 5, 2 = 2 hits / Red rolls 1, 4, 2 = 1 hit, 1 shield

The yellow faction decides not to use a Skirmish Card.

Red uses the Shield and changes the 2 to a 4.

Result: Red scores a hit. / Yellow loses one Vertium.

Next roll: Yellow rolls a 6, 6, 1 / Red rolls a 5, 2, 5

Yellow uses the Shield, changing the 1 to a 4.

Red uses the Photon Blast, changing a 5 to a 6.

Result: Yellow scores 2 hits, Red scores 1 hit.

When a faction has lost all their Vertium in an attack, the next hit takes out their captain and gives the victory to the opponent faction. Once a Captain is eliminated, the remaining hits of the dice roll have no effect on the opponent.

The attacking faction wins the planet

(after defeating the Captain and all Vertium of the defending faction): Your Captain takes possession of the planet and receives one additional Vertium. Play resumes in turn order.

The defending faction wins the planet

(after defeating the Captain and all Vertium of the attacking faction): You have maintained possession of your planet and your faction gains an additional Vertium! Play resumes in turn order.

After each faction has had a turn to attack, the round is over. At the end of each round, tally the VP and rank the factions again. That is the turn order for the next round.

- REFUGE MOON -



If your planet has a Refuge Moon, your Captain may seek protection there once all your Vertium have been eliminated by the attacking faction. Your defending Captain must announce the escape to Refuge Moon before the final dice rolls. First – remove the Captain to Refuge Moon. Then, the attacking faction takes possession of the planet and wins the extra Vertium.

On a subsequent turn, the Captain on Refuge Moon may lead the faction's next attack taking Vertium from one of the faction's planets.

**Note – Refuge Moon rules are the same for American style battling (see Phase Two Variant).*

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END OF THE GAME

Total your Victory Points.

1 Vertium = 1 Victory Point

1 Planet = 2 Victory Point

The faction with the most Victory Points (VP) wins the game!
In the event of a tie, the faction with the highest total of planet value (based on the moon numbers) is the winner.

PHASE TWO VARIANT

AMERICAN STYLE BATTLING

The faction with the highest number of Victory Points begins PHASE TWO and chooses which rival planet to attack.

Attacking faction wins the planet: Your Captain takes possession of the planet and receives one additional Vertium. It is now your decision to attack another planet (you can choose to attack from any of your owned planets) or to pass.

2-PLAYER game: If you pass, the other faction will go on the attack.

3 or 4-PLAYER game: The next strongest rival faction will go on the attack. After this faction has attacked at least once and decides to pass, the turn goes to the faction that has not had a turn yet. Remember, the winning faction can keep attacking new planets and does not have to pass. Once each faction has had a turn of attacking, passing the turn always goes to the faction with the next most total Vertium (if tied, decide by total planet values).

Defending faction wins the planet: You have maintained possession of your planet and your faction gains an additional Vertium! You now go on the attack from any of your faction's planets.

- END OF THE GAME -

- 1) The game ends when one faction has won all the planets **or**
- 2) The game ends when the rival factions cannot attack anymore because none of their Captains can leave their planets (they have no more Vertium). The faction with the most planets wins the game! If the amount of planets is tied, the faction with the highest value of planets in total is the winner.

**Strategy tip: Keep this tie-breaker in mind at the beginning of the game when you target which planets to colonize.*

VERTIUM EXPANSION

GELBON & CUBE

For 2, 3 or 4 players

Play with American style battling variant

A new discovery has been made in Coper! Some planets contain a different radioactive element: Gelbon. Combined with Vertium, it powers a planetary weapons system named CUBE (Cubic U-Beam Emitter).

Place the Gelbon (yellow gems) next to the Vertium to the side of the playing area. Each player receives the appropriate amount of CUBES in their faction's colour. 2-player game: 5 cubes / 3-player game: 7 cubes / 4-player game: 9 cubes

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Planets with the value of 2 or 3 will be awarded Gelbon instead of Vertium. Planets with the value of 4 – 7 will be awarded Vertium.

All Rules are the same as the base game, unless changed below.

- BUILDING CUBES -

Before PHASE TWO starts, each faction may convert some of their Vertium and Gelbon into CUBES. (During PHASE TWO a CUBE can be added to a planet at any time when a faction - on their turn - is able to convert a V and G.)

1 Vertium + 1 Gelbon = 1 CUBE

A CUBE must be placed on one of the two planets (which yielded the V and G) as a planetary weapon system. The converted elements are removed from the planets. If a CUBE has been hit less than 3 times (after a full battle), it will regenerate to its original strength for the next battle. They are incredibly powerful!

There can only be **one CUBE per planet**, and they can only be used for planet defence. They do not travel to other planets.

(The leader in VP will convert first, and then the next highest, until each faction has the CUBES they want on their planets).

Once all factions have set up their CUBES, the battles may begin! The VP leader goes first.

Gelbon has the same value as Vertium for the game/battling rules.

- BATTLING A CUBE -

When a faction attacks a planet with a CUBE, it must eliminate the CUBE first, before taking on any V/G and/or a captain. The CUBE has to be hit 3 times to be defeated! (When eliminated, remove it off of the planet.)

If a CUBE has been hit less than 3 times (after a full battle), it will regenerate to its original strength for the next battle. They are incredibly powerful!

VERTIUM EXPANSION

SHADOWS OF THE COMPLEX

For 3 or 4 players

Play with American style battling variant

Through traitors and spies, the dreaded Complex has learned about the Vertium and tracked down the Rebels in Coper. The Complex has dispatched a squad of giant killer robots (the Titan) to eliminate their adversaries once and for all. To stand any chance of survival, the Rebels will have to lay aside their differences and work together against the Complex.

Replace one faction with the Complex (giant blue meeples). The Complex has their own player mat and 4 Skirmish Dice. The Complex does not use Skirmish Cards!

All rules are the same as in normal game play, except that the Complex battles with 4 Skirmish Dice, instead of 3, and that its robots can not escape to refuge moon, but must stand and fight.

The goal of the Complex is to wipe out the Rebels and to rule the entire star system (and of course, the galaxy!).

- WINNING THE GAME -

To win the game, the Complex must end up in control of *all* planets. If even one planet remains in the hands of the Rebels (who will cooperate with each other), the Rebels will be victorious!

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VERTIUM SOLO

SET UP

The Complex will have its own player mat, 7 Giant Meeples, and 12 Skirmish Cards (used instead of dice).

The Rebel Faction will have 7 meeples.

Set up the game with 7 planets. Shuffle and position the orange and blue moons as normal. Reveal the orange moon numbers.

PHASE ONE: COLONIZATION

(Selecting planets for each side)

Shuffle the 7 Secret Objective Cards and deal 2, face down, to the Complex and 5, face down, to the Rebels. Now reveal the Secret Objective Cards. These cards are only used to select the planets and have nothing to do with a real Secret Objective.

Place the meeples on their respective planets, and award the proper amount of VERTIUM.

Additionally, give all the 2 and 3 planets four extra VERTIUM each; and give the 4, 5 and 6 planets two extra VERTIUM each.

Reveal the blue moons and award or subtract VERTIUM as normal. The Rebel faction will now go on the attack.

PHASE TWO: CONFLICT

Use the 12 Skirmish Cards for the Complex.

Shuffle them well and place face down on the table (spread them out for easy picking).

The Rebel faction will roll their dice as normal.

The Complex will randomly pick 4 cards and flip them over (AI).

Resolve the dice rolls vs. the cards as normal dice rolling.

Skirmish example, with Rebels attacking:

Choose a planet to attack and travel there with X VERTIUM:

The Rebel faction rolls their dice: 6, 5, 3

(Photon, Atomic, Shield)

Randomly pick 4 cards for the Complex: Photon, Atomic, Atomic, Shield.

Result: The Complex has made a hit on the Rebels. Remove one of their VERTIUM.

Once the complete battle is resolved for the planet, the winner will decide what to do next (as normal rules).

For this e.g., the Complex wins and attacks another Rebel planet. Roll a die to determine the planet to attack. Attack the planet closest to that number.

For the Complex attack, shuffle the Skirmish Cards again and randomly pick 4.

Rebel faction rolls their dice. Compare. Continue until the planet has been won or defended.

- WINNING THE GAME -

Keep battling back and forth until one side has won Coper.

The Complex must win ALL planets to be victorious. If the Rebels are in control of at least one planet at the end of battling, they are the winners!

THE FACTIONS

SOAR [yellow faction]

The Soar are a band of First Nations, Americans and Canadians who are active in the heights of the northern Rockies. The frigid conditions neutralized the Titan (the giant killer robots of the Complex), turning them into slow and easy-to-hit targets.

The Soar are known for their smarts and never-say-die attitude, and are exceptional fighter pilots. They are also experts in agri, including all manner of cloned plants and animals.

ROYAL MARTIAN FEDERATION [red faction]

At first, the independent “Martians” co-operated with the Complex, but after hearing of atrocities committed across the Earth and on the Moon, they turned against the tyrants. The RMF was founded by Brits and the former EU. Years of pioneering work on Mars, and skirmishes throughout the hundred years’ nuclear war, have made them battle-hard veterans. They are experts in nuclear fission.

HIELO [white faction]

Descendants from Argentinians and Chileans, the Hielo live in an extensive series of tunnels inside the giant ice sheets of Antarctica. Tech experts, they cause havoc with the Complex’s global systems: knocking out communications between the Complex HQ and the Titan. The Complex have blasted large parts of the majestic ice fields, but can never quite locate the ice burrowers. The Hielo are experts in ice, water, and electrolysis.

MYST [black faction]

An extremely wise and mysterious people-group living amongst the mist and fog of the Mongolian mountain-tops. Having established their dynasty over much of Asia and Russia, the Myst were forced back to the heights of Mongolia. As with the other remaining factions, they realized the weaknesses of the Titan. Besides the cold and ice, the Titan are terrorized by the swift eagle drones of the Myst. The Myst are also experts in metallurgy.

ADVANCED RULES

SPECIAL ABILITIES

Each faction has special expertise in one resource:

SOAR - Agri

RMF - Nuclear Fission

HIELO - Electrolysis / Water

MYST - Metallurgy

At the start of the game, give each faction 5 tokens in their Special Ability, but only 3 each of the other Colonization Tokens.