

1 ECONOMIC Politics Markers <ul style="list-style-type: none"> Collect 2 politics markers. Collect extra markers with the Space Diplomacy policies (+1 or +2). Collect 1 extra marker for each alliance you have. 	2 ECONOMIC Events <ul style="list-style-type: none"> Roll d100 for an event. Starting in 2100, roll twice (no effect if same event rolled). 	3 ECONOMIC Initiative <p><i>In initiative order:</i></p> <ul style="list-style-type: none"> Spend politics markers for 10% bonus initiative each, up to your current initiative position. Roll d100 for initiative. Add <i>Military</i> policy bonus to your initiative. Reset initiative positions for all players based upon results. Ties go to the player who had a higher initiative. 	4 ECONOMIC Foreign Relations <ul style="list-style-type: none"> Roll d10. Starting in 2100, roll twice. Cross reference the roll with the printed initiative order on the Turn Track to determine affected factions. A roll of 8 or higher has no impact. Move all relations of the affected faction one space towards neutral.
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5 ECONOMIC Diplomacy <p><i>In reverse initiative order:</i></p> <ul style="list-style-type: none"> Declare how many politics markers you will spend and the direction of every diplomacy shift. Cost is 1 marker for the first diplomacy attempt, 2 for the second, 3 for the third, etc. Roll for all attempts. Success on a roll of 6 or less. Apply the net result of successful attempts to all foreign relations. <ul style="list-style-type: none"> Players can refuse to enter into collaborations and alliances. Can not move to Embargo or War unless you have related Military Policy 	6 ECONOMIC Collect \$B <ul style="list-style-type: none"> Collect \$B according to your decade funds. Add <i>Space economics policy</i> bonus (\$2B, \$4B, \$8B). Add bonuses for each of your current foreign relations (\$1B or \$2B each). Add \$1B for each completed mission marker kept. Add \$2B for each opposing base under blockade by your fleets. Pay maintenance above your support limits <ul style="list-style-type: none"> REs (non-probe) above limit: \$2B, \$5B, \$9B, \$14B (total, max 4 levels) CVs and Bases above support limit: \$4B, \$10B, \$18B, \$28B (total, max 4) Add \$1B for each point of unused support limit Subtract \$1B for each active pirate. Cash subtracted goes to the pirate cache. 	7 ECONOMIC Earth Research <ul style="list-style-type: none"> Collect tech points according to your decade Earth production. Add Signs of Life and Existing Life technologies bonuses. 	8 ECONOMIC Base Production <p><i>In initiative order:</i></p> <ul style="list-style-type: none"> For each base, decide which resource or technology to produce: <ul style="list-style-type: none"> Resource production requires at least a Small Mining Station (8a) Tech points production requires at least a small Research Lab (8b) Increase production according to the number of undamaged settlements at the base Reduce production by 1 for each player who has already produced the same in that world Reduce production by 1 for each pirate in the Flyby box of that planetary system When a base is blockaded, its production is halved after all modifiers are added.
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8a

ECONOMIC Resource Prod

Resource production = world card production value + world tile bonus.

- Must be greater than zero to produce.
- Requires at least a Small Mining Station.
- Increase resource production with advanced facilities:
 - Large Mining Stations: +1
 - Small Refineries: +3
 - Large Refineries: +5

8b

ECONOMIC Tech Prod

Tech points production = tech points indicated in the world card (any 3 tech on Earth orbit).

- Requires at least a small Research Lab.
- Increase tech points production by 3 with a Large Research Lab.
- Increase tech points production by 1 point in worlds with *Signs of life*, and by 2 points with *Life!*.

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ECONOMIC Resource Transfer

Use *Trade routes* technologies to transfer resources (5 / 10 / 15 depending on technology) between two bases or between Earth and one base:

- **Pirates** in the flyby area prevent transferring to and from that planetary system.
- **Blockaded** bases cannot transfer resources.

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ECONOMIC Add NPF Bases

- Roll d100 to determine world. Check year indicated in the flyby area of the planetary system.
- If year indicated is less than or equal to the current decade and no NPF base at the world yet, add one NPF base.
- NPF base added is chosen randomly between all faction markers.

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ECONOMIC Add Asteroids

Starting in **2050** add asteroids:

- Follow the same procedure as NPF bases to determine planetary system for an asteroid. Compare year in flyby area against current decade.
- Place one asteroid marker in the flyby area of the planetary system determined
- If no asteroid markers remaining, player with first initiative can remove one from anywhere in the solar system to place it in the new destination.
- Starting **2080** (only for 4 or more players) repeat the process to place an additional asteroid.
- Starting **2100** repeat the process to place an additional asteroid.

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ECONOMIC Add Pirates

Starting in **2050** add pirates:

- Follow the same procedure as NPF bases to determine planetary system for pirate.
- Place pirates on their weaker side. Starting **2120**, place pirates in their stronger side.
- If no asteroid or pirate markers remaining, player with first initiative can remove one from anywhere in the solar system to place it in the new destination.
- Starting **2080** (only for 4 or more players) repeat the process to place an additional pirate.
- Starting **2100** repeat the process to place an additional pirate.
- Add \$5B to the **pirate cache** for each new pirate placed.

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ECONOMIC Trade Markers

- Add one random trade marker to any player base with settlements, and any NPF base, that does not have a trade marker already. Randomly chose side (buy/sell)
- Do not add trade marker to blockaded bases.
- If there are not enough markers, players draw in initiative order. NPF bases draw last and if there are not enough for all, player with first initiative decides the NPF draw order.

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ECONOMIC Develop Technologies

In reverse initiative order:

- Convert all tech markers to tech points
- Develop a technology or pass for the rest of the phase. Must have already developed technology to the left
- Reduce tech points cost by 3 for each other player that has already developed it
 - Minimum cost for each technology is 5
- Signs of life and Existing life technologies cannot be researched directly until another player discovers them.
- Repeat steps until all players have passed
- Convert politics markers to earn \$1B or 2 tech points (3 with *Unified Space Diplomacy* policy)
- Halve your banked tech points of each type.

15 ECONOMIC Grow Settlements

- At each **non-blockaded base** grow one settlement per 10 already present.
- Roll d10 for any remaining fraction of 10.
 - Roll twice and choose which dice to keep with the *Unified Space Settlement* policy.
- Blockaded bases **lose settlements** the same way instead of growing.

16 ECONOMIC Develop Policies

In reverse initiative order:

- Choose a **new policy** for free.
- You can only have one **Unified Policy** and can never have more than **10 policies total**.
- You can choose to **abandon** an old policy to be able to select a new one.

17 ECONOMIC Dated Missions

- Add **dated missions** with the current decade to the mission pool.
- If the mission pool was empty when adding, the first mission goes to the public mission, if there was none.
- The next mission(s) goes to the player with no unearned mission and the lowest sum of victory points from completed mission (roll off for ties).

STELLAR HORIZONS – Sequence of Play Cards (Sheet 3 of 4: Front) Template by STUKA JOE

1 TURN Build Ships

Build and service ships at a base.

In reverse initiative order:

- **Build ships.** Requires resources and at least a Small Supply Station.
- **Unreserve CVs.** Requires 1 SUP and 1 FUEL and at least a Small Supply Station.
- **Remove damage markers** from bases and CVs. Requires 1 ORE per dmg
- **Scrap undamaged CVs** to recover half their resource costs. Reduce by 1 SUP and 1 FUEL if scrapping a reserved CV

2 TURN Ship Movement

Drop all ships in **heliocentric transfer** areas towards the flyby area

In reverse initiative order:

- At the start of the movement phase, a player may announce that they are **moving ahead** of any player with worse initiative.
- **Launch** all your LVs and **move** your fleets.
- For each ship moving roll **engine failure**
- LVs are recovered if you have the *Reusable Launch Vehicles* technology and make an engine failure roll higher than 25%.

3 TURN Interceptions

- **Interceptions** can be attempted against fleets leaving a location; interception requires embargo or war
- One **pirate** in each flyby area will try **interception** against fleets containing CVs, except if those fleets contain any CVs with combat values.

4 TURN Combat

In initiative order:

- Each fleet can initiate combat by **searching** for **one** fleet in the same area (roll dies), or **one** base on a world surface if the searching fleet is in orbit (always successful)
- For successful searches, resolve **surrenders** or combat.
- If **combat**, follow these steps:
 - Roll for **tactics points**
 - Resolve **strike** or **direct fire**
 - Apply **post-combat** effects.
- Declare a **blockade** against an enemy base from orbit

5

TURN Exploration

In initiative order:

- **Explore** with all your ships
- **Roll malfunction** for every RES exploring and **roll recall** for every CV exploring
- On successful exploration, draw tech markers and check for depletion
- On successful **depletion**, check for mission completion and search for life
- Flyby REs that explore from the flyby area must immediately make a **heliocentric movement**

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TURN Depletion

- **Reduce World Search Value** by 1
- **Complete Mission** if Applicable
- **Draw World Card**
 - Draw 2 with Spectrometer
 - Draw until if last Depletion and no WC
- Add / Replace / Ignore World Card
- **Search for Life**. Roll with Mods
 - If not Life Yet (+1 Bio, +1 VP, +1 Po)
 - Add Life Sign Token
 - If Life Signs (+4 Bio, +2VP, +2 Po)
 - Flip to Life Token
- **Draw a Politics Marker**

7

TURN CV Res Production

In initiative order:

- Only if you have the *Space Mining* technology: produce resources and harvest asteroids with unreserved CVs with production value
- **Cannot produce** in worlds where you do have a base or with CV that explored this turn
- **Roll 1d10 for resource production**. You always produce at least one. +1 if modified roll <= world production value. +1 if mod roll = 0 or 1
- **Roll for harvesting** asteroids and check the table for yield.
- **Roll for recall** after each CV production or harvest

8

TURN Trade with Bases

In initiative order:

- **Trade** with your **own bases** any time
- **Trade with another faction base** if you have a CV fleet docked there
- Trade quantity is limited by foreign relations and number of settlements.
- Allow or disallow trades from other players at your own bases. If allowed, receive \$1B from the trading player
- **Remove the trade marker** on a base after the trade.

STELLAR HORIZONS – Sequence of Play Cards (Sheet 4 of 4: Front) Template by STUKA JOE

9

TURN Build and Expand

Build, expand bases and terraform.

In initiative order:

- **Build new bases**
- **Expand bases** 1 facility or level every turn (even newly created bases).
- **Terraform** at your bases, with +1 SUP increased cost after each point in the same base and the same turn.

10

TURN Check End Game

- Check scenario victory conditions.
- For **campaign**, starting in **2145**, roll for end of game:
 - The end of campaign roll starts at 1% in 2145 and increases by 1% each year
 - The campaign ends automatically at the end of 2169.

11

TURN Advance Turn Marker

- Move year marker
- If year marker goes to 0, advance decade marker and play economy phase.