Forbidden Stars Balancing Rules

2 August 2018

These rules are made to make the setup of the game be less determining of the eventual winner. While it reduces creativity of players during setup, it nearly always ends up in very fair starting positions. Additionally, during the planning phase, the first player has been adjusted to not be purely disadvantageous.

Setup

1. Randomly select a player to obtain the first player token. This is player 1, and subsequent players go in clockwise order.
2. Select a random non-Faction system that has more than 4 total capacity (counting all worlds) and does not contain worlds with 1 capacity and place it on the center of the table.
   (4 player only) Select a random non-Faction system that has more than 4 total capacity and does not contain worlds with 1 capacity and place it with arbitrary rotation next to the system placed during step 1. Players 1 and 2 place objective tokens, one at a time, on any world on these two starting systems, starting with player 2. These objective tokens must be placed in the following sequence: player 1's objective, 2, 3, 4.
3. Deal out each player their Faction system and a random system. Deal an additional random system to each player, excepting player 1.
4. Starting with player 2 and ending with player 1, you must place your system adjacent to the starting system(s), in addition to normal placement rules.
   (optional) Force the placement of the player's starting factory on their system.
   (optional) Force the first system to be their Faction system.
5. For the next round of placing systems, the player at turn may not place their system adjacent to their most recently placed system, in addition to normal placement rules.
   (optional, recommended) Force the placement of all remaining units and factories on their system.
6. Place the final systems according to normal placement rules.
7. Place warp storms, starting with player 1 and going clockwise.

Planning

During the last round of order token placement, the first player skips their turn, so that they place their token last.

- *(3 player only)* Rounds 4, 5 and 6 are resolved counterclockwise.
- *(4 player only)* Rounds 2, 4, 5 and 7 are resolved counterclockwise.
- *(3 player only)* During rounds 7 and 8, the first player token is passed to the player furthest behind (use the tie breaker rules to determine this). Play is resolved clockwise.

Balance

- Space Marines also start with a Bastion.
- Chaos Space Marines can no longer use their Dominate ability to move across Warp Storms.