

SETUP

- 1) Draw tech tiles = 2x # of players, +8. **Doubles count** toward this limit, **but rare (black) tiles don't**
- 2) Only some of the **sector III hexes** are included in the supply: 2p=5, 3p=8, 4p=14, 5p=16, 6p=18
- 3) Choose species in reverse player order
- 4) Leave 3 influence discs in tray (5 for the Eridani), and put the remainder out on influence track
- 5) On your **starting hex**, place...
 - **1 influence disc** (from the left side of your influence track) and **1 interceptor** (Orions get 1 cruiser)
 - **2 population cubes** on the basic (non-starred) planets (Hydrans get 1 on advanced labs)

SPECIES DETAILS



Eridani Empire:

- Starting money is very high, but have -2 influence discs
- Start with 3 techs, and 2 randomly drawn reputation tiles (keep both)
- Ships have +1 energy



Hydran Progress:

- Starting science is high and start with Advanced Labs tech
- Can perform 2 research actions per turn



Planta:

- Have 4 colony ships, but population cubes are automatically destroyed after they lose a battle (as though opponents were using neutron bombs tech)
- Performs 2 explore actions per turn (and can chain them), gains +1 point for each controlled sector
- All ships have -1 slot for upgrades, but...
 - Start with Starbase tech, starbases have +1 computers and +5 energy
 - Ships have +1 computers and +2 energy



Descendants of Draco:

- On explore action, draw 2 tiles and choose 1
- Is friendly with ancients, and thus...
 - Can share hexes with them and colonize said tiles
 - Never obtains discovery tiles from ancients' hexes
 - +1 point for all surviving ancients at end of game
- Starts with Fusion Drive tech (extra movement)



Mechanema:

- All building costs are -1 (monoliths are -2)
- Has 3 build and 3 upgrade activations per turn
- Starts with Positron Computer tech (+1 computers)



Orion Hegemony:

- Starts with a cruiser instead of an interceptor, and all ships have increased initiative/energy and are pre-upgraded with basic tech components
- Starts with Neutron Bombs and Gauss Shield techs
- Poor trade ratio of 4:1

GAME CONCEPTS

Ambassador tiles are only used in games with 4-6 players.

- 2 players with **adjacent controlled sectors (wormhole generators and warp portals don't count)** may agree to form a diplomatic relationship and **exchange ambassador tiles (+1VP)**
 - This is a **free action** and can occur during either player's turn
 - Each player chooses a **population cube (of any type)** to send along with the ambassador tile (this is the only time **colony ships are NOT needed** to move population)
- Cannot occur if:
 - The players already have each other's ambassadors (from a previous turn/round)
 - One of the player's has ships in the other's sector (i.e. battle is coming)
 - Either of the players currently holds the traitor tile
- Attacking a player will break existing diplomatic relations
 - Each player takes back their ambassador and places its **population cube onto any track**
 - The attacker takes the traitor tile (-2VP), which they will hold onto until another player breaks one of their own diplomatic relations

Colony Ships are the only way to put **Population Cubes** onto the board. Using them is a passive action and can happen any time during the action phase, and again at the beginning of the upkeep phase (prior to calculating income). Any population type can be added/removed from a grey planet, but **only money/science cubes can be added/removed from an orbital structure**. The only ways to remove population are:

- Near the end of the combat phase, if your attacker successfully attacks your population (or uses neutron bombs to immediately remove all of your population)
 - Attackers get to roll all of their attacking dice at once, killing one of your population for each successful hit (the attacker can split up hit points from a single die)
 - **A loss of all your population in this way** also results in a loss of your influence disc from the sector (return it to your influence track)
 - Population lost this way will temporarily be placed in the **"graveyard" bowls** at the centre of the corresponding income track; only after income is calculated will they return to the income tracks
- At the beginning of the upkeep phase, to avoid bankruptcy
 - If you cannot or do not wish to trade resources for money, you can return influence discs to your influence track to avoid bankruptcy; once the influence disc is removed, the population cubes must go too (cannot be present if you do not control the sector)
 - Population lost this way will go directly back on the income tracks (i.e. doesn't enter graveyard)

"Control" means you have an **influence disc** on the sector. Simply having ships present in a sector does not connote control (though **you can use unpinned ships as a starting point for explore actions**, even if you do not control that hex with an influence disc).

Reactions (upgrade, build, move) can be taken after you've passed, usually in response to enemy aggression. Any techs or species abilities pertaining to **extra activations do not apply to reactions**.

"Ships" refers to all 3 ships and also to starbases (thus **starbases do pin enemy ships**). "Structures" refers to orbitals and monoliths.

Warp portals are an optional games module. They consist of a sector II hex, two sector III hexes, a discovery tile, and a rare tech (when you research this tech, immediately place the **circular warp portal tile** on a sector you control (which is now **worth +1VP**)).

ACTION CLARIFICATIONS

Explore: You can either place the tile or discard it face up (Descendants of Draco always discard at least 1 tile face up). Exploring can be done next to any sector you control (with an influence disc) or have an unpinned ship. There has to be a wormhole-half heading in that direction, unless you have the wormhole generator tech. If you get >1 activation with your explore activation (Planta), your 2nd explore activation can leap frog off of the first tile you placed.

Move: Each movement activation can be used to move only one ship. You can only move through complete wormholes or warp portals, unless you have the wormhole generator tech (in which case you still need to move through wormhole-halves. You can't move if you're pinned (each enemy / opponent / NPC ship, including starbases, pins one of your ships). The GCDS pins all ships.

Influence: The whole *influence action resets 2 of your colony ships*, ready for use. Each *influence activation allows you to pick up an influence disc* from a sector you control or from your influence track. You can then place it in one of 3 places:

1. An uncontrolled sector next a sector where you control or have a ship (*even if it's pinned*, unlike explore actions)
2. An uncontrolled sector where only you have a ship
3. Your influence track (right-most space)

COMBAT

Engagement Rounds: Battles are fought in descending (highest-to-lowest) sector order. If there are more than 2 players in the hex, start with the last player to arrive as the attacker. The first player / NPC to have presence (including an influence disc) will always be the final defender. Any ship types with missiles will fire them once, in initiative order (with defenders breaking ties). Then for each round of regular combat, each group of the players' ships will either fire or initiate retreat in initiative order (with defenders breaking ties).

Attack or Retreat: If retreat is initiated, they don't fire but are *still vulnerable until they're activated again next round* (when they complete their retreat to an adjacent sector). If they fire, each die they roll is assigned to a single enemy ship (no dice-splitting). Each hit taken must be absorbed by hull, otherwise the ship is destroyed; i.e. *ships are destroyed by hits = hull value + 1*. Damage taken by NPCs is always applied to your ships from largest to smallest, unless a single NPC attack can immediately destroy one of your smaller ships.

End of Sector Battles (i.e. in one sector): The winner of a given battle carries over damage if there are more battles to be fought in the same sector. In the rare case of a *stalemate* (e.g. because all ships only have missiles), the attacker must retreat (or destroy their ships if there are no longer any free areas for retreat). After all battles are done in a given sector, players draw reputation tiles in order of entry into the sector. *If you had retreated from the battle, do not draw a reputation tile for participation* (though you may draw tiles for any ships you destroyed prior to retreating).

End of All Battles (i.e. for all sectors): For each sector (again descending highest-to-lowest), the winner fires once more all non-missile weapons from all surviving ships. Any hits are applied to enemy population cubes, and *dice-splitting is allowed*. If you have neutron bombs (and the enemy doesn't have neutron absorbers) or you are targeting the Planta, all enemy population is automatically destroyed. Destroyed *population cubes are returned to the enemy's graveyard*, where they will stay until after income is calculated (i.e. income isn't lowered for this round). If all of the enemy's cubes were removed from a sector, their influence disc also returns to their influence track. You may now place one of your own influence discs there. (You may also place influence discs anywhere you have a ship). Take any discover tiles present (e.g. if you just eliminated an NPC), and remove all damage from surviving ships.

DISCOVERY TILES

You collect discovery tiles as you explore, and there is no need to place an influence disc first (a change from the 1st edition). All tiles must be used *immediately* for their effect, or else saved for 2VP. Ancient ship parts must be placed into one blueprint only. Ships and structures are placed where the discovery tile was uncovered.



Ancient Tech: Take the regular Tech Tile with the **lowest printed cost** that you don't already own.



Ancient Warp Portal: Place in the Sector where found, which now connects to all other warp portals and is worth +2VP if controlled.

UPKEEP & CLEANUP

- 1) Use any colony ships left over from the action turns, to add population to any newly acquired sectors.
- 2) Calculate money income, trading materials/science or removing presence from sectors if you need to avoid bankruptcy. If you cannot avoid bankruptcy, you're eliminated from the game.
- 3) Calculate materials/science income.
- 4) Return influence discs to the influence track
- 5) Move all population cubes from graveyards to their respective tracks.
- 6) Refresh your colony ships.
- 7) **Draw tech tiles = # of players + 3.**
- 8) **Advance the round marker.**