

Resources

- **Tactic cards, credits & energy** are also resources, so they can be used as payment when any resource (? in a ⚙-symbol) is sufficient
- **Credits** only serve as a substitute for titanium, nanocarbon and ice, **not** for **energy**

Launch

- **First launch** must be in unoccupied region (a region without opponents or raider ships)
 - **Except** when your first launch ship has **Attack** ability
 - **Developments** do not contribute to occupying a region, regardless of which player they belong to
- Must be able to perform **action on allied base** to be able to launch there
- Only ships with **voyage** allowed in **Nebula**
- Can't launch in a region if there's already one of your ships in that region
- **Developments** are **not considered** for the range rules, and thus any subsequent launches after your first one, must be in range of **ships, not developments** (unless explicitly stated otherwise such as the Astrodrakus' faction ability: *Dragon Lairs*)
- Don't forget to advance the event marker when launching on regions with the event icon (⚠)

Raider strike

- Only S-class raiders are allowed to occupy a space that already contains another S-class raider ship
- All raiders have **voyage**
- Only one type of raider class per region

Placing new raiders

- If raider must be placed on spot that already contains a raider, place on random nebula instead (except for S-class)
- If raider of indicated class is already on the board place **2** S-class raiders instead
 - Place only 1 if only 1 S-class ship is available
- If a raider spawns in a player occupied region, **no battle** is triggered

Activating modules

Can't activate module:

- If module already contains **damage marker, a ship, or energy cube**
- With a ship that came from the top part of the scrap yard (damaged)
- With energy if there isn't already an activated module by a ship in the same row
- With an **unslotted** Moon slot on the input side
- Science modules can only be activated by placing a ship on the primary reactor (choose as many science modules as you want, each module only once)

Abandon moons:

At any time, even when you need to pay resources (so you receive the resource from the abandoned moon to pay)

Upgrade ships:

- Upgrading a ship allows you to build it for free as well (without paying the cost, if that ship type is still available)
- Each ship type can only be upgraded once
- You can't undo/discard/replace a ship upgrade

Buying & acquiring modules + slotting moons on modules

- When there's **no square bracket**  above the gain module icon, the module is **free**
- For each module gained, advance 1 space on the corresponding progress track
- When you can only/just want to buy 1 module from Maximus or Odessa field regions, you **must discard** (place at bottom of deck) 1 module from the indicated column **after** buying one.
- **Metamorphosis** (purple) modules can be placed in any row. Even in the science row, and thus in this case, you may also activate it when you activate the primary reactor
- **Obliterated** (2 damage spots) modules, receive 2 damage markers when purchased, and thus require 2 repairs before they can be activated.
 - Once 1 damage marker is removed, the module can never receive 2 damage markers again (can only receive max 1 damage marker)
- **Unstable** (dice icon at the top) modules: roll a die (d6) after activating, if you roll 4-6 double the gained activation effect and damage the module
- You can rearrange gained modules as much as you like at any time
 - If this breaks a slotted moon, **discard** the moon, **without** receiving its recourses.
- A moon with a **repair icon can't** be slotted in an **input slot** of a module

- The **Null moon** (with this icon ) can be slotted as input on a module so you don't have to pay an input cost to activate this module

Building a development

- When you build a development, you can build it on **any planet** where you already have a transport ship (regardless of which region you activated)
- You must always have at least one ship, so if a **transporter is your last/only ship, you can't use it for a development**
- **Every leader** in the development space and adjacent areas (**regardless of their color**, whether they are unrecruited or already assigned to another development) is counted for scoring VP (in any case: max10 VP)

Trigger & resolve events in this order:

1. **Immediately** place new region + 3 corresponding moons on board (the player doesn't choose where to place this region, if there is room in the current bottom row, place it in the left most available spot. If the bottom row is full, place it in the leftmost spot of the next row)
2. **Immediately** place event marker on your station (to remind you to resolve it when your turns end)
3. Finish the rest of your turn (if possible)
4. Resolve event card:
 - Score VP
 - Place new raider
 - Special effect
 - Reset event track

Battles:

- **Every player** may move **any number** of ships to join the battle during escalation as long as:
 - Ships obey range rules
 - Ships have Voyage if battle takes place in Nebula
- Joining battles, playing diplomacy cards, spending energy to gain extra dice always start with active player and then follows turn order. Each player only gets **1 decision** for each of these options (joining, diplomacy & energy spending)
- **S-class raiders** have **targeting value** of the number of their ships in the active region
 - Other raider ships have targeting value of 1 (plus bonuses)
- If a tie has not been broken after all dice have been compared, **everyone loses**
- Since moons can be slotted at any moment, you're allowed to slot a moon in the tactical operations slot when you lose, to immediately gain the benefit

Repairing:

If you have nothing (no ships, shields or modules) to repair, gain 1 VP when taking a repair action

Civilization track:

When you reach a tactics card limit space, you may **immediately draw** tactic cards until you reached your new hand size limit

Tactic cards:

The effect of a card with '**Sustain**' stays active until the 'discard energy' step of your return to station action

FAQ:

Diplomacy: abandon post - unlike some other diplomacy cards, this card doesn't contain the text "Battle ends". Does this mean the battle can continue with only one party, after the other one has moved away? **No**. this card doesn't state 'Battle ends' because more than 2 parties can be involved in a battle.

Example 1: When 3 parties are involved, (i.e. 2 players and a raider), and one player uses abandon post, the battle continues between the remaining player and the raider.

Example 2: When **only 2 players** are involved and 1 player retreats by using abandon post, the **battle immediately ends** (because there are no more opponents left, even if the card doesn't explicitly state that the battle ends) **without winners or losers**, and thus **no battle rewards** (such as advancing on the Supremacy track) are gained.