

OVERVIEW	2
Overview	2
Winning Conditions	3
Purpose and Format	3
DEFINITIONS	4
Cards	4
Colonies and Planets	4
Players	5
Encounter Outcomes	6
Gaining Cards	7
Miscellaneous	8
COMPONENT	8
Decks	8
Discard Pile	9
META RULES	9
Etiquette	9
Reinforcement Cards	9
Artifact Cards	10
Flare Cards	10
Ink Rule [7.2.2]	11
Losing Home Planets and Alien Powers	11
No Encounter Cards In Hand	12
Timing	12
Cosmic Quake	13
Discarding Cards	13

Essence Cards	14
INSTRUCTIONS	14
Game Setup	14
Sequence of Play	18
Start of Turn	18
Regroup Phase	18
Destiny Phase	18
Launch Phase	19
Alliance Phase	20
Planning Phase	21
Reveal Phase	21
Resolution Phase	21
Variants	26
REFERENCES AND NOTES	27
Cannon References	27
Cosmodex References	28
Non-Canon References	28

1.0 OVERVIEW

1.1 Overview

- 1.1.1. During a game of Cosmic Encounter, each player becomes a unique alien life form occupying a solar system in deep space. The aliens are struggling for cosmic supremacy and attempting to colonize planets in foreign systems. Each alien has a special power that can be used to its advantage as players balance diplomacy, alliances, and force to gain new colonies. The winner of the game is the first player to establish five colonies on foreign planets. If two or more players establish their fifth foreign colony at the same time, they win together!

- 1.1.2. While Cosmic Encounter is a competitive game, it is more importantly a social party game filled with wacky aliens and outrageous abilities. Experienced fans suggest that new players should expect surprising outcomes and focus on diplomacy instead of numerical strategy. If players assume the roles of their aliens by reading their aliens' backstories and adopting their aliens' mindsets, Cosmic Encounter will be a game where losing is as much fun as winning

1.2 **Winning Conditions**

- 1.2.1. The winner of the game is the first player to establish five colonies on foreign planets.
 - 1. Some Aliens have unique victory conditions.
- 1.2.2. If two or more players establish their fifth foreign colony at the same time, they win together.

1.3 **Purpose and Format**

- 1.3.1. The purpose of this rule set is to consolidate the 2008 rules and FAQs, the 2018 rules and FAQs along with the Cosmodex and various other threads in BoardGameGeek, Reddit etc...
- 1.3.2. Highest authority is given to the rules, followed by fan interpretation of the FAQs.
- 1.3.3. Defined terms are in italics and defined in section 2.0
- 1.3.4. Some rules are followed by **[7.x.x]** to indicate a reference beyond the FFG rules. See section 7.0 for the references.

2.0 DEFINITIONS

2.1 Cards

2.1.1. *Card Types*

1. Attack, negotiate, morph, retreat, artifact, flare, intimidate, kicker, reinforcement, rift.
2. Note that “encounter” is not a card type. **[7.1.1.1]**

2.1.2. *Encounter cards*

1. Include attack cards, negotiate cards, retreat and morph cards.
2. Encounter cards display the word “Encounter” at the top of the card.
3. Intimidates are not encounter cards until a main player chooses to use it for the encounter. **[7.3.3]**

2.2 Colonies and Planets

2.2.1. *Foreign Colony*

1. If a player has a colony on a foreign planet, it is a foreign colony. Multiple players can have a colony on the same planet, but each player can only have one colony per planet.

2.2.2. *Home Colony*

1. If a player has a colony on one of their home planets, it is a home colony.

2.2.3. *Foreign Planet*

1. Planets that do not match a player's planet color.

2.2.4. *Home Planet*

1. Each player begins the game with five planets that match his or her player color.

2.2.5. *Foreign System*

1. Any System that is not the player's Home System.

2.2.6. *Home System*

1. The collection of, in general, five Home Planets constitute a players Home System.

2.2.7. *Colony / Colonies*

1. A players colonies is the set of their Home and Foreign Colonies

2.3 **Players**

2.3.1. *Encounter*

1. An encounter is an interaction between two or more players who are trying to either establish or defend a colony. During an encounter, the player taking their turn is the offensive main player. The primary goal of the offense is to either establish a colony on a foreign planet or remove a foreign colony from one of their home planets. The player who opposes the offense during an encounter is the defensive main player. The defense is determined by the destiny deck, which is described later. The offense and defense are each referred to as a main player.

2.3.2. *Main Player*

1. Each encounter has two, and only two Main Players:
 - a. Offensive Main Player or Offense
 - b. Defensive Main Player or Defense
 - (1) Doesn't "use hyperspace" to send ships to the encounter
 - (2) Can easily be in the encounter without any ships involved
 - (3) Does not relocate its winning ships
 - (4) Generally gets nothing for winning **[7.3.1]**

2.3.3. *Offensive ally*

1. Players who have allied with the Offense by sending one to four ships to their defense in the current alliance phase.

2.3.4. *Defensive ally*

1. Players who have allied with the Defense by sending one to four ships to their defense in the current alliance phase.

2.3.5. *Bystanders*

1. Foreign colonies on a planet where an encounter is occurring are bystanders.
2. Ships that are part of a bystander colony do not contribute to encounters and are not affected by the outcome of an encounter.
3. When committing ships, an ally can take any ships, including bystanders, from any of their home or foreign colonies.
4. Bystanders may ally with offense, defense or neither. [**need reference**]

2.4 **Encounter Outcomes**

2.4.1. Win or Winning

1. Playing an attack versus a negotiate.
2. Having a higher value than the opponent.
 - a. Attack card plus ships plus allies

2.4.2. Successful Encounter [7.2.1]

1. Consists of a:
 - a. Win
 - b. (Successful) Deal
 - c. Declared Success
 - (1) Through Coward, Mite or other aliens or flares.
 - (2) Landing on an empty planet after drawing your color as destiny.
2. A successful first encounter results in the option to have a second encounter.

2.4.3. (Successful) Deal

1. A Deal is agreed to by all involved within one minute.

2. The terms of the deal are carried out as agreed upon and the offense returns any of their ships on the hyperspace gate to their colonies.

2.4.4. UnSuccessful Deal or “Fail to Deal”

1. Players are unable to make a deal within one minute.
2. Deal Quashed by artifact.
3. One player announces that they will sabotage or kill the deal under all circumstances.
4. Each of the main players must place three of their ships in the warp. When placing ships in the warp, a player can take the ships from any of their colonies or from the hyperspace gate.

2.5 Gaining Cards

2.5.1. Compensation

1. **IF** a player loses an encounter by playing a negotiate card against an attack card, **THEN** that player collects compensation.
2. To collect compensation, the player takes a number of cards at random from the winner’s hand. The number of cards the player takes is equal to the number of ships that they sent to the warp as a result of losing the encounter.
 - a. Compensation takes place in the Resolution phase.
 - (1) Players can play cards allowed to be played in the Reveal phase prior to Compensation in the Reveal phase. **[7.1.1.4]**
3. Ships not sent to the Warp do not collect compensation. For example, Zombie or Void. **[7.1.1.3]**
4. **IF** the winner does not have enough cards to fully compensate the other player, **THEN** that player takes as many cards from the winner as they can.
5. Players are allowed to see which card backs they are selecting. In essence, “at random” means “without seeing the faces of the cards.” **[7.1.1.2]**

2.5.2. Defensive Rewards or Rewards

1. **IF** the defense is the winner of the encounter, **THEN** their colony survives and all offensive ships on the hyperspace gate are sent to the warp.

2. Each defensive ally **GAINS** defender rewards. For each ship a defensive ally committed to the encounter, that player can do one of the following:
 - a. Draw one card from the cosmic deck.
 - b. Draw one card from the rewards deck.
 - c. Take one of their ships from the warp and place it on one of their colonies of their choice.
3. After gaining defender rewards, the defensive allies return their ships to any of their colonies; they do not get to establish a colony on the planet they helped to defend.
4. Only defensive allies receive defender rewards, the defense receives nothing.

2.6 Miscellaneous

2.6.1. Hazard Warning

1. Some of the destiny cards are marked with a hazard warning, which is a glowing circle around the colored circle in the upper-left corner.

3.0 COMPONENT

3.1 Decks

3.1.1. Cosmic Deck. or Deck

1. Consists of cosmic cards, two flares per each player. **IF** playing with more than five players **THEN** it would include the large deck cards.
2. **IF** the cosmic deck is depleted **THEN** shuffle the discard deck to replenish the cosmic deck.
3. See step 4.9 IF the Cosmic Deck and the Cosmic Discard Pile are empty.
4. **ALL** references to drawing cards from the deck refer to the Cosmic Deck unless explicitly stated other wise. [reference needed]

3.1.2. Reward Deck

1. **IF** the reward deck is depleted **THEN** shuffle the discard deck to replenish the reward deck.

2. **IF** the reward deck and the reward discard pile are both depleted **THEN** it sucks to be you and you must draw from the *cosmic deck*.

3.1.3. Destiny Deck

1. See step 5.5.4 for reshuffling requirements.

3.1.4. Hazard Deck - Later

3.1.5. Technology Deck - Later

3.2 Discard Pile

3.2.1. There are separate Discard Piles for destiny deck, rewards deck and cosmic deck.

3.2.2. Discard piles are open knowledge to all players.

1. A player at any time may examine the contents of a discard pile.
2. Players should take care to not alter the order of the discard piles. See step 4.10

3.3 Warp

4.0 META RULES

4.1 Etiquette

4.1.1. A player cannot **SHOW** the cards in their hands too other players.

4.1.2. A player may **ANNOUNCE** the contents of his hand, or a card to be played. However, there is no implied accuracy or truthfulness to such a statement.

1. Some aliens, such as Mind have restrictions on what can't be said. [7.1.1.6]

4.1.3. A player must correctly announce the number of cosmic deck and reward decks in their hands. [7.1.1.5]

4.2 Reinforcement Cards

4.2.1. After the main players reveal their encounter cards, each player participating in the encounter can play reinforcement cards, choosing to benefit either the offense or the defense.

4.2.2. Each played reinforcement card's value is added to the chosen player's total.

- 4.2.3. After an encounter is resolved, reinforcement cards are discarded along with the encounter cards that are revealed.

4.3 Artifact Cards

- 4.3.1. When played, they produce the effect described on the card. Like alien sheets, these cards contain bars to indicate the requirements for playing the card.

- 4.3.2. After an artifact is played, it is discarded.

4.3.3. Cosmic Zap

1. Players can use the “Cosmic Zap” artifact card to cancel one “use” of an alien’s power. That power cannot be used again for the rest of the encounter.
2. Some alien powers (or some parts of aliens’ powers) do not require the power to be “used”. Powers such as these that function without being used cannot be the target of the “Cosmic Zap.”
3. Cosmic Zap may be used to prevent a Super Flare if the flare’s use requires “use” of the alien power.
4. Cosmic Zap may not be used to preclude a Super Flare if the flare’s use does not require a “use” alien power.
5. For example, the Warrior’s power can be zapped when used to add to the Warrior’s total during an encounter, but it cannot be zapped when adding tokens to its alien sheet. Similarly, the Zombie’s power can be zapped when used to save its own ships from going to the warp, but it cannot be zapped to stop the Zombie from freeing other players’ ships as part of a deal.

4.3.4. Plague

1. See Card Types 2.1.1 for list of cards that plagued must discard.

4.4 Flare Cards

- 4.4.1. Flare cards provide players with powerful abilities that can be used repeatedly. Each flare has a blue bar indicating the prerequisites for it to be played. When a player plays a flare card, they use its wild ability. However, if that player has the matching alien sheet, they must use the super ability instead.

- 4.4.2. After a player plays a flare card, they return it to their hand.

1. A player cannot play more than one flare card during an encounter, and the same flare card cannot be played more than once during an encounter, even by a different player.

4.4.3. **IF** a player's alien sheet is facedown (due to losing their alien power), **THEN** they cannot use the super ability on the matching flare card, but they can use the wild ability instead.

4.4.4. Flares **REMAIN** on the table while resolving. [7.3.4]

4.5 **Ink Rule [7.2.2]**

4.5.1. Unless otherwise specified, game effects that strictly affect encounter resolution, meaning those effects that impact the types/values of encounter cards, kickers, and reinforcements used in the encounter; main players' totals; the method of determining the winner and loser; deals; compensation or rewards; and disposition of the involved ships such as landing on the planet, returning to colonies, going to the warp, etc. — all refer to the card's current, modified type/value. Every other kind of game effect refers to the card's original, printed type/value (a.k.a. its "ink"). When a card is physically replaced by another card, then all effects would of course use the new card.

1. Game effects which are not strictly related to encounter resolution always refer to the "ink" on a card, meaning its actual printed value.
2. Game effects which are strictly related to encounter resolution refer to the card's current, modified value.

4.6 **Losing Home Planets and Alien Powers**

4.6.1. **WHEN** a player removes their last ship from one of their home (foreign) planets, **THEN** that planet is lost as a home (foreign) colony.

1. Players cannot return ships to their lost planets.
2. Players can reestablish colonies on their lost home planets as described in step 5.5.2.1 or 5.5.2.2
3. Players defend their lost home planets as normal but will not have ships to add to their total.

4.6.2. **IF** a player ever has fewer than three home colonies, **THEN** that player immediately loses their alien power.

1. **WHEN** this happens, **THEN** that player flips their alien sheet facedown to indicate that their alien's power is lost, and that player cannot use any part of the power on their alien sheet.

2. **IF** a player who lost their alien power ever has three or more home colonies again, **THEN** they immediately regain their alien power, flipping their alien sheet faceup.

4.7 No Encounter Cards In Hand

4.7.1. When a player has no encounter cards remaining in their hand at certain times during the game, they must follow a special rule as follows.

4.7.2. Offense

1. During the Start Turn Phase, **IF** the offense has no encounter cards, **THEN** they must discard their hand and create a new hand by drawing eight cards. They repeat this process until they have at least one encounter card
2. After a successful first encounter, **IF** the offense has no encounter cards, **THEN** they cannot have a second encounter that turn.
3. During an encounter, at any time before cards are selected during the Planning Phase, **IF** the offense has no encounter cards (due to an alien power or other game effect), **THEN** their turn ends immediately. Any committed ships are returned to their players' colonies.

4.7.3. Defense

1. In the planning phase, when the defense must play an encounter card and has no encounter cards in hand, they may play any cards in hand that can be played during the current phase as the defense. Then, they must discard their hand and draw eight new cards. This process is repeated until the defense has at least one encounter card.

4.7.4. Kickers and intimidators are played before defense plays an encounter card, so a player could play a kicker, show and discard their hand and draw eight new cards. [7.1.1.7]

4.8 Timing

4.8.1. Players must resolve alien powers and card abilities according to the specific phases indicated on the component for that power or ability.

4.8.2. However, there are times when multiple people may wish to resolve powers or abilities during the same phase. When this occurs, players resolve their powers or abilities in the following order:

1. Offense

2. Defense
3. Other players in clockwise order, starting with the player to the left of the offense
4. Hazards resolve last, for example Black Hole Hazard. [7.1.2.8]

4.9 Cosmic Quake

1. **IF** a player needs to draw a card from the cosmic deck, and both the cosmic deck and discard pile are empty, **THEN** a cosmic quake occurs! All players discard their hands, the discard pile is shuffled to make a new deck, and eight cards are dealt to each player.

4.10 Discarding Cards

- 4.10.1. Discard Piles are public knowledge, e.g. a player is free to review the discard pile at their leisure. [7.1.2.9]
- 4.10.2. When card order matters, non-encounter cards are discarded first, in alphabetical and numerical order, then encounter cards, starting with the offense and going clockwise, and ending with the defense. The defense's encounter card goes on top of the discard pile. [7.1.2.10]

NOTE

Discarding cards deviates from the normal timing rules. For example following an encounter,

Omni-Zap, Reinforcement +2, Reinforcement +3, offense's encounter card, Cavalry's encounter card, defense's encounter card.

With the defense's encounter card on top.

This impacts Space Junk and Wild Cyborg.

- 4.10.3. **IF** card order does not matter, then for expediency sake, **THEN** use the timing rule to determine the order of discarding. [7.3.6]

- 4.10.4. At any time, by **MUTUAL UNANIMOUS DECREE** of all players, **THEN** the discard rule may be waived. [Need reference for made up rule that is common among players]
1. However, this may be revoked at any time before a discard occurs by any player.

4.11 Essence Cards

- 4.11.1. Several aliens begin the game with a new component called essence cards. Each of these aliens has an essence symbol on its sheet and its own set of essence cards which enhance its power
- 4.11.2. Before playing as an alien with essence cards, shuffle that alien's essence cards and place them facedown as a set. Then, draw three cards from that set as your essence card cache. When referred to by game effects, a set of essence cards is not considered to be a deck and a cache of essence cards is not considered to be a hand. Cards in a player's cache are kept separate from the set and kept secret from all other players until played.
- 4.11.3. Players will always maintain a cache of three cards; each time players play or are forced to lose an essence card from their cache, they replace that card by taking the top card from their set and placing it in their cache. Any essence cards that are played or lost are kept in a faceup unavailable pile. When there are no essence cards left in a set, that player shuffles his unavailable essence cards to form a new set.
- 4.11.4. When an alien sheet with the essence symbol is lost or flipped facedown, all essence cards still in the game belonging to that alien are returned to that player's unavailable pile.
- 4.11.5. Players can always look at their cache as well as essence cards they have played on another player. Players who have been given essence cards may not look at them if they are facedown.

4.12 Winning the Game

- 4.12.1. Play ends at the end of the current phase. Non - winning players may attempt to counter a players win, however **IF** at the end of the current phase a winning condition is satisfied **THEN** players satisfying a win condition win. **[7.3.7]**

5.0 INSTRUCTIONS

5.1 Game Setup

5.1.1. Choose Player Color

1. Each player **CHOOSES** a player color.
2. Each player **TAKES** the colony marker, five planets, and 20 ships of that color.

5.1.2. Set Up Warp, Planets, Ships, and Colonies

1. Each player **PLACES** their planets in front of them.
2. Each player **STACKS** four of their ships on each of their planets.
3. A player **PLACES** the warp in the center of the play area.
4. Each player **PLACES** their colony markers at “0” on the colony track.

5.1.3. Prepare Destiny Deck

1. **TAKE** the three destiny cards that correspond to the color that each player has chosen and **SHUFFLE** them with the wild and special destiny cards to create the destiny deck.

NOTE

There should be Three times the number of players plus five cards in the destiny deck.

2. Any cards that correspond to a color that was NOT CHOSEN are returned to the game box; they are not used during the game.

5.1.4. Choose Aliens

1. **CHOOSE** one of the following techniques for determining an alien:
 - a. **ADVANCED**

- (1) **SHUFFLE** the flare cards and DEAL two facedown to each player.
- (2) Each player takes the two alien sheets matching their assigned flare cards, **CHOOSES** one alien sheet to keep
- (3) Each player **RETURNS** the other alien sheet to the game box.
- (4) All players **REVEAL** their chosen alien sheet simultaneously.
- (5) Add the two flares to the Cosmic Deck in step 5.1.5.2

b. THEMED

- (1) **SHUFFLE** the cosmic combo cards and reveal the top card of the deck.
- (2) Then, gather the alien sheets indicated for the appropriate number of players and deal one randomly to each player.
- (3) If players want to add flares to their game while still using cosmic combo cards, they simply create the cosmic deck with the flare cards matching the aliens on the cosmic combo card plus enough random flares to bring the total in the deck to 10.

2. **ENSURE** players understand how aliens work with special attention to ALIENS that have powers in the same phase.

5.1.5. Prepare Cosmic Deck

1. Shuffle the large group cosmic cards into the cosmic deck when playing with seven or eight players.
2. **ADD** the flares from step 5.1.4.1.a (5) to the Cosmic Deck.
3. **SHUFFLE** the Cosmic Deck.

5.1.6. Prepare Rewards Deck

5.1.7. Prepare Unused Flare Deck

1. All flares not added to the Cosmic Deck form the Unused Flare Deck
2. Be sure to ensure either the classic and the current flare are not duplicated.
 - a. Empath, Schizoid and Filch

5.1.8. Prepare Technology deck - Later

5.1.9. Prepare Space Station - Later

5.1.10. Prepare Special Ships - Later

5.1.11. Prepare Hazard Deck - Later

5.1.12. Deal Hands

1. Deal a starting hand of eight cosmic cards to each player.
2. Players may look at their cards.

5.1.13. Choose First Player

1. Determine the first player.
 - a. **REVEAL** cards from the destiny deck until a card matching the color of one of the players is revealed.
 - b. **PLAY** starts with the chosen color.
 - c. **SHUFFLE** the destiny deck.

5.2 Sequence of Play

- 5.2.1. Players TAKE turns in clockwise order starting with the first player, who is determined during setup.
- 5.2.2. During a player's turn, they have an encounter. An encounter is an interaction between two or more players who are trying to either establish or defend a colony. During an encounter, the player taking their turn is the offense. The primary goal of the offense is to either establish a colony on a foreign planet or remove a foreign colony from one of their home planets. The player who opposes the offense during an encounter is the defense. The defense is determined by the destiny deck, which is described later. The offense and defense are each referred to as a main player.
- 5.2.3. A turn consists of a Start of Turn, followed by eight phases.

5.3 Start of Turn

- 5.3.1. The start of turn phase only occurs during a player's first encounter of each turn.
- 5.3.2. **IF** the offense does not have any encounter cards, **THEN** they must discard their hand and draw eight new cards. They repeat this process until they have an encounter card in their hand.
- 5.3.3. Start of turn is different from the regroup phase.

5.4 Regroup Phase

- 5.4.1. The offense retrieves one of their ships from the warp and places it on any of their home or foreign colonies, stacking it on top of another one of their ships.
- 5.4.2. When a player would take a ship from the warp during their Regroup Phase, **IF** they have no home or foreign colonies, **THEN** they place the ship directly on the hyperspace gate and continue their turn as normal.
- 5.4.3. **IF** thou has a ship in the warp in the regroup phase, **THEN** thou must retrieve it. [7.1.2.11]
- 5.4.4. Timing rule applies during regroup phase, e.g. offense draws regroup then other player Plagues them. [7.3.2]
- 5.4.5. **CAUTION for NEW PLAYERS** - Mobius Tubes can only be played during your regroup phase.

5.5 Destiny Phase

- 5.5.1. The offense **DRAWS** the top card of the destiny deck and **FOLLOWS** its instructions.

- 5.5.2. The destiny card **DETERMINES** which player the offense will have an encounter with.
1. **IF** the offense drew their own color destiny card, **THEN** they may choose to point the hyperspace gate at a foreign colony on one of their own home planets and have an encounter with a foreign colony there, **OR** they can discard the card and draw a new one.
 2. **IF** the offense draws a destiny card of their own color and has a home planet that has zero ships on it, **THEN** they may aim the hyperspace gate at it to automatically re-establish a colony with up to four ships from their other colonies. Play progresses through the launch phase. **[7.1.2.12]**
 - a. This counts as a successful encounter, allowing the player to have a second encounter if this was their first encounter this turn.
 3. **IF** the offense draws a destiny card for a player who has no home colonies **THEN** discard and draw again. **[7.1.2.13]**
 4. **IF** the offense draws a destiny card for a system where the offense has colonies on all planets **THEN** discard and draw again. **[7.1.2.14]**
 5. The offense must have an encounter with the player whose destiny was drawn, e.g. they may not encounter a Purple colony in the Yellow system if Yellow was drawn as destiny. **[7.3.5]**
- 5.5.3. There are three types of destiny cards: color, wild, and special.
1. For the purposes of game effects, a special destiny card is treated as a color card that matches the color of the player that the card indicates as the defense.
- 5.5.4. **IF** the destiny deck ever has only one card remaining, **THEN** players cannot draw it. Instead, the remaining card is **SHUFFLED** into the discard pile to form a new destiny deck.

5.6 Launch Phase

- 5.6.1. The offense chooses the planet where the encounter occurs and commits their ships to the encounter.
- 5.6.2. To choose a planet, the offense takes the hyperspace gate and points it at any planet in the home system that was indicated on their destiny card—that planet is the target planet.

- 5.6.3. After choosing a planet, the offense must **DECIDE** how many of their ships to commit to the encounter. The offense must **PLACE** one to four of their ships on the hyperspace gate—these ships are participating in the encounter.
- 5.6.4. Launched ships for the offense can be **TAKEN** from home and foreign colonies and multiple ships can be taken from the same colony.

5.7 Alliance Phase

- 5.7.1. During the Alliance Phase, both the offense and the defense can form alliances with other players in an effort to sway the outcome of the encounter in their favor.
- 5.7.2. To resolve the Alliance Phase, players perform the following steps in order.
 - 1. Invite:
 - a. The offense **INVITES** other players to be allies.
 - b. Then, the defense may invite other players to be allies.
 - c. To invite a player, the offense or defense **STATES** out loud which player they are inviting.
 - d. The offense and defense can invite as many or as few allies as they like, and they can both invite the same player. However, main players cannot be allies themselves.
 - 2. Following invitations, then players **ACCEPT** alliances:
 - a. Starting with the player to the left of the offense and proceeding in clockwise order, each player who was invited to be an ally **CHOOSES** whether or not to **ACCEPT** the invitation and form an alliance.
 - b. **IF** a player accepts an invitation from the offense, **THEN** that player becomes an offensive ally; if a player accepts an invitation from the defense, that player becomes a defensive ally.
- 5.7.3. When a player becomes an ally, they must **COMMIT** one to four of their ships to the encounter.
 - 1. Similar to how the offense commits ships during the Launch Phase, an ally can take ships from any of their home or foreign colonies.
 - 2. When an offensive ally commits ships, they **PLACE** those ships in a stack on the hyperspace gate; when a defensive ally commits ships, they place those ships in a stack next to the planet that the hyperspace gate is pointing at.

a. Allies are considered to be in the hyperspace gate. [7.1.2.15]

5.7.4. There can be multiple offensive allies and multiple defensive allies, but players must remember to accept invitations to become allies in turn order, and each player must commit ships to the encounter before the next player either accepts or rejects any invitations they received.

5.7.5. Players **CANNOT ACCEPT** invitations from both the offense and the defense during the same encounter.

5.7.6. Players can **REFUSE** any invitations they receive.

5.8 Planning Phase

5.8.1. Each main player simultaneously **SELECTS** one encounter card from their hand and **PLACES** it facedown in their play area.

5.8.2. **IF** the defense has no encounter cards in hand, **THEN** they must reveal all remaining cards in hand, discard them, and **THEN** draw a new eight-card hand before selecting a card during this phase.

5.8.3. **IF** the offense has no encounter cards in hand, **THEN** their turn ends immediately and they **RETURN** any of their ships that are on the hyperspace gate to all of their home or foreign colonies. Allies must also return all of their committed ships to their colonies as well.

5.9 Reveal Phase

5.9.1. The offense and the defense simultaneously **REVEAL** the encounter card they selected during the Planning Phase.

5.10 Resolution Phase

5.10.1. Determine the outcome of the encounter according to the cards revealed, as follows:

1. Attack Versus Attack

a. **IF** both players reveal an attack card, **THEN** they calculate their totals.

b. The offense's total is the value of their attack card plus the number of ships they and their offensive allies committed.

c. The defense's total is the value of their attack card plus the number of ships they and their defensive allies committed.

- (1) **IF** the defense has no ships on a planet during an encounter, **THEN** they still play encounter cards, can receive help from allies, and defend their planet as normal. When determining totals, the defense's own ship value is zero.
 - d. The winner of the encounter is the player with the highest total.
 - (1) **IF** the players tie, **THEN** the defense wins the encounter.
2. Attack Versus Negotiate
 - a. **IF** one player reveals an attack card and the other player reveals a negotiate card, **THEN** the player who reveals the attack card wins the encounter.
 - b. However, the player who played the negotiate card collects compensation.
 - c. Compensation is collected during the Resolution Phase, which is described in Section 5.10
3. Negotiate Versus Negotiate
 - a. **IF** both players reveal a negotiate card, **THEN** all offensive and defensive allies return the ships they committed to their colonies.
 - b. The offense and defense must attempt diplomacy by making a deal.
 - (1) The offense and defense have one minute to **MAKE** a successful deal.
 - (2) At a minimum, a successful deal must **RESULT** in either one card being traded **OR** one colony being established.
 - (3) **IF** after one minute, the offense and defense cannot negotiate a deal, **THEN** the deal is classified as an unsuccessful deal **AND** both main players must send three of their own ships to the warp.
 - c. Trades
 - (1) A main player can **GIVE** any number of cards from their hand to the other main player.
 - (2) Main Players can **TRADE** specific cards, specific types of cards, or cards at random.

- (3) **IF** players agree to trade, **THEN** they must trade the cards that were agreed upon; i.e. a player cannot agree to trade their highest-value attack card and then trade a different card.
- (4) Players can **DISCUSS** the cards they have, and a player can give cards without receiving any in return.
- (5) A player can **CHOOSE** any planet where he or she has a colony (home or foreign) and **ALLOW** the other player to establish a colony on that planet.
- (6) When **ESTABLISHING** a colony in this way, a player can take any of their ships from the hyperspace gate or from their colonies.

4. Morph Versus Other Card

- a. **IF** the other card is an attack card, **THEN** players resolve the encounter as if two attack cards were revealed
- b. **IF** the other card is a negotiate, **THEN** players resolve the encounter as if two negotiate cards were revealed.
- c. **IF** the other card is a morph **THEN** both players lose the encounter and all allies go to the warp.

5.10.2. Players **RESOLVE** the encounter according to its outcome—an offense win, a defense win, a successful deal, or an unsuccessful deal.

5.10.3. All encounter cards played during the encounter are **DISCARDED**.

5.10.4. Offense Wins

- 1. **IF** the offense is the winner of the encounter, **THEN** the offense and any offensive allies **PLACE** all of their ships from the hyperspace gate on the target planet.
 - a. **IF** a player does not have a colony on that planet, **THEN** they place their ships on the planet in a stack, forming a new colony.
 - (1) Each player that gains a new foreign colony advances their colony marker on the colony track so it matches the number of foreign colonies they have.

- b. **IF** a player already has a colony on the planet, **THEN** they place their ships so they reinforce that colony, adding to the stack that is already there.
2. The defense **SENDS** to the warp all of their own participating ships and all participating ships belonging to defensive allies.
 - a. Other ships on that planet that were not participating in the encounter are bystanders; they are not sent to the warp.
3. The defense **COLLECTS** compensation **IF** they played a negotiate card against an attack card.

5.10.5. Defense Wins

1. **IF** the defense is the winner of the encounter, **THEN** their colony survives and all ships on the hyperspace gate are sent to the warp.
2. Each defensive ally **GAINS** defender rewards. For each ship a defensive ally committed to the encounter, that player can do one of the following:
 - a. Draw one card from the cosmic deck or the rewards deck if it is in play.
 - b. **TAKE** one of their ships from the warp and place it on one of their colonies of their choice.
 - c. After gaining defender rewards, the defensive allies **RETURN** their ships to any of their colonies; they do not get to establish a colony on the planet they helped to defend. Only defensive allies receive defender rewards—the defense receives nothing.
 - d. The offense **COLLECTS** compensation if they played a negotiate card against an attack card.

5.10.6. Successful Deal

1. The terms of the deal are **CARRIED** out as agreed upon and the offense returns any of their ships on the hyperspace gate to their colonies.

5.10.7. Unsuccessful Deal

1. Each of the main players **MUST PLACE** three of their ships in the warp. When placing ships in the warp, a player can take the ships from any of their colonies or from the hyperspace gate.

5.10.8. Compensation

1. **IF** a player loses an encounter by playing a negotiate card against an attack card, **THEN** that player collects compensation.

NOTE

Compensation is different from Defensive Rewards.

2. To collect compensation, the player takes a number of cards at random from the winner's hand.
 - a. The number of cards the player takes is equal to the number of ships that they sent to the warp as a result of losing the encounter.
 - b. At random is defined as without seeing the front face of the cards, only the back.
3. **IF** the winner does not have enough cards to fully compensate the other player, **THEN** that player takes as many cards from the winner as they can.

5.10.9. Second Encounter Rule

1. **IF** the offense won or made a successful deal and if this was the first encounter of their turn **AND** they have at least one encounter card in their hand, **THEN** they may have a second encounter starting with the Regroup Phase.
 - a. Reclaiming an empty home planet by drawing your own destiny counts as a successful encounter. **[7.1.2.17]**
2. **IF** the offense has no encounter cards in their hand at the end of the resolution phase **THEN** their turn ends. The offense is not allowed to discard or draw a new hand at this time. **[7.1.2.16]**
3. Otherwise, the next player in clockwise order takes their turn, becoming the offense.

6.0 VARIANTS

- 6.1 Technology - Later
- 6.2 Special Ships - Later
- 6.3 Hazard Deck - Later
- 6.4 Space Stations - Later

END of Instructions

7.0 REFERENCES AND NOTES

7.1 Cannon References

7.1.1. Unreferenced statements are from rules books, either the 2008 Rules, 2018 Rules book, or the various expansions.

7.1.2. 2018 FFG FAQ,
https://images-cdn.fantasyflightgames.com/filer_public/bd/b6/bdb66dce-f409-4877-8433-184373370281/faq_2018-web.pdf

Listed below as [Page Number, Column, Question]

1. [1,1,1]
2. [5,1,12]
3. [3,1,8]
4. [3,2,6]
5. [5,1,7], Number of Cards in hand public knowledge
6. [4,1,8], Table Talk
7. [8,1,11], Defense playing kickers and drawing new hand
8. [5,2,9], Hazards in timing rule
9. [5,1,7] Discard piles public knowledge
10. [4,1,2] Order of discards
11. [5,1,6] Thou must regroup.
12. [4,1,4] What phase to go through to land unopposed on home colony
13. [5,1,4] Destiny with no planets
14. [5,1,5] Destiny with colonies on all planets
15. [5,1,10] Allies are in cone

16. [5,2,1] Turn ends if no encounter cards are in resolution phase.
17. [3,1,3] Reclaiming home colony is successful encounter

7.2 Cosmodex References

- 7.2.1. Encounter
- 7.2.2. Card Modification and Ink Rule

7.3 Non-Canon References

- 7.3.1. Bill Martinson
<https://boardgamegeek.com/thread/2472290/pirates-power-defensive-ally>
- 7.3.2. No reference. Too many games where the offense has no ship to regroup then gets plagued and attempts to regroup.
- 7.3.3. Bill Martinson, “(and an Intimidate does not become an encounter card until you take an action that makes it one).”
<https://boardgamegeek.com/thread/2455714/article/35213168#35213168>
- 7.3.4. Kevin Wilson answer to flare question
<https://boardgamegeek.com/thread/370627/article/2990379#2990379>

Bill Martinson, When Do Flares Return to your Hand?
<https://boardgamegeek.com/thread/368274/article/26387066#26387066>
- 7.3.5. Jack Kitteredge, Rules Clarification (Question #2 in the list)
<https://boardgamegeek.com/thread/1101758/article/14756810#14756810>
- 7.3.6. Phil Fleischman, Order of Discarding
<https://boardgamegeek.com/thread/1046234/article/13552315#13552315>
- 7.3.7. Bill Martinson, When do You Win? Timing Question
<https://boardgamegeek.com/thread/698790/when-do-you-win-timing-question/page/1>

