



## **ERRATA: Backporting 2<sup>nd</sup> Edition Rule Changes:**

**- Discoveries can be claimed without placing an Influence Disc when:**

- **Exploring and placing a new hex or**
- **Destroying all Ancient(s) / GCDS in a hex (end of Combat Phase)**

**- First player to pass receives 2 money**

**- One Influence action may not be used in the same hex twice**

**- If you have Diplomatic relations with another player, you may move through their empty hexes (ie. hexes without a Ship). If you have Ships in another player's hex at the end of your action it is considered an attack.**

**- Plasma Missile Ship Parts cost 1 Energy (if playing without Rise of the Ancients Expansion)**

**- Player elimination when all Discs and Ships removed from the board: same as bankruptcy.**



## FAQ

### Components

Q: What is the Ship Part Tile breakdown?

A: There is a total of 154 tiles, regardless of the printing. The breakdown is:

Ion Cannon 6  
Plasma Cannon 18  
Antimatter Cannon 10  
Plasma Missile 14  
Hull 6  
Improved Hull 18  
Nuclear Drive 4  
Fusion Drive 8  
Tachyon Drive 8  
Electron Computer 6  
Positron Computer 8  
Gluon Computer 8  
Nuclear Source 6  
Fusion Source 12  
Tachyon Source 8  
Gauss Shield 7  
Phase Shield 7

Q: What is the Technology Tile breakdown?

A: There is a total of 96 tiles, regardless of the printing. The breakdown is:

Cost 2/2, 4/3 and 6/4: 5 of each Technology  
Cost 8/5 and 10/6: 4 of each Technology  
Cost 12/6, 14/7 and 16/8: 3 of each Technology

### Setup

The starting hexes are intended to be oriented according to the diagram on page 5. The orientation is implied in the diagram but not explicitly written. A more accurate wording for the rule should be:

"He then places his Starting Sector hex [14] in one of the six starting spots in the Middle sector area (two hexes away from the Center hex; the illustration on left shows a three player setup) and rotates the hex, according to the Starting Layouts diagram on left."

Also, the illustration on page 15 has a mistake. The yellow and green starting hexes should be rotated one step counter-clockwise.

### General

Q: What happens if I want to place a Population Cube on a hex and that Population Track has been emptied? Can I take the cube from another track?

A: No.

Q: Can I place both one Orbital and one Monolith in one hex?

A: Yes.

Q: Is the GCDS an Ancient? Can the Descendants of Draco place an Influence Disc in the central hex if the GCDS is still there?

A: No, and no.

### Action Phase

Q: If I use the Influence action to pick up an Influence Disc from a hex and place it back to the same hex, does it take one or two moves?

A: Two moves. You have to move it from the hex to your Influence Track or another hex, and then move it back to the hex.

Q: Can Colony Ships be used when passing and/or when continuing to pass?

A: Yes.

### Combat Phase

Q: Where do retreating Ships go if a battle ends before they get their next turn -- the hex of the battle or the hex they were retreating to?

A: As the battle is over before the Ships actually leave the hex, they will stay on the hex after the battle.

Q: Can diplomatic relations be established immediately after the Combat Phase but before the Upkeep Phase?

A: Yes.

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### **Difference between printings**

The second printing corrects the errors and clarifies some rules of the first printing, listed below. You can tell the difference between first and second printing from the box and rulebook cover -- the blue Hydran alien is in the first and the red Eridani in the later printings.

The third and later printing Starbases have coloured edges. The cover is the same as the second printing.



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### **Errata and clarifications for the first printing**

#### Components

Starbases: Due to a production error, the main punch sheets of the first edition do not contain blue Starbases (but instead contain four extra green ones). They are provided as a separate sheet with the game.

Monolith/Orbitals: these are correct on the punch sheets. Unfortunately the rule book lists a wrong amount on page 3. There should be 22 Monolith/Orbital tiles. Originally there were a bit more, but these are definitely enough for the game purposes, so we decided to include some blanks instead, for players' own creations and such.

Reputation Tiles: the VP distribution on page 21 of the rule book is slightly wrong. There are 32 Reputation tiles in the game, and the distribution is 12x1VP, 9x2VP, 7x3VP and 4x4VP. The blank tile is intentional, and included to give players a possibility to tweak the game.

Ship Part Tiles: there are 17 different Ship Part Tiles, not 18 as the component list on page 3 of the rule book states.

Page 6, Component limitations: Orbital / Monolith tiles are also unlimited.

Page 10, Influence: The rules state that during the Influence action you can place an Influence Disc to a hex that does not contain an Influence Disc or an enemy Ship and is adjacent to a hex where you have a disc or a Ship. You may also place the disc in the hex itself.

Page 14, Reaction: The description of the Upgrade action should also state that you may return as many Ship Parts as you want, just as with a normal Upgrade action.

Page 16, Upgrade: "Plasma Cannon" should read "Ion Cannon". The illustration is correct.

Page 21, Influencing hexes: The Influence Discs are placed at the end of the Combat Phase. A better wording for this chapter would be: "At the end of the Combat Phase, if you have at least one Ship in a hex that has no population, remove the previous controller's Influence Disc (returning it to his Influence Track). After this, you may place your own Influence Disc there. Also, if at the end of the Combat Phase your Ship is in a hex without an Influence Disc, you may place a disc there."

Page 22, Combat example: In the last chapter, "Plasma Cannon" should read "Ion Cannon" and vice versa.

Page 24, Colony Ships: This chapter should read as follows: "First, you may activate one or more of your remaining Colony Ships (see Colony Ships on page 8) and move Population Cubes to hexes. **Contrary to the Action Phase, you may not move cubes to hexes containing enemy Ships**".

## FAQ for the first printing

These questions are incorporated in the second printing rulebook.

### General

Q: What happens if I cannot return a Population cube to a track because it is full? This might occur if you return cubes from grey squares to different tracks than where they originally came from.

A: The track may be filled completely, so that no number is visible. This means that you do not have any production of that Resource. If a track is full and you still need to return cubes to it, the cubes must go to any other track(s).

Q: Is it ever possible to voluntarily remove population cubes from the board without giving up the control of the entire hex?

A: No. It can be done with the Influence action, though, by first removing the disc and the cubes from the hex and then returning the disc back to the hex.

Q: What happens if the extra Influence Discs acquired through the Advanced Robotics and Quantum Grid Technologies do not fit on the Influence Track?

A: Stack the extra discs on top of the disc on the rightmost space of the Influence Track. Note that this is very unlikely to happen.

Q: Why are there places for five Ambassador Tiles on the Terran Player Board, when you only have (and can thus receive) three tiles?

A: At the moment there is indeed really need for only three places. You can rearrange the Ambassador and Reputation Tiles at any time if needed.

Q: If a player is eliminated from the game as a result of combat but he decides to continue playing, can he get the Starting Player marker?

A: No.

Q: If a player is eliminated, does this affect the amount of Technology Tiles drawn in the Cleanup Phase?

A: No.

### Action Phase

Q: Is the hex tile you explore open information before you choose to place or discard it? What about the discard piles?

A: The tile you explore is turned face up so that all players see it (and may give you advice, "Carcassonne-style"). The discard piles are face up and open information.

Q: May I select the Influence action just to turn my Colony Ships face up, without moving any of my Influence Discs?

A: Yes. All actions are entirely voluntary, and you may execute only a part of an action if you wish.

Q: Can the Wormhole Generator be used to form Diplomatic relations?

A: No. You need a full printed Wormhole.

Q: Using the Influence action, I can move an Influence Disc from a hex to its neighbor through a Wormhole connection. May I move the Disc that created this connection in the first place?

A: No. If you move the disc, there is no longer a connection.

Q: How does pinning work? Are Ships only pinned/pinning if they move to a hex? What if they were built there? What about if there are multiple players or Ancients in the hex?

A: They are pinned/pinning regardless of whether they move to or from the hex. If there are multiple players, you add up all the opposing Ships and compare that to the number of your Ships. So for example, if you have four Ships in a hex containing two Ships from one player, one Ship from another and one Ancient Ship, all of your Ships are pinned. You need to get one more Ship in the hex to be able to move one Ship out.

Q: When using the Ancient Technology Discovery Tile benefit, do I apply my Technology discounts when determining which Technology is the cheapest?

A: No. Just look at the normal Technology cost.

### Combat Phase

Q: Aren't there other possible scenarios where a stalemate may happen? For example, when one of the combatants has only Missiles and the other has lots of Hull parts?

A: Indeed. The wording on page 20 could be worded better. A better way to put it is "this may only happen when no Ship in a battle is armed with a Cannon".

Q: Can retreating ships use the Wormhole Generator?

A: Yes. It is in effect all the time.

Q: If the Ancients cannot destroy a Ship, which Ship do I assign the damage to?

A: If the Ancients cannot destroy any Ships, the dice should be assigned to inflict as much damage to your Ships as possible, the largest possible first. Assign the damage to one Ship.

Q: If all of my ships try to retreat but are all destroyed while doing so, do I get the Reputation Tile for taking part in a battle?

A: No. Your ships are considered to have retreated as soon as you decide to retreat them.

### Upkeep Phase

Q: During Upkeep Phase, when may I remove Influence Discs from my hexes?

A: Only when you do not have enough Money (produced in this Upkeep, plus your Storage) to pay for the Upkeep. Then you may remove Discs until the Upkeep cost is low enough. Note that if you remove a disc from a hex, the Population cubes are immediately returned to your Production tracks, which may also reduce your Money production.

### Alien species

Q: May the Descendants of Draco have ships in hexes with Ancient ships?

A: Yes. They may move their ships to (and through) the hex freely. Also, if they have an Influence Disc there, they may build new ships in the hex.

Q: If the Ancient Ships are destroyed from a Descendants controlled hex but the Descendants still control the hex, can they take the Discovery Tile?

A: The Discovery Tiles can only be taken when placing the Influence Disc. So you'll first have to remove the disc with the Influence action and then place it again.

Q: When the Planta explore, can they explore a hex, place an Influence Disc on it, and then explore another hex adjacent to the one they just took control of?

A: Yes.

Q: In the Setup Phase, Does the Hydran Progress also place a Population Cube on the Advanced Science square?

A: Yes.

Q: Do I have to use the Descendants' or Planta's Explore ability? If not, when may I choose whether to use it or not?

A: You don't have to draw two hexes with the Descendants, or Explore two times with Planta. You can decide after seeing the first hex.