

# SPACE COMBAT

- Defender Reaction Moves adjacent ships.
- Reveal uncloaked Ship Types and Numbers. Eliminate Decoys.
- Cloaked ships contend with Scanners. They may join battle, or retreat if undetected.
- Reveal Tech, Experience, Special Abilities, Empire Advantages.
- Shield Projectors acquire targets.
- Sweep Mines. Detonate remaining.
- Form battle lines (A-F, or E-F in Asteroids ^ Nebula).
  - Larger fleet may screen combat ships.
  - Tractor Beams acquire targets.
  - Fleet with at least 2x the firing ships earns Fleet Size Bonus (+1 Attack Strength).
  - Fire in order of Weapon Class (if tied, compare Tactics, else defender first). Cloaked ships fire at A-class absent Scanners, else D-class.
  - Select firing unit and target; compare Experience.
  - Add firing unit's Attack Strength, Tech (∅ Asteroids), and Fleet Size Bonus, then
  - Subtract target's Defense Strength (Quasar ∅), Tech (Nebula ^ Quasar ∅) to determine the TH (To-Hit) number.
  - Roll die. If ≤ TH, deal 1 hit (Ion Storm x2). A roll of 1 always hits except against TN.
  - Each hit is 1 damage (TN,M x2). Cumulative damage ≥ Hull Size destroys target.
  - Roll die for each unit captured or destroyed. If ≤ 2x Hull Size, firing Group gains Experience (max once per battle).
- If both sides have firing ships, repeat Step 7 (units may retreat instead of fire).
- Else any remaining non-combat ships belonging to the losing side are destroyed.

Ground Units may be dropped on a Colony after the second round.

# GROUND COMBAT

- If space combat is resolved, no Ground Units have dropped, and the Colony did not originally belong to the attacker, it may be bombarded:
  - Attacking ships add Attack Strength and Tech, then
  - Subtract Colony's Defense Strength to determine TH.
  - Each ship fires once per turn.
  - Each hit reduces Colony one step.
- Attacker may drop Ground Units (Barren needs Terraform 1).
- Defender musters 1 Militia per Colony CP.
- Form battle lines (B-E).
  - Larger force may screen combat units.
  - Units from Tran without Dropships may not fire in the first round.
  - For each Grav in excess of the opponent, 1 unit gets +1 Attack +1 Defense support. Cyb equals 3 Grav. Grav and Cyb cannot gain support.
  - Fire in order of Weapon Class (if tied, defender first). Tech has no effect.
- No surrender, no retreat. Repeat Step 4 until one side is destroyed.
- If all attackers are destroyed, Colony is defended. Remove remaining Militia.
- If all defenders are destroyed, Colony is captured.
  - Destroy Minerals, Space Wrecks, SY, Base, SB, DSN and unsupported F (even if attacker lost the space battle).
  - Reduce Colony one step.
  - Remove 1 unit and replace with attacker's Colony marker atop the defeated one.
  - Winner spies production sheet, Empire Advantage and Alien Technology.
  - Winner increases 1 level in 2 techs in which the loser is superior (1 tech if Colony is in Deep Space).

A TN firing on a Colony or Planet immediately turns it to Asteroids.

# BOARDING

- BD boarding attack is at F-class.
- TH is Attack Strength minus Hull Size (adjust for Experience, Sec Forces).
- Captured ships are Green, don't count for Fleet Size Bonus, and may not attack, retreat or be screened for one full round.
- Scrap at SY to gain one level in each superior mounted technology type.
- Captured Alternate Empire ships yield one mounted tech before they self-destruct.

## COLONY DEFENSE

Ground Units	Defense Strength
1-3	1
4+	2

## CREW SURVIVAL

Roll	Result
1-8	Survive
9-10	Eliminated
+3	Group eliminated
+3	No friendly in hex

## MISSION

Roll	Benefit
1	Draw 2 Resource
2	1 discarded Resource
3	Peek/flip 4 unexplored
4	+1 Ship Size
5	+1 Move Tech
6	+1 Shipyard
7	Gain 10 CP
8	Free DD w/ your ship
9	Advanced Flagship
10	Draw 1 Alien Tech

# UNITS

Type	Name	CP	Attack	Defen	Hull	Maint	React
SC	Scout	6	E3(A6-A8)	0	1	✓	3
DD	Destroyer	9	D4	0	1	✓	3
CA	Cruiser	12	C4	1	2	✓	3
BC	Battlecruiser	15	B5	1	2	✓	4
BB	Battleship	20	A5	2	3	✓	5
DN	Dreadnaught	24	A6	3	3	✓	6
TN	Titan	32	A7(x2)	3	5	✓	
Base	Base	12	A7	2	3		
SB	Starbase	+12	A7 A7	3	4		
DSN	Def Sat Net	6	B4	1	2		
CO	Colony Ship	8	0	0	1		
Facility	IC/RC/LC/TC	5	0	0	0		
Decoy	Decoy	1	*	*	0		
MS	MS Pipeline	3	0	0	1		
Miner	Mining Ship	5	0	0	1		
SY	Ship Yard	6	0	0	1		
Tran	Transport	6	E1	1,2	1	✓	5
Mil	Militia	-	E5	0	1		
Inf	Infantry	2	D5	1	1		
Mar	Space Marines	3	C6/D5	1	2		
HI	Heavy Infantry	3	D4/C6	2	2		
Grav	Grav Armor	4	C6*	2	2		
Cyb	Cyber Armor	5	B8*	3	3		
BD	Boarding Ship	12	F5/6*	0	2	✓	4
R	Raider	12	A/D4/5 +1*	0	2	✓	3
CV	Carrier	12	E3	0	1	✓	5
BV	Battle Carrier	20	B5	1	3	✓	5
F	Fighter 1-4	5	B5-B8	0,0,1,2	1	✓	
Mines	Mines	5	*	*	1		
SW	Minesweeper	6	E1	0	1	✓	6

## MOVE TECH

Tech	Turn 1	Turn 2	Turn 3
1	○	○	○
2	○	○	○○
3	○	○○	○○
4	○○	○○	○○ Flag
5	○○	○○	○○○ Unique
6	○○	○○○	○○○
7	○○○	○○○	○○○

## SPACE WRECK

Roll	Result
1-2	Ship Size
3-4	Attack
5-6	Defense
7-8	Tactics
8-9	Move
10	Shipyard

## BLACK HOLE

Roll	Result
1-6	No Effect
7-10	Destroyed

## ION STORM

Roll	Result
1-8	Free to Leave
9-10	Cannot Leave

## STORM MOVE

Roll	Result
1-6	Move
7-10	No Move



# RESEARCH

Technology	CP	Description
Ship Size 2	10	Build DD, Base, DSN
Ship Size 3	15	Build CA
Ship Size 4-6	20	Build BC, BB, DN
Ship Size 7	30	Build TN
Attack 1	20	+1 Attack Strength (up to Hull)
Attack 2	30	+2 Attack Strength (up to Hull)
Attack 3	25	+3 Attack Strength (up to Hull)
Attack 4	10	Advanced Con 1: TN,SB +4 Att Strength
Defense 1	20	+1 Defense Strength (up to Hull)
Defense 2	30	+2 Defense Strength (up to Hull)
Defense 3	25	+3 Defense Strength (up to Hull)
Tactics 1-3	15	Break ties in fire rating
Move 2,6,7	20	(See Move Tech)
Move 3-5	25	(See Move Tech)
Terraforming 1	20	Colonize Barren Planets
Terraforming 2	25	With MS & Miner: Nebulas yield 5 CP
Exploration 1	15	CA & Flag peek/flip marker pre-move
Exploration 2	15	Reaction Move (see Move Tech)
Ship Yard 2	20	Build 1.5 Hull per SY
Ship Yard 3	25	Build 2 Hull per SY
Fighter 1	25	Build CV and F1
Fighter 2,3	20,25	Build F2,3; +1 Def vs. Point Defense
Fighter 4	25	With Advanced Con 2: Build F4
Point Def 1,2,3	20	SC fire at F at A6,A7,A8
Jammer 1	15	Mount on CA: Missiles -2 Att Strength
Jammer 2	15	Mount on two CA: Missile Attack 0
Cloaking 1	30	Build R only DD Scanner 1 detects
Cloaking 2	30	R A5/D5; only DD Scanner 2 detects
Scanners 1,2	20	DD detect R with Cloaking 1,2
Mines	30	Build Mines
Mine Sweep 1-3	10,15,20	Build SW; kills 1-3 Mines before combat
Mil Academy 1	10	New ships start Skilled
Mil Academy 2	20	Skilled and -1 to Ship Experience roll
Boarding 1	20	Build BD
Boarding 2	25	BD fires at F6
Sec Forces 1,2	15	Add 1,2 to Hull when boarded*
Ground Combat 2	10	Build Mar and HI
Ground Combat 3	15	Build Grav, Cyb; Tran Def2 & Dropships
Fast 1	10	BC, Decoy, Flag, Unique fly +1 hex Turn 1
Fast 2	10	BV, DDX, RX move +1 hex Turn 1
Advanced Con 1	10	DDX, Adv Base, Tractor, Shield, Attack 4
Advanced Con 2	10	Build SB, Cyb, BV, F4, MinerX
Advanced Con 3	10	Build RX, SCX-7, Flagship-A
Tractor Beams	10	With Advanced Con 1: Mount on BB
Shield Projectors	10	With Advanced Con 1: Mount on DN
Anti-Replicator	10	Tran kill Replicator Colony Start
Supply Rqe 2-4	10,15,15	Fly 2-4 hexes from Colony before OoS