
ECLIPSE
SECOND DAWN FOR THE GALAXY
RULES
20200312

NEW DAWN FOR THE GALAXY

The galaxy has been a peaceful place for many years. After the ruthless Terran–Hegemony War (30.027–33.364), much effort has been employed by all major spacefaring species to prevent the terrifying events from repeating themselves. The Galactic Council was formed to enforce precious peace, and it has taken many courageous efforts to prevent the escalation of malicious acts.

Nevertheless, tension and discord are growing among the seven major species and in the Council itself. Old alliances are shattering, and hasty diplomatic treaties are made in secrecy. A confrontation of the superpowers seems inevitable—only the outcome of the galactic conflict remains to be seen. Which faction will emerge victorious and lead the galaxy under its rule?

The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!



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NOTE The following formatting has been used to help identify important game terms and concepts as you read the rules:

- Game/component terms are Capitalized.
- Key rules are emphasized in **bold.**
- Notes/exceptions are presented in *italics.*

















GAME OVERVIEW

Eclipse places you in control of a vast interstellar civilization, competing for domination with its rivals.

Each Round expand your civilization by Exploring and colonizing new Sector hexes (Sectors), Researching Technologies (Techs), and Building Spaceships (Ships) to wage war. After eight Rounds the game ends, and victory is awarded to the player with the most Victory Points (VP). VP are gained from fighting battles, forming Diplomatic Relations, Controlling Sectors, Controlling Monoliths, making Discoveries, and Researching Techs.

There are many potential paths to victory, so plan your strategy according to your civilization's strengths and weaknesses while paying attention to other civilizations' endeavors!

GAME COMPONENTS

CIVILIZATION COMPONENTS Each civilization (blue, red, green, yellow, white, black) has: 18 Ships (8 Interceptors, 4 Cruisers, 2 Dreadnoughts, 4 Starbases), 33 Population Cubes, 16 Influence Discs, 3 Ambassador Tiles.

SECTOR HEXES 43 Sectors: 10 Inner Sectors (101–110), 13 Middle Sectors (201–211, 214, 281), 20 Outer Sectors (301–318, 381–382); 1 Galactic Center Sector (001), 6 Starting Sectors (221–232), 4 Guardian Sectors (271–274).

BOARDS & TRAYS 6 Species Boards (two-sided), 6 Species Trays (Tray + Lid), 6 Control Board tops, 6 Control Board bottoms, 1 Tech Tray, 1 Upgrade Tray, 2 Table Trays, 1 Base Tray.

TILES 114 Tech Tiles (39 different), 282 Ship Part Tiles (24 different), 36 Discovery Tiles (24 different), 19 Colony Ship Tiles, 6 Blueprint Tiles (2 Ancient, 2 Galactic Center Defense System, 2 Guardian), 33 Reputation Tiles, 10 extra Orbital/Monolith Tiles, 5 extra Colony Ship Tiles, 1 Start Player Tile, 6 Summary Tiles, 1 Traitor Tile, 4 Info Tiles.

MINIATURES 1 Galactic Center Defense System, 14 Ancients, 4 Guardians, 12 Orbitals, 10 Monoliths.

MISCELLANEOUS 24 custom 6-sided dice (8 yellow, 6 orange, 6 blue, 4 red), 18 Storage Markers (6 each in orange, pink, and brown), 12 purple Damage Cubes, 1 Round Marker, 1 black Reputation Tile Bag, 1 white Tech Tile Bag.







1 Upgrade Tray 2 Round Marker 3 Tech Tray 4 Research Track 5 Damage Cubes
6 GCDS, Ancient, and Guardian Blueprint Tiles 7 Ancients miniatures
8 Orbital miniatures 9 Monolith miniatures 10 Traitor Tile 11 Discovery Tiles 12 Dice
13 Guardian miniatures 14 Sector stacks—Inner (I), Middle (II), and Outer (III)
15 Guardian Sector 16 Starting Sector 17 Galactic Center Defense System miniature
18 Galactic Center Sector

PLAYER AREA



SPECIES BOARD



CONTROL BOARD



SPECIES TRAY

A Interceptor Blueprint B Cruiser Blueprint C Dreadnought Blueprint
D Starbase Blueprint E Species symbol F Species name G Trade Value
H Species abilities *(see pages 26-28 for details)* I Starting Sector J Tech Track
K Starting Tech L Action Track M Influence Track N Reputation Track

O Storage Markers P Storage Track Q Graveyards
R Population Cubes S Cruiser miniatures
T Ambassador Tiles U Summary Tile
V Dreadnought miniatures W Starbase miniatures
X Interceptor miniatures Y Colony Ships

SPECIES RULES Hydran Progress starts with the **ADVANCED LABS** Tech which allows them to place a Population Cube in the Advanced Science Population Square.

3-PLAYER SETUP EXAMPLE











TECH TILES
2 players: 12
3 players: 14
4 players: 16
5 players: 18
6 players: 20

OUTER SECTORS
2 players: 5
3 players: 8
4 players: 14
5 players: 16
6 players: 18

EXTRA DISCS?
Note that you have three extra Influence discs that are only used if you Research the **ADVANCED ROBOTICS** or **QUANTUM GRID** Tech.

CONTROL BOARD ASSEMBLY



For vertical assembly, place the Control Board bottom A2 *(card stock without Population Cube holes)* on the Species Tray lid A3, with the [A] faceup in the bottom left corner. Next place the Control Board top A1 *(punchboard with Population Cube holes)* on the Control Board bottom A2 with the [A] in the bottom left corner.

For horizontal assembly, place the Control Board bottom and top with the [B] in the upper left corner.

Put the Tech Tiles in the white Tech Tile Bag and shuffle them. Draw Tech Tiles randomly from the Tech Tile Bag until the indicated number of regular Tech Tiles (Military, Grid, and Nano) for your player count has been drawn. Set drawn Tech Tiles in the slots of the Tech Tray 3 with the matching Tech and cost icons. Tech Tile cost is indicated by the value in the large pink circle on each Tech Tile. Stack duplicate Tech Tiles in the same slot. Place any Rare Tech Tiles drawn in any of the seven slots on the bottom row of the Tech Tray, but do not count them against the number of regular Tech Tiles drawn for Game Setup.

Put the Reputation Tiles in the black Reputation Tile Bag and shuffle them. Shuffle the Discovery Tiles 11 and set them facedown near the Tech Tray 3 and Upgrade Tray 1. Choose one Blueprint Tile 6 of each type (Ancient, Guardian, GCDS) to use for this game *(Blueprint Tiles with two notches on their border are advanced and should only be used with experienced players)*. Set the chosen Blueprint Tiles 6, Damage Cubes 5, and the Traitor Tile 10 beside the Tech 3 and Upgrade Trays 1. Arrange the Ship Part Tiles by type in the Upgrade Tray 1.



ADVANCED BLUEPRINT

Set the Galactic Center Sector 18 in the middle of the table. Place a facedown Discovery Tile 11 on the Galactic Center Sector's Discovery Tile Symbol, then the Galactic Center Defense System (GCDS) miniature 17 on top. Shuffle each of the Sector hexes by Ring: Inner (I), Middle (II), and Outer (III). *Note: if you do not want to play with the optional Warp Portals module described on page 7, remove Sectors 281, 381-382 from the game before shuffling the Sector stacks.* Place the shuffled Sectors into facedown stacks 14 with the Outer Sector stack containing the number of Outer (III) Sectors indicated for your player count. Give the Start Player Tile to the player who has spent the least time on planet Terra, in the Sol system.



DISCOVERY TILE SYMBOL



GUARDIAN SYMBOL

Beginning with the player to the right of the Start Player and moving in counterclockwise order, choose a Species Board and take the Species Tray with a lid of the matching color *(these trays contain all individual civilization components—see page 4)*. *Note that since Species Boards are double-sided, each player selecting to play Terrans is effectively removing one Alien Species from play in that game.* Place your Starting Sector 16 in the Starting Zone closest to you as shown in the Starting Layouts illustration *(oriented so that the arrow faces the GCDS)*. Next, fill all empty Starting Zones with random Guardian Sectors 15 oriented so that the arrow faces the GCDS *(Guardian Sectors are not used in 6-player games)*. Place a facedown Discovery Tile 11 on the Guardian Symbol of each Guardian Sector 15, then a Guardian miniature 13 on top. Put the remaining Starting Sectors 16, Guardian Sectors 15, and Species Boards back in the box—they will not be used this game.





Take the following components from your Species Tray and set them next to your Species Board:
- The number of Colony Ships Y shown on your Species Board. 3
- The Summary Tile, with the Action Phase Overview faceup U.

Take the Influence Discs from your Species Tray and place them on the Influence Track M of your Species Board *(leave the three Influence Discs that don't fit on your Influence Track in your Species Tray)*.

Place the following on your Control Board:
- One Population Cube on each square valued 3–28 of the three Population Tracks (Materials, Science, and Money) R.
- One Storage Marker of each color O on your Storage Track P, with the single-pointed end of the Storage Marker facing the center of the Control Board, at the Starting Storage Resource values indicated on your Species Board.



Leave in your Species Tray for easy access:
- Ships S V W X and Ambassador Tiles T.

Then move onto your Starting Sector:
- One Interceptor Ship miniature X.
- One Population Cube in each Population Square without a star, taken from the 3 space of your corresponding Population Track.
- One Influence Disc, placed on the Influence Space, taken from the leftmost space of your Influence Track.

GAME CONCEPTS

ACTIONS AND ACTIVATIONS During each game Round, players take turns selecting and resolving individual Actions until all players Pass. Actions are comprised of a number of Activations that correspond to your Species and the Techs that you have Researched. Each Activation allows you to perform an activity associated with the chosen Action. This means that each player may have a variable number of activities they can perform each time they select an Action.

RESOURCES Sectors Produce up to three kinds of Resources: Materials, Science, and Money.



Materials are needed for Building new Ships and Structures.

Science is needed for Researching new Techs.

Money is needed for Controlling Sectors and taking Actions.

The amount of each Resource you have is marked with a Storage Marker on your Storage Track. When you Produce or gain Resources, move the appropriate Storage Marker(s) one space forward on the Storage Track per Resource gained. When you Pay Resources, move the appropriate Storage Marker backward one space on the Storage Track per Resource Paid.



The amount of Resources you can have is not limited by the values on the Storage Track. If you ever have more than 40 of one kind of Resource, turn the Storage Marker so that the four-pointed end faces the center of the Control Board, indicating you have 40 plus the Storage Track value of that kind of Resource *(see page 24 for details on Producing Resources)*.



TRADE At any time, as many times as you choose and are able, you may Pay the number of one Resource indicated by the Trade Value on your Species Board, to gain one Resource (Materials, Science, Money) of any other kind.



POPULATION CUBES Your civilization's population is represented by the Population Cubes in your player color. Population Cubes placed on Sectors Produce Resources (Materials, Science, Money). The highest value empty square on each Population Track shows how many Resources of each kind you will Produce during the Upkeep Phase (in the picture on right, 15 Materials, 21 Science, 12 Money).



COLONY SHIPS Colony Ships are used to place Population Cubes on Population Squares in Sectors you Control. Colony Ships are the **only way to move Population Cubes to Sectors** *(see page 8 for details on Colony Ships)*.



INFLUENCE DISCS Your civilization's influence is represented by the Influence Discs in your player color. Influence Discs are used to mark the Sectors your civilization Controls. Also, each Action you take requires you to move an Influence Disc from your Influence Track to the corresponding Action Space. The leftmost Influence Disc is always used when Influence Discs are moved from your Influence Track. When Influence Discs are moved to your Influence Track, they are always placed on the rightmost available space. The rightmost empty space on the Influence Track shows how much Money you have to Pay at the end of the Round to keep your civilization functioning (in the picture above, 2 Money). Thus, the more Sectors you Control and Actions you take, the more Money you need to maintain your civilization.



CONTROL The player with an Influence Disc in a Sector Controls it. Controlling Sectors allows you to expand your empire by colonizing planets, Producing Resources, Building Ships and Structures, and Exploring, Moving or Influencing from a Sector. The player that Controls a Sector Controls its Structures and is always considered the Defender in battles there.

TECH Researching Techs gives your civilization advantages. Some Techs are prerequisites for Upgrading your Ships with new Ship Part Tiles or Building Starbases and Structures, while others make your civilization more efficient (e.g. increasing your Production or giving you more Influence Discs). Techs are divided into three basic categories (Military, Grid, or Nano) plus Rare Techs. Each Tech you Research gives you a discount on further Techs Researched in the same category. Researched Tech Tiles are placed on the Tech Track of your Species Board *(see pages 10, 11, and 31 for details on Researching and Tech Tiles)*.



SHIPS Ships are used for Exploring and fighting opponents (players, the non-player Ancients, Guardians, and the GCDS). There are four kinds of Ships:

- **Interceptors** eight per player.
- **Cruisers** four per player.
- **Dreadnoughts** two per player.
- **Starbases** four per player.



Bigger Ships cost more to Build but have more space for Ship Parts. Starbases are immobile *(see page 13 for details on Building and Moving Ships)*.

BLUEPRINTS All Ships have Blueprints depicting their abilities (e.g. weapons, Initiative, Shields, etc.). Non-player Ship Blueprints are represented by Blueprint Tiles which do not change during the game. Player Ship Blueprints are represented on their Species Board and can be customized during the game using the Upgrade Action *(see page 12 for details on Blueprints and Upgrading)*.



Some Ship Blueprints have extra Ship Parts outside the Ship Part grid. These work just like other Ship Parts except that they cannot be replaced.
Note: *One Discovery Tile provides a Ship Part that is placed outside the Ship Part grid (see page 9 for details on Discovery Tiles).*

SHIP PARTS Ship Parts on Blueprints indicate which abilities a Ship has. They can be preprinted on player Species Boards or gained with the Upgrade Action. Many Ship Parts can only be Upgraded once their corresponding Tech Tile has been Researched *(see page 12 for details on Ship Parts)*.



STRUCTURES Structures are colossal objects Built in your Controlled Sectors. Orbitals provide an additional Population Square while Monoliths grant VP at the end of the game. Structures are permanent, remaining in the Sector they are Built until the end of the game *(see page 13 and 21 for details on Structures)*.



ZONES AND RINGS The game board is comprised of Zones, empty spaces where each Sector can be placed during the game with the Explore Action *(see page 9 for details on Exploring)*. Zones and Sectors are grouped into Rings: Inner (I), Middle (II), and Outer (III). This corresponds to their distance from the Galactic Center Sector in the middle of the board. Rings are used to determine which type of Sector is revealed when Exploring a Zone during the Explore Action.

SECTORS The game board is built from hexagonal Sector tiles during the game. Each Sector represents a star system and may contain Population Squares representing worlds Producing Resources. There are three Sector Rings: Inner (I), Middle (II) and Outer (III). Each Sector's corresponding Ring is shown by the Roman numeral on its tile back. At the beginning of the game, only the Galactic Center Sector, Guardian Sector(s), and players' Starting Sectors are placed on the table; the rest are placed in the empty Zones of each Ring during the game *(see page 9 for details on Sector placement)*.

CONTENTS OF A SECTOR



1 Influence Space 2 VP value 3 Wormhole 4 Artifact
5 Population Square (Money)
6 Population Square (Advanced Science)
7 Population Square (Advanced Materials)
8 Sector Number 9 Wormhole (No connection)
10 Wormhole Connection

WORMHOLES Due to the immense distance between Sectors, Ships may only Move using the Wormhole network. The Wormhole network is represented by the individual Wormholes on the edge(s) of Sector tiles (*see Contents of a Sector figure above*). Wormholes may normally only be used to Explore, Move to, and Influence adjacent Sectors if the edges connecting the Sector tiles each contain a Wormhole, creating a Wormhole Connection.

GAME BOARD LAYOUT EXAMPLE AT GAME END



NOTE The Inner and Middle Ring Sectors are laid out in concentric circles around the Center Sector. Outer Sectors may branch freely outwards.

DISCOVERY TILES Some Sectors contain a Discovery Tile which is awarded when the Sector is first Explored (in the case of unoccupied Sectors) or the Sector's defender is destroyed (in the case of occupied Sectors). Each Discovery Tile is double-sided: the front showing one of various rewards (extra Resources, new Technologies, Ancient Ship Parts, etc.) and the back showing a 2 VP value. When awarded a Discovery Tile you must reveal it and decide which side to use before ending your Activation *(or the Combat Phase if awarded during the Combat Phase, see page 9 for details on Discovery Tiles)*.





AMBASSADOR TILES In games with four or more players, you can use your Ambassadors to form Diplomatic Relations with other players. Diplomatic Relations increase your Production and are worth VP at the end of the game *(see page 15 for details on Ambassador Tiles and Diplomatic Relations)*.



REPUTATION TILES You receive Reputation Tiles for participating in combat. They are worth VP at the end of the game *(see page 21 for details on Reputation Tiles)*.



LIMITED COMPONENTS Ships, Population Cubes, Influence Discs, Tech Tiles, Discovery Tiles, Reputation Tiles, Sectors, and Ambassador Tiles are all limited to the components included in the game. If they run out, they run out.

UNLIMITED COMPONENTS All other game components are meant to be unlimited. If they run out, use the provided extra tiles or another substitute *(see page 3 for details on component numbers)*.

WARP PORTALS The Warp Portals are an optional module that opens up the galaxy, making it often possible to Move, Influence, and form Diplomatic Relations across the game board.

The Warp Portals consist of three Sectors [one Middle (II) and two Outer (III)], one Discovery Tile, one Rare Tech, and one Warp Portal Tile. To use the Warp Portals module, shuffle the Warp Portals components with their respective base game components before setup.

All Sectors with Warp Portals are considered to be adjacent to each other and have a full Wormhole Connection between them. You may Move, Influence, and form Diplomatic Relations through Warp Portals.



GAME ROUND

Each game Round consists of four phases:

ACTION PHASE Take Actions clockwise, one Action at a time **until all players have Passed.**

COMBAT PHASE Resolve battles and conquer Sectors.

UPKEEP PHASE Pay Civilization Upkeep Costs and Produce Resources.

CLEANUP PHASE Return Influence Discs from Action Spaces to the Influence Track and draw new Tech Tiles.

ACTION PHASE

Starting with the player holding the Start Player Tile, and moving clockwise, you may **take one Action or Pass.** This continues until **all** players' Summary Tiles are flipped with the Reaction Overview faceup, at which point the Action Phase immediately ends. The number or type of Actions a player may take is only limited by the number of Influence Discs available on their Influence Track

ACTIONS When taking an Action, move the leftmost Influence Disc from your Influence Track to the Action Space on your Action Track corresponding with the chosen Action. Stack subsequent Influence Discs on top of any already occupying an Action Space; **the same Action may be taken multiple times.**

The possible Actions are:

- EXPLORE
- BUILD
- RESEARCH
- MOVE
- UPGRADE
- INFLUENCE

REACTION (UPGRADE, BUILD OR MOVE)

PASSING The first time you Pass in a Round, flip your Summary Tile with the Reactions Overview faceup to remind other players you have Passed.

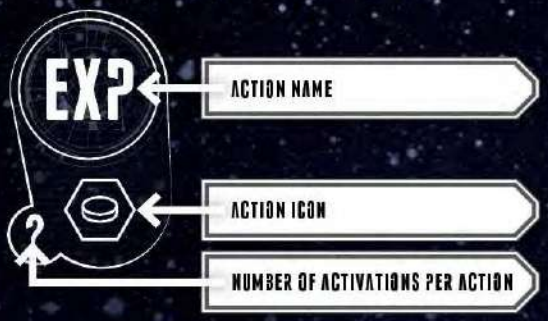


The first player to Pass receives 2 Money and the Start Player Tile for the next Round. **On subsequent Actions, players who have Passed may take one Reaction or Pass.** Reactions are weaker versions of the Upgrade, Build, and Move Actions *(see page 14 for details on Reactions).*



END OF ACTION PHASE The Action Phase ends **immediately** once all players' Summary Tiles are flipped with the Reactions Overview faceup. No more Reactions may be taken.

COLONY SHIPS **At any time during your Action or Reaction** you may use one or more of your faceup Colony Ships by flipping them facedown. For each Colony Ship used this way, you may move one Population Cube from your Control Board to any empty Population Square in a Sector you Control. Each Population Cube you move must be taken from the Population Track that corresponds to the color of the Population Square it is being placed on. Colony Ships are the **only way to move Population Cubes to Sectors!**





NOTE There is an example of a full Action Phase on pages 16–17.

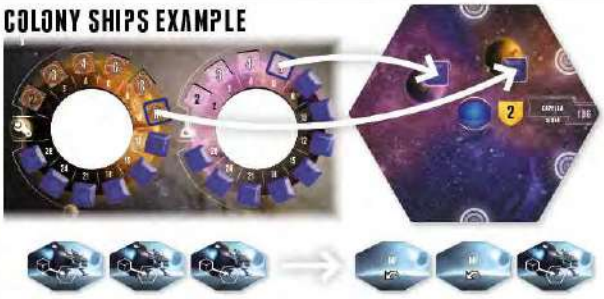
GRAY POPULATION SQUARES The gray planets (identified by both their color and rings) represent worlds that are suitable for any Production. The gray Population Squares may receive a Population Cube from any of the three Population Tracks. Population Cubes removed from gray Population Squares are returned to **any** Population Track.

ADVANCED POPULATION SQUARES Population Squares with a star symbol (Advanced Population Squares) represent harsher worlds that are difficult to colonize. You may only place Population Cubes in Advanced Population Squares if you have Researched the related Advanced Tech.

Gray Advanced Population Squares may receive a Population Cube from any Population Track for which you have Researched the related Tech (**ADVANCED MINING, ADVANCED LABS, ADVANCED ECONOMY,** or **METASYNTHESIS**).

ORBITALS Orbitals are artificial living environments that you may Build. An Orbital may only receive a Population Cube from the Science or Money Population Tracks.

COLONY SHIPS EXAMPLE



Blue uses two Colony Ships and flips them facedown. They move two Population Cubes to the Sector.

The **EXPLORE** Action lets your civilization Explore the uncharted regions of the galaxy.

EXPLORE

The Explore Action allows you to discover new Sectors to colonize. Each Explore Action grants you the number of Explore Activations indicated by the Explore Action Icon on your Species Board. For each Explore Activation, choose one Unexplored Zone next to a Sector where you have Control or at least one Unpinned Ship *(see page 13 for details on Pinning)*. Flip a Sector tile faceup from the stack corresponding to the chosen Zone's position on the Game Board (Ring I, II, or III*: see page 7 for details on Game Board layout*). Next, choose whether to place the flipped Sector on the Zone you Explored or to discard it.

Note: In order to place the Sector being Explored, the edge of a Sector you can Explore from must have a Wormhole adjacent to the Zone being Explored (excepting players with the Wormhole Generator Tech, see page 10 for details).

PLACING EXPLORED SECTORS Placed Sectors must be oriented in the Zone that was Explored so that a Wormhole Connection is made with a Sector where you have Control or at least one Unpinned Ship *(excepting players with the* **WORMHOLE GENERATOR** *Tech, see page 10 for details)*. If the placed Sector contains a Discovery Tile Symbol, place a Discovery Tile on it facedown. If the placed Sector also contains Ancient Symbols, place that many Ancients on top of the Discovery Tile.

Discovery Tiles: As part of your Explore Activation, take the Discovery Tile from any undefended (i.e. containing no Ancients) Sector Explored this Action. Discovery Tiles from Explored Sectors containing Ancients can only be awarded in the Combat Phase *(see page 21 for details on Discovery Tiles in the Combat Phase)*. All Discovery Tiles are double sided: the front showing one of various rewards and the back showing a 2 VP value. When a Discovery Tile is taken during an Explore Activation you must reveal the tile and decide which side to use before the Activation is completed. Unless otherwise indicated, all Discovery Tiles are placed in a faceup Discard Pile next to the Tech and Upgrade Trays after granting a non-VP reward. Discovery Tiles that are kept for their VP value instead of being used for their variable reward are placed next to your Species Board, with the VP side faceup.

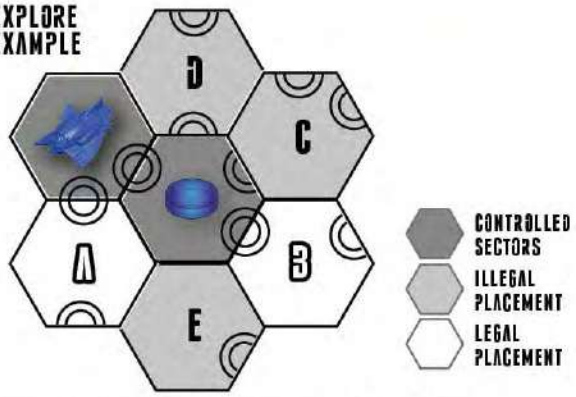
After placing an Explored Sector, you may take Control of the Sector by placing the leftmost Influence Disc from your Influence Track on the Influence Space of the Sector. As with Discovery Tiles, you are not allowed to take Control of an Explored Sector containing Ancients until they are destroyed during the Combat Phase *(see page 21 for details on Discovery Tiles in the Combat Phase)*.

DISCARDING EXPLORED SECTORS If you do not want to place an Explored Sector, discard it by placing it in a faceup Discard Pile near the corresponding Sector stack: (I), (II), or (III).

Discarding an Explored Sector ends your Explore Activation. Once all of your remaining Explore Activations are completed, the Action Phase continues with play progressing to the next player.

If any Sector stack is empty, shuffle the corresponding Discard Pile and place it facedown in a new Sector stack. If at any time the Sector stack and corresponding Discard Pile are empty, the Explore Action for those Zones has no effect.

EXPLORE EXAMPLE



In the diagram above, Sectors A and B would be legal placements.

DISCOVERY TILES



3x +6 Materials, 3x +5 Science, 3x +8 Money, 2x +2 Materials +2 Science +3 Money: Gain the indicated Resources.



3x Ancient Tech: Take the regular Tech Tile with the lowest printed cost *(see page 10 for details on regular and Rare Techs)* you don't already have from the Tech Tray and place it on your Species Board for free *(in case of ties, you choose)*.



3x Ancient Cruiser: Place one of your Unbuilt Cruisers in the Sector where found.



2x Ancient Orbital: Place an Orbital in the Sector where found and gain 2 Materials.



1x Ancient Monolith: Place a Monolith in the Sector where found.



14x Ancient Ship Part: Place this Ship Part on any of your Ship Blueprints *(returning an existing Ship Part if needed)*. Alternately, keep this Ship Part next to your Species Board and place it as you would any other Ship Part with an Upgrade Action. Ancient Ship Parts removed from Ship Blueprints are removed from the game.



Muon Source: This Ship Part is placed outside your Ship Blueprint grid.



Ancient Warp Portal: Place in the Sector where found. The Sector with the Warp Portal Discovery Tile connects to all other Warp Portal Sectors and is worth 2 VP if Controlled at the end of the game *(see page 7 for Warp Portal details)*.

DISCOVERY TILE SYMBOLS WITH:



NO ANCIENTS



ONE ANCIENT



TWO ANCIENTS

RESEARCH

The **RESEARCH** Action lets your civilization develop new Tech.

TRADE At any time, as many times as you choose and are able, you may Pay the number of one Resource indicated by the Trade Value on your Species Board, to gain one Resource (Materials, Science, Money) of any other kind.

The Research Action allows you to Research new Techs. Each Research Action grants you the number of Research Activations indicated by the Research Action Icon on your Species Board. For each Research Activation, you may Research one available Tech Tile from the Tech Tray by Paying its Science cost. Place the Researched Tech Tile on the leftmost available space of the Tech Track of its category (Military, Grid, or Nano) on your Species Board. If a Tech Track is full, no more Techs of that type may be Researched, nor may Rare Techs be placed there. You are not allowed to Research a Tech already present on your Species Board, nor are you allowed to discard a Researched Tech Tile from your Species Board.

Each Tech you have in a category gives you a discount on further Techs Researched in the same category (indicated by the lowest discount value visible in that category on your Species Board). However, all Techs have a minimum Science cost regardless of discounts available.

There are four types of Techs:

- **Ship Part:** Gives the ability to Upgrade this Ship Part *(see page 12 for details on Upgrading).*
- **Build:** Gives the ability to Build this Ship or Structure *(see page 13 for details on Building).*
- **Instant:** Gives a one-time effect when Researched.
- **Permanent:** Gives an ability that is active until the end of the game.

Researched Techs can also be worth VP. At the end of the game, each Tech Track (Military, Grid, or Nano) scores the number of VP shown in the leftmost VP symbol that has not been covered by a Tech Tile.



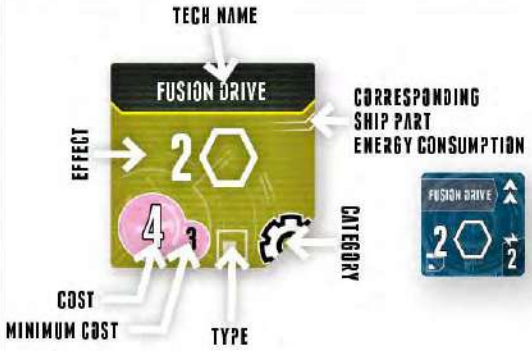
STARTING TECHNOLOGIES Some Species have starting Techs printed on their Tech Tracks. These are regarded in every way like Tech Tiles acquired through the Research Action and are not allowed to be covered with other Tech Tiles.

RARE TECHS Unlike regular Techs, only one of each Rare Tech is ever available per game. When Researched, Rare Tech Tiles may be placed on any Tech Track on your Species Board and you receive the discount applicable to the chosen track as if it were a regular Tech.



Rare Techs are not allowed to be chosen as a reward for the Ancient Tech Discovery Tile.

NOTE *Detailed descriptions of each Military, Grid, Nano, and Rare Tech are included on pages 11 and 31.*



RESEARCH EXAMPLE

Having already Researched the **MONOLITH** and **ORBITAL** Techs, you receive a -2 discount on Nano Techs. However, you would still Pay 3 Science to Research **FUSION DRIVE** since that is its minimum cost.



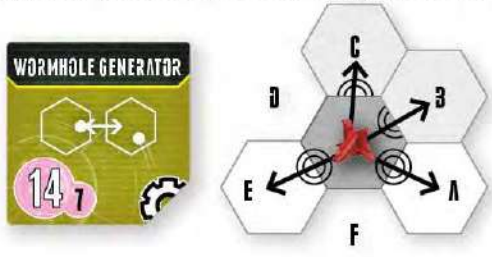
WORMHOLE GENERATOR If you have the **WORMHOLE GENERATOR** Tech you may Explore, Move to, and Influence adjacent Sectors as long as the edges connecting the Sectors contain at least one Wormhole.

Move and Influence

In the example below, Moving to or Influencing Sectors A, B, C, and E would all be legal with the **WORMHOLE GENERATOR** Tech.

Explore

In the example below, D and F are both legal Zones for Exploring with the **WORMHOLE GENERATOR** Tech as long as the edge of the placed Sector is oriented with a Wormhole adjacent to the Sector being Explored from.



MILITARY TECHNOLOGIES



Neutron Bombs: When Attacking Population, all Population Cubes in a Sector are destroyed automatically *(see Attacking Population on page 21)*.



Starbase: You may Build Starbases.



Plasma Cannon: You may Upgrade your Ship Blueprints with **PLASMA CANNON** Ship Parts.



Phase Shield: You may Upgrade your Ship Blueprints with **PHASE SHIELD** Ship Parts.



Advanced Mining: You may place Population Cubes in Advanced Materials Population Squares with your Colony Ships.



Tachyon Source: You may Upgrade your Ship Blueprints with **TACHYON SOURCE** Ship Parts.



Gluon Computer: You may Upgrade your Ship Blueprints with **GLUON COMPUTER** Ship Parts.



Plasma Missile: You may Upgrade your Ship Blueprints with **PLASMA MISSILE** Ship Parts.

GRID TECHNOLOGIES



Gauss Shield: You may Upgrade your Ship Blueprints with **GAUSS SHIELD** Ship Parts.



Fusion Source: You may Upgrade your Ship Blueprints with **FUSION SOURCE** Ship Parts.



Improved Hull: You may Upgrade your Ship Blueprints with **IMPROVED HULL** Ship Parts.



Positron Computer: You may Upgrade your Ship Blueprints with **POSITRON COMPUTER** Ship Parts.



Advanced Economy: You may place Population Cubes in Advanced Money Population Squares with your Colony Ships.



Tachyon Drive: You may Upgrade your Ship Blueprints with **TACHYON DRIVE** Ship Parts.



Antimatter Cannon: You may Upgrade your Ship Blueprints with **ANTIMATTER CANNON** Ship Parts.



Quantum Grid: You receive two additional Influence Discs, placed immediately on your Influence Track.

NANO TECHNOLOGIES



Nanorobots: You have one extra Activation when taking the Build Action.



Fusion Drive: You may Upgrade your Ship Blueprints with **FUSION DRIVE** Ship Parts.



Orbital: You may Build Orbitals.



Advanced Robotics: You receive one additional Influence Disc, placed immediately on your Influence Track.



Advanced Labs: You may place Population Cubes in Advanced Science Population Squares with your Colony Ships.



Monolith: You may Build Monoliths.



Wormhole Generator: You may Explore, Move to, and Influence adjacent Sectors if the edges connecting the Sectors contain one Wormhole.



Artifact Key: For each Artifact ✦ on Sectors you Control, immediately gain 5 Resources of a single type.

RARE TECHNOLOGIES



Antimatter Splitter: Allows you to split damage from Antimatter Cannons freely over targets.



Conifold Field: You may Upgrade your Ship Blueprints with **CONIFOLD FIELD** Ship Parts.



Neutron Absorber: Enemy **NEUTRON BOMBS** have no effect on you. *Note: this does not affect Planta's Species weakness.*



Absorption Shield: You may Upgrade your Ship Blueprints with **ABSORPTION SHIELD** Ship Parts.



Cloaking Device: Two Ships are required to Pin each of your Ships *(see page 13 for details on Pinning)*.



Improved Logistics: Gain 1 additional Move Activation during each Move Action you take.



Sentient Hull: You may Upgrade your Ship Blueprints with **SENTIENT HULL** Ship Parts.



Soliton Cannon: You may Upgrade your Ship Blueprints with **SOLITON CANNON** Ship Parts.



Transition Drive: You may Upgrade your Ship Blueprints with **TRANSITION DRIVE** Ship Parts.



Warp Portal: Immediately place the Warp Portal Tile on any Sector you Control. The Warp Portal Tile connects this Sector to all other Warp Portal Sectors and is worth 1 VP if Controlled at the end of the game *(see page 7 for Warp Portal details)*.



Flux Missile: You may Upgrade your Ship Blueprints with **FLUX MISSILE** Ship Parts.

Pico Modulator: Gain 2 additional Upgrade Activations during each Upgrade Action you take.



Ancient Labs: Immediately draw and resolve one Discovery Tile *(see page 9 for details on Discovery Tiles)*.



Zero-Point Source: You may Upgrade your Ship Blueprints with **ZERO-POINT SOURCE** Ship Parts.



Metasynthesis: You may place Population Cubes in *any* Advanced Population Squares with your Colony Ships.

UPGRADE

The **UPGRADE** Action lets your civilization modify their Ships.

The Upgrade Action allows you to modify your Ship Blueprints. When you Upgrade a Ship's Blueprint with new Ship Parts, all Ships of that type are instantly Upgraded, regardless of their location.

Blueprints are comprised of Ship Parts (pre-printed and/or tiles placed with the Upgrade Action) assigned by Ship type (Interceptor, Cruiser, Dreadnought, Starbase) on your Species Board. Some Ship Blueprints have extra Ship Parts outside the Ship Part grid; these work just like other Ship Parts except that they cannot be replaced.

Each type of symbol on the Ship Parts of a Blueprint grants each Ship of that type a specific ability; the total value of each type of symbol on all Ship Parts for a given Blueprint determines that ability's strength. Since many Ship Parts require Energy, the Energy Source(s) on each Blueprint (and Techs you've Researched) determine which other Ship Parts may be placed there.

Each Upgrade Action grants you the number of Upgrade Activations indicated by the Upgrade Action Icon on your Species Board. With each Upgrade Activation you may, in the following order:

1) Return any number of Ship Part Tiles from your Ship Blueprints to the Upgrade Tray *(exception: Ancient Ship Parts are removed from the game when removed from Ship Blueprints)*.

2) Move any one Ship Part Tile from the Upgrade Tray to **any** empty or preprinted Ship Part Space on a Ship Blueprint on your Species Board, adhering to the following restrictions:

- You must have Researched the requisite Tech, if any, for the moved Ship Part *(see page 10 for details on Research)*.
- Moved Ship Parts must not cause a Ship Blueprint's total Energy Consumption to exceed its total Energy Production.
- Drive Ship Part Tiles cannot be moved to Starbase Blueprints , as indicated by the symbol on their Blueprint.
- At least one Drive Ship Part Tile must be present on Interceptor, Cruiser, and Dreadnought Ship Blueprints.

Taking and returning Ship Parts costs nothing.

All values from Ship Parts are cumulative.



SHIP PART TILES



WEAPONS For each Die Symbol on your Ship Blueprint, roll one die of the corresponding color. The damage a Hit inflicts is represented by burst symbols. Each burst causes one point of damage.



COMPUTERS The total value of Computers on your Ship Blueprint is added to your die rolls to Hit.



SHIELDS The total value of Shields on your Ship Blueprint is subtracted from opponent die rolls to Hit.



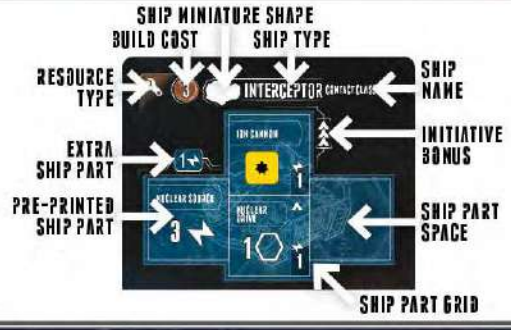
HULL The total value of Hull on your Ship Blueprint determines how much damage your Ship can absorb before it is destroyed.



DRIVES The total value of Drives on your Ship Blueprint determines your Ship's Movement Value.



ENERGY SOURCES The total value of Energy Symbols on your Ship Blueprint determines its total Energy Production.



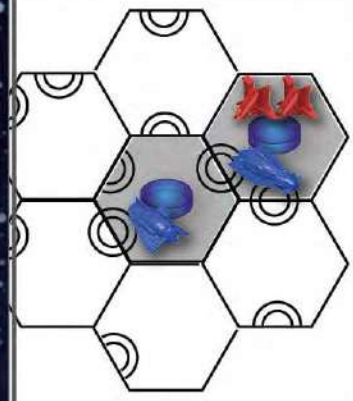
UPGRADE EXAMPLE



For their Action, Blue Upgrades. Blue's Species Board indicates that they receive 2 Upgrade Activations: First they remove 1 **FUSION DRIVE** from their Interceptor Blueprint. Next they place 1 **PLASMA CANNON** in its place and a **GAUSS SHIELD** in the open Ship Part Space (Blue is able to Upgrade with these Ship Parts since they have already Researched the corresponding Techs).

Blue's Interceptors will now have a total Energy Production of 4 (3 from the **NUCLEAR SOURCE** +1 from the extra Ship Part outside the Blueprint Spaces), total Energy Consumption of 4 (2 from the **FUSION DRIVE** + 2 from the **PLASMA CANNON**), Attack with 1 **PLASMA CANNON** die, and defend with -1 Shield.

BASIC BUILDING COSTS
INTERCEPTOR: 3, CRUISER: 5,
DREADNOUGHT: 8, STARBASE: 3,
ORBITAL: 4, MONOLITH: 10



BUILD EXAMPLE
Blue chooses to Build for their Action. Their Species Board indicates that they get 2 Build Activations, so they Pay 5 Materials to Build a Cruiser in their Starting Sector and 8 more Materials to Build a Dreadnought in another Sector they Control.

The **BUILD** Action lets your civilization Build new Ships and Structures.

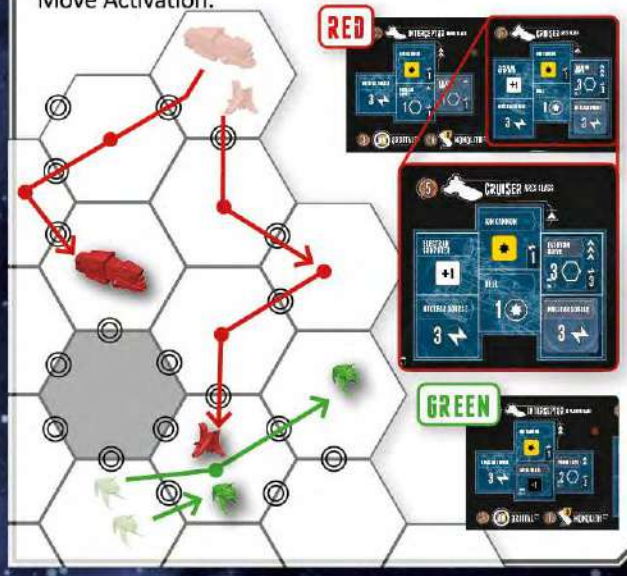
BUILD

The Build Action allows you to Build Ships and Structures. Each Build Action grants you the number of Build Activations indicated by the Build Action Icon on your Species Board. For each Build Activation you may Build one Ship or Structure in any Sector you Control by Paying the Materials cost indicated on your Species Board and adhering to the following restrictions:

- You must have Researched the requisite Tech, for any Starbase or Structure Built (*see page 10 for details on Research*).
- Each Sector may have at most one Monolith and one Orbital.

MOVEMENT EXAMPLE
Red's Interceptor has a Movement Value of 2 (2 **NUCLEAR DRIVES**) and their Cruiser has a Movement Value of 3. Red has a total of 3 Move Activations. They Move the Interceptor twice and the Cruiser once.

Green's Interceptors also have a Movement Value of 2 and Green has 3 Move Activations. When Moving, their first Interceptor can only Move 1 Sector before being Pinned by the Red Interceptor. The second Interceptor, however, may Move through the Sector. Finally, Green decides not to use their third Move Activation.



The **MOVE** Action lets your civilization Move its Ships.

MOVE

The Move Action allows you to Move your Ships. Each Move Action grants you the number of Move Activations indicated by the Move Action Icon on your Species Board. For each Move Activation you may Move one Ship up to the number of Sectors determined by its Movement Value (total value of a Ship Blueprint's Drives) while adhering to the following restrictions:

- Ships may only Move to Sectors with a Wormhole or Warp Portal Connection to the Sector being Moved from *(excepting players with the* **WORMHOLE GENERATOR** *Tech, see page 10 for details)*.
- Ships are **not allowed** to Move to Unexplored Zones.
- Pinned Ships are **not allowed** to Move from a Sector containing opponent Ships. To determine if Ships are Pinned, total the number of opponent Ships in that Sector. Each opponent Ship in the Sector Pins one of your Ships *(of your choosing)*. Pinning is determined for each Move Activation, so a Ship that was Pinned may become Unpinned later as the result of Building or Moving.
- The GCDS Pins all Ships in the Galactic Center Sector.



INFLUENCE

The **INFLUENCE** Action lets your civilization gain Control of vacant Sectors or withdraw from Controlled Sectors.

The Influence Action allows you to modify Control by moving Influence Discs to or from Sectors. Each Influence Action grants you the number of Influence Activations indicated by the Influence Action Icon on your Species Board **in addition** to flipping up to two of your used Colony Ships faceup. Each Influence Activation allows you to move an Influence Disc from your Influence Track **or** a Sector you Control to:

- An Uncontrolled Sector where no opponent Ships are present and a Wormhole or Warp Portal Connection exists with a Sector where you have a Ship or Control (*excepting players with the* **WORMHOLE GENERATOR** *Tech, see page 10 for details*).

or

- An Uncontrolled Sector where only you have a Ship.

or

- The rightmost empty space of your Influence Track.

You are **not allowed** to use more than one Influence Activation in the same Sector per Influence Action.

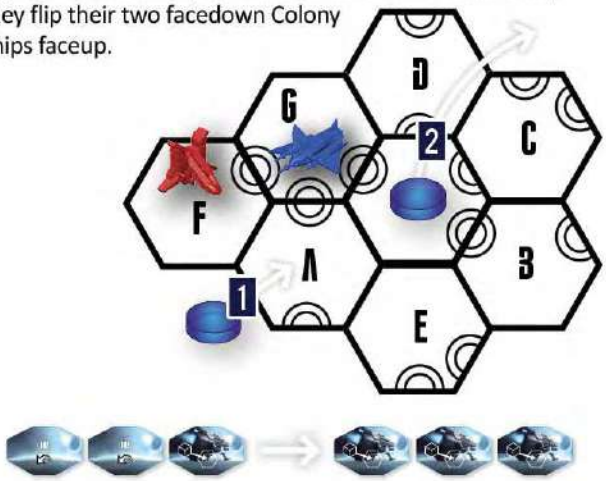
REMOVING A DISC FROM A SECTOR If you remove an Influence Disc from a Sector, you must also return all Population Cubes from the Sector to their respective Population Tracks on your Control Board. If a Population Cube is returned from a gray Population Square, you may choose which Population Track it is returned to. Similarly, if a Population Cube is returned from an Orbital, you may return it to either the Science or Money Population Track.

NOTE *If a Population Cube ever needs to be returned to a Population Track that is full, place the Population Cube on another Population Track of your choice.*

The track may be filled completely, so that no number is visible. This means that you do not Produce any of that Resource. If a Population Track is full and you still need to return Population Cubes to it, the Population Cubes must go to any other Population Track.

INFLUENCE EXAMPLE

Blue Influences with 2 Influence Activations. For the first Influence Activation they decide between moving an Influence Disc from their Influence Track to Sector A, Sector B, or Sector G, ultimately choosing Sector A 1.
For the second Influence Activation, Blue returns the Influence Disc from the Sector they Control 2 to the rightmost available space on their Influence Track. Finally, they flip their two facedown Colony Ships faceup.





IMPORTANT! Remember that you may use your Colony Ships at any time during your Action.



REACTIONS

REACTIONS can be taken after you have Passed.

After you have Passed in the Action Phase the only Actions you may take are Reactions. To take a Reaction, move an Influence Disc from your Influence Track to the space on the Reaction Track of your Summary Tile that corresponds to the chosen Reaction. The possible Reactions are:

- **UPGRADE**: Execute **one** Upgrade Activation.

or

- **BUILD**: Execute **one** Build Activation.

or

- **MOVE**: Execute **one** Move Activation.

Techs granting extra Activations do not apply to Reactions!





REACTIONS EXAMPLE

Blue Reacts with Build. They move an Influence Disc from their Influence Track to the Build Space on their Reaction Track and take 1 Build Activation.

DIPLOMATIC RELATIONS
increase your Resource Production and grant VP.

DIPLOMACY (4+ PLAYERS)

Diplomatic Relations allow players to exchange their Ambassador Tiles to increase their Resource Production and gain VP. **In games with four or more players,** any two players may **at any time during their Action**, propose Diplomatic Relations while adhering to the following restrictions:

- Diplomatic Relations may **only** be proposed between players with a Wormhole Connection joining Sectors they Control. Diplomatic Relations cannot be proposed using the **WORMHOLE GENERATOR**.
- Diplomatic Relations are **not allowed** to be proposed between players if either player's Ships are present in a Sector Controlled by or containing a Ship from the other player.
- Diplomatic Relations are **not allowed** to be proposed between players who already have an Ambassador Tile from the other player.
- Diplomatic Relations are **not allowed** to be formed between players if either player holds the Traitor Tile or does not have an empty space on their Reputation Track *(players may return Reputation Tiles to the Reputation Tile Bag or rearrange the tiles on their Reputation Track at any time as long as the tiles are placed in spaces that accommodate their tile type).*



AMBASSADOR TILE



If either player declines the proposed Diplomatic Relations, the current player simply continues their Action. If both players agree to the proposed Diplomatic Relations, they give each other one Ambassador Tile containing a Population Cube from any of their Population Tracks. The Ambassador Tile and Population Cube are placed on any empty Ambassador Tile space on the Reputation Track of each player's Species Board.

Diplomatic Relations remain in effect until the end of the game, and you are not allowed to discard Ambassador Tiles voluntarily from your Reputation Track. **Only an Act of Aggression can remove an opponent's Ambassador Tile from your Reputation Track,** breaking Diplomatic Relations. An Act Of Aggression is defined as having any number of your Ships in a Sector where the other player has a Ship or Control at the end of your Action. Players who have Diplomatic Relations still Pin each other's Ships.

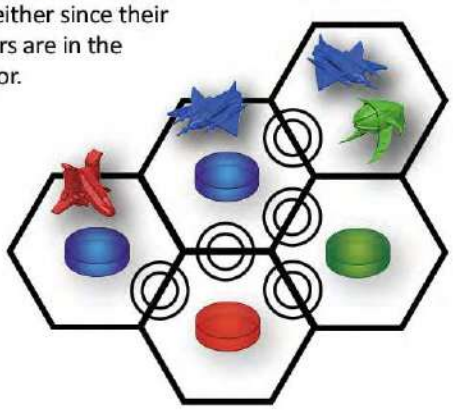
Note that this means that Moving through an opponent's Sectors is not an Act of Aggression if your Ships remain Unpinned (including Ships using the Cloaking Device)!

BREAKING DIPLOMATIC RELATIONS When Diplomatic Relations are broken, each affected player returns the other player's Ambassador Tile and Population Cube to its owner, who then returns the Ambassador Tile to their supply and places the Population Cube on their Population Track of choice.

The player initiating the Act Of Aggression causing Diplomatic Relations to break receives the Traitor Tile from its previous holder or the supply. The player who holds the Traitor Tile is **not allowed** to form Diplomatic Relations and will receive a -2 VP penalty at the end of the game.

DIPLOMATIC RELATIONS EXAMPLE

In the example below, Green and Red may form Diplomatic Relations. Blue and Red are not allowed to, since Red's Interceptor is in a Sector Blue Controls. Blue and Green are not allowed to form Diplomatic Relations either since their Interceptors are in the same Sector.




May hold either an Ambassador or a Reputation Tile


May hold only an Ambassador Tile


May hold only a Reputation Tile



ACTION PHASE EXAMPLE

Alastair (Terran), **Eraka** (Planta), **Johanna** (Mechanema) and **Vernor** (Hydran Progress) have already played a few Rounds, taking Control of Sectors and developing their civilizations. **Alastair** is the Start Player for this Action Phase.



Alastair decides to **BUILD**. He moves the leftmost Influence Disc from his Influence Track to the Build Action Space on his Action Track 1. **Alastair** then Builds one Cruiser and one Orbital for 9 Materials, moving his Materials Storage Marker nine spaces backward on his Storage Track. **Alastair** was able to Build the Orbital since he has Researched the Orbital Tech. He places the Cruiser and the Orbital on his Sectors 2. **Alastair's** Action is over, and it is **Eraka's** Action, as she sits clockwise next to **Alastair**.



Eraka **EXPLORE**s and moves an Influence Disc to the corresponding Action Space. She chooses the Zone she wishes to Explore and flips the top Sector tile from the corresponding stack: in this case, Middle Sectors (II). She decides whether to place the Sector or discard it, choosing to place it 3. She orients the Sector so that there is at least one Wormhole Connection between the new Sector and one of her Sectors. There is a Discovery Tile Symbol on the Sector, so she also immediately draws a random Discovery Tile. She reveals the tile and decides to keep it as VP, so she places it VP-side faceup next to her Species Board. **Eraka** then decides to take Control of the Sector, moving the leftmost Influence Disc from her Influence Track to the Sector's Influence Space 4. Finally, she decides to colonize the Money and Science Population Squares on the newly placed Sector by flipping two Colony Ships facedown and moving one Population Cube from her Money and Science Population Tracks to the Population Squares on the Sector 4. Planta receives 2 Explore Activations per Explore Action, so **Eraka** Explores another Zone 5, this time in the Outer Sector (III) Ring. The Sector she flips from the stack isn't to her liking so she discards it, placing it faceup next to the Outer Sectors (III) stack. When the Outer Sectors (III) stack is depleted, its discards will be shuffled into a new Outer Sectors (III) stack.



It's now **Johanna's** Action. She decides to **UPGRADE** her Ships, moving an Influence Disc to the Upgrade Action Space on her Action Track. Mechanema's special ability allows her to take 3 Upgrade Activations per Upgrade Action. She first returns an **ELECTRON COMPUTER** tile from the Interceptor Blueprint on her Species Board 6 and then takes a **PLASMA MISSILE** tile, a **POSITRON COMPUTER** tile and an **ION CANNON** tile from the Upgrade Tray. She places the **PLASMA MISSILE** tile on her Interceptor 7 and the **POSITRON COMPUTER** and **ION CANNON** tiles on her Cruiser 8. **Johanna** is allowed to take **PLASMA MISSILE** and **POSITRON COMPUTER** tiles, since she has Researched the related Techs 9.



Vernor **RESEARCH**es: he moves an Influence Disc to the Research Action Space and chooses **NANOROBOTS** from the Tech Tray. He already has four Nano Techs, which would grant him a discount of -4, but the minimum cost for **NANOROBOTS** is 2 Science. He Pays the Science cost, moving his Science Storage Marker 2 spaces backward on his Storage Track, and places the **NANOROBOTS** Tech Tile on his Species Board 10. As the Hydran Progress receive 2 Research Activations per Research Action, **Vernor** decides to also Research the **WORMHOLE GENERATOR**. The discount is now -6, so the cost is 8 Science. He Pays the cost and places the Tech Tile on his Species Board 11.

This example uses some Alien Species. Their special abilities are presented in more detail on pages 26–27.

It is **Alastair's** Action again. He **EXPLORE**s an Outer (III) Zone and flips a Sector with one Discovery Tile Symbol and two Ancients Symbols. After placing the Sector he places a random Discovery Tile facedown on the Sector with two Ancients on top 12. He is not allowed to take Control of the Sector before the Ancients are destroyed.

Eraka **EXPLORE**s again. This time she goes for a Zone in the Outer (III) Ring and, after deciding to place it, Explores in the Outer (III) Ring again. She chooses to place the second Sector on the board as well 13. She flips her remaining two Colony Ships facedown and places a Population Cube from her Money Population Track and a Population Cube from her Materials Population Track on the first Sector. She is allowed to place a Population Cube on the Advanced Materials Population Square 14 since she has Researched the **ADVANCED MINING** Tech 15. The remaining Population Squares on the Sectors remain empty since she has no more faceup Colony Ships available. **Eraka** now also has a Wormhole Connection from one of her Sectors to one of **Alastair's** Sectors 16. She is thus able to propose Diplomatic Relations to **Alastair**. **Alastair** agrees, so they give each other one Ambassador Tile, along with one Population Cube from the Population Track of their choosing. The Ambassador Tiles are placed on their Reputation Tracks, however, **Alastair's** track is already full of Reputation Tiles, so he returns one of them to the Reputation Tile Bag 17.

Johanna **Passes**, turning her Summary Tile so that the Reactions Overview is faceup 18. Since she is the first player to Pass this Round, she gets the Start Player Tile, 2 Money, and will be the first to act in the Action Phase next Round.

Vernor chooses **MOVE** and sets out to Attack his neighbor **Johanna**. He Moves two Interceptors to one of **Johanna's** Sectors that contains three Interceptors 19 *(the* **WORMHOLE GENERATOR** *Tech allows* ***Vernor's*** *Ships to Move to the Sector without a Wormhole Connection)*. **Vernor** and **Johanna** had earlier established Diplomatic Relations, now broken by **Vernor's** Act Of Aggression. They return the other player's Ambassador Tile and place their Ambassador Tile Population Cube on a Population Track of their choice. **Vernor** also takes the Traitor Tile, preventing other players from forming Diplomatic Relations with him as long as he holds it. If he retains the Traitor Tile until the end of the game, he will receive a –2 VP penalty.









It is **Alastair's** Action. He Passes and flips his Summary Tile so the Reactions Overview is faceup.

Eraka chooses **INFLUENCE**. She has 2 Influence Activations and decides to move the Influence Discs from the two Sectors she Controls without Population Squares. One Influence Disc 20 is moved to the Uncontrolled Sector with two Population Squares and the other 21 she returns to her Influence Track. After this, she flips two Colony Ships faceup and immediately uses the Ships again, flipping them facedown and placing two Population Cubes in her Sectors 22.

Johanna, having Passed earlier, may only take a **REACTION** or Pass. She decides that the three Interceptors present in her Sector are not sufficient to defend against **Vernor's** Attack, so she chooses a **MOVE REACTION** *(placing an Influence Disc on the Reaction Track on her Summary Tile 23)*. She uses the 1 Move Activation the Reaction gives her to Move one Cruiser to the contested Sector 24.

Vernor chooses **MOVE** and Moves one additional Interceptor and Cruiser to the contested Sector 25 *(the Cruiser's* **FUSION DRIVE** *allows it to Move two Sectors to join the battle in a single Move Activation)*.

Alastair doesn't feel the need to take a Reaction and Passes. **Eraka** also Passes, as do **Johanna** and **Vernor**. Since all players' Summary Tiles show the Reactions Overview faceup, the Action Phase ends immediately and the Combat Phase begins. There is one battle to be resolved, between **Johanna** and **Vernor**. *(See combat example on pages 22–23)*.

COMBAT PHASE

The Combat Phase consists of six steps:

DETERMINE BATTLES
Identify all Sectors containing opposing Ships.

RESOLVE BATTLES
Resolve battles by Sector Number in descending numerical order.

ATTACK POPULATION
Ships attack opponent Population Cubes in their Sector.

INFLUENCE SECTORS
Players may take Control of Uncontrolled Sectors where they have Ships.

DISCOVERY TILES
Undefended Discovery Tiles are claimed.

REPAIR DAMAGE
All Ship damage is reset by returning Damage Cubes to the supply.

DETERMINE BATTLES

The Combat Phase is when battles are resolved. A battle takes place if a Sector is occupied by more than one opponent (player or non-player such as Ancients, Guardians, or the GCDS). Battles are resolved in **descending numerical order** as determined by the Sector Number printed on each Sector tile.

Battles with multiple opponents are resolved between two players at a time in **reverse order of entry** into the Sector, with non-player Ships battling the last surviving player. For each battle, the player who first entered the Sector is considered the Defender and the player who entered last is considered the Attacker. If a player Controls the Sector where the battle is taking place, that player is **always** considered the Defender and will battle last, regardless of when their Ships entered the Sector.

NOTE *Ancients, Guardians and GCDS are always considered Defenders.*

MAIN BATTLE CONCEPTS

Battles are resolved through a series of repeated Engagement Rounds, until all of one player's Ships have Retreated or are destroyed. Each Engagement Round, Ships Activate by type, in Initiative order, attempting to Hit opposing Ships by rolling the dice corresponding to the Cannons present on their Ship Blueprints.

ENGAGEMENT ROUND Every Engagement Round each Ship type is Activated in Initiative order. When Activated, the owning player decides whether that Ship type will Attack or Retreat. Engagement Rounds are repeated until all of one player's Ships have Retreated or are destroyed.

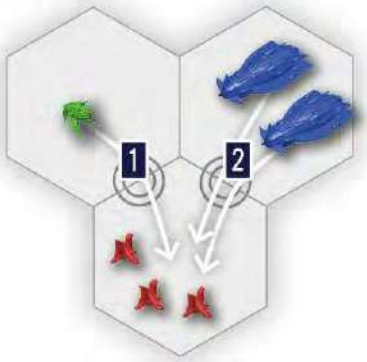
INITIATIVE Initiative determines the order of Attack in an Engagement Round and is determined by totaling the number of Initiative Symbols ▲ on the Blueprint of each Ship type. **Initiative ties between opponents are resolved in favor of the Defender** *(you choose the order of Attack for your Ships that are tied for Initiative).*

Inner Sectors are numbered 101–110, **Middle Sectors** 201–211, 214, 281; **Outer Sectors** 301–318, 381–382; **Starting Sectors** 221–232, **Guardian Sectors** 271–274; and the **Galactic Center** 001.



BATTLE RESOLUTION ORDER EXAMPLE

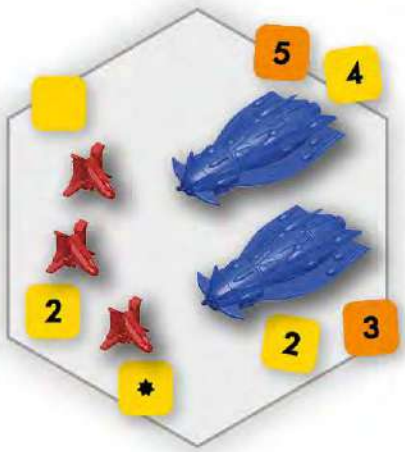
The Red player is already present in the Sector. Green Moves there first followed by Blue. Green and Blue will battle first, and Red will then battle the survivor.



INITIATIVE EXAMPLE

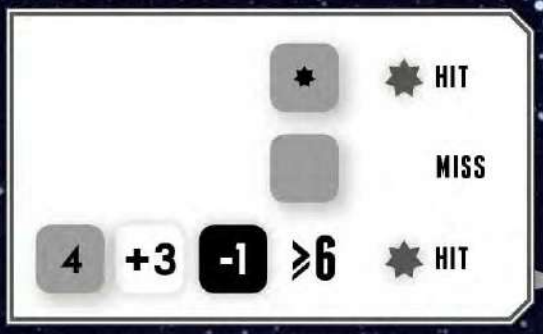


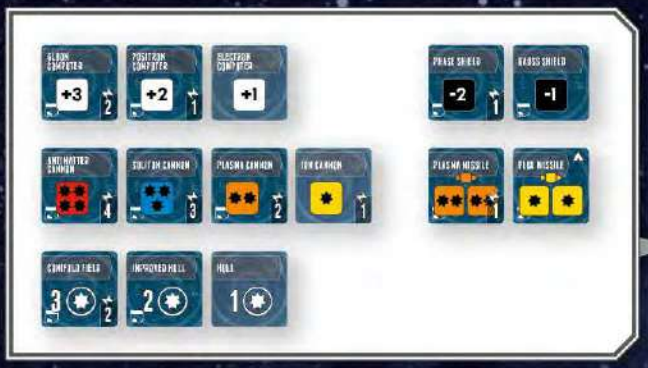
The Red Interceptor's Initiative is 4: 2 for the Ship's Initiative Bonus +2 for the Initiative Symbols on the **FUSION DRIVE**. The Blue Dreadnought's Initiative is 3: 0 for the Ship's Initiative Bonus +1 +1 +1 for the three **NUCLEAR DRIVES**.



SHIP BATTLE DICE EXAMPLE

Using the Ship Blueprints above, the Red player would roll three yellow dice: one for the **ION CANNON** on each of their Interceptors. Blue would roll two yellow dice and two orange dice.





NOTE Only one Blueprint Tile of each type (Ancient, Guardian, GCDS) is used each game. Choose your favorites or randomly determine which will be used during setup.

ANCIENTS **GUARDIANS**



GALACTIC CENTER DEFENSE SYSTEM (GCDS)

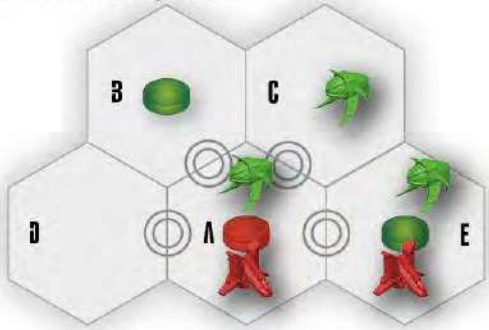


ADVANCED BLUEPRINT TILES are marked with two notches on their border. They present a greater challenge than normal Blueprint Tiles and should only be used with experienced players.



RETREAT EXAMPLE

The **Green** Interceptor decides to Retreat from Sector A. It may Retreat to Sector B (only their own Influence Disc) but not to C (not under their Control), D (empty) or E (contains an opponent Ship). Red cannot Retreat anywhere.



ATTACKING In Initiative order, each Ship type may make an Attack by rolling one die of the corresponding color for every Die Symbol present on their Ship Blueprint. **All dice of all colors for each Ship type are rolled simultaneously.** After rolling, each die is assigned to a single opponent Ship *(including multiple dice to the same opponent Ship)* to determine if it is a Hit (*see combat example on pages 22–23*).

HITTING Die results displaying one or more bursts ✸ are always considered a Hit, and die results displaying a blank face are always considered a Miss, regardless of any bonuses Ships may have. Determine the Hit Value for other die results by adding the value of your Computers to the die roll and subtracting the value of the target's Shields. If the Hit Value for a die is greater than or equal to 6, the attack is a Hit and deals damage.

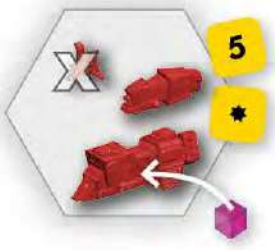
DAMAGE Hits inflict damage equal to the number of bursts ✸ on their weapon's Die Symbol. Ships that receive damage greater than their Hull Value (total value of Hull on their Blueprint) are destroyed. When you destroy an opponent's Ship, take the miniature and place it next to your Species Board to help track how many Reputation Tiles *(see page 21 for details on Reputation Tiles)* you draw at the conclusion of the battle. Damage exceeding a Ship's Hull Value is not allowed to be assigned to another Ship. Mark any damage to Ships that are not destroyed by placing one Damage Cube per damage next to its miniature.

RETREAT To attempt to Retreat your Ships during a Ship Activation, move all your Ships of that type to the edge of a neighboring Sector with a Wormhole Connection *(excepting players with the* **WORMHOLE GENERATOR** *Tech, see page 10 for details)* to show they are Retreating. You may only Retreat to a Sector you Control where no opponent Ships are present.

On their next Ship Activation, any Retreating Ships may complete their Retreat by moving to the neighboring Sector. Retreated Ships are not allowed to Attack or be Attacked during the current battle but are eligible to be Attacked until they have been moved to the neighboring Sector.

HITS AND DAMAGE WITH NON-PLAYER OPPONENTS When you battle non-player opponents, any other player rolls the dice for Ancient, Guardian, and GCDS Attacks. If possible, dice are assigned so that your Ships are destroyed from largest to smallest. If none of your Ships can be destroyed in the Attack, dice are assigned to inflict as much damage to your Ships as possible, from largest to smallest.

NON-PLAYER OPPONENT BATTLE DAMAGE EXAMPLE



The Ancients rolled 5 and ✸, for two Hits. The Interceptor is the only player Ship that can be destroyed, so one of the dice is assigned to it. The other is assigned to the largest player Ship possible, in this case the Dreadnought.

RESOLVE BATTLES

NOTE There is a full Combat example on pages 22–23.

STEPS OF BATTLE (PER SECTOR)

1) Determine order of player battle resolution
2) Determine Attacker and Defender
3) Determine Initiative
4) Fire Missiles
5) Repeated Engagement Rounds

For battles with more than two opponents, repeat steps 1-5 until a single opponent's Ships remain

After all battles are resolved
6) Draw Reputation Tiles
7) Return destroyed Ships

Battles in each Sector are resolved in five steps:

1) Determine the order of player battle resolution; players battle each other two at a time in reverse order of entry into the Sector.
2) Determine Attacker and Defender based on reverse order of entry into the Sector; players Controlling the Sector always act as the Defender regardless of their order of entry.
3) Determine Initiative for each Ship type.
4) Missiles (if any) are fired **once**, by Ship type, in Initiative order.
5) Repeat Engagement Rounds until all of one player's Ships have Retreated or are destroyed.

For battles with more than two opponents, repeat steps 1-5 until a single opponent's Ships remain.

After all battles in a Sector have been resolved:

6) All players who participated in the battle draw and select Reputation Tiles, one player at a time, in order of entry into the Sector.
7) Return any destroyed Ships to their owners.

Proceed to resolve additional battles in descending Sector Number order.

STALEMATE If a situation arises where it is not possible for either player to destroy the other's Ships (when all Ships in a battle are unarmed or only armed with Missiles), the attacker must Retreat (*see page 19 for details on Retreating*) or their Ships are destroyed.

REPUTATION TILES After **all battles in a Sector** have been resolved, each player who participated in battle draws up to **a maximum of five Reputation Tiles** from the Reputation Tile Bag as follows:

- 1 tile for participating in one or more battles.
- 1 tile for each opponent Interceptor, Starbase, or Ancient destroyed.
- 2 tiles for each opponent Cruiser or Guardian destroyed.
- 3 tiles for each opponent Dreadnought destroyed.
- 3 tiles for destroying the GCDS.



Drawing Reputation Tiles is done in **order of player entry** into the Sector, with each player drawing their Reputation Tiles and selecting up to one to place **facedown** on their Reputation Track *(returning any other drawn Reputation Tiles to the Reputation Tile bag)* **before** the next player draws their Reputation Tiles. If your Reputation Track is full, you may choose to return any Reputation Tile from your Reputation Track to the Reputation Tile Bag to make room for a newly drawn Reputation Tile. You may rearrange the tiles on your Reputation Track at any time as long as the tiles are placed in spaces that accommodate their tile type.

MISSILE EXAMPLE



All Ship types with Missiles fire their Missiles in Initiative order. For each Ship type, roll dice of the corresponding color equal to the number of Die Symbols shown on Missile Ship Parts on your Ship Blueprint (e.g. two orange dice for each **PLASMA MISSILE** Ship Part).



REPUTATION TILE DISTRIBUTION



RETREAT PENALTY If all of your **remaining** Ships attempt to Retreat from a battle, you do not draw a Reputation Tile for participating in the battle, but still draw Reputation Tiles for destroyed opponent Ships.

RETURN DESTROYED SHIPS After players have drawn Reputation Tiles, all destroyed opponent Ships near your Species Board are returned to their owner and can be Built again in future Rounds.

COMPLETING THE COMBAT PHASE

After all battles have been resolved, the Combat Phase concludes with carrying out the remaining Combat Phase steps:

1) Attack population.
2) Influence Sectors.
3) Discovery Tiles.
4) Repair Damage.



ATTACKING POPULATION At the **end of the Combat Phase**, remaining Ships attack opponent Population Cubes in their Sector. When Attacking Population Cubes, each Ship may attack **once** with its non-Missile weapons, using the normal rules to Hit *(Population Cubes are considered to have 0 Shield Value)*. **Each damage inflicted destroys one Population Cube** of the attacker's choosing.

NOTE: *If you have Researched the* **NEUTRON BOMBS** *Tech, all Population Cubes in the Sector may be destroyed automatically.*

Destroyed Population Cubes are returned to the defeated player's corresponding Graveyards on their Control Board. These Population Cubes are returned to their respective Population Tracks during the Cleanup Phase *(see page 25 for details on the Cleanup Phase)*. If a Population Cube is destroyed from a gray Population Square, the owner may choose which Graveyard it is returned to. Similarly, if a Population Cube is destroyed from an Orbital, the owner may return it to either the Science or Money Graveyard.

ORBITALS AND MONOLITHS Orbital and Monolith Structures cannot be destroyed, nor are they ever removed from a Sector. However, an Orbital's Population Cube may be Attacked in the same way as other Population Cubes in a Sector.

INFLUENCE SECTORS At the **end of the Combat Phase**, if you have at least one Ship in a Sector *(including Sectors where no battle took place)* that has no Population Cubes *(including Orbitals)*, remove the Controlling player's Influence Disc and place it on their Influence Track. Next, you may move Influence Discs from your Influence Track to any Sector where you have a Ship and no Influence Disc is present *(including Sectors where other players' Influence Discs were just removed)*.

DISCOVERY TILES At the **end of the Combat Phase**, if you have at least one Ship in a Sector with a Discovery Tile, take the tile (*see page 9 for details on Discovery Tiles*).

REPAIR DAMAGE At the **end of the Combat Phase**, remove all Damage Cubes from Ships.

Once all Combat Phase steps are completed, play proceeds with the Upkeep Phase.

ATTACKING POPULATION EXAMPLE

The Red Interceptors attack Blue's Population once with their **PLASMA CANNONS**, rolling three orange dice. One die Hits (✸ is always a Hit), but the other two Miss. Red removes two of Blue's Population Cubes from the Sector.



COMBAT EXAMPLE

Johanna and Vernor are engaged in battle. Johanna is the Defender and this is the only battle this Round.

The combat begins with the Ships firing their Missiles.

Johanna will roll two orange dice for the **PLASMA MISSILES** on each Interceptor, Hitting with a roll of ✸✸.

Vernor will roll two orange dice for the **PLASMA MISSILES** on each Interceptor, Hitting with a ✸✸, and two orange dice for the **PLASMA MISSILES** on the Cruiser, Hitting with a ✸✸.

The Initiative order is:

- Vernor's Interceptors
  Initiative 4 (Ship Initiative Bonus 2 + **FUSION DRIVE** 2 = 4).
- Johanna's Interceptors
  Initiative 3 (Ship Initiative Bonus 2 + **NUCLEAR DRIVE** 1 = 3; Defender first).
- Vernor's Cruiser
  Initiative 3 (Ship Initiative Bonus 1 + **FUSION DRIVE** 2 = 3).

1 Vernor rolls ✸✸, ✸✸, 5, 4, 3 and 2 for the **PLASMA MISSILES** on his Interceptors. He decides to assign the ✸✸'s to two of Johanna's Interceptors. The rest of the rolls are Misses. Johanna's Interceptors both receive two points of damage, exceeding their Hull Value of 0, and are destroyed. Vernor takes the Ships and puts them next to his Species Board.

2 Johanna rolls ✸✸ and ✸✸ for the **PLASMA MISSILES** on her remaining Interceptor. She assigns one ✸✸ to one of Vernor's Interceptors and the other ✸✸ to Vernor's Cruiser. Vernor's Interceptor receives two points of damage, exceeding its Hull Value of 0, and is destroyed. Johanna takes the Ship and puts it next to her Species Board. Vernor's Cruiser receives two points of damage, equal to its Hull Value of 2. Two Damage Cubes are placed next to his Cruiser to mark the damage.

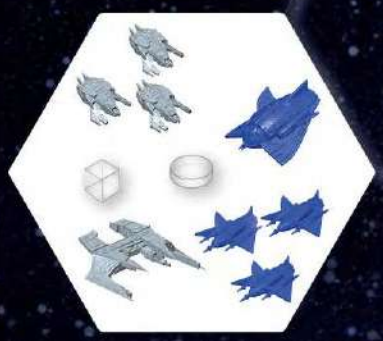
3 Vernor then rolls 3 and 2 for the **PLASMA MISSILES** on his Cruiser, which result in Misses.

The battle continues with **ENGAGEMENT ROUNDS**.

Johanna now has one Interceptor and one Cruiser remaining. Vernor has two Interceptors and one Cruiser.

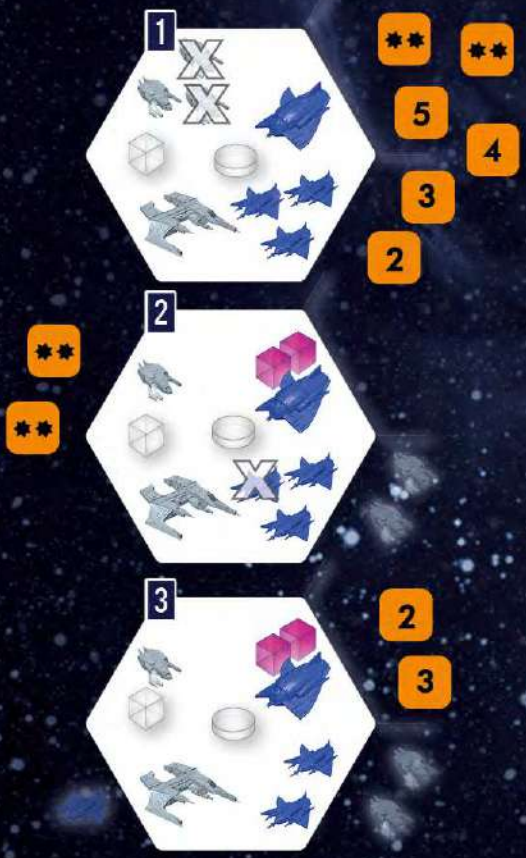
Johanna's Interceptor will roll one yellow die for its **ION CANNON** that Hits either type of Vernor's Ships with a roll of ✸. Johanna's Cruiser will roll two yellow dice for its two **ION CANNONS**, Hitting Vernor's Interceptors (which have no Shields) with a roll of 4 or higher and Vernor's Cruiser with a roll of 5 or higher (**GAUSS SHIELD** subtracts 1 from the Hit Value of each die assigned to it).

Vernor will roll one yellow die for the **ION CANNON** on each Interceptor, Hitting either of Johanna's Ships with a roll of ✸, and one orange die for the **PLASMA CANNON** on the Cruiser, Hitting either Ship with a roll of ✸✸.











The Initiative order is:

- **Vernor's** Interceptors
  Initiative 4 (Ship Initiative Bonus 2 + **FUSION DRIVE** 2 = 4).
- **Johanna's** Interceptor
  Initiative 3 (Ship Initiative Bonus 2 + **NUCLEAR DRIVE** 1 = 3; Defender first).
- **Johanna's** Cruiser
  Initiative 3 (Ship Initiative Bonus 1 + **FUSION DRIVE** 2 = 3; Defender first).
- **Vernor's** Cruiser
  Initiative 3 (Ship Initiative Bonus 1 + **FUSION DRIVE** 2 = 3).

4 **Vernor** decides to Retreat his Interceptors, moving them between the current Sector and the Sector he wants to Retreat to.

5 **Johanna** Attacks with her Interceptor and rolls for the **ION CANNON**: 3, a Miss.

6 **Johanna** Attacks with her Cruiser and rolls for the **ION CANNONS**: 4 and 2. She assigns the 4 to one of the Retreating Interceptors, destroying it. She places the destroyed Ship next to her Species Board. The roll of 2 is a Miss.

7 **Vernor** Attacks with his Cruiser and rolls for the **PLASMA CANNON**: ✸✸, which he assigns to **Johanna's** remaining Interceptor. It is destroyed and **Vernor** places it next to his Species Board.

The first Engagement Round ends and next begins.

8 **Vernor's** remaining Interceptor Retreats, moving to the neighboring Sector. **Johanna** Attacks with her Cruiser and rolls for the **ION CANNONS**: blank and 2, Misses.

9 **Vernor** Attacks with his Cruiser and rolls a ✸✸. He assigns it to **Johanna's** Cruiser, which receives two points of damage and is destroyed. **Vernor** places the destroyed Ship next to his Species Board.

10 The battle ends, as **Johanna's** final Ship is destroyed. Since there are no more opponent Ships in the Sector, and this was the only battle of the Combat Phase, players draw Reputation Tiles. As the Defender, **Johanna** draws a total of three Reputation Tiles: one for participation in the battle and two for the destroyed Interceptors (one for each). She looks at them and keeps the highest one, placing it facedown on her Reputation Track. **Johanna** then returns the two unchosen Reputation Tiles to the Reputation Tile Bag.

Vernor earned six Reputation Tiles in the battle: one for participation in the battle, three for the destroyed Interceptors (one for each), and two for the destroyed Cruiser. **Vernor** only draws five Reputation Tiles, however, as that is the maximum number of Reputation Tiles that can be drawn per battle. He looks at the Reputation Tiles and keeps the highest one, returning the rest to the Reputation Tile Bag.

Now that all players have drawn Reputation Tiles, destroyed Ships are returned to their owners.

All battles have been resolved, so the Combat Phase continues with Attack Population. **Vernor** may now Attack **Johanna's** Population Cubes in the Sector. He rolls a ✸✸ for the **PLASMA CANNON** on his Cruiser, destroying **Johanna's** Money Population Cube. The Population Cube goes to **Johanna's** Graveyard.

The next step of the Combat Phase is Influence Sectors. Since no Population Cubes are present in **Johanna's** Sector, her Influence Disc is returned to her Influence Track. **Vernor** may now place his own Influence Disc in the Sector and does so. Finally, he removes the Damage Cubes from his Cruiser. The Combat Phase ends and play proceeds with the Upkeep Phase.

UPKEEP PHASE

During the Upkeep Phase, players use their Income to Pay their Civilization Upkeep Cost. Then they Produce Materials and Science Resources according to the Population Cubes they have moved to planets.

COLONY SHIPS All players may activate any remaining Colony Ships (*see Colony Ship details on page 8)* to move Population Cubes to Sectors.



Important: unlike the Action Phase, Colony Ships are not allowed to be used during the Upkeep Phase to move Population Cubes to Sectors containing opponent Ships.

CIVILIZATION UPKEEP After using Colony Ships, collect your Income and Pay your Civilization Upkeep Cost. This is done by comparing your Money Income (the highest exposed number on your Money Population Track) with your Civilization Upkeep Cost for that Round (the highest exposed number on your Influence Track). Adjust your Money Storage Marker on your Storage Track by the net difference between your Income and Civilization Upkeep Cost; gain Money for a positive net difference and Pay Money for a negative net difference.

BANKRUPTCY? At no time may your Money Storage Marker move below zero on your Storage Track. You must Trade Materials and/or Science for Money to Pay your Civilization Upkeep Cost or Abandon Control of Sectors until your Civilization Upkeep Cost is small enough to be paid using the Money you have. When a Sector is Abandoned its Influence Disc is returned to the Influence Track *(decreasing your Civilization Upkeep Cost)*, and all Population Cubes from the Sector are returned to their respective Population Tracks *(Population Cubes from gray Population Squares may be returned to any Population Track and Population Cubes from Orbitals may be returned to either the Science or Money Population Track; if a Population Cube needs to be returned to a Population Track that is full, place the Population Cube on another Population Track of your choice.)*.

Note that Abandoning Sectors may cause Population Cubes on Money Population Squares to return to the Money Population Track, reducing Income *(and the ability of Abandoning Sectors to keep your civilization solvent)*.

PLAYER ELIMINATION In the unlikely event that a player is unable to Pay their Civilization Upkeep Cost after Trading and Abandoning Sectors, their civilization has collapsed and they are eliminated from the game. Likewise, players in the unlikely situation of having neither Ships nor Controlled Sectors on the board at the end of the Combat Phase are also eliminated from the game. Eliminated players count their score and return all of their game components to the game box.

MATERIALS AND SCIENCE PRODUCTION After Paying your Civilization Upkeep Cost, collect your Materials and Science Production by gaining Materials and Science Resources equal to the highest exposed number on your respective Materials and Science Population Tracks.



TRADE At any time, as many times as you choose and are able, you may Pay the number of one Resource indicated by the Trade Value on your Species Board, to gain one Resource (Materials, Science, Money) of any other kind.



UPKEEP PHASE EXAMPLE



The Blue player has an Income of 4 and Civilization Upkeep Cost of 5. As the sum of these is 4–5 = –1, they must Pay one Money for their civilization to remain solvent. If their Money Storage Marker is at 0, they must either Trade other Resources for Money or Abandon Sectors until their Civilization Upkeep Cost is less than or equal to their Income. Abandoning one Sector without a Population Cube on a Money Population Square would change their Civilization Upkeep Cost to 3, allowing them to Pay their full Civilization Upkeep Cost and gain one Money.

After Paying their Civilization Upkeep Cost, Blue would then collect 6 Materials and 3 Science as their Materials and Science Production.

CLEANUP PHASE

NEW TECH TILES
+ 2 players: 5
3 players: 6
4 players: 7
5 players: 8
6 players: 9

Draw Tech Tiles from the Tech Tile Bag until the indicated number of regular Tech Tiles for your player count has been drawn, placing drawn Tech Tiles in the appropriate slots of the Tech Tray. Rare Tech Tiles do not count toward the number of Tech Tiles drawn for the Cleanup Phase.

Move all Influence Discs from your Action Track back to your Influence Track and any Population Cubes from your Graveyard to their respective Population Tracks. If a Population Track is full, place the Population Cube on another Population Track of your choice.

Finally, flip all of your Colony Ships faceup and your Summary Tile with the Action Phase Overview side up. Move the Round Marker one step forward on the Tech Tray. A new Round starts, beginning with the Action Phase.

GAME END

The game ends after the 8th Round. The player with the most VP is the winner. In the case of a tie, the tied player with the highest total amount of Resources in their Storage (Materials, Science, and Money) is the winner.

Players gain **VICTORY POINTS (VP)** from:

- **Reputation Tiles** [Combat Phase]
  1–4 VP per tile
- **Ambassador Tiles** [Diplomatic Relations 4+ players only]
  1 VP per tile
- **Controlled Sectors** [Explore, Influence, Combat Phase]
  1–4 VP per Sector
- **Monoliths** on Controlled Sectors [Build]
  3 VP per Monolith
- **Discovery Tiles** kept VP side up [Explore, Combat Phase]
  2 VP per tile
- **Traitor Tile**
  –2 VP
- Progress on each **Tech Track** [Research]
  4 Tech Tiles on a track = 1 VP
  5 tiles = 2 VP
  6 tiles = 3 VP
  7 tiles = 5 VP
- **Species bonuses**

SCORING EXAMPLE



Yellow scores 6 VP (1+1+4) for Reputation Tiles, 1 VP for the Planta Ambassador Tile, 12 VP (3+2+2+4+1) for Controlled Sectors, 3 VP for their Monolith, 4 VP (2+2) for Discovery Tiles, –2 VP for the Traitor Tile, 3 VP (1+2) for progress on Tech Tracks, and 2 VP (1+1) for their Species Ability (1 VP per Ancient on the game board at the end of the game) for a total of 29 VP.

SPECIES BONUSES



DESCENDANTS OF DRACO
1 VP per Ancient on the game board at the end of the game



PLANTA
1 extra VP for each Controlled Sector at the end of the game



Scoring and Traitor Tiles



Excerpts from the Archive of History, Library of the Galactic Center

ERIDANI EMPIRE



Epsilon Eridani, the capital system of the Empire in its heyday, was a sight yet unrivalled: whole moons (some records claim even planets) were shaped to celebrate the might and wisdom of the Forever Emperor. Their wealth was beyond anything ever documented. Yet, after surviving through what they call the Silent Era, the Empire has been reduced to rubble. The resources of the capital system have been depleted and most of their power disintegrated, yet the Heirs have not given up hope. The new dawn may rise in the uncharted systems.

SETUP AND STATS

4 Materials
2 Science
26 Money
3 Colony Ships
Techs **GAUSS SHIELD, FUSION DRIVE, PLASMA CANNON**
Sector **222**
3
Reputation Track
Trade Value 3 1

SPECIES RULES

2 Draw two random Reputation Tiles before the game starts, and place them facedown on your Reputation Track.

-2 Start with two fewer Influence Discs (leave your two leftmost Influence Track spaces empty).

These Ship Blueprints have additional Energy Production:

INTERCEPTOR – 1
CRUISER – 1
DREADNOUGHT – 1

ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	2	2

HYDRAN PROGRESS



Never satisfied, never complete, the Progress are ever striving further. The Hydrans have long since embraced technology as their main interest, constantly evolving and augmenting their society and even themselves with new inventions. The speed of their technological progress is unparalleled among the Seven. Although very difficult to access by the layman, the universities and laboratories of Beta Hydri are held in very high esteem by the scientists of all species.

SETUP AND STATS

2 Materials
6 Science
2 Money
3 Colony Ships
Tech **ADVANCED LABS**
Sector **224**
3
Reputation Track
Trade Value 3 1

SPECIES RULES

During game setup, place a Population Cube in the Advanced Science Population Square on your Starting Sector.

ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	2	2	2	2	2

PLANTA



Even though they are by far the most different species of the Seven, the Planta have long been a steady Council member. Being a moss-like species with a distributed sentience, their intentions are sometimes difficult to decipher. After overgrowing most of the planets and moons in the Cygnus system, they seem to be content with just expanding their lush growth in new systems, fully co-operating with the other species, who mostly regard them as harmless companions. The Planta are phenomenal navigators, which makes them very respected in interspecies trading vessels.

SETUP AND STATS

4 Materials
3 Science
2 Money
4 Colony Ships
Tech **STARBASE**
Sector **226**
3
Reputation Track
Trade Value 3 1

SPECIES RULES

Your Population Cubes are automatically destroyed by opponent Ships at the end of the Combat Phase.

1 1 extra VP for each Controlled Sector at the end of the game.

All Ship Blueprints have reduced Initiative Bonuses.

All Ship Blueprints have additional Computers and Energy Production but have one less Ship Part Space:

INTERCEPTOR, CRUISER, DREADNOUGHT – +1 2
STARBASE – +1 5

ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
2	1	2	2	2	2

DESCENDANTS OF DRACO



ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	2	2

The Descendants are rumoured to be directly related to the Ancients. While there is no concrete proof of this, statistics show that the survival ratio in Descendant-Ancient contact is significantly higher for the Descendants than the other Seven. Hailing from the Draco system, the Descendants are a somewhat elusive species. While they are a fully recognized member of the Galactic Council, their Ambassadors still often cause discomfort among the other species.

SETUP AND STATS

3 Materials
4 Science
2 Money
3 Colony Ships
Tech **FUSION DRIVE**
Sector **228**
3
Reputation Track
Trade Value 3 1

SPECIES RULES

Explore Action: For each Activation, you may flip two Sectors from which to choose one *(or none)* to place. Unplaced Sectors are discarded faceup in the corresponding Sector Discard Pile.

1 VP per Ancient on the game board at the end of the game.

You may have Ships in Sectors containing Ancients, but are not allowed to battle the Ancients; you may place Influence Discs in Sectors with Ancients; you are not allowed to collect Discovery Tiles from Sectors containing Ancients.

MECHANEMA



ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	3	3	2	2

After a long and difficult process, the Mechanema have only recently been accepted as a full member of the Council. Although they have been proven sentient in every legal way defined by the other Seven, and the Auriga system has been assigned as their sovereignty by the Council, there are still occasional disputes on the matter. The birth of the species dates back to the early days of the Galactic Center, when the artificial intelligences of various species were allowed to integrate. The Mechanema are quite respected for their technological advancements; in fact, the basic Ship types now commonly used among the spacefaring species were originally designed by them.

SETUP AND STATS

4 Materials
3 Science
3 Money
3 Colony Ships
Tech **POSITRON COMPUTER**
Sector **230**
3
Reputation Track
Trade Value 3 1

SPECIES RULES

Cheaper Building costs (instead of):
INTERCEPTOR: 2 (3)
CRUISER: 4 (5)
DREADNOUGHT: 7 (8)
STARBASE: 2 (3)
ORBITAL: 3 (4)
MONOLITH: 8 (10)

ORION HEGEMONY



ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	2	2

The Hegemony originally hails from the Orion system, but their fleets are known to have actively patrolled the general expanses of space since the early times. The tragedy that fell upon the Terran Federation Dreadnought "Juri Gagarin" and its accompanying fleet may well have been due to a grave misunderstanding in interspecies communication, plausible enough in a mutual First Contact. The long war that followed, and their seemingly overwhelming military power, gave the Hegemony their commonly used name. After the peace was established and the interspecies collaboration took its first steps with the creation of the original Galactic Center, the Hegemony has now been recognized as a benevolent species, and their past as a ruthlessly efficient war machine has been reduced to a historical side note.

SETUP AND STATS

4 Materials
3 Science
3 Money
3 Colony Ships
Techs **NEUTRON BOMBS, GAUSS SHIELD**
Sector **232**
3
Reputation Track
Trade Value 4 1

SPECIES RULES

Start with a Cruiser in your Starting Sector instead of an Interceptor.

All Ship Blueprints have increased Initiative Bonuses.

These Ship Blueprints have additional Energy Production:

INTERCEPTOR – 1
CRUISER – 2
DREADNOUGHT – 3

Although the species is still known as the Terrans, its different factions have long since left their home system and now call new, distant systems their home. After the wormhole drive technology was discovered, the six main factions set out to colonize the nearby systems, leaving the ruined and dying home planet behind. The Terrans have proven to be a surprisingly adaptable and versatile species. After surviving the near-disastrous First Contact and the subsequent war with the species they named the Hegemony, they have made rather steady development and are now more or less unanimously regarded as a reliable member of the Galactic Council. The main drawback of the Terran society, and probably the reason preventing them from rising to true greatness, is their inherent need to squabble and form miniature factions amongst themselves.

TERRAN DIRECTORATE

Sector **221**



The Directorate governs the Procyon sector with a strong hand. A seat in the Inner Circle is only given to the very best, carefully chosen (and rumoredly even genetically programmed) to continue the line of the Directors. While there may be power struggles behind the scenes, the Directorate is determined to lead the rather well-off civilization toward a great future.

TERRAN FEDERATION

Sector **223**



The Terran Federation consists of numerous state systems with relatively similar ideals and histories. The Altair system is considered to be the most important of them, and it houses the Federal Parliament. The state systems enjoy quite a lot of freedom in their government, but in time of need they work efficiently together to protect the Federation.

TERRAN UNION

Sector **225**



After the long diaspora, the Terran Union settled in the Eta Cassiopeiae system. Despite occasional internal struggles, the Union has stood tall during hard times, often through strong diplomatic efforts and by staying carefully neutral. This may soon change, however, as the home system will not be able to provide for the whole civilization.

TERRAN REPUBLIC

Sector **227**



After having set their home in the Sirius system and doing their part in the Hegemony war, the people of the Terran Republic have built a democratically ruled society, enjoying a relatively stable and prosperous life.

ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	3	2

SETUP AND STATS

4 Materials
3 Science
3 Money
3 Colony Ships
Tech STARBASE

Sector:

Reputation Track

Trade Value 2 1

TERRAN CONGLOMERATE

Sector 229



Unlike the other Terran factions, the Conglomerate was originally fully backed by corporations eager to invest in the deep space colonies. This is still reflected in the society all the way from the Board, the highest governmental body of the Conglomerate, to the most mundane details of life in the Tau Ceti system. The Conglomerate is a financial powerhouse and one of the key players in Galactic Center business.

TERRAN ALLIANCE

Sector 231



The Alliance was a major force in the Terran-Hegemony War, after the dissolving faction united against their common enemy. After a decisive victory in the Battle of Delta Pavonis (33.142) drove the Hegemony fleet out of the sector, the Alliance made Delta Pavonis their home system. They have come a long way since then, but the old treaties are still in effect and the Alliance holds strong.



ANCIENTS

There are no reliable documents regarding the seclusion of the Ancients. Most theories are based on the relics found in the systems believed to have been colonized by them. Some of the discoveries possess qualities previously unknown in the Galactic Library, but there is no solid theory on who or what the Ancients were, nor where they disappeared to. Interestingly enough, folk tales of several different species allude to a similar, old, evil. Recent messages from various sectors report of multiple contacts with something described as "Ships unlike any known design, with an unsettling feeling of something hovering outside your field of vision" (Interceptor "Delirium of Disorder", Lambda Serpentis system, 43.393)



GUARDIANS

While most of the galaxy still remains uncharted, many systems have already been visited by the Galactic Council Reconnaissance Fleet. The most promising ones have been reserved for Council purposes and declared neutral. Powerful autonomous entities, called the Guardians, have been deployed to maintain order and defend the systems from hostile visitors. However, if the defenses could be broken, the resource-rich planets would provide great opportunities for their new master...



GALACTIC CENTER

Established at the end of the Terran–Hegemony War (30.027–33.364), the awkwardly named Galactic Center has since become the contact hub of known spacefaring species. Evolved around the diplomatic Ships that negotiated the peace (Terran Interceptor "Shelter from the Storm" and Hegemony Dreadnought "Viewpoint Adjustment"), the conglomerate of Ships and habitats is now the home for billions of entities, housing both the Galactic Council and the Library of the Galactic Center. The Council has representatives from the major species known colloquially as the Seven. While the Galactic Center acknowledges all the lesser spacefaring species as equals, only the Seven have a formal position in the Council. The minor species do occasionally play their part in the Council power struggles.

Even in times of fledgling peace, when alliances shatter and hasty diplomatic treaties are made, the Galactic Center is protected by the Galactic Center Defense System: unmanned automated heavy defenses programmed to target any military presence.

FREQUENTLY ASKED QUESTIONS

Q: Where can I get more Resources?
A: Place Influence Discs on Sectors, and use Colony Ships to move your Population Cubes to Population Squares. Research the Advanced Techs to move your Population Cubes to Advanced Population Squares. Build Orbitals to get more Population Squares. Collect Discovery Tiles.

Q: What do I need Money for?
A: You need Money to Pay your Civilization Upkeep Cost. The more Actions you take and Sectors you Control, the more you have to Pay each Round.

Q: That's all?
A: You can also Trade Money for other Resources, and vice versa.

Q: I don't have enough Influence Discs to do everything I want to. What now?
A: You can use the Influence Action to return up to two Influence Discs from your Sectors to your Influence Track. You can also Research the **ADVANCED ROBOTICS** and **QUANTUM GRID** Techs, which give you more Influence Discs. Finally, you can deliberately use more Influence Discs than you can Pay for in the Upkeep Phase, and thus be required to return some of the Influence Discs from your Sectors to your Influence Track.

Q: The best Techs are terribly expensive. How can I ever afford them?
A: Having Techs of the same category increases the discount you get when buying more. If you buy the Techs in increasing price order, you get the maximum benefit of the discounts.

Q: What is the benefit of being the Start Player?
A: Besides receiving 2 Money, you also get the first pick of Techs for Research or Zones for Exploring.

Q: What happens if the extra Influence Discs acquired through the ADVANCED ROBOTICS and QUANTUM GRID Techs do not fit on my Influence Track?
A: Stack the extra Influence Discs on top of the Influence Disc on the leftmost space of your Influence Track. You may use these extra Influence Discs normally.

Q: Using the Influence Action, I can move an Influence Disc from one Sector to a neighboring Sector through a Wormhole Connection. May I move the Influence Disc from the Sector that provides the Wormhole Connection?
A: No. As soon as you remove the Influence Disc from the Sector providing the Wormhole Connection you no longer meet the Influence Action requirements.

Q: During the Upkeep Phase, when may I remove Influence Discs from my Sectors?
A: Only when you do not have enough Money (Produced in this Upkeep Phase, plus your Storage) to Pay your Civilization Upkeep Cost. Then you may remove Influence Discs until your Civilization Upkeep Cost is low enough. Note that if you remove an Influence Disc from a Sector, the Population Cubes in that Sector are immediately returned to your Population Tracks, which may also reduce your Money Production.

Q: Is it ever possible to voluntarily remove Population Cubes from the game board without Abandoning the Sector?
A: No. It can be achieved with the Influence Action by first removing the Influence Disc and the Population Cubes from the Sector and then returning the Influence Disc back to the Sector in a separate Influence Action.

Q: My precious Ships keep getting blown to pieces. How can I win more battles?
A: You have an advantage if you get to shoot first, cannot be Hit, or can take some beating. Upgrade your Drives to increase your Initiative, and use Missiles to Attack before close-range combat. Upgrade Shields to render opponent's Computers useless. Upgrade Hull parts to withstand more Hits. Collect Discovery Tiles to get unique, powerful Ship Parts.

Q: Aren't Interceptors too small to be of any use?
A: Not really, but they do usually work best when specialized somehow. For example, try Upgrading them with a better Energy Source and they can pack quite a punch. Also, Interceptors are great for Pinning larger Ships, forcing opponents to spend more Actions to use them in important battles.

Q: Are Shields of any use if my opponents don't have Computers?
A: No. Then again, if they don't have Computers, they most likely won't Hit you anyway. Use that to your advantage.

Q: If I have the GLUON COMPUTER Tech, can I take POSITRON COMPUTER Ship Parts?
A: No. Each Ship Part (apart from the default ones, i.e. **ION CANNON**, **NUCLEAR DRIVE**, **NUCLEAR SOURCE**, **HULL** and **ELECTRON COMPUTER**) requires its own Tech.

Q: If all of my Ships try to Retreat but are destroyed while doing so, do I get the Reputation Tile for participation in a battle?
A: No. Your Ships incur the Retreat penalty as soon as they attempt to Retreat, regardless of whether they are able to finish Retreating.

Q: If the Ancients are destroyed from a Descendants-Controlled Sector but the Descendants still Control the Sector, can they take the Discovery Tile?
A: Yes, they take the Discovery Tile at the end of the Combat Phase.

Q: If the Discovery Tile I get from ANCIENT LABS allows me to place something in a Sector (such as ANCIENT CRUISER or ANCIENT ORBITAL), where do I place it?
A: You place it in your Starting Sector. If you do not Control your Starting Sector, you must take the tile as 2VP.

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 Sectors with the Descendants, or Explore twice with Planta. You can decide after seeing the first Sector.

Q: Can I Move through a Sector containing an opponent's Ships using Cloaking Device without causing an Act of Aggression?
A: Yes.

Q: In what order do players Influence Sectors at the end of the Combat Phase?
A: For situations where the order of Influencing Sectors at the end of the Combat Phase is important, each Sector is resolved in descending Sector order.

MILITARY TECHNOLOGIES



Neutron Bombs: When Attacking Population, all Population Cubes in a Sector may be destroyed automatically *(see Attacking Population on page 21)*.



Starbase: You may Build Starbases.



Plasma Cannon: You may Upgrade your Ship Blueprints with **PLASMA CANNON** Ship Parts.



Phase Shield: You may Upgrade your Ship Blueprints with **PHASE SHIELD** Ship Parts.



Advanced Mining: You may place Population Cubes in Advanced Materials Population Squares with your Colony Ships.



Tachyon Source: You may Upgrade your Ship Blueprints with **TACHYON SOURCE** Ship Parts.



Gluon Computer: You may Upgrade your Ship Blueprints with **GLUON COMPUTER** Ship Parts.



Plasma Missile: You may Upgrade your Ship Blueprints with **PLASMA MISSILE** Ship Parts.

GRID TECHNOLOGIES



Gauss Shield: You may Upgrade your Ship Blueprints with **GAUSS SHIELD** Ship Parts.



Fusion Source: You may Upgrade your Ship Blueprints with **FUSION SOURCE** Ship Parts.



Improved Hull: You may Upgrade your Ship Blueprints with **IMPROVED HULL** Ship Parts.



Positron Computer: You may Upgrade your Ship Blueprints with **POSITRON COMPUTER** Ship Parts.



Advanced Economy: You may place Population Cubes in Advanced Money Population Squares with your Colony Ships.



Tachyon Drive: You may Upgrade your Ship Blueprints with **TACHYON DRIVE** Ship Parts.



Antimatter Cannon: You may Upgrade your Ship Blueprints with **ANTIMATTER CANNON** Ship Parts.



Quantum Grid: You receive two additional Influence Discs, placed immediately on your Influence Track.

NANO TECHNOLOGIES



Nanorobots: You have one extra Activation when taking the Build Action.



Fusion Drive: You may Upgrade your Ship Blueprints with **FUSION DRIVE** Ship Parts.



Orbital: You may Build Orbitals.



Advanced Robotics: You receive one additional Influence Disc, placed immediately on your Influence Track.



Advanced Labs: You may place Population Cubes in Advanced Science Population Squares with your Colony Ships.



Monolith: You may Build Monoliths.



Wormhole Generator: You may Explore, Move to, and Influence adjacent Sectors if the edges connecting the Sectors contain one Wormhole.



Artifact Key: For each Artifact ✦ on Sectors you Control, immediately gain 5 Resources of a single type.

RARE TECHNOLOGIES



Antimatter Splitter: Allows you to split damage from Antimatter Cannons freely over targets.



Conifold Field: You may Upgrade your Ship Blueprints with **CONIFOLD FIELD** Ship Parts.



Neutron Absorber: Enemy **NEUTRON BOMBS** have no effect on you. *Note: this does not affect Planta's Species weakness.*



Absorption Shield: You may Upgrade your Ship Blueprints with **ABSORPTION SHIELD** Ship Parts.



Cloaking Device: Two Ships are required to Pin each of your Ships *(see page 13 for details on Pinning)*.



Improved Logistics: Gain 1 additional Move Activation during each Move Action you take.



Sentient Hull: You may Upgrade your Ship Blueprints with **SENTIENT HULL** Ship Parts.



Soliton Cannon: You may Upgrade your Ship Blueprints with **SOLITON CANNON** Ship Parts.



Transition Drive: You may Upgrade your Ship Blueprints with **TRANSITION DRIVE** Ship Parts.



Warp Portal: Immediately place the Warp Portal Tile on any Sector you Control. The Warp Portal Tile connects this Sector to all other Warp Portal Sectors and is worth 1 VP if Controlled at the end of the game *(see page 7 for Warp Portal details)*.



Flux Missile: You may Upgrade your Ship Blueprints with **FLUX MISSILE** Ship Parts.



Pico Modulator: Gain 2 additional Upgrade Activations during each Upgrade Action you take.



Ancient Labs: Immediately draw and resolve one Discovery Tile *(see page 9 for details on Discovery Tiles)*.



Zero-Point Source: You may Upgrade your Ship Blueprints with **ZERO-POINT SOURCE** Ship Parts.



Metasynthesis: You may place Population Cubes in *any* Advanced Population Squares with your Colony Ships.

PREPARATIONS

Draw Tech Tiles for Tech Tray:

Players	2	3	4	5	6
Tiles	12	14	16	18	20

(III) Outer (III) Sector stack size:

Players	2	3	4	5	6
Tiles	5	8	14	16	18

ECLIPSE
SECOND DAWN FOR THE GALAXY

ACTION PHASE

- Beginning with the Start Player and proceeding clockwise, take one Action or Pass:

EXP **EXPLORE** Place a Sector next to a Sector where you have Control or a Ship, may discard. May place Influence Disc

RES **RESEARCH** Take a Tech, Pay Science

UPG **UPGRADE** Discard and take Ship Parts

BUI **BUILD** Build Ships or Structures in Sectors you Control, Pay Materials

MOV **MOVE** Move Ships; may Move same or different

INF **INFLUENCE** Move Influence Discs and flip two Colony Ships faceup

- At any time during your Action, you may use Colony Ships. 4+ players: form Diplomatic Relations
- Turn Summary Tile Reactions Overview side up when Passing. First to Pass: gain 2 Money
  - After Passing, you may only do Reactions (weaker UPG, BUI or MOV Actions without Tech bonuses)

COMBAT PHASE

DETERMINE BATTLES Identify all Sectors containing opposing Ships

RESOLVE BATTLES In descending Sector Number order per Sector:

- Battle in reverse order of entry; non-player Ships and player Controlling Sector always Defender
- * is always a Hit, 4 +3 -1 ≥ 6 is a Hit, is always a Miss
- Fire Missiles in Initiative order
- Repeated Engagement Rounds
- After all battles in a Sector: Draw Reputation Tiles in order of entry

COMPLETING THE COMBAT PHASE

- Attack Population: Ships attack opponent Population Cubes in their Sector.
- Influence Sectors: players may take Control of Uncontrolled Sectors where they have Ships
- Discovery Tiles: undefended Discovery Tiles are claimed
- Repair Damage: all Ship damage is reset by returning Damage Cubes to the supply

REPUTATION - MAX 5

1	BATTLE
1	INTERCEPTOR
2	CRUISER
3	DREADNOUGHT
1	STARBASE
1	ANCIENT
2	GUARDIAN
3	GCDS

UPKEEP PHASE

- May use Colony Ships in Sectors without opponent Ships
- Collect Income, pay Civilization Upkeep Cost
- Receive Production

CLEANUP PHASE

- Return Influence Discs from Action Track to Influence Track

+ Draw new Tech Tiles from Tech Tile Bag:

Players	2	3	4	5	6
Tiles	5	6	7	8	9

- Flip all Colony Ships and Summary Tiles faceup, Advance the Round Marker.

SCORING

REPUTATION TILES:	1-4 VP / TILE
AMBASSADOR TILES:	1 VP / TILE (4+ PLAYERS)
CONTROLLED SECTORS:	1-4 VP / SECTOR
MONOLITHS ON CONTROLLED SECTORS:	3 VP / MONOLITH
DISCOVERY TILES KEPT VP SIDE UP:	2 VP / TILE
TRAITOR CARD:	-2 VP
PROGRESS ON EACH TECH TRACK:	1 VP (4 TILES), 2 VP (5), 3 VP (6), 5 VP (7)
SPECIES BONUSES	