TOM LEHMANN

Race for the Galaxy

Expansion #3:

The Brink of War

As conflicts spread, galactic prestige becomes all-important, both to extract concessions and to fend off attackers. Meanwhile, the Alien departure point is located and the Uplift Overseers arise. Can you build the most prosperous and powerful space empire in a galaxy on the brink of total war?

OVERVIEW

This expansion adds new start worlds, goals, game cards, and rules for galactic prestige to *Race for the Galaxy* and its first two expansions, *The Gathering Storm* and *Rebel vs Imperium*. New solitaire game counters and drafting rules for six players are also provided.

CONTENTS

- 1 **replacement** *Galactic Federation*
- 4 start world cards, numbered 12–15
- 44 game cards
- 6 prestige/search action cards
- 1 *Prestige Leader* tile
- 30 prestige chips: 25 @ 1 and 5 @ 5
- 1 5 VP chip
- 1 search/solitaire setup sheet
- 2 "most" goals (large tiles)
- 3 "first" goals (small tiles)
- 3 counters to track special Military
- 8 counters for temporary Military
- 2 counters for solitaire game

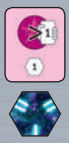
Carefully remove the goal and Prestige Leader tiles, Prestige chips, and counters from their frames before your first game.

ADDING CARDS AND GOALS

Both earlier expansions, The Gathering Storm *and* Rebel vs Imperium*, are required for this expansion.*

Add the new game cards, replacing *Galactic Federation* with the *Galactic Federation* in this expansion (with revised Victory Point icons).

Mix the new goals with the existing ones and use them normally (selecting, as before, two of the "most" goals and four of the "first" goals during setup).



Setup. Place the search sheet, prestige chips, and *Prestige Leader* tile, ">" side face up, in the center area. Give a prestige/search action card to each player. Add an *extra* 5 VPs to the total number of VPs in play (e.g., for 3 players, use 41 VPs). Perform the rest of setup.

Note: Galactic Scavengers, start world 12, has a start power.

Powers. Most new powers are variations on previous powers. Those that aren't have text descriptions and are described in detail starting on page 11.



Some powers refer to *Rebel* developments. These have a small red diamond next to their victory point values.



This expansion adds *Draw then Discard* powers, where a player draws the indicated number of cards, adds them to his hand, and then discards one card. A player with two or more such powers in the same phase draws *all* the indicated cards before discarding 1 card for each power. (This is an exception to the rule that one power cannot interrupt another power.)

Powers, such as *Uplift Mercenary Force's* power that provides Military equal to its owner's number of worlds, refer to cards *in your tableau*. This includes *only* cards present at the *start* of that phase.

Similarly, the powers and attributes of a card removed from a player's tableau (due to it being discarded, replaced, or taken over) *do* persist (for its owner at the start of that phase) until the end of that phase.

Prestige, goods, or cards gained from a card's placement *can* be used in the phase it is placed (*after* paying for it or conquering it militarily).

The multi-kind world attribute of the *Alien Oort Cloud Refinery* is described after the Card Powers section (see page 15).



Cards in this expansion have *three* marks below their card frames in the lower left corner.

GALACTIC PRESTIGE

Introduction. Various cards and card powers provide galactic prestige, marked by prestige chips. Some powers allow players to spend prestige to gain play advantages. Each player has a *prestige/search* action card which can be used *once per game* to gain an advantage. The player(s) with the most prestige at the start of each round receives a bonus. If any player has 15 or more prestige at the end of a round, the game ends (this is fairly rare). At game end, each prestige chip held by a player is worth 1 VP.



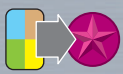
Prestige chips worth 1 and 5 are supplied. Players may make change among them at any time. The number of prestige chips supplied is not a limit (make up more if needed).



Gaining Prestige. Some cards, with a prestige symbol next to their victory point values, provide 1 prestige to their owner when they are first placed in a player's tableau.

A world that provides 1 prestige when placed does *not* provide another prestige when taken over.





Various powers provide prestige. Some *Consume* powers consume goods for prestige. Such powers must be used if a player has the appropriate goods during a *Consume* phase (although a player can use *Consume* powers in any order and, by using other powers first, might instead consume these goods for victory points or cards).

The *Consume: 2x VPs* action bonus only doubles victory points. It does *not* double prestige gained using *Consume* powers.



Prestige Leader. Check prestige at the end of each phase. If one player has more prestige than anyone else, then he takes the *Prestige Leader* tile, ">" side face up, and places it in front of him (returning any prestige on it to its previous holder), placing any (unspent) prestige he earned *that phase* on top of it. Whenever a sole Prestige Leader earns prestige, put those chips on top of the *Prestige Leader* tile.



If two or more players, each with at least one prestige, tie for most prestige at the end of a phase, place the *Prestige Leader* tile, "=" side face up, in the center (returning any prestige on it to its previous holder).

At the *start* of each round, before selecting action cards, if there is a sole Prestige Leader with prestige *on top of this tile*, then that player gains 1 VP chip, draws 1 card, and removes the prestige from this tile (adding it to any other prestige the player has).

If, instead, the Prestige Leader has no prestige on this tile *or* two or more players are tied for the prestige lead, then each such player gains 1 VP chip.

> Goals involving VP chips *can* be claimed as a result of gaining VP chips during this step (even though this isn't the end of a game phase).
>
> As a reminder that a sole Prestige Leader has taken his bonus, put his new VP chip on top of *Prestige Leader* tile, removing it after actions are revealed. (When players are tied for the prestige lead, they tend to remind each other to take a VP chip, so no reminder is needed.)
>
> *Note:* 5 extra VPs are used when playing with this expansion (see Setup).

Spending Prestige. Some powers allow a player to spend prestige to gain play advantages (such as drawing cards, additional Military for a *Settle* phase, gaining VP chips, etc.), as described starting on page 11.

If an expenditure results in the Prestige Leader losing *sole* prestige lead, the player *immediately* returns the tile to the center (or to a new Prestige Leader).

Prestige Bonus. Each player has a prestige/search action card to use *once per game* either for *search* (see next section) or, by expending 1 prestige, to gain an extra *prestige bonus* for the phase they selected.



To indicate a prestige bonus, a player can either place both action cards *or* place just the prestige/search action card, naming the phase to which it applies as players flip over and reveal their selected action cards.

> In the 2-player advanced game, place the prestige/search action card and the action card for the *other* phase you selected, naming the phase receiving the prestige bonus as you flip your action cards over.

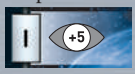
The player then immediately spends a prestige. The selected phase occurs normally, except that any player selecting it with a prestige action receives the listed prestige bonus, *in addition* to the normal bonus for selecting that phase.

Once used, a player removes his prestige/search action card from the game.

To see the effects of these bonuses, set the phase action card side-by-side with the prestige/search action card.

The prestige bonuses are:

- *Explore:* draw +6, keep +1, combine draws with your hand, then discard.


With *Explore: +5* (and no other powers), this becomes draw 13 cards, combine them with your hand, and then discard 11 (keeping 2).





With *Explore: +1,+1* (and no other powers), this becomes draw 9 cards, combine them with your hand, and then discard 6 (keeping 3).

- *Develop*



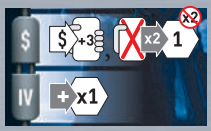

Discard 3 fewer cards (total) to pay for a development.

- *Settle*




Either discard three fewer cards when paying for worlds *and/or* gain +2 Military until the end of this *Settle* phase. (Then, draw a card normally after paying for (or conquering) the world you revealed.)

- *Consume: Trade*

Sell a good, drawing 3 additional cards; then consume any remaining goods *doubling* the number of VP chips received (as the *Consume +x1* bonus applies) and, optionally, discard up to two cards from your hand for 1 VP apiece.

- *Consume: 2x*




Triple (not double) the number of VP chips (only) that you receive.

- *Produce*




Draw 3 cards and produce up to *two* windfall goods (if possible).

Game End. In addition to the ways a game can possibly end, it ends if a player has 15 or more prestige at the *end* of a round.

Scoring. Each prestige chip held by a player at game end scores 1 VP.

Some cards score 1 VP for each prestige *chip*, including *Federation Capital*, as indicated by a prestige symbol in its VP "hex".



Prestige chips do *not* count towards *Galactic Renaissance's* VP chip scoring.

SEARCH



Introduction. *Once per game*, a player may play his prestige/search action card, declaring "search" as action cards are flipped up and revealed, to search the card supply for a card matching a search category and take it. Doing so does *not* expend a prestige (thus, a player can search on the first round), but does prevent this player from later using his prestige/search action card to gain a prestige bonus (see previous section).

Procedure. If any player declares search, then a *search step* occurs before any phase is resolved. Unlike phases, search occurs only for players who declare it. If more than one player declares search during the same round, resolve each search separately, starting from the player with the lowest numbered start world and proceeding clockwise.

To resolve a search, a player selects one of the nine search categories depicted on the search sheet and then reveals (to all players) cards from the supply one at a time, setting them aside. When a card matching the specified category is found, the player may either stop, taking that card in hand, or continue searching. If he continues searching, then when a second card matching the specified category is found, the player *must* stop and take that card in hand.

> If the card supply is exhausted, shuffle the current discard pile to form a new supply and continue searching. If this new supply is exhausted, the search *fails*: the player takes no card in hand but retains his prestige/search action card for later use.

All previously revealed and set aside cards are then added face down to the discard pile. If the search was successful, the player then removes his prestige/search action card from the game.

Search Categories. The nine categories depicted on the search sheet are:

- Developments that provide +1 or +2 Military. Ignore any temporary or specialized Military produced on these cards.

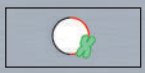


- 1 or 2 defense military windfall worlds.
- 1 or 2 (printed) cost windfall worlds.





- Worlds (of any type) with a symbol.



- Windfall or production worlds that come with or produce *Alien* goods . Ignore other ALIEN cards. The searching player may choose to have *Alien Oort Cloud Refinery* match this category.



- Cards with *Consume* powers that consume two or more goods. *Pilgrimage World* and cards with powers consuming two or more goods of a given *kind* do match this category.



- Military worlds with 5 or more defense.
- 6-cost (?) developments.





- Cards with *Settle* takeover powers (including defense powers). This category can be chosen only if playing with takeovers *on*.



TAKEOVER GAME NOTES

This expansion extends the takeover game described in *Rebel vs Imperium*.

Interstellar Casus Belli's takeover power enables a player to attempt a takeover against a military world in *any* player's tableau (all tableaus are *vulnerable* to it).
If combined with the *Imperium Invasion Fleet's* power to conquer a non-military world, then potentially *any* world in play can be taken over.





The *Imperium Planet Buster's* takeover power, if successful, *destroys* the target world (discard it from play).



The *Pan-Galactic Security Council's* defense power can be used at the start of the takeover resolution step to defeat *any* one declared takeover attempt (against a world in *any* player's tableau). Players may not give nor trade prestige to other players.

A world that provides 1 prestige when placed does *not* provide another prestige when taken over.

11 new counters are provided to assist players in tracking their Military and relevant powers in the takeover game.

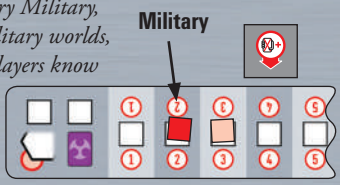
Rebel Sneak Attack's takeover power (like *Rebel Alliance's* power in *Rebel vs Imperium*) provides 2 Military for each *Rebel* military world in its owner's tableau at the start of *Settle*, used only when that player is attempting a takeover. Two counters are supplied to mark this.



Six counters are supplied so that players can mark their total possible Military, if all *temporary* military powers have been used.



A player with 2 Military, plus two temporary Military, plus 1 additional Military versus Rebel *military worlds, would mark this as shown. This lets other players know that vulnerable military worlds in their tableaus could possibly be attacked in a takeover attempt by Military 4 (5 if it is a* Rebel *military world).*



Two counters are supplied to track a player's total possible Military on defense (for use with *Rebel Pact*).



One counter is supplied to remind players of *Pan-Galactic Security Council's* takeover defense power. Put it before its owner's military slide, in front of the *Rebel/Imperium* status section.



SOLITAIRE GAME

Two new *two-sided* counters are provided so that start worlds 12–15 can be played by the "robot opponent" in the solitaire game (reusing older counters).

Prestige. Use the prestige rules during solitaire play.

Thus, 5 extra VPs are used; the robot gains a prestige if it places a card that provides one; the robot can tie for or become Prestige Leader normally; and, at game end, each prestige chip held by the robot is worth 1 VP.

If the robot is the *Alien Research Team* (14) or *Rebel Freedom Fighters* (15), its powers can also produce prestige during play.

If the robot is sole prestige leader at the start of a round *and* the robot gained at least one prestige in the previous round, then the robot gains 1 VP, places 1 card in its stack, *and* increases its credit by 1.

The robot never chooses *search* nor a *prestige bonus* (though you may do so).

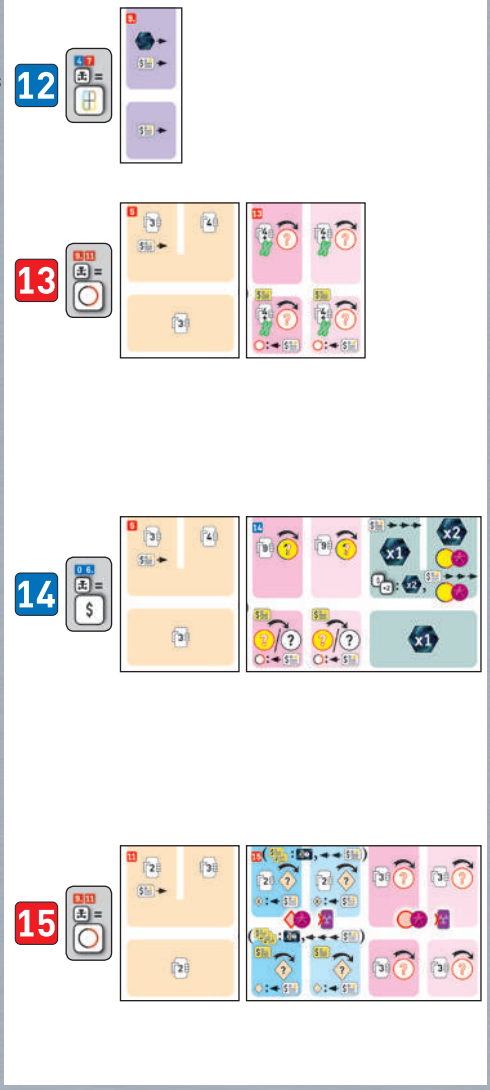
Setup. Use the "robot =" and special mat counters for each start world as shown below (and on the reverse of the *search* sheet). Use 5 extra VPs (29 total). All these start worlds begin with economy size 0, 4 cards and credit 1, except *Galactic Scavengers*, which begins with 3 cards and credit 2.

The *Galactic Scavengers* (12), in addition to the start changes noted above, increases its credit by one on Produce.

The *Uplift Mercenary Force* (13) receives extra cards on Explore and settles military worlds, but must pay to do so on response. On Settle, it receives 4 cards, +1 card for each world in its tableau stack, including itself.

The *Alien Research Team* (14) receives extra cards on Explore; +1 credit on Trade; and, if it has at least one *Alien* world in its tableau stack, 1 prestige on Consume 2x (but no increase to its economy size). On its Settle action, it places only *Alien* worlds; on response, it places an *Alien* military world or *any* non-military world, whichever it finds first.

The *Rebel Freedom Fighters* (15) receives extra cards on Explore, Develop, and Settle; settles military worlds; gains 1 prestige each time it places a *Rebel* development or *Rebel* military world; but can *never* place (or match on) any IMPERIUM cards.



DRAFTING VARIANT (2-6 players)

The drafting variant introduced in *The Gathering Storm* now supports up to six players. Deal each player 2 start worlds and shuffle the remaining start worlds with the game cards. The number of cards that each player draws to choose from before passing the rest (alternating the pass direction each round) are:

2 players: draw 5 for 22 rounds; on final round, draw 2.
3 players: draw 5 for 14 rounds; on final round, draw 4.
4 players: draw 7 for 7 rounds; on final round, draw 6.
5 players: draw 9 for 4 rounds; on final round, draw 7 (remove last 3 cards).
6 players: draw 9 for 4 rounds.

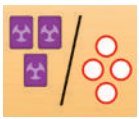
Notes: Retrofit and Salvage, Inc.'s power to gain discards instead gives its owner *draws* (from his card supply) equal to the number of cards discarded by other players. Discard a world (and any good on it) destroyed by *Imperium Planet Buster* to its former owner's discard pile.

GOAL CONDITIONS

"First" goals:



First to have at least two prestige chips and at least three VP *chips* at the end of a phase (*Galactic Standing*).



First to have either at least three IMPERIUM *cards* or at least four military worlds in tableau (*Military Influence*).



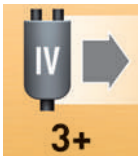
First to have either Military less than zero, with at least two worlds in tableau, *or* a takeover power, with at least two military worlds in tableau (*Peace/War Leader*).

If takeovers are *off*, the second condition *cannot* be met (as takeover powers are ignored).

"Most" goals:



At least three and the most prestige chips (*Galactic Prestige*).



At least three and the most *cards* with *Consume* (Phase IV) powers in tableau (*Prosperity Lead*).

Ignore *Trade* powers.

CARD POWERS (by phase)

ROUND START

See Other Players' Actions



The player selects his action after other players' actions are revealed.

In the 2-player game for experienced players, the player selects his second *action after both his opponent's actions are revealed.*

I: EXPLORE

Discard for Prestige



At the start of *Explore* (before drawing any cards), the player may discard 1 card to gain 1 prestige.

This power does count for the Research Leader *goal*

II: DEVELOP

Draw, then Discard



At the start of *Develop*, the player draws the indicated number of cards, adds them to his hand, and discards 1 card.

Develop and Gain Prestige



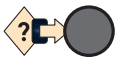
The player gains 1 prestige after placing the indicated (any, 6-cost, or *Rebel*) development.

Spend Good to Reduce Cost



May discard a Rare elements good ( ) to reduce the cost to place a development by 2.

Save Card from Payment



After applying discounts, put 1 card from a development payment under this world ( ).

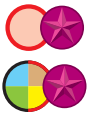
III: SETTLE

Draw After, then Discard



After placing a world ( ), the player draws 2 cards, adds them to his hand, and discards 1 card.

Settle and Gain Prestige



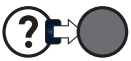
The player gains 1 prestige after placing the indicated (a *Rebel* or any production) world.

Spend Good to Reduce Cost



May discard a Genes good ( ) to reduce the cost to place a world by 3.

Save Card from Payment



After applying discounts, put 1 card from a world *payment* (but not discards to increase Military) under this world ( ).

Receive Good After



Put a good on top of a production world ( ) after placing it.

Military



+1 Military for each world in tableau.



+1 Military. This becomes -1 Military (total), if this player has an IMPERIUM card in his tableau.

Temporary Military



May spend 1 prestige to gain +3 Military until the end of this phase.



May discard a Rare elements good ( ) to gain +2 Military until the end of this phase.

Replace a world



May replace a non-military world ( ) with a 0-3 higher cost world of the same *kind* ( ), at no cost, to gain 1 prestige. *Exception:* for this power, a gray world ( ) is considered a *kind* of world.

This is in *addition* to any *Settle* action its owner might take. If the replacement is a windfall world or provides prestige, place its good or gain 1 prestige. Its powers cannot be used this phase. Any good on the old world is lost. This power cannot target a newly placed world nor be combined with *any* other *Settle* powers (or bonuses).

Terraforming Engineers *also has a -1 cost power, affecting normal* Settle *actions.*

Settle Extra Military World



May discard from tableau to place a military world ( ) after first successfully placing another world ( ).

This cannot be used with *takeover* ( ) or *pay for military* ( ) powers, but can be used with a *conquer non-military world* power.

This extra world is placed as part of executing Settle *powers (after fully resolving settling a world). It can be used after* Improved Logistics. *No powers from a world settled earlier in this phase can be used to settle this extra world. If the player chose* Settle, *he does not draw a* Settle *bonus for this extra world.*

III: SETTLE (continued)

Pay for Military ( )



As an action, the player may place an Alien military world ( ) as a non-military world. The cost is its defense, with any other applicable *discounts* (including the *Alien Research Team's* own discount for placing *Alien* worlds).



As an action, the player may place a military world as a non-military world. The cost is its defense, with any other applicable *discounts*.

Prestige for Pay for Military



Gain 1 prestige after using a *pay for military* ( ) power.

This power does not *give the player the ability to pay for military worlds; another power must be used to do so.*

Defeat a Takeover ( )



Before resolving any takeovers, the player may spend 1 prestige to defeat one takeover attempt against *any* player's tableau.

Take Over a World ( )

As an action, the player may attempt to conquer a military world ( ) in another player's tableau.



Spend 1 prestige to take over from *any* player's tableau. If successful, gain 2 prestige.



Discard from tableau to take over from a tableau with at least one IMPERIUM card, adding 2 Military for each Rebel military world ( ) in your tableau.



Take over from a tableau with total Military of at least 1. If successful, discard that world (and any good on it) and gain 2 prestige.

Conquer Non-military World



As an action, the player may discard this card from his tableau to place a non-military world ( ) as a military world ( ) and gain 2 prestige. Its defense is equal to its printed cost.

This *can* be combined with *takeover* ( ) but not *pay for military* ( ) powers.

$: TRADE

Cannot Sell Good

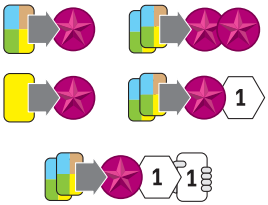


A good on this world cannot be sold (using the *Trade* bonus).

Consume *powers, such as the* Trade League's *power,* can *be used.* Trade League *does score for this power.*

IV: CONSUME

Goods for Prestige



Discard the indicated good(s) to gain the specified prestige, VPs, and card draws.

Prestige is not *doubled by* Consume: 2x.

Discard Cards for Prestige



May discard 2 cards from hand to gain 1 prestige.

Spend Prestige



May spend 1 prestige to draw 3 cards.



May spend 1 prestige to gain 3 VPs.
This can *be doubled with* Consume: 2x.

V: PRODUCE

Produce Good and Gain Prestige



Produce a good on this world, if it has none, and only *then*, gain a prestige.

The production reminder for this world shows only its prestige icon.

Discard to Produce Windfall



Discard a card from hand to produce a good on a windfall world of the specified *kind* that has no good.

These powers are separate *from a production world's* produce good *power.*

Gain Prestige for Most



Gain 1 prestige if the player has more worlds than any other player.

Draw for Most Goods



At the *end* of *Produce*, draw 1 card if the player produced *more* goods during this phase than any other player.

Draw Saved Cards



Draw all cards saved under this world ( ).

If this world is ever discarded from tableau, discard any saved cards.

ROUND END

Gain Other Players' Discards



After discarding as needed to satisfy his hand limit, the player draws *other* players' hand limit discards (if any exist) into his hand.

The player, after doing so, can exceed his hand limit.

Multi-Kind World Attribute

The *Alien Oort Cloud Refinery's* kind is chosen when placed, can be changed by its owner at any time, and is chosen (once) before scoring.

A player could produce on it with Mining Robots *and then change its kind (and its good's kind) to Genes for* Pan-Galactic League *(and later phases). The good* was *Rare elements for powers referring to its* production *during that* Produce *phase, such as* Mining Conglomerate.

6-COST DEVELOPMENT ? POWERS

For these developments, score end of game VPs for every card in its owner's tableau that satisfies one of the conditions listed on it, where a CARD TITLE refers to that card's presence in the tableau.

ALIEN CORNUCOPIA

2 / ALIEN card (including this one)

1 / other (non-ALIEN) production world

GOLDEN AGE OF TERRAFORMING

2 / TERRAFORMING card (including this one)

1 / 6 other 6-cost development

1 / production world

PAN-GALACTIC AFFLUENCE

1 / (additional)

2 / EXPORT DUTIES,
GALACTIC RENAISSANCE,
TERRAFORMED WORLD

PAN-GALACTIC HOLOGRID

2 / Novelty world
EXPANDING COLONY

1 / other world

UNIVERSAL PEACE INSTITUTE

-? total negative Military (count negative Military as positive victory points)

1 / military world

2 / PAN-GALACTIC MEDIATOR

Imperium Planet Buster is a cost 9 development. It is *not* considered a 6-cost development for any purpose, including *Search*, *Federation Capital's Develop* power, the *Galactic Status* goal, the solitaire game, or any 6-cost developments' VPs.

CONTEST WINNERS

The winners of the card contest in expansion #2 were:

- Michael Brough for inspiring *Alien Oort Cloud Refinery*.
  Honorable Mentions: Gilles and Nydhyana Brischoux, Lionel Coignard, Christopher Guild, Dimitri Polzin, and Charlie Schoegje
- Kester Jarvis for inspiring *Golden Age of Terraforming*.
  Honorable Mentions: Pierre Dahl and Christopher Guild
- Ville Halonen and Raine Rönnholm for inspiring *Universal Peace Institute*.
  Honorable Mention: Anthony Rubbo

Honorable Mentions: These entrants correctly anticipated already designed cards or powers in this expansion. Congratulations on your perception!

Andrey Belikov, Rus Belikov, Stephane Berthelot, Dan Blum, Christophe Capel, David Dal Zot, Michael Fraser, Jérémy Goutin, Joe Huber, Joel Jeddeloh, Colin Kameoka, Daniel Kotlewski, J. Chris Lorton, Jesse Mundis, Bill Reeves Jr., R. Eric Reuss, Justin Rodger, Anthony Rubbo, Mark Saya, Ralf Schemmann, Lotte Schüler, Ian Scrivins, Kevin Shiue, Dave Thorby, and Nicholas Vacek.

Thank you to everyone who entered the card contests.

CREDITS

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Illustrations: Martin Hoffmann and Claus Stephan

Playtesting and Advice:
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Thank you all!

Special Thanks: Larry Rosenberg (card critiques) and Don Woods (search)

If you have any comments, questions, or suggestions, please write to us at:

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