EXODUS

PROXIMA CENTAURI

RULE BOOK



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The Exodus universe is inspired by the novel "The Magellanic Cloud" by Stanisław Lem.

[GAME OVERVIEW]

After a devastating nuclear war, six human factions are seeking shelter in the Centauri system. On the verge of extinction, the humans are saved by a superior civilization, allegedly the Centaurians, and each faction is given a fresh start on a new planet. Thus, the exodus of humanity seems to have ended on the planets orbiting the star called Proxima Centauri. When the Centaurians announce their departure, the struggle for power commences once again.

In **EXODUS: PROXIMA CENTAURI**, the six factions fight for dominance in an epic empire-building game, striving to build a new human empire on the ashes of the Centaurian civilization. Each player will build his own space fleet of customized ships and conquer new planets, fight the Centaurian Resistance and the other players, negotiate and vote for political decisions, research Centaurian technologies and much more.

[THE STORY]

After the devastating nuclear war of Earth year 2299, the remains of the human race embarked on a fleet of space ships and started their search for a new world. On the 3rd of November 2299, exactly 83 days after the first nuclear warhead hit Berlin, eight factions made an agreement to cease fire, Each faction was made of a few hundred thousand people, for sure less than one million and they represented the remains of the human race still not affected by radiation. History did not preserve reliable evidence to support the ethnicity of each of the nine factions, but there are speculations that three of them were from the former USA, one from Greater China, one from the Greenland's north (the Norsemen), one from Antarctica, one from Latin America (Nueva Espagna), one from the African Union and one from United Europe.

Two days after the cease fire, already unable to find any source of food and drinking water on a rampaged planet, devastated by the nuclear winter and the tremendous level of radiation, the nine factions decided to use all the star ships they could still power up and attempt emergency evacuation, abandoning Earth. The only spacecrafts they had left were in the heart of Asia.

They all boarded the space shuttles from Baikonur Cosmodrome in what people used to call Kazakhstan in the 21st century. In there, the last genocide occurred. The six faction that arrived early found some of the spacecrafts damaged by nuclear warheads and decided to avoid a conflict or a draw for who gets to board and who gets to stay on the dying planet. They shot down the hovercrafts bringing in the Antarctica, Africa and Greenland factions. Allegedly, more than one million people died. Humanity's last genocide was recorded on camera and used for the anti-war propaganda.

After spending almost one year aboard thier spacecrafts and enjoying a fragile peace, the humans adapted to almost everything that space travel involved. They reached a common decision to disregard the possibility of terraforming Mars or Venus and to look for a new home in the closest star system to Earth, Alpha Centauri. They estimated the travel time to 400 cycles at a speed of 1800 miles per second, a period short enough that humanity would survive and long enough to make old pride*
forgotten.

** The concept of one year, the time Earth took to revolve around the Sun, did not represent anything that humans wanted to remember, the new unit of measure for a long period of time was the cycle. One cycle was initially one year, but due to miscalculations by physicist who took into consideration time dilatation at high speed (relativity theory misinterpreted), one cycle was later roughly equal to 1.65 Earth years.*

By the end of the 3rd cycle, they had established a full political system which brought back to surface old interests and conflicts. It took half a cycle and one election 'day' to stir up a new war. Without nukes, but with still powerful weapons, half of the human fleet was wiped out in a matter of hours. With identical spacecrafts and equal weapons, the leaders of the factions reached a new peace agreement. The new settlement left the factions almost completely separated. The only thing keeping them together was the basic instinct of survival and the promise that once they'll find a new home, the conflict will be solved once and for all. That last peace treaty limited inter-faction contacts, only their elected leaders were to meet once per cycle to decide on matters that concerned all of them, calculationg their direction and making course adjustments for the fleet. Each faction was leading the convoy for one cycle and they'd rotate like that until reaching their final destination. The contacts between the factions were almost nonexistent. People belonging to each faction evolved separately, developing unique features and skills associated to space travel.

At the end of the 144th cycle, the remnants of the fleet came in contact with a superior civilization whom they wrongly call Centaurians (inhabitants of Alpha Centauri system, in fact more than two and a half light years away from that very spot). At that point, it became clear for the leaders of the factions that the original plan was at fault. Their spacecrafts would never last long enough to reach Alpha Centauri and their nuclear fuel was going to be exhausted in less than 50 cycles. In the light of the new situation, the leaders presented themselves as one civilization in front of the Centaurians.

After establishing communication, but without ever seeing them, the Centaurians brought the human leaders onto their space ship and allowed them to speak in front (as a matter of fact, they were in a strange empty red room on a star ship) of the High Council. Time seemed to pass at a different rate for the new found saviors and friends, as their meeting felt like an eternity. Never having seen any Centaurian, the humans came to understand quickly more things about this advanced civilization. They had amazing technology, being able to learn the human languages in a matter of minutes, they seemed to be capable of faster than light travel, they were the utmost humanitarians, never even considering killing or enslaving humanity and, most importantly, they were willing to provide help.

The Centaurians guided the old damaged fleet towards a planetary system that could support human life. Without ever allowing anyone else but the six leaders aboard the Centaurian star ship, the Saviors took about half a cycle to prepare the human fleet for high speed travel. No one ever explained how or what the Centaurians did to the human spacecrafts to allow them to travel much faster, nor how fast they'd be able to travel. The only requirement from the Centaurians was that every vessel they were working on was to be vacated completely for the duration of the repairs. This allowed the first mass contacts between factions in more that 140 cycles. Old tensions grew quickly under the surface and sporadic fights were reported, but the casualties were quickly disposed of and no word of this got to the Centaurians.

Once all repairs have been finalized, the fleet started the last part of its journey towards humanity's new home. No one was able to tell whether they were travelling faster than light or not, nor in which direction they were going. The leaders told the people they were going to settle all together on a planet orbiting the Proxima Centauri star. In the first 'days', curiosity prevailed and not even one gun shot was heard among any ship in the fleet. The history recorded this last part of the trip as 'the exile'.

The Centaurians were keeping their distance all the time, not interfering at all in the humans' internal affairs. They seemed to be the perfect 'fathers' providing but never asking in exchange. The underfed humans were provided all kind of new things that they forgot or never knew they existed. This new experience preserved the apparent harmony for a while, but humanity's drive towards conflict soon overcame their well being. During the final days of the exile, war spurred again. The never forgotten pride arose one last time and the Centaurians decided to split the fleet, without giving them means of direct communication other than their periodic meeting in the High Council. Each faction landed on a different planet, however all in the same solar system.

The settling process took almost two full cycles. The humans were first taught how to survive on their new home planets (which were all alike), they were provided with technology to make their new home worlds look like the ancient Earth. The humans' reproductive function was lost either due to the high exposure to radiation or to some other undocumented reason. The only way for the humanity to grow was through cloning, a process that the Centaurians mastered. The Centaurians took care of all these from distance, never interfering more than necessary. Their understanding of the human race seemed far better that anyone could have ever expect and their respect for human values, habits and traditions seemed infinite.

With the passing of time, the humans were coming closer and closer to considering that Centaurians were in fact gods. People's perception of their benefactors was very close to reality. The Centaurians were a peaceful race, one that seemed to be omniscient and omnipotent. Although they weren't anything like the humans, never fighting, they still possessed an impressive warfare arsenal, making them undefeatable in the eyes of the humans.

Following the Centaurian tradition, the leaders of all the six Colonies were assembled in a High Council, on the same space station as the Centaurian High Council had its headquarters. They had the chance of acknowledging each other, share their most important issues and remember they were once brothers.

The Centaurians kept a policy of equal treatment and long distance supervision, ensuring lasting peace. Every new Colony was given access to the same technologies, the same amount of knowledge, so that proper balance would be kept. In time, the humans, with their new found technology for looking into space were more and more convinced that their saviors were indeed Centaurians and that they were all living on planets revolving some of the stars in the Alpha Centauri system.

The humans had assumed that only three stars (Proxima Centauri and Alpha Centauri A & B binary star system were the only stars visible from Earth) existed in the Centauri system. In fact, there were many more, most of them with inhabitable planets, all alike and all perfectly suitable for human life. In fact, little did the humans know about the fate that was awaiting them...

In the 296th cycle, the Centaurians came to all 6 factions with a terrifying announcement, their own race was on the verge of extinction. The Centaurians Supreme Leaders appointed a permanent human High Council made of the six leaders of the Colonies and supervised by a single Elder. The Elder had the role of preserving relative peace and guiding them for another 7 cycles, thus concluding both the transition and the vanquish of the Centaurian race. During this period, the humans would gain access to almost all the Centaurian technologies, they would be able to expand their existence on more planets and develop beyond their imagination.

The Centaurians would leave and look for what humans assumed was a way to prevent their extinction. They were never to return... or so everyone thought.

With a very good understanding of the human race, the Centaurians appointed the High Council with the sole purpose of giving humanity a chance of preserving the Centaurian glory and memory and appointed the Elder to prevent humans to self-destruct and to bring them together to form a new great civilization. The Council was given the power to decide on all political matters of the Colonies and to split the great heritage of the Centauri civilization. With all the others gone, the last of them, the Elder had the power to ensure that the Council was functioning respecting the majority principle and that all their decision were followed by the Colonies.

After 7 cycles, one Supreme Ruler would be appointed by the High Council who would form a dynasty to rule forever the new Human Empire.

The Centaurians

Although the humans spent many cycles surrounded by Centaurians, they only got to see and touch their technology. There was no recorded meeting between a human and a Centaurian and no human has even seen a Centaurian. Some came to believe that the Centaurians were transcending the physical existence, but no one could even come close to proving anything.

The only thing that the humans learned about the Centaurians was that there was some kind of division among them. Some of the scientists called them different 'species', but others argued that the term itself is not compatible with the nature of this superior beings. The religious groups lead by psis (people with extra sensorial abilities) believed that the four 'species' were in fact auras and each of them was of a different color. The strangest thing was that these auras were completely different colors from those of the humans, not resembling anything else anyone has ever experienced. The only way one 'species' of Centaurians was identifying itself was by a symbol, either marked on their ships or on some piece of equipment.

There were four Centaurian species that humans knew of. The ♓ (white aura) were famous for inventing the Cloaking technology and thus the only Centaurians who ever stood different than the other 'species'. Apart from this historical distinction, all the others were simply classified by the humans according to purely subjective criteria. The ♐ (grey aura) were the most eclectic one, they almost never came in contact with the humans and everyone assumed they mastered the most powerful weapons. The ♎ (purple aura) were the ones that humans were mostly keeping in contact with, the ones that (they assumed) split them between planets and provided them with means of living. The ♒ (white aura) were the leaders or so everyone thought. This was most likely a myth fueled by those who strongly believed in the auras and claimed that the white aura is the most powerful of all.

[GENERAL CONSIDERATIONS]

•A game of Exodus: Proxima Centauri will take around 30 minutes/player once you get to know the rules. For the first game without anyone knowing the rules, expect a game time of about 45 minutes/player.

•The game can be played by 2-6 players. To avoid a very lengthy first game, we recommend you to learn Exodus in a game of 3 or 4 players.

•The text in italic is flavor text. It does not influence the game play but it provides the background story thus making the game more enjoyable. Skipping it will not affect the game play, but reading it may bring new light on some of the concepts or mechanics in the game.

•Whenever a playing card has a rule that contradicts this rule book, the rule on the card has priority!

•The concept "in turn order" will be used throughout the rule book. Some actions in the game will need to be done "in turn order" or "according to the turn order". This means that all or some of the players will perform a specific action starting with the one holding the Turn Order card with the lowest number and ending with the player holding the Turn Order card with the highest number. In case an action must be performed by all the players and the order is not specified, it will be performed in turn order.

•The term "remove" means "return to the owner's stash" and it is used as such throughout the game. The phrase "removed from the game" means that a specific component may not and will not be used again until the end of the current game and it should be set aside.

•The term "planet" is used most of the time to refer to a planet (blue) or an asteroid (red or green). Anything concerning solely planets or solely asteroid will be underlined.

•The population cubes are also often referred to as population tokens.

•The components of the game are limited to the amount found in the box. The resources, the damage tokens and the movement tokens are an exception to this rule and are considered to be unlimited. If the tokens provided with the game are not enough, the players may improvise.

•Together with the rules of the game, please read the examples too, they are meant to help you understand the concepts of the game.

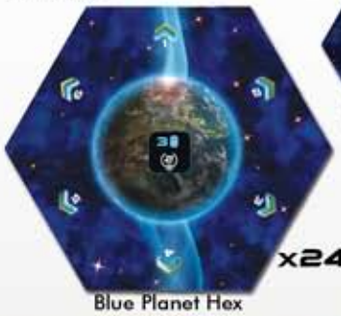
•If this is the first time you are playing Exodus: Proxima Centauri, it is highly recommended to let the most experienced player – the 'rules lawyer' of the group – go through the rules before the rest of the group and to explain them.

•When you find a concept or rule that seems unclear, please read the examples and the FAQ and if and if the question is not addressed, please visit **www.nskn.net** and ask your question there.

•Experienced players are encouraged to adapt the rules to make their gaming experience more enjoyable. Feel free to make changes. Arrange the hexes to create scenarios (map setup) or modify the costs of technologies and upgrades to best suit your needs. Please share your scenarios and modifications with the whole community.

[GAME COMPONENTS]

- Hexes


x24
Blue Planet Hex


Hex back


x12
Red Asteroid Hex


x6
Green Asteroid Hex


x1
High Council Hex

- Player setup (6 colors)


Player board (Play-mat)


Home Planet Hex



x6
Action Cards



x28
Movement Tokens


x5
D6 Dice


x25
Wooden Population cubes



Vote Tokens


Ship Blueprints


x2
War Cruiser


x2
Fighter


x2
Battle Carrier


x2
Dark Raider

Plastic Ships

- Cards



x6
Bonus Action Cards



x6
Info Cards



x6
Turn Order Cards


x33
Centaurian Resistance Cards



x30
Political Cards

- Planetary and ship upgrades - Rockets, Drives, Cannons, Shields


x12
Hypersonic Rocket


x12
Biochemical Rocket


x10
Graviton Rockets


x24
Nuclear Drive


x18
Fusion Drive


x12
Antigravity Drive


x36
Phase Cannon


x18
Plasma Cannon


x30
Solid-State Laser Cannon


x12
Antimatter Cannon


x30
Electromagnetic Shield


x24
Multipolar Grid Shield


x12
Quark-Gluon Plasma Shield

- Resources, Centaurian Resistance Ships, High Council Board, Damage Tokens


x103
Crystalized Platinum (C.P.)


x55


x48
Axinium


x24
Phasium



Centaurian Resistance Ships

x10
Damage Tokens

High Council Board

[INTRODUCTION TO THE EXODUS UNIVERSE AND GAME CONCEPTS]

The universe of **EXODUS: PROXIMA CENTAURI** is represented by the **hex map**. Each hex (except the High Council hex) has a planet/asteroid in the middle. There are three types of planets, blue, red and green, each of them harboring resources: CP (blue), Axinium(red) and Phasium (green). All the Home Planets are blue. Most planets also provide VPs for the player(s) that has/have population there at the end of the game.

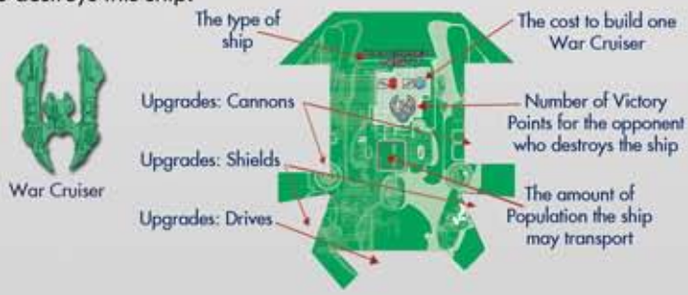


Your **empire** is represented by **population** and by **spaceships**. The population 'lives' on planets/asteroids and is transported between planets on ships. The population is created by cloning and you will receive extra population cubes every turn, on your home planet. Having population on planets allows you to harvest resources from that planet (regardless of other players having population on the same planet). Having majority of population on a planet also allows you to score the victory points on that planet, at the end of the game.

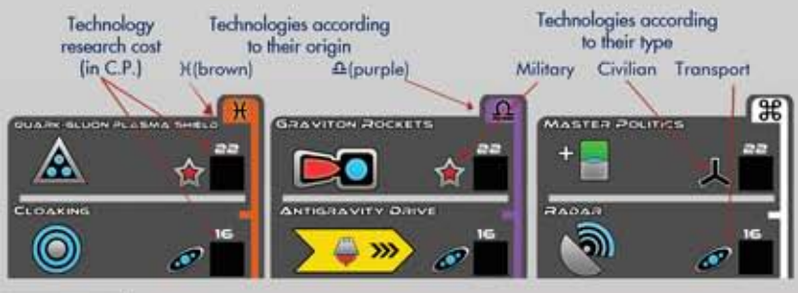
There are three types of **resources** in the game. Crystallized Platinum(CP) is blue and acts as currency in the game. It comes in two denominations, the blue CP cylinder has a value of 5 and the CP token has a value of 1. Most actions in the game require it – paying tax, building, researching and upgrading. Axinium is red, every cylinder has a value of 1 and it is used for building ships. Phasium is green, every cylinder has a value of 1 and it is used for purchasing upgrades.



The **ships** are used for fighting other players' ships or Centaurian Resistance ships, to assert domination over a region of space (hex) and to transport population. There are 4 types of ships, each player has two ships of each type. Every type of ship has a **blueprint** which allows it to be customized by its owner. The blueprint also shows the cost of building one ship of that kind and the number of VPs awarded to the enemy player who destroys this ship.



Players may research **Technologies**. Although they do not bring victory points directly, technologies are powerful instruments for developing your empire. Each player has a technology tree on his play-mat. They are all available throughout the game. These technologies are divided according to their purpose into three groups, Civilian, Transport and Military. They are also divided by their origin into ♂(grey), ♓(brown), ♎(purple) and ⌘(white) according to their Centaurian origin. Researching a technology of one origin provides a subsequent discount for all the other technologies of the same origin.



Each type of ship has its own blueprint. On this blueprint there are empty spaces for **Upgrades**. These ship parts that can be added to the blueprints are:

- **Drives** that allow ships to move a certain number of hexes away
- **Shields** that increase the amount of damage a ship can withstand before being destroyed
- **Cannons** used to attack other ships

The requirement for the ship parts is to physically fit inside the blueprint. There are also Upgrades that are placed on planets instead of ships. They are called **Rockets** and they can be fired at other planets to destroy resources, population or the planets altogether.



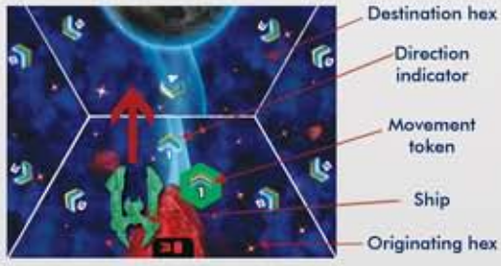
Cannon – number of dice to roll when shooting (in this case 5 dice)

Drive – distance in hexes a ship may move(in this case 2 hexes)

Shield – the amount of damage it holds (in this case 3 damage)

Players get to move their ships in a separate stage of each turn. The movement is simultaneous, simulating a real-time war situation. The movement tokens are used to point the direction(s) of movement for every ship. It only matters where a ships ends its movement, two enemy ships cannot meet half-way (the space is big enough for them not to notice each other at high speed).

The edges of every hex are numbered from 1 to 6. To move a ship, its owner will place movement tokens on it. Once the tokens are revealed, that ship will follow the direction indicated by the numbers on the movement tokens.



The game is "powered" by Actions. Each player has an identical set of six action cards. The selection of Actions is done simultaneously and each player is able to play the same kind of action several times every turn. There are 6 possible Actions:

- Research – learn a new technology and benefit from its advantages immediately
- Build Ships – puts new ships into the game. Each player has only one ship factory on his Home Planet, so all the new ships will enter the game in that hex
- Buy Upgrades – purchase and place ship parts on ships or rockets on planets, provided that the appropriate tech was researched
- Banking – roll a die to receive extra income
- Trade – exchange resources using the Common Market
- Mining – roll a die to replenish resources on your planets

The game features Political decisions that will affect all the players equally throughout the game. Every turn, players will vote for one out of three possible political decisions and they will choose a bonus Action to speed up the game. The political decisions are reached through bidding. All auctions in the game are all-pay auctions. The types of political decisions are:

- Laws – they stay permanently on the table or until they are cancelled by a different political card.
- Resolutions – they stay on the table for exactly one turn, during which their effect is in place.
- Executive decisions – their effects are resolved immediately, then they are removed from the game.

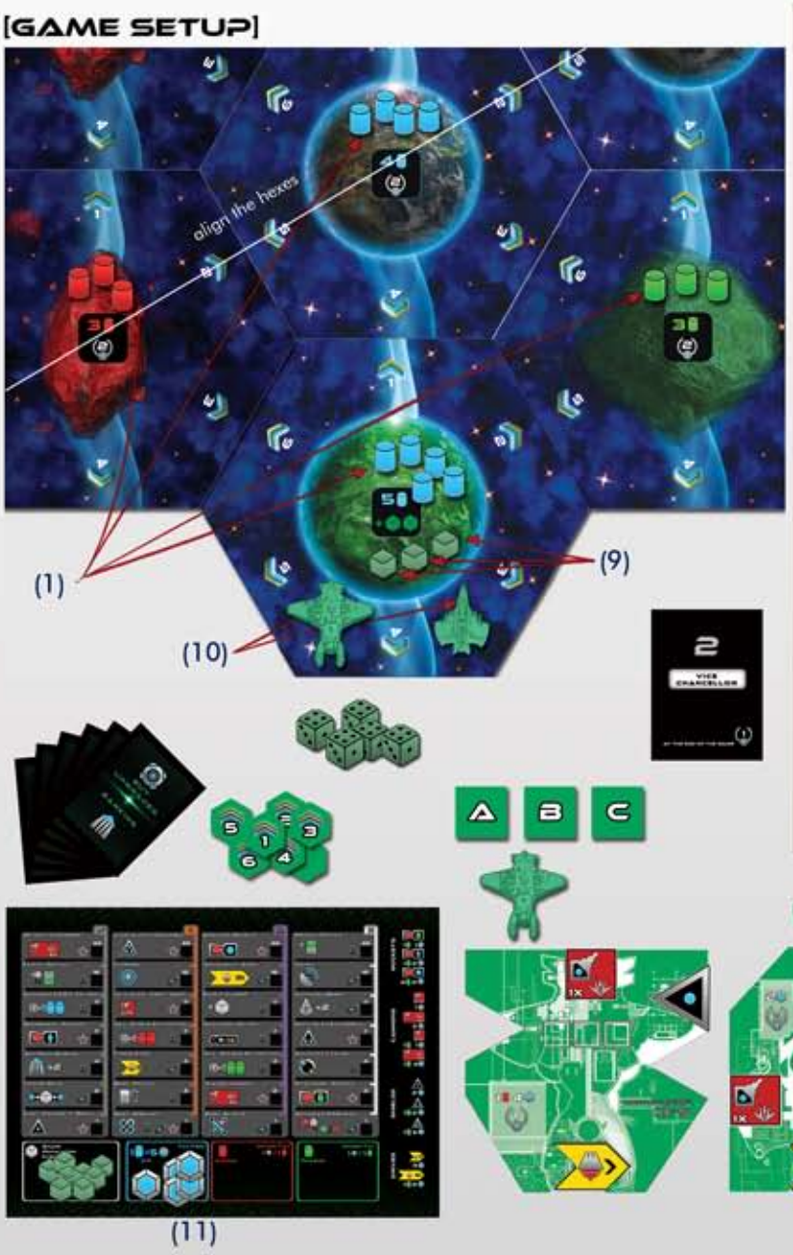
Besides the main effect, some political cards may have a secondary effect, which should be applied immediately after selecting the decision.

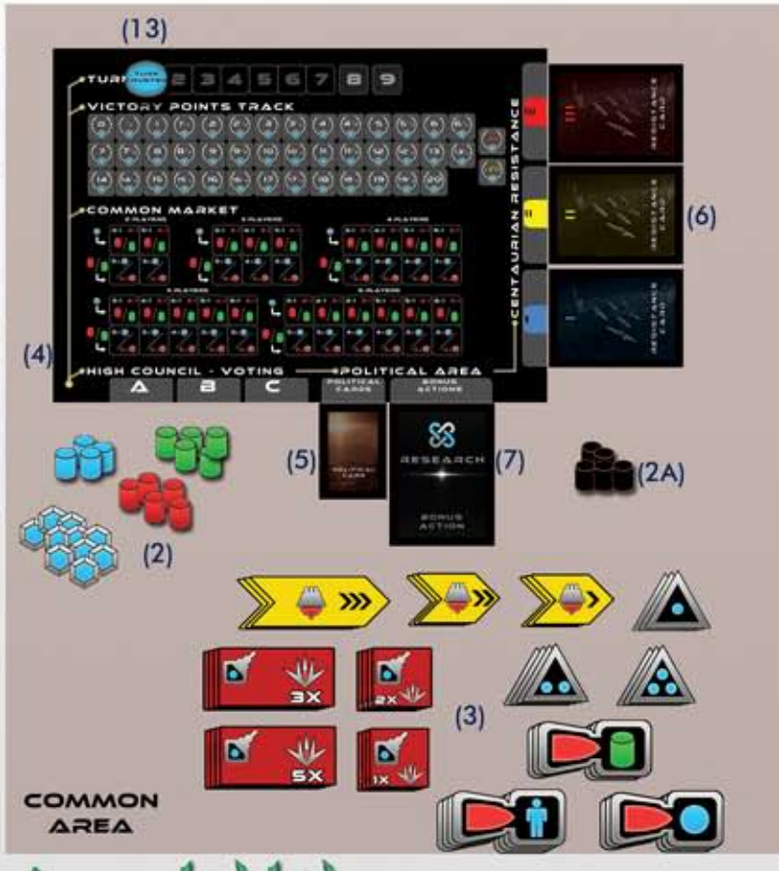


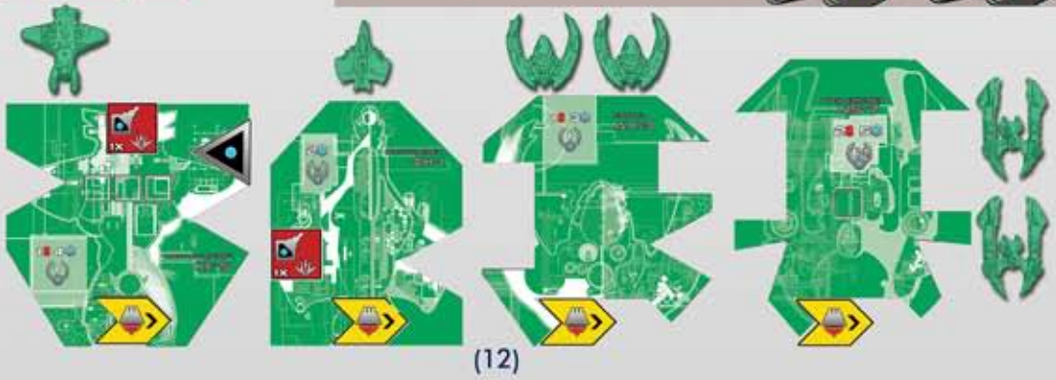
There are ships on the map that do not belong to any player. They are called the **Centaurian Resistance** and they will fight anyone who stations ships there. To see the strength of the enemy ship, a player will draw a card from the Centaurian Resistance deck that shares a symbol and color with that ship. That card will determine the fire power and the shielding of the Centaurian ship and VPs that will be gained by the player that defeats the Centaurian Resistance ship.

The **aim of the game** is to accumulate **Victory Points** (VPs) and thus assert your supremacy over the other factions. You can collect Victory Points by winning battles against the other players or against the Centaurian Resistance, by populating planets, by expanding your fleet of ships and by holding political titles.

[GAME SETUP]







(11)

- According to the number of players, choose a layout for the map (see next page). Place the High Council hex in the middle of the gaming table. Randomly choose any red, green and blue planets according to the setup and shuffle them together. Place them (all face up) randomly to form the figure indicated in the layout. All the hexes should be oriented the same way. Finally, place the Home Planet hexes and the Centaurian Resistance ships on the map according to the layout.
- Place resources on the hexes of the map (1). The number and type of resources in each hex is indicated on the planet in that hex. Place the remaining resources (2),damage tokens (2A) and all the Upgrades (Cannons, Shields, Drives, Rockets) (3) on the gaming table.
- Place the High Council board on the table face up (4). Shuffle the Political cards and place them face down next to the High Council board (5). Separate the Centaurian Resistance cards according to the number on their back (I, II or III), shuffle each deck and place them face down next to the High Council board (6). Place the Bonus Action cards on the table face up (7).
- Distribute the Turn Order cards for the first turn (8). Do this either by giving the lowest numbers to the most experienced players (recommended) or at random. Holding the Chancellor and Vice-chancellor titles at the beginning of the game gives no advantage.
- Each player chooses a color, identifies and takes all the components associated with that color: 8 plastic ships, 4 ship blueprints, 28 movement tokens, 25 population cubes, 6 action cards, 5 dice, 3 voting tokens and 1 play-mat.
- Place 3 Population cubes on your Home Planet (9) and 1 Dark Raider and 1 Battle Carrier (10) on the hex containing your Home Planet. Please note that, although they are on the same hex, the Population is on the planet, while the ships fly in the space surrounding the planet.
- Each player takes 5 CP from the bank (11), 4 Nuclear Drives, 2 Phase Cannons and 1 Electromagnetic Shield and places them on the blueprints of their ships (12). TIP: First time players, place one Drive on each ship, one Cannon and the Shield on the Battle Carrier and the remaining Cannon on the Dark Raider.
- Place the Turn Counter token on the High Council board turn track (13) on the place marked turn 1 and remember to move it forward one space each turn.

At this point, you are ready to play!

Map Layout - Standard setup



2 Players

1x High Council hex
2x Home Planet hex
5x Blue Planets hex
3x Red Planets hex
2x Green Planets hex

2x Resistance Ship I
2x Resistance Ship II
2x Resistance Ship III



3 Players

1x High Council hex
3x Home Planet hex
7x Blue Planets hex
5x Red Planets hex
3x Green Planets hex

3x Resistance Ship I
3x Resistance Ship II
3x Resistance Ship III



4 Players

1x High Council hex
4x Home Planet hex
9x Blue Planets hex
7x Red Planets hex
4x Green Planets hex

2x Resistance Ship I
4x Resistance Ship II
6x Resistance Ship III



6 Players

1x High Council hex
6x Home Planet hex
14x Blue Planets hex
10x Red Planets hex
6x Green Planets hex

6x Resistance Ship I
6x Resistance Ship II
6x Resistance Ship III



5 Players

1x High Council hex
5x Home Planet hex
12x Blue Planets hex
8x Red Planets hex
5x Green Planets hex

4x Resistance Ship I
5x Resistance Ship II
6x Resistance Ship III

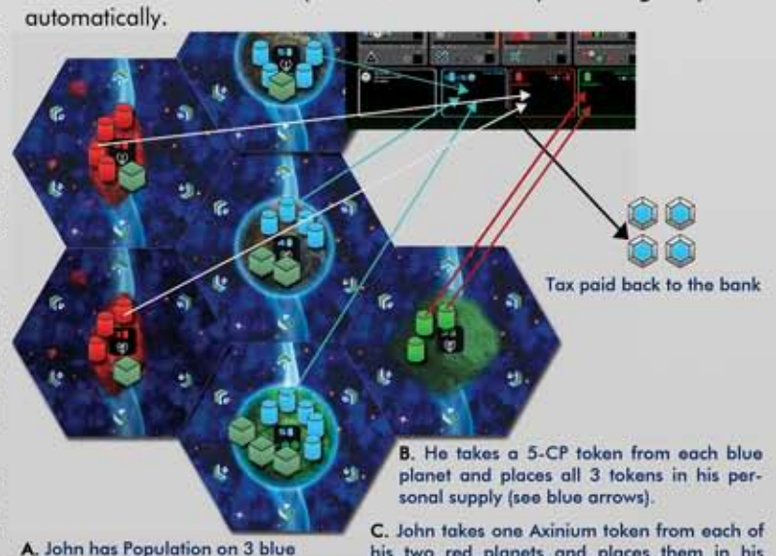
[PLAYING THE GAME]

The game stretches over 7 turns. Every turn, players go through the same sequence of steps as detailed below. Every turn consists of 5 stages:

- Upkeep stage - players receive their income, their population increases and they may repair their space ships.
- Council stage – players make a political decision, they decide on the bonus action for that turn and the turn order is changed.
- Actions stage – players take actions – researching new technologies, building ships, buying upgrades for them, mining or trading resources.
- Fire Weapons of Mass Destruction stage – players may fire Weapons of Mass Destruction.
- Conquest (Movement) stage (x2) – players may move ships and battle. This stage is executed twice each turn.

I. Upkeep Stage

- **Reset market** - Remove all tokens placed on the market. During the first turn, skip this step, there is nothing to remove.
- **Increase Population** – Each player places 2 Population cubes from his personal supply on his home planet. If the player has researched the Expert Cloning technology, he will place 1 additional Population cube from his supply on his home planet.
- **Update income** and **pay tax** (in turn order)
  - Get CP income – Take one 5-CP token from each blue planet where you have Population and place it in your personal supply. If you have researched Advanced CP Mining, you may take one additional 5-CP token from each blue planet where you have Population.
  - Get Axinium income and pay tax – Take 1 Axinium token from each red planet where you have Population and place it in your personal supply. If you have researched Advanced Axinium Mining, you may take 1 additional Axinium from each red planet where you have Population. Pay back to the bank 1 CP for each Axinium token you received this turn.
  - Get Phasium income and pay tax – Take 1 Phasium token from each green planet where you have Population and place it in your personal supply. If you have researched Advanced Phasium Mining, you may take 1 additional Phasium from each of your green planets. Pay back to the bank 1 CP for each Phasium token you received this turn.
  - If you cannot pay the tax, you may not take Axinium and Phasium from the planets.
- **Repair ships** – Players who researched Basic Repairs remove 1 damage token from each of their ships. Please note that ships do not get repaired automatically.



A. John has Population on 3 blue planets (including his Home Planet), 2 red planets and 1 green planet. He has researched Advanced Phasium Extraction.

B. He takes a 5-CP token from each blue planet and places all 3 tokens in his personal supply (see blue arrows).

C. John takes one Axinium token from each of his two red planets and places them in his supply (see white arrows). For 2 Axinium, he must pay 2 CP tax to the bank.

D. John takes 2 Phasium tokens from his green planet (see red arrows) and places them in his supply. For 2 Phasium he must pay 2 CP tax to the bank.

II. Council Stage

Once per cycle, the leaders of the 6 factions face each other under the supervision of the Elder. With hate in their eyes they sit at the giant Council table, stone cold and eager to resume the fight. No one dares to defy the Elder and fail to show up. Not out of respect, but out of fear. The humans are learning Centaurian technologies, they are building Centaurian ships and they mine precious Centaurian resources. Their fear of losing the Elder's favor and the access to wealth and power beyond their imagination makes them set the weapons aside and engage in a struggle of politics, negotiation and betrayal. Whichever decision they make, everyone respects them to the last letter, leaving unspoken the consequences of doing otherwise.

- Remove from the game any political cards marked **Resolution.**
- **Political decision**
  - Reveal the top 3 Political cards (3,4,5,6 players) or 2 Political cards (2 players) and place them on the common play-mat in their designated spaces.
  - Allow open discussion between players to negotiate on the Political decision they want.
  - Bid on the Political cards (see The Bidding Process section on this page) and select the winner. All the ties are broken by the Chancellor.
  - Once the political card is selected, put its effect into play, starting with the immediate effect.
  - Remove the unselected Political card(s) from the game.

The Bidding Process

- The bidding currency is CP. Player have at their disposal all the CP tokens they accumulated up to that point. All the players are allowed to exchange 5-CP tokens into five 1-CP tokens and the other way around at any time during the game, including before any bids and in between bids. TIP: During the first few turns it is recommended that players spend less than 5 CP during the whole Council Stage.
- Make sure that the 3 political cards are placed on the spaces marked A, B and C and that everyone is aware of the effects of each card.
- All bids are closed all-pay auctions. Each player will place in one closed (fist-making) hand the amount he wants to bid together with one vote token marked A, B or C. Once everyone has decided, bids cannot be changed anymore and all players must reveal their hands simultaneously.
- Attention! If a player has enclosed in his hand more than or less than exactly one vote token (A, B or C), all the CP he was bidding is returned immediately to the bank and his tokens to the personal supply. His vote is invalid and will not be considered. He will return to the bank 1 additional CP, if he has.
- Place the content of all the bids (vote tokens and CP) on the corresponding cards. Count the total number on each card, assuming 1 vote token is equal to 1 CP.
- Select the winner. If two or more cards are tied for the highest amount, the Chancellor breaks the tie.

- **Bonus Action decision** – The Vice-Chancellor selects 2 Bonus Action cards (3 in a two-player game) from the 6 available and gives them to the Chancellor. The Chancellor will choose one of them OR none of them. If none is chosen, no Bonus action will be played during the current turn. Place the selected Bonus Action card face up on the gaming table and set the rest of the Bonus Action cards aside. They will not be used for the rest of the turn.
- **Elections** for Chancellor and the order of play
  - Bid for the order of play. All ties are broken by the Chancellor. For the whole election process, the Chancellor is not allowed to break any ties in his favor.
  - Redistribute the Turn Order cards accordingly. **Attention!** The ties are broken by the "old" Chancellor! Only after all the ties are broken, do the new turn order take effect.
  - The new Chancellor and Vice-Chancellor are officially appointed.

EXAMPLE - ELECTIONS

Example: In a 6-player game (P1, P2, P3, P4, P5, P6), P1 is the Chancellor. Players bid the following amounts P1 – 2, P2 – 3, P3 – 3, P4 – 2, P5 – 2, P6 – 1. The Chancellor (P1) will break the tie between P2 and P3 awarding the 1st player (and therefore new Chancellor) to whomever he wants between the two. Let's assume P2. Then P2 will be the 1st player and P3 the 2nd player. The Chancellor will then break the tie between P1 (himself), P4 and P5. He cannot rule in his favor, so he will decide P5 takes 3rd player and P4 takes 4th player and himself, P1, will be the 5th player. The lowest bidder, P6, will be the 6th player.

EXAMPLE – VOTING FOR POLITICAL DECISION



A. Player bids:
- P1: A + 3 CP
- P2: B + 4 CP
- P3: A
- P4(Chancellor): C
- P5: A + B + 1 CP
- P6: C+1CP.

B. Remove invalid bids – the bid of P5 does not count, his 1CP is returned to the bank and he pays immediately an extra penalty of 1 CP.

C. The valid bids are placed on the cards:
- Card A: 2x A + 3 CP
- Card B: 1x B + 4 CP
- Card C: 2x C + 1 CP

D. Compute the total votes:
- Card A: 5 votes
- Card B: 5 votes
- Card C: 3 votes

It is tied between cards A and B.

E. The Chancellor breaks the tie between cards A and B. He chooses A, which then becomes the political decision for that turn.

II. Action Stage

- **Play 1st Action card**
  - Each player looks at his hand of Action cards and chooses one card to play. That Action card is then played face down in front of him on the table. The action that will be resolved is the one written on the top half of the card. TIP: During the first turn, avoid selecting Mining as your main action or reaction.
  - After all the players have their Action cards face down in front of them, all the Action cards are revealed (they cannot be replaced anymore).
  - **In turn order**, each player performs the main action (top half of the card) written on his card. TIP: Even though for most Actions it is not necessary to resolve them in a fixed order, the players should pay attention to the Actions of the other players.
- **Reaction to 1st Action (1st Reaction)**
  - In turn order, each player may activate and execute (react) the secondary action (lower half) of one of the Action cards face up on the table. To activate this Action, a player must remove 1 or 2 Population token from his Home Planet and place them on the specific card with the action they want to perform.

Activating your own card requires 1 Population token, activating any other card requires 2 Population tokens. A player who does not wish to activate any secondary action from any Action card will simply pass.

- **This step is not mandatory!** A player may choose not to activate any secondary actions. To activate a secondary action, the player must use population tokens from his Home Planet. If there aren't enough Population tokens available on his Home Planet, he cannot activate a reaction.
- Return the used Population tokens to their owner's stashes (NOT back on the planets).

- Any player who has researched the Basic Politics technology will take his Action card back in his hand.
- Play 2nd Action card
  - Each player looks at the remaining Action cards in his hand and chooses one card to play. That Action card is then placed face down in front of him on the table.

•After all the players have their Action cards face down in front of them, all the Action cards are revealed (they cannot be replaced anymore) and placed on top of the 1st Action card.

•**In turn order**, each player performs the main action written on his card.

•**Reaction to 2nd Action (2nd Reaction)**

•In turn order, each player may react to one of the Action cards face up on the table (only second Actions). The same rules from the 1st Reaction apply.

•**[Play 3rd Action card]**

•Only the players who have researched the Master Politics technology may participate.

•Those players will repeat the steps from Play 2nd Action card.

•There is no reaction to the 3rd Action!

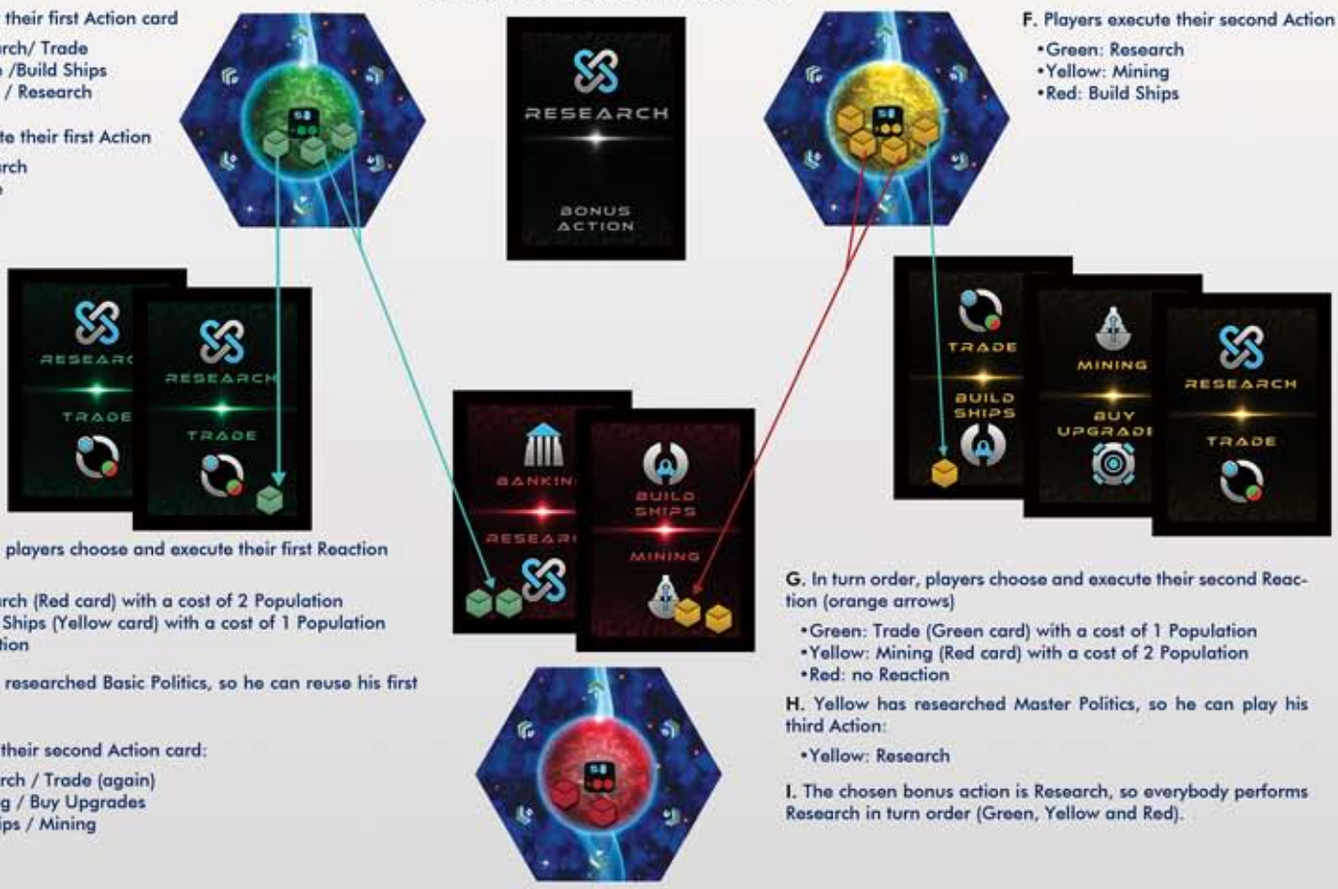
•**Play Bonus Action**

•In turn order, all the players perform the action written on the Bonus Action card chosen during the Council Stage.

•If the bonus Action is MOVE, then the current turn will contain one additional Conquest Stage.

•There is no reaction to the Bonus Action!

EXAMPLE – PLAYING THE ACTION STAGE



A. Players select their first Action card

•Green: Research/ Trade
•Yellow: Trade /Build Ships
•Red: Banking / Research

B. Players execute their first Action

•Green: Research
•Yellow: Trade
•Red: Banking

C. In turn order, players choose and execute their first Reaction (blue arrows)

•Green: Research (Red card) with a cost of 2 Population
•Yellow: Build Ships (Yellow card) with a cost of 1 Population
•Red: no Reaction

D. D Green has researched Basic Politics, so he can reuse his first Action card.

E. Players select their second Action card:

•Green: Research / Trade (again)
•Yellow: Mining / Buy Upgrades
•Red: Build Ships / Mining

F. Players execute their second Action

•Green: Research
•Yellow: Mining
•Red: Build Ships

G. In turn order, players choose and execute their second Reaction (orange arrows)

•Green: Trade (Green card) with a cost of 1 Population
•Yellow: Mining (Red card) with a cost of 2 Population
•Red: no Reaction

H. Yellow has researched Master Politics, so he can play his third Action:

•Yellow: Research

I. The chosen bonus action is Research, so everybody performs Research in turn order (Green, Yellow and Red).

Actions

•**Research**

•With a Research Action you may learn exactly one Technology (for a detailed list of technologies, see the Technologies section on pages 10 and 11).

•Place a Population cube from your stash (not your Home Planet) on a technology of your choice and pay its associated cost in CP to the bank.

•Each technology receives a 'discount' of 1 CP for every other technology of the same color a player has already researched and for every other technology of the same type (Military, Civilian, Transport) a player has already researched. These discounts are **cumulative**! Additional discounts or restrictions from Political cards may also apply.

•Technologies cannot be un-researched. The advantages of any technology are applied immediately.

•**Banking**

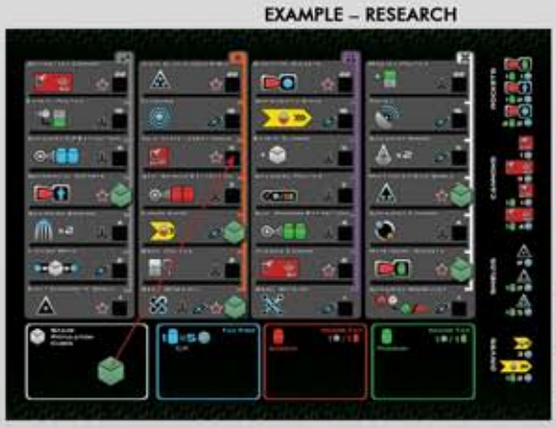
•Roll a die and collect CP from the bank equal to the amount that was rolled.

•**Build Ships**

•An action to build ships allows a player to pay the costs and place any number of ships in the hex where his Home Planet is. The cost for each ship is written on the blueprint.

•Those ships can be activated in the very next Conquest Stage (same turn). Bonuses , discounts or restrictions from Political cards also apply!

EXAMPLE – RESEARCH





TIP: The cost of researching a technology can be decreased to zero!

A. The Green player plans to research Solid-State Laser Cannon, a Military Brown technology. Let's also assume that Military Tech Law is in play (on the table).

B. Discounts from Brown (same origin):

•-1 from Basic Research
•-1 from Fusion Drive

C. Discounts from Military (same type):

•-1 from Electromagnetic Shield
•-1 from Biochemical Rockets
•-1 from Basic Research
•-1 from Multipolar Grid Shield
•-1 from Hypersonic Rockets

D. Discounts from Political cards:

•-1 from Military Tech Law

E. The final cost is 3 CP (11 CP original cost – 8 CP discounts). Green will pay this cost and place a population cube on Solid-State Laser Cannon tech.

•Buy Upgrades

•Using Buy Upgrades allows a player to purchase any number of upgrades from the common supply. The ship parts (Cannons, Shields, Drives) modify the blueprints of the ships. As soon as a new upgrade is placed on a ship, all ships of that type behave according to the new blueprint.

•A necessary precondition to buying an upgrade is to have researched the technology allowing you to have that specific upgrade (for example, you may buy an Antigravity Drive only after you have researched the Antigravity Drive technology). Phase Cannons do not have any prerequisite.

•Every upgrade has a cost. A player must pay the costs of all the upgrades he is buying.

•All upgrades must be placed immediately on the blueprints or on a planets, any unused upgrades are returned to the bank.

•Players may rearrange upgrades from one ship blueprint to another at any time except during the Conquest Stage.

•Bonuses , discounts or restrictions from Political cards also apply.

•There can only be 1 drive per ship!

•Mining

•Roll a die and place that many resources on planets where you have population, up to the maximum that is written on each planet. The resources can be distributed in any way among the planets, respecting the maximum written on each planet.

EXAMPLE – BUY UPGRADES

A. Green player's ships before he chose the Buy Upgrades action. His technologies include:

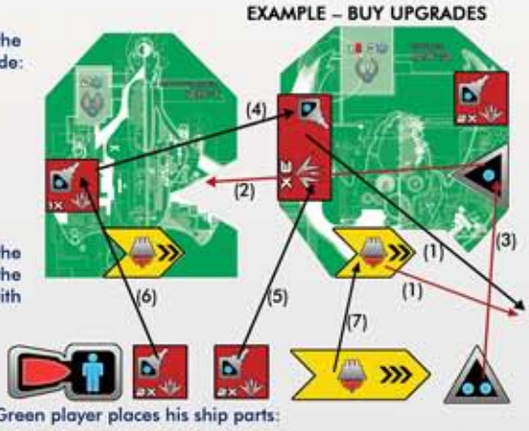
- •Electromagnetic Shield
- •Multipolar Grid Shield
- •Plasma Cannon
- •Solid-State Laser (SSL) Cannon
- •Fusion Drive
- •Antigravity Drive
- •Biochemical Rockets

We consider only two ship blueprints for the purpose of this example. Let us assume that the other ship blueprints are already full with higher value ship parts.

B. Green player performs Buy Upgrades action. He purchases:

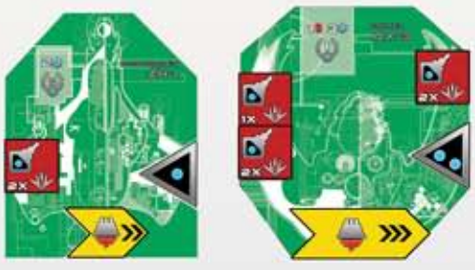
- •1x Multipolar Grid Shield
- •2x Solid-State Laser Cannon
- •1x Antigravity Drive
- •1x Biochemical Rockets

The total price he pays is 8 + 5.



C. Green player places his ship parts:

- •Return one Fusion Drive and one Plasma Cannon to the bank (1)
- •He moves the Electromagnetic Shield on the Dark Raider (2)
- •The Multipolar Grid Shield on the Fighter (3)
- •He moves the Phase Cannon on the Fighter (4)
- •One SSL Cannon on the Fighter (5) and one SSL Cannon on the Dark Raider (6)
- •The Antigravity Drive on the Fighter (7)



D. Green player places the Biochemical Rocket on one of his planets.

E. The blueprints of Green's ships have now changed to the state depicted in the picture above.

•Trade

•A Trade Action allows a player to exchange resources, either selling Axinium/Phasium for CP or buying Axinium/Phasium with CP.

•To perform a trade, place one generic token from your supply (not from your planets) on the leftmost free space on the market. Then roll a die, see the result. You may perform that many exchanges. One exchange allows selling ONE Axinium/Phasium for CP OR buying ONE Axinium/Phasium for CP.

•If you have researched Advanced Trading, you may buy, sell, or both buy and sell. Perform the desired exchange(s) with the bank. Use the exchange rates written in red for buying and selling.

•If you have not researched Advanced Trading, you may either buy or sell, but not both. Perform the desired exchange(s) with the bank. Use the exchange rates written in black.

•Both the buying and selling areas of one type are blocked for all the players (including the original player) after a player has used them. If there are no available areas, no trade may be performed.

EXAMPLE – TRADE



A. The Blue and Purple players have both chosen to perform Trade. Before them, there was one other Trade action performed that turn.

B. The Blue player has researched Advanced Trading, the Purple player has not. The Blue player gets to Trade first due to the current turn order- let's assume Blue is second and Purple is third in a 4-player game.

C. Blue places a token on the second space of the market and rolls 4 on a die. He may perform 4 exchanges. He will use the rates written in red. Blue has a total of 2 and 1 before trading

- •exc 1: sell 1 for 5
- •exc 2: buy 1 for 3
- •exc 3: sell 1 for 5
- •exc 4: buy 1 for 3

D. At the end of his Trade action, Blue has 6 and 1.

E. Purple places a token on the third space of the market and rolls 3 on a die. He may perform 3 exchanges. He will use the rates written in black. Purple has a total of 3 and 2 before trading

- •exc 1: sell 1 for 4
- •exc 3: sell 1 for 4
- •not used

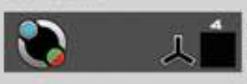
F. At the end of his Trade action, Purple has 11.

G. The next Trade action would only allow the use of the last space on the market. Any further Trade action would have no effect.

TIP: A Trade action backed by the Advanced Trading technology can be a source of income.

The Technologies

Civilian



Advanced Trading – You may use the better exchange rates marked in red when you perform the Trade action.



Advanced Phasium Extraction – During the Upkeep stage, you may take one extra Phasium token from the planets where you have Population.



Advanced Axinium Extraction – During the Upkeep stage, you may take one extra Axinium token from the planets where you have Population.



Advanced C.P. Extraction – During the Upkeep stage, you may take one extra CP token from the planets where you have Population.



Advanced Banking – Roll one additional die when you execute a Banking action or reaction.



Basic Politics – During the Action stage, before taking the second Action, you may take your first Action card back to your hand.



Advanced Politics – You do not have to pay income tax.



Expert Politics – Your Reactions cost one population less.



Master Politics – You may play the third Action.



Expert Cloning – During the Upkeep Stage, your population increases with 1 additional population cube.

Military



Hypersonic Rockets – You may buy and place Hypersonic Rockets on planets. The Hypersonic Rockets are used against resources on other planets.

The Hypersonic Rockets are missiles capable of passing through any planet's atmosphere. On impact, they release a large amount of high frequency super sonic waves which are obliterating CP, Axinium or Phasium crystals. The amount of damage they inflict depends on the distance between the point of impact and the crystal mines.



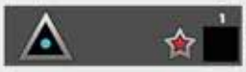
Biochemical Rockets – You may buy and place Biochemical Rockets on planets. They are used against population on other planets.

The Biochemical Rockets contain a combination of chemicals and bacteria previously unknown to humans. It is rumored that Phasium residue is used to mutate otherwise harmless bacteria which, once released in a planet's atmosphere, kill the population within seconds, before dying themselves.



Graviton Rockets – You may buy and place Graviton Rockets on planets. They are used against entire planets. They completely destroy the target planet along with its population and resources.

Considered for a long time nothing more than a hypothetical scientific concept, Graviton Rockets were tested by Centaurians on asteroids and proved to be very effective. Humans suspect that Phasium in a very excited stated could emit a quantity of gravitons enough to obliterate a whole planet. Although humans never understood the technological details behind the Graviton Rockets, they are happy undergo further testing.



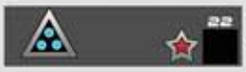
Electromagnetic Shield – You may buy and place Electromagnetic Shields on your ships. An Electromagnetic Shield can withstand a total of one damage.

Electromagnetic shields are the oldest shields against particle weapons developed by the Centaurians, immediately after they made Phase Cannons. Small particle accelerators are used to form a dense field around the ship, providing basic protection against small yield particle beams.



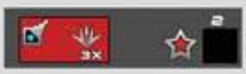
Multipolar Grid Shield – You may buy and place Multipolar Grid Shields on your ships. A Multipolar Grid Shield can withstand a total of 2 damage.

An upgrade for the Phase Shield, the Multipolar Grid Shield incorporates Phasium crystals in the accelerators generating dense particle shields, making them more reliable and significantly reducing the dimensions of the shield generator. This shielding system is still heavily used by Centaurians on all their lightweight ships.



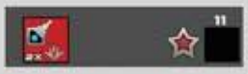
Quark-Gluon Plasma Shield – You may buy and place Quark-Gluon Plasma Shields on your ships. A Quark-Gluon Plasma Shield can withstand a total of 3 damage.

The quark-gluon plasma is generated by a large accelerator colliding Phasium ions. Further electrically charged, the plasma covers the ship offering it a very efficient protective shield against particle weapons. The QGP is the most advanced Centaurian shielding technology for space ships.



Plasma Cannon – You may buy and place Plasma Cannons on your ships. In combat, a Plasma Cannon allows the rolling of three dice.

The Plasma Cannons are large experimental weapons that Centaurians have never actually used. Plasma Cannons use large particle accelerators to speed up ions of Phasium and they use lenses to focus the plasma flux. The technology behind these weapons was never fully understood by humans, though the were happy to use it, thanks to the reduced cost. Due to their size, Plasma Cannons can only be mounted on large ships.



Solid-State Laser (SSL) Cannon – You may buy and place SSL Cannons on your ships. In combat, an SSL Cannon allows the rolling of two dice.

The SSL Cannons use a Solid Phasium gain medium of tremendous efficiency. Even though solid-state lasers were know to humanity since late 20th century, without the Phasium crystals, they were never effective. The Centaurian SSL Cannons are compact and possible to equip even on reconnaissance ships, making it a favorite weapon among both humans and rebel Centaurians.



Antimatter Cannon – You may buy and place Antimatter Cannons on your ships. In combat, an Antimatter Cannon allows the rolling of five dice.

The Centaurians have recently mastered the antimatter confinement and developed their latest stage of weapons, the Antimatter Cannons. The only known thing about them is that they use anti-Phasium suspended in magnetic fields in Axinium containers. Antimatter cannons are the most devastating weapons known, but should they be fired in non vacuum environments, they will cause the destruction of the ship carrying them. Because the Antimatter Cannons are fairly new, they are still quite massive.

Transport



Advanced Maneuver – Your attempts to deploy population from ships on asteroids (red / green hexes) is always successful. You don't need to roll any dice.

Centaurians were not famous for being skilled navigators, but what did humans really know about them? Piloting Centaurian ships was an art that humans were only beginning to understand.



Basic Repairs – During the Upkeep Stage of every turn, remove one damage token from each one of your ships.

Building ships proved to be easy, maintaining them was a completely different story. The Centaurians were using robots pre-programmed to react to any damage a ship may suffer.



Civilian Ships – During the Conquest Stage, you may freely move your population cubes among the planets where they are already present.

Having civilians aboard military ships is always a burden. The Centaurians developed a class of ships dedicated to civilian transport. Much smaller and maneuverable than military ships, the Civilian Ships had no weapons and no shielding, being completely unprotected against attacks. However, they were very rarely spotted by enemy ships, due to their size and speed.



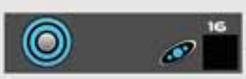
Advanced Mining – Roll one additional die when executing a Mining action or reaction.

In their latest cycles, the Centaurians developed large electromagnets capable of bringing the crystalline structured minerals closer to surface. Placed on space ships, these magnets are very effective in finding new resources to exploit.



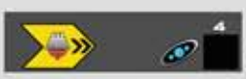
Radar – Cancels the effects of Cloaking, making all ships visible for you. Also, when making the Distance Check for firing WMDs, add 1 to the roll of your die.

After the ℵ developed the Cloaking technology, the Centaurian High Council appointed the ⌘ to create an opposite technology to cancel this strategic advantage. Humans assume that it was the only time in the history of the Centaurians when they did not stand united.



Cloaking – Your ships are invisible to all the other players who have not researched the Radar technology. The ships protected by Cloaking cannot be attacked by anyone without the Radar tech. Players under cloaking can choose to either engage in combat or to remain cloaked.

Cloaking was developed in the ancient times by the i and put to use by the Centaurians when fighting against other races. Some humans assume that cloaked Centaurians observed the humans throughout their entire exile from Earth. Some even claim that cloaked Centaurians spurred the nuclear war that ended life on Earth. But these are all speculations... or are they?



Fusion Drive – You may buy and place Fusion drives on your ships. A Fusion drive allows your ships to move up to two hexes away.

Since their 20th century, humans had many failed attempts to build Fusion Drives. The Centaurian technology uses the principle of magnetized target fusion, confining superheated plasma with very strong magnetic fields. The exhaust generated thrust pushes the spacecraft to almost relativistic speeds. These drives are relatively small in size and very reliable, making the ships powered by them highly maneuverable. The Centaurian Fusion Drive provides speeds up to 120 million mph.



Antigravity Drive – You may buy and place Antigravity drives on your ships. An Antigravity drive allows your ships to move up to three hexes away.

The Antigravity Drive was the first engine used by Centaurian ships to travel to distant start systems. Humans do not fully understand this technology, they assume the principle behind it is a particular solution to Einstein's gravitational field equation. These drives are relatively large and force ships to travel in a straight line at very high speed, making them vulnerable to hitting large objects. The Centaurian Antigravity Drive provides speeds up to 610 million mph, more than 90% of the speed of light.

General Purpose



Basic Research – Provides a discount for all Military, Civilian and Transport technologies.

IV. Fire Weapons of Mass Destruction Stage

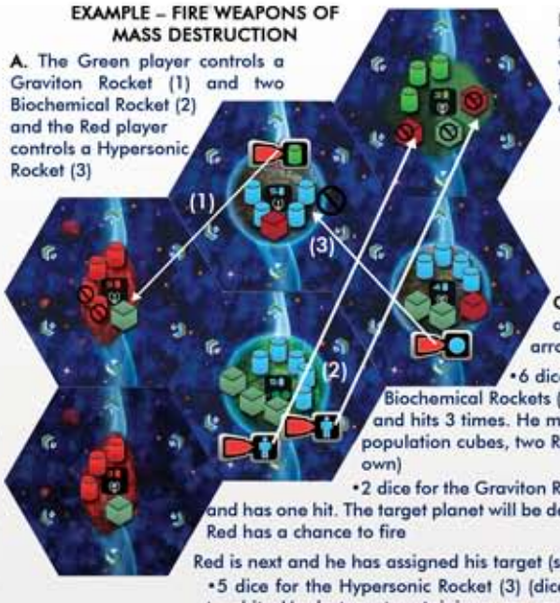
All Rockets are classified as Weapons of Mass Destruction (WMD). The Weapons of Mass Destruction may be placed by players on planets/asteroids where they have a majority in population tokens. A WMD on a planet may be fired only by the player who has a majority on that planet. WMD are used solely against planets and asteroids, **with the exception of Home Planets** who possess a unique defense system against all WMDs.

A WMD may fire up to a maximum distance of 5 hexes away. A WMD fires by rolling the amount of dice written on it. A roll of a 5 or a 6 represents a hit.

To fire the Weapons of Mass Destruction, do the following:

- **Assigning targets** – In turn order, players may assign one target planet for each WMD. One or more Rockets may be assigned to the same target planet.
- **Distance check** – Roll a die. If the number rolled is strictly greater than the distance from the originating hex to the target hex, the WMD hits its target. Remember that if you have the Radar technology you should add 1 to your die roll for the distance check.
- Damage roll – If a WMD passes the distance check, roll the necessary amount of dice for each single rocket (5 for Hypersonic, 3 for Biochemical and 2 for Graviton). 5 and 6 represent hits. Destroy one resource per hit (if available) with the Hypersonic Rockets, one Population per hit (if available) with the Biochemical Rockets and the planet with all its population, resources and Rockets (flip that hex). The ships in that hex are not affected.

EXAMPLE – FIRE WEAPONS OF MASS DESTRUCTION



A. The Green player controls a Graviton Rocket (1) and two Biochemical Rocket (2) and the Red player controls a Hypersonic Rocket (3)

B. We assume that all the distance checks were successful and that all the WMDs were able to hit their targets.

C. Green is first and has assigned his target (see arrows 1 & 2). He rolls:
- 6 dice for the two Biochemical Rockets (2) (dice roll 1,3,4,5,6,6) and hits 3 times. He must destroy three population cubes, two Red and one Green (his own)
- 2 dice for the Graviton Rocket (1) (dice rolls 2,5) and has one hit. The target planet will be destroyed, but not before Red has a chance to fire

Red is next and he has assigned his target (see arrow 3). He rolls:
- 5 dice for the Hypersonic Rocket (3) (dice roll 1,3,3,5,6) having two hits. He destroys two Axinium resources.

D. Flip the hex that was destroyed by the Graviton Rocket. Remove all Population, resources and Rockets that were there. The space ships are not affected.

- Attention! All WMDs are fired at the same time. Even if a planet containing a WMD is the target of a successful attack by a Graviton Rocket, the WMD will still be allowed to be fired before the hex is flipped.
- Remember, every WMD may be fired only once per turn.

IV. Conquest Stage

During the Conquest stage, players get to move their ships and their population. They will expand their empire and fight to gain victory points.

- **Mount Population** (OPTIONAL) – Players may put Population from planets onto ships in the same hex. All those ships must have a transport capacity (every War Cruiser can carry 1 Population and every Battle Carrier can carry 3 Population). The number of population tokens in a ship may not exceed that ship's transport capacity. At this point, players who researched Civilian Ships may move Population cubes between the planets where they already have population.
- **Place movement tokens** on ships:
  - Every ship can move up to three hexes away, according to the drive mounted on that ship. Each token is either blank or it has a direction number written on it. Blank means no movement, any direction number forces the ship to move in that direction.
  - Players may place one, two or three movement tokens next to each ship, face down. The number of tokens is at most equal to the drive capacity equipping that type of ship. They will be executed in order, from top to bottom. If no tokens are placed, that ship will not move.
- **Move all ships** – Reveal and execute the movement tokens on all ships, from top to bottom. The order in which the ships move is not relevant. Once the tokens assigned to a ship are executed, return them to that player's stash.
- **Uncloaking** (OPTIONAL) – Cloaked ships decide whether to uncloak or not. Once uncloaked, there is no going back, those ships will enter combat. All ships belonging to the same player in each hex must uncloak or remain cloaked together. Cloaked ships detected by a Radar and thus forced to engage in combat are visible to everyone.
- **Resolve conflicts** – Conflicts appear when ships belonging to two or more players are in the same hex. All ships in the same hex will battle until there are ships belonging to only one player left in that hex. Battles are structured in combat rounds. Each combat round consists of:
  - Roll a number of dice equal to the total number of damage symbols on the cannons of all your ships (e.g. an Antimatter Cannon has 5 damage symbols). All 5 & 6 are hits, any other number is a miss. All ships fire at the same time! For every hit, assign 1 damage to (put a damage token on) a ship belonging to another player (if more than 2 players are in a hex, the damage assignment is done in turn order).
  - Remove all ships with damage exceeding their total shield power.
- **Fight the Centaurian Resistance** – After only one player has ships left in each hex, in those hexes where there are Centaurian Resistance ships, another battle takes place:
  - Identify the type of Centaurian Resistance ship and reveal the top card of the corresponding deck. That card will reveal the fire power and strength of the Centaurian Resistance ship. The Centaurian Resistance ship will be controlled by the player to the left of the attacking player.
  - Battle that ship, respecting the rules for player vs. player combat above.
  - In the case of victory, keep the battle card and remove the defeated Centaurian Resistance ships from the game. You may discard it any time (outside the Conquest stage) to gain a bonus or you may keep it until the end of the game to gain Victory Points.
  - In the case of defeat, remove immediately all damage from the Resistance ship and place the Centaurian Resistance card at the bottom of its deck.
- **Deploy Population** (OPTIONAL) – One or more of the Population tokens on ships may be deployed on the planets in the same hexes as the ship carrying them. The deployment may occur regardless of the presence of Population tokens belonging to other players.
  - Population may be deployed off all ships, including cloaked ships.
  - Population can descend without restrictions on any blue planet (that includes all Home Planets).
  - For each Population token that needs to descend on a red or green asteroid, roll a die to check deployment success. A roll of 4-6 is a success, that population token may be deployed. Any other roll prevents the respective Population token to be deployed, therefore it must remain on the ship.
  - The Advanced Maneuvers technology allows players to skip the die roll and always deploy successfully.

Every turn, the players play two separate, consecutive Conquest stages. In case the selected Bonus Action was MOVE, then a third separate Conquest stage is played that turn.

EXAMPLE – MOVE AND COMBAT

A. Notice the blueprints of the ships! The Green player has researched Cloaking tech, no one has researched Radar.



At the beginnig of the Conquest stage, before movement

B. All players assign movement tokens to their ships. Blue decides to group his two ships and declares he will move them together. He must assign only 1 set of tokens.

C. All movement tokens are revealed and executed:

- Green (1): <5>
- Red (2): <blank>
- Red (3): <4>
- Red (4): <4>
- Red (5): <3>
- Blue (6): <1><6>

D. Green chooses not to uncloak. Since no one has the Radar technology, he will remain cloaked until the end of turn.

E. Combat (player vs. player) round 1 :

- Red has a total of 9 dice to roll , Blue rolls 12 dice
- Red rolls: 1,1,1,2,3,4,5,6,6, a total of 3 hits all assigned to the same Blue War Cruiser
- Blue rolls 1,2,2,2,3,3,4,4,5,5,5,6, a total of 4 hits. He assign 3 hits to the Red Fighter (destroyed) and 1 to a Dark Raider

F. Combat (player vs. player) round 2 :

- Red rolls 4 dice , Blue rolls 12 dice
- Red rolls: 1,5,5,6 a total of 3 hits. 2 hits are assigned to the damaged Blue War Cruiser and 1 hit is assigned to the other War Cruiser.
- Blue rolls 1,1,2,3,3,3,4,5,5,5,6,6, a total of 5 hits. He assigns 2 hits to the undamaged Dark Raider and 1 to the damaged Dark Raider. They are both destroyed.



The Centaurian Resistance card

G. Blue engages the Centaurian Resistance ship. He reveals the top card of the Yellow (II) Resistance Deck.

H. Combat (Blue player vs. Resistance) round 1:

- Blue rolls 6 dice, the Resistance (controlled by the White player) rolls 3 dice
- Blue rolls 2,3,4,4,5,6, deals 2 damage to the Resistance Ship
- The Resistance rolls 1,1,2 failing to deal any damage

I. Combat (Blue player vs. Resistance) round 2:

- Blue rolls 6 dice, the Resistance rolls 4 dice
- Blue rolls 1,2,2,3, 4,5 deals 1 damage to the Resistance Ship which is defeated
- The Resistance rolls 3,4,6, dealing 1 damage to the Blue War Cruiser

J. The Blue player is awarded victory points for wining the player vs. player combat (2 VP) and keeps the Centaurian Resistance card.



The blueprints of the ships invoved in combat



After movement



After combat round 1



After combat round 2



At the end of the Conquest Stage

Additional rules for the Conquest Stage

- Players may choose not to use movement tokens for moving some or all of their ships. If they do so, they must move all their ships for which they do not wish to use tokens before any movement tokens are revealed. The general rules of moving ships apply.
- If the ships belonging to 2 or more players all with Cloaking technology and without Radar end up in the same hex, they may not uncloak and engage in combat. As long as the ships belonging to at least one player become visible, either due to the lack of Cloaking or due to discovery by Radar, then all the players still cloaked have the option to uncloak.

[VICTORY]

The aim of the game is to accumulate Victory Points(VP) to assert supremacy over the other factions. At the end of the game, the player with the most Victory Points wins the game.

Use the Victory Points track on the common board to keep track of VPs throughout the game and to count VPs in the end. In the case of a final tie, the turn order is the tie breaker.

Accumulating Victory Points

- Population cubes of planets/asteroids (at the end of the game):
  - The player with the most population tokens on a planet gets all the victory points.
  - In the case of a tie, all the players tied for the most population share the VPs. If 4 players have 2 population tokens each on a 1-VP planet and the 5th one only one population token, the first four get 0.25 VP each.
- The winner of the combat (player vs. player) is the only one awarded points for destroying enemy ships. He will get points for all the ships destroyed in that combat (except his own), regardless of who dealt the damage. Mark those points on the Victory Points track on the common board.
- Population cubes can be deployed off cloaked ships without any additional constraints and without uncloaking. The general rules for deployment still apply.
- Before the last Conquest stage of the last turn of the game, all players gain the Radar technology and there are no cloaked ships anymore.
- Space domination (at the end of the game):
  - Each player gets 1 VP for each hex where he has at least one ship.
  - The player who has ships in the High Council hex gets 3 additional VPs.
- Centaurian Resistance cards:
  - All the Centaurian Resistance cards come with a number of VPs. The players that did not discard them for the immediate bonus should add these VPs.
- Fighting (throughout the game):
  - The winner of every player vs. player fight (the player that has ships left in a hex at the end of a battle) is awarded VPs for every enemy ship destroyed in that battle (regardless of who dealt the damage). The number of VPs for each type of ship is marked on the blueprint.
- Chancellor and vice-Chancellor (at the end of the game):
  - The holder of the Chancellor title gets 3 VPs and the holder of the vice-Chancellor gets 1 VP.

Congratulate the winner!

Different Map Layout



2 Players Long Game Setup

1x High Council hex
2x Home Planet hex
6x Blue Planets hex
4x Red Planets hex
2x Green Planets hex

4x Resistance Ship I
2x Resistance Ship II
2x Resistance Ship III



2 Players Minimal Setup

1x High Council hex
2x Home Planet hex
4x Blue Planets hex
2x Red Planets hex
2x Green Planets hex

2x Resistance Ship I
2x Resistance Ship II
2x Resistance Ship III



3 Players Minimal Setup

1x High Council hex
3x Home Planet hex
5x Blue Planets hex
4x Red Planets hex
3x Green Planets hex

3x Resistance Ship I
3x Resistance Ship II
3x Resistance Ship III



3 Players Long Game Setup

1x High Council hex
3x Home Planet hex
9x Blue Planets hex
6x Red Planets hex
3x Green Planets hex

6x Resistance Ship I
3x Resistance Ship II
3x Resistance Ship III



4 Players Long Game Setup

1x High Council hex
4x Home Planet hex
11x Blue Planets hex
8x Red Planets hex
5x Green Planets hex

2x Resistance Ship I
4x Resistance Ship II
6x Resistance Ship III



4 Players Minimal Setup

1x High Council hex
4x Home Planet hex
7x Blue Planets hex
6x Red Planets hex
3x Green Planets hex

4x Resistance Ship I
4x Resistance Ship II
4x Resistance Ship III



5 Players Long Game Setup

1x High Council hex
5x Home Planet hex
14x Blue Planets hex
10x Red Planets hex
6x Green Planets hex

4x Resistance Ship I
5x Resistance Ship II
6x Resistance Ship III



6 Players Long Game Setup

1x High Council hex
6x Home Planet hex
18x Blue Planets hex
12x Red Planets hex
6x Green Planets hex

6x Resistance Ship I
6x Resistance Ship II
6x Resistance Ship III

Long Game

- For those who want to spend more time and get the full experience of Exodus: Proxima Centauri, we recommend the Long Game Setup of the map.
- Play over 9 turns!
- Take only 2 CP as the starting resources at the beginning of the game.
- Basic Research technology is not available.

Combat Intensive Game

- We recommend the Combat Intensive Game to experienced players.
- Follow the Minimal Setup to encourage battles.

Play over 5 turns only!.

- Take 10 CP as starting resources at the beginning of the game.
- Each player starts with exactly 3 technologies of his choice, with a total research cost of 20 CP or less. Basic Research may not be obtained this way.
- Each player starts with one extra Battle Carrier.



6 Players Minimal Setup

1x High Council hex
6x Home Planet hex
10x Blue Planets hex
9x Red Planets hex
5x Green Planets hex

6x Resistance Ship I
6x Resistance Ship II
6x Resistance Ship III

Short/Simplified Game

- This setup is for those in a rush, who would like to finish the game in 120 minutes and have simpler rules.
- Do not use movement tokens during the Conquest Stage. Execute the movement in reverse turn order (from number 6 to number 1).
- Skip paying tax . Always play 3 Actions per turn and do not play Reactions! Bonus Politics and Bonus Action still apply.
- Decide on a time limit or a number of turns. When you reach the time limit, call the last turn.

[FREQUENTLY ASKED QUESTIONS]

Q: There are no more upgrades of the kind that I want. What can I do?
A: Try to research a different technology that is still available which provides a similar upgrade.

Q: Do I pay tax for the resources I had before together with the new ones?
A: No, it is a tax per income, not per fortune. You pay tax for what you get 'fresh' that turn.

Q: What happens if I am attacked and all my ships and my population are destroyed?
A: Every turn, the clone factory on your home planet produces two population. That can be a fresh start for you.

Q: There are enemy ships on the hex with my home planet. Can I still build ships?
A: Yes

Q: So, what happens then? Do we fight immediately?
A: You do not fight immediately. During the Conquest stage, everyone gets to move their ships before battle. If the enemy ships are too powerful, you have the option to run away with your ships. You get to mount population , place movement tokens and execute them before the actual fight takes place.

Q: My stash of population cubes ran out. They are all out on the planets. What do I do next?
A: This stock is limited. Your clone factory can only produce a limited number without significant genetic degeneration. You will just have to better manage your population.

Q: In the last turn, the selected bonus Action was MOVE. How many Conquest Stages do we perform and when does everyone get the Radar tech?
A: You will go one by one through three Conquest Stages. The Radar is awarded to everyone before the third Conquest Stage.

Q: Can population belonging to two or more players coexist on the same planet?
A: Yes! They're not happy about it, but they can.

Q: So, in this case, who gets resources first? Does it matter how much population we have there?
A: The resources are taken in turn order. The amount of population counts only for getting victory points at the end of the game.

Q: I am in the middle of a combat and I have in my hand a Centaurian Resistance card that gives me a better shield. Can I use it to upgrade my shield?
A: No, these cards can be used only outside the Conquest stage. You will be able to use it next turn.

Q: Can I place two Nuclear Drives on my ship blueprint, it is cheaper than one Fusion Drive?
A: Only one drive can be mounted on any ship at any given time. So, no.

Q: The Abolish Law executive decision was voted for, but there is no law on the table. What do we do?
A: Nothing. Just remove the Abolish Law card from the game.

Q: There is no red planet near me and I cannot get enough Axinium to build all the ships that I want. What do I do?
A: Use Trade. For greater efficiency, research Advanced Trading, this way your trade rates will also improve.

Q: I have many ships but they're easily defeated in combat. What's the problem?
A: Try to put better ship upgrades on their blueprints.

Q: Can I retreat from a battle?
A: No.

Q: I keep rolling the 'wrong' dice when I need to deploy my population. What else can I do?
A: Research Advanced Maneuver, you won't have to roll the die at all.

Q: I had population cubes on a ship that was destroyed in combat. What happens to my population cubes from that ship?
A: The population is dead. Return the cubes to your stash.

Q: I am the 'guy on the left' controlling the Centaurian Resistance and I am not sure what I should deal my the Resistance's damage on. What do I do?
A: Target ships with population if you can deal enough damage to take them down. Then, go for the most expensive ship or for many weak ships. If you're still in doubt, just hit something, it will still be fun.

Q: Can I choose not to execute some of my movement tokens?
A: No. Once the players have started revealing them, they are final and must be executed.

Q: At the end of the combat, no players have ships left in the hex. Who gets the VPs for the destroyed ships?
N: No one. It is a rare case but it can happen. If there was no one to survive the battle, no one gets the glory.

Q: At the end of the combat with the Centaurian Resistance, all my ships were destroyed but so were theier. Am I awarded the Centaurian Resistance card?
A: No. You may have learned something useful from it, but since there's no one left around to search the wrecks, everything is lost in space.

Q: I am too lazy to use the movement tokens. Can I just move my ships without them?
A: Yes, provided that you respect the power of your drives and you do that before the other players execute their movement tokens.

Q: Three players have population tokens on a planet with a WMD. Red has 2 population cubes, Blue also 2 and Green has 3. Who controls the WMD?
A: Green does.

Q: How do I get to play more Actions per turn?
A: Research Master Politics, it provides the third Action.

Q: Can I un-research or lose a technology that I've already researched?
A: No.

[THE 'GENERALS' MINI EXPANSION]

If your game box came with the 'Generals' Mini Expansion, then you have a few extra cards in there.

Use the 15 extra Political cards and the 6 extra Centaurian Resistance cards together with the ones from the original game, you will enjoy greater diversity.

Shuffle all the Ability cards and deal one to each player (two for the Long Game and Combat Intensive Game). Remove the rest of them from the game without looking at them. The Ability cards should be kept secret throughout the game.

The Abilities Info Card has a detailed description of how the players may use the Ability Cards. In case an Ability Card contradicts this rule book, the Ability Card has priority.

For more information, rules updates and news
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