MASTER OF ORION

THE BOARD GAME



RULEBOOK



We are not alone ...

Driven by their hunger for exploration, humanity stepped out beyond their home world of Sol. While traveling the expanse of the Milky Way, humans have encountered other sentient civilizations and witnessed conflicts on a galactic scale. It's time for humanity to join them in the race for supremacy.

Becoming the ruler of the galaxy is no easy task. You must first choose which path to take. Science, technological superiority, and all aspects of knowledge are favored by the Psilon. The Mrrshan, the Bulrathi, and the Alkari prefer aggressive solutions to their problems. The Darlok and the Meklar scour the farthest reaches of the galaxy. The Humans tend to prove their point with diplomacy.

As the leader of one of these races, you are going to write the history of the galaxy!

Game Overview

You are the leader of one of the *Master of Orion* races, and you need to do your best to lead your civilization to prosperity. In this game you develop your race by conquering new Systems and building Structures. You also hinder your opponents' civilizations by attacking them.

Object of the game: To have the most Victory Points at the end of the game.

The game ends when at least one of the following conditions is met:

1. The end of the 8th round.
2. If at the end of a round, the Morale of any Player's civilization is 0 or less.
3. If at the end of a round, at least 1 Player has 5 cards in each of their Systems.

Game Components

1 Central Board with the Scoring and Round Tracks



6 Civilization Boards (two-sided, with Humans on one side and an alien race on the other side)



1 First Player Token





10 -1 Morale/-3 Morale Tokens

4 +50/+100 Victory Points Tokens





1 Round Marker

60 Wooden Cubes
(4 colors, 15 cubes per each color)



90 Structure Cards



8 Advisor Cards



This Rulebook

Setting up the Game

Each Player takes all wooden cubes of one color, then chooses a race, takes the corresponding Civilization Board, and places it in front of them.

Each Civilization Board consists of the following parts:



Each Player places one of their cubes on the starting space (marked with a circle) of each of the three Resource Tracks: Food, Fleet, and Production. Different races start with different level of Resources. Each Player places 1 of their cubes on the top (tenth) space of their Morale Track.

Place the Round Marker on the first space of the Round Track. Each Player places 1 of their cubes on the zero space of the Scoring Track. Both the Round and the Scoring Tracks are found on the Central Board. Then each Player places all their remaining cubes next to their Civilization Board, forming that Player's Reserve.



Shuffle all Advisor Cards, choose 5 of them at random, and place them in the middle of the table face up. Put all remaining Advisor Cards back into the box (you won't need them in the current game).

The Player who has most recently traveled into outer space takes the First Player Token. If there are no such players, the First Player is the one who has most recently played a *Master of Orion* video game.

Shuffle the deck of Structure Cards and place it on the table face down. Each Player, starting with the First Player, **draws 5 Structure Cards.** Then, each Player, starting with the First Player, may discard any number of cards from their hand and draw the same number of cards from the deck. Each Player can do this only once.

Golden Rules

If text on a card contradicts the rules listed in this rulebook or on the Civilization Board, the card takes precedence.

If text on the Civilization Board contradicts the rules in this rulebook, the Board takes precedence.





Humans

Out of war comes peace

For countless centuries humanity dreamed of the stars. But the dream alone was not enough to reach those cold and distant wisps of light amidst the darkness. Such an accomplishment demanded cooperation from all peoples and this was not an easy task, considering the many ages of strife. When the Humans finally came to their senses, their home planet's resources were nearly depleted and the world was on the edge of destruction. Humans tried to save their planet but nothing seemed to help. And then, when all hope had faded, first contact with the Bulrathi was made. These noble aliens had witnessed a similar catastrophe in the past and decided to share the knowledge that helped save their homeworld with Humans.

The Humans do their best to impress other races but these efforts are constantly hindered by the imperfections of the democratic regime of the Human Republic. The President does all he can do to protect his people by establishing diplomatic relationships with other civilizations. But if the situation demands it, humanity is capable of taking up arms and holding its ground in battle.

Example of Setup for 3 Players



Card Anatomy



Novice Mode

If you are playing *Master of Orion: The Board Game* for the first time, we suggest that all Players choose the Human race and play without Advisors.

Game Play

The game goes on for a maximum of 8 rounds. Each round consists of three successive phases:

1. Start of the Round
- Gain resources
- Determine Exertion
- Apply "At the Start of the Round" effects

2. Actions

3. End of the Round
- Check for the game-ending conditions
- Discard down to 5 cards
- Return action cubes to the Reserve
- Pass the First Player Token clockwise



Key Concepts

First Player

All game actions are performed starting with the Player who has the First Player Token. At the end of each round, the First Player Token is passed clockwise to the next Player.

Player's Cards

All cards placed on the table in front of you (i.e., Structures you have built and the Advisor you have hired) are considered yours. All other cards, including the cards in your hand, are not considered your cards.



Systems

All Structures that you build are grouped into Systems. You **cannot have more than 4 Systems** and each System **cannot hold more than 5 cards**. Cards in each System are placed in a vertical row, with each new card covering the previous one, leaving visible only the top part of the card (you should be able to see the card's name, color, and the resources it produces). Each Player may examine Systems belonging to them and to other Players at any moment. At the start of the game Players have no Systems. When you build your first Structure Card, it becomes the first card of your first System. After that, when you build a Structure Card, you may either start a new System (as long as you have less than 4 Systems) or place the card into one of your existing Systems (see the Construction action).

Working Card

The topmost card in each System is called a Working card, meaning you can apply its effects. You can't use effects of non-Working cards (the cards in your Systems that are covered by other cards). Your Advisor Card is also considered to be a Working card (but not a Structure).

Exception: At the end of the game when you apply "At the End of the Game" effects, you apply effects from all cards in your Systems, Working or not.

Discard Pile

Discarded cards are placed face up on top of the Discard Pile located near the deck. If you simultaneously discard several cards (for example, when you hire an Advisor), place them in the Discard Pile in any order. Any Player can examine the Discard Pile at any moment without changing the order of the cards.





Alkari

One family under the gods

Wars on the cloudy planet of Altair have long since passed. Ruled by the Skylord, the children of Skree-Ak live in prosperity, united by the Flock. But the Alkari have a purpose: their father gave them wings so they could protect the skies – and now the stars await them.

All aspects of Alkari life are steeped with religion and their zeal is often wrongly taken for fanaticism. Despite their seemingly peaceful demeanor, the Alkari are a proud and militaristic race. In their desire to be the greatest warriors in the galaxy and gain the favor of the Sky God, the Alkari often come to war with other races based on what some would see as minor infractions. And even when their resources and fleets are stretched thin, it is clear that the Alkari will never back down from a fight.

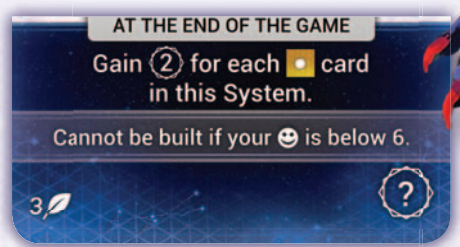
Gaining and Spending Resources

The resources you have are marked with cubes placed on three Resource Tracks on your Civilization Board. When you gain resources, move the cube to the right along the corresponding track (towards "9") by a number of spaces equal to the amount of resources you gain. You cannot hold more than 9 resources of any type – excess resources are lost. When you spend resources, move the cube to the left along the corresponding track (towards "0") by a number of spaces equal to the amount of resources spent. You cannot have less than 0 resources of any type. If you don't have enough resources to pay for a Structure or to activate an effect, you cannot build that Structure or activate that effect.

There are four ways to gain resources: through your cards at the start of the round, the Exploitation action, cards' effects, and the Trade action (exchange). You spend resources to build Structures, pay for effect activation, attack your opponents, and trade.

Morale

The Morale of your civilization shows how much your people support their leader – you. Current Morale is marked with a cube placed on the Morale Track (on the left side of your Civilization Board). Your Morale decreases if your Exertion level is high, when other Players attack you, or due to some cards' effects. Your Morale increases if your Exertion level is low, when you use the Propaganda action, or due to some cards' effects. Morale increase and decrease are depicted by the Morale symbol with an arrow before it. An upward arrow indicates Morale increase; a downward arrow indicates Morale decrease. A number after the Morale symbol indicates how much your Morale increases or decreases (if there is no number, Morale changes by 1). Your Morale cannot exceed 10, but it can drop below -3. In such cases, keep track of your Morale value with -1 Morale/-3 Morale Tokens.



If Morale of your civilization is less than 6, you may not build or activate some cards, specifically important Structures worth many Victory Points. **At the end of the game, the amount of your Morale is added to your Victory Points.** In addition, the game ends if a Player's Morale is 0 or less at the end of a round.

Victory Points

When you gain Victory Points (by attacking other Players or using various card effects), keep track of them by moving your cube on the Scoring Track on the Central Board. Some effects let you spend your Victory Points. If you do, move your cube closer to the start of the Scoring Track. If you have 0 Victory Points, you may not spend any. If you have gained more than 50 Victory Points, you can track them with the help of +50/+100 Victory Points Tokens.



1. Start of the Round

Gain Resources

Each Player gains the resources indicated on the top of their cards. Gained resources are tracked by moving the cubes along the corresponding Resource Tracks. You cannot have more than 9 resources of any type.

System 1 | System 2 | System 3



Determine Exertion

After you have gained resources but before you apply "At the Start of the Round" effects, determine your Exertion Level. Your Exertion Level indicates how many actions you can perform during this round and also gives you some additional bonuses or penalties. Your Exertion Level can be high, medium, or low. To determine it, find the rightmost cube on your Resource Tracks and see what zone it's in. Resource Tracks are divided into three zones: left zone (0 to 3 resources), middle zone (4 to 6 resources), and right zone (7 to 9 resources).

- ***High Exertion Level:*** If at least 1 of your resource cubes is in the right zone (you have 7 or more resources of any type), take 5 action cubes from your Reserve and decrease your Morale by 1 (move the cube along your Morale Track).
- ***Medium Exertion Level:*** If you don't have any resource cubes in the right zone but you have at least 1 cube in the middle zone, take 4 action cubes from your Reserve.
- ***Low Exertion Level:*** If all of your resource cubes are in the left zone, take 3 action cubes from your Reserve, draw 1 card from the deck, and increase your Morale by 1.

Place all cubes that you took from the Reserve in the Available Action Cubes area of your Civilization Board, forming your Pool of action cubes. These cubes indicate your available actions for this round.

Also, some races have special Exertion effects indicated on their Civilization Boards.

"At the Start of the Round" Effects

Starting with the First Player and going clockwise, each Player applies all "At the Start of the Round" effects of their cards and Civilization Board, in any order they choose.



Left zone | Middle zone | Right zone





Meklar

Mind and machine are one

The creations that turned on their creators, they are living metal driven by cold calculation and logic, machines whose only desires are self-preservation and self-improvement. Created long ago to assist their organic masters in difficult tasks, the Meklar eventually surpassed their creators. Fearing that their initial code might still have some hidden self-destruct sequence in case of elimination of all their masters, the Meklar have trapped their creators within the Combine, turning their organic minds into a living processor.

Since then, all organic life on Meklon has been driven into the mountains, far away from the mechanized cities. The Meklar created an elaborate infrastructure to keep their empire going. One would think that nothing threatens these machines in their high-tech bastion, but even they seem to have "fears." Losing power or memory would probably leave their infrastructure at risk and the Overseer of the Meklar Combine does everything in its power to prevent that. Rumor has it that the Meklar search the galaxy for an endless and renewable power source in order to avoid a gruesome fate.



Psilon

Logic and reason above all

Intellectual and peaceful, the Psilon are probably the best scientists of the galaxy. They value knowledge above all else and dedicate their entire lives to research and education. These priorities have been so internalized that they are echoed in Psilon physical evolution: extensive use of robots that perform all physical tasks slowly eroded their physical strength and turned them into the delicate beings they are today.

The Psilon prefer to concentrate on their research, ignoring conflicts that rage across the galaxy. They stay away from other civilizations and keep a fleet of highly advanced warships as a defensive measure. Their communication skills are also quite lacking: they are exceptionally mild-mannered and speak in relaxed tones, biologically incapable of showing emotion and unable to understand intricacies of most social cues. The task of diplomacy with other civilizations and allocating of government funds to various research facilities falls to the Controller of the Psilon Quanta, allowing the rest of the race to concentrate on research and studies.

2. Action Phase

Starting with the First Player, all Players perform their actions, as long as they have action cubes available. The First Player performs 1 action, then the Player to their left performs 1 action, and so on until all Players spend all of their action cubes. You may not skip your turn or leave available action cubes unspent.

During your turn you can spend an action cube to perform 1 of the following actions:

- **Construction:** Build a Structure Card from your hand.
- **Exploitation:** Discard 1 card from your hand and get a benefit.
- **Research:** Draw 2 cards from the deck.
- **Activation:** Activate a card.
- **Attack:** Attack your opponent.
- **Trade:** Exchange one type of resource for another.
- **Propaganda:** Increase your Morale.
- **Contract:** Hire an Advisor.

Cubes on the Cards

Many game effects (such as activation) require you to place an action cube on a card. The cube is placed on special space marked with the letter "A" or "R". Each of these spaces may hold only 1 cube. If a card's effect instructs you to place a cube on that card, and its cube space is already occupied, you may not apply that effect. A cube placed on a card doesn't affect any other effects.

A

R

Letter "A" means that a cube is placed on the card during its activation (usually it's the cube spent on the Activation action). Letter "R" means that a cube is taken from the Reserve and placed on the card after performing another action (usually the attack action).

To perform an action, you must spend 1 of your available action cubes. Put a cube from your Pool on the corresponding Action area of your Civilization Board or on the "A" space of the activated card.

You choose which actions to perform and in what order. You can perform the same action more than once as long as you have enough action cubes (and if there are no other restrictions, e.g., the card already has a cube on it).

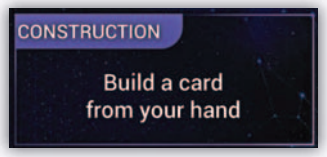
Reminder: After performing an action, the Player must pass the turn to the Player on their left.

Construction

This action allows you to build a Structure Card from your hand. To build a card, pay its construction cost (applying all possible discounts) and place the card either in 1 of your Systems (on top of previously placed cards) or start a new System (if you have less than 4 Systems).

You can build a card even if you already have a card with the same name in any of your Systems.

Some cards cannot be built if your Morale is less than 6.



If you build a new card on top of a card containing a cube, the cube is discarded.

Some effects give you a discount, decreasing the construction cost. Discount is measured in resources (e.g. "build a card with a discount of 2 resources"). When applying a discount, you can choose which resource cost is decreased. All discounts are cumulative.

For example, your Advisor is Fulcrum Sandebar ("You build cards in this System with a discount of 1 resource") and you have built the Colony Ship ("Build a card from your hand in this System with a discount of 2 resources") in the same System. This gives you a total discount of 3 resources. You decide to build the Planetary Stock Exchange that costs 4 Food and 1 Production. Your discount allows you to reduce this cost by 3 resources, so you need to pay either 2 Food or 1 Food and 1 Production. The cost can't become negative and you cannot apply a discount to resources which are not present in the Structure's cost (Fleet in this example).



Note: Some effects allow you to build cards from your hand without spending any actions. When you build a card using this effect, you still have to pay the construction cost (applying all available discounts).

Exploitation

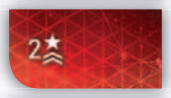
Discard 1 card from your hand to receive a bonus indicated in the bottom left corner of the discarded card (usually, you gain resources). The Exploitation bonus is based on the color of the card you discard:



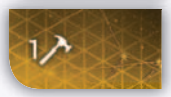
- Get 3 Food if you discard a blue card.



- Get 2 Fleet if you discard a red card.



- Get 1 Production if you discard a yellow card.



- If you discard a grey card, draw 4 cards from the top of the deck, discard 1 of them, and add to your hand the remaining 3 cards.



Note: If you discard a card for any other reason, the Exploitation effect is not applied.

Research

Draw 2 cards from the deck. If there are no cards in the deck, shuffle the Discard Pile (except for the top card) to make a new deck and place it face down.



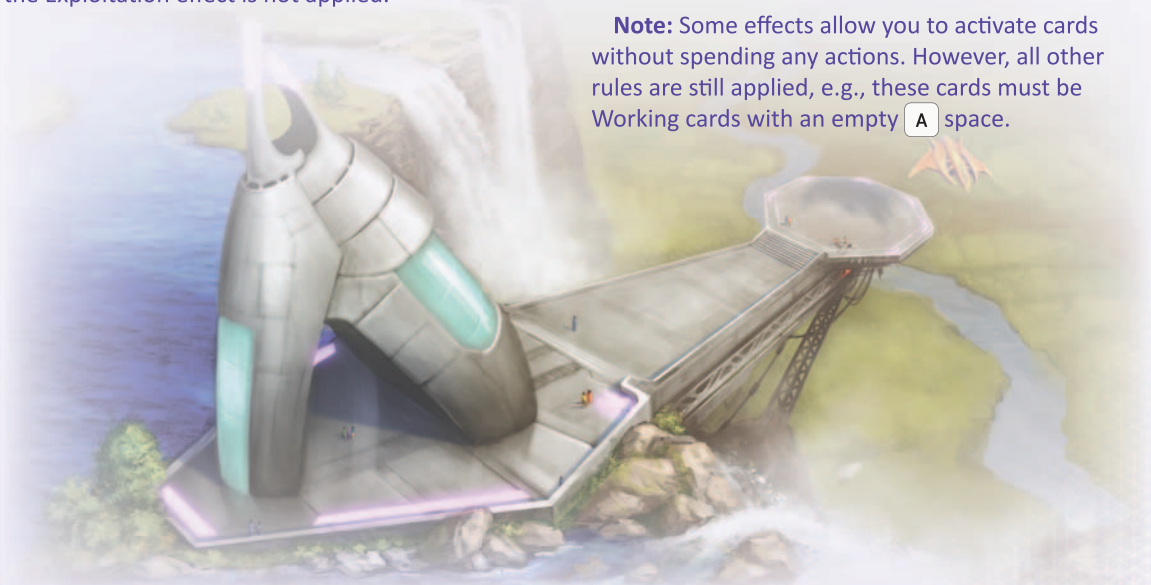
Activation

You can activate a Working card to apply its effect. All cards that can be activated are marked by the *Activation* keyword and a cube space with the letter "A." To activate a card, place your action cube on the A space of that card and apply the effect shown in the card's text. You cannot activate a card if it already has a cube on its A space. You cannot activate a non-Working card. Some cards cannot be activated if your Morale is less than 6.



Some cards may have an additional activation cost. The cost is marked with a frame and an arrow pointing to the effect's text. In this case, you must pay the additional cost first and apply the effect after that. For example, if you want to apply the *Government Support Facility* effect, you must first pay 2 Food.

Note: Some effects allow you to activate cards without spending any actions. However, all other rules are still applied, e.g., these cards must be Working cards with an empty A space.





Darlok

Strike from the shadows

The Darloks of Nazin are called double-faced for a reason: everyone has heard of their predilection for treachery and stealth. They tend to avoid open conflict, preferring to stab their enemies in the back. And the scariest thing is that the perpetrator will be wearing a friendly, familiar face, hiding their true nature behind another mask.

The history of the Darlok people is shrouded in myth and legends, but a grain of truth can be found in them. Many thousands of years ago early intergalactic travelers landed on Nazin to set up a colony. These were the first humanoid creatures the Darloks imitated. Scared out of their wits, the colonists fled Nazin, leaving behind infrastructure and technology. This involuntary gift jump-started the Darlok civilization.

Stealth is the Darloks' forte. Thanks to their ability to change shapes, the spies of the Darlok Cabal travel around the galaxy unnoticed and steal precious technology and information from others. Under the dictatorship of the Hindmost, these shapeshifters fear nothing but losing their true self and their cause.



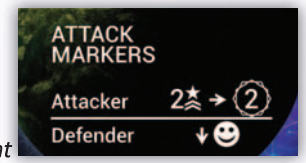
Bulrathi

Fight for the meek, crush the weak

Thousands of years ago the Bulrathi managed to save their world (although it's worth noting that first they brought it to the brink of destruction). A handful of scientists managed to develop machines to bring about the first known terraforming event in the galaxy and saved the planet. The near-death and resurrection of the Bulrathi homeworld are remembered primarily through their belief system, and has made them champions of planetary protection policies.

The nature of the bear-like denizens of Ursa is quite contradictory: they are both noble protectors and ruthless destroyers. Their Emperor is probably the brightest exemplar of his people – a brutal conqueror with a pure heart. The Bulrathi, with their zealous desire to protect nature, might help other species if not for their belligerence and quick temper.

Attack



To attack another Player, place your action cube in the Attack Markers area of the Civilization Board belonging to the *opponent you are attacking* (i.e., the defender). Attack Markers help you track which Players you have attacked this round. Each of your opponents can be attacked a limited number of times per round.

- In a 4-Player game, each Player can attack each of the opponents only once, so there can be no more than 1 cube of each color in any Attack Markers area.
- In a 3-Player game, each Player can attack each of the opponents up to 2 times, so there can be no more than 2 cubes of each color in any Attack Markers area.
- In a 2-Player game, each Player can attack their opponent up to 3 times, so there can be no more than 3 cubes in any Attack Markers area.

You can only attack another Player if your **Fleet is equal or higher** than theirs, and only if you have enough Fleet to pay for your attack (usually it costs **2 Fleet**, but some cards may change this). Don't forget the modifiers applied to attack and defense.

Note: If your Advisor is *Vale the Whisperer*, you add 2 points to your Fleet when calculating total attack value. This bonus can't be used to pay for your attack, so use it only when comparing value of your Fleet with your opponent's.



After the attack, the Morale of the *defender* is decreased by 1 while the *attacker* gets 2 Victory Points (moving their cube forward on the Central Board). Many cards give you additional effects when you attack.

Trade



Trade resources using the exchange rate indicated on your Civilization Board.

You can only exchange your resources in any direction once. You can exchange only the shown amount of resources. For example, you can exchange 3 Food for 1 Production or 2 Fleet but you cannot exchange 6 Food for 4 Fleet. You cannot have more than 9 resources of any type; all resources that exceed the maximum stock of 9 are lost.

Propaganda



Once per round, you can increase your Morale by 3. Place your action cube on the A space of the corresponding area of your Civilization Board. You may perform this action even if your Morale is 10.

Contract



This action allows you to hire an Advisor. Discard 3 cards from your hand, take an Advisor Card from the middle of the table, and place it in front of you. You can have only 1 Advisor at a time. If you hire a new Advisor, you must return your previous Advisor back to the middle of the table.

Note: *Fulcrum Sandebar* cannot be returned or replaced.



3. End of the Round

Check for Game-Ending Conditions

The game ends if at least one of the following conditions is met at the end of the round:

1. It was the 8th round.
2. Morale of at least 1 Player is 0 or less.
3. At least 1 Player has 5 cards in each of their Systems.

Usually the game ends at the end of the 8th round. The other two conditions occur rarely but you shouldn't forget about them.

Discard down to 5 Cards

Each Players discards until they have no more than 5 cards in their hand.

Return Action Cubes to the Reserve

All Players return the action cubes from the cards and Civilization Boards to their Reserves (don't forget to return your Attack Markers from other Players' Civilization Boards).

Pass the First Player Token

The First Player Token is passed to the next Player clockwise. That Player becomes the First Player for the next round. Move the Round Marker to the next space of the Round Track.

End of the Game and Determining the Winner

End of the Game

If at least one of the game ending conditions is met at the end of the round, the game ends and Players proceed to calculating Victory Points.

Winning the Game

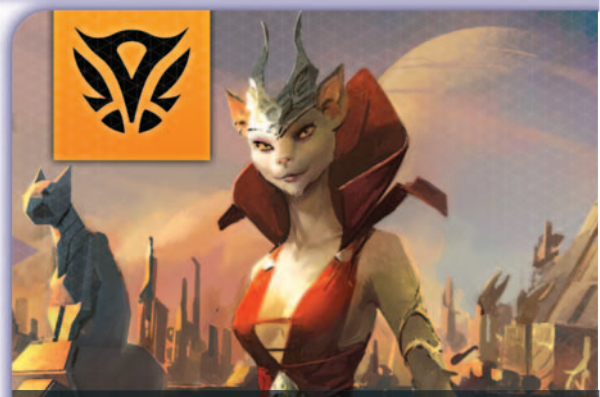
Players calculate their Victory Points. Each Player takes their score (as indicated by cube position on the Scoring Track) and adds their current Morale and the points shown on **all of the Structure Cards** in their Systems. If a card has a question mark instead of a number of points, that card's value depends on conditions listed in its text. Players take into account all cards in all their Systems, not just Working cards.

Important! All Players gain Victory Points regardless of their Morale. Although negative Morale decreases the total amount of Victory Points, even a Player with negative Morale has a chance to win.

The Player who scores the most Victory Points wins the game. In case of a tie, the winner is the Player with the highest Morale. If there is still a tie, the tied Players add up all their resources, and the Player with most resources wins. If even this doesn't break the tie, the tied Players share victory.







Mrrshan

Death in battle is the greatest honor

Elegant, rebellious, and independent, the Mrrshan consider themselves predators and everything and everyone else prey. And the size of that prey doesn't matter. The Pride needs to hunt and will often fight just for the thrill of the battle. Their love for hunting is probably their greatest weakness and has put survival of the race at risk more then once: first because of the predators of their home world, Fieras, and later because infighting almost started a civil war. Now the Pride is governed by the royal family and the Empress. Her will is law.

Even though they have a feudal government and their ways are quite militaristic, the laws and policies of Mrrshan are far from oppressive – they value freedom in matters of religion, creativity, politics, and personal life, and their culture is a unique fusion of militarism and refined aesthetics. The Mrrshan are blessed with an excellent sense of style and create exceptional weaponry. Designs from Mrrshan culture often carry a high price in any market, as their products are known to be exquisitely made. They are fascinated by the beauty of the galaxy and its star-filled mystery is one of many reasons the Mrrshan venture into space.



Other Rules

If the Deck Is Empty

Take the cards from the Discard Pile except the top card, shuffle them, and place them face down to create a new deck.

Exchange

Exchange is indicated by a two-directional arrow. This symbol shows that you can exchange resources specified in one frame for resources specified in the other frame. It can be done in any direction once per activation.

For example, when you activate the Space Port, you can exchange 3 Food and 3 Fleet for 2 Production or 2 Production for 3 Food and 3 Fleet.



Triggering Effects

Various conditions may trigger effects described in the card text. Each trigger condition is indicated on the card with a keyword.

Activation: During their turn, a Player can place an action cube on the A space of this card and apply the card's effect (including all possible discounts and additional conditions).

After Attacking: This effect is triggered after you attack another Player, right after the attack action is resolved. You can apply this effect once *after each attack you make* (if no other restrictions are indicated). Note that "After Attacking" cards are triggered only when you attack an opponent, not after you are attacked by them.

After Building: This effect is triggered immediately after you build this card (this effect cannot be triggered again).

At the End of the Game: This effect is triggered at the end of the game when you calculate the final score. It's usually found on cards with a question mark instead of a number of Victory Points.

Always: This effect is applied as long as this card is a Working card.

At the Start of the Round: This effect is triggered at the beginning of the round, after determining Exertion.

When a card's effect is triggered, it is applied as fully as possible. If the text says that you *may* do something, you can choose not to apply the corresponding part of the effect.

The white cube symbol means that you get 1 extra action: take 1 cube from your Reserve and add it to your available action cubes.

The crossed card symbol means that you must discard a card from your hand.



Important: If more than one effect is triggered during your action (for example, because of simultaneous activation of several cards), you choose the order in which the effects are applied.

Don't forget that you can only apply effects of your Working cards (the cards that are at the top of your Systems).

Racial abilities on your Civilization Board are applied the same way as effects of your Working cards. Civilization Boards are not considered cards.

When you discard a cube during the game, return it to your Reserve.

If an effect's text lists resources separated by a slash, it means that you can choose one of them. For example, if you activate the *Viktoriya* Advisor Card, you can gain one of the following: 2 Food, or 2 Fleet, or 2 Production.



Hints for New Players

There are many paths to victory in *Master of Orion: The Board Game*. However, during the first 2 or 3 rounds you should take time to develop your civilization. Examine your racial abilities and the cards you have, then choose an appropriate Advisor and a path that can lead you to victory. Build several Structures that will allow you to implement your chosen strategy. For example, if you want to attack your opponents frequently, you need a constant increase of Fleet and cards that give you extra benefits after attacks. If you rush into space battles without a strong economic foundation, your military forces will run out quickly and your more prudent opponents will beat you without any effort.

Food, Fleet, and Production are not equally valuable: you can roughly define them by the exchange rate on your Civilization Board. The easiest way to reach a high Exertion Level (that will allow you to perform more actions per round) is to collect Food. You should also keep a high level of Fleet if someone (especially you) has chosen a military strategy. You should use your Production to build only those Structures that are essential to your victory.

Your two most important resources are your available actions and cards in your hand. Don't miss an opportunity to gain extra actions or to do something without spending your actions. Try not to run out of cards in your hand because they are the most flexible resource as you can use them to build, to exploit, to hire an Advisor, etc. Exploiting a grey card is a good way to refill your hand.

Don't be afraid to lower your Morale, especially if you get something more valuable in return, like actions or Victory Points. Remember that you can increase your Morale through the Propaganda action. However, keep in mind that if your Morale is less than 6, you will lose access to some useful cards. Even if you don't need those cards, try to end your Action Phase with your Morale equal to 5 or higher, so your opponents can't take advantage and finish the game by making your Morale negative.

A card's color is important not only for the Exploitation effects, but for interaction and synergy between them. Please note that the number of cards of each color is different: there are 26 blue, 22 red, 22 yellow, and 20 grey cards in the deck.

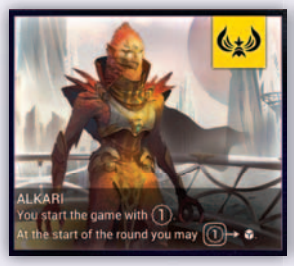
Clarification on Races, Advisors, and Structures

Alkari: You cannot use the racial ability if you have 0 Victory Points.

Bulrathi: The racial ability works only when you determine Exertion. For example, if you must decrease your Morale during the Action Phase because of some card's effect, you do it even if you have cubes in the right zone.

Darlok: If there are less than 3 cards in the Discard Pile after your opponents discard their cards, you choose a card from the available cards only.

Mrrshan: You gain an additional Fleet only when you perform the Exploitation action on your Civilization Board.











Galactic Council

As more and more sentient races meet, there is a clear need for a place to civilly discuss and debate if the galaxy is to escape the tragic path of war. Thus, the Galactic Council was created. It is a place where one day a leader may rise to unify the galaxy under one banner without the need of bloodshed.



Advisors

I'll be assisting you with any and all needs for your projects in the galaxy and updating any relevant parameters as we get new information... and so on... and so forth... — Advisor Moldred

Even the greatest leaders need help. Sometimes you should listen to the wisdom of others to make the right decision. This task falls to those who are willing to share the responsibility of leadership while remaining in the shadows.

Each and every one of the Advisors has their own skills: some know all the artful designs of secrets and espionage, some are outstanding scholars, and the presence of them is enough to support entire star systems.

Fulcrum Sandebar: This Advisor allows you to have up to 5 Systems. The extra System does not need to be your fifth System. This extra System can hold up to 4 cards, not including the *Fulcrum Sandebar* card. The effect of this Advisor Card is applied even if this card is covered by other cards.



Harrava: If you place a cube on the R space because of some other card's effect (e.g. the *Battleship* card), that cube is not removed at the end of the round. At the start of the next round, add it to your Pool of available actions.



Vale the Whisperer: This Advisor allows you to attack an opponent who has 1 or 2 Fleet more than you. However, you still must use your actual Fleet to pay for your attack. For example, if you have 1 Fleet, you cannot attack because you don't have enough Fleet to pay for your attack.



Advanced Data Center: After you choose a card from the Discard Pile, return all other discarded cards to the pile in their original order. If the Discard Pile is empty, you cannot apply this card's effect (but you can still build it).

Autolab: If you have a single yellow Working card and build an Autolab on top of it, the yellow card is not considered to be a Working card anymore and the Autolab does not provide you with an additional action cube.



Civil Transport: If you use this card's effect to build a card with an "After Building" effect (even if it is another Civil Transport), you first apply the effect of the new card and then continue to apply the effect of the Civil Transport card. Thus, it is possible to build up to 5 Structures with 1 action: 2 *Civil Transports*, 1 blue card, and any 2 additional cards (provided you have enough resources).

Holo Simulator: You discard 1 of your available action cubes. If you don't have any, you cannot apply this card's effect (but you can still build it). You can also choose to build this card without applying its effect and discarding a cube.

Planetary Stock Exchange: You cannot apply this card's effect if you have 0 Victory Points.

Planetary Supercomputer: When you apply this card's effect, this card counts too.

Soil Enrichment Facility: When you apply this card's effect, this card counts too.



Battleship: If your opponent doesn't have any cards with A or R spaces or if all of those spaces have cubes in them, this effect doesn't change anything for that opponent.

Doom Star: The effect of this card applies once after each of your attacks.

Fighter Garrison: When you apply this card's effect, this card counts too.



Government Support Facility: You can activate this card even if your Morale is 10. This card's activation is not considered a Propaganda action.

Orbital Batteries: This card applies to all of your opponents. If you have 2 *Orbital Batteries* and they are both Working cards, your opponent must pay 4 Fleet in total: 2 Fleet for the attack itself, 1 Fleet for the first copy of the card, and 1 Fleet for the second copy.

Titan: When you build this card, each of your opponents decreases their Morale by 1 for each System (stack with at least 1 card in it) they have. For example, if an opponent has 2 Systems, their Morale decreases by 2. *Fulcrum Sandebar* Advisor Card is considered to be a separate System, even if there are no other cards in that System.

Troop Transport: If cards moved by this effect have action cubes on them, the cubes are discarded. You may choose a Working card from a System containing only 1 card, but the effect will not change anything for that System.



Colonial Revenue Service: You discard 1 of your available action cubes. If you don't have any, you cannot apply the effect of this card (but you can still build it). If you build this card as the first card of a new System or place it atop a grey card, you cannot apply its effect. You can also choose to build this card without applying its effect and discarding a cube.



High Orbit Sonar: You choose which cards to activate and in what order. You may activate your Advisor as well.

Recyclotron: When you apply this card's effect, this card counts too.

Star Fortress: The effect of this card applies once after each of your opponents' attacks.



Communication Satellite: The cards in the chosen System can be rearranged in any order. This effect can target any 1 System, including the System where you've just build this card.

Destroyer: If your opponent has less than 2 cards in their hand, that opponent must choose the decrease Morale effect.

Espionage Training Facility: If your opponent doesn't have an Advisor or if their Advisor is *Fulcrum Sandebar*, this effect doesn't change anything for that opponent.

Frigate: The effect of this card applies once after each of your attacks.

Pleasure Dome: You can build this card even if your Morale is 10. This card's effect is not considered a Propaganda action.





Credits

Game Designers: Igor Sklyuev and Ekaterina Gorn

Game Development: Petr Tyulenev

Illustrations: Alexander Shaldin, Wargaming.net

Graphic Design: Sergey Dulin, uildrim

Producer: Nikolay Pegasov

Publisher: Hobby World

General Manager: Mikhail Akulov

Production Manager: Ivan Popov

Editorial Manager: Vladimir Sergeyev

Editor-in-Chief: Alexander Kiselev

Editors: Valentin Matyusha, Evgeniya Nekrasova

English Translation: Alexander Petrunin

Flavor text: Evgeniya Nekrasova, Wargaming.net

Layout: Darya Smirnova

Prepress: Ivan Sukhovey

Playtest Managers: Mariya Veselkova, Yuliya Kolesnikova, Morfey de Korellon, Konstantin Ponomarev, Ilya Semenov

Playtesters: Alukard, Evgeniya Androsova, Evgeniya Anisimova, Lyubov Belik, Ilya Belyanov, Stanislav Bravitskiy, Tayana Bryksina, Nikolay Vedyaskin, Elena Vornoskova, Artem Vorobiev, Yuliya Vorobieva, Vasiliy Goltsov, Sergey Gordeev, Alexey Demin, Evgeniy Denisov, Mariya Dokuchaeva, Yan Egorov, Anastasiya Egoshina, Nikita Zhukov, Igor Zhuravlev, Sergey Zaytsev, Nadezhda Zaytseva, Nikolay Zolotarev, Arseniy Ivanov, Maxim Ivanov, Elena Ivanova, Alexander Kiselev, Andrey Kiselev, Mikhail Kozmin, Vladimir Kont, Morfey de Korellon, Evgeniya Korotkevich, Alexander Kuznetsov, Anna Lavrinenko, Ivan Lashin, Gennadiy Lebedev, Stanislav Lis, Denis Mazurov, Valentin Matyusha, Pavel Medvedev, Ivan Mushta, Roman Naumkin, Dmitriy Nikonov, Daniil Nichukin, Valeriy Novikov, Ekaterina Peregudova, Alexey Pivovarov, Konstantin Ponomarev, Leonid Prima, Roman Pure, Sergey Raevich, Vitaliy Repin, Yuliya Romanova, Dmitriy Saltykov, Ruslan Sarimov, Ilya Semenov, Valentin Timofeyev, Alexey Tikhonov, Ivan Tuzovskiy, Georgiy Tyulenev, Evgeniya Khramova, Denis Khudyan, Mikhail Chevtaev, Vlad Choporov, Yury Shikhov, Orekon visitors, May Day meeting in Novosibirsk, and Burgevent Stahleck.

The authors would like to thank Natalia Telezhkina and the Moscow division of Board Games Developing Guild.

Reprinting and publication of the game's rules, contents, and illustrations without the copyright holder's permission is strictly prohibited.
© 2016 Hobby World. All rights reserved.

info@hobbyworld.ru

international.hobbyworld.ru

© 2016 Wargaming.net