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GALAXY OF TRINITY



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RULEBOOK

Galaxy of Trian: New Order - rulebook

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I. STORYLINE & GAME DESCRIPTION

Game Description

Galaxy of Trian is a dynamic tile-based game in which players act as commanders of alien races. They vie for control over nebulas and planetary systems, which they level up to gain an advantage over other players. What is at stake is taking possession of the powerful technology left behind by the unequaled race of the Trian. Over the course of the game, players use beautifully illustrated, double-sided tiles to create outer space and fill it with nebulas, planetary systems, and gas clouds. Using their emissaries and ships, they explore and take control of these parts of the galaxy which have hitherto remained undiscovered. With a fleet of vessels at their disposal, they fight for dominance over areas filled with rich mineral deposits. Players can choose from 8 different alien superpowers, each characterized by a unique constellation of features and skills. Close your ranks and enter the race for the hegemony over the Galaxy of Trian. What is at stake is taking possession of the powerful technology left behind by the ancient yet unequaled race of the Trian, and conquering the entire Galaxy!

Fig. 1. Standard game setup

II. COMPONENTS

- 84 triangular, double-sided Galaxy of Trian tiles
- 8 race boards
- 216 miniatures in 8 colors, including: :
 - 72 emissary miniatures (8 sets of 9 miniatures)
 - 72 research station miniatures (8 sets of 9 miniatures)
 - 32 space station miniatures (8 sets of 4 miniatures)
 - 24 Corvette ship miniatures (8 sets of 3 miniatures)
 - 24 Rogue ship miniatures (8 sets of 2 miniatures)
- 120 minerals (in 4 colors, 30 pieces each)
- 60 credit tokens (valued 1, 5, 10, 50, and 100 ¢)
- 22 combat tokens
- 24 racial skill modules (8 sets of 3)
- 12 special tokens
- 8 attack dice
- 1 rack
- 10 bags (for combat tokens, minerals, and each race's components)
- 1 rulebook

NOTE: Beginner mode and game variants are described at the end of the rulebook.



III. SETUP

The instructions below describe how to prepare a standard game using a fleet of ships and your racial skills.

Take all game components from the box. Before the first game, gently punch out the cardboard pieces from the punchboard sheets and sort the tokens. Each player chooses (or draws randomly) one of the available races and takes all the components belonging to that race (all components of a single race are in the same color):

- 1 race board
- emissary figures
- research station figures see the table opposite
- space station figures
- 3 racial skill tokens (and corresponding special tokens - see p. 20)
- 1 attack die
- 3 Corvette class ship miniatures
- 2 Rogue class ship miniatures
- 1 reference card

If you're new to this game, we suggest that you start your adventure with the Galaxy of Trian by playing a few games in beginner variant. The gameplay it offers is faster and slightly easier, and no ships and racial skill tokens are used. The setup and gameplay for this mode are described on p. 32.

For your convenience, the box contains 8 bags so that each race's components can be kept separately.



Prepare Your Game Area:

- 1 - Place your race board, reference card, and attack die of a chosen race in front of you.
 - 2 - Place the ships on the right side of the board; there are places to house Corvette class ships (x3) and Rogue class ships (x2).
 - 3 - Find the right number of emissary, research station, and space station miniatures for the game (based on the number of players; see the table opposite); then, place them all in the appropriate spaces of the race board as shown in the picture (p. 2, fig. 1)
 - 4 - Place 3 racial skill tokens (any side up) and your race's special tokens (see p. 20) below your race board.
 - 5 - Check if your two active racial skills provide any special tokens. If so, place them on the race board, next to their respective skills.
- Each player takes 10 credits and 1 battle token

number of players	emissaries	research stations	space stations
2	9	9	4
3	8	8	3
4	7	7	2

Return to the box all of your own unused figures (when playing with 3 or 4 players) and any other components in the unchosen colors. .

Prepare the Common Game Area:

- 6 - Place the rack within the reach of all players.
- 6 - Thoroughly mix all Galaxy of Trian tiles. None of the tiles showing exmitters, trade outposts, and teleports can remain with this side up (these tiles should be flipped over and mixed with other tiles so that the players don't know where they are). Then, form two even stacks of these tiles and place them in the rack.
- 7 - Put the minerals and combat tokens in their bags, and place the bags near the rack.
- 8 - Sort the credit tokens € by their values and make a general pool for all players to access.



As you prepare your game, allow sufficient space for it to grow; the center of the table should remain empty, as the Galaxy of Trian will be formed there.

IV. GAMEPLAY

Galaxy of Trian will take you to outer space filled with nebulas, planetary systems, and gas clouds. This space will come into existence and then grow through your actions. Each round, every player will draw one tile from the rack and place it in the middle of the table alongside other tiles already lying there, thus expanding the Galaxy of Trian by another sector.

This way, a map of space is created – a place for you to compete for domination over the Galaxy. You'll have the chance to explore other parts of space, to conquer them, and fight with other races for valuable resources and finite mineral deposits. Send emissaries on expeditions and command them to build research and space stations, which will give you an upper edge over other races. Exploit your unique racial skills and your fleet's support to devise your strategy and outsmart your opponents.

Celebrate small victories in the battles you fight, but don't forget your overarching objective! Gain the most valuable minerals and credits €, and the chance to conquer the Galaxy of Trian will be at your fingertips.

Goal of the Game

The goal of the game is to gain the most credits €. There are several ways to do this:

During the game:

- By closing nebulas, planetary systems, and outer space areas,
- By building research and space stations.

At the end of the game:

- For minerals gained during the game,
- By plundering enemy planetary systems.

The game ends at the end of the turn during which the last Galaxy of Trian tile is drawn and placed. .

V. GAME TURNS

PLAYER TURN DESCRIPTION

Phase 1: Extraction

(**optional** – choose any number of actions)

- 1) Trade
- 2) Gaining minerals
- 3) Race evolution

Phase 2: Expansion

(**mandatory** – draw and place a tile)

Phase 3: Exploration

(**optional** – select only **one action**)

- 1) Research
- 2) Expedition
- 3) Construction
- 4) Teleportation
- 5) Moving your ship

Resolving events

- Closing Galaxy areas
- Battle for domination
- Taking control

Galaxy of Trian is played over a series of turns taken individually by successive players. Each player turn is made up of three phases, resolved in this order:

Phase 1: Extraction

Phase 2: Expansion

Phase 3: Exploration

The phases should always be resolved in the order above. **On your turn, you must always resolve phase 2.** The other phases (1 and 3) are optional, so if you cannot or do not want to resolve them, skip them. You can never go back to a phase which you had previously decided to skip.

If any event is triggered during your turn (the conditions triggering it are met), you must resolve that event. You can do this immediately before or after you take your action in phase 3.

The game begins with the player who rolls the highest number on his attack die. If there is a tie, all players roll their dice again. If you want, you can decide on a different way to choose the first player. Then, the turns are played starting with that first player and continuing clockwise.

Phase 1: Extraction

In this phase, you can take **one or more actions in any order**. These are the available actions: Trade, Gaining minerals, and Race evolution.

Phase 1 is optional. You will probably want to skip this phase during your first few turns due to lack of credits € and closed nebulas (which could bring you minerals).

1. Trade

Exchange minerals or buy any number of minerals or combat tokens. During a single turn, you can buy both tokens and minerals (in any combination), as well as exchange the minerals you have or have just bought for minerals of a different color. The trades can be done in any order.

A. Purchase.

Purchasing any 1 mineral costs 6 credits €, and purchasing 1 random combat token costs 4 credits €. These costs may be reduced by the maximum of 1 credit € if you have an unblocked emissary on at least one trade outpost (having more than one outpost does not increase this bonus).

- Buy 1 chosen mineral (choose from the bag) = 6 €



- Buy 1 random combat token (draw randomly from the bag) = 4 €



=5 € Lower purchase costs: apply when if you have your own, **unblocked emissary** on a trade outpost.

=3 €



Trade without limits:

- Buy any number of minerals and tokens
- Exchange minerals any number of times

Purchase costs can be reduced by no more than 1 credit €.

Immediately after the trade pay its cost by returning the appropriate amount of credits € to the general pool and place the newly gained minerals and/or tokens in your supplies below your race board. Keep your combat tokens so that your opponents can't see them. You, however, can look at your tokens at any time.

An emissary is blocked if there is a Corvette class ship on the same tile.

B. Exchange.

Return two chosen minerals from your supplies to the bag, then take 1 mineral of a chosen color from the bag and place it in your supplies.



2. Gaining minerals

You can gain minerals in two ways:

- From the nebulas you control
- Using the Rogue class ships

Gain minerals from each CLOSED nebula you control and place them in your supplies.

You can gain minerals from a nebula if you have a research station, a Trian extractor, or a space station, or if your Rogue class ship is in the immediate vicinity of that nebula. When you gain minerals, you can choose their color (if minerals of that color are available).

A. Gaining minerals from closed nebulas you control:

If you control a nebula where you have at least:

- 1 research station and/or Trian extractor -> Gain 1 mineral
- 1 space station -> Gain 2 minerals

During a single turn, **you can gain no more than 2 minerals** from each nebula you control – regardless of the number of extractors, research stations, and space stations you have in a given area.

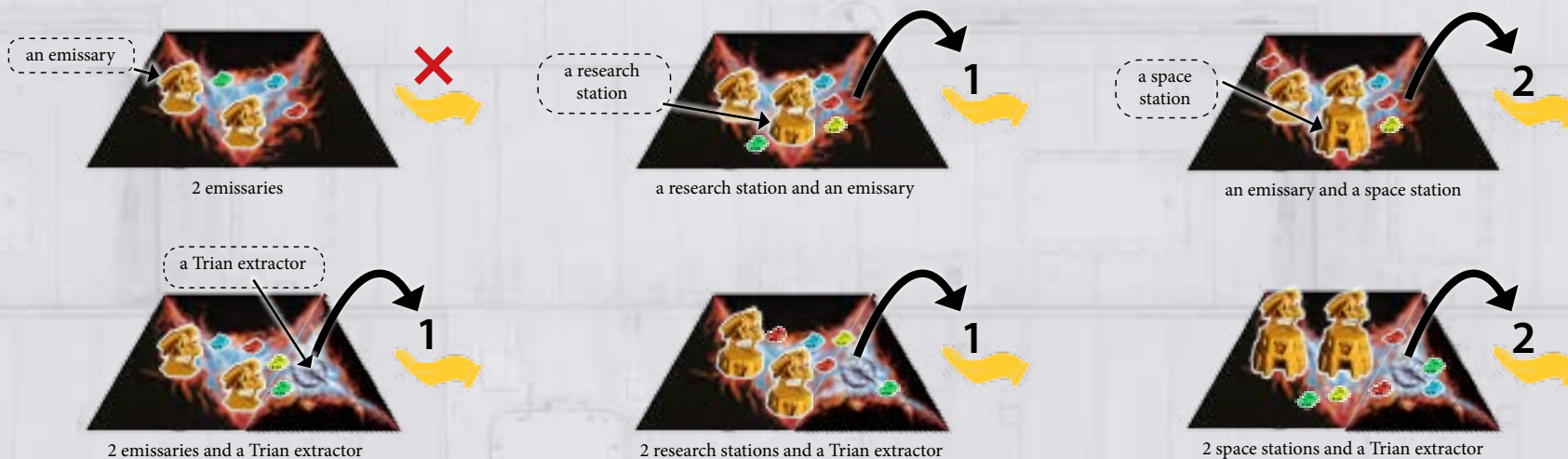
NOTE: If you control a nebula with emissaries alone (not accompanied by a Trian extractor), you cannot gain minerals.

Control of a closed nebula or a planetary system lies with the player who is the only one to have at least one unblocked emissary in this area.

A Trian extractor on a part of a closed nebula you control allows you to gain minerals even if you have no research or space stations there.

For more information about closing nebulas, taking control of them, and constructing research and space stations, turn to p. 13 of this rulebook.

Fig. 2. An example of gaining minerals from a closed nebula using research stations, extractors, and space stations.

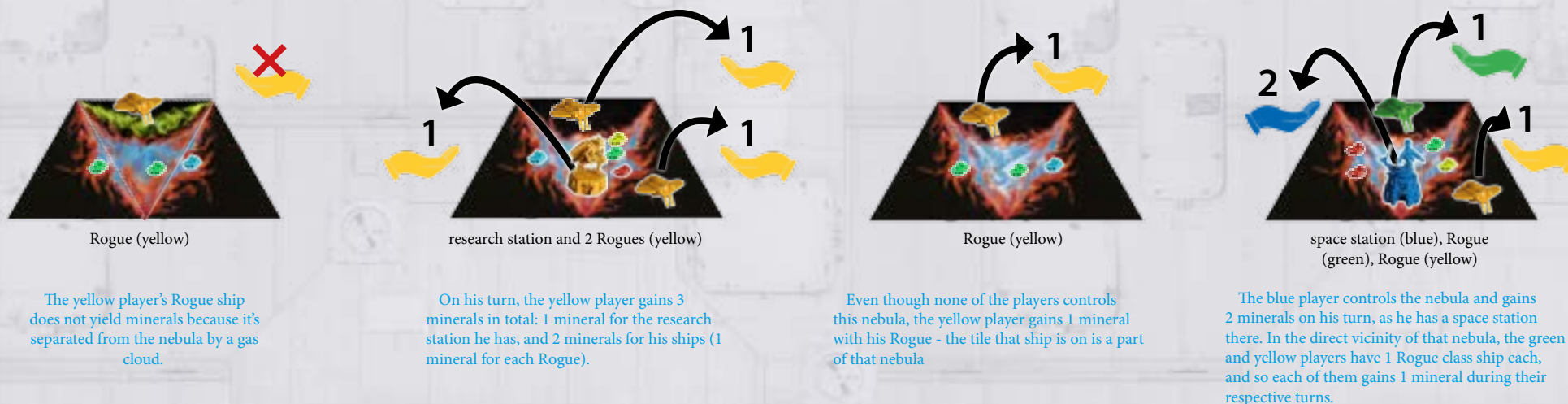


B. Gaining minerals using a Rogue class ship

You can gain minerals by sending your Rogue class ships into space. You can gain 1 mineral per turn for each of your Rogue ship if the tile that ship is on is within a closed nebula with minerals.

NOTE: If a gas cloud separates your Rogue class ship from a closed nebula, you cannot gain minerals from that nebula.

Fig. 3. An example of gaining minerals from closed nebulas using Rogue class ships.



3. Race evolution

Unlock one universal or racial skill.

Choose one of the available racial skill tokens and decide which side you want to use. Pay its cost, then place the token with the chosen side up in the appropriate place next to your race board (p. 7, fig. 4).

Unlocking each universal skill (golden border) costs 5 credits €, and unlocking each racial skill costs 10 credits €.

Next, check if the unlocked skill gives you a special token. If so, take the appropriate token and place it on your race board.

More information in section VIII. Racial Skills Description on p. 20.

Each race has two basic racial skills active from the beginning of the game and 3 additional two-sided skill modules that can be unlocked during the game. On one side of the tokens, there are universal skills available for all races, on the other side – unique racial skills. The latter abilities are more powerful, but unlocking them comes at a higher cost. (p. 7, fig. 4).

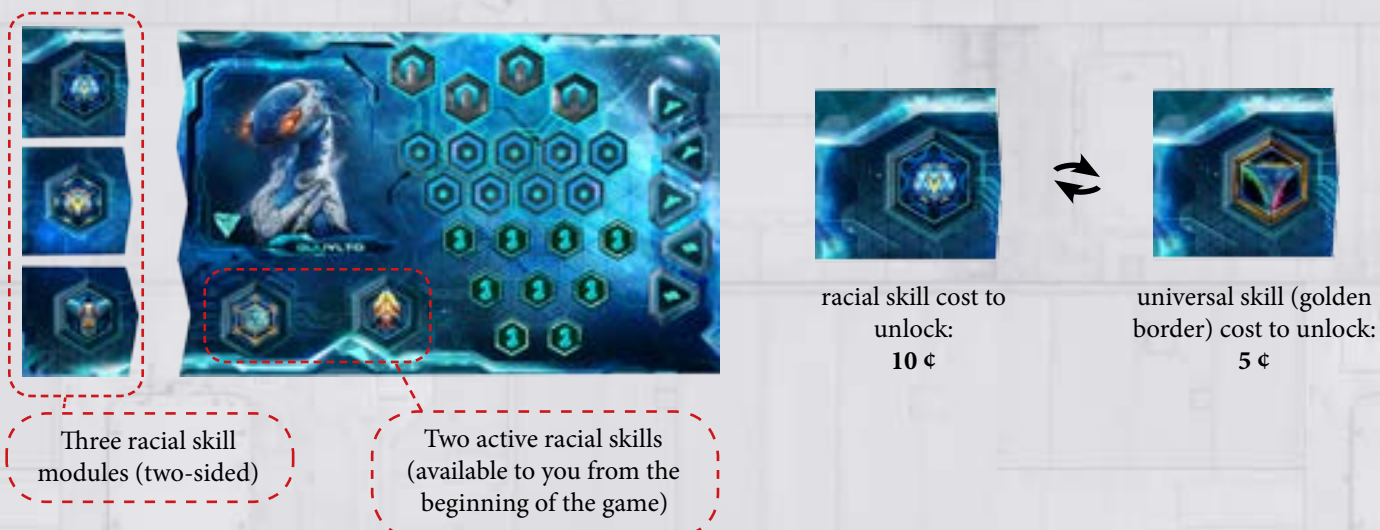
When you unlock a skill, place its token in the appropriate place on the left side of your race board.

On your turn, you can unlock only one skill, universal or racial. Once you've unlocked a skill, you cannot change it (you cannot flip its token to the other side).

The skills can be unlocked in any order, and you are free to decide which token you want to buy at a given moment.

Fig. 4. Race board – unlocking racial skills

Each unlocked skill may only be used at a specific moment during a turn. A full explanation of all universal and racial skills is on p. 20.



Phase 2: Expansion

In this phase, you must draw one tile from the top of any of the stacks and place it on the table. Take a chosen tile, check its other side, then choose one of the sides and place it that side up on the table – this way you expand the Galaxy of Trian by another area. Remember you do not have to show your opponents the other side of the tile you drew.

When a tile is still on the rack, you cannot look at its other side until you've decided to draw it.

When you add a tile to the existing ones, remember to follow these rules:

- the tile you add must share at least one edge with at least one tile already on the table;
- the borders of adjacent tiles must form a logical continuity, i.e., they must present a matching feature of the galaxy;
- once a tile has been placed, it remains in that place until the end of the game.

More information in section IX. Tile Description on p. 25.

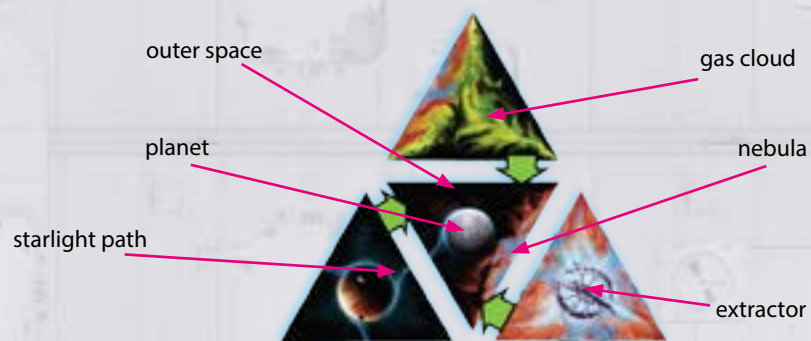


Fig. 5. Rules for placing tiles on the table

Phase 3: Exploration

In this phase, you can take only one of five actions. These are the available actions:

- Research
- Expedition
- Construction
- Teleportation
- Moving your ship

If you do not want to or cannot perform any of these actions, skip this phase.

Detailed rules for closing planetary systems, nebulas, and outer space areas are described in section VI. Events on p. 12.

1. Research

Draw 1 random mineral from the bag for free and place it in your supplies. .



2. Expedition

Send 1 of your units: an emissary or a ship (Corvette or Rogue) on an expedition. Take the chosen miniature from your supplies on the race board and place it on a tile added this round.

When you place your unit, remember to follow these rules:

- 1) **An emissary** can be placed only on a **planet, part of a nebula** (without a Trian extractor) or on a **trade outpost**.
- 2) **A ship** can only be placed in an outer space area (black area of a tile) and must be at least one tile away from another ship (your own or your opponent's).

You can only send your unit on an expedition TO A TILE THAT HAS JUST BEEN ADDED.

Remember:

Tiles with exmitters or within an emitter's radius of action cannot receive expeditions.



emitter's radius of action



an emissary sent on an expedition to a planet or a nebula

a ship sent on an expedition to outer space

allowed

illegal
(there is a ship on an adjacent tile)

If you placed your emissary on a **trade outpost**:



- during the ongoing phase 3 you can take two additional actions (same or different) chosen from the following: research, construction, teleportation, moving your ship;

- purchase costs in phase 1 are 1 credit € lower (as long as the emissary remains on the outpost)

Ships sent to the expedition can change their positions during the game; this happens through the moving your ship action.

Emissaries are less mobile and usually remain where they were originally placed until the end of the game, unless:

- they are in an emitter's or teleport's radius of action; OR
- you move them back to your race board after closing part of the galaxy*.

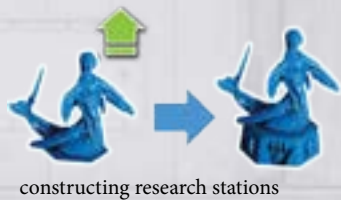
Always send your units on expeditions when it brings you profits. Remember that other players can intentionally lock up your emissaries in nebulas or planetary systems, thus rendering them useless until the end of the game*.

more on this in section:

1. Closing nebulas, planetary systems, and outer space areas on p. 12
3. Taking control on p. 19

3. Construction

Construct one research station or one space station and gain the appropriate number of credits ¢.



A. Constructing research stations:

- you can only attempt it in a closed nebula or planetary system; you must control that area and have an unblocked emissary there;
- take an available research station miniature from your race board and place in on a tile underneath a chosen emissary.

If there are blocked enemy emissaries where you construct your research station, they are immediately returned to their respective owners' supplies.

To construct a space station, you must have a research station already constructed.



B. Constructing a space station:

- you can only attempt it on a **previously constructed research station**
- take a space station miniature from your race board and place it underneath a chosen research station with an emissary

During your turn, you can only construct 1 research station or 1 space station.

Fig. 6. Constructing research and space stations.

An emissary used to build a research/space station remains in place until the end of the game and cannot be removed (neither voluntarily by its owner nor as a result of enemy action or other tiles' effects). More information in section XI. Emissaries, Research Stations and Space Stations on p. 31.

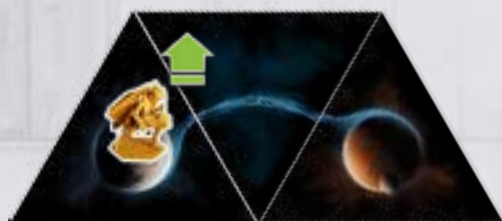
When you complete your construction, gain the appropriate number of credits ¢ from the general pool and place them in your supplies. The number of credits ¢ depends on the type and size of the area, as well as on the total number of emissaries you have in the expanded area of the Galaxy. Detailed rules for scoring (with examples) are provided below

When you construct, you must follow these rules:

- 1) In a given planetary system, you can construct **ONLY 1** research station **OR 1** space station.
- 2) In a nebula, you can construct **ANY NUMBER** of research and space stations.
- 3) You cannot construct a space station on a tile where an emissary is blocked by an enemy Corvette class ship.

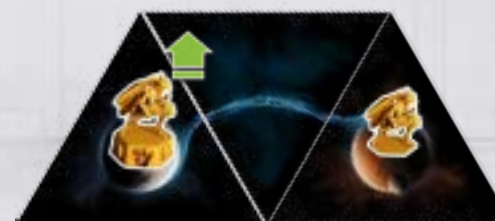
Examples of constructing research stations and space stations in planetary systems

Credits ¢ received for CONSTRUCTION: (number of tiles forming a planetary system + number emissaries on planets) * 4 credits ¢



$$(3\blacktriangle + 1\text{♁}) * 4\text{ ¢} = 16\text{ ¢}$$

(number of tiles + number of emissaries) * 4 ¢

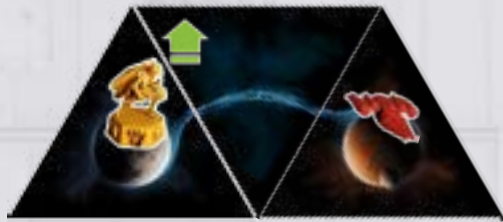


$$(3\blacktriangle + 2\text{♁}) * 4\text{ ¢} = 20\text{ ¢}$$

(number of tiles + number of emissaries) * 4 ¢

An emissary counts during scoring but cannot be used to construct another research or space station.

Fig. 7. Constructing research stations and space stations in a planetary system



$$(2\blacktriangle + 1\text{👤}) * 4\text{¢} = 12\text{¢}$$

$$(\text{number of tiles} + \text{number of emissaries}) * 4\text{¢} = 12\text{¢}$$

The tile with a planet blocked by an enemy Corvette class ship is not counted during scoring when constructing a research station or a space station.



this emissary cannot be leveled up as it is blocked by an enemy Corvette class ship

If a planet is blocked by an enemy Corvette class ship:

- you don't gain credits ¢ for this tile

If an emissary is blocked by an enemy Corvette class ship:

- you cannot use it for construction,
- it doesn't bring you credits ¢ during construction.

Examples of constructing research stations and space stations in nebulas

If you construct in a nebula, additional random minerals appear in it. Draw random minerals from the bag and place them in this nebula:

- when you construct a research station: place 2 random minerals in this nebula;
- when you construct a space station: place 4 random minerals in this nebula;

You'll be able to gain the minerals from this nebula during phase 1: Extraction.

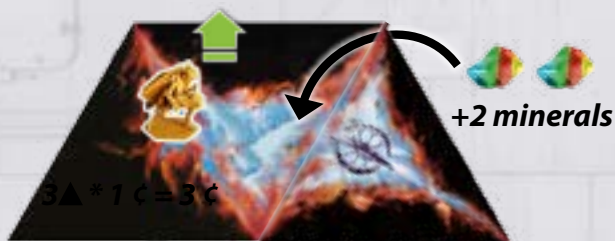
Credits ¢ received for CONSTRUCTION:

number of tiles forming a nebula + number of emissaries * 1 credit ¢

additional minerals gained when constructing a

research station +2 🎨 / space station +4 🎨

Fig. 8. Constructing research stations and space stations in a nebula



$$(3\blacktriangle + 1\text{👤}) * 1\text{¢} = 4\text{¢}$$

$$(\text{number of tiles} + \text{number of emissaries}) * 1\text{¢} = 4\text{¢}$$

When you construct a research station here, 2 random minerals appears in this nebula.

A Trian extractor does not increase the number of points or the number of minerals gained for construction.



$$(3\blacktriangle + 2\text{👤}) * 1\text{¢} = 5\text{¢}$$

$$(\text{number of tiles} + \text{number of emissaries}) * 1\text{¢} = 5\text{¢}$$

When you construct a space station here, 4 random minerals appear in this nebula.



$$(3\blacktriangle + 2\text{👤}) * 1\text{¢} = 5\text{¢}$$

$$(\text{number of tiles} + \text{number of emissaries}) * 1\text{¢} = 5\text{¢}$$

When you construct another research station here, 2 random minerals appears in this nebula.

4. Teleportation



Only when you add a tile with a teleporter can you move 1 unblocked emissary or 1 ship from its radius of action to another available area of the galaxy. You can teleport your own units as well as enemy units. Use teleportation as an element of your strategy. Seize unclaimed areas of the galaxy and earn victory points. Send enemy emissaries to the outer edges of the cosmos – let them endlessly wait for help, stranded out there. You can even send your own emissary to a trade outpost, thus immediately gaining two additional actions to be taken in phase 3! Whether your strategy leads you to victory depends solely on you. The teleportation action is optional, so if you cannot or do not want to use it, skip it



when you add a tile.

NOTE: When you add a teleport, each tile adjacent to it is within its radius of action.

You can only teleport emissaries who have not been leveled up to research or space stations.



after a tile has been added, when a teleport is a part of the Galaxy

NOTE: A teleport, which is already a part of the Galaxy, does not affect adjacent tiles. It only affects ships that end their movement on it.

Teleporting an EMISSARY

Choose 1 emissary within a teleport's radius of action and move it to a nebula, planetary system, or a trade outpost.

An emissary CANNOT be teleported to:

- a tile with an emitter or to a tile within an emitter's radius of action,
- a tile with a teleport,
- a tile with a Trian extractor,
- a closed nebula or a planetary system controlled by another player,
- a tile occupied by another emissary.

An emissary may be teleported to a free tile of a closed nebula or a closed planetary system which is not controlled by any player – this way taking control over it (more information in section 3. Taking control on p. 19).

Teleporting a SHIP (Corvette or Rogue)

Choose 1 ship within a teleport's radius of action and move it to another outer space area

A ship CANNOT be teleported to:

- a tile with an emitter or to a tile within an emitter's radius of action,
- nebulas,
- a tile occupied by another ship.

If a ship is moved to a tile adjacent to an enemy ship, this teleportation results in a battle (more information in section 2. Battle for domination on p. 15).

Remember:

On any given tile, there can be no more than 1 ship and 1 emissary.

5. Moving your ship

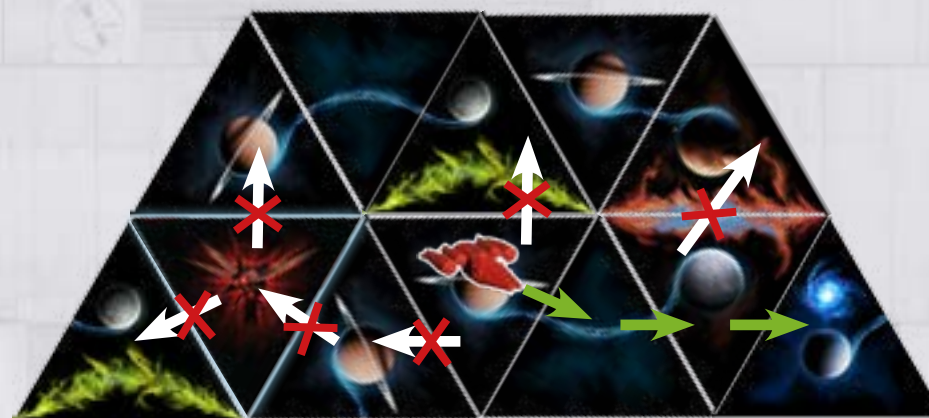
Fig. 10. Rules for moving your ships

Move your ship (any class) by up to **3 tiles** to another area of the galaxy. You cannot end your movement on the same tile you started it from. You can only move the ship through outer space areas, and ones that are not enclosed by nebulas and gas clouds. Choose 1 ship and move it to another empty tile (you must follow the rules for movement) within allowed distance.

When you move your ship, remember to follow these rules:

- 1) Ships cannot move to or through the following: nebulas, gas clouds, exmitters and tiles within its radius of action.
- 2) Ships can move through tiles where other ships are present (your own or your opponent's), but cannot end their movement on these tiles.

If a ship is moved to a tile adjacent to an enemy ship, this movement results in a battle (more information in section 2. Battle for domination on p. 15).



If a ship is moved to a tile with a teleport, you can teleport that ship on your next turn (this costs you 1 action).

(see section 4. Teleportation on p. 11).



VI. EVENTS

Galaxy of Trian features three types of events:

1. Closing areas:

A. nebulas, planetary systems

B. outer space areas

2. Battle for domination

A. between ships

B. between emissaries

3. Taking control

These events are interrelated and may all occur during a player's turn (e.g., as a result of adding a tile and placing an emissary on it a fight may occur, and a player can take control of a closed area of the Galaxy).

Resolving events is mandatory and happens whenever their conditions are met. The player, during whose turn the events were triggered, decides whether to resolve them before or after taking his actions in phase 3. This choice gives you a possibility of using your units in a strategically wise way. Detailed rules connected with each event are described below.

1. Closing areas.

In Galaxy of Trian, you can close 3 types of areas: nebulas, planetary systems, and outer space areas. Areas are closed as a result of adding a tile to the existing array. Upon closing, every area of the galaxy is worth a certain number of credits €, depending on the type and size of that area. Detailed rules for scoring (with examples) are provided below

On his turn, a player may close multiple areas of the galaxy. When this happens, credits € are awarded separately for each closed area.

More information in section X. Closing areas of the galaxy on p. 30.

A. Closing nebulas and planetary systems

Each time when adding a tile results in closing a nebula or a planetary system, credits € are awarded. Only the player who is in control gains these credits €. If none of the players has control over the closed area, the player who closed the area gains these credits. These credits are taken from the general pool and placed in that player's supplies.

NOTE: If you closed a nebula or a planetary system during your turn, first check which player controls that area (see section 3. Taking control on p. 19).

Nebulas and planetary systems are considered closed if you cannot add a tile to expand them.

- **A closed planetary system:** worth **2 credits €** for each tile and emissaries within it.

- **A closed nebula:** worth **1 credit €** for each tile and emissaries within it.

- **Each Trian extractor** in a closed nebula **increases the value of each tile within that nebula by 1.**

- Upon closing, a nebula immediately gains as many minerals as there are tiles in that nebula. Each Trian extractor that nebula increases that sum by 1. Draw the appropriate number of random minerals from the bag and place them in this nebula.

If adding a tile causes multiple areas to be closed, credits € are awarded for each of them separately.

If a closed nebula or a planetary system houses emissaries of more than one player, a battle occurs. More information in section 2. Battle for domination on p. 15.

Credits € for closing nebulas and planetary systems are awarded in one of two ways, depending on whether there are enemy units in that area and whether a battle occurs (see the box below).

1. If there is no battle between the emissaries

- the credits € are awarded to the player who has control over that area of the galaxy (a nebula or a planetary system)
- if no one took control of that area, credits € are awarded to the player who closed that area

OR

2. If a battle between the emissaries takes place*

- the credits € are awarded to the player who won the battle and took control of the area
- if there was a tie, the credits € are awarded to the player who closed the area

*more on this in section:

2. Battle for domination on p. 15 and
3. Taking control on p. 19.

Only one player has at least 1 emissary in the closed area.

None of the players has his emissaries in closed areas.

More than one player has at least 1 emissary in the closed area.

When the battle ends, none of the players has his emissaries in the closed area.

If there are only your emissaries in the area you're closing, after you gained the points for that closing you can take any number of your emissary miniatures back to your supplies (but only on the same turn when you closed a given area). Remember that you need to leave at least 1 emissary in a closed area if you want to gain the bonus for taking control of it (see: Taking control on p. 19). Leaving your emissaries in the Galaxy is a strategic move, as you can later use them to construct research and space stations (see: 3. Construction on p. 9).

If there are enemy units in the nebula or a planetary system you're closing, they remain in place and their owner cannot take them back to his race board.

If the area you control was closed during another player's turn, you cannot take ANY of your emissaries to your supplies (but you DO get the credits for closing that area).

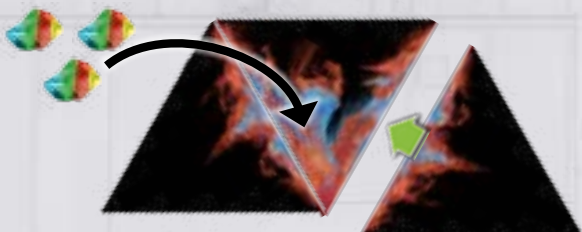
B. Closing outer space areas

If you close an outer space area during your turn, you gain 3 credits € for each tile within it. Take the appropriate number of credits from the general pool and place them in your supplies.

Upon closing, nebulas gain random minerals
(1 tile = 1 mineral, an additional 1 mineral for each Trian extractor)
1 emissary = 1 extra mineral

each extractor
 increases the value of each tile in a closed nebula by 1
 additionally, 1 random mineral appears

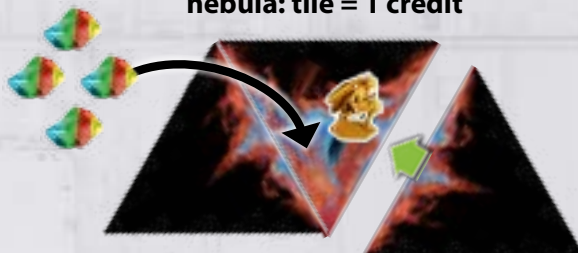
nebula: tile = 1 credit



After adding a tile, that nebula has been closed and it's worth:

number of tiles * 1 € = 3 €
 (3 random minerals appear in this nebula)

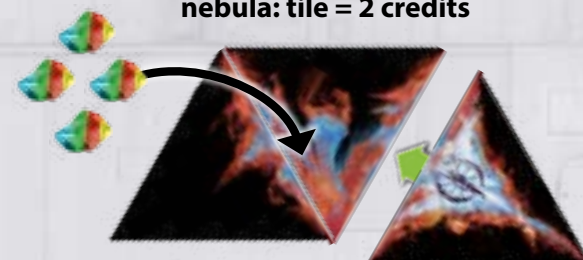
nebula: tile = 1 credit



After adding a tile, that nebula has been closed and it's worth:

number of tiles + number of emissaries * 1 € = 4 €
 (4 random minerals appear in this nebula)

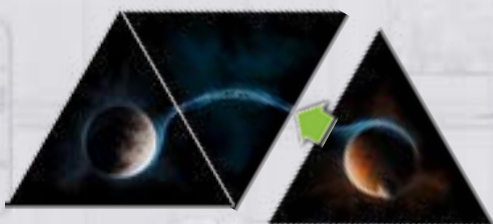
nebula: tile = 2 credits



After adding a tile, that nebula with a Trian extractor has been closed and it's worth:

number of tiles * 2 € = 6 €
 (4 random minerals appear in this nebula)

planetary system: tile = 2 credits



After adding a tile, that planetary system has been closed and it's worth:

number of tiles * 2 € = 6 €

outer space: tile = 3 credits



After adding a tile, that outer space area has been closed and it's worth:

number of tiles * 3 € = 9 €

An outer space area is considered closed if it is surrounded by nebulas and/or gas clouds, and there are no empty spaces inside it where another tile could be added.

Credits for closing an outer space area are awarded **ONLY** to the player who closed it.



Upon adding a tile, two areas of the Galaxy worth 15 € in total were closed:
 - a planetary system worth 6 €
 - an outer space area worth 9 €






Upon adding a tile, two areas of the Galaxy worth 8 € in total were closed:
 - 2 planetary system worth 4 € each



Upon adding a tile, two areas of the Galaxy worth 6 € in total were closed:
 - a planetary system worth 4 €
 - a nebula worth 2 €
 (2 random minerals appear in that nebula)

2. Battle for domination

Battles for domination can take place between ships or between emissaries (never between ships and emissaries). If a battle starts on a player's round, **the battle between the ships is resolved first, followed by the battle between the emissaries**. A battle consists of individual clashes, where attack dice and combat tokens are used (see the box below).

 Combat tokens	Using combat tokens in battles
<p>Combat tokens are used in battles between ships or emissaries. There are two ways to gain these tokens:</p> <ol style="list-style-type: none">1. Whenever you take control of a planetary system or a nebula2. When you buy them in the Trade phase <p>These tokens come in two types:</p> <p>a) reroll a die: you can reroll an attack die once </p> <p>b) +1: add +1 to what you rolled on an attack die </p> <p>Keep your combat tokens so that your opponents can't see them.</p>	<p>Using combat tokens in battles is optional. During each clash, before you roll your dice, you can declare using up to 3 tokens.</p> <p>The effects of these tokens are resolved after you roll the attack die. You can choose not to use the token(s) you declared.</p> <p>Note: If you declared using two reroll tokens, but you're happy with the first reroll, you don't need to use the second reroll! Remember, though, that a declared token is lost even if you didn't use it.</p> <p>If you use more than one combat token in a single clash, their effects are cumulative ; e.g., the yellow player used token: +1 to what he rolled and 1 reroll token to reroll a die. He rolled a 5 (which is high), so he decides not to reroll but he adds +1 to what he rolled. His total score is 6. Then, all combat tokens chosen for this clash (even the reroll token that was not eventually used) are returned to the bag.</p>

A. Battle between ships

A battle between ships takes place if ships belonging to different players are located on adjacent tiles within a single outer space area (open or closed). If the opposing ships are separated by a nebula or a gas cloud, the battle does not take place.

The battle only takes place between the adjacent enemy ships and is resolved as a series of individual clashes involving two enemy ships. A battle between ships of the same class (Corvette v. Corvette, Rogue v. Rogue) is normally resolved, using attack dice and combat tokens. When a Corvette class ship attacks a Rogue class ship, the owner of the Corvette wins immediately.

The player who initiated a battle is the Attacker. The other players are the Defenders.

How to resolve a single clash between ships:

1. The Attacker indicates one adjacent enemy ship to clash with.
2. First the Attacker and then the Defender both declare if (and how many) combat tokens they intend to use in this clash. Each of them can choose up to 3 tokens and place them in front of him face down so that they remain invisible to the opponent.
3. Then, both players simultaneously roll their attack dice.
4. Before the clash is resolved, the Attacker reveals his combat tokens and resolves their effects; then, the Defender follows. The declared tokens are resolved in any order (chosen by the player). A player can decide not to use the declared tokens, if he considers doing so to be advantageous. All declared tokens (the used and unused ones) are then returned to the bag.
5. Eventually, the players compare the final results of the clash (= what they rolled on their attack dice + effects of the combat tokens used). The player with the higher result is the winner of the clash and removes the enemy ship (it is returned to its owner's supplies). Additionally, the winner gains 2 random minerals from the bag. If there's a tie, both players remove their ships and no one gains the minerals.
6. If after the clash there are still more enemy ships on adjacent tiles, the battle continues and the Attacker chooses another ship to clash with.
7. If after the clash there are no more pairs of enemy ships on adjacent tiles, the battle is considered over.

A single clash is considered over when one of the ships (or both if there's a tie) is removed from the outer space area.

Fig. 12. The battle between the ships.

If a battle between the ships is tied, both clashing units are returned to their respective owners' supplies.



The red player uses his Corvette ship to attack the yellow player. He wins the battle in the first clash 5 to 3. The red player gains 2 random minerals for destroying the enemy ship. The yellow Corvette is returned to the yellow player's supplies.



The red player uses his Corvette ship to attack. He wins this clash automatically (no dice are rolled). The yellow Rogue is returned to the yellow player's supplies. The red player gains 2 random minerals.



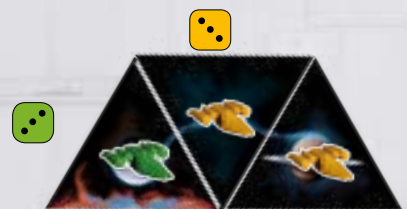
The red player's Corvette automatically wins against the yellow player's Rogue; the red player gains 2 random minerals. The Rogue is returned to its owner's supplies. Next, a clash between the two Corvette ships begins. The yellow player wins this clash 3 to 2, and for that he gains 2 random minerals. The red Corvette is returned to the red player's supplies.



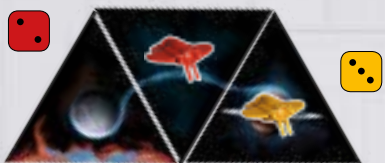
The red player uses his Corvette ship to attack. He automatically wins against the Rogue ships belonging to both yellow and blue players. The Rogues are returned to their owners' supplies. The red player gains 4 random minerals in total.



The Attacker (the owner of the red Corvette) chooses whom to attack first. He will first clash with the green Corvette ship. The red player wins this clash 5 to 4, and for that he gains 2 random minerals. The green Corvette is returned to the green player's supplies. Another clash begins, this time between the red and yellow Corvette ships.



The Attacker (the owner of the green Corvette) attacks the yellow player's Corvette. They both roll a 3 on their attack dice, so both units are returned to their owners' supplies. The battle is now over. No one gains minerals.



The red player attacks the yellow player's Rogue ship. The yellow player wins this clash 3 to 2, and for that he gains 2 random minerals. The red Rogue is returned to the red player's supplies.



The red player uses his Rogue ship to attack and chooses an opponent to clash with. He decides to target the blue player's Rogue. The blue player wins this clash 3 to 2, and for that he gains 2 random minerals. The red Rogue is returned to the red player's supplies. The battle is now over. There is no clash between the blue and yellow Rogue ships, as there is a tile between them that separates them from one another. A battle only takes place between ships on adjacent tiles.



The yellow player uses his Rogue ship to attack the red player and the attack strength of both of them is 3 (2 +1 combat token). This makes the clash tied, but the yellow player can take a risk and use the reroll token to roll his die again and then resolve the new result. Then, all declared combat tokens are returned to the bag.

(the +1 token remains in place until a single clash has been resolved)



The yellow player uses his Corvette ship to attack the red player who wins this clash 5 to 4 (3 +1 combat token), so he does not have to use the reroll token; after resolving this clash, all declared combat tokens are returned to the bag.

B. Battle between emissaries

A battle between emissaries takes place if upon closing a nebula OR a planetary system emissaries belonging to different players are in it. The battle involves all emissaries from that closed area and is resolved as a series of individual clashes.

Before the battle, the players need to determine the total bonus which applies until the end of that battle. The bonus is calculated for each player separately, and it is equal to the number of emissaries a player has in that closed area.

The player who closed the area is the Attacker if he has his emissary in that area (i.e., if he is involved in that battle). If the player who closed the area is not involved, the Attacker is the next person on his left to have at least one emissary in that closed area. The other players are the Defenders.

How to resolve a single clash between emissaries:

1. First the Attacker and then all Defenders declare if (and how many) combat tokens they intend to use in this clash. Each of them can choose up to 3 tokens and place them in front of him face down so that they remain invisible to the opponent.
2. All players involved in the clash simultaneously roll their attack dice and add their respective bonuses (determined at the beginning of the battle) to what they rolled. *(the bonus for the number of emissaries does not change until the end of the battle)*
3. Before the clash is resolved, the Attacker reveals his combat tokens and resolves their effects; then, the Defenders follow in clockwise order. The declared tokens are resolved in any order (chosen by the player). A player can decide not to use declared tokens if he considers doing so to be advantageous. All declared tokens (the used and unused ones) are then returned to the bag.
4. Eventually, the players compare the final results of the clash (= what they rolled on their attack dice + bonus for the number of emissaries + effects of the combat tokens used). The player with the higher result is the winner of the clash and removes 1 emissary of each opponent (they are returned to their respective owners' race boards). If there's a tie, there is no winner and each of the clashing players chooses 1 of his emissaries and returns him to his race board.
5. If after the clash there are still enemy emissaries left on the battlefield, the next clash begins.
6. The battle continues until only one player's emissaries remain in that area (or – in case of a tie – if no emissaries are left there).

After winning the battle, the player who closed the area (and only him) decides how many of his emissaries from this area he wants to take back to his race board. Remember that you need to leave at least 1 emissary on a closed area if you want to gain the bonus for taking control (see [Taking control on p. 19](#)). Leaving your emissaries in the Galaxy is a strategic move, as you can later use them to construct research and space stations (see [3. Construction on p. 9](#)).

An example of adding a bonus to the result of a roll:

the battle involves 3 red emissaries, 1 blue emissary, and 1 green emissary. For the duration of the battle, the red player gains +3 to his roll and the blue and green players gain the +1 bonus.

The calculated **bonus to the result of the roll applies until the end of a battle**, that is until one of the players takes control of the planetary system or a nebula. There is no upper limit for that bonus.

NOTE: Blocked emissaries (those who share a tile with an enemy Corvette ship) are excluded from the battle. They do not count towards the bonus, either.

When your emissary wins in a nebula, gain the following rewards:

1. For closing the area -> credits Ç
2. For taking control of the area -> 1 random combat token (see section Taking control on p. 19).

When your emissary wins in a planetary system, gain the following rewards:

1. For closing the area -> credits Ç
2. For taking control of the area -> 1 random combat token

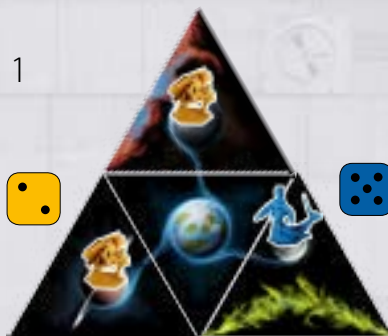
If there's a tie:

- Credits Ç: gained by the player who closed the area, thus initiating the battle.
- Combat token: gained by no one.

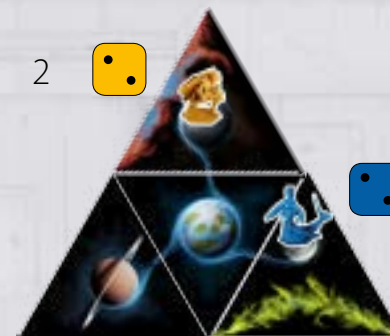
Fig. 14. The course of a battle between the emissaries. Taking control



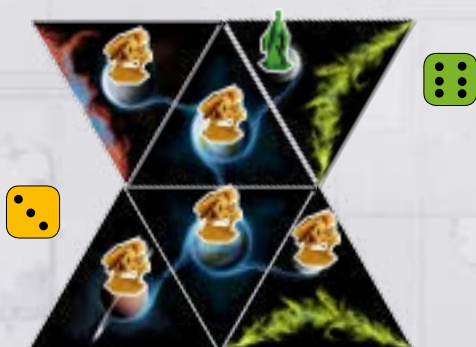
Both players have a +1 bonus to the results of their rolls. The yellow player wins the battle 4 (3+1) to 3 (2+1). He gains credits for closing the area and 1 random combat token. The emissary of the blue player is returned to that player's supplies.



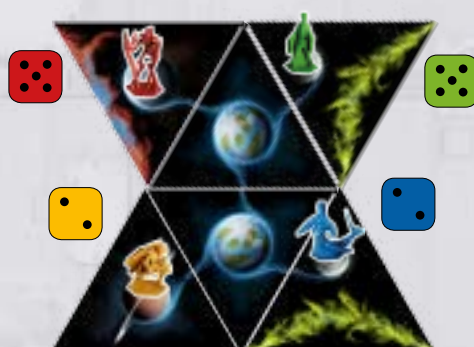
The yellow player gains a +2 bonus until the end of the battle, and the blue player gains a +1 bonus. The yellow player loses the first clash 4 (2+2) to 6 (5+1). The blue player chooses 1 of the yellow emissaries to be returned to the yellow player's supplies. The next clash between the blue and yellow player begins.



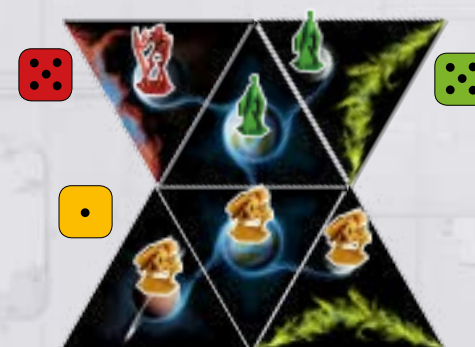
The yellow player still has the +2 bonus to the result of his roll. Each player rolls his die. The yellow player wins this clash 4 (2+2) to 3. The blue player takes his emissary back to his supplies. The yellow player wins the entire battle, takes control of the closed area and gains credits € for closing the area and 1 random combat token.



The yellow player has a +5 bonus to his rolls until the end of the battle; the green player has a +1 bonus. The first clash is won by the yellow player 8 (3+5) to 7. The green emissary is returned to the green player's supplies. The yellow player wins the entire battle, takes control of the closed area and gains credits € for closing the area and 1 random combat token. Then he decides how many emissaries to keep in this planetary system.



The yellow player has a +1 bonus to the result of his roll. In the first clash, all players are tied and take their emissaries back to their supplies. Credits € for closing the area are given to the player who closed the system. No one takes control and no one gains a combat token.



Three players are involved in this battle. The red, green, and yellow players have a +1, +2, and +3 bonuses, respectively. Until the end of the battle, they add these values to what they roll. The first clash is won by the green player 7 (5+2) to 4 (for the green player) and 6 (for the red player). The red emissary is returned to the red player's supplies. The green player chooses 1 yellow emissary to be returned to his owner's supplies. Another clash is resolved between the green and yellow players (+2 and +3 bonuses, respectively).



The yellow emissaries are blocked by red Corvette ships, so they cannot take part in this clash. Without a single clash, the blue player gains control of this planetary system. If the red player unblocks one of the yellow emissaries by moving one of the red ships, a battle between unblocked emissaries ensues IMMEDIATELY. If a blue player constructs a research station, all blocked emissaries from this planetary system are immediately returned to their owners' supplies. Enemy emissaries cannot remain in an area with a research station or a space station.



There is a battle between Corvette ships which block the emissaries.

- 1) If the yellow Corvette wins, the yellow emissary will no longer be blocked and will thus take control of the planetary system.
- 2) If the red Corvette wins, the green emissary will no longer be blocked and the green player will take control of the planetary system.
- 3) If the battle between the two ships ends in a tie, both ships are returned to their owners' supplies and a battle between the emissaries begins.



A battle between the emissaries begins. The yellow player (attack strength 4 = 3 + 1 emissary) attacks the blue player (whose attack strength is 4 = 2 + 1 emissary + 1 combat token). The result of the battle is 4 to 4, the yellow player can reroll once and the blue player can reroll twice. After the clash has been resolved, all declared combat tokens are returned to the bag.

If there are many players involved in the fight two of whom are tied and the others rolled lower results, emissaries of all players should be returned to their respective owners' supplies.

3. Taking control

Each time you take control of a **closed nebula or a closed planetary system**, you get **1 combat token**. Draw 1 random combat token from the bag. Remember, you can never take control of an outer space area. Outer space is available to all players and cannot be controlled.

A given area can be controlled only by **a single player**.

The control lies with the only player to have at least one **emissary, research station or a space station** in the closed nebula or a planetary system.

If you close an area but have no emissaries in it, you do not gain a combat token -> the control has not been seized.

You can take control in the same turn when you closed a given area of the galaxy, or you can do it later in the game (for example, when you teleport an emissary to an uncontrolled area).

Taking control is a result of:

- 1) **winning a battle between emissaries**, after one of the players adds a tile and close nebula or a planetary system; OR
- 2) **closing an area** if there are only one player's emissaries in it; OR
- 3) **teleporting an emissary** to a closed area with no emissaries, research stations, or space stations of other players.

NOTE:

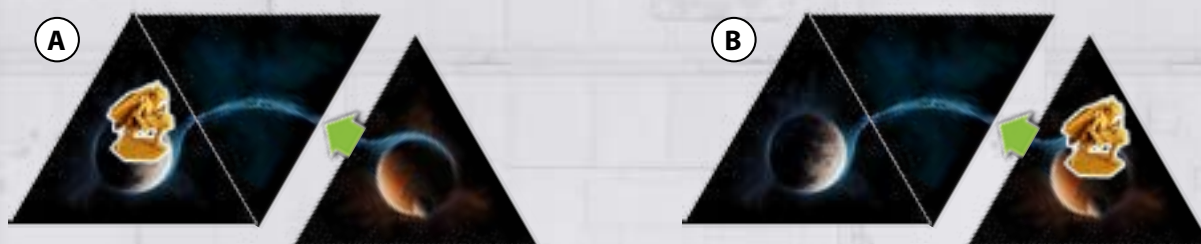
- You can take control of an area where an enemy emissary is blocked.
- If in a controlled area a blocked emissary becomes unblocked, a battle takes place.
- If in a controlled area with a blocked emissary the controlling player constructs a space station, all blocked emissaries are returned to their respective owners' supplies.



controlled nebula

controlled planetary system

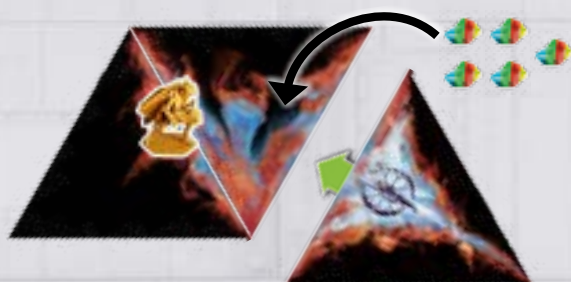
Fig. 15. Taking control of closed nebulas and planetary systems.



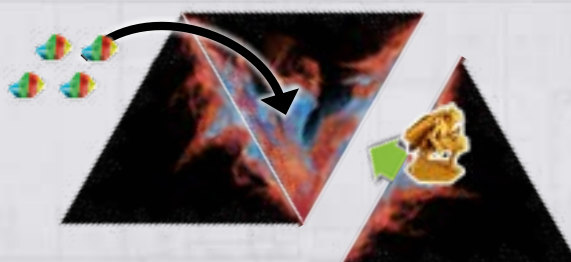
The yellow player takes control of the planetary system, gains 8 credits € (for closing it) and 1 random combat token.

In example A, the player takes control before his action in phase 3.

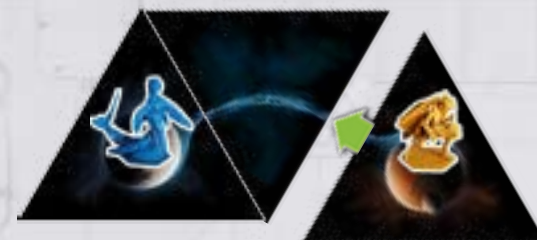
In example B, the player takes control after his action in phase 3 (Expedition).



The yellow player adds a tile with a part of a nebula and a Trian extractor, this way closing the area. He cannot place his emissary there (the Trian extractor prevents that), but is still the only one to have his emissary in this area. He gains 8 credits € for closing the nebula and places 5 random minerals from the bag in that nebula. Then he decides to take back his emissary to his supplies; therefore, he does not take control of that nebula AND DOES NOT GAIN a combat token.



The yellow player adds a tile with a part of a nebula and places his emissary on it (the expedition action during phase 3). Consequently, he closes that nebula and (by deciding to keep his emissary in it) also gains control of that nebula. This yields him 4 credits € and 1 random combat token. Then, 4 random minerals appear in that nebula. If the player had removed his emissary, he wouldn't have taken control of it and wouldn't have gained the combat token.



These situations lead to battles – they will determine who takes control of the area.



after the fight put crystals in nebula.

VII. END OF THE GAME

The game ends at the end of the turn during which the last Galaxy of Trian tile is drawn and placed on the table. First, exchange your minerals for credits €, then resolve plundering, and finally add up all the credits you gained.

1. Exchanging minerals for credits €

All players simultaneously exchange their minerals for credits € taken from the general pool. Each mineral is worth 3 credits €.

2. Plundering

Starting with the player who started the game and continuing clockwise, plunder planetary systems of your opponents, thus taking away their credits €. Plundering occurs if you have at least one Corvette ship on a tile within an opponent's planetary systems and if there is a research station or a space station in that area. Systems with emissaries only as well as uncontrolled systems cannot be plundered. On your turn, resolve plundering for each of your Corvette ships, then it's the next player's turn.

How many credits € you'll gain from plundering depends on the size of the planetary system, the construction level, and the number of Corvettes you have in that system.

number of tiles x 1 credit € x number of Corvette ships -> if there is a **research station** in the system

number of tiles x 2 credits € x number of Corvette ships -> if there is a **space station** in the system

One ship may plunder more than one enemy planetary system!

a planetary system with an emissary



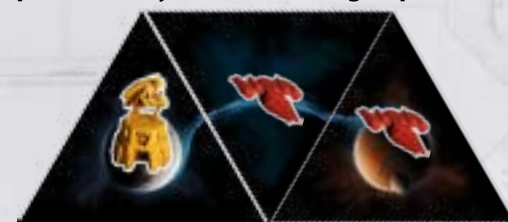
cannot be plundered (no space/research station)

a plundered system containing a research station



(3 tiles x 1€ x 2 Corvettes = 6€)

a plundered system containing a space station



(3 tiles x 2€ x 2 Corvettes = 12€)

The yellow player was plundered – he gives the red player the appropriate number of credits €

The player who controls the plundered planetary system must give the plunderer the appropriate number of his own credits €. A single system can be plundered even by several players. When this happens, each plundering is resolved separately, during each plunderer's turn. If the player whose system is plundered runs out of credits, plundering ends and the plunderer does not gain any more credits.

3. Scoring

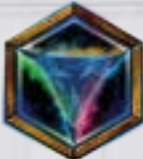




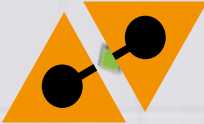
Whoever gains the most credits € wins!

If there's a tie, the winner is the player with fewer emissaries, space stations, research stations, and ships (in total) on his race board. If the tie persists, the tied players share the victory.

VIII. RACIAL SKILLS DESCRIPTION

Racial skill modules – universal skills

The list of 3 skills universal to all races is provided in the table below. To unlock any one of them, you must pay 5 credits €.

<p>Gain more from nebulas Each time you close a nebula you control OR an uncontrolled nebula, you gain +1 credit € for each tile within that nebula.</p> <p>When: on your turn, during phase 2.</p>   <p>+ ▲ * 1€</p>	<p>A set of minerals Discard a set of minerals (4 minerals, each in a different color) from your supplies. You gain 16 credits € for each set.</p>   <p>=</p> <p>16 €</p>	<p>Gain more from systems Each time you close a system you control OR an uncontrolled system, you gain +1 credit € for each tile within that system.</p>   <p>+ ▲ * 1€</p>
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Racial skill modules – racial skills

Each race has two racial skills that are active from the beginning of the game. They cost 0 credits € to unlock.

A list of all racial skills presented on the racial skill tokens (as well as the accompanying special tokens) is provided in the table below.

To unlock any one racial skill, you must pay 10 credits €.

	<h3>Precious Meditation</h3> <p>If you construct a research station or a space station using your Supreme Priestess, you receive a bonus:</p> <p>Constructing in a planetary system: Credits for constructing a research station or a space station (number of tiles + number of emissaries) x 6 credits €</p> <p>Constructing in a nebula: Credits for constructing a research station or a space station (number of tiles + number of emissaries) x 3 credits €</p> 
<h3>Supreme Priestess</h3> <p>You get a special Supreme Priestess token. In phase 3, place in on the tile you've just added during your action (you cannot place it on a tile adjacent to other ships). Supreme Priestess is a ship that can move 3 tiles. After you move it, you receive 2 minerals from the closed nebulas within the Supreme Priestess radius of action. The radius of action is 12 adjacent tiles (those that share an edge or a corner).</p> <p>IMPORTANT: Supreme Priestess loses against any other type of ship (Rogues and Corvettes).</p> <p>After you move it, you can fix this token in place and treat it like an emissary, if there is a nebula or a planet where you ended your movement (you must follow standard rules). If you do so, Supreme Priestess becomes a regular emissary and you cannot revert it back to the ship form. If Supreme Priestess is removed (e.g., as a result of a battle), place its token in your supplies.</p> 	<h3>Divine help</h3> <p>When your Supreme Priestess is under attack, you can evade that attack by discarding 3 chosen minerals.</p> <p>If you do it, move Supreme Priestess to the nearest chosen tile where no battles take place.</p> <p>When: during battles</p> 
<h3>Harness technology</h3> <p>You get a special Harness technology token. During phase 3, place it on a chosen tile with an enemy ship. This does not use an action. That ship is now immobilized.</p> <p>immobilized ship cannot move or teleport until its owner pays you 2 chosen mineral. After a ship becomes free again, the Harness technology token goes back to your supplies.</p> <p>If you want to move an already placed Harness technology token to a different tile with an enemy ship, you may do so on your turn, during phase 3.</p> 	<h3>Power drain</h3> <p>It now the harness technology costs 3 selected minerals to release Immobilized ship.</p> 



Hive Defender

Your Rogues may fight against Corvettes

When: during battles



Living structures

During a single construction, you can use your Slave-minion and build a space station immediately. You gain all the construction-related bonuses (for a research or space station, respectively), as per usual rules. If you constructed in a nebula, that nebula gains minerals (just like for building a research/space station the regular way).



Regeneration

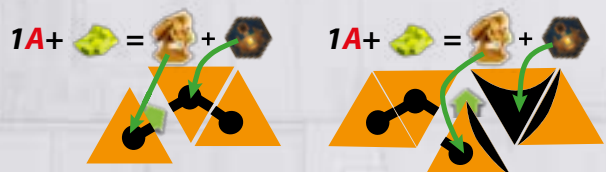
Your units wins all ties.

When: during battles



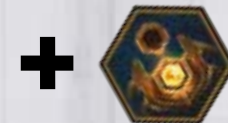
Slave-Minion

You get a special Slave-minion token. During phase 3, discard 1 yellow mineral to send your Slave-minion to a research mission together with an emissary. You can place a Slave-minion token on an empty tile (a nebula or a planetary system) adjacent to an emissary you've already placed OR any tile in the nebula or the planetary system where an emissary was placed (or teleported to). It now acts as a regular emissary.



Slave-Minion

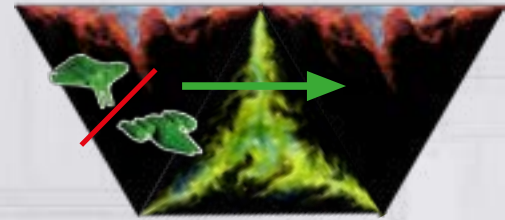
You get an additional special Slave-minion token.





Ion Drive

Ships may move through gas clouds.



Risky Business

Once during phase 3 you can use your action and spend 5 chosen minerals from your supplies to use this skill. Return the spent minerals to the bag, then roll a die and resolve the effect:
 1-3 -> you lose what you invested
 4-6 -> gain twice what you invested (draw randomly from the bag)



Lucky

Add +1 to what you rolled.

When: always when you use the Risky business skill.



Minerals gatherer

While gaining a green mineral from a nebula take 1 additional chosen mineral from the same nebulae.



Connoisseur of minerals

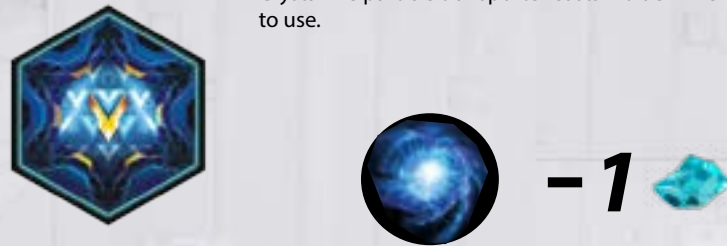
While using Minerals gatherer take 1 additional chosen mineral from the same nebulae.





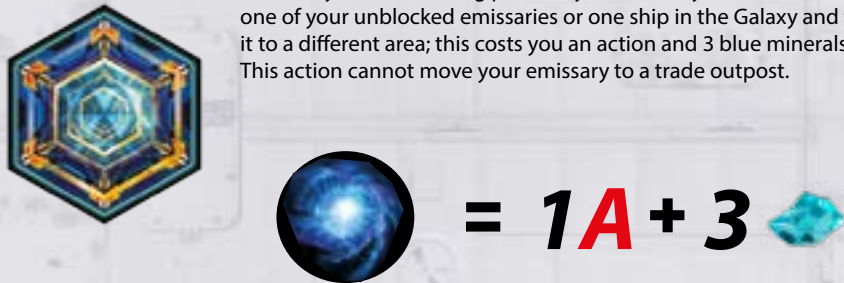
Ice cell

Crystalline particle transporter costs 1 blue mineral less to use.



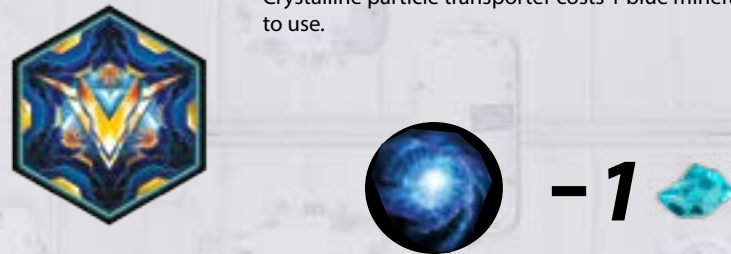
Crystalline particle transporter

Once on your turn, during phase 3, you can use your action to choose one of your unblocked emissaries or one ship in the Galaxy and teleport it to a different area; this costs you an action and 3 blue minerals. This action cannot move your emissary to a trade outpost.



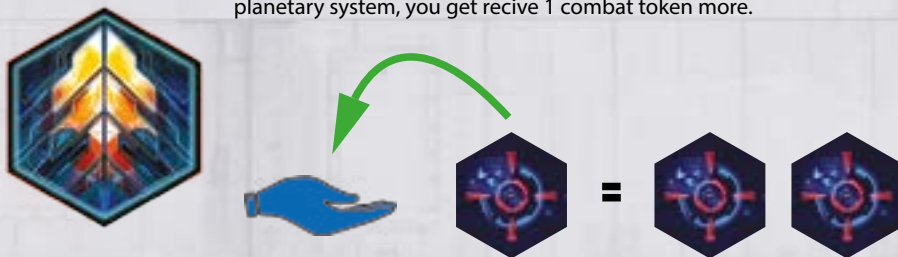
Quantum harmonic oscillator

Crystalline particle transporter costs 1 blue mineral less to use.



Holographic trick

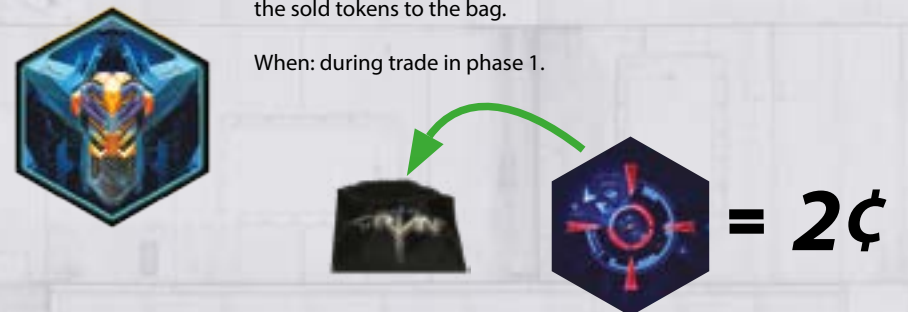
Each time you take control of a closed nebula OR a closed planetary system, you get receive 1 combat token more.



Priceless technology

You can sell the combat tokens, you have for 2 credits € each. Return the sold tokens to the bag.

When: during trade in phase 1.





MAEPHOS

Harvester



The military strength and movement capabilities of Rogue ships are reinforced:
1. movement range: permanently increased by 1
2. rolling dice: a permanent bonus of +1 to what you rolled

When: during battles and in phase 3.



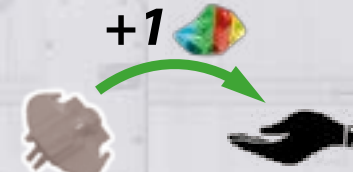
Harvest technology

Your rogues gaining 2 mineral.



Harvest module

Your rogues gaining 1 additional mineral.



Subspace tunnel technology

You get a special subspace tunnel token. In phase 3, discard 1 red or blue mineral to place the Wormhole and in outer space area (this does not cost you an action).
The Wormhole remains on that tile until the end of the game (it cannot be moved or discarded).
Use the subspace tunnel to move one of your ships from anywhere in the Galaxy to that particular tile (this costs you an action).
Only your ships may use the tunnel.



Subspace tunnel generator

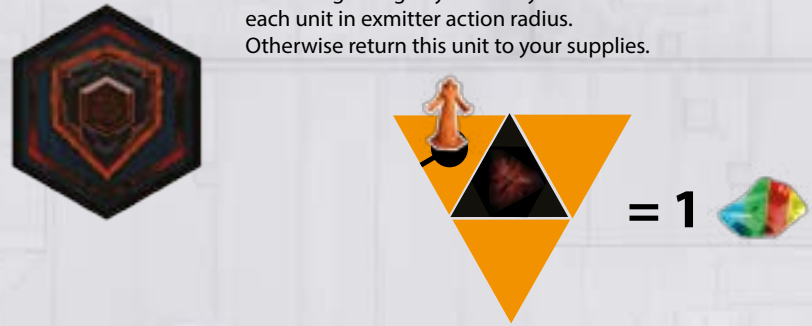
You get an additional Subspace tunnel token.





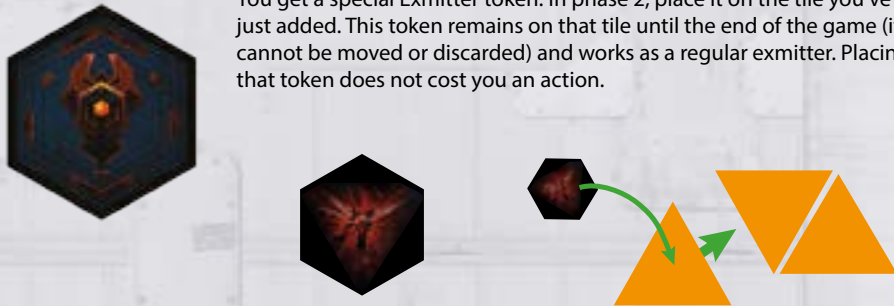
Adaptation Abilities

All emitter in the game does not affect your ships and emissaries. At the beginning of your turn you must discard one chosen mineral for each unit in emitter action radius. Otherwise return this unit to your supplies.



Exmitter

You get a special Exmitter token. In phase 2, place it on the tile you've just added. This token remains on that tile until the end of the game (it cannot be moved or discarded) and works as a regular emitter. Placing that token does not cost you an action.



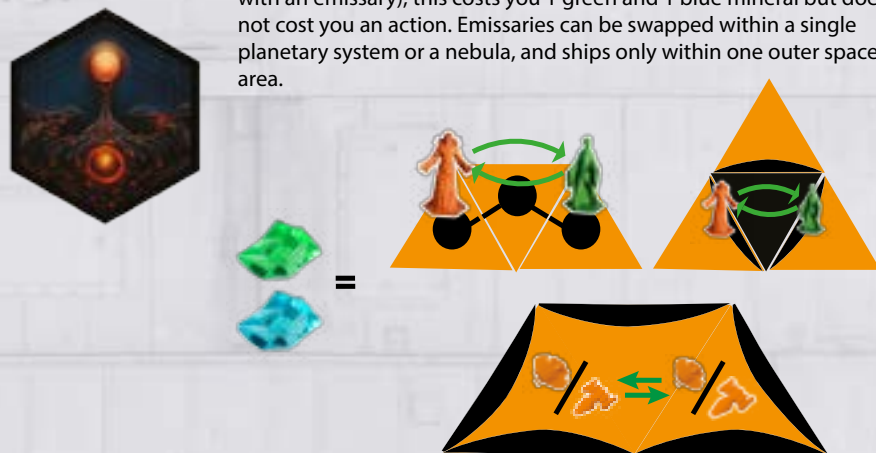
An Extra Exmitter

You get an additional special Exmitter token.



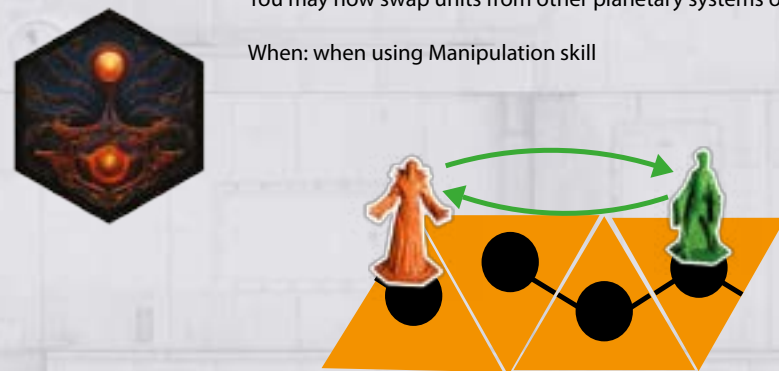
Manipulation

Once on your turn, during phase 2 or 3, you can swap one of your units with an enemy unit of the same type (a ship with a ship, an emissary with an emissary); this costs you 1 green and 1 blue mineral but does not cost you an action. Emissaries can be swapped within a single planetary system or a nebula, and ships only within one outer space area.



Mental manipulation

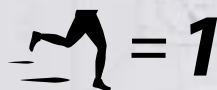
When using Manipulation you can swap one of your units with an enemy unit of the same type within the distance of 3 tiles. You may now swap units from other planetary systems or outer space.





Decoy

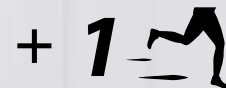
You get a special Decoy token. In phase 3, place in on the tile you've just added during your action (you cannot place it on a tile adjacent to other ships). On your subsequent turns, you can take an action to move decoy by 1 tile OR move it and detonate it. The explosion destroys all ships and emissaries within Decoy field of fire. You gain 2 random minerals for each ship destroyed this way. Decoy explodes immediately when attacked or if there is an enemy ship on an adjacent tile. After using Decoy, take it back to your supplies.



Manoeuvring thrusters

Decoy movement range is permanently increased by 1.

When: during phase 3, when you move Decoy.



Shockwave

Decoy field of fire is increased to 12 tiles around it (all tiles which share an edge or a corner).

When: when you detonate Decoy.



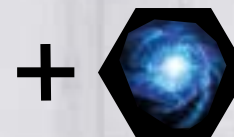
Space modulator technology

You get a special Space Modulator token. In phase 2 place in on the tile you've just added during your action OR on any other tile without a ship. Placing this token costs your 1 red or 1 yellow mineral. This token remains on that tile until the end of the game (it cannot be moved or discarded) and works as a regular teleport. Placing that token does not cost you an action. On your subsequent turns, you can take your action to use this teleport (following standard rules)



Space Modulator

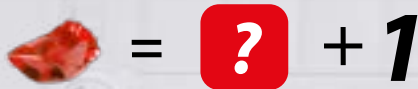
You get an additional special Space Modulator token.





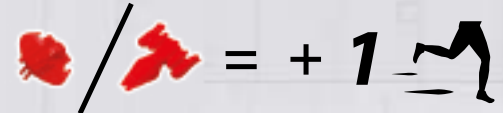
Warcry

Before you roll your attack die, you can spend 1 red mineral to add +1 to what you'll roll.
Limit: in a single clash, only 1 mineral can be spent this way.



Afterburner

The movement range of all your ships is increased by 1.

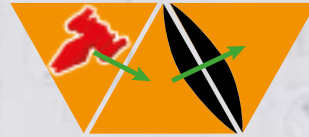


Absorbing shield

Absorbing shield

You can fly through nebulas and gas clouds when you move your ships.
A ship must end its movement in an outer space area.

Before you roll your attack die, you can spend 1 red mineral to add +1 to what you'll roll.
Limit: in a single clash, only 1 mineral can be spent this way.



Gauss Cannon

You get a special Gauss Cannon token. In phase 3, place in on the tile you've just added during your action (you cannot place it on a tile adjacent to other ships).
The Cannon destroys all ships within its field of fire. You gain 2 random minerals for each enemy ship destroyed this way.
The Cannon token remains in place until the end of the game. It can be removed only by an exmitter. If the token is removed, take it back to your supplies.











Long range system

The Cannon's field of fire is increased to 12 tiles around it (all tiles which share an edge or a corner).



IX. TILE DESCRIPTION

In the game, there are two types of tiles: regular and special tiles. The first ones allow you to expand the galaxy by adding new nebulas, planetary systems, or outer space areas; special tokens have effects which modify the gameplay.

Tiles without special features		Tiles with special features	
<p>Gas clouds</p> 	<ul style="list-style-type: none"> - this tile divides space (black background) with a green gas cloud - ships may not pass through this tile - you can place a ship on this tile if it depicts outer space 	<p>Trade outposts</p> 	<ul style="list-style-type: none"> - this tile with a trade outpost does not divide space - ships may pass through this tile - after this tile has been added, you can place a ship or an emissary here <ul style="list-style-type: none"> - placing an emissary gives you two additional actions in phase 3: Exploration (only this round) and reduces trade costs by 1 credit € - placing a ship gives you no bonuses - if an emissary is blocked (i.e., if there is an enemy Corvette ship on the same tile), the player gains no bonuses in the Trade phase and no additional actions. - you can teleport ships and emissaries into this tile
<p>Part of a nebula</p> 	<ul style="list-style-type: none"> - this tile divides space (black background) with a part of a nebula - ships can only move around the outer space area of this tile - such tiles are used to build nebulas - closed nebulas become mineral sources - you can place emissaries here - if such a tile has an outer space area, you can place a ship here - a single tile with a part of a nebula and an outer space area can hold up to two different units (an emissary and a ship), never of the same kind (e.g., two emissaries are not allowed) 	<p>A Trian extractor on a part of a nebula</p> 	<ul style="list-style-type: none"> - this tile divides space - ships may not pass through this tile - when a nebula is closed, EACH extractor within it increases the tile-scoring multiplier by 1 credit € - each Trian extractor provides 1 additional mineral the moment a nebula is closed - a Trian extractor allows you to gain minerals (1 per turn) from a closed nebula you control even if you have no research or space stations there - an emissary cannot be placed on or teleported to this tile - if such a tile has an outer space area, you can place a ship here
<p>Starlight path</p> 	<ul style="list-style-type: none"> - this tile does not divide space (a starlight path cannot close an outer space area) - ships may pass through this tile - a starlight path connects planets within a planetary system - take it into account when scoring for closed planetary systems - if a starlight path tile has an enemy Corvette ship, a closed planetary system with that tile is plundered at the end of the game - you cannot place emissaries there - you can place ships there - a single tile can only house up to 1 ship 	<p>Teleport</p>  <p>a teleport's radius of action</p>	<ul style="list-style-type: none"> - this is a tile with a teleport; it does not divide space – ships may fly through this tile - when this tile is added, you can teleport 1 ship or 1 emissary within that teleport radius of action (this costs you your action) - if there is a ship on this tile (for example, after a ship was moved), you can teleport it to an empty tile that has no ships and is not blocked by an emitter (this costs you an action) - emissaries cannot be placed on or moved to this tile - you can place ships there
<p>a Planet</p> 	<ul style="list-style-type: none"> - this tile does not divide space - ships may pass through this tile - together with other planets and a starlight path it forms planetary systems - take it into account when scoring for closed planetary systems - you can place emissaries here - you can place ships here (on an outer space area, not on a planet) - a single tile with a planet and an outer space area can hold up to two different units (an emissary and a ship), never of the same kind (e.g., two emissaries are not allowed) - a planet is blocked if an enemy Corvette ship is on the same tile This planet: <ul style="list-style-type: none"> - does not provide credits € when planetary systems are blocked; - does not provide credits when a research/space station is constructed (do not count it) - the entire planetary system with this blocked planet is plundered at the end of the game. 	<p>Exmitter</p>  <p>an exmitter's radius of action</p>	<ul style="list-style-type: none"> - after a tile with an emitter was placed, all emissaries and all ships within its radius of action are returned to their respective owners' supplies - an emitter does not affect research/space stations - no units (emissaries, ships) can be placed on or moved to this tile or any tile within an emitter's radius of action - tiles within an emitter's radius of action cannot receive any units (emissaries, ships) - an emitter's effect is not counted towards the limit of actions in phase 3: Exploration - an emitter's effect is not confined by a nebula or a gas cloud

X. CLOSING AREAS OF SPACE

A closed nebula



Nebulas are formed of tiles with parts of nebulas.

A nebula is closed if you cannot add another tile to expand it.

Closing a nebula:

- Credits € for closing -> **(number of tiles + number of emissaries) x (number of extractors +1)**
- minerals for closing -> **number of tiles + number of emissaries + number of extractors**

Taking control: 1 random combat token

Constructing in a closed and controlled nebula:

In phase 3, you can construct a research station if you have an emissary in a given nebula. You can also construct a space station if you have a research station in a given nebula.

- Credits € for constructing a research station -> **(number of tiles + number of emissaries) x 1 credits €**
Each time a research station is constructed on a nebula, 2 random minerals appear in that nebula.

- Credits € for constructing a space station -> **(number of tiles + number of emissaries) x 1 credits €**
Each time a space station is constructed on a nebula, 4 random minerals appear in that nebula.

There's no limit to how many research/space stations you can construct in any nebula. You are only limited by the number of emissaries in that area.

While in nebulas, emissaries CANNOT be blocked by Corvette ships. Ships cannot enter or pass through nebulas.

A closed planetary system



Planetary systems are formed of tiles with planets and starlight paths.

A system is closed when there are no open interplanetary connections (open starlight paths).

Closing a planetary system

- Credits € for closing -> **(number of tiles + number of emissaries) x 2 credits €**

Taking control: 1 random combat token

Constructing in a closed planetary system:

You can build **ONLY one** research station or **one** space station in a closed planetary system.

Credits for constructing a research station or a space station -> **(number of tiles + number of emissaries) x 4 credits €**

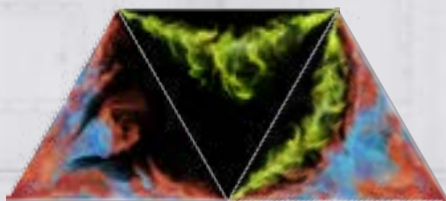
If an enemy Corvette is on a tile with a planet and an emissary, both that planet and that emissary are blocked. Blocked planets and blocked emissaries are not counted towards credits € for construction.

Plundering (end of game)

If at the end of the game your Corvette ship is on a tile within a planetary system controlled by another player and if that system has a research station or a space station, you mine that planetary system for credits €. How many credits € you'll gain from plundering depends on the size of the planetary system, the construction level, and the number of Corvettes you have in that system.

- a system with a research station -> **(number of tiles x 1 credit € x number of Corvette ships)**
- a system with a space station -> **(number of tiles x 2 credits € x number of Corvette ships)**

A closed outer space area



An outer space area is formed of tiles with parts of nebulas and gas clouds.

An outer space area is closed if it is entirely surrounded by nebulas and gas clouds and there are no empty spaces inside it where another tile could be added.




Closing an outer space area:

- Credits € for closing -> **number of tiles x 3 credits €**



Taking control:

none (you can never take control of an outer space area)

XI. EMISSARY, RESEARCH STATION AND SPACE STATION DESCRIPTION

 <p style="text-align: center;">Emissary</p>	 <p style="text-align: center;">Research station</p>	 <p style="text-align: center;">Space station</p>
<p>This is the basic unit that a player can use to gain control of nebulas and planetary systems.</p> <ul style="list-style-type: none"> - Increases the bonus on the closing of planetary systems and nebulae - increases crystal growth when the nebula closes - He can be placed in phase 3: Exploration during an expedition to a tile that has just been added (a planet, a nebula, or a trade outpost). - Its presence allows you to build a research station, which can, in turn, be transformed into a space station. - An emissary who is a part of a research/space station remains on that tile until the end of the game. - An emissary is affected by teleports, exmitters, Trian extractors, trade outposts, and Corvette ships. - A blocked emissary is one that shares his tile with an enemy Corvette ship. Such an emissary: <ul style="list-style-type: none"> - does not provide credits ¢ when areas are closed (a blocked planet does not provide them, either); - cannot be teleported; ; - is not taken into account during battles and taking control of areas; - cannot be used for construction - provides no bonus in trade outposts - if in the area where an enemy constructed anything, that emissary is immediately returned to his owner's supplies 	<p>This is a combination of 2 miniatures: an emissary and a research station.</p> <ul style="list-style-type: none"> - A research station miniature is placed underneath the emissary. - After building a research station, the player gains credits ¢ from the general pool. - If that station was constructed in a nebula, that nebula additionally gains 2 random minerals. - If a research station is in a nebula, the player controlling that nebula gains 1 mineral each round. - A closed nebula can house as many research stations as there are emissaries in it. - A closed planetary system can house ONLY ONE research station. - Once it has been placed, it remains there UNTIL THE END OF THE GAME. - Research and space stations are affected by enemy Corvette ships. - Exmitters and teleports DO NOT affect the emissaries on research stations. 	<p>This is a combination of 3 miniatures: an emissary, a research station, and a space station.</p> <ul style="list-style-type: none"> - A space station miniature is placed underneath the research station. - After building a space station, the player gains credits ¢ from the general pool. - If that station was constructed in a nebula, that nebula additionally gains 4 random minerals. - If a space station is in a nebula, the player controlling that nebula gains 2 minerals each round. - A closed nebula can house as many space stations as there are research stations. - A closed planetary system can house ONLY ONE space station. - Once it has been placed, it remains there UNTIL THE END OF THE GAME. - Research and space stations are affected by enemy Corvette ships. . - Exmitters, teleports, and enemy ships DO NOT affect the emissaries on space stations.

XII. SHIPS DESCRIPTION

<p style="text-align: center;">Ships – general rules</p>	 <p style="text-align: center;">Corvette</p>	 <p style="text-align: center;">Rogue</p>
<p>Placing a ship</p> <ul style="list-style-type: none"> - can be placed on a tile that has just been added, must be in the outer space area (black area of a tile); - when it's being placed, it cannot be adjacent to any other ship (your own or your opponent's). <p>Moving your ship</p> <ul style="list-style-type: none"> - can ONLY move through outer space up to 3 tiles per turn (this uses your action); - if it's on a tile with a teleport, you can teleport that ship instead of moving it; - cannot move to or through gas clouds, nebulas, or tiles within an emitter's field of action. <p>Battle for domination</p> <ul style="list-style-type: none"> - ships are engaged in a battle if enemy ships are on adjacent tiles not separated by a gas cloud or a nebula; - you gain 2 random minerals for each enemy ship you destroyed. <p>Other rules</p> <p>Exmitters and teleports influence ships.</p>	<p>The Corvette's job is to protect own emissaries or block enemy emissaries as well as to plunder closed enemy planetary systems.</p> <p>Blocking</p> <ul style="list-style-type: none"> - a planet is blocked when your Corvette is on a tile with a planet inside a planetary system controlled by another player; - an enemy emissary is blocked when your Corvette is on the same tile as that emissary. <p>Only the emissaries on planets and trade outposts can be blocked.</p> <p>Protection</p> <ul style="list-style-type: none"> - your own emissary is protected against being blocked and teleported by other players when your Corvette is on the same tile as that emissary. 	<p>The Rogue's job is to gain minerals from nebulas.</p> <ul style="list-style-type: none"> - in phase 1 it can extract minerals from the part of a nebula it sits on; - each Rogue ship extracts no more than 1 mineral per turn - a Rogue ship can extract minerals from both your nebulas and nebulas controlled by other players; - more than one Rogue ship can extract minerals from the same nebula; - if it is engaged in a battle against an enemy Corvette ship, the Rogue loses immediately.

XIII. SCORING SUMMARY

Closing areas	Constructing research and space stations. (each time a construction is leveled up, you gain income)	Gaining minerals (1 mineral = 3 ¢ - exchanged at the end of the game)	Using ships
<p>Outer space areas - tile x 3¢</p> <p>Planetary systems: (tile + emissaries) x 2¢</p> <p>Nebulas: (tile + emissaries) x (1¢ + number of extractors)</p>	<p>Planetary systems (number of tiles + emissaries) x 4¢</p> <p>- only 1 emissary may be leveled up</p> <p>Nebulas (number of tiles + emissaries) * 1¢</p> <p>- all emissaries may be leveled up</p> <p>Each time a construction is leveled up, new minerals appear in that nebula:</p> <p>- leveling up to a research station +2 minerals - leveling up to a space station +4 minerals</p>	<p>Buying minerals in the Trade phase</p> <p>Gaining minerals from closed nebulas</p> <p>The Research action In phase 3, draw 1 random mineral from the bag.</p> <p>Winning in battle of ships You gain +2 random minerals for destroying an enemy ship.</p>	<p>Plundering minerals Each Rogue ship extracts 1 mineral from a closed nebula per turn.</p> <p>Battle between ships The player who wins the battle of the ships gains 2 random minerals.</p> <p>Plundering enemy planetary systems</p> <p>At the end of the game, if the ship is on a tile within a closed enemy planetary system and there is a research/space station in that system.</p> <p>- a system with a research station (number of tiles x 1 credits ¢ x number of your Corvette ships)</p> <p>- a system with a space station (number of tiles x 2 credits ¢ x number of your Corvette ships)</p>

XIV. VARIANTS

1. Variant for beginners

We encourage all the new players to start the fun with Galaxy of Trian: New Order with the beginners variant.

It will make the game a little less complex and make the game enjoyable from the very start.

The setup:

Put back into the box:

- racial skill modules
- special tokens
- all class ship miniatures (Corvette and Rogue)

Special racial skills (on the race boards) and ships will not be used in this variant.

The rest of the rules remains unchanged.

Playing in the beginner variant is nice and easy.

Make it more complex by adding Corvette and Rogue class ship miniatures.

The last stage is playing with the ships and the special racial skills.



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