

HEXPANSE

RULEBOOK

1. INTRODUCTION

The year is 2248 AD. The continuously expanding universe is on the brink of the most devastating war ever. The global clash cannot be avoided; the bloody reckoning has already started on some planets.

After the long, peaceful years of economic boom, the Earth-Mars Empire was torn apart by the conflict between humans and cyborgs. However, in the war that is scorching the formerly collaborative worlds, they are not the only ones opposing each other. From the galaxy's billions of nations, 4 factions ascended for the XXIII rd century: The Teran Empire, which wants to restore the unified galaxy ruled by humans; The Cyberian Collective, which is preparing for the final reckoning against humans; The Union of Trade Worlds, which wants to maintain its independence, and the outlaw Interstellar Nomads, who fight a guerilla-type warfare.

The war has already begun, and the armies are standing in line. Everyone is looking for or buying allies. The decision is yours: which faction will You join?



2. THE HISTORY OF FACTIONS

2.1. The Terran Empire



The Terran Empire has found its paragon in the former great civilizations; The Roman Empire, The Holy Roman Empire, and the cult of outstanding historical figures. The head of the state is the First Consul, general Ramius, who oversees the army personally, and who is accused of dictatorial intentions by his enemies. Probably not without a cause...

In the early times of the colonization, the Terran Empire was continuously economically and technologically superior due to the population of the Earth. Its only challenger was the technologically highly advanced Martians, who propagated the advent of a new, post human era. However, the technology of the portals temporarily ended the conflict of the two worlds. The two states wanted to exploit the opportunity of

occupying the colonies together. As time went on, the newly colonized planets wanted more and more economic independence. Although Earth managed to keep its political role due to its military advantage, it fell behind the colonies in economic terms. The growing tension slowly tainted the Earth-Mars Alliance, which led to the annexation of Mars after the Luddite movement on Earth.

The Terran Empire is currently boosting its economy by military expenses and aims to retrieve as many colonies as possible and defeat the settling Martians – Cyberians with its growing military potential. The time is short, since the resources of the Earth are less and less sufficient for the maintenance of the former position of power.

2.2. The Cyberian Collective



Mars was the first chance for mankind to seize a new, giant planet. The first researchers of Mars were quickly followed by masses of adventurous people. The conflicts among people brought from Earth disappeared after the first few centuries, giving way to a new Martian identity, which defined itself as independent from Earth.

The Martians put more and more emphasis on cybernetics and robotics later on. Thanks to this resolution they became increasingly self-supplying and competitive with Earth. The Martians got their nickname at that time: "cyberians". The continuously growing conflict between Earth and Mars lead to a series of wars until the second half of the XX.th century, when their relationship was

softened by the discovery of the portal technology. The two rivaling worlds exploited this opportunity together, ultimately leading to the takeover of the colonies.

However, the Earth-Mars relationship was never free of tensions, not even in the era of prosperity. The low point came in 2242, when the armies of Earth attacked Mars and wreaked carnage among the people as a result of the Luddite movement. Although Mars was swept away, the Cyberians and the Cyberian-loyal part of the fleet was not. The Martian resistance, led by lady Alita, is waiting for a counter-strike opportunity, which, according to their plans, will be the last attack on Earth.

2.3. Interstellar Nomads



The Nomads are descendants of the first wave of settlers, who lived peacefully until the explosive development of space technology. After the Earth-Mars Alliance advanced a great deal in terms of space travel, it could easily dominate the dwellers of the colony with its technological superiority. Many living on the colonies could not accept the direct domination, so they left the territories under the control of the Alliance. They started a nomad, pirate lifestyle on the verge of the known universe, while the Earth-Mars Alliance was continuously pursuing them. Through one and a half centuries, out of

the discords of smaller factions and the pressure from the Alliance, the Interstellar Nomads were born.

When the era of bloody chaos arrived after the long-lasting dominance of the Earth-Mars Alliance, the Nomads realized that it was time for them to retrieve their ancient planets, and expand them with new ones. Their ambitious and fearless warlord, Temud Yin can count on tens of thousands of soldiers on this mission, who are willing to sacrifice their lives without thinking twice on his command.

2.4. The Union of Trade Worlds



The core of The Union of Trade Worlds consists of 3 highly advanced colonies, the population of which includes various people from the different waves of colonization. The 3 planets that provide the foundation of the union were originally territories of the Earth-Mars Alliance to conquer the colonies. Their role became increasingly more significant due to their advances and importance, fostering the seeds of a rebellion against the mother worlds. In addition, these colonies soon played a decisive role in the rapidly developing galactic trade.

These motives gave more and more latitude to the 3 planets. When the Earth-Mars Alliance has come to a bloody end, the 3 planets immediately declared their independence, and almost instantly formed an autonomous economic union, thanks to the careful background preparations. Today, the union is rapidly expanding, with a little financial or military persuasion of course... The Union of Trade Worlds wants to be seen as the protector of the independent colonies, for which they have enough money, and their gorgeous leader, Zoe Venetia.

3. THE GOAL OF THE GAME

In the game, you take on the role of interstellar faction warlords that fight for various planets. During the game, a battle is played out, which can be won by:

1. Building the formation that is needed to capture the planet.

- OR -

2. Having the only warlord on the board after all the enemy warlords are defeated during battle.

3.1 Components

UNITS (If in the rules we refer to "units", this applies to all 3 types of units):

Normal units (4x12)

Units belonging to your own faction



Minor units (4x3)

Units belonging to minor factions



Mercenary units (27)

Units that can be hired by purchasing cards



Mission cards (12) and market board:



Recovery Ship

This is where injured normal and minor units end up. (not mercenaries)



Faction boards (4)

- 1 Reserve
- 2 Place for the warlord die
- 3 Action icons
- 4 Warlord ability
- 5 Income
- 6 Hexilum (the currency used in the game)



4. GAMEPLAY

4.1. Game modes

Game difficulty: Before starting the game, the players may decide on which difficulty to play based on the chart below.

The **Sailor** difficulty is recommended for beginners to get to know the game.

Captain mode is the normal mode, could also be used for the first game; here the minor factions also come into play.

In **Admiral mode**, the players can also win the game by completing their own mission cards.

| Difficulty | Normal units | Minor units | Mission |
|------------|--------------|-------------|--------------------|
| Sailor | 12 | 0 | 1 common |
| Captain | 9 | 3 | 1 common |
| Admiral | 9 | 3 | 1 common and 1 own |

Playing in pairs: Team members are seated diagonally across from each other. The smaller board is recommended for this mode, so the team can build the mission pattern together.

4.2. Setup

1. Choose the first player: the person that last saw a sci-fi movie, or just draw random.
2. Each player chooses a faction in clockwise order, starting with the first player.

Each player gets the starting kit:

a faction and a warlord card, own units, the die indicating life strength of the warlord and the income and hexilum markers.



3. Set the **income level to 1** and the **hexilum to 0** on the faction board and place the units.

4. If the minor factions also take part in the game, take as many minor factions as the number of players plus one. The last player gets to choose first, then the one before last, etc. and lastly the first player. *(For a description of minor factions, see 6.4.)*



5. Shuffle the market deck and reveal **5 cards to form the market.**

6. Draw a mission card and put it next to the board in its place. In admiral mode, the number of players + 1 mission cards are revealed and each player selects a card in reverse order to become his/her secret mission card. The remaining card will be the common mission card. Building the formation on either of the mission cards (common or own secret) will count as a win.



7. Each player places their warlord life indicator dice with a value of 6 on the board in clockwise order, starting from the first player.

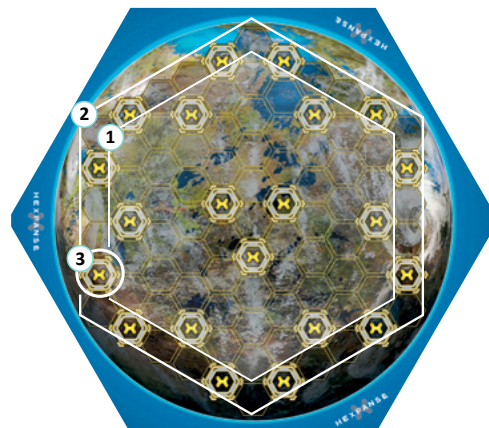


Hint: If you prefer a more aggressive game mode, you may place or later move your warlord to the center of the board; otherwise, it is not recommended!

4.3. The game board

The board changes based on the number of players: One side of the board is used for 2-3 players, the other side for 4 players.

- 1 Board for 2 players:**
Players can only place units on the normal transparent territories.
- 2 Board for 3-4 players:**
Players can place units on the shaded territories on the edge as well.
- 3 Territories giving currency (hexilum):**
Players obtain hexilum if they place or move their unit, or warlord there.



4.4 The overview of a turn

The players take turns in sequential order until one of them is declared the winner. A player's turn consists of 3 parts: income, action and market phase.

1. INCOME PHASE

During the **income phase**, the player gains income: he/she **increases their hexilum reserve** with the current income level.

2. ACTION PHASE

During the **action phase**, the player may **execute two actions** – even the same ones- in an arbitrary order. The following actions may be chosen:



Place a unit on any empty territory on the board from...

- ... reserve: in case of placing a normal or minor faction unit.
- ... a card: in case of a mercenary.



Replace a unit back to reserve:

- A player may take a normal unit from the board to place in the reserve. Mercenary or minor units cannot be taken back.



Attack:

- An own unit may remove a unit from an adjacent territory, or deal one damage to an adjacent warlord, in exchange the unit is removed from the board.
- A warlord may remove a unit from an adjacent territory, or deal one damage to an adjacent warlord, in exchange the warlord takes one damage.



Units partaking in the attack go on the Recovery Ship, the mercenaries are removed from the game.



Replace a unit from the Recovery Ship to reserve:

- A player may take an unit from the Recovery Ship, and put it back on their reserve. Mercenaries cannot be taken back; they are removed from the game permanently.



Play an action card



Activate a mercenary's card, that is on the board:

- The mercenary executes its repeatable ability, which is indicated on the card.



Gain 1 hexilum



Increase your income by 1 level:

- You have to pay the price of the next income level. *For example: You have to pay 2 to level from level 1 to 2 and pay 3 to level from 2 to 3. The maximum level of income is 4.*

The Warlord's actions (*Warlord actions can only be carried out **once per turn!***):



Heal your warlord for 1.

- Your warlord's life-force increases by 1.



Move your warlord to an adjacent territory:

- Your warlord takes one damage for movement/in return.

Use your warlord's special ability (*See Faction descriptions*):

- Your warlord takes one damage for using the ability.

3. MARKET PHASE

During the **market phase**, the player can **buy cards from the market**: You may always choose from the 5 cards on the market, you can buy any number with the available currency.

Important: Cards are always placed facing up in front of the players, so other players can see what they have.

New cards must be placed on the market after this phase, in order to fill the market up to exactly 5 cards again.

If the player finished the 3 phases of their turn, then the player to the left takes a turn.

This continues until someone wins the game.

4.5 Card abilities

Two types of cards can be bought: mercenary and action cards.

The **mercenaries** are characters that can be hired once by purchasing cards

The tokens with their pictures are placed on the empty tokens of the faction that purchased it, the token is placed on the board when the card is activated.

All mercenaries can use their abilities when coming into play, however, mercenaries with an orange recycle sign may reuse their abilities any turn in exchange for an action.



A reusable (left) and a normal (right) mercenary

Important: If a mercenary is removed from the board, the corresponding card must be discarded!

Action cards may be played only once, after that they are discarded. The icon system, detailed explanation and card descriptions can be seen in the Appendix, points 6.1-6.2.

- 1 Cost of the card
- 2 Card type
- 3 Card code
(You can find the card in the card list based on this code)
- 4 Card ability



4.6 Chain reactions

It may occur during a game that an action card or mercenary ability brings another card or unique mercenary into play that also executes a command. In this case the abilities are executed in a chain within a single action. Therefore, a chain reaction counts as a single special action, the smart use of which can easily decide the outcome of the game.

The different abilities are executed one after the other, the effects of the first cards must be fully completed, then you continue with the effects of the next card.

Example of a chain reaction

Step 1

We brought a **C9** mercenary and a normal unit into play with the **A17** card. We place the unit and the **C9** mercenary on the board to the 2 designated territories.



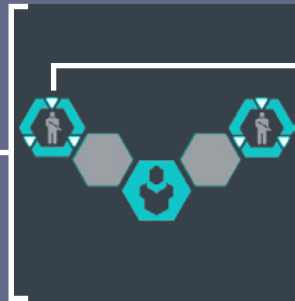
Step 2

After we fully executed the abilities of the **A17** card, we continue with the ability of the **C9** card. We attack a territory with it -, where an enemy unit is destroyed and goes on the **Recovery Ship** - and we place a normal unit and a **C5** mercenary.



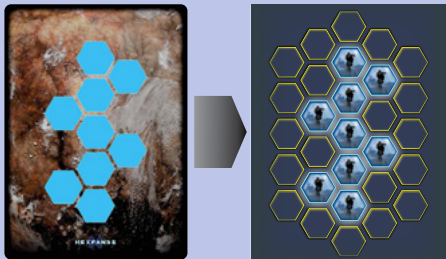
Step 3

After the **C9** card, we execute the abilities of the **C5**. It places 2 normal units on the board. Since we did not play any other mercenaries with special abilities, the chain reaction ends.

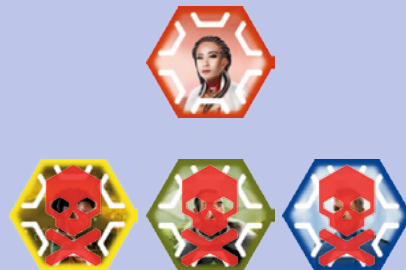


5. VICTORY

The game ends immediately if a player **manages to build the pattern** on the mission card drawn at the beginning of the game.



The other way for a player to achieve victory is to **destroy all the enemy warlords**, controlling the only remaining warlord on the board.



The game continues until one of these conditions is achieved.

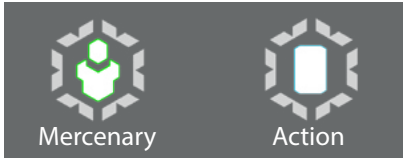
If a **player is defeated**, their units remain on the board until someone removes them, and their cards are immediately sent to the discard pile.

6. APPENDIX

6.1. Icons

Card and token types

Card types



Token types



Icons on the characters and boards

Moving



Placement

You may put a unit in an empty territory.



Warlord movement

You may move your warlord to an adjacent empty territory. The warlord takes one damage from movement.



Return

You may take a normal unit back from the board to your reserve, but not a mercenary or minor unit.

Healing



Placement from the Recovery Ship to board

You may place one of your units from the Recovery Ship to the board.



Warlord healing

Your warlord heals.



Unit return from the Recovery Ship

You may take your unit back from the Recovery Ship to your reserve.

Attacking



Unit placement to an occupied position

You may place your unit in an occupied position. The unit formerly in that position is sent to the Recovery Ship, the mercenary is removed from the game.



Warlord damage

Target warlord takes a certain amount of damage.



Attacking a territory

Target location is attacked. The unit in that position is destroyed, or if a warlord is in that position, they take one damage. The attack must be completed at all times, even if it means attacking your own units.



Reserve attack

You may send as many units from one of your enemies' reserve to the Recovery Ship as the number of explosions you have on the ship icon.



Action card attack

You may remove one of your enemies' action cards from the game.



Currency destruction

You may destroy a certain amount of hexilum from one of your enemies.

**Attacking with a unit**

Sacrifice one of your units. You may attack an adjacent territory, and both units go on the Recovery Ship, mercenaries are removed from game.

**Destruction**

The unit's ability is activated when it is sent to the Recovery Ship.
You cannot attack with these units.

**Zombie ability**

The removed unit returns straight away to reserve.

Stealing**Stealing a mercenary card**

You may take one of your enemies' mercenary card. The mercenaries unit may remain on the board or may be taken back and played again at a later time.

**Stealing an action card**

You may take one of your enemies' action cards.

**Stealing currency**

You may take a certain amount of hexilum from one of your enemies.

Other symbols**Empty territory**

Empty territories are marked with a grey hexagon. They show the relative positions of various events taking place on the board.

**Extra cards**

You may choose from a certain amount of extra cards during the market phase. These unbought cards are discarded after buying.

**Receiving currency**

You receive the amount of hexilum marked on the icon.

**Exchange**

Exchange 2 units or move a unit to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency they receive 1 hexilum. Other players do not receive currency in the same case.

**Exchange of mercenaries and minor units**

Exchange this mercenary/minor unit with another unit, or move it to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency, they receive 1 hexilum.

**Increasing income**

You may increase your income. You always have to pay an amount equal to the level of income you want to reach.

Important: It is always obligatory to completely execute the ability of attacking a territory if it is written on the card, even against own units. However, placement is only an option, it is not necessary to execute every possible placement on a card.

6.2. The list of cards

In case of a conflict between a card and the normal rules, the card's ability overwrites the rules.

Mercenaries

C1 | Lowry



In exchange for an action:

Exchange it with another unit or move it to an empty territory.

C2 | Lorenzo Kroisos



In exchange for an action:

Gain 2 hexilum.

C3 | Motoko



You may place 3 units according to the pattern.

C4 | Kama Tron



You may place 3 units according to the pattern.

C5 | Phytan



You may place 2 units according to the pattern.

C6 | Strugatsky, the Scout



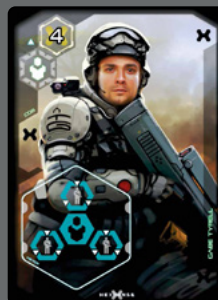
You may place a unit according to the pattern.

C7 | Steel Scythian



You may place 2 units according to the pattern.

C8 | Gabe Tyrell



You may place 3 units according to the pattern.

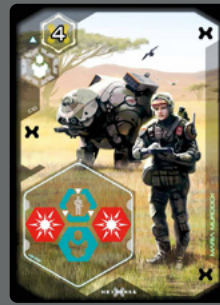


C9 | The Baron



You must attack a territory and may place 2 units according to the pattern.

C10 | Maria Murdock



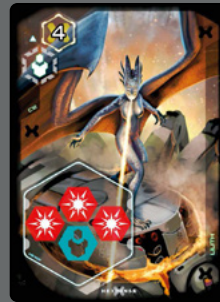
You must attack 2 territories and may place a unit according to the pattern.

C11 | Imam Keith



You may place 2 units according to the pattern.

C12 | Lilith



Attack 3 territories according to the pattern.

C13 | Joseph Conrad Kroisos



You must attack 3 territories and may place 3 units according to the pattern.

C14 | Old Simleyesz



Attack 3 territories according to the pattern.

C15 | Kaneda



Attack 2 territories according to the pattern.

C16 | J.H.O.N.5



Attack 2 territories according to the pattern.

C17 | Herbert



You must attack a territory and may place a unit according to the pattern.

C18 | Lady Cha'ni



In exchange for an action:
Take back 2 units from the Recovery Ship.



C19 | T.A.X. 1138



In exchange for an action:

Your warlord heals for 2.

C20 | Contessa Carmilla



In exchange for an action:

You may send a unit from a player's reserve to the Recovery Ship.

C21 | Westwood



In exchange for an action:

A unit is sent to the Recovery Ship from the board.

C22 | Forest Elf



In exchange for an action:

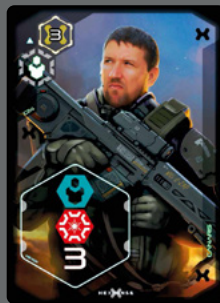
Exchange a unit with another unit or move a unit to an empty territory.

C23 | Heinlein's Squad



Gain 3 mercenary units. They may be placed on the board later with no special abilities.

C24 | Canaris Carmilla



When this card is placed, it deals 3 damage to an enemy player's warlord on an adjacent territory.

C25 | The Librarian



In the turn you played this card, you may choose from additional 5 cards in the market phase. You don't have to show these cards to any other player, and send them to the waste (used pile) after buying.



Action cards

A1 | Ancient Sphere



Exchange 2 units or
move a unit to an
empty territory.
OR
Take back 3 units from
the Recovery Ship.

A2 | Ancient Monolit



Exchange 2 units or
move a unit to an
empty territory.
OR
Heal your warlord for 3.

A3 | Mobile Army Surgical Hospital



Take back 2 units from
the Recovery Ship.
OR
Heal your warlord for 2.

A4 | Xalielt merchant



Take back 2 units from
the Recovery Ship.
OR
Heal your warlord for 2.

A5 | Semiramis Station



Take back 5 units from
the Recovery Ship.
OR
Heal your warlord for 5.

A6 | Ching Shih's Raiders



Gain 6 hexilum.
OR
Take an action card
from your enemy.

A7 | Cypher's Offer



Gain 6 hexilum.
OR
Take a mercenary from
your opponent. If the
mercenary was on the
board, you may decide
to leave it on the board
or remove it and put it
in front of you in order
to play it later.

A8 | Space Truckers



You may choose from
additional 5 cards in
the market phase.
OR
Take back 2 units from
the Recovery Ship.



A9 | Corona Salvage Shuttle



Take back a unit from the Recovery Ship which you may then put on the board immediately.
OR
Heal your warlord for 2.

A10 | Project 1502



You may send a unit from a player's reserve to the Recovery Ship.
OR
Destroy 3 hexilum from one of your enemies.

A11 | Darkside of the moon



You may send 2 units from a player's reserve to the Recovery Ship.
OR
Steal 2 hexilum from one of your enemies.

A12 | Strike of the Valkyrs



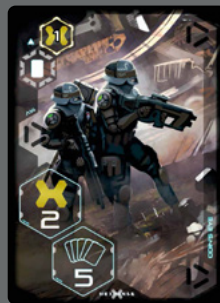
You may send 2 units from a player's reserve to the Recovery Ship.
OR
Place 3 units on the board according to the pattern.

A13 | Merle



You may choose from additional 5 cards in the market phase.
OR
Take back a unit from the Recovery Ship then place this unit on the board.

A14 | Odin's Eye



Gain 2 hexilum.
OR
You may choose from additional 5 cards in the market phase.

A15 | Salvagers



Gain 2 hexilum.
OR
Take back a unit from the Recovery Ship then place a unit on the board.

A16 | Parasite



You may destroy a territory and place a unit there.
OR
Deal 2 damage to an enemy warlord.

A17 | Cheyen



Place 2 units according to the pattern.
OR
You may destroy a territory and place a unit there.

A18 | Attack of the Shah's Guard



Place 2 units according to the pattern.
OR
Deal 2 damage to an enemy warlord.

A19 | Spider Tank



Attack 2 territories according to the pattern.
OR
Deal 3 damage to an enemy warlord.

A20 | Appachdropships



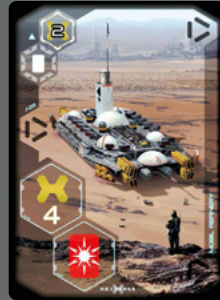
Attack 2 territories according to the pattern.
OR
Place 3 units according to the pattern.

A21 | Droppods



Attack 2 territories according to the pattern.
OR
Place 3 units according to the pattern.

A22 | Mobile Refinery



Gain 4 hexilum.
OR
Destroy an enemy's action card.

A23 | Astralmech



You may send 3 units from a player's reserve to the Recovery Ship.
OR
Attack 3 territories according to the pattern.

A24 | Icarus Attack Squadron



You may send 3 units from a player's reserve to the Recovery Ship.
OR
Attack 3 territories according to the pattern.

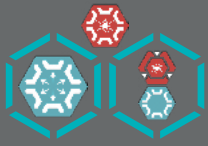
A24 | Enola's Fireron



You may send 3 units from a player's reserve to the Recovery Ship.
OR
Attack 3 territories according to the pattern.

6.3. Faction abilities and tactics

Terran Empire



Ability

You may destroy a unit and place an own unit on an occupied territory next to the warlord for an action and taking one damage on the warlord.

Tactical tips

The Terran Empire offers the most aggressive strategy out of the factions. Placing its warlord in a good position – the center of the board - , it can build its own formation and destroy the enemies' simultaneously. The faction's ability is powerful at all stages of the game.

The Terran player should be careful with their warlord's life points, because due to the effective use of their ability, they will mostly be in the conflict zone. The Terran Empire is most recommended for beginner players.

Cyberian Collective



Ability

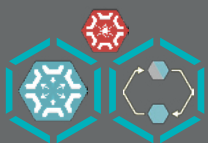
You may place two units next to the warlord as seen in the picture for an action and taking one damage on the warlord.

Tactical tips

The Cyberian Collective is the fastest building faction, therefore it is the easiest to start building the formation with. The player commanding this faction should be aware that they can put up to 4 units on the board without using a single action or mercenary card. The ability is mostly effective in the first stage of the game, but it can be efficient later on with the combination of territory attacks.

A Cyberian player should pay attention to their number of tokens, because they can decrease quicker than other factions due to the fast placement, and life of their warlord can also diminish faster. The Cyberian Collective may also be a great choice for beginner players.

Interstellar Nomads



Ability

You may exchange two tokens (unit or mercenary) or you can move a token (unit or mercenary) to an empty territory for an action and taking one damage on the warlord.

Tactical tips

The Interstellar Nomads offers the most challenging gameplay out of the factions. The ability of exchanging allows the player commanding the faction to seize key territories without using valuable cards or units – whether on the board or from their reserve. Besides, in multiplayer mode they can trick their opponents by interfering with both players' formations. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The ability requires a tactical, political playstyle, so it is recommended for more experienced, more advanced players.



The Union of Trade Worlds



Ability

You receive 2 hexilum for an action and taking one damage on the warlord.

Tactical tips

The UTW is the wealthiest faction of the game. It has the opportunity to gain 4 hexilum even at the worst of times, when all sources of raw materials are occupied. Thanks to this, the UTW player can always buy from the market, easily creating their own, unique tactics. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The advantage of the UTW is the very same as its disadvantage. It has easy access to cards on the market, but this is not enough for victory; the cards also have to be used tactically. The UTW is recommended for more experienced, more advanced players.

6.4. Minor fractions

M1 | Gorillz

Normal



Ability

Attacks 2 adjacent territories after placement, and also damages an enemy warlord by 1.

Story

Gorillz is the result of an interesting experiment, in which gorillas' intelligence was highly increased so they could operate complex tools used by humans. Gorillz can be utilized for hard manual labor and military work.

M2 | Cauldron-born

Normal



Ability

If this token would be sent to the Recovery Ship for any reason, it goes back to your reserve instead.

Story

In the „Project Plague“ experiment, humans tried to expand the boundaries of regeneration. The result of this – besides the “Parasite virus” – was an almost indestructible creature, the “Cauldron-born”. However, it is rarely used in action due to its high price, abominable look and low level of intelligence.

M3 | Odin's Wolf

Normal



Ability

Attack an adjacent territory in exchange for an action. It is not removed from the board for the attack.

Story

Odin's Wolf was the elite army of the former empire's military planet, Valhalla. Now the military planet, which became independent during the chaos of the civil war, is looking for new allies.



M4 | Duvall's air cavalry

Reusable for one action



Ability

Exchange 2 units or move a unit to an empty territory in exchange for an action.

Story

The Duvall's air cavalry was an elite team formerly serving under the Terran Empire, for whom the military and space technology was provided by the Martian corporations. When the battle started, they didn't make an oath to either side, so they could maintain the independent mercenary status.

M5 | Resurrectors of Demetere

Normal



Ability

When it comes into play, you may put a unit from the Recovery Ship next to it. It cannot bring another M5 into play this way.

Story

The planet Demetere is famous for its highly advanced healing arts. The planet's best healers are the Resurrectors, who do not know the meaning of impossible if dealing with injuries.

M6 | Cymurai

Reusable for one action



Ability

When it comes into play, you must send a unit from an adjacent territory to the Recovery Ship. Your warlord then heals for 1.

Story

Neo samurais, who come from the planet Neo-Kyoto, mostly inhabited by the Japanese. The team is famous on the planet and always ensures high prestige to the ruler of Neo-Kyoto and his allies.

M7 | Slave hunters of Neo-South

Normal



Ability

When it comes into play, you must send a unit from an adjacent territory to the Recovery Ship.

You then gain 1 hexilum.

Story

Everything comes at a price: spaceships, weapons, luxury items, robots and slaves, too. The price of the latter is usually determined by the slave traders of the planet Neo-South.

M8 | Xalielt body hunters

Normal



Ability

When it comes into play, you must send a unit from an adjacent territory to the Recovery Ship. Then you may take a unit back from the Recovery Ship.

Story

Xalielts are famous for their bodies' exceptional quality. However, they do not only make these bodies, they also strangely collect them, which the majority would find disgusting and dangerous..



M9 | Ox miners

Normal



Ability

If it is placed on a territory that gives hexilum, gain +2 hexilum.

Story

Ox is an alien species kept in slavery, they are forced to do the most horrible jobs. Mining corporations gladly employ the Oxen due to their strong physique, rewarding them with great performance statistics.

M10 | Lee's platoon

Fixed



Ability

If it is sent to the Recovery Ship, your warlord heals for 4.

Story

Members of the former empirical guards, who lost their position after the downfall of the Earth-Mars Empire. Currently they support anyone, whom they see capable of resurrecting the past world.

M11 | Prophet's Children

Fixed



Ability

If it is sent to the Recovery Ship, take back 4 units from the Recovery Ship.

Story

The Prophet's Children are a group of preachers from the planet Kaaba, who spread their prophet Allah's words throughout the planet

M12 | Guardians of the Halo

Normal



Ability

If it is sent to the Recovery Ship, gain 4 hexilum.

Story

The highly trained scout unit of the planet Halo was always one of the best in the known world. Their jetpacks, which they use because of the high mountains of their own world always came in handy on other worlds, too. Their self-sacrifice and vigilance was always a huge asset for their generals.

