INTERSTELLAR AMBITIONS

Achieve your ambitions to earn your place amongst the stars!

An interstellar card-based strategy game by Ed Fowler

Introduction

Over 50 years ago, your civilisation discovered you were not alone in the universe. The intellectuals pondered; would these other advanced civilisations come in peace, or come for conquest? The revelation caused excitement – and fear. Countless years of strife followed, fuelled by the petty differences between nations, religions and ideologies over how to deal with this looming threat.

Fear proved the strongest emotion, and slowly, though inevitably, your civilisation galvanised itself under one government with one goal – to survive.

Being free from internal conflict and with unimpeded focus, your civilisation has learnt how to travel to distant solar systems through faster than light travel.

This achievement has just coincided with your successful election as leader of this now spacefaring civilisation.

What do you do?

Do you seek to colonise the distant stars and peacefully expand your civilisation? Do you focus on research and internal growth, only fighting when forced to? Or do you plan to strike first at these other civilisations and take their planets by force. By some bizarre coincidence, you know they have just developed faster than light travel too. The choice is yours.....

Game Summary

Interstellar Ambitions is a card-based strategy game for 3 - 6 players in which each player strives to build and develop their spacefaring civilisation to fulfil their ambitions, whilst competing against other players.

Each game is played over a series of Player Turns during which players will colonise and develop planets into powerful worlds, whilst researching technologies, building fleets, raiding, invading, stealing and sabotaging other enemy civilisations to further their own ambitions and thwart their enemies.

Object of the game

The object of the game is to be the player with the most victory points at the end of the game, earnt by expanding their civilisation and fulfilling ambitions. These ambitions will be different for each play through, adding variation and different tactics needed to win!

GAME CONCEPTS

Resources

Resources are used to pay for the many different actions in Interstellar Ambitions, from building ships, colonising planets, researching technologies – or even engaging in the nefarious world of shadow activities.

Maintaining a healthy supply of resources is vitally important or your civilisation's expansion will be impaired.

There are 4 resource types – FOOD, ORE, SCIENCE and COINS. In general, FOOD is used to colonise & develop planets, ORE is used to build Ships and found Colonies, SCIENCE is used to research technologies and COINS are used for Shadow Activities and hiring Mercenaries.

IMPORTANT NOTE: Resources can be exchanged at any time during your turn at a 3:1 ratio. This is expensive but gives you some flexibility.
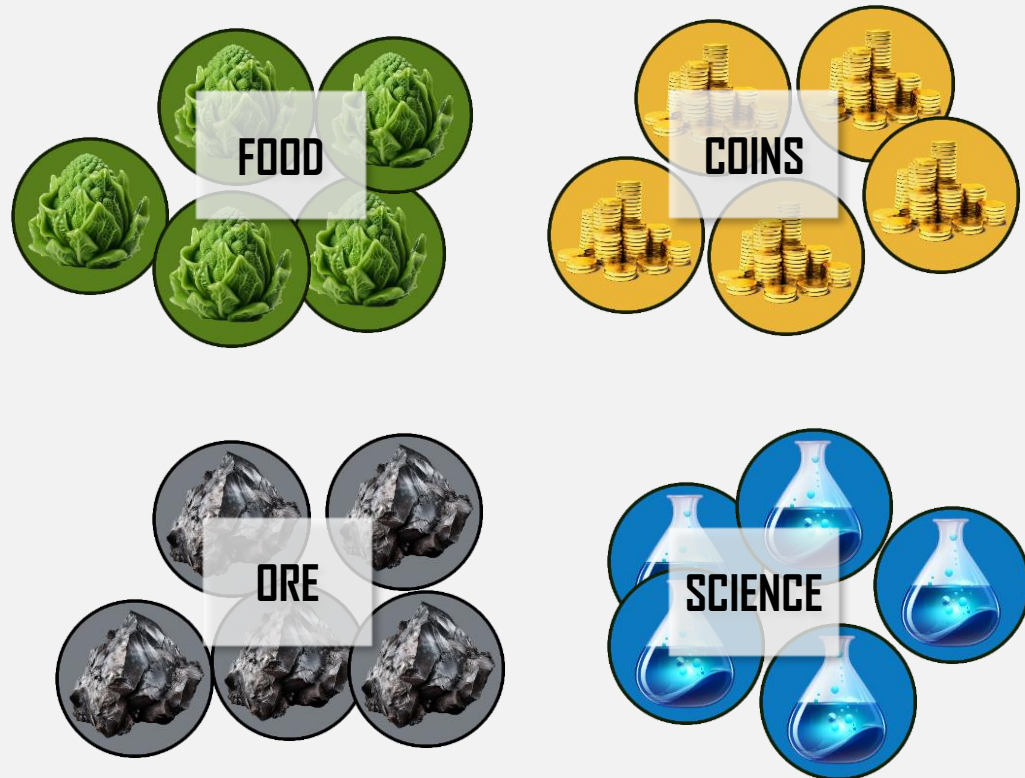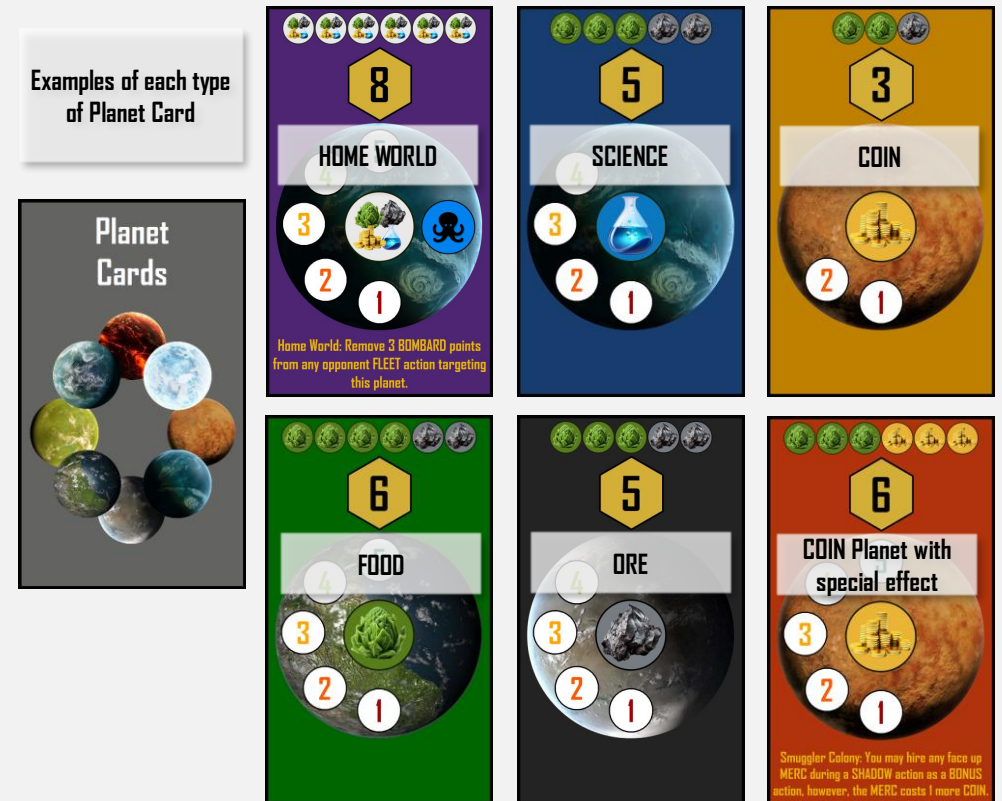

Planets

Planets are critical to your civilisation. Planets provide living space and infrastructure for your population and allow you to produce the resources you need to fulfil your ambitions. They also gain you valuable victory points that are needed to win the game!

Aside from your starting HOME WORLD, there are several types of planets available for you to colonise during the game. These are FOOD, ORE, SCIENCE and COIN types. Each can produce their corresponding RESOURCE TYPE. HOME WORLDs are very valuable as they give you a choice of what to produce. There are some special planets that are rarer and often have a beneficial effect to your civilisation just by owning them, but still produce one of the 4 basic resources.

In Interstellar Ambitions, you are limited to 8 planets at a time, so choose wisely! One example of each planet type is shown below.

Examples of each type of Planet Card

Planet Attributes

Planets have many attributes as follows:

- **Colonise Cost:** This is the cost in resources to COLONISE the planet.
- **Victory Point Value:** This is the potential number of Victory Points (VPs) gained by owning the planet at Game End. IMPORTANT NOTE: You only gain these VPs if the planet is at its maximum **Development Level**. You will gain zero points if it is only one level lower than its maximum.
- **Development Levels:** This shows the development levels the planet can support, from level 1 through to level 5. Planets supporting up to level 5 are expensive to Colonise and expensive to Develop, but they have the potential to produce a lot of resources and score a high number of VPs.
- **Resource Type:** The type of resource produced times **Development Level** during a **PRODUCE** Action.
- **Home World Symbol:** Denotes the original player's Home World.
- **Special Effects:** Any special effects of the planet – these always supersede the rules.

Example Planet Card Detail View. This example is the Blue Player's HOME WORLD

COLONISE cost. This example is 6 of any resource.

VP value (8)

Develop levels are arranged in a semi-circle around the planet. In this example, the planet has 5 levels, and is currently at level 4.

Home World Symbol. As this is the Blue Player's symbol, this denotes the planet is a HOME WORLD originally belonging to the Blue Player

The RESOURCE TYPE of the planet is shown as the large symbol in the centre of the planet. In this example, the type is ANY resource. This is because this is a HOMEWORLD which is very flexible. Other planets will only have a single RESOURCE TYPE.

Any Special Effects are explained here. In this HOME WORLD example, the planet reduces the BOMBARD value from enemy fleets, making it harder to damage and / or capture.

Home World: Remove 3 BOMBARD points from any opponent FLEET action targeting this planet.

Planet Development Level

Maximising the **Development Level** of the planets in your civilisation is very important to increase your power and economy, and vital to realise the full potential of the planet to score Victory Points. Thematically, the **Development Level** of a planet signifies a combination of its population and infrastructure.

In game terms, a planet will produce one resource type times it's Development Level. Therefore, higher development levels across your planets means more resources produced. Planets have various potential development levels, ranging from level 1 to level 5.

In addition, your planets can only be captured if they are at **Development Level 1**, so increasing their level is vitally important to help protect them against capture from an aggressive enemy.

Planets ONLY score end game Victory Points if they are at the maximum level that planet can support.

Development Level is signified on your planet using **Development Level Markers**. A couple of examples are shown below.

This planet has the potential to reach level 3. It is currently at level 2, so room to grow!

This planet has already reached its maximum development level of 4.
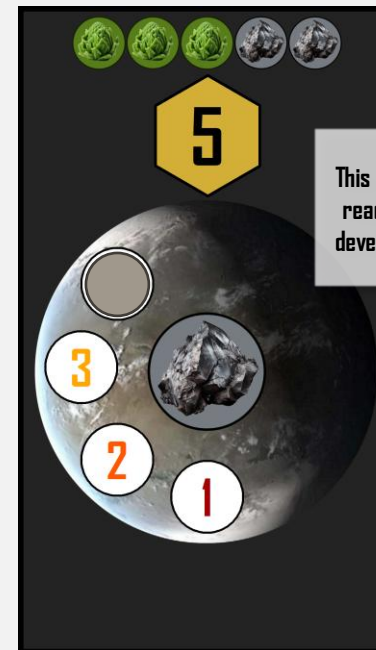
Colony Events

Colony Events are triggered during the COLONISE action when a player Colonises a Planets.

These Colony Events can be beneficial or detrimental, although they are usually beneficial. Many of these cards are marked "Use and Discard" – simply act on the effect then place the card in the Colony Event discard pile.

Some Colony Events have a permanent effect on a planet and are marked "Place Marker and Keep". When these are a drawn, the card is retained, and a special game counter is used that is placed on the planet and kept with the planet wherever it moves. NOTE: If the planet is ever discarded, then the card is finally discarded also, and the counter returned to the pool.

A few examples are shown below.

NOTE: Colony Events are only ever triggered the first time a planet is colonised.

Example Colony Event Cards

Valuable Resources

You find valuable resources that you can sell easily. You immediately gain 3 COINS from the pool.

Use & Discard

Example Beneficial Effect

Runaway Greenhouse Effect

Unfortunately, the previous inhabitants polluted this planet badly. Discard the planet card and replace with the lowest VP planet card from the face up planets - the opponent to your right chooses if any are tied for lowest.

Use & Discard

Example Detrimental Effect

Delicious Aliens

The planet is densely populated with large, slow, and docile aliens, that simply taste delicious. This planet now gains a +2 FOOD Bonus if activated during a PRODUCE action.

Place marker & Keep

Delicious Aliens +2

Example Permanent Effect with Game Counter

Technology

Technology or TECH gives important bonuses to a civilisation in their efforts to fulfil their ambitions.

TECH is gained by two primary methods – performing a RESEARCH Action, or through attempting to steal a TECH through a SHADOW Activity, if a player prefers nefarious means to expanding their knowledge. They can also be taken as a reward for winning space combat.

All Player's TECH is tracked centrally on the TECH Tracker. The player to first Research a TECH is always the OWNER, and one of their player markers will be placed in the owner box in the bottom left of the TECH Card which can never be removed. In addition, the Owner will get a VP bonus at the end of the game.

Any player that acquires a TECH that is already owned by a player will add one of their player markers to the TECH Card, to the right of the Owner's player marker. This signifies they know and understand that TECH and gain the same game play effect as the owner, but NOT the VP bonus at the end of the game.

Starting technologies are available at the start of the game, with each player owning 1 starting TECH card before they begin. Some examples are shown below.

This signifies a START TECH

START PLANETARY ECONOMICS

You gain 2 BONUS COIN when taking any PRODUCE action.

+2 🪙

1

Owner slot (Filled)

This TECH is owned by Blue Player

Example START TECH, boosting economy

TECH Cost (6 SCIENCE)

NEGOTIATION MASTERY

Reduce the HIRE cost and UPKEEP cost of MERCS by 1 COIN. HIRE and UPKEEP costs can never be reduced to zero.

4

This TECH is owned by Green Player but has also been acquired by Red and Yellow. Only Green gains the 4 VP.

This TECH is great if you want to hire a lot of MERCs!

TECH Cost (8 SCIENCE)

HEAVY WEAPONS

During a BOMBARD action, reduce the planet a number of DEVELOPMENT LEVELS equal to the BOMBARD strength divided by 2 instead of 3.

6

Owner

The first player to research this TECH will get 6 VP at the end of the game.

Owner slot (Empty)

This TECH is not yet researched!

This TECH is useful if you plan to capture planets!

Ships

Ships are vitally important for protecting a player's civilisation from attack or for going on the offensive against an opponent. All owned Ships form a players Fleet. Ships are mobilised for attacking another player using the FLEET Action. Ships come in three types:

- STANDARD Ships: These are built through the BUILD action and require ORE to build but have the advantage of always being available to build and have no upkeep costs.
- MERC Ships: These are hired through the SHADOW action and always have some kind of special effect. However, they require upkeep, and you can only hire MERCS that are available at the time.
- EMERGENCY Ships: These are gained when you are attacked and have inferior numbers in your fleet. They are often flawed – but not always. They can never attack!

Ship Attributes

In addition to the type of ship (STANDARD, MERC or EMERGENCY), each ship has the following attributes:

- COST & UPKEEP: This is the amount in ORE or COINS to build or hire the ship, and any upkeep costs.
- CLASS: This is the class of ship LIGHT SHIP or HEAVY SHIP. Only LIGHT SHIPS can participate in RAIDS.
- BUILD POINTS: Only Standard Ships have this attribute. This is how many build points are consumed during the BUILD action to build this ship.
- COMBAT VALUE: This is how much Combat Value the ship contributes to space combat, and how many dice it rolls in combat.
- BOMBARD POINTS: This is how many BOMBARD points the ship contributes if the space combat victor chooses a PLANETARY BOMBARDMENT Victory Spoil.
- VICTORY POINTS: This is how many VPs the ship is worth if in your fleet at the end of the game.
- SPECIAL EFFECTS: Any special effect of the ship is explained.

NOTE: A player can never have more than 8 ships in their fleet. If they have 8 and wish to build / draw more, they must discard a ship first.

NOTE on FLEET Composition Strategy: A variety of ships is advisable. If you have 8 HEAVY SHIPS with high COMBAT VALUE but no BOMBARD POINTS, you may win every space combat, but you may not be able to do much damage. You would also be very susceptible to being RAIDED by LIGHT SHIPS.

COMBAT DAMAGE
During space combat, your ships may suffer damage, these are marked by COMBAT DAMAGE MARKERS. Each damage marker reduces the COMBAT VALUE and BOMBARD POINTS of the ship by 1, and if a ship ever has MORE damage than it's starting COMBAT VALUE it is destroyed.

Battleship
HEAVY SHIP
3

Cost & Upkeep (Cost: 4 ORE   Upkeep: 0)
Build Points (3)
Ship Class (HEAVY SHIP)
Combat Value (5)
Worth 3 VPs!
Example STANDARD Ship
Bombard Points (2)

Rolls an additional die against HEAVY SHIPS.

Special Effect – This ship *"ying"* is better at fighting other Heavy Ships

A FLEET Medal
These can be earnt by Ship Combat.

This symbol denotes 1 COMBAT VALUE

This symbol denotes 1 BOMBARD POINT

Unstable Cruiser
HEAVY SHIP

Cost & Upkeep (Cost: 0   Upkeep: 0)
Ship Class (HEAVY SHIP)
Combat Value (3)
Example EMERGENCY Ship
Bombard Points (0)

Defence ONLY. Roll a combat die before any battle. On a 1 or 2, return this ship to the discard pile.
"You came in that thing? Braver than I thought."

A not-so-great special effect!

Captain Rogers
LIGHT SHIP
2

Cost & Upkeep (Cost: 4 COINS   Upkeep: 2 COINS)
Ship Class (LIGHT SHIP)
Combat Value (3)
Worth 2 VPs!
Example MERC Ship
Bombard Points (0)

Destroy an enemy ship named STRIKE CRAFT before any battle starts.
"Darn, he's good." Lt. Philips, Deceased

A very nice special effect!

Shadow Activities and Shadow Cards

At the start of their turn, players will have the opportunity to engage in Shadow Activities. These activities are the work of spies, saboteurs, assassins or worse!

The activities are represented by the playing of SHADOW cards. Players start with 2 of these cards (decided from a choice of 4) and can buy more during the game through a SHADOW action.

There are 3 types of SHADOW card, which are always played during the Shadow Activity part of a player's turn:

- STANDARD: These tend to manipulate the ACTION TRACK and have weaker effects against other players – they always succeed, but do not earn a SHADOW Medal.

- SABOTAGE: These are strong effects involving the destruction of something or someone in an opponent's civilisation. They always require a SABOTAGE SHADOW CHECK (see Player Turns section) and earn the player a SHADOW MEDAL if they succeed.

- INFILTRATE: These are strong effects involving the stealing or abduction of something or someone in an opponent's civilisation, with the most common being the stealing of TECH. They always require an INFILTRATE SHADOW CHECK (see Player Turns section) and earn the player a SHADOW MEDAL if they succeed.

Some example SHADOW Cards of each type are shown opposite.

A SHADOW Medal

Example Shadow Cards of each type

Exchange Plans
Swap ANY of your ACTION TOKENS on the ACTION TRACK with ANY opponent's ACTION TOKEN on the SAME ACTION TRACK.

STANDARD

New Opportunities
Refresh the face up RESEARCH, PLANET OR MERC cards from the deck.

STANDARD

STANDARD Shadow Cards

Planetary Plague
Target an opponent's PLANET. Perform an SABOTAGE SHADOW CHECK. If you succeed, reduce the planet's development level by 2 steps.

SABOTAGE

Ship go BOOM BOOM!
Target an opponent's SHIP. Perform a SABOTAGE SHADOW CHECK with a penalty to the die roll as follows: -1 if the combat power is 3, -2 if the combat power is 4 or greater. If you succeed, DESTROY the SHIP.

SABOTAGE

SABOTAGE Shadow Cards

Acquire Secrets
Target an opponent's TECH. Perform an INFILTRATE SHADOW CHECK with a penalty as to the die roll as follows: -1 if the cost is 6, -2 if the cost is 8. If you succeed, AQUIRE the target TECH.

INFILTRATE

Siphon Production
Target an opponent's PLANET. Perform an INFILTRATE SHADOW CHECK. If you succeed gain resources from that planet as if it had PRODUCED. That opponent cannot produce goods from that planet on their next turn (use a DAMAGE TOKEN to mark this)

INFILTRATE

INFILTRATE Shadow Cards

Ambitions

Ambitions are key to winning the game. They are accomplished by a player meeting that condition during their turn and they are claimed (optional) at the end of a players turn.

When a player has claimed their third Ambition, the Game End is triggered – timing of this is important.....a player may not wish to claim their third Ambition even if they could, if they think they are behind on points. However, they risk not being able to claim it in the future if they no longer meet the Ambition!

Being the first player to achieve an Ambition will score the player 12 Victory Points. The 2nd player will score 6 Victory Points, and any subsequent players will score only 3 Victory Points. These are marked directly on the card using Player Markers.

A player NEVER removes their marker from a claimed Ambition, even if they no longer meet the condition, nor can a player ever claim the SAME Ambition more than once.

Every game starts with 3 Active Ambitions and 3 Passive Ambitions being drawn from the pool.

Passive Ambitions tend to be Ambitions that have little direct impact on other players and are more inwardly facing.

Active Ambitions tend to be Ambitions that impact or interfere with other players civilisations.

This will make every game unique as players figure out the synergies between the Ambitions and plot their path to victory!

Some example Ambitions are shown opposite.

ACTIVE Ambitions

Active Ambition
Space Dominator

Earn 4 FLEET Medals.

| 12 | 6 | 3 |

This Ambition has been claimed by Green player in 1st place (12pts), Red player in 2nd place (6pts) and White player in the others slot (3pts)

Active Ambition
Cosmic Overlord

Capture a Planet from an opponent.

| 12 | 6 | 3 |
| 1st | 2nd | Others |

This Ambition has yet to be claimed by any player.

PASSIVE Ambitions

Passive Ambition
Relic Finder

Own 3 planets with special effects (Red Background).

| 12 | 6 | 3 |
| | 2nd | Others |

This Ambition has only been claimed by Blue player (12pts). The next player to achieve this ambition will claim 2nd place and 6pts.

Passive Ambition
Development Guru

Total 15 Development Levels across all your planets.

| 12 | 6 | 3 |
| | | Others |

This Ambition has been claimed by White player in 1st place (12pts) and Green player in 2nd place (6pts).

Action Track

As with almost everything in life, actions are often stronger and more predictable the more thoroughly they are planned.

The Action Track is at the heart of the Interstellar Ambitions game and tries to simulate this by having players place Action Tokens in slots starting at a PREPARING Planning Level. Action Tokens must then be ADVANCED to at least BASIC Planning Level to have any effect, but can be ADVANCED further to MODERATE, STRONG or even ULTIMATE Planning Levels to have increasingly stronger effects when the action is eventually taken.

NOTE: At the start of the game, players will place all 6 Action Tokens in BASIC Planning Level slots, giving a slight head start on your plans. Choose these 6 slots wisely!

Each turn players will have the choice to PRODUCE resources or ADVANCE three different Action Tokens of their choice. This signifies their empire focusing on producing resources or spending time and effort planning for more powerful effects.
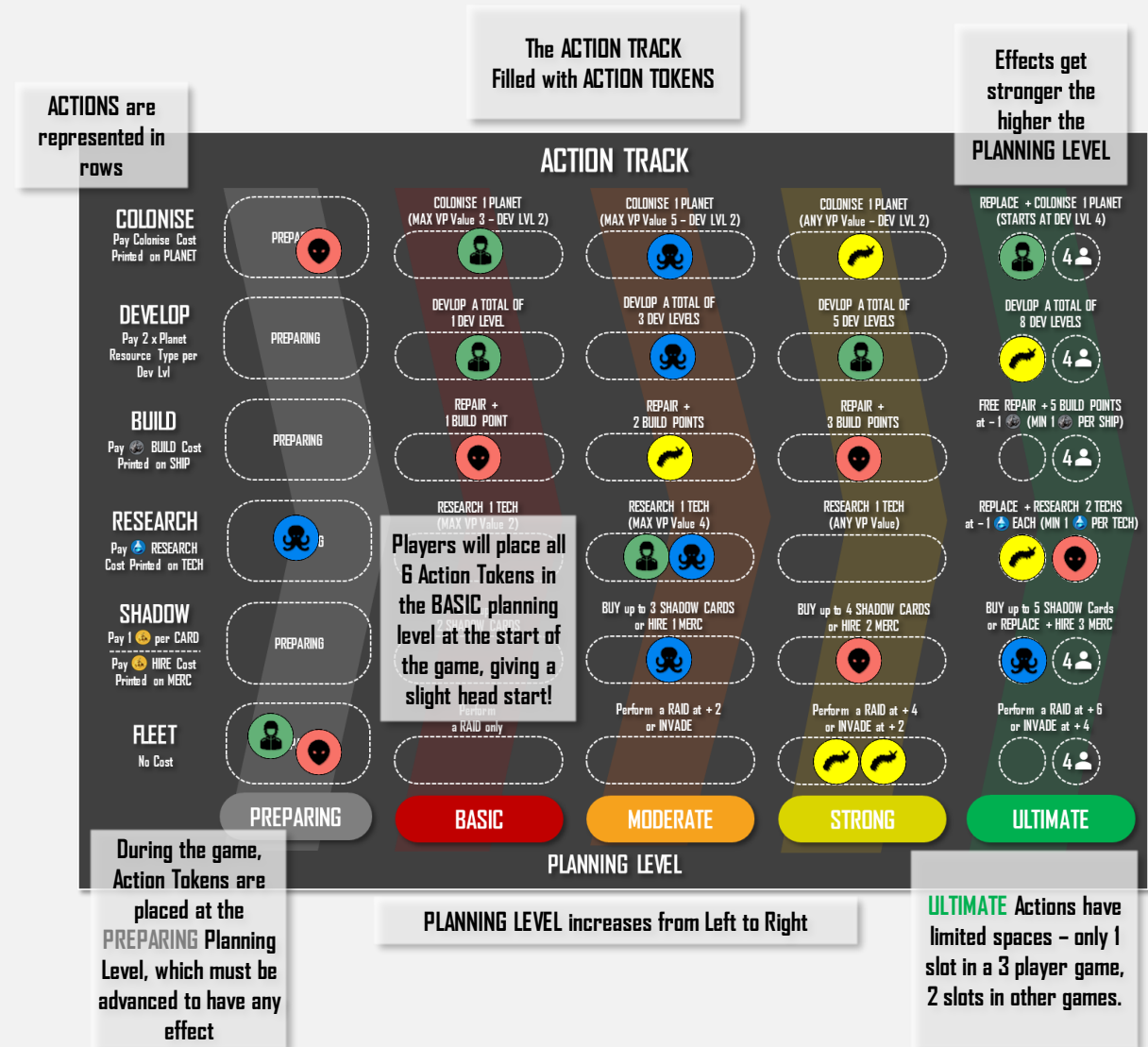
This often a difficult choice…..do you PRODUCE now and take a less powerful Action? Or do you ADVANCE and plan for more powerful actions later? Or are you forced to PRODUCE due to lack of resources?

After this step, players will then have to choose which Action to prepare next by placing the Action Token into any PREPARING slot….chose this slot wisely else you may find you Action Tokens are in the wrong slots at the wrong time to really hinder your strategic plans….

Also notice that there is a very powerful ULTIMATE slot on each Action Track. This is the only slot which has limited spaces, all the other planning level slots have unlimited space. If a player doesn't take that ULTIMATE Action swiftly, they may find themselves the target of Shadow Activities to remove their Token - Be warned!

On top of this, you never know what curve ball your opponent's may throw your way…..by a surprise attack or a well-played Shadow Card to really disrupt your plans!

Careful management of the Action Track will be the key to having a successful game. Successfully deciding when to PRODUCE resources or ADVANCE and replacing Action Tokens in the right action slots is crucial to winning or losing!

The ACTION TRACK Filled with ACTION TOKENS

ACTIONS are represented in rows

Effects get stronger the higher the PLANNING LEVEL

ACTION TRACK

COLONISE Pay Colonise Cost Printed on PLANET

DEVELOP Pay 2 x Planet Resource Type per Dev Lvl

BUILD Pay BUILD Cost Printed on SHIP

RESEARCH Pay RESEARCH Cost Printed on TECH

SHADOW Pay 1 per CARD / Pay HIRE Cost Printed on MERC

FLEET No Cost

COLONISE 1 PLANET (MAX VP Value 3 – DEV LVL 2)
COLONISE 1 PLANET (MAX VP Value 5 – DEV LVL 2)
COLONISE 1 PLANET (ANY VP Value – DEV LVL 2)
REPLACE + COLONISE 1 PLANET (STARTS AT DEV LVL 4)

DEVLOP A TOTAL OF 1 DEV LEVEL
DEVLOP A TOTAL OF 3 DEV LEVELS
DEVLOP A TOTAL OF 5 DEV LEVELS
DEVLOP A TOTAL OF 8 DEV LEVELS

REPAIR + 1 BUILD POINT
REPAIR + 2 BUILD POINTS
REPAIR + 3 BUILD POINTS
FREE REPAIR +5 BUILD POINTS at –1 (MIN 1 PER SHIP)

RESEARCH 1 TECH (MAX VP Value 2)
RESEARCH 1 TECH (MAX VP Value 4)
RESEARCH 1 TECH (ANY VP Value)
REPLACE + RESEARCH 2 TECHS at –1 EACH (MIN 1 PER TECH)

Players will place all 6 Action Tokens in the BASIC planning level at the start of the game, giving a slight head start!

BUY up to 3 SHADOW CARDS or HIRE 1 MERC
BUY up to 4 SHADOW CARDS or HIRE 2 MERC
BUY up to 5 SHADOW Cards or REPLACE + HIRE 3 MERC

a RAID only
Perform a RAID at +2 or INVADE
Perform a RAID at +4 or INVADE at +2
Perform a RAID at +6 or INVADE at +4

PREPARING **BASIC** **MODERATE** **STRONG** **ULTIMATE**

PLANNING LEVEL

During the game, Action Tokens are placed at the PREPARING Planning Level, which must be advanced to have any effect

PLANNING LEVEL increases from Left to Right

ULTIMATE Actions have limited spaces – only 1 slot in a 3 player game, 2 slots in other games.
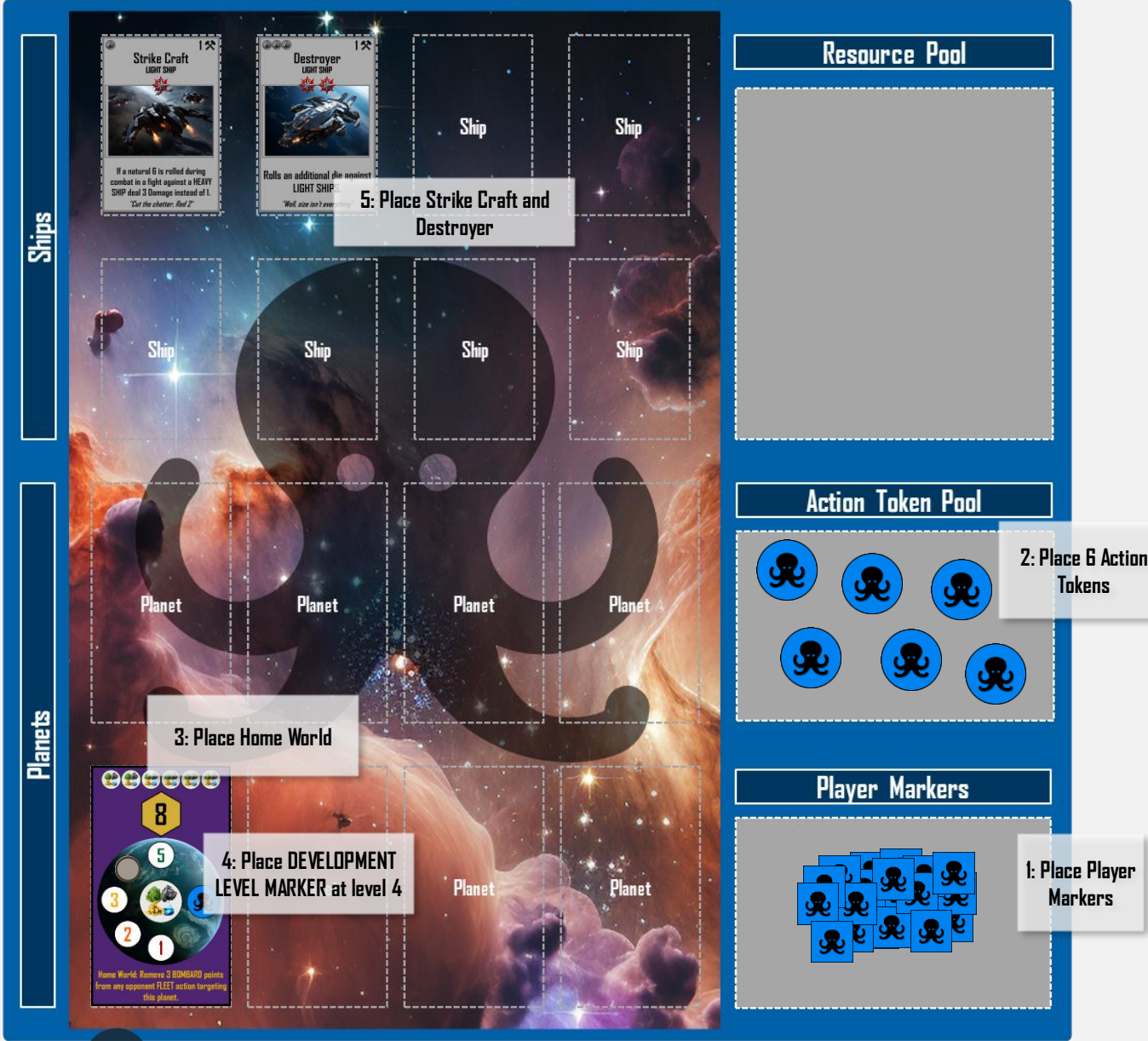
GAME SET-UP

Central Play Area Set-up

1. Shuffle all the Passive Ambitions, and place 3 at random in an Ambition slot.

2. Shuffle all the Active Ambitions and place 3 at random in an Ambition slot.

3. Shuffle Shadow Cards and place deck on board face down.

4. Separate planet cards into 4 stacks based on resource production type and place each stack face up into respective planet slots.

5. Separate 6 START Tech Cards and set aside for now. Shuffle remaining Tech cards and place one card face up into empty Tech slots. Place remaining deck on board face down.

6. Place Ship Cards in respective slots, face up.

7. Shuffle Merc cards and place one card face up in empty Merc slots. Place remaining deck on board face down.

8. Shuffle Emergency! cards and place deck on board face down.

9. Shuffle Colony Events and place deck on board face down.

10. Place Markers & Medals.

11. Place the 6 START Tech cards set aside in step 5 onto Tech Tracker.

12. Form piles of resource counters in easy reach to side of the board.

13. Place DICE in easy reach to the side of the board.

14. Place ACTION TRACKER in suitable position (not shown below).

15. Proceed to Player Area Set-up on next page.

Player Area Set-up (Repeat for each Player - Blue Player Example Shown)

1. Place Player Markers in the Player Marker Section.
2. Place 6 Player Action Tokens in the Action Token Pool.
3. Place Player Home World in a planet slot of the Player Board.
4. Place the DEVELOPMENT LEVEL MARKER on 4 on the Home World.
5. Place 1 Strike Craft and 1 Destroyer in the ship slots.

Home World Zoomed View showing DEVELOPMENT LEVEL MARKER placed at level 4

8

5

3

2

1

Home World: Remove 3 BOMBARD points from any opponent FLEET action targeting this planet.

Ships

Strike Craft
LIGHT SHIP

If a natural 6 is rolled during combat in a fight against a HEAVY SHIP deal 3 Damage instead of 1.
"Cut the chatter, Red 2"

Destroyer
LIGHT SHIP

Rolls an additional die against LIGHT SHIPS
"Well, size isn't everything"

5: Place Strike Craft and Destroyer

Ship

Ship

Ship

Ship

Ship

Ship

Planet

Planet

Planet

Planet

3: Place Home World

4: Place DEVELOPMENT LEVEL MARKER at level 4

Planets

Planet

Planet

Resource Pool

Action Token Pool

2: Place 6 Action Tokens

Player Markers

1: Place Player Markers

GAME START

Game Start

1. Randomly determine a start player. Turns will proceed clockwise from the starting player.

2. Deal each player 4 Shadow Cards. Each player chooses 2 to keep and discards the other 2.

3. Starting with the last player, and continuing in reverse player order, players select a single starting Tech from the Tech Tracker by placing their player marker in the Owner slot. **Any unclaimed techs are shuffled back into the Tech Deck.**

4. Starting with the first player, and continuing in player order, players place an Action Token in any Basic Planning Level slot on the Action Tracker. This is repeated until all players have placed their Action Tokens.

5. Each player takes 2 Resources of each type (Food, Ore, Coins and Science).

6. As players later in the order are at a slight disadvantage, players are adjusted as follows:
   - Player 2 takes one Resource of their choice.
   - Player 3 Advances one Action Token of their choice and takes one Resource of their choice.
   - Player 4 Advances one Action Token of their choice and takes 2 Resources of their choice.
   - Player 5 Advances two different Action Tokens of their choice and takes 2 Resources of their choice.
   - Player 6 Advances two different Action Tokens of their choice and takes 3 Resources of their choice.

7. The start player now begins to take their first turn and players continue to take turns until the end game condition is met (see Game End section).

An Example Game Start for a 4-Player game

3: In this example, each player has claimed 1 START Tech Card as the owner. The 2 that were not claimed were shuffled back into the Tech Deck.

4: All players have placed their Action Tokens at the BASIC Planning Level, however, Players 3 (Yellow) and 4 (Green) have advanced one Action Token (step 6)

PLAYER TURNS

Player Turns

Player turns are how the game is played and continue until the Game End conditions are met (see Game End section). Below are the steps that the Player must follow during their turn, and they must be performed in this order.

Player Turns Summary

FIRST TURN ONLY: **NO SHADOW CARDS CAN BE PLAYED or FLEET ACTIONS TAKEN** – the universe starts in peace.......at least for one round!

1. **SHADOW ACTIVITIES:** Play **ONE** Shadow card and act on any effects.

2. **PRODUCE** or **ADVANCE Plans**. The player may either:
   a. Take a **PRODUCE Action** OR
   b. **ADVANCE Plans** – Player may **ADVANCE** up to 3 *different* **ACTION TOKENS** on the **ACTION TRACK**

3. **TAKE ACTION & PREPARE:** The player does the following in order below:
   a. **TAKE ACTION** - Remove an **ACTION TOKEN** from the **ACTION TRACK** and take that **ACTION** at the **Planning Level**
   b. **PREPARE** - Place the **ACTION TOKEN** removed in previous step into ANY **PREPARING** slot on the **ACTION TRACK**

4. **CLAIM AMBITION:** Player may claim ONE ambition by placing a player marker on any ambition for which they meet the criteria.

NOTE: A player may exchange resources at any time during their turn at a 3:1 ratio.

1. Shadow Activities

The player may play a single **Shadow card**. The card played may be of any type - STANDARD, SABOTAGE or INFILTRATE.

STANDARD Shadow cards will almost always work, but their effect on other players is generally not so severe and considering there is no risk, they **do not earn you a Shadow Medal**. These DO NOT require a **SHADOW CHECK** to succeed.

SABOTAGE and INFILTRATE cards will always instruct the player to perform a **SHADOW CHECK** of the appropriate type. These are riskier actions that generally have a chance of failure, especially if your opponent opposes them. However, if you succeed the check, you will receive a **Shadow Medal** that are worth VPs at the end of the game and, if you accumulate enough, you may be able to claim an Ambition.

Performing a Shadow Check

To perform a **SHADOW CHECK**, go through the following steps:

- Player plays the Shadow Card and targets an opponent.

- Total any bonuses and penalties (from TECH or circumstances explained on the card) to make it clear to both sides what the current modifier is. Note: Some TECHs only modify certain types of Shadow Checks, not all.

- Player decides whether to discard up to 3 SHADOW Cards to boost the roll by +1 for each SHADOW Card discarded.

- Opponent decides whether to discard up to 3 SHADOW Cards to reduce the roll by -1 for each SHADOW Card discarded.

- Player rolls a single die and adds or subtracts the current modifier. If the result is 4 or higher, the Shadow Check succeeds, the player earns a **Shadow Medal** and the effect of the card is enacted. If the result is 3 or less, the check fails and there is no effect but a bruised ego!

2. PRODUCE or ADVANCE Plans

During this step, the player must either:

a. Take a PRODUCE Action OR

b. ADVANCE Plans – Player may ADVANCE up to 3 *different* ACTION TOKENS on the ACTION TRACK

Please familiarise yourself with the concept of the Action Tracker (see Game Concepts section) before reading the rest of this section.

Take a PRODUCE Action

The player simply takes a PRODUCE Action (see Actions Section).

ADVANCE Plans

The player may ADVANCE up to 3 different owned ACTION TOKENS on the ACTION TRACK. To do this, the player moves each selected ACTION TOKEN one Planning Level slot to the right on the same ACTION TRACK.

NOTE: When moving from a STRONG Planning Level to the ULTIMATE Planning Level, the ULTIMATE slots are limited according to the number of players, with only one ULTIMATE slot in a 3 player game and two ULTIMATE slots in a 4 – 6 player game. If a slot is not free, the ACTION TOKEN cannot be moved there.

3. TAKE ACTION & PREPARE

During this step, the player performs the following in the order below:

a. TAKE ACTION - Remove an ACTION TOKEN from the ACTION TRACK and take that ACTION at the Planning Level

b. PREPARE - Place the ACTION TOKEN removed in previous step into ANY PREPARING slot on the ACTION TRACK

Take Action

The player simply takes one of their Action Tokens from the Action Tracker (returning temporarily to their Action Token Pool) and performs the appropriate Action (see Action section for detailed descriptions of each Action). The strength of the action is modified by the planning level (i.e. how advanced their Action Token is on the Action Tracker).

NOTE: In the very unlikely event there are No Actions the player wishes to take (perhaps due to a shortage of resources) they may instead ADVANCE any Action Token without taking an action this turn.

Prepare

The player simply takes the Action Token just removed in the previous step and places this Action Token into ANY PREPARING slot on the Action Track. There is no limit to the number of Action Tokens a player can have in any PREPARING slot.

4. Claim Ambition

The player may make ONE claim for an available Ambition card. The player must meet the condition for that Ambition during their turn. If the player meets two Ambitions in a single turn, they must wait until their next turn to claim it (if they still meet the condition at the end of their next turn).

To claim the Ambition, they simply place one of their Player Markers onto the Ambition card on the appropriate slot (1st, 2nd or Others). The 1st player to claim an ambition will score 12 VPs at game end, 2nd will score 6 VPs, with any other subsequent player fulfilling the ambition claiming 3 VPs at game end.

Once a Player Marker is placed, it cannot be removed even if the Player no longer meets that condition.

A player CANNOT claim a single Ambition more than once.

ACTIONS

PRODUCE Action

This action is used to produce resources by stimulating planets to produce resources.

The PRODUCE Action is the only action not to have a planning level, and the only action where the player does not remove an Action Token from the Action Track.

Each planet produces resources. To calculate what each planet produces, simply times their Development Level by their Resource Type. For example, a SCIENCE Resource Type Planet at Development Level 4 would produce 4 SCIENCE.

NOTE: HOME WORLD Planets are very special – their Resource Type is Any Resource. They can produce any resources of the player's choice up to a total of their Development Level. For example, a level 5 HOME WORLD can produce any 5 resources in any combination (e.g. 2 SCIENCE, 1 FOOD, 1 ORE, 1 COIN). This makes HOME WORLDS very flexible and should be always protected!

Then add any bonus resources from Technology or Colony Event Markers or other special effects and add all the produced resources to the players resource pool.

MERC UPKEEP

At the end of the PRODUCE action, the player must pay MERC upkeep (see Game Concepts).

Any MERCS not paid are discarded.

COLONISE Action

This action is used to colonise planets – vital to increase the scale and productivity of the players civilisation.

The player targets a planet that is available to them to Colonise. The planets that are available to them depends on the planning level of the Action. For example, it takes a STRONG Colonise Action to colonise the most desirable planets.

To colonise, the player pays the colonise cost for the planet (top of card), places the planet in an empty slot in their play area and then draws a COLONY EVENT card.

The player acts on the instructions of the COLONY EVENT card, then, if the COLONY EVENT allows for successful colonisation, places a Development Level Marker on the appropriate Development Level slot of the planet, according to the planning level.

NOTE: A player has a limit of 8 planets. If they already have 8 planets and wish to colonise another, they must first give a planet of their choice to the player with the fewest planets (player chooses on a tie). If all other players have 8 planets, the planet is instead discarded. This is done AFTER paying the colonise cost, but BEFORE drawing the COLONY EVENT card. The current Development Level of the planet is maintained after it is transferred.

After the colonise action is complete, fill the empty slot from the PLANET deck.

If the deck is ever exhausted, shuffle the discards to form a new deck.

COLONISE Planning Levels

BASIC – Colonise 1 planet (Max VP value 3) – Starts at Development Level 2.

MODERATE – Colonise 1 planet (Max VP value 5) – Starts at Development Level 2.

STRONG – Colonise 1 planet from any slot – Starts at Development Level 2.

ULTIMATE – The player may first discard any face up planet from each of the planet stacks (optional) then Colonise 1 planet from any slot and start the planet at Development Level 4 (if possible).

DEVELOP Action

This action is used to DEVELOP planets by increasing their Development Level. This is vital to increase production and score end game points for each planet (see Game Concepts – Development Level and Planet Attributes section).

To perform this action, the player targets a planet and pays 2 FOOD RESOURCES for each Development Level that is increased across all their planets.

For example, to increase a planet from Development Level 2 to Level 4 (2 levels) would cost 4 FOOD. To increase a planet from Development Level 1 to Level 5 (4 levels) would cost a total of 8 FOOD. To increase one planet from Development Level 2 to Level 4 (2 levels) and another planet from Development Level 2 to Level 5 (3 levels) would cost a total of 10 FOOD.

Once the player has paid the appropriate resources, they simple move the Development Level Marker to the newly acquired Development Level for the planet.

NOTE: The number of levels that can be developed is limited by the Planning Level of the DEVELOP action.

For example, in a STRONG DEVELOP Action the player may increase at total of 5 Development Levels, split however they like. They may choose to raise one planet by 1 Development level, one planet by 1 Development Level and another by 3 Development Levels for a total of 5.

IMPORTANT NOTE: The player can NEVER exceed the printed maximum Development Level of the planet - if the slot is not printed on the planet card, it cannot be achieved.

DEVELOP Planning Levels

BASIC – DEVELOP up to total of 1 Development Level.

MODERATE – DEVELOP up to a total of 3 Development Levels.

STRONG – DEVELOP up to a total of 5 Development Levels.

ULTIMATE – DEVELOP up to a total of 8 Development Levels.

BUILD Action

This action is used to repair and build ships, that are vital to protect and expand your civilisation.

The player may first repair their ships, at the cost of 1 ORE per 2 COMBAT DAMAGE MARKERS removed (round up). Note: This is performed automatically and for free if the action is at the ULTIMATE level.

The player may now use available BUILD POINTS to build STANDARD SHIP(s). The number of BUILD POINTS available depends on the Planning Level, but this could be modified by TECH and other special effects.

Each STANDARD SHIP has the BUILD POINTS printed on the top right corner and consumes that number of BUILD POINTS when built.

A player is not required to use all available BUILD POINTS during this action but can never exceed the number.

For example, a player taking a STRONG build action has 3 BUILD POINTS and may build 1 STRIKE CRAFT (1 pt.) and 1 CRUISER (2 pts.) or 1 BATTESHIP (3 pts.) or 3 DESTROYERS (1 pt. each) or any other combination totalling 3 BUILD POINTS or less.

The player must pay the total costs of all ships built in ORE then place the ship(s) on their player board.

NOTE: A player has a limit of 8 Ships. If the player has 8 Ships and wishes to build another, they must first discard a Ship.

BUILD Planning Levels

BASIC – REPAIR + 1 BUILD POINT.

MODERATE – REPAIR + 2 BUILD POINTS.

STRONG – REPAIR + 3 BUILD POINTS.

ULTIMATE – FREE REPAIR + 5 BUILD POINTS – Any Ships built cost -1 ORE cost each, Min 1 ORE cost per Ship.

RESEARCH Action

This action is used to research technology, which has a number of uses and advantages for your empire.

To take this action, the player targets a TECH in one of the TECH slots, noting the VP value limits according to the planning level strength. The player then pays the cost in SCIENCE for the TECH (minus any discounts, but always a minimum cost of 1 SCIENCE per TECH), places on the TECH TRACKER and adds a Player Marker into the OWNER slot of the TECH to signify the player owns the TECH.

The player immediately gains all benefits of the effect explained on the TECH card.

NOTE: There is no limit to the number of owned TECHS.

After the research action is complete, fill the empty slot from the TECH deck.

If the deck is ever exhausted, shuffle the discards to form a new deck.

RESEARCH Planning Levels

BASIC – Research 1 TECH (Max VP Value 2)

MODERATE – Research 1 TECH (Max VP Value 4)

STRONG – Research 1 TECH (Any VP Value)

ULTIMATE – The player may first replace any TECH card they wish to and Research 2 TECHS at -1 SCIENCE cost each.

Min 1 SCIENCE cost per TECH for all planning levels.

SHADOW Action

This nefarious action is used to gain Shadow cards and hire mercenaries. This can be a way of hindering your opponents who can't be easily hindered through conventional methods! A lot of COINS are needed to maintain a Shadow Organisation!

The Shadow action can be performed in one of two ways: Buy Cards or Hire Mercs.

SHADOW – BUY CARDS

The player may buy any number of SHADOW cards up to the specified buy limit. Those not bought are discarded face up.

Each SHADOW card costs 1 COIN to buy.

NOTE: There is a limit of 7 SHADOW cards in a player's hand. If a player has 7 cards and they wish to buy more, they must first discard a SHADOW card.

SHADOW – HIRE MERCS

The player may hire 1 or more MERCS from any face up slot by paying the hire cost in COINS and placing MERC card in an empty ship slot. The number of MERCS available to hire depends on the planning level of the action.

NOTE: MERCS are ships and count towards a players 8 ship limit. If a player has 8 ships and wishes to hire a MERC, they must first discard a Ship.

After the Shadow action is complete fill any empty MERC slots from the MERC deck.

If the SHADOW or MERC decks are ever exhausted, shuffle the discards to form a new deck.

SHADOW Planning Levels

BASIC – Buy up to 2 SHADOW cards.

MODERATE – Buy up to 3 SHADOW cards OR Hire 1 MERC.

STRONG – Buy up to 4 SHADOW cards OR Hire 2 MERCS

ULTIMATE – Buy up to 5 SHADOW cards OR Replace any face up MERCS (optional) and Hire 3 MERCS.

FLEET Action

This action is used to dominate your opponents – through military might.

The FLEET action is performed in one of two ways: RAID or INVADE. Which action is available to be taken depends on the planning level, which may also give penalties or bonuses to the action.

FLEET - RAID

The FLEET-RAID Action is a method of using fast light ships to steal resources from your opponents. It can be effective to bypass the defences of a player with many slow heavy ships.

To initiate a raid, the Player targets an opponent. The player becomes the ATTACKER and the target opponent becomes the DEFENDER. Proceed through the following steps.

- If DEFENDER has less LIGHT SHIPs in their fleet, they draw and play an EMERGENCY SHIP card. If a HEAVY SHIP is drawn, discard and draw again until a LIGHT SHIP is drawn. Civilians provide some help from being raided!

- ALL LIGHT SHIPS from both players MUST participate in the fight.

- If either player has NO DAMAGED LIGHT SHIPs, each player secretly arranges their LIGHT SHIPs face down in COMBAT ORDER. When both players have placed, all LIGHT SHIPs are REVEALED by turning them face up. The order of placement indicates the COMBAT ORDER.

- If either player has ANY DAMAGED LIGHT SHIPs, the process is the same as above, but the DAMAGED LIGHT SHIPs must remain face up (with COMBAT DAMAGE MARKERS) on them, and the ATTACKER arranges first.

- SHIP TO SHIP COMBAT begins, starting with the ATTACKER and DEFENDER ship that is first in COMBAT ORDER. The ATTACKER and DEFENDER roll DICE equal to the COMBAT VALUE of their respective ships. This step is SIMULTANEOUS. For each die result of 4 or higher, a HIT is scored on the opposition ship. Mark SHIP damage using COMBAT DAMAGE MARKERS. This is repeated for every MATCHED ship in the COMBAT ORDER. Also note any special effects on either ship that may impact the combat.

- ATTACKER or DEFENDER may now have their UNMATCHED SHIP(s) join the fight! This is only applicable to player with the larger fleet size. To do this, the player selects the next ship in the COMBAT ORDER & targets ANY enemy ship. Dice are rolled & damage allocated.

NOTE: This is not without any risk – the defender's opposing ship returns fire with a single die regardless of current combat power or combat damage sustained. This step is repeated in COMBAT ORDER until all UNMATCHED SHIPs have rolled & allocated damage, and any return damage is applied.

- Now Total all the remaining COMBAT VALUES of each player's LIGHT SHIPs, reducing each SHIP's COMBAT VALUE by the number of COMBAT DAMAGE MARKERS.

- Modify each player's TOTAL COMBAT VALUE by any modifiers, potentially from TECHNOLOGY or from the strength of the FLEET PLANNING LEVEL.

- If ATTACKER has MORE TOTAL COMBAT VALUE than the DEFENDER, the ATTACKER is VICTORIOUS and may take RESOURCES from the DEFENDER equal to the margin of VICTORY. For example, if the ATTACKER has 15 TOTAL COMBAT VALUE remaining, and the DEFENDER has 7 TOTAL COMBAT VALUE remaining, the ATTACKER may take up to 8 RESOURCES – Ouch a hefty RAID!

- If ATTACKER has EQUAL OR LESS TOTAL COMBAT VALUE than the DEFENDER, then the RAID has failed. Apart from the bragging rights of the DEFENDER, there is no additional effect.

- IMMEDIATELY Destroy any SHIP with MORE COMBAT DAMAGE MARKERS than its original COMBAT POWER.

- The DEFENDER may immediately REPAIR damaged ships at the cost of 1 ORE per 2 COMBAT DAMAGE MARKERS removed. This advantage comes to the DEFENDER as their ships are in friendly space, with repair facilities readily available, but the damaged ATTACKER ships must limp home......which takes time!

A worked example of a FLEET-RAID action is shown on the next page.

FLEET Planning Levels – Affecting RAID Action

BASIC – A RAID can be performed (no modifiers)

MODERATE – A RAID at +2 Combat Value can be performed.

STRONG – A RAID at +4 Combat Value can be performed.

ULTIMATE – A RAID at +6 Combat Value can be performed.

FLEET – RAID Worked Example

Carl's Fleet (Attacker)

Ade's Fleet (Defender)

1. Spotting a weakness in Ade's fleet, Carl takes a STRONG RAID Action against Ade. The STONG effect will give Carl +4 Combat Value when determining the outcome.
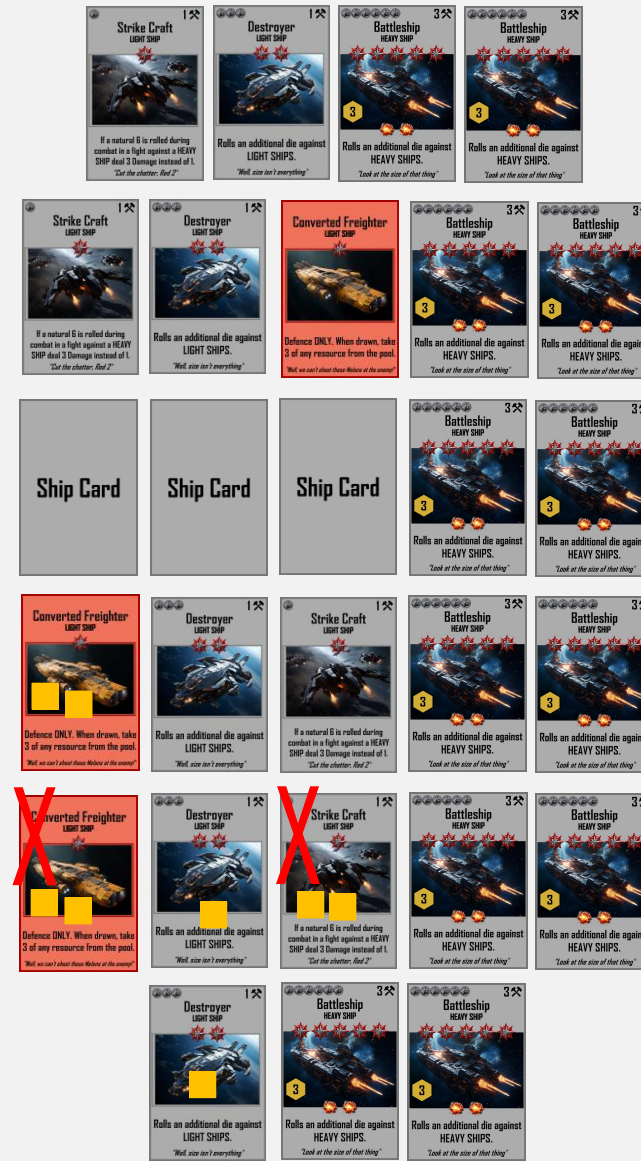
2. Ade is worried – although he has two impressive battleships, he only has 2 light ships that are fast enough to intercept the raiding fleet.

3. Carl has 4 Light Ships participating in this raid, with a nice MERC effect boosting his two Strike Craft.

4. As Ade only has 2 Light Ships to Carl's 4, he immediately draws an EMERGENCY ship. He draws a CONVERTED FREIGHTER. **Note:** If Ade had drawn a Heavy Ship, he would draw again.

5. Carl now secretly arranges his LIGHT SHIPs FACE DOWN.

6. Ade now secretly allocates his LIGHT SHIPs (face down). All face down ships are then revealed in the next step.

7. The 1st fight begins. Each ship rolls one die per combat power. The MERC effect boosts Strike Craft to roll two dice! Carl rolls a 4 and a 6 – Two hits! Carl puts 2 damage markers on Ade's ship.

8. Ade now rolls for his Converted Freighter and rolls a 5. A hit! Ade puts a damage marker on Carl's first Strike Craft.

9. This continues until all paired ships have fought their battles. As Carl's 4th Ship is not paired, he decides if he wants to attack any of Ade's ships with it - not without some risk!

10. At the end of the fight, any Ships that have more damage markers than combat power are destroyed. Carl loses 1 Ship and Ade loses 2.

11. Now, both sides total their LIGHT SHIP combat power, removing one power for each damage marker on each ship. Carl has 4 Combat Power remaining and Ade has just 1 for his damaged Destroyer.

12. Carl also adds +4 due to the STRONG RAID action and is the winner with 8 points to 1, a 7 point difference. Carl can now take up to 7 resources from Ade!

NOTE: As Ade is the defender, he may now REPAIR his fleet for the cost of 1 ORE per 2 damage markers removed. However, Carl chose to steal all his ORE, so he can't this round! As the attacker, Carl can't repair.

FLEET Action

FLEET - INVADE

This is a method for players to use their entire fleet (including HEAVY SHIPS) to invade an opponent, potentially reducing planets development levels, disrupting plans, acquiring TECH.....even capturing planets.

To initiate an INVADE, the player targets an opponent. The player becomes the ATTACKER, and the target opponent becomes the DEFENDER. Proceed through the following steps.

- If DEFENDER has less SHIPs in their fleet, they draw and play an EMERGENCY SHIP card. Civilians living in a player's civilisation really do fear INVAISON and will do everything to help prevent it!

- ALL SHIPs from both players MUST participate in the fight.

- If either player has NO DAMAGED SHIPs, each player secretly arranges their SHIPs face down in COMBAT ORDER. When both players have placed, all SHIPs are REVEALED by turning them face up. The order of placement indicates the COMBAT ORDER.

- If either player has ANY DAMAGED SHIPs, the process is the same as above, but the DAMAGED SHIPs must remain face up (with COMBAT DAMAGE MARKERS) on them, and the ATTACKER arranges first.

- SHIP TO SHIP COMBAT begins, starting with the ATTACKER and DEFENDER ship that is first in COMBAT ORDER. The ATTACKER and DEFENDER roll DICE equal to the COMBAT VALUE of their respective ships. This step is SIMULTANEOUS. For each die result of 4 or higher, a HIT is scored on the opposition ship. Mark SHIP damage using COMBAT DAMAGE MARKERS. This is repeated for every MATCHED ship in the COMBAT ORDER. Also note any special effects on either ship that may impact the combat.

- ATTACKER or DEFENDER may now have their UNMATCHED SHIP(s) join the fight! This is only applicable to player with the larger fleet size. To do this, the player selects the next ship in the COMBAT ORDER & targets ANY enemy ship. Dice are rolled & damage allocated. This is not without any risk – the defender's opposing ship returns fire with a single die regardless of current combat power or combat damage sustained. This step is repeated in COMBAT ORDER until all UNMATCHED SHIPs have rolled & allocated damage, and any return damage is applied.

- Now Total all the remaining COMBAT VALUES of each player's SHIPs, reducing each SHIP's COMBAT VALUE by the number of COMBAT DAMAGE MARKERS.

- Modify each player's TOTAL COMBAT VALUE by any modifiers, potentially from TECHNOLOGY or from the strength of the FLEET PLANNING LEVEL.

- If ATTACKER has EQUAL OR MORE TOTAL COMBAT VALUE than the DEFENDER, the ATTACKER is VICTORIOUS. The ATTACKER immediately takes a FLEET MEDAL and can claim ONE VICTORY SPOIL (see VICTORY SPOILS).

- If DEFENDER has MORE TOTAL COMBAT VALUE then the ATTACKER, then the DEFENDER is VICTORIOUS. The DEFENDER immediately takes a FLEET MEDAL and there is no additional effect.

- IMMEDIATELY Destroy any SHIP with MORE COMBAT DAMAGE MARKERS than its original COMBAT POWER.

- The DEFENDER may immediately REPAIR damaged ships at the cost of 1 ORE per 2 COMBAT DAMAGE MARKERS removed. This advantage comes to the DEFENDER as their ships are in friendly space, with repair facilities readily available, but the damaged ATTACKER ships must limp home......which takes time!

A worked example of a FLEET-INVADE action is shown after the FLEET-INVADE Action description.

VICTORY SPOILS!

The successful ATTACKER may choose to claim ONE of the following VICTORY SPOILS:

- DISRUPT PLANS – To hamper the opponent and potentially prevent them from rebuilding.

- AQUIRE TECHNOLOGY – To forcibly acquire one of the Defender's TECHs.

- PLANETARY BOMBARDMENT – To reduce development levels and potentially capture the Defender's planet.

The effects of these are described below.

FLEET Action (Cont.)

VICTORY SPOIL – DISRUPT PLANS

The ATTACKER may move up to 2 of the DEFENDER's ACTION TOKENS back to the PREPARING planning level on the ACTION TRACK.

VICTORY SPOIL – AQUIRE TECHNOLOGY

The ATTACKER simply places a player marker on any TECH the DEFENDER owns or has acquired. The ATTACKER immediately gets the full benefits of that TECH card.

VICTORY SPOIL – PLANETARY BOMBARDMENT

The ATTACKER targets one of the DEFENDER's planets and totals the BOMBARD points across all remaining ships. Each COMBAT DAMAGE MARKER reduces BOMBARD points for the ship by 1.

For every 3 BOMBARD points, reduce the planet's development level by 1.

NOTE: 3 Whole BOMBARD points are required to reduce a planet's development level by 1, if the ATTACKER had 8 BOMBARD points, the planet would be reduced by 2 Development Levels.

If the planet is reduced to development level 1, the ATTACKER has the option to CAPTURE the planet. To CAPTURE the planet, the ATTACKER must pay the COLONISE cost of the planet, and simply takes the planet and places on their player board.

NOTE: No Colony Event card is ever drawn when a planet is captured.

NOTE: The 8 planet limit still applies to the ATTACKER. If they already have 8 planets, they must follow the same rules as colonising a planet whilst owning 8 planets (see COLONISE action).

NOTE: If the last planet of a player is captured, that player immediately takes a planet of their choice from the face up planet cards (any slot) and sets the development level to 4 (if possible).

FLEET Planning Levels – Affecting INVADE Action

BASIC – INVADE cannot be performed.

MODERATE – An INVADE can be performed (no modifier).

STRONG – An INVADE at +2 Combat Value can be performed.

ULTIMATE – An INVADE at +4 Combat Value can be performed.

WIP

GAME END

Game End

The Game End is triggered as soon as any player claims their 3ʳᵈ Ambition.

Each player, including the player that triggered the Game End, takes one more turn.

NOTE: It is possible for a player to finish with 4 Ambitions claimed!

Players now total their VICTORY POINTS to see who is the winner.

Victory Points

Total Victory Points as follows:

- PLANETS: Only score the printed VP value of the planet IF you achieve the max printed Development Level on the planet. Also score any VP bonuses from any special planets (red background). Gain a 12 VP bonus if you own at least 1 of each RESOURCE type planet (FOOD + ORE + COIN + SCIENCE). Note: This does not include your HOME WORLD but does include special planets (red background).

- TECHS: Score VP as printed on the TECH card if OWNER.

- SHIPS: Score VP as printed value on the SHIP.

- MEDALS : Score 1 VP per FLEET or SHADOW Medal

- AMBITIONS: Score points according to any Ambitions you claimed according to your position.

The highest number of Victory Points wins! If there is a tie for VPs, then the player with the most total ship combat value at game end wins. If this is also tied, then the players share the victory!

Credits

REFERENCE CARDS & FAQS

FAQs

WIP

Game Start

1. Randomly determine a start player. Turns will proceed clockwise from the starting player.
2. Deal 4 SHADOW CARDS to each player. Each player chooses 2 SHADOW CARDS to keep and discards the others.
3. Starting with the last player, and continuing in reverse player order, players select a single starting TECH from the TECH TRACKER by placing their player marker in the OWNER slot. Any unclaimed techs are shuffled into the Tech Deck.
4. Starting with the first player, and continuing in player order, players place an Action Token in any BASIC Planning Level slot on the Action Tracker. Continue until all players have placed all their action tokens.
5. Each player takes 2 of each resource. Perform player position adjustments (see rules).

Player Turns

FIRST TURN ONLY: NO SHADOW CARDS CAN BE PLAYED OR FLEET ACTIONS TAKEN

1. **SHADOW ACTIVITIES:** Play ONE Shadow card and act on any effects.
2. **PRODUCE or ADVANCE Plans:** The player may either:
   a. **PRODUCE** - Take a PRODUCE Action OR
   b. **ADVANCE Plans** - Player may ADVANCE up to 3 *different* ACTION TOKENS on the ACTION TRACK
3. **TAKE ACTION & PREPARE:** The player does the following in order below:
   a. **TAKE ACTION** - Remove an ACTION TOKEN from ACTION TRACK and take that ACTION at the planning level
   b. **PREPARE** - Place the ACTION TOKEN removed in previous step into ANY PREPARING slot on the ACTION TRACK
4. **CLAIM AMBITION:** Player may claim ONE ambition by placing a player marker on any ambition for which they meet the criteria.

Game End

The game end is triggered as soon as a player claims their 3rd Ambition. Each player (including the one that claimed their 3rd Ambition) takes another turn. VPs are then totalled, and the Victorious player decided.

Victory Points

- **PLANETS:** If you achieve the max printed dev. Level on the planet, score points equal to printed VP value. Also score any VP bonuses from any special planets. Gain a 12 VP bonus if you own at least 1 of each RESOURCE type planet (FOOD + ORE + COIN + SCIENCE), special planets (red background) count towards this bonus.
- **TECHS:** Score VP as printed on the TECH card if OWNER.
- **SHIPS:** Score VP as printed value on the SHIP
- **MEDALS** : Score 1 VP per FLEET or SHADOW Medal
- **AMBITIONS:** Score points according to any Ambitions you claimed according to your position.

Player Actions Reference

PRODUCE: For each planet, take goods equal to the development level of the planet, then add any planet bonuses (e.g. from colony event markers or TECH cards). Then the player must pay any MERC Upkeep or discard the MERC.

COLONISE: Pay the colonise cost of the target planet from a slot that is available to you. Draw a COLONY EVENT and act on any effects. If you succeed on colonising the planet, place a DEVELOPMENT LEVEL MARKER on appropriate DEVELOPMENT LEVEL.

DEVELOP: Pay the appropriate cost to develop one or more planets according to the planning strength level.

BUILD: The player may REPAIR ship damage at the cost of ONE ORE per TWO damage removed. Build ships equal to the BUILD POINTS of the action. Pay the cost for the ship in ORE and place on your player board. There is a limit of EIGHT Ships.

RESEARCH: Pay the cost in SCIENCE and take a TECH from a slot that is available you. Place this on the TECH TRACKER with your player marker in the owner slot.

SHADOW – BUY CARDS: BUY SHADOW CARDS at a cost of 1 COIN per card according to the PLANNING LEVEL. There is a 7 SHADOW CARD hand limit.

SHADOW – HIRE MERCS: Hire mercenaries from the available MERC slots by paying the hire cost printed on the card.

FLEET – RAID: Target an opponent, they become the DEFENDER, you are the ATTACKER.
1. If DEFENDER has less LIGHT SHIPs in their fleet, they draw and play an EMERGENCY SHIP card. If a HEAVY SHIP is drawn, discard and draw again.
2. Both players place LIGHT SHIPs face down in COMBAT ORDER & REVEAL. If any damaged ships on either side, they remain face up & Attacker places first.
3. Begin SHIP TO SHIP COMBAT, Starting at the first ships in order. Mark SHIP damage using COMBAT DAMAGE MARKERS.
4. ATTACKER or DEFENDER allocate any UNMATCHED SHIP(s) – Applicable to player with the larger fleet size and roll for additional damage.
5. After reducing each SHIP's COMBAT VALUE by # COMBAT DAMAGE MARKERS, total remaining COMBAT VALUE on both sides. Add any applicable bonuses.
6. If ATTACKER has more COMBAT VALUE than the DEFENDER, the ATTACKER is VICTORIOUS and may claim RAIDING SPOILS. Note the margin of victory.
7. Destroy any SHIP with more DAMAGE MARKERS than its original COMBAT POWER. DEFENDER may immediately REPAIR damaged ships (DEFENDER ONLY).

RAIDING SPOILS: STEAL RESOURCES – Take a number resources from DEFENDER equal to margin of victory.

FLEET – INVADE: Target an opponent, they become the DEFENDER, you are the ATTACKER.
1. If DEFENDER has less SHIPs in their fleet, they draw and play an EMERGENCY SHIP card..
2. Both players place SHIPs face down in COMBAT ORDER & REVEAL. If any damaged ships on either side, they remain face up & Attacker places first.
3. Starting in COMBAT ORDER, begin SHIP TO SHIP COMBAT. Mark SHIP damage using COMBAT DAMAGE MARKERS.
4. ATTACKER or DEFENDER allocate any UNMATCHED SHIP(s) – Applicable to player with the larger fleet size and roll for additional damage.
5. After reducing each SHIP's COMBAT VALUE by # COMBAT DAMAGE MARKERS, total remaining COMBAT VALUE on both sides. Add any applicable bonuses.
6. If ATTACKER has equal or more COMBAT VALUE than the DEFENDER, the ATTACKER is VICTORIOUS. They claim a VICTORY SPOIL and gain a FLEET MEDAL.
7. If DEFENDER has more COMBAT POWER than the ATTACKER, the DEFENDER is VICTORIOUS and gains a FLEET MEDAL.
8. Destroy any SHIP with more DAMAGE MARKERS than its original COMBAT POWER. DEFENDER may immediately REPAIR damaged ships (DEFENDER ONLY).

VICTORY SPOILS: DISRUPT PLANS – Move up to 2 of DEFENDER's ACTION TOKENS back to PREPARING level on the ACTION TRACK. AQUIRE TECH – Acquire any TECH known by DEFENDER. PLANETARY BOMBARDMENT – Reduce planet's DEVELOPMENT LEVEL by 1 per 3 BOMBARD points remaining in attacking fleet. If reduced to DEVELOPMENT LEVEL 1, you may pay the COLONISE COST to capture the planet (draw no new COLONY EVENT card).