

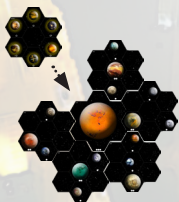
POCKET IMPERIUM

MECHWORLDS EXPANSION

GAME SETUP

Just before placing the 6 standard sector tiles around Tri-Prime, randomly select one to remove, and replace it with the Mech World sector tile.

Complete the rest of game setup normally.



RULES

Yellow Mech Worlds

These systems have been completely taken over by self-replicating machines that will help whoever is controlling them to rapidly construct fleets.

If, during the execution of an **Expand** action, a player adds one or more ships in a hex containing a yellow Mech World, 1 additional ship (if available) may be added.

Yellow Mech Worlds have a system value of 0. This means that 0 points are scored for controlling them during the **Exploit** phase and only 1 ship may remain there at the end of a round.



Blue Mech Worlds

Endowed with life forms that thrive in the low-density atmosphere of these worlds, these systems and their launch facilities allow fleets that launch from them to rapidly reach deep space.

If, during the execution of an **Explore** action, a player begins movement of a fleet from a blue Mech World, the fleet being moved may move 1 additional hex this turn.

