



WARPGATE

INTRODUCTION

Not long after harnessing space flight and taking their first bold steps into the great void, your people discovered an object on the far edge of their star system.

An exploration fleet was assembled and sent to investigate. The object was a colossal gate, presumably built by an ancient alien race. When approached, it activated, opening a passage into uncharted space.

This is where you take command.

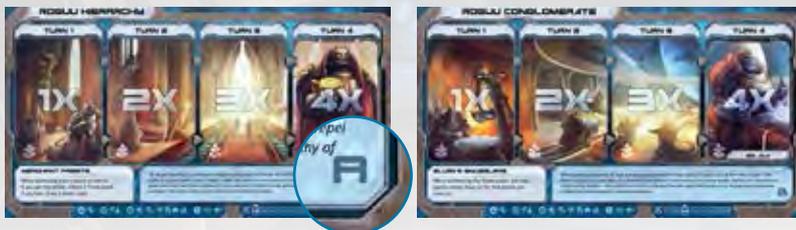
WarpGate is a strategic board game in which you represent one of the factions, competing for control of the galaxy. Unlock Technologies, establish trade routes, and conquer planets to lead your faction towards triumph.

The player with the most victory points (VP) at the end of the game wins.

GETTING STARTED

SETUP

1. Each player picks a faction board at random (or allow players to choose) and then chooses which side of the faction board to play with. The two sides are marked “A” and “B” in the bottom right corner of the faction board.



Each faction has its own unique background and special ability. For your first game, it is recommended to use the A-side faction.

4. Take all 8 Basic Tactics cards in your player color: (A) Heroic Sacrifice, (B) All or Nothing, (C) Pitched Battle, (D) Glorious Victory, (E) Heavy Resistance, (F) Outmaneuver, (G) Salvage and (H) Hit and Run.

All types of Tactics cards — Basic Tactics cards, Advanced Tactics cards, and Hero Tactics cards — have the same card back for all players.

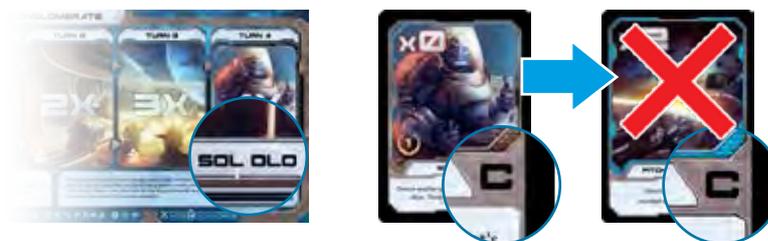


Tactics card card back.



The Blue player's Basic Tactics cards (Basic Tactics cards have colored borders in player's color).

Take the Hero Tactics card with the same name as the one listed on your faction board. Look at the letter next to the card's name. This Hero card replaces the Basic Tactics card marked with the same letter. Return the replaced Basic Tactics card to the box.

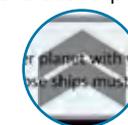


The Sol Olo Hero card replaces the Pitched Battle Basic Tactics card in slot “C” for the Roguu Conglomerate faction player.

Shuffle your 7 remaining Basic Tactics cards together with your Hero card and place them face down to the right of your faction board as your personal Tactics deck. Leave space next to it for a discard pile.

5. Shuffle together all remaining Hero Tactics cards and all Advanced Tactics cards and place them face down nearby as the Promotion deck, shared by all players. Leave space for a discard pile.

Advanced Tactics cards and Hero Tactics cards all have a chevron watermark in their text box.



SOLO VARIANT SETUP

Set up the game as if playing with 2 players. Follow all the normal setup steps for the human player. For the Artificial Intelligence (AI) player follow these steps:

- Choose an unused player color to be used by the AI player.
- Take the AI board titled “The Gatekeepers”.
- Take 5 unused Objective cards — 1 of each planet type; 1 random Technology card, 1 random Advanced Tactic card, and any 1 Action card in the AI's color.
- Shuffle these 8 cards to form the AI Action deck.
- Take the 8 Basic Tactics cards in the AI's color and shuffle them to form the AI Tactics deck. The AI player has no faction Hero card in its combat deck at the start.
- Place 3 AI ships on the AI's Warpgate and its remaining ships next to the AI Faction board.

(Rules for playing solo are on page 12).

2. Each player chooses a player color to use during the game, takes all of the pieces in that color: 12 Ships, 12 Outpost/Colony markers, and 1 Research Drone, and places them in their supply.



There are two different sculpts for Research Drones.

3. Take the 12 Action cards in your player color, shuffle them, and place them face down to the left of your faction board as your Action deck. Leave space next to it for a discard pile.

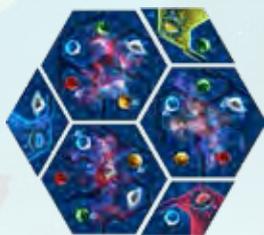


Draw a hand of 4 Action cards from your Action deck as your starting hand.

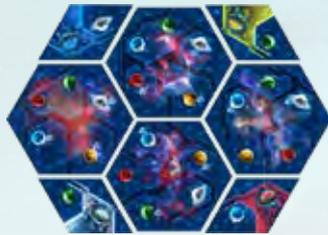
6. Place the hex-shaped and diamond-shaped board tiles together to form the game board as shown (based on the number of players):



2-Player Setup.

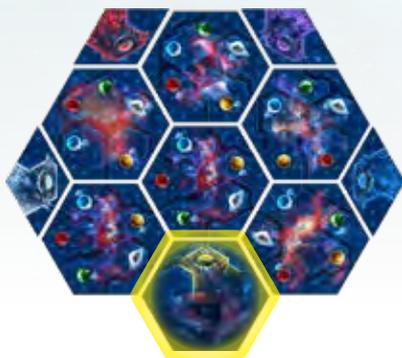


3-Player Setup.

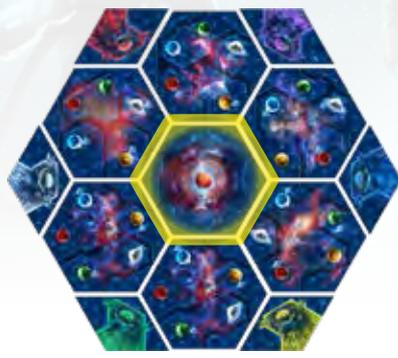


4-Player Setup.

For 1 to 4 players, use any of the “A”, “B”, “C”, or “D” sides of the hex-shaped tiles (rotate them randomly) and the “1-4 Players” side of the diamond-shaped tiles (the side displaying both a planet and a Warpgate).



5-Player Setup.



6-Player Setup.

For 5 players, use the hex-shaped tile containing the yellow player’s Warpgate instead of the yellow diamond-shaped tile. Use the “5-6 Players” side of the remaining diamond-shaped tiles.

For 6 players, use the opposite side of the hex-shaped tile containing the yellow player’s Warpgate. Place it as the center tile of the board. Use the “5-6 Players” side of the diamond-shaped tiles.



7. Each player places 3 of their Ships and their Research Drone at the Warpgate of their color on the game board.

8. Take 4 Trade Goods per player and place all of them into a single pile next to the game board as available Trade Goods. Return the rest to the box.



4 per player.

9. Randomly select 2 Technology cards, plus 5 Technology cards per player. Return the rest to the box, without looking at them. All the selected cards are shuffled and placed face down as the Technology deck. Then, take the top 2 cards of this deck and place them face up next to the Technology deck as available Technologies.



5 per player + 2.



10. Randomly select 5 Objective cards per player. Return the rest to the box, without looking at them. All the selected cards are shuffled and placed face down (with the banner icon, and a planet, side up) as the Objectives deck. Then, take the top 2 cards of the Objectives deck and place them face down next to the Objectives deck as the available Objectives.

Then, deal 1 Objective card from the Objectives deck face down to each player as their starting Objective.



Objective cards back.



5 per player.

Objective cards front.

11. Randomly select a first player. Give that player the first player marker.



12. EXPLORATION (optional)

The game includes a number of Exploration tokens. Once you have conquered the galaxy a few times, visit our website (www.wolffdesigna.com) and download the rules for the exploration variant.



PLAYING THE GAME

GAME STRUCTURE

The game is split into rounds. In each round, players will take turns, one at a time, beginning with the first player and going in clockwise order, until all players have taken 4 turns. I.e. all players take their first turn, then all players take their second turn, and so on.

An average game lasts 6 to 8 rounds.

DURING YOUR TURN

1. Play an Action card from your hand into the slot for the current turn on your faction board.



2. Perform 1 of the following 3 actions:



Top action of the Action card



Bottom action of the Action card



Draw action

3. If this is your 4th turn of the round:

- Move your Action cards played this round from the faction board into your discard pile.
- Discard any remaining Action cards from your hand.
- Draw 4 new Action cards to use next round.

Whenever you need to draw a card, but your Action deck is empty, shuffle your discard (but not the cards on your faction board) to form a new deck.

After all players have taken 4 turns, the round ends. Perform the end of round sequence (page 5).

PERFORMING ACTIONS

All the actions are covered in detail on pages 6 to 9, but two key concepts — turn multiplier and range — are explained here.

TURN MULTIPLIER

Turn multiplier is displayed on each of the 4 turn slots on your faction board as “1X”, “2X”, “3X”, and “4X”. It determines the strength of all your actions: how far your ships can travel, how many ships you can deploy, how many cards you can draw, etc. The later in the round you resolve an action, the more powerful it will be.

In the Action card’s text it is referenced as “X”. For example, the Warp-in action lets you deploy X ships at your Warpgate. If used on turn 1, you will be able to place up to 1 new ship at your Warpgate.



You may always resolve an action as a weaker action. I.e 3X as 1X, or 0X.

RANGE

The hex grid covering the board tiles is used to calculate the range for many of the actions. To determine the range, count the number of empty hexes (without planets) between a ship and its destination. Do not count the starting hex or the destination hex!

The function of the light blue areas will be explained later (page 8).



There are 2 empty hexes between the Desert planet (yellow) and the Jungle planet (green), so the range between them is 2.



You must go around the Volcanic planet (red) to move from the Oceanic planet (blue) to the Arctic planet (white), so the range between them is 4.

READY TO GO

After you are done reading through this page, you should be ready to make your first steps in conquering the galaxy. Make sure that all players understand the concepts of Turn Multiplier and Range.

You can refer to the detailed rules for specific actions (pages 6-9) as they become necessary.

You can safely skip the rules for battles (pages 10-11) until the beginning of the second round.

WARP SPEED!

You don't have to wait until it's your turn to decide which card to play. Do that during other players' turns and place the card face down on your faction board when ready.

When it's your turn — simply flip the card face up and perform the action as normal, or play a different card if you have changed your mind.

END OF ROUND SEQUENCE

After all players have taken 4 turns, perform the following steps:

1. Check available Technologies.

At the end of a round, if all of the available Technologies are of the same planet type (page 7), reveal the top card of the Technology deck and add it face up to the available Technologies.



If the newly-revealed Technology is also of the same planet type, do not repeat this step; only one additional card may be added this way during a single round.

2. Check available Objectives.

At the end of a round, if all of the available Objective cards are of the same planet type (page 8), take the top card of the Objectives deck and add it face down to the available Objectives.



If the newly-revealed Objective is also of the same planet type, do not repeat this step; only one additional card may be added this way during a single round.

3. Change the first player.

Pass the first player marker clockwise to the next player.



4. Investigate the Ancient ruins (6 Players only).

A player with a Colony on the Ancients homeworld (pictured on the right) claims one of the following: 1 available Technology, 1 available Objective, 1 available Trade Good, or the top 2 cards from the Promotion deck.



Ancients homeworld

ENDGAME CONDITIONS

At the start of the round, if one or more of the following conditions are met, then this round is the final round of the game:

- The Technology deck is empty (not counting the available Technologies).
- The Objectives deck is empty (not counting the available Objectives).
- There are no available Trade Goods left.

After the final round is finished, the game ends and players calculate their score.

FINAL SCORING

Players earn victory points (VP) at the end of the game as follows:

- 5 VP for each completed Objective.
- 0 VP for each failed Objective.

Completing Objectives is a difficult task, yet it is often the most decisive winning factor. Neglecting it may cost you victory.



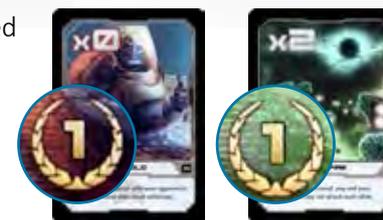
Many Objectives require establishing Outposts or Colonies on specific planets. The same planet may count for completing multiple Objectives.

- 3 VP for each Trade Good — both spent and unspent (page 9).



- 1 VP for each Hero card and advanced Tactics card in their Tactics deck.

This includes the starting Hero card, but not the basic tactics (they have no VP value printed on them).



- Variable number of VP for each researched Technology.



At the end of the game, score an additional 1VP for each of your Trade Goods.

The player with the most VP wins the game.

In case of a tie, the tied player with the most controlled planets wins the game. If still tied, the tied players share the victory.

ACTIONS

ACTIONS IN DETAIL

Each Action card depicts 2 of the 11 actions in the game. The short rules for each action are listed on the cards themselves. You can refer to this section for more in-depth clarification when needed.

The number of times each action appears on the Action cards is depicted on the bottom edge of your faction board.

For simplicity, similar actions are grouped and described together.

GENERAL RULES FOR MOVEMENT

The following rules apply to all movement-related actions:

- Ships must always start and end their movement on a planet or a Warpgate. They may not end their movement in an empty hex.



- Ships may not move to a planet with another player's ships, except when Attacking (using Skirmish/Advance/Concentrate).



RECON ACTION

Move exactly 1 ship from one planet to another planet in range X+X. You may not move to any planet containing enemy ships.

Range is explained on page 4.



MANEUVER ACTION

Move any number of ships from one planet to another planet in range X. You may not move to any planet containing enemy ships.

You may then repeat this with a different group of 1 or more ships. This second group may or may not start at the same planet as the first group, and may or may not end at the same planet as the first group.

SKIRMISH ACTION

Move or Attack with exactly 1 ship from one planet to another planet in up to X range.

To Attack is to move your ships to a planet with another player's ships. An attack starts a battle, which ends with either side withdrawing (see page 10).



ADVANCE ACTION

Move or Attack with 2 or more ships from one planet to another planet in range X. You may not use Advance to move a single ship.

CONCENTRATE ACTION

Move or Attack with any number of ships from one planet, or from two different planets, to another planet in range X. If moving or attacking from two different planets, both planets must be in range X from the destination planet.



COLOR-CODES

All similar actions in the game are of the same color. All regular movement actions are blue. All attack/movement actions are red. All deployment actions are green.

ENTER THE ORBIT

For convenience, when moving ships to a planet, place them on the empty hexes around it, so that ships do not cover the planet itself or a trade icon. Ships still count as occupying the planet's hex for calculating range.

- Outposts, Colonies, and research drones do not restrict movement.



- Warp gates count as a planet, but you may never move to another player's Warpgate under any circumstances.
- You do not need to use the full range when moving. For example, if you are able to move a ship to a planet in range 3, you could move it to a planet in range 1 or 2.

DEPLOYING SHIPS

The Warp-in and Reinforce actions (as well as Tactics cards, Technologies, and special abilities of several factions) can be used to deploy ships. To deploy a ship, place it from your supply on a planet or a Warpgate.

- Ships may never be deployed to a planet that has enemy ships.
- Warpgate counts as a Planet.
- You may not deploy more ships than you have in your supply.



WARP-IN ACTION

Deploy up to X ships to your Warpgate.

Try to Deploy more ships early in the game. Not having enough ships on the board may hinder your progress.

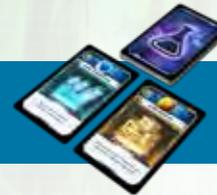
REINFORCE ACTION

Deploy 1 ship to up to X planets and/or your Warpgate that already contain 1 or more of your ships. You may not choose to deploy more than 1 ship to the same planet this way.



RESEARCH ACTION

This action is used to obtain new Technologies by moving your Research Drone to a planet in range up to X. The planet must match the planet type of at least one available Technology.



Face-up Technology cards next to a Technology deck are called available Technologies. The Research action lets you claim one of these cards for yourself.

A Research Drone does not count as a ship, may not be attacked by enemy ships, and can only be moved using a Research action. Moving a Research Drone, however, is similar to moving a ship:

- It may not end its movement in an empty hex.
- It may not move to a planet containing enemy ships (but may move away from such a planet).
- It may not move to a planet that does not match the type of one of the available Technologies.



Research Drones.

After moving your Research Drone to a planet, choose one available Technology card that matches the type of the planet your Research Drone has moved to, take it, and place it face up next to your faction board. You may now use the effects of this Technology.



"Warp Capacitors"



"Alien Imports"

The Purple player moves their research drone to a Desert planet and obtains the available "Alien Imports" card as its Planet type matches the destination planet. They may not obtain "Warp Capacitors" even though their research drone is on an Oceanic planet, as a Research drone must be move to obtain a Technology.

After a Technology card is taken, if there is now only 1 available Technology, reveal the top Technology card (if there is one) and place it next to the deck so there are now 2 available Technologies.



If there are 2 or more Technology cards still available after taking one, do not add more cards.

TECHNOLOGY CARDS

Technological advances are represented by Technology cards. There are five different types of Technologies, based on the image of the planet, and displayed on the top of the front side of the card.

Most Technologies are worth 2VP (page 5).

Technologies remain in play for the duration of the game, once unlocked. Some Technologies have a trigger icon, that serve as a quick reminder on when this Technology comes into effect:

Planet Type (Oceanic)

VP Value

Trigger

Effect

- Triggered during a battle.
- When deploying a ship.
- When moving a ship.
- When performing Control.
- When drawing Action cards.
- When performing Research.

When you deploy ships, deploy 1 additional ship at any 1 of your outposts/colonies.

CONTROL ACTION

This key action lets you establish Outposts and Colonies on planets, by placing your double-sided Outpost/Colony markers next to them. Upgrading Outposts into Colonies is how you get additional Objective cards.



For each of up to X planets (with at least one of your ships), follow these steps:

1. Invade the planet.

If there is another player's marker on the planet, return it to that player.

Proceed to step 2.

2. Settle the planet.

Place your marker. The marker is placed with either its Outpost or a Colony side up:

- If you already have a Colony in this sector, place your marker with a Colony side up, and skip steps 3-5.

A sector is a region of space limited by a border and containing a number of planets.

- If you have no Colonies in this sector, place your marker with an Outpost side up, and proceed to step 3.



The marker is placed with a Colony side up, since the player already has a Colony in the same sector.



The marker is placed with an Outpost side up, since the player has no Colonies in this sector.

3. Upgrade the Outposts.

- If you don't have an Outpost on every planet in the sector yet, skip steps 3-5.
- If you have an Outpost on every single planet in this sector, upgrade all these Outposts into Colonies – flip the markers to their Colony side, and proceed to step 4.



The White player Invades the red Outpost in step 1 and removes it from the board.



The White player settles the Oceanic planet, in step 2, by placing an Outpost. No Outposts can be upgraded yet.



The White player then settles a Desert planet, in step 2, by placing their Outpost.



The White player upgrades their Outposts in the sector in step 3, by flipping their Outposts to the Colony side. The White player may then claim an Objective card with either a Desert or an Oceanic planet type if there is one among the available Objectives.

4. Claim an Objective card.

Claim one available Objective card if its planet type matches at least one planet upgraded during step 3.



- If none of the planets match any of the available Objective cards, you may not claim an Objective card.
- You may never claim more than 1 Objective card per Control action. If multiple Objective cards could be claimed, you may only claim 1 of them.

If there is now only 1 available Objective card left, proceed to step 5.

5. Replenish available Objectives.

Place the top card of the Objectives deck face down next to the deck so there are now 2 available Objectives.



In the given example, only the Oceanic card can be claimed, since it's the only available Objective card with a planet type matching one of the upgraded planets.

OBJECTIVE CARDS

Objective cards represent ambitions and intrigues of various galactic Factions. Completed Objectives are worth 5VP at the end of the game (see page 5). Keep your Objectives secret from other players.



TRADE ACTION

The Trade action allows you to move a single ship quickly across the galaxy and earn valuable Trade Goods while doing so.



Only planets with a Trade icon are valid origins and destinations when moving a ship with a Trade Action.



When resolving this action, you must move 1 ship from a planet with a trade icon to another planet with a trade icon in up to X range, and then, immediately, to a third planet with a trade icon in up to X range from the second planet. If you do not have a ship which is able to perform both movements, you may not resolve the Trade action.



Calculating range for a Trade 1X action.



Calculating range for a Trade 3X action.



There may not be enemy ships at the planets that you move to. Make sure to protect your trade routes!



Your, or other player's, Outposts, Colonies, and Research Drones have no effect on Trade movement.

After resolving a Trade action, claim 1 Trade Good if there is one available.

TRADE GOODS

Trade Goods are double-sided: When you claim a Trade Good, place the token with the "+1X" side face up near your faction board. It counts as unspent.



As you resolve an action, you may spend one (and only one) Trade Good (flip it to the spent side) to increase that action's turn multiplier by +1.

Some Tactics cards and Technologies allow you to refresh a Trade Good. To refresh a Trade Good, flip one of your spent Trade Goods back to its unspent side. Each Trade Good, spent or unspent, is worth 3VP at the end of the game (see page 5).

PROMOTE ACTION

The Promote action is used to improve your Tactics deck by learning new advanced tactics and hiring Heroes to improve your chance of success during battles (see pages 10-11).



When you resolve a Promote action, take X cards from the top of the Promotion deck, choose 1 and shuffle it into your Tactics deck. Place the remaining cards into the Promotion discard pile.

Do not shuffle your discard pile into the Tactics deck at this point!



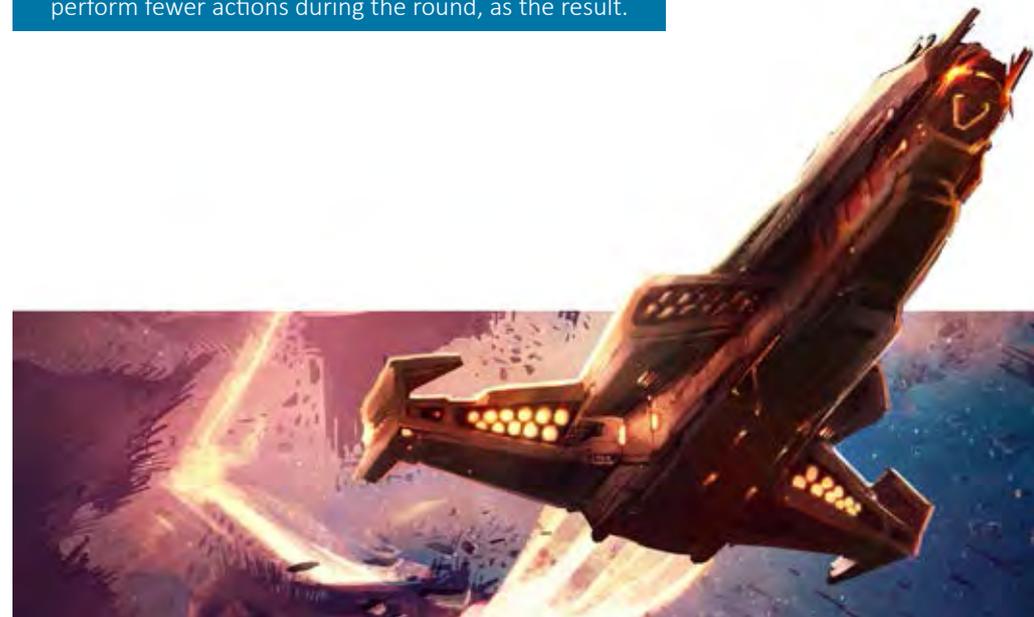
When the Promotion deck runs out of cards, shuffle the Promotion discard pile to form a new Promotion deck.

Every Hero Tactics card and Advanced Tactics card in your deck is worth 1VP at the end of the game (see page 5).

DRAW ACTION

Draw action is a special action that you can perform using any Action card. Instead of using the top or the bottom action of the Action card, you may draw X cards.

Remember, that you will have to discard all your unused Action cards at the end of your 4th turn. While using the Draw action potentially gives you more options, you will perform fewer actions during the round, as the result.



BATTLES

BATTLES

Attacking is moving your ships to a planet with another player's ships, using a Skirmish, Advance, or Concentrate action (see page 6).

The only way to move your ships to a planet with another player's ships is by attacking.



Attack results in a battle. The player who is currently resolving the action is the attacker and the other player who has ships at the planet is the defender.

3. Determine the winner.

Multiply the number of each player's ships in the battle by the multiplier on their Tactics card.

If you play a Tactics card with x0 multiplier, the resulting total strength of your ships is 0, regardless of how many ships you have.

The player with the highest total strength wins the battle. In case of a tie, the attacking player wins.

The winner of the battle is already decided at this point. You may win a battle even if your entire fleet is later destroyed due to a card's effect.



The Red player is attacking the Blue player with 6 ships. The Blue player only has 2 ships. After applying the multipliers, the Red player wins, 12 to 10.

4. Resolve the effects.

Resolve the text of all played cards. Then both players place their cards into their corresponding discard pile.

- First resolve the text on cards that cancel the text of other cards.
- Two cards with "cancel" effect cancel each other's entire text.
- For cards that destroy ships, resolve them in such an order to destroy as many ships as possible.
- Technology cards with a crossed swords trigger icon, such as "Countermeasures", are triggered during the battle, but only if you are a participant of that battle.



Cards that destroy ships must be resolved in such an order to destroy as many ships as possible, so "Pitched battle" must be resolved first. Half of the ships, rounded down, are destroyed on both sides. The Red player loses 2 ships and the Blue player loses 1. Then Heroic sacrifice is resolved and the Blue player loses his last remaining ship. Destroyed ships are returned to the corresponding player's supply. The Red player occupies the Volcanic planet.

TACTICS CARDS

There are three types of Tactics cards - Basic Tactics, Hero Tactics and Advanced Tactics. For the purpose of resolving a battle, they work in exactly the same way.

Every Tactics card has a multiplier and a card text. In most cases, the higher the multiplier, the higher the likelihood of winning the battle, when playing that card. At the same time, in most cases, the lower the multiplier, the more powerful is the effect in the card's text.



Advanced Tactics and Hero Tactics cards (with a chevron watermark) are worth 1VP each at the end of the game (see page 5). You can use a Promote action to add new Tactics to your Tactics deck (see page 9).

Resolve a battle by following these 5 steps:

1. Draw cards.

Both the attacker and the defender simultaneously draw 2 Tactics cards from their respective Tactics decks.

If, at any point, your Tactics deck runs out of cards, shuffle your discarded Tactics cards to form a new Tactics deck.

2. Play cards.

Both the attacker and the defender choose one Tactics card from their hand and play it face down in front of them.

Reveal the played cards and then discard the card not chosen face up onto the discard pile.



The Red player is attacking the Blue player. The Red player plays a "Pitched Battle" (x2) and the Blue player plays a "Heroic Sacrifice" (x5).

5. Losing side withdraws.

The defeated player must withdraw from the planet (even if the winning player has no more ships left on the planet).

- If the defender loses the battle, their ships must withdraw to the nearest planet where they already have an Outpost, a Colony, or a ship. Wargate counts as a planet with a Colony for this purpose.
- Defender may not withdraw to a planet (or planets) where the attacker attacked from, or to any planet that contains enemy ships.
- If there are multiple valid planets for the defender to withdraw at the same range, the attacker chooses which one of those planets the defender withdraws to.
- If the attacker loses the battle, their ships always withdraw back to the planet they were attacking from (or planets, in case of Concentrate).
- If the attacker was using a Concentrate action, and lost, the defender splits the surviving attacking ships between the two planets where the attack came from as they wish (including sending all of them to only one of those planets).

After the losing side withdraws, the battle is over.



Example 1: The Blue player is attacking the Red player's ship on a Jungle planet. If the Blue player wins the battle, the Red player will have to withdraw. The nearest valid planet is the Arctic planet. While the Volcanic planet is within the same range, it has neither red ships, nor a red Colony, nor a red Outpost.



Example 2: The Blue player is attacking the Red player's ship on a Desert planet. If the Blue player wins the battle, the Red player will have to withdraw. There are two valid planets for the Red player to withdraw. Since there is a choice, the winning player (Blue) gets to decide where the losing player (Red) must withdraw.



Example 3: The Blue player is attacking the Red player's ship on an Arctic planet. If the Blue player wins the battle, the Red player will have to withdraw. There are no valid planets in range (Red player has no ships, nor an Outpost, nor a Colony on the Oceanic planet), so Red player must withdraw to their Wargate.



The Red player is attacking the Blue player with 3 ships and plays "Heavy resistance"; The Blue player plays "All or Nothing". The Blue player wins with 6 total strength to the Red player's 3.

x1 HEAVY RESISTANCE
Destroy half of the enemy ships rounded down.

x3 ALL OR NOTHING
If you lose this battle, destroy all **your** ships.

This was a gamble on the Blue player's part. If the Red player would have played a card with a multiplier of x2 or higher, Blue player would likely have lost all of their ships due to "All or nothing". The gamble paid off, however, and Blue player only loses 1 ship to "Heavy resistance".



The Red player has lost and must withdraw back to the planet they were attacking from (even though it has no Red player's Outpost, Colony, or ships), after destroying a single blue ship.



AI TURN

Human player always keeps the first player marker and otherwise plays as normal. On the Artificial Intelligence (AI) player's turn, take the **bottom card** of the AI deck and play it, always face down, onto the current turn slot on the AI board.

Depending on which card it is, the AI performs an Action:

- If the AI card is a Technology card, resolve the **AI Research action** — the AI claims the left-most Technology card and then ends its turn.



Whenever a new Technology card is revealed (page 5, page 7), place it to the right from the other cards.

Ignore the text on the AI's Technology cards during play.

- If the AI card is a Tactics card, resolve the **AI Promote action** — take the top 2 cards from the advanced tactics deck and shuffle them into the AI's Tactics deck. Then the AI ends its turn.



- If the AI card is an Action card, resolve the **AI Control action** — AI claims the left-most available Objective card, then places Colonies on all planets where it has ships.



Whenever a new Objective card is revealed (page 5, page 8), place it to the right from the other cards.

If the AI card is an Objective card, resolve the **AI Reinforce action** — Deploy 2 AI ships to every planet of that planet type that has no player ships and for which any of the following is true:



- Planet has AI Colony,
OR
- Planet has AI ship,
OR
- Planet is in a sector adjacent to AI Warpgate and has no player control marker.

If there are no valid planets of the chosen type to deploy at least 1 AI ship, resolve the **AI Warp-in action** instead — deploy 3 ships at AI warpgate.



If there aren't enough ships in the AI's supply to deploy, deploy as many as there are available, placing 1 ship per planet at a time, then resolve the **AI attack action**. Otherwise, AI ends its turn after deploying ships.

AI Attack action — the AI moves or attacks with its largest group of ships to the closest planet of the revealed planet type, except those with AI ships or those with AI Colony and no player ships.



- If there's a tie in the number of ships between multiple groups of ships, the AI attacks with the one closest to the valid planet. If the range is the same, human player decides.
- If the planet the AI is moving from has no AI Colonies, or is a planet with a trade icon, the AI will leave 1 ship behind, before attacking, as long as it still has at least 1 ship to attack with.
- If the AI already controls or has ships on all planets of that planet type, discard the AI action card and the AI takes another turn.

If there is a battle, the AI will play the top card from its combat deck and discard the other. If AI is victorious, the human player always decides where to withdraw in case of a tie. Other than that, resolve battles as you would against a human player.

A FEW MORE RULES

- Like a human player, the AI plays 4 cards per round and then discards them.
- Once the AI goes through its entire Action deck, shuffle the discard to form a new AI Action deck.
- Whenever the AI would refresh a Trade Good, it claims an available Trade Good instead. The AI never spends or refreshes its Trade Goods.
- AI ignores effects that affect future actions (can't attack etc.) except the special ability of Tethisian Enclave. When playing with that faction, end the AI turn instead of resolving the AI Attack action on Turns 1 and 3.

ENDGAME

The game ends using the usual end game conditions.

The AI scores 2 points for every Technology (regardless of the listed point value), 5 points for every mission (regardless of whether completed or not), 3 points for every Trade Good and 1 point for each Hero Tactics card and Advanced Tactics card.



CREDITS

We would like to express our endless gratitude to every one of our Kickstarter backers for your continuous support and the trust you've placed in us and this project.

We would also like to thank all of you, who have contributed to transforming Warpgate from a mere idea, five years ago, into a finished game.

Alex Bahtinov, Achim Zien, Aivars Bondars, Alexey Tokarenko, Anton Satalin, Christopher Dearlove, Daniella Jefimova, Des T., Edgars Miskins, Edington Watt, Eugene Gavrilyuk, George Yurchak, Gregory Sverdlik, Jochen Eisenhuth, Jason Brown, Joseph Pilkus, Maria Karelina, Maria Pranka, Mark Bigney, Nick Welford, Nikita Krylov, Paul Grogan, Richard Heidemann, Roman Olshansky, Sergey Podolak, Shawn Smith, Silva Nichipurova, Svetlana Markova, Travis Hill, Viktoria Tretyakova, Yuri Markov.