

# SPACE WARS

*developed by Samo Santini (rev. 1.00)*

*This is an economical, political and military sci-fi game and it is designed for 6 up to 9 players.*

## **The map board**

The map board is composed by 127 tiles (space sectors):

galaxy core (1), blue nebula (3), red nebula (3), green nebula (3), yellow nebula (3), supernova (3), star gate (4x3), asteroid field (6), large planet (10), large star (2), medium planet (20), medium star (4), small planet (10), small star (2), home country planet (9), free space (all the others).

Prepare the playing board using these easy rules:

- 1) place galaxy core in the middle of the table;
- 2) the first three rings around the galaxy core (36 tiles) are composed by: 2 large stars and 2 large green planets, other 8 planets/stars system randomly chosen, 4 star gates (one for each letter), 4 nebula sectors (one for each color), 2 asteroid fields and 14 free space sectors.
- 3) place players' home country planets in the sixth ring as equidistant as possible each other.
- 4) use all remaining tiles to fill fourth, fifth and sixth rings (always randomly).

To place a tile on table to build up rings, face tiles down, shuffle and randomly pick them to build rings.

A player can request a new procedure to deploy the galaxy map-board, if one or more of these options are not fulfilled for his home country planet:

- 1) total amount of planet capacity of two cities and two workshops within 1 sector from home country planet (do not count home country planet);
- 2) total amount of planet capacity of five cities and five workshops within 2 sectors from home country planet (do not count home country planet);
- 3) total amount of star capacity of two crystal D site within 3 sectors from home country planet.

After galaxy setup, place 1 native unit on each planet with city capacity of 3 and 2 native units on each planet with city capacity of 4.

Each sector with a planet or star has a name to identify it and three notes: number of cities that can be built there, number of materials workshops and number of crystal D workshops.

There are many typologies of planets and stars but all of them can be shared in three categories: large systems, medium systems and small systems (look at planets and stars and see the diameter difference). On large systems players can build dimension 4 structures (all structure), on medium at the most dimension 3 and dimension 2 on small.

The typology of planets influences the costs to create mechanical, electronic and chemical workshops.

Spacecrafts, events, everything that moves into super nova and galaxy core sectors is eliminated; spacecrafts expend 1 movement point to enter a new sector, but asteroid fields stop movements; move normally when you start movement phase in asteroid fields; spacecrafts can move through star gates (technology development needed) expending 0

movement point; players' spacecrafts cannot travel through nebula sectors until technology development is achieved.

Sectors can be “free”, “controlled”, “owned and controlled”, “owner but **not** controlled”.

“Owned and controlled” sectors are those with ownership race flag without enemy units (legions for planet and star systems or spacecrafts for space sectors); “owned but not controlled” are sectors with ownership race flag and enemy units inside, indeed “controlled” status comes from the presence of military units.

Players manage “owned and controlled” and “controlled” sectors. The ownership of a sector changes only with agreements between players.

### **Playing pieces**

There are four groups of playing pieces: spacecrafts, ground forces, structures and resources.

Spacecrafts are star-fighters, capital starships and bases (outposts, orbital bases and artificial moons).

Ground forces are officers and regular, veteran, elite and cyborg legions.

Structures are cities, research centers, workshops, shipyards, and many others.

Resources are raw materials, fuel units and credits.

### **Initial Setup**

At the start of the game put these units on each home country planets:

“level 3” city, “level 1” mechanical workshop, “level 1” electronic workshop, “level 2” shipyard, “level 2” research center; 4 regular legions, 2 star-fighters, 1 cruiser, 2 corvettes, 2 freights, 1 outpost, 1 transport; 10 mechanical materials, 8 electronic materials, 8 chemical material and 2 crystal D materials. Each player gets 20 credits in his treasury and chooses 1 “level 3” technology and 2 “level 2” technologies (secretly chosen by each player and then revealed). This is the starting technological know-how of each player.

At the start of the game, players can only build standard units, the others will be available through technology achievement.

Standard units are outposts, star-fighters, heavy star-fighters, corvettes, cruisers, freights, transports and regular legions.

“Free flight for consular starships”, “Free flight for scientific starships” and “Consular immunity” are the only three laws active at the start of the game. Place these three law cards on the table to show their active status.

### **Sequence of play**

The game is composed by turns and each turn is divided by phases:

#### **Game Turn**

- 1) Event phase**
- 2) Council phase**
- 3) Declaration phase**
- 4) Income and Extraction phase**
- 5) Players sub-phases**
- 6) Research phase**
- 7) Construction and Repair phase**

## 8) Contamination and Slave phase

During the game players can freely exchange credits, sell or donate resources, spacecrafts and controlled sectors; note that everything publicly declared by players must be fulfilled.

### *Phases explanation:*

#### **Event phase**

One player rolls one die to check what happens on the event and mission table crossing the roll with the number of event now presents in the galaxy core and in the first ring of sectors. If the result is event, roll two dice on the event and mission typology to check which one and place it in the galaxy core. If the result is mission, check the level and place it in a sector using the following procedure: first die roll to see direction (number on galaxy core), second to see which ring, third to determine the distance along the ring (going clock round). Missions in black hole or supernova are immediately removed. Missions will remain there until someone will solve it (they do not move like events) or a black hole moves inside that sector destroying mission counter.

Two dice will be rolled also for those events that are in play to determine their movements (first for direction, second for speed: 1-4 one sector and 5-6\* two sectors, \* complete (direction and speed) re-roll; ignore a second 6\*.

Events are eliminated when they enter supernova sectors, black hole or go outside the mapboard (beyond the sixth ring of sectors).

If there is in play the maximum number of event of the same type and dice roll calls for another one, no new event comes inside galaxy core.

#### ***Events explanation***

##### *Continuum Break*

This is an event generator like galaxy core. When it is in play, players have to roll one die to check what happens in the continuum break sector and then dice to move it. Events created by continuum move in the turn following their creation. When a black hole is generated in a continuum break sector, everything in the sector is destroyed (continuum, black hole, counters, missions, everything except for the race flag if present).

##### *Black Hole*

Black hole destroys everything in the sectors it moves through. In planet and star sectors it also destroys everything on the planet surface (remove every counters in the sector, leave race flag counter only). With “black hole degravitation” technology scientific starships can destroy this event entering the sector with black hole. When black hole enters a star sector, it destroys everything inside and then it collapses. Black hole also destroys missions and other events.

##### *Meteor*

Spacecrafts are immune to meteor but it destroys everything on surface of planet and star when it enters its sector. Remove meteor when it crash against a planet or star.

With “meteor break up” technology players can destroy meteor if they have sufficient fire power: use standard bombardment table to resolve the attack against meteor (at the most 1 attempt per player sub-phase).

#### *Berilan Gap*

Spacecrafts, bases, orbital cities and mine fields in sector are immediately eliminated. With “berilan gap attenuation” technology they are not eliminated but spacecrafts are blocked until event leaves the sector (same effect as pulsar interference without technology help). This event block the sector it is in (it blocks production, research and income in the sector).

#### *Tachyonic Field*

This event deploys on every planets and stars it enters 1d6 number of contamination counters (a roll of 5 or 6 also destroys the event), up to the system limit (8 for large systems, 6 for medium systems and 4 for small systems). At the end of the turn check the effects of contamination as usual.

#### *Tachyons Collapse*

Remove every crystal D and fuel resource in sector.

#### *Phasic Fluid*

When this event enters nebula sector, destroy everything inside, put 1d6 crystal D resources in the sector and remove the event.

#### *Neutronic Cloud*

Remove every electronic resource in sector.

#### *Alien Creature*

When it enters a planet or star sector, put 1d6 alien units in the sector. Alien units ignore planetary shields and immediately attack local ground forces. Alien unit is a standard ground combat unit, but they fight all together against 3 local ground forces in each round (each alien has a strength of 1). In this typology of battles ignore planetary shields, planet scanners, personal armors and personal weapons technologies. Each kill on ground force creates one alien unit (aliens convert destroyed enemy units except for cyborg legions). If ground forces are eliminated or there is no legion when aliens arrive in a sector, each city, orbital city, native and slave unit, is automatically converted to alien unit. Infested planets and stars are considered blocked. Remove event when it deploys 5 or 6 alien units (die roll of 5 or 6).

#### *Plasma Blast*

This event attacks spacecrafts (bases included), planets and stars ignoring their shields and military technologies. It makes 2 attacks of 3 points of strength on spacecrafts and 1 attack of 12 points of strength on planets and stars. With Plasma Blast Shield players' planets, stars and spacecrafts are immune. Remove mine fields when this event moves in sector. This event block the sector it is in.

### *Pulsar Interference*

Spacecrafts in sector are blocked (they cannot move and bombard). With technology achievement spacecrafts are immune to this event.

### *Space Storm*

Players' spacecrafts cannot enter space storm without technology achievement; no space battle or planet bombing is also allowed. Invasions and ground combats are instead possible. With space scanner technology players can enter a space storm sectors, they can start a space battle and bombard the surface.

### *Space Warp*

Capital starships moving in space warp are space jumped away: roll a die for direction and another one for distance (1-2=1, 3-4=2, 5-6=3 sectors). With "space warp propulsion" technology capital starships are immune to event and during player's sub-phase they can move inside a space warp and freely jump everywhere within four sectors.

### *Space Anomaly*

Scientific starships and scientists in sector earn research points. During players' turns roll for each scientific starship and scientist in sector.

### *Gilda of Traders*

Players can sell and buy raw materials going there with freights. For each raw material sold players earn 2 credits and pay 2 credits to buy one, so they can exchange raw materials freely. Players can also buy and sell crystal D material for 4 credits and fuel for 8 credits.

Consular starships and diplomats in the same sector with Gilda of Traders event can roll a die on table during their player's sub-phase.

### *Alien Artifact*

Scientific starships and scientists can take it (removing from board) and collect the treasury (research points and special weapons) rolling on the alien artifact table during player's sub-phase. If more than one option is present (for example one scientific starship and one "2 star" scientists are in the sector), use the better column (on the right part of table).

### *Missions*

On mission counters players can see what it is needed to solve it and the reward. One or two stars officers and starships are usually needed to solve it and the reward is composed by resources, credits and research points. During his sub-phase, a player can try to solve the mission. He decides which officers in the sector will be part of away team (at the least one to try to solve the mission), then roll on the mission solution table and check the result. If away team is successful, credits and research points are immediately got, instead resources are put in the space sector and they can be got by present freights; one "1 star" officer (needed to fulfill the mission) can also be upgraded to "2 stars"; mission counter is removed. If away team fails to solve the mission, roll 1 die for each officer present in

away team on failed mission table to check the away team mortality and leave the mission there. Missions are the only way to upgrade officers to “2 stars” level.

### **Council phase**

Races meet each other in galaxy council to manage relationships. Each player goes to council with a number of votes equal to the number of his empire cities and orbital cities. The player with most votes is the President of Council and he assigns the Chief of Security, the Chief of Relationships and Chief of Trade. These four appointments must be assigned to four different players (if less than four players remain, some appointments are unassigned and President chooses which one). Immediately after appointments assignment, the four players earn 5 credits and spacecrafts are placed in their capital sector. President chooses the order for players' proposals and he will decide the order to call players to declare their votes after each proposal (pro, against or abstained); all players must have the possibility to use all proposals they have and for each proposal, each player must be called to declare his votes. President also has one veto to expend on one proposal before starting to vote it and that proposal cannot be re-proposed until council phase of following turn. The veto ability can be denied by a law.

Every player has 1 proposal every 10 cities and orbital cities (round up) to promote protocols, laws or laws repeal. During the council phase, players can also buy temporary votes to expend in one vote call by freeing (eliminating) 1 controlled slave unit for each vote he wants to buy.

A protocol, when approved, remains active for the current turn and it cannot be re-proposed in the following turn. A law, when approved, remains active until repealed. In one turn the same law, protocol or law repeal can be voted only one time.

This phase is bypassed when only two players are playing; in this case players can ignore every active law and protocol (anarchism).

Players can freely exchange credits, materials, crystals, spacecrafts, research points, fuel units and sectors as they prefer. Sectors is exchanged by removing the race flag and putting the new one, credits are directly moved from one treasury to the other one; research points are given during the research phase and other things (fuel and slave units, resources, spacecrafts) must be carried by freights to other player's planets.

### **Declaration phase**

During this phase players underwrite and break treaties. To stipulate treaty, players accordingly exchange the right counters. The player that wants to break a treaty has to pay to the partner an amount of credits depending on treaty type (if both players agree on breaking treaty, nobody pays):

scientific trade agreement:	10 credits
commercial trade agreement:	10 credits
not aggression pact:	20 credits
cooperation pact:	30 credits
alliance treaty:	50 credits

Players can stipulate treaties as they want, but they cannot stipulate with the same player more than one of these treaties: not aggression, cooperation, alliance. Two players cannot stipulate two agreement of the same type.

When the game is played by 8-9 players, all relationship counters are used. When the game is played by 6-7 players, remove 1 not aggression treaty, 1 commercial trade agreement and 1 scientific trade agreement.

### ***Treaties explanation***

#### *Commercial Trade Agreement*

It allows players to increase their income.

#### *Scientific Trade Agreement*

It allows players to increase their technology research.

#### *Not aggression treaty\**

Players cannot declare war each other before breaking this treaty. Players cannot break this treaty and declare war in the same turn.

#### *Cooperation treaty\*\**

As “not aggression treaty” but in addition players can freely travel in the cooperator’s sectors, though gates and use their outposts and orbital bases for supply chain. The supply range from an outpost is determined by the movement range developed by the outpost owner. Cooperation player’s home country planet is a new supply source. Players cannot break this treaty and declare war in the same turn.

#### *Alliance treaty\*\*\**

As “cooperation treaty” but in addition declarations of war must be declared on both allied players. The allied players must move in the turn of allied who moves first (same sub-phase).

Allied players are considered a single race for peace requests. A player at war against two allied, must requests peace on both allied players; one allied player cannot ask for peace without the permission of the other allied, they must negotiate for peace together. Players cannot break this treaty and declare war in the same turn.

If one allied declare war on another player, the allied is not forced to join the war, he can freely decide what to do.

#### *Declaration of war*

When two players are at war, they can travel into their space sectors, attack spacecrafts and bombard/invade their planets and stars. These actions can only be done if two players are at war (or the sector is a free fire zone). No treaty can exist with a player to declare war on him. You cannot declare war on a player if you have battle starships, star-fighters or moon inside his sectors.

#### *Peace treaty*

Peace treaty is the only way to end a war. Players can accordingly end war and exchange sectors, resources, units, credits and turn of peace to satisfy their conditions. Otherwise a player can start a “forced” negotiation sub-phase.

*Player A (requesting player) is at war with player B (granting player). Player A wants to end the war but players do not agree on conditions. So player A starts the “forced” negotiation sub-phase.*

*Forced negotiation sub-phase:*

Sectors “controlled but not owned” change flag to controlling player.

The number of sectors that are exchanged between players is also the number of mandatory turns of peace.

### **Income and Extraction phase**

#### ***Income sub-phase***

All players collect credits for their activities. To determine how much credits players collect, add up 1 credit for each city and orbital cities in controlled sectors (“owned and controlled” and “controlled”) plus credits by commercial trade agreements:  
technological trade level x trade partner’s population value = trade credits

number of cities/orbital cities	population value
1	1
2-3	2
4-6	3
7-10	4
11-15	5
16-21	6
22-28	7
29-36	8
37+	9

Do not consider blocked planets and stars in this phase.

#### ***Extraction sub-phase***

All players decide which workshops produce resources. Each structure can produce one token (mechanical material, electronic material, chemical material and crystal D unit) expending 1 credit for each material and 3 credits for each crystal D unit. The tokens appear on the planet where the workshops are. Players can use slave units in their workshops, 1 slave unit saves 1 credit. Slave units assigned to workshops have to be placed under the workshops because players cannot utilize those slave units in construction and repair phase.

Players can also convert crystal D tokens in fuel inside fuel refineries. Each fuel refinery can convert 1 crystal D token per turn and this process costs is given by technology level. Recycling centers produce materials in large cities at zero costs; place 1 material (mechanical, electric or chemical) chosen by player, in systems with level 3 cities and 2 materials chosen by player in systems with level 4 cities. Recycling centers do not work with orbital cities.

Structures on blocked planets and blocked stars cannot produce anything.



With “high proficiency workshop” technology each workshop (not crystal D workshops) can produce two materials per round expending three credits.

### **Players’ sub-phases**

Player who had most votes during the council (the council president) is the first and then in decreasing order.

Each player sub-phase is composed by four steps: spacecrafts movements, spacecrafts battles, planets bombardment, ground battles.

### ***Spacecrafts movements***

Spacecrafts operate thanks to supply lines; the only supply source is the home country sector and the moon spacecraft and you have to make a supply chain to reach far sectors. You can make the chain through outposts and orbital stations (that are nodes of supply chain). The range between nodes is determined by propulsion technology level (movement range number).

Spacecrafts have 0, 1 or 2 movement points and they spend one movement point for each new sector they enter. With technology achievements, spacecrafts can travel through star gates expending zero movement points. Galaxy core and supernova sectors are always denied; nebula sectors and sectors with space storm are denied until technology achievement permits entering them.

Spacecrafts with zero movement points like star-fighters can only travel through star gates and artificial gates (built by players) because this movement costs zero points.

Before moving a spacecraft you have to check its supply lines. A spacecraft is in supply if it is not distant more than a number of sectors from a friendly outpost or orbital base as propulsion technology movement range number. A chain of friendly outpost or orbital base must be done to reach home country planet. Supply can pass through open star gates. Artificial moons are always in supply and all friendly spacecrafts in range are in supply too. Supply lines cannot pass through galaxy core, supernova sectors, closed gates and black holes (but note that it can pass through sectors with enemy spacecrafts inside).

Spacecrafts out of supplies cannot space jump, they move only one sector a turn and they have all attacking and defensive values reduced by one (never below one).

Smaller spacecrafts can be transported by other spacecrafts: freights can transport up to six materials, legions, star-fighters and pods in passive mode (in case of space battle these units cannot participate, they must stay onboard and legions cannot invade planets and stars). They can embark and disembark only inside friendly sectors (or authorized by player that is controlling the sector) but they can freely embark and disembark materials in free space sectors. Carriers can transport up to eight star-fighters and pods in active mode and advanced cruiser one. Planets and stars have unlimited capacity. Transports carry up to six legions and pods in active mode; transports can deploy legions on enemy planets and stars (making an invasion) and launch pods during space battles. Artificial moons transport sixteen star-fighters, pods and legions as carriers and transports do.

When spacecrafts enter a sector where enemy spacecrafts are, they must stop movement if non-phase player wants to engage them in immediate battle; if phase player wins battle, he can go ahead with his movement (only with spacecraft that did not withdraw the battle) otherwise he has to stop his movement there.

Space jump is the fastest way to reach a sector anywhere in the galaxy with a capital starship; to do space jump player must have the “capital starship space jump” technology and capital starship must be in supply and linked to an orbital base or outpost with fuel. Each capital starship burns 1 fuel unit and jumps where player wants to go. A sector with space jump interdictor cannot be the target sector if the planet owner does not give the permission. Spacecrafts can only use one typology of movement in a turn (conventional movement or space jump).

When “nebula resource extraction” technology is developed freights can collect resources from nebulas (one freight collects one resource per turn).

Construction starship inside “owned and controlled” sector can deploy one mine field into the sector paying 3 credits instead of moving. Up to three mine fields can be deployed into the same sector to increase the effectiveness. Players can have in play a maximum of 12 mine counters at the same time. Every spacecrafts except for yours, allied, cooperating or granted by mine field owner that enter a mined sector have to check for impacts. Mines ignore shields.

Consular, scientific and construction starships are immune to mine fields. Construction starships can also remove one mine field counter expending one turn in the sector instead of moving.

Stealth starships can only be engaged in battle by advanced star-fighters and advanced cruisers; once engaged, every spacecraft in sector can fight against them. Consular starships can only be engaged in battle when consular immunity law is repealed.

Players can move their spacecrafts in free sectors, owned sectors, sectors owned by allied or cooperating player and sector owned by players at war with them. When spacecrafts enter free sectors (sectors without ownership race flag) moving player can place there his flag and conquer the sector. Freight (consular and scientific starships with the proper law) can travel everywhere without restrictions or authorizations but they do not conquer sectors.

*It is very important that players expand their borders as soon as possible entering free sectors and conquering them for their races.*

### ***Space battle***

When all phase player’s movements are done, he has the opportunity to start space battles. Before resolving space battle check supply lines again.

Space battles are fought on space battle board. Place a screen between opponents to hide spacecrafts initial dispositions. You can place your spacecrafts in line, core and skirmish following these rules:

- 1) star-fighters and pods must be placed in skirmish zone or onboard major spacecrafts, on planets or stars;
- 2) capital starships and bases must be placed in line and core zone (arrange spacecrafts in one row for the line zone and another one row for core zone);

*The row arrangement is important to identify which spacecraft can fire against enemy star-fighters during “star-fighters and pods run” step.*

- at the least half capital starships (round up) must be arranged in line zone;
- outposts and star-bases in line or core zone as you prefer;
- if you have no capital starships, nothing can be arranged in core zone.

### ***Space battle sequence***

#### *First round:*

- 1) disclose spacecrafts arrangements
- 2) skirmish zone engagement
- 3) star-fighters and pods run
- 4) line zone fire
- 5) breakthrough movement
- 6) core zone fire
- 7) withdraw

#### *Subsequent rounds:*

- 1) skirmish zone engage
- 2) star-fighters and pods run
- 3) tactical movement
- 4) line and core zone fire
- 5) withdraw

#### *First round explanation:*

##### *Disclose spacecrafts arrangements*

Players remove the screen and see each other arrangements. Now place shields on spacecrafts if proper technology has been developed.

##### *Skirmish zone engage*

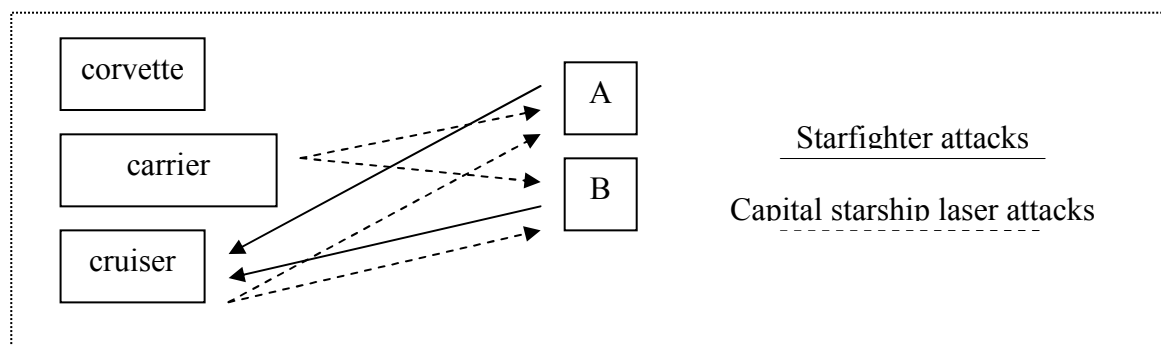
Star-fighters and pods engage themselves in skirmish zone, each star-fighter declares its attack against one enemy unit in skirmish zone but each enemy spacecrafts must be attacked one time before an enemy spacecraft could be attacked a second time; after all star-fighter has assigned their attack, resolve fire and apply fire effects all together.

##### *Star-fighters and pods run*

Players check the screening values of surviving star-fighters in skirmish zone and then they can attack enemy spacecrafts in line or core zone with a number of star-fighters/pods equal to the difference between the number of player's unit in skirmish zone minus the enemy screening values (round up):

Spacecraft	screening value
Star-fighter	1
Heavy star-fighter	0,5
Advanced star-fighter	1,5

Capital starships and bases can fire their lasers against star-fighters and pods if capital starships are attacked or they are next to an attacked unit (lasers have a range of 1 unit):



*Player decides to attack cruiser with both star-fighter A and B; defending player can fire against star-fighters with cruiser's (because attacked) and carrier's (next to cruiser) lasers. If star-fighters attack carrier, all three capital starship can fire laser against star-fighters.*

Orbital stations and moons have lasers with range of two units.

Then players decide which star-fighters/pods to run against enemy spacecrafts and they define the targets. No limitations on target assignment. Players can also decide to send all star-fighters/pods again only one enemy spacecraft.

The owner of the capital starships decides how to concentrate his lasers but he has to declare all attacks before starting to resolve the attacks. This means that if a player concentrates four laser attacks against a pod and he destroys the pod on the first attack, he loses the other three attacks.

In table you can read the number and the strength of attacks for each type spacecrafts.

Fire effects (capital starships laser and star-fighters torpedoes) are applied all together. Then surviving pods can assault their targeted capital starships or bases if they are not been destroyed and the targets have no raised shield. On a successful roll, the boarded unit changes faction. Legions and officers onboard captured spacecrafts are eliminated, materials and spacecrafts (like star-fighters and pod on captured carrier) are captured too. Move now every surviving star-fighters and pods again in skirmish zone. Pods used to capture a spacecrafts are still useful for other attacks.

#### *Line fire*

Capital starships and bases in line zone fire ions and torpedoes each others. Players can fire all spacecrafts weapons as they want, also against the same enemy starship or base. First of all, the attacks declarations (attacking star-fleet declares first) and then attacks resolutions. Fire effects are applied all together at the end of the line fire step.

#### *Breakthrough movement*

Players check the screening values of surviving capital starships in line zone and then they can enter enemy core zone with a number of units (only corvettes, cruisers, advanced cruisers, carrier, dreadnought and stealth starships can breakthrough) equal to the difference between the number of player's units that can breakthrough in line zone minus the enemy screening values (round up):

Spacecraft	screening value
Corvette	0.5
Cruiser	1
Advanced Cruiser	1.5
Carrier	0.5
Dreadnought	2

#### *Core fire*

This fire round exists only if breakthrough movement happened. Capital starships and bases in core zone fire each other. Use the same procedure explained for line zone fire step but capital starships that have breakthrough declare their attack for first.

#### *Withdraw*

Capital starships in core zone unoccupied by enemy capital starships can withdraw from battle. Remove those starships from battle board and put them in the space sector where

they were. Orbital bases, outposts and artificial moons can never withdraw from battle. Capital starships that withdraw from battle cannot perform planet bombing and invasions in the subsequent phases.

Admiral onboard a capital starship can try to withdraw the starship even if enemy battle starships are in the core zone.

*Other round explanation:*

*Skirmish zone engage*

Players secretly decide which star-fighters and pods stay in skirmish zone and which onboard major spacecrafts, planets and stars. Reveal dispositions. Then follow the procedure explained for the first round.

*Star-fighters and pods run*

Follow the procedure explained for the first round.

*Tactical movement*

Players can freely move their capital starships between their line and core zones (during this movement place a screen between players); then players can do breakthrough movement with the number of capital starships exceeding the enemy line screening value. Then players can also move back their capital starships from enemy core zone to their line zone.

*Line and core fire*

Follow the procedure explained for the first round; players can fight up to three battles, one for each zone if both players' spacecrafts are present in all zones (line and two core zones).

*Withdraw*

Follow the procedure explained for the first round.

*Space battle end*

Space battle ends when one player has no more spacecrafts on battle board or when one battle round ends and no attack has been done.

*Weapons and attacks*

Spacecrafts are equipped with 3 different typologies of weapons: laser, ion and torpedoes. Laser weapons are effective only on star-fighters and pods (traditional anti-air weapon). Ion and torpedoes are effective only on capital starships and bases.

Technologies development gives die roll modification to hit. Do not matter how much the difference is between the two values, the only modification applicable can be +/- 1.

Example: a player had developed Ion Attack Level 3 and the other has a Ion Defense Level 1; Ion Attack Level 3 - Ion Defense Level 1 = +2, the attacking player's Ion weapons have a +1 die roll modification against defending player's spacecrafts.

To make an attack, players have to check the attack number in space combat table: attack strength crossed with defensive strength gives the number (or more) needed to place one hit on target (1 always misses and 6 always hits). Each spacecraft has a number of hit points equal to its defensive value, when it receives a number of damage points equal to its hit points, it is eliminated. Shield points are removed before assigning damage points to spacecrafts. Each damage on spacecrafts is signed with a damage counter and it reduces by 1 all weapons values (never below 1) and by 2 the transport capacity (never below 0), destroy transported units that exceed the new transport capacity.

### ***Planets bombardments***

After space battles, capital starships and artificial moons (that did not withdraw from space battle) in planet or star sectors can bombard surface. Conventional bombing is the first type of bombardment, but thanks to technology players gain the knowledge to do antimatter and biological bombing. The first one is highly destructive and the other is effective only against living beings.

Add up the values of all bombarding spacecrafts (not withdrawn) and check on table the number roll to hit. Roll a die for each structure, native, slave, legion and alien unit to check elimination.

Antimatter bombing creates also contamination on surface. Place contamination counters on surface; not more than 4 contamination counters on small planet or star, 6 on medium planet or star and 8 on large planet or star. At the end of the turn players have to check for contamination effects.

Biological bombing must be checked only on natives, slave units, legions (not cyborg) cities and orbital cities (alien units are immune). If defending player has developed "universal bio antidote" technology, biological bombing has no effect.

### ***Ground force combat***

Legions on transports and moons that have not withdrawn from space battles can be dropped on surface to fight ground battles. It does not matter how much units you have, only three units can fight in each ground combat round (owner chooses which legions).

Defending player select three legions from all units that are on the planet or star, attacking player chooses among legions onboard transports and moon.

Add up the strength of those three legions (standard legion = 1, veteran legion = 2, elite legion = 3 and cyborg legion = 4) and determine the attacking ratio (round the ratio pro defender); roll one die, apply modifications and remove legions as shown in the ground combat table.

Each player can use at the most one officer and one special weapon to modify the die roll of one battle round. Planet scanner technology level (A, B and C) gives to the attacker a bonus of +1, +2 and +3 on die roll. Planetary shield technology level (A, B and C) gives a malus to the attacker die roll of -1, -2 and -3 if developed by defender.

In the ground battle result table, the first number is the attacking legions eliminated, the second is the defending legions eliminated. The owner chooses which units to eliminate among those three units that have fought in the round. When a round ends with the elimination of all legions, the officer is also killed, if he was used to modify the roll. Discard special weapons used in the round.

After each round of ground battle players can upgrade one surviving legion to higher level (players have to choose regulars if present, otherwise veterans can be upgraded).

*Example: attacker have developed personal weapons level 2 and personal armors level 2, he is attacking with three veteran legions and an officer 1 star against 2 regular legions, 1 veteran legion and one 1 star officer without any technological development; attacker has planet scanner class B and defender has planetary shield class A built on planet. The forces ratio is  $2+2+2=6$  against  $1+1+2=4$  (3:2); attacking personal weapons - defending personal armors ( $2-1=+1$ ) for a +1 modifier; defending personal weapons attacking personal armors ( $1-2=+1$ ) for another one +1 modifier; attacking 1 star officer*

*for another one +1 modifier; also defending player has 1 star officer for a -1 die roll modifier; planet scanner class B is a +2 modifier and planetary shield class A is a -1 modifier. The first battle round is a 3:2 with a die roll modifier of +3. Attacking player roll a 2 plus a die roll modifier of +3 = 5, the result is all three defending legions destroyed (the officer with them) and 1 legion lost by attacking player; attacking player can convert 1 surviving veteran legion into elite legion (no regular legion to upgrade present). Battle is over because one side has no more legions. Now invading player controls the sector.*

When more legions are present on both sides, go ahead for another combat round with other three units per player (you can also choose the legions that fought in last combat round). If a player has less than three legions, he will fight with all legions he has.

Battle ends when at the end of one round, the attacker decides to stop the battle and he moves all his surviving legions on his assault transports and moon, or one side has no more legions and the other player wins.

When a player conquers a planet (control exchanges but not ownership), all cities become native units and all orbital cities are destroyed. Then controlling player can try to convert native units into new cities rolling on the conversion table, or if he has developed the native slave conversion technology, he can transform them into slave units or he can try to transform them into city with a better chance. Officers on planet are eliminated. All structures and materials remain. Fighters and pods on the ground are destroyed all other spacecrafts in sector are immune.

### ***Capitals***

Players start the game with capital counter on race's home country planet; at the end of player's sub-phase he can move his capital counter from a sector to another one "owned and controlled" provided that the new one is in supply chain with the first one. The new capital sector must be a planet sector. If capital planet is invaded and conquered (controlled) by enemy forces, player cannot participate to the next council phase and loses all stored credits (conquering player gets half (round up) of those credits). If capital planet is lost, move capital counter on another one "owned and controlled" planet (the owner chooses the new capital).

### ***Blockade***

Blockade is the only way to isolate an enemy planet or star when you are at war with a player. To block enemy small planets or stars you need 8 points of star-fleet, 12 points for medium sectors and 16 points for large sectors.

Corvette	1
Cruiser, Carrier	2
Advanced Cruiser	3
Dreadnought	4
Star-fighters	½

Blocked sectors do not produce credits and research points. In blocked sectors players cannot produce materials and cannot build anything.

### **Research phase**

Player's research points amount is equal to the number of player's total research laboratories in “owned and controlled” and “controlled” planets and stars plus research points from research trade agreements; do not consider blocked planets and stars in this phase. A scientific trade agreement generates a number of research points depending on the number of partner’s research laboratories:

number of partner’s research laboratories	research points
1	1
2-3	2
4-6	3
7-10	4
11-15	5
16-21	6
22-28	7
29-36	8
37+	9

Players have to expend this amount of research points now because they cannot be transferred from a turn to another one. In player's technologies chart, inside each square you can see a value written, this is the amount of research points needed to check that square. Players must always check the first square unchecked in the branch they have chosen to develop (from left to right) and they can expend points in more than one branch each turn; when all squares between two technology levels are checked, player has reached the new technology level and new technology knowledge. Benefits from technologies are immediately applied. In each turn players cannot reach more than one technology level for each technology branch (colors).

## **Construction and Repair phase**

### ***Construction sub-phase***

To build new structures and units on a planet or star, the system must be “owned and controlled” or “controlled” and necessary materials must be there. Player removes materials from the space sector, expends needed credits and places the new structure in sector.

Up to “level 2” structures can be built on small planets and stars, up to “level 3” on medium planets and stars and up to “level 4” on large planets and stars. Cities, workshops and crystal D workshops are also limited by planets and stars specific limitations (as written on map-board tiles); thanks to terraforming technologies players can increase natural limit of planets but always within the dimension limit (players cannot grow up cities and workshops capacity of small planets over 2, of medium planets over 3 and over 4 for large planets).

Players cannot build cities and workshops on stars, both types of terraforming knowledge cannot be applied to stars and crystal D workshops cannot be built on planets.

Players cannot build anything on stars before developing “personal radiation gear” technology.

When players build a workshop, they have to choose which type of workshop they want to create and match it with planet typology on table to see how much it costs; the raw materials cost is of the same type of workshop that will be built.



Example: on Draconis 31 a mechanical workshop costs 2 mechanical resources and 3 credits.

Players cannot build two identical structures in the same sector (structures with name).

At the start of the game players can only build few types of structures, with technology achievements new structures become available.

Spacecrafts are built in shipyards and its dimension limits the typology of spacecrafts that can be built. Each shipyard has a number of construction points equal to shipyard level number.

Each spacecraft needs a number of shipyard points equal to its defense value (corvette is 2, dreadnought is 4 and fighter is 1...)

Example: a player has a shipyard level 3 and he wants to build 1 corvette and 1 star-fighter; he can build these units in that shipyard at the same time, 2 points for corvette and 1 point for star-fighter.

Counters (spacecrafts, legions, officers...) are limited and players cannot build more units than provided with the game.

Players can utilize slave units (except those used in extraction phase) to build structures and spacecrafts in this phase. Each unit saves 1 credit, but players can also abuse on slave work eliminating the slave unit and rolling one die on the following table to see how many credits can be discounted:

die roll	credits
1-2	1 saved in sector
3	2 saved in sector
4	3 saved in sector
5	4 saved in sector
6	5 saved in sector

Players can train "1 star" officers in space academy paying 9 credits. Officers become "2 stars" only when successfully complete one mission. Players can build new legions or try to upgrade existing one in space academy.

Each space academy can do only one action per turn: create 1 officer, create 1 legion or try to upgrade 1 legion level (from regular to veteran or from veteran to elite).

### ***Special weapons***

Special weapons can only be built in research centers in star sectors at the costs indicated in the table when the proper technology has been achieved.

Special weapons gives a +1 bonus on one dice roll made by spy, legions, spacecrafts, officers, but it must be with the unit carrying out the action. They can be used to repair damage between battle rounds (1 special weapon for 1 damage point). Special Weapons can be carried by every unit (and many can be carried by the same unit but only one can be used to modify one die roll). Special weapons can also be captured by enemy units destroying the unit carrying unutilized special weapons.

### ***Repair sub-phase***

Players can repair their spacecrafts at shipyards (1 damage points for each point of shipyard not used during construction sub-phase), at construction starships if it did not deploy/remove mine field in the previous movement phase (1 damage point) and at orbital station (up to 2 damage points). Each damage point repaired costs 3 credits.

Outposts, orbital stations and artificial moons can only be repaired by construction starships.

### ***Officers explanation***

#### *"1 star" admiral*

- during a space battle he modifies all the attacks made by the spacecraft he is onboard by +1;
- during a space battle he can withdraw the spacecraft he is onboard from the core zone invaded by enemy capital starships on a roll of 6;

#### *"2 stars" admiral*

- during a space battle he modifies all the attacks made by the spacecraft he is onboard by +2;
- during a space battle he can withdraw the spacecraft he is onboard from his core zone invaded by enemy capital starship on a roll of 5-6;

#### *"1 star" general*

- he modifies the die roll for battle resolution by 1 for his faction;
- he gives a +1 die roll modification to pods boarding an enemy capital starship/base;

#### *"2 stars" general*

- he modifies the die roll for battle resolution by 2 for his faction;
- he gives a +2 die roll modification to pods boarding an enemy capital starship/base;

#### *"1 star" medic*

- he modifies the result in failed missions;

#### *"2 stars" medic*

- improved modification for failed missions;
- he uses 2 special weapons to generate in a planet or star sector, 1d6 alien units (this action can only be done if medic was at war with race controlling sector or nobody owns the sector);

#### *"1 star" and "2 stars" consul*

- onboard capital starship, he gives the ability to starship to freely travel in the galaxy like consular starships if "Free flight for consular starships" law is active;
- during galaxy council phase inside a planet or star sector he gets those votes (cities and orbital cities in sector) for his faction. If more than one diplomat is in sector, votes are got by the higher (2 stars) or if they have the same number of stars, votes are taken by the planet's owner;

#### *"1 star" scientist*

- he gets research points from space anomalies and he can collect alien artifacts;

#### *"2 stars" scientist*

- he gets more research points from space anomalies and alien artifacts;

- he gives to the capital starship he is onboard the ability to travel between star gates with different letter (technology knowledge is still needed to use star gates);

*“1 star” engineer*

- he adds 1 movement point to the capital starship he is onboard;

*“2 stars” engineer*

- he adds 1 movement point to the capital starship he is onboard;
- he adds 1 shield to the capital starship/base he is onboard at the start of battle;

*“1 star” security*

- he gives a die roll modification to enemy spy activities;
- he gives a die roll modification to enemy pods trying to board spacecraft he is onboard;

*“2 stars” security*

- worse modification for enemy spies die roll;
- worse modification for enemy pods die roll;
- he try to discover all spies in his sector during his player's sub-phase;

*“1 star” spy*

- he can execute spying activities;

*“2 stars” spy*

- he can execute spying activities with more chances;

The spy activities are: destroy a structure, kill an officer and steal research points. Player chooses the activity and the target (structure, officer, research laboratories); then he rolls a die, applies modifications and checks the results.

Spy that successfully performs a “steal research points” activity in enemy sector with research laboratories, gets research points from all laboratories in that sector for his faction in the current turn. Spy that successfully performs a “destroy structure” activity in a sector, removes one structure; please note that a city 3 successfully destroyed by spy becomes city 2. Spy that successfully performs a “kill officer” activity in a space sector, eliminates one enemy officer there.

Please note that one player can use at the most 1 officer of the same type to modify one die roll.

## **Contamination and Slave phase**

### ***Contamination sub-phase***

Planets and stars with contamination counters suffer the effect of contamination. Roll on contamination table one die for each structure and for each legion, slave, native and alien on planet or star. Cross the number of contamination counters with the dimension of system to find the number (or less) to hit (to eliminate the unit).

### ***Slave sub-phase***

Players must control slave units number with legions number in each space sector. Each slave unit has strength of 1 and revolts could only occur inside sectors with insufficient

legion strength. If the ratio legion:slave is 1:1 or more no revolt occurs. If the ratio is inferior to 1:1 check on table for revolt. If revolt explodes, roll one die for each structure on the planet or star to check for destruction. Then remove a number of slave units to bring the ratio in the sector to 1:1.

### **Gameplay typology and victory conditions**

At the start of the game players accordingly decide which type of game they want to play:

#### ***Short Version***

The winner is the player that reaches for first a value of 90 in technological development during the Research phase. If many players reach this value in the same turn, the winner is who has more higher technologies developed (level 5 then level 4 and so on). The value of each technology is equal to its level.

Players can freely modify the winning level value when they want to reduce or increase the gameplay time.

#### ***Standard Version***

A player wins when his race's population is 50% +1 of whole actual galaxy population at the start of a Council phase (cities and orbital cities).

#### ***Long Version***

The winner is the last one player in the game.

## **Technologies Explanation**

*Ship Attack Tech*, *Ship Defense Tech* and *Ground Force Tech* are military technologies and used in battles to get bonus against enemy units.

### ***Force Field Tech***

“1 shield for star-bases”: star-bases (outposts, orbital bases and moons) create 1 shield at the start of each battle.

“1 shield for capital starships”: capital starships create 1 shield at the start of each battle.

“2 shields for star-bases”: star-bases create 2 shields at the start of each battle.

“2 shields for capital starships”: capital starships create 2 shields at the start of each battle.

“1 shield for pods and advanced star-fighters”: pods and advanced star-fighters create 1 shield at the start of each battle.

“planetary shield class A”: class A planetary shield can be built on planets and stars; bonus against bombardments and invasions.

“planetary shield class B”: class B planetary shield can be built on planets and stars; bonus against bombardments and invasions.

“planetary shield class C”: class C planetary shield can be built on planets and stars; bonus against bombardments and invasions.

“orbital shield generator”: orbital shield generator can be built on planets and stars; at the start of a space battle it generates one shields on four friendly capital starships or two shields on one bases or moon present in sector.

### ***Propulsion Tech***

“space warp propulsion”: capital starships that move into a space warp can freely jump into any sector distant up to 4 sectors from the space warp and end its remaining movement points; each capital starship can do maximum one jump per turn; spacecrafts are not jumped away by event.

“star gates navigation”: capital starships can travel through star gates expending zero movement point; the movement is between two star gates with the same letter.

“movement range 2”: 2 sectors is the maximum distance between nodes for supply chain.

“movement range 3”: 3 sectors is the maximum distance between nodes for supply chain.

“movement range 4”: 4 sectors is the maximum distance between nodes for supply chain.

“unlimited movement range”: spacecrafts are in supplies everywhere.

“advanced propulsion”: add 1 movement point to all capital starships.

“capital starship space jump”: capital starships in supply can expend one fuel in a linked base and space jump where the owner wants (1 fuel for each capital starship); they cannot jump in sectors with space jump interdictor without the permission of the owner.

### ***Robotic Tech***

“construction starship”: construction starships can be built in “level 2” shipyard or bigger.

“mines field” : construction starships can deploy mines fields.

“orbital defense project”: orbital defense project can be built on planets and stars; each enemy capital starship and moon entering the sector receives two torpedoes attacks (strength 2); these attacks are modified by torpedo technology levels and ignore shields.

“damage control station”: at the end of player sub-phase damaged capital starships can be repaired everywhere in the galaxy expending one special weapon for each damage point repaired (special weapons must be in the sector to be used).

“gate technology”: gates can be built in outposts or orbital stations sectors and spacecrafts can travel through them expending 0 movement point. Gates are destroyed when the outpost or orbital station is destroyed too.

“special weapons”: special weapon can be built in star sectors with research laboratories.

“pulsar interference wrapper”: spacecrafts are immune to pulsar interference event.

“cyborg legion”: cyborg legions can be built in “level 1” shipyards or bigger.

“high proficiency workshop”: workshops can produce two materials per turn expending 3 credits (not valid for crystal D workshops).

### ***Tachyon Tech***

“scientific starship”: scientific starships can be built in “level 2” shipyards or bigger.

“space scanner”: spacecrafts can travel and attack in space storms and nebula sectors.

“planet scanner class A”: planet scanner class A developed; it gives bonus in bombardment and invasion actions.

“planet scanner class B”: planet scanner class B developed.

“planet scanner class C”: planet scanner class C developed.

“black hole degravitation”: scientific starships entering black hole sector remove it.

“nebula resource extraction”: freights (instead moving) can collect 1 resource per turn from nebula (players need space scanner to travel inside nebula); roll 1 die on table to check which material is collected.

### ***Chemical Tech***

“refining cost 9”: reduced the cost to convert one crystal D unit in one fuel unit inside a refinery structure.

“refining cost 6”: reduced the cost to produce fuel.

“refining cost 3”: reduced the cost to produce fuel.

“refining cost 1”: reduced the cost to produce fuel.

“antimatter bombing”: technology to execute antimatter bombing.

“biological bombing”: technology to execute biological bombing.

“meteor break up”: meteor event can be destroyed by star-fleet conventional bombardment capacity.

### ***Relationship Tech***

“level 2 trading ability”: bonus for trade treaty agreement.

“level 3 trading ability”: bonus for trade treaty agreement.

“level 4 trading ability”: bonus for trade treaty agreement.

“level 5 trading ability”: bonus for trade treaty agreement.

“native slave conversion”: native units can be automatically converted into slave units and player can roll with a better chances to try to obtain a city from a native unit.

“Consular starship”: consular starships can be built in “level 2” shipyards or bigger.

“intelligence department”: higher proficiency on intelligence operations (spy and security activities).

“business centre”: business centers can be built on planets and stars doubling the income from cities and orbital cities in the sector.

### ***Construction Tech***

“level 2 buildings”: “level 2” structures can be built on all planets and stars.

“level 3 buildings”: “level 3” structures can be built on medium and large planets and stars.

“level 4 buildings”: “level 4” structures can be built on large planets and stars.

“space academy”: space academy can be built on planets and stars.

“crystal D workshop”: crystal D workshops can be built on stars.

“fuel refinery”: fuel refineries can be built on planets and stars.

“planetary jump interdicator”: planetary jump interdicators can be built on planets and stars to prevent space jumps without permission.

“recycling center”: recycling centers can be built to recycle materials on planets with “level 3” and “level 4” cities to obtain materials.

“orbital city”: orbital cities can be built on planets and stars: up to 2 orbital cities in small systems, up to 3 orbital cities in medium systems and up to 4 orbital cities in large systems.

### ***Planetology Tech***

“terraforming C +1”: technology to upgrade planet’s cities capacity by 1 (up to planet size limit).

“terraforming C +2”: technology to upgrade planet’s cities capacity by 2 (up to planet size limit).

“terraforming W +1”: technology to upgrade planet’s workshops capacity by 1 (up to planet size limit).

“Terraforming W +2”: technology to upgrade planet’s workshops capacity by 2 (up to planet size limit).

### ***Ship Design Tech***

“boarding pod”: boarding pods can be built in “level 1” shipyards or bigger.

“cloaking technology”: each undamaged capital starship can use one special weapon at the start of a battle round to increase its defense value by one for the current round of battle.

“orbital base”: outposts can be upgraded to orbital stations.

“huge starships”: dreadnoughts and carriers can be built in “level 3” and “level 4” shipyards.

“plasma blast shield”: spacecrafts, planets and stars are immune against plasma blast.

“stealth starship”: stealth starship can be built in “level 2” shipyard or bigger.

“berilian gap attenuation”: spacecrafts are stronger against berilan gap event.

“advanced star-fighter”: advanced star-fighters can be built in “level 1” shipyards or bigger.

“advanced cruiser”: advanced cruisers can be built in “level 2” shipyards or bigger.

“moon technology”: artificial moon can be built in “level 4” shipyards.

### ***Biomedical Tech***

“personal radiation gear”: player can deploy units and build structures on stars.

“antimatter attenuation”: it reduces the effects of antimatter bombing.

“cloning knowledge”: one slave units can be created in “level 3” and “level 4” research laboratory during the construction phase expending 5 credits per slave unit created.

“decontamination tech”: during player’s sub-phase, scientific starship can remove contamination counters in the sector expending 5 credits for each counter removed.

“universal bio antidote”: race is immune to biological bombing.