Astra Gloria

Tutorial

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Narrative Tutorial (1 player only)

This tutorial is structured like an interactive story to organically familiarize you with the game mechanics and background of Star Children – The Last Gate. Play the scenarios in order. They will explain what you can do and how.

Doom Dice: Use a red six-sided die (d6). When prompted, it is turned to a specific number and reduced by -1 under certain conditions. If it reaches 0, you lose the scenario.

1. Ambassador Silber – Envoy of the Himmel

Himmel, Wolken, Regen – the origin, the core worlds, and the periphery. They form the three circles of humanity. The High Council, the representative body of all planets, has dispatched you to maintain peace within these circles. That is why you were sent to the Calyx system. The intelligence network Welle is said to have explored something groundbreaking, but before it could transmit the data, the connection was severed. The Kosme , the High Council's omnipresent force of order, has called upon its nearest available unit to assist you. Your ship, the Lumen Gratia, docks with one of its frigates, the Arbitrium.

"Instruct me," the melodious sound of your silvery voice filled the ship's bridge. Immediately, a young officer from the Kosme, assigned to you as your right-hand man, rose. The name tag on his chest revealed his name to be König.

"Welcome aboard, Your Excellency. We canceled the ship's maintenance to get here as quickly as possible. This won't diminish our combat effectiveness, however, we lack the sensor power to scan the area for the Argox ," he informs you briefly.

"Then your color may have appeared when I entered your ship. For this system, Calyx, is not unfamiliar to me. Approach the gas giant and report to me if you can establish contact with the cloud city of Noureka."

König snaps his hooks together and starts the engines. Everything seems to be going according to plan. But you know that the disappearance of Welle's expedition ship was a dark omen.

Objective: *Find the system that contains the cloud city Noureka (Khalante).*

Set the ***doom dice*** *to 5. Reduce it by 1 each time you end the round (this happens either after the movement phase or if your movement triggers a battle after that battle). The phases of a round are: Politics – Economy – Movement – Battle – End Phase. With multiple players, you may always perform 1-2 actions before the next player's turn. There is no limit to the number of actions you can perform. You can perform as many as you have resources. If you cannot or do not want to perform any more, you pass.*

Rules of Movement Phase: Map Building and System Exploration

When you set up the strategic map, you'll explore a number of rings arranged around the galactic center. These rings consist of stacks of systems that you previously created following the detailed setup instructions. We'll now recreate this in a minimal version. Take one asteroid, one nebula, and the planet Khalante (this is your destination). If you're using TTS, take a generic planet instead, which you replace with Khalante when revealed. Shuffle them into a pile and place them face down so that all three are touching each other. Place a space system on any side of them and place the red player's Fleet 1 there. This is the Kosme frigate.

We'll skip all phases except the **movement phase** (this may change in the individual sections). The frigate has a strategic movement of 2 (2 ⬡). It can move up to two systems during the movement phase. However, the movement ends if it uncovers an unexplored system. Now move yourself onto the tiles and, depending on which system you enter, read below to see what happens.

Khalante: Go to 1.1. (page 3)

Asteroids: Go to 1.2. (page 5)

Nebula: Go to 1.3. (page 11)

1.1. Restricted area (place 1d4 with the number 3 here, this is the colony level)

The Arbitrium is approaching the orbit of the gas giant Calyx. But its journey is abruptly interrupted by a patrol of mercenaries.

"An investigation is underway regarding a missing ship from Welle. The road to Noureka is closed until further notice," a veteran radios in a stony voice. König steps forward and speaks sternly:

"We are mandated by the High Council. Let us pass."

"Am I talking Swörtbjorn? Closed means closed for you too! The Unabhängige Handelsallianz (UHA) governs Calyx, not the High Council. If you want to discuss this now, fly to the trading post. But don't bother me and stay away from the cloud city," the mercenary growled like an angry bear.

König is already taking a vigorous step forward. You step in and interrupt him.

"That's pointless, and we don't have time for that. Let's fly to that trading post. I have contacts there who could help us."

It won't be long before you can reactivate your network. It informs you that something big is going on and that the UHA will not tolerate any interference from the Kosme. You are given the name of an informant who, for a payment of 2,000 AWE, would be willing to sell you a clue about the Argox.

Objective: *Spend in Economys Phase 2 .*

1.1.2. Rules of the politics phase: Contracts, institutions

The Politics phase is always the start of a new round. This means you must complete your political actions before you can move again in this round. You always have one free political action available, which you can use for any action. Additionally, as Ambassador Silber, you are a diplomat and therefore a character. Characters generate one institutional action for themselves, independent of your government or technologies. This allows you to use two actions.

As a diplomat it is easy for you to generate Culture ( ). The UHA is known to seek political influence and is willing to trade your 1:1 for AWE ( ). To do this, you first need a trade agreement with the UHA.

First, you need some . For this, you use the **institutional action "Dialogue"**. This grants you the colony level of the planet in . That's 3 .

Now use your free action to conclude a trade contract. In the regular game, you need the consent of the player you want to conclude the contract with. In this case, you receive consent automatically. A trade contract costs 1 and the contracting players can decide amongst themselves how much each of them pays. Here, you must pay the in full.

That gives you 2 . The contract states that in the Economy-Phase, which follows the Politics-Phase, you can exchange any quantity of one resource for another. So go to the Economy-Phase and exchange 2 for 2 . You can now spend these to achieve your Tor. Then continue reading.

The informant is nowhere to be seen. He had summoned you to a large warehouse at the trading post. The only clues to his whereabouts are a handwritten note on the floor and a pile of tarpaulins behind it.

"Install these devices. They'll make you look like easy prey. Fly into the asteroid field with them and you'll get your answers."

Ship parts are hidden beneath the tarpaulins. You let König bring them on board and explore that he has used the time for repairs.

You will receive the components ( ) hologram field and 2x logistics centers.

Components (⚙)

A ship can have ⚙ slots. The Arbitrium has four of them. You can install available, meaning those unlocked through research, ⚙ into a ship with ⚙ slots for their cost. It will then gain the abilities of the ⚙. In the tutorial ⚙ are installed automatically.

The **hologram field** has the following rules: During the approach phase or at the start of the unit's turn, you can activate or deactivate it. When activated, you cannot use any weapons except point defense against close quarters attacks. In return, you are -1 harder to hit (⊕).

The both **logistics centers** increases the Arbitrium's repair capability to Repair 3.

1.2. The usual suspects

"Your Excellency, we are detecting ion residue from outdated propulsion technology, probably pirates. I don't think they are responsible for the disappearance of the Argox, but perhaps we will find clues on them. We can attack them if they wish," König reports to you.

Choose:

A: *"They are not worth our time. Fly on."* – ***ignore the system event (trigger it again when you enter the system).***

B: *"I am going to the Lumen Gratia immediately. Perhaps my presence and the sight of your weapons will loosen their tongues."* – ***Go to 1.2.1.***

1.2.1. Space Combat Rules

Setting up the tactical map: Take the board for the tactical map. It is divided into a blue and a red zone. These are the deployment zones for defenders (blue) and attackers (red). The tactical map is now set up between these zones. First, the system tiles are placed alternately. Remember that the attacker always acts first. So, they place the first asteroid/nebula tile in this zone, followed by the defender. In this case, simply place them randomly on the tactical map until exactly four **system tiles** are in place.

System tiles

Asteroids: If a unit enters or passes through an asteroid field, it immediately takes hits depending on its size. It can, however, fire its point defense. Each hit inflicts 1 ▮▬. In this case, the Lumen Gratia and the Pirate Fighters are immune to hits from asteroids, but the Arbitrium would take 2 hits.

Additionally, if a unit is located in an asteroid field, hitting it (⊕) is in general more difficult by -1 to hit (except for close-range weapons). If the attacking weapon also has the Light Disadvantage special feature, ⊕ is additional reduced by -1. If you roll a 1 this is always a miss, and a 6 is always a hit.

Nebula: It is only relevant for weapons with the Light Disadvantage. These weapons become effectless if they fire into or through it (this is important for the target marker).

Tactical objectives

Depending on the number of players, 1-2 special objectives per side (attacker and defender) are placed, along with 2 general objectives (determined by rolling dice on a table). You can find these in the core rulebook (CRB) on p. 26. Tactical objectives are special support units or locations that accompany the fleets or are found within the systems.

Each player not actively participating in combat takes control of a tactical objective, ensuring that all players are always involved in space battles. If another unit is on a tactical objective, it may spend any action to capture it. Then, place a red/blue color cube on the objective, depending on your side. It remains yours, even if you move your unit off it. However, objectives with units on them can move normally and perform attack actions. These actions will hit the unit on top of them in the stirn. All objectives (general and special) block lines of sight, except for units on them.

At the end of each battle round, it is checked which side controls the majority of all tactical objectives. This side receives +1 tactical victory point (in case of a tie, neither side receives it). If one side controls all tactical objectives or receives its 3rd tactical victory point, it wins the battle and the remaining enemy units must retreat.

Each tactical objective also has its own unique effects. All special tactical objectives are also units. In the case of this tutorial, you only have one tactical objective: the **Lumen Gratia.** To select it, choose the tile with the envoy's ship and place it in your deployment zone.

Once all tactical objectives have been placed, the approach phase begins.

Approach phase

As with setting up the tactical map, the sides now take turns placing their units, starting with the attacker. This means you place the Arbitrium and then the Pirate Fighter as shown in the image on p. 8. In a regular battle, you can place your units freely. This phase is complete when all units have been placed. If you possess the hologram field, you can now decide whether to activate or deactivate it. You can always change this decision at the beginning of the Arbitrium's turn.

Main battle phase

Once the approach is complete, the actual battle begins. Units are now resolved according to their initiative (). Each unit has one **attack and one move action,** which they can use in any order during their turn. If units on both sides have the same , the attacker resolves all their units with that first, and then it is the defender's turn. The defender's units with the same may, under all circumstances, even if they were previously destroyed, perform their actions (attack and move). If they were destroyed they are then removed at the end of their actions. Once all units have taken their turns, the round ends and a new round begins. This continues until one side wins.

Movement

First, check the size class of the ship you want to move. This determines its rotation rule. Rotating means turning your unit to any side. Units may only move in the direction opposite to the side of their stern (where their propulsion section is located). Put simply, the stern is "back," and ships may only move "forward." If the unit has no stern or a stern on all sides, choose one side for it to move to. This will not change during the game. The distance they are allowed to move is indicated by their tactical movement value ( ).

The following are the **rules of rotation:**

Small combat ships (SCs): May rotate at any time, even while moving.

Support ships (US): May rotate before or after a movement.

Main battleships (MS): May only rotate after a movement.

Capital ships (CWs): May either move or rotate.

Megaconstructions (MC): May either move or rotate a maximum of 60° (one hex side).

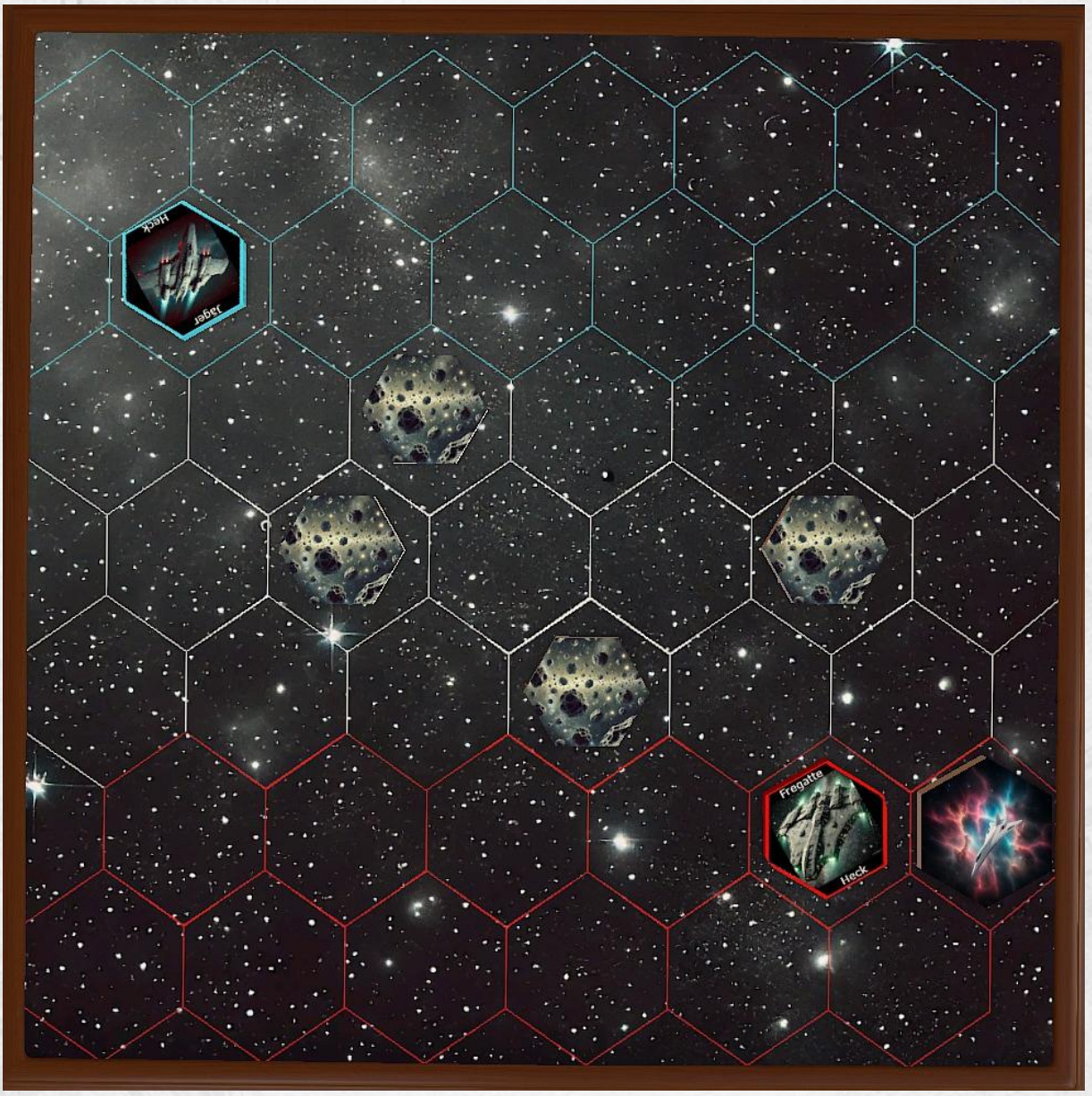
Attack

To attack a target, select a unit within range ( ) of one of your weapons. You must establish the shortest possible line of sight to it. This line of sight must not pass through other units (except swarms), tactical objectives, black holes, or planets. You may attack a different target with each weapon and may fire weapons consecutively. Each weapon has a certain number of shots (Xd6). Take that many six-sided dice and roll them. Each result that is as high as or higher as the value hits. Keep in mind the weapon's special features. If you have taken these into account, each hit inflicts damage equal to its damage value (/ /). Projectile damage ( ) / Energy damage ( ) is doubled against shields ( ) / armor ( ). Hull damage ( ) ignores both and deals damage directly to the hull ( ). If it reaches 0, the unit is destroyed.

Evaluation Phase: In a regular battle (not the Distant War or battles in the tutorial), if you win, you receive 1 loot point for each enemy destroyed. After the battle, you can invest these loot points in loot cards of levels 1-3 (levels 1/2/3 cost 1/2/4 loot points, respectively). If you lose, you must move the surviving units one system closer to your nearest fleet or colony, but not in the direction from which the attack came. If you cannot do this, the fleet will be destroyed.

Now go to 1.2.2.

Setup for the fight



Your first fight

Now the first round of the fight begins. There are specific conditions for his victory and defeat:

Victory: Use the Lumen Gratia's attack action once against the pirate fighter.

Defeat: The pirate fighter escapes or is destroyed.

1. 2.2. Combat overview (only relevant and new features are explained)

Arbitrium								
3	2	1				2SP	1AP	2
Support ship, Experienced crew, Repair 1, Silk steel armor,								
:								
Aurelia gun:	2	1d6 4+		1	Energy, EMP Attack 1			
Steel hail FD:	1	4d6 vs CQ., Swarm 3+		1	Projectile, PD, Fleet defense 4			
Lumen Gratia								
4	4	0				0SP	0PP	1
Small combat ship, Evasion 2, diplomatic immunity, small, close quarters								
You can use its attack action to make a target in 1 skip its attack action for this combat round. If the Lumen Gratia is captured or destroyed, you lose the game.								
Pirate fighters								
3	3	0				0SP	0PP	1
Small combat ship, Evasion 1, Small, Close quarters, Swarm								
Fighter gun:	1	1d6 5+		1	Projectile, PD, reduced Evasion X by -1 (to 0)			
		1d6 vs. Swarm 4+						

Arbitrium:

Experienced Crew: You can reroll one attack die once per unit's turn.

Repair X: Place d6 with X times 3 green eyes on this unit. At the start of this unit's turn, you can choose another unit in 1 or the unit itself to remove hull, armor, and shield damage (in that order). Spend one of its green eyes for each damage removed in this way.

Silk steel armor: Increases by +1. This has already been factored in.

Support ship: The ship can rotate before or after its movement.

Lumen Gratia:

Evasion 2: You can force your enemy to reroll 2 hits with a point defense against this unit.

Small combat ship: The unit may rotate at any time, even while moving.

Close quarters: Point defense weapons can be used against the target (see Pirate Fighter).

Pirate fighters:

Evasion 1: You can force your enemy to reroll 1 hit with a point defense against this unit.

Close quarters: If the fighter attacks a target in of the frigate's point defense (PD) or the frigate itself, the frigate may fire its PD against it, destroying it during its attack. The attack will still be carried out, however. The frigate can also use its PD hits to negate its hits. Once the PD has been fired in this way, it cannot be used again during the frigate's turn to attack.

Swarm: All attacks against this unit are -1 more difficult, except against weapons, such as your Steel Hail Fleet Defense with vs. Swarm. It hits it on a 3+.

Pirate's action patterns

In the **first combat round,** the Pirate Fighter will move to Lumen Gratia via the shortest route to capture it. It will try to stay within its deployment zone and move maximal distance to other units, unless it can actually capture it on its turn. If it cannot, it will attempt to destroy it. If it could attack it, it will attempt to do so, even if it requires moving outside its deployment zone.

Starting in the **second combat round,** it attempts to return to a deployment zone and retreat. Units are generally only permitted to do this in the second combat round and only if they are located in one of the deployment zones. Both actions are used for this purpose, and the action is only triggered at the end of the round.

Complete the fight yourself. If you lose, repeat the fight; otherwise, read out the victory.

Victory: *The Lumen Gratia is close enough to send a message to the pirate ships.*

"This is Ambassador Silber, emissary of the Himmel. I neither wish to interfere in your affairs nor seek your life. I merely desire a vase from your time. However, should you refuse or wish to communicate with me only in the language of violence, I ask you to look behind me. I am currently the sole reason why the Kosme has not yet fulfilled its duty. So, what is your decision?" Your tone is polite but firm. The answer is not long in coming.

"Yes, all right. We understand. Call back your bloodhounds. Frankly, I'm even curious how ordinary, hardworking star citizens could possibly help an emissary from the Himmel," a smoky voice croaked over the radio.

“In telling me about a ship from Welle, the Argox” a nervous silence follows. You immediately realize they know something.

"Listen, Ambassador, we don’t want to get involved in this. We recently found some flotsam. It probably came from a fight. It was pretty advanced stuff. We didn't ask any questions and we took it with us."

"Then I thank you for your tip and for dutifully storing the equipment for us, like an ordinary, hardworking star citizen. You can now hand it over to us and we won't bother you again," you smiled at the pirate fighters through a window. As if in silent agreement, they let their plunder drift into space and then flew off.

*It later turns out that these are parts of a sensor system, which actually originated from the Argox. You receive the **component** (✿): Sensors (Advanced). Return to the strategic map.*

1. 3. Ghosts in the Nebula

If the Arbitrium has the ✿ advanced sensors, read 1.3.2; otherwise, read 1.3.1.

1.3.1: *The Arbitrium cuts relentlessly through the cosmic, colorful nebula. But something seems amiss. The young König appears tense. You step to his side and try to understand his nervousness. What does he see that remains hidden from you?*

“Do you see an unusual pattern, Captain? Do you perhaps even think you have recognized your destiny?” your voice is gentle and calm.

“Nothing of the sort, Your Excellency. I wasn’t born in Himmel, so I can’t interpret destiny from colors. I’m on the lookout for threats, but none can be discerned,” he says, speaking more to himself than to you. Slowly, you begin to understand what’s troubling him.

"So you're saying that just because you don't perceive it, it can't still be out there?"

"What I'm trying to say is that we should have detected at least gas extraction ships so close to Noureka. But without sufficiently high-quality sensors, we're trying to uncover a world of ghosts with our bare hands."

Nothing happens. Return to the strategic map. If you re-enter the system and possess the ✿ advanced sensors, trigger 1.3.2.

1.3.2.: *"Check that again," König persists. After a brief moment of tense silence, his scientific officer replies:*

"Captain, I have now checked it for the third time. The molecular composition of the nebula cannot release such amounts of thermal energy through any known process."

"Set course for the thermal signature. I want to take a closer look at it," König commands succinctly.

"Captain, a ship is emerging from the Nebula. It belongs to the Gasabbauvereinigung, a civilian company of the Regen," the officer reports. König seems about to breathe a sigh of relief, but you have to hold your breath. You know who pulls the strings at the GAV.

"The GAV is a deputy of Tor. Activate your shields immediately!" you try to warn, as events on the bridge quickly escalate.

"The ship is arming its weapons!" the weapons officer calls out to you.

"Crew, to battle stations. Shields up!" The captain's words are immediately acted upon. A shrill alarm floods the otherwise clinically white interior with a menacing red.

"Tor is taking a big risk by openly attacking a High Council ship. That's highly unusual. Take charge of the battle, König; I need to know what they are protecting."

Setup for the fight

Trial by Fire

Victory: You capture the GAV's tactical objective, the Schemes.

Defeat: The Arbitrium is destroyed or the Lumen Gratia is destroyed or conquered.

Special rules: The Lumen Gratia can capture tactical objectives.

Battle overview

Arbitrium								
3	2	1				2SP	1AP	2
Support ship, Experienced crew, Repair 1, Silk steel armor,								
:								
Aurelia gun:	2	1d6 4+		1		Energy, EMP Attack 1		
Steel hail FD:	1	4d6 vs CQ., Swarm 3+		1		Projectile, PD, Fleet defense 4		
Lumen Gratia								
4	4	0				0SP	0PP	1
Small combat ship, Evasion 2, diplomatic immunity, small, close quarters								
You can use its attack action to make a target in 1 skip its attack action for this combat round. If the Lumen Gratia is captured or destroyed, you lose the game.								
GAV fighters								
3	3	0				0SP	0PP	1
Small combat ship, Evasion 1, Small, KS, Close quarters, Swarm								
Target marker:	2	1d6 3+		0		Light disadvantage, target marker		
GAV destroyer								
3	2	1				1SP	1PP	2
Support ship, cloacking, decoys (already included)								
2xTor missile:	2	1d6 3+		1		missile, close quarters, Evasion 3, HE		

Arbitrium:

EMP Attack 1: If the unit's attack action would cause damage, it also inflicts 1 black eye on the unit. These are reduced by -1 at the start of the unit's turn. If they reach the remaining hull points, the unit suffers 1 hull damage per equipped component. The GAV Destroyer would therefore suffer 2 hull damage.

Fleet Defense 4 : You can use your PV up to 4 times for other allied units without it being considered activated for this turn.

GAV fighters:

Target Marker : If this weapon hits a unit, place a red ink cube on it. From now on, every other hit on that unit has +1 more chance. HE effects now trigger on 5+ instead of 6+. Remove the ink cube at the end of the current round.

GAV destroyer:

HE: If the enemy rolls a 6 when attacking, the attack results in an additional hit. If the unit was previously marked, the hit is already achieved on a roll of 5 or higher.

Cloaking: This is deactivated by your sensors. Otherwise, you wouldn't have been able to interact with the ship, and it would have received a +2 penalty to its first attack against you. After that, the cloaking device would have become inactive.

Decoy: Increases the evasion of all missiles by +1. Already factored in.

Schemes (GAV tactical target)

Always place +1 black eye on the target at the start of its turn (: 3). You can remove -X eyes during its turn to trigger one of the following effects anywhere on the tactical map:

-1 Eye: Attack any unit on the map with a target marker.

-2 Eyes: Attack any unit on the map with a torpedo: 2, 1d6 vs Lumen Gratia 6+, vs Arbitrium 5+, 2 , missile, close quarters, HE, hull damage x2

-3 eyes: Receive +1 additional black die each turn

Action pattern of the collective bargaining agreement

At the start of the GAV fighter's turn, both GAV ships check if the Lumen Gratia is captureable. If it is, it is captured. If it is not captureable, they check if it can be attacked. If yes, it is attacked (only if damage can actually be inflicted). If neither is the case, both ships move towards the Arbitrium until they can attack it as simultaneously as possible in one turn. The GAV always tries to place a target marker before the destroyer attacks, if possible.

The Schemes utilize 1 eye when the destroyer can attack, but its target is not marked.

They use 2 eyes when a unit is marked, but the destroyer cannot attack. If they have 3 eyes, they mark the Lumen Gratia and attack it.

Complete the fight yourself. If you lose, repeat it; if you win, read your victory aloud.

Victory: *You reached the source of the thermal anomaly than it begins to recede away from you, and with it the enemy ships disappear. But where their signatures return to the realm of ghosts, another, previously unseen one now emerges.*

"König, cease fire. We don't have time to pursue them. Monitor the sensor readings. Tor has jammed the Argox 's signal. We must get to her immediately."

The Arbitrium picks up the Lumen Gratia and after a short search, you find the missing ship. The Argox lies before you like a cracked nut in the Nebula. After a long battle, torpedoes finally breached its hull. Internal battle damage reveals that boarding parties had conquered section by section and massacred the crew. Only the bridge remained welded shut. You are summoned.

"The Kosme! Thank the Himmel. We have a dozen seriously injured people here and need immediate help," urged a Wanda in a lab coat through a distorted transmission.

"Medical personnel are already on their way. We will provide you with all the assistance we offer. Can you tell us what the attackers wanted?" you try to remain calm. But the sight of wounded children and their dead mothers makes your stomach clench. The Wanda lifts up a data storage device.

"They wanted this and didn't realize that they had instead stolen one of our honey pots."

"What kind of data is this that makes Tor willing to attack an expedition ship belonging to Welle and an envoy?"

"This, Madam Ambassador, is the data to open the last gate for humanity."

Congratulations! You have completed the first tutorial scenario. Continue with the second.

2. Joseph Metz - Old Former

All things come to an end. The luster of old cycles fades and falls from things like a moth-eaten curtain. What was once the pride of the Drillinge is now just a forgotten relic. Their stasis chambers are empty, the great habitat halls deserted. Only the lonely terrain-shaping machines still bear the name of this great ship: the Mayenbaum ... A wave of nostalgia washes over you. You see the young lads of the communes before your mind's eye. In the sweat of your brow, you hammered this ship of hope together. Never would any of you have suspected that it would end up as a tombstone in the Laden. Perhaps another planet would be explored in the Regen. Perhaps then there would be wistful cries for the Mayenbaum. But by then it would be too late. For you are the captain of her final voyage. It is your duty, and that of your skeleton crew, to find her a worthy resting place.

New Objective: Find the Laden.

Rules of Movement Phase: Exploration of Systems

Place a space system tile and place a colony ship belonging to the green player there. This is the Mayenbaum. Place another space tile face down on any side (turn it over). Here is the Laden, a monstrous conglomerate of dead, welded-together ships.

The game round begins with the politics phase. Since you have neither nor any political actions, this phase is skipped. You could perform cabinet actions, as these do not require a political action, but we will ignore them for now.

Next, the economy phase begins. A colony ship is a very large ship that incurs ongoing operating costs. It generates upkeep of 1 food ( ). You possess 8 . Keep track of this in the app under Account or on the player board with a bronze cube for the account and a red eye under the food account:

Now, at the start of the **economy phase**, specifically during the income phase, maintenance will be deducted from your account. Since you have no -income, your -account will be reduced to 7. Move the bronze cube from 8 to 7. Without planets or capacity, you cannot build units or buildings. If you can no longer pay maintenance, you will lose the tutorial. The **economy phase will end** for you.

The **movement phase now begins.** The colony ship has a strategic movement of 1 (1). It can therefore move exactly one system during the movement phase. Now move it to the loading area (the unexplored system tile).

For a non-dangerous system (asteroids, nebulae, outer space, or anomalies), upon exploration you would draw an event card from the corresponding deck and resolve the event. For dangerous systems (storms, black holes), you always draw an event card when you enter the system (not just upon exploration). Supernovae and planets always have a fixed, predetermined effect (no card draw required). The system is not dangerous; you would now draw a card from the space deck (the card back corresponds to the graphic of the explored system). However, we 'll skip that for now. Read on:

1.1. Decisions and Consequences

The Mayenbaum approaches the grotesque, misshapen shell of the Laden. A black forest of a thousand dead ships looms before you. Your stomach churns at the thought that this repulsive thing will devour the Drillinge' former hope.

"Is that it, then, Joseph?" asks Karl, your best friend and now the only pilot of the Mayenbaum . You know you have to make a terrible decision.

Choose:

A1: *"That's it." – Order that the Mayenbaum be integrated into the Laden –* ***1.2.***

B: *"Let's translate first. Maybe we'll find another collector or someone else who can help us avert our ship's fate." – Enter the Laden with your crew –* ***1.1.1.***

Rules: When you colonize planets and choose to play the planet's event deck, you draw its planet event cards (if you choose not to, the planet is treated like a generic planet without cards). These create special rules for the planet and present you with a choice of how to develop the colony.

If the choices are marked with only a letter, you can always choose that option, even after you draw new planetary event cards. In this case, it would be option B. However, if there is a number after the letter, you are choosing a path of possibilities that excludes all other paths. You must then follow this path, but you can still choose options without numbers.

1.1.1. Law of the Mask

Stale air from old filters rushes towards you as you enter the Laden. It's cool and damp beneath the dim, flickering lamps of the dying ship hulls. Cautiously, you try to find your way through the countless aisles when a tinny voice booms from a loudspeaker:

"I wouldn't go that way if you want to arrive alive."

"We are farmers and formers from the Drillinge. We don't want any trouble," you say, confused, into the empty space in front of you.

"Then it's good that I found you. Dark corridors lie before you. Turn back. I will send some shards to protect you. Then other clans should leave you to act in peace."

Place the green army number 1 on your current system. It contains 1 infantry unit. Then return to the selection screen. You can now make a new choice.

1.2. Something ends...

Karl flies the massive ship as close to the Laden's hull as possible. Then the maneuvering thrusters do the rest. A final, tiny burst of power makes contact with the Laden, but you all feel the impact. It's as if a death knell echoes through the Mayenbaum. Shortly after, the crew begins welding the airlocks to the Laden's charred skin, the engines are shut down, dismantled, and will henceforth be offered as goods in the belly of the Beluga, the Regen's largest black market. The Mayenbaum will never fly again, but perhaps its equipment will still be of use to one or two colonies.

Rules: Economy Phase: Founding colonies, Colony Level

After the movement phase comes the battle phase. Since no battle is triggered, the following would normally happen in the end phase: pass the first player marker, draw a black market card, and check investor requests. None of this is currently possible or relevant to the scenario. Therefore, we skip it and move on to the next round. Here, we again skip the politics phase and enter the new economy phase. Pay 1 upkeep for the Mayenbaum one last time (6 on your account), then exchange the ship for a 1d4 and set it to 1. This is your colony level. Once you have placed the die, your income (not your account) increases by the amount of resources produced by the planet (here, the deep space system, which would normally be uncolonizable and therefore does not show any income).

The colored numbers at the bottom of a planet represent the resources Food, AWE, Research, and Culture from left to right. In this case, the Mayenbaum equipment is now being sold off gradually. Therefore, in the app or on your player board, even if no numbers are shown, increase your AWE () income by +1 under Planet Income. This means you will receive this income in your account during the next economy phases.

Adjust your player board accordingly:

Colony level 1 represents the size and integration of your colony. For your imagination colony levels 1/2/3/4 correspond to: Outpost/Settlement/Cities/Metropolises. At colony level 1, you can build exactly 1 building, receive 1 vote in elections, have 1 ground capacity (), would receive an additional +1 if you connected it to your homeworld via a trade route. The colony would defend itself against ground attacks with 2 militia per colony level. Increasing the colony level increases all of these values by +1.

1.2.1. Cold Welcome

Business is slow to get off the ground. After you embedded the Mayenbaum, curious travelers approached you. But no sooner had they inspected your terrain-shaping equipment than they vanished as quickly as they had come. Your technology is outdated and practically irrelevant in the Laden where people scavenge scrap to earn meager meals. Karl approaches you, looking disgruntled.

"How much money did our commune need again? 10,000 ? We would have died of old age by the time we'd scraped that together."

"I'm open to suggestions, old friend," you replied, somewhat perplexed. You had hoped that more interest would be shown in the Drillinge' former pride and joy.

"Well, apparently we can't sell what we want to get rid of, so we have to see what people want to buy. There's always a shortage of food in the Laden. With our stocks of field crops, we're sure to get a decent price here."

New objective: *Have 10 in your account (tens digits are represented on the player board with a silver cube).*

Rules: Economys Phase: Trade

The Laden has no ecosystem or its own agricultural production. Therefore, food is traded here at exorbitant prices. This means that the trade ratio from to is 1:5. In the regular game, you can trade anytime and as often as you like. Through the Cabinet Action "Trade Investment," you can even permanently improve your trade ratio during the Politics Phase. Here you can now trade your food.

The next round of the game has also begun. We'll ignore all phases except the economy phase. This means you'll receive +1 from planet income (you now have 1) added to your account.

Attention: The trading ratio from to is 6:1. Only trade as much as you actually need. Once you've reached your current objective, read on.

1.2.2. Mass attraction

No sooner do you begin to awaken your frozen agricultural products from their protective slumber than the first customers arrive. They are emaciated figures who have never even seen some of your crops before. But however weak and sickly they may appear, that doesn't mean they are poor. You can hardly sell your equipment here, but your food is practically snatched from your hands.

It wasn't what you'd expected, but you made your cut. The money will be put to good use in the Drillinge' communes. Your thoughts are already on pretzels and beer when you sense a change. At first, you only notice people turning around, focusing on something. Then a wave of stillness rolls over you, bringing even the bustling activity to a standstill. It's as if the Laden is holding its breath. When you check your disc, you understand why.

Suddenly, screams erupted from the crowd, not from fear or pain, but from joy. Cheers broke out, and an atmosphere of overflowing excitement electrified the masses. The final gate had been opened! Countless colonizable worlds were suddenly within reach! But only the first to arrive with their colony ship could claim them.

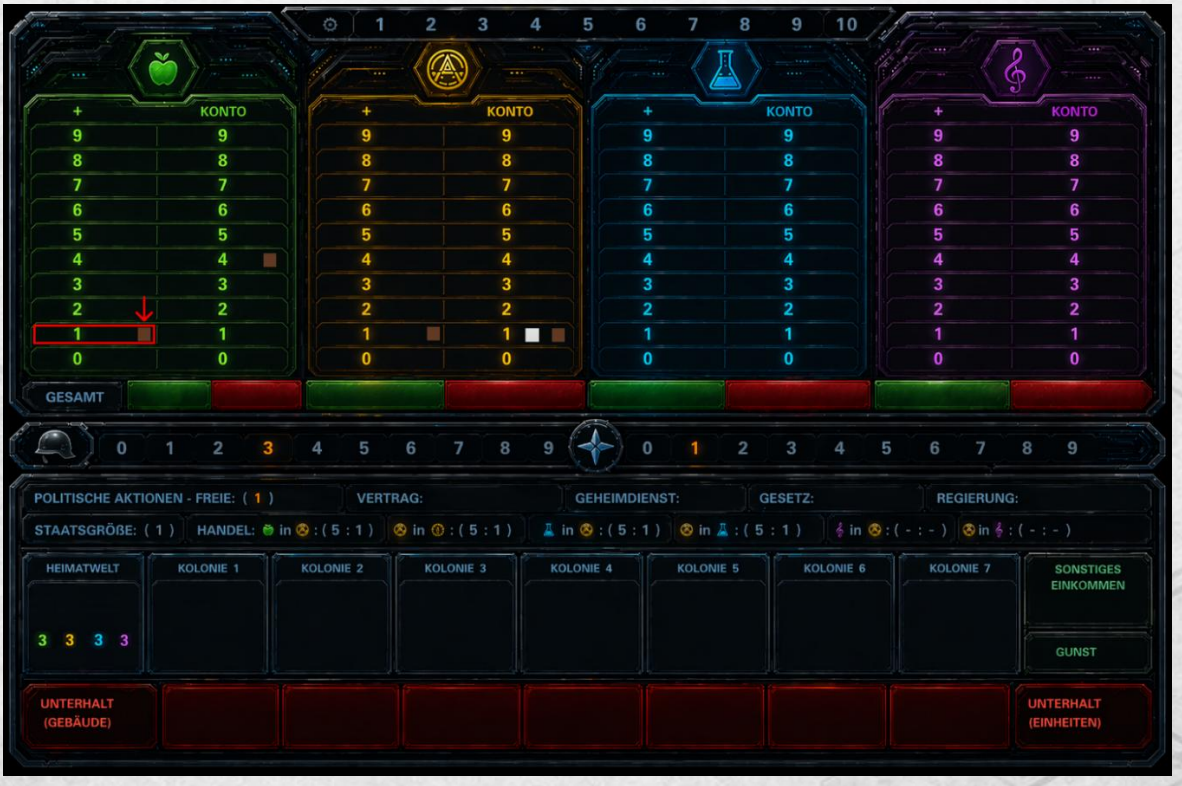
"Josef, we have to get the Mayenbaum running again, and immediately!" your best friend shouts frantically, and you take a deep breath.

"Neighbors, let's get to work! Let's make this old girl flyable again!" you call to your crew, full of enthusiasm.

Out of the corner of your eye, you see an armed Kaliman who has been listening to you with a grim smile. You intuitively know that he and his cronies will return and cause trouble.

***New objective:** build a colony ship. Once you've built it, read section 1.2.4. A new round begins, and the **doom die** is set to 1 (place a red die with 1 eye next to the strategic map). It is reduced by -1 at each end phase. If it reaches 0, you don't lose the scenario, but instead read section 1.2.3.*

Read on: The Mayenbaum has been stripped of its parts and welded to the shop. It will take considerable effort to make it fit for space again. But with the shop's experienced engineers and the countless ship parts, you at least have a chance. People from all the hulls are coming to you to help with the completion. This increases the planet's income by +1 . You have now 4, 10, 1 and +1 and +1 income per turn. Continue playing the tutorial on your own. You will always go through the politics phase and then the economy phase. After that, your turn ends and the doom die is turned down.



You have the following options:

1. Import machine parts (Politics Phase): You can temporarily purchase 1 ground capacity ( ) and 1 space capacity ( ) for this round for 5. You need to buy buildings and ground units (you can only recruit infantry).

2. Trade Investment (Politics Phase): For 5, you can permanently improve your trade ratio by 1 (for example, a 1:5 ratio from to will become a 1:6 ratio, or a 6:1 ratio from to will become a 5:1 ratio). This can be improved to a maximum of 1:9 or 2:1.

3. Buying Units (Economy Phase): If you haven't built any buildings yet, you can buy units. This is only possible in systems where you produce the correct capacity. Your colony level of 1 produces 1, which you can use to buy ground units. For space units, you need , which you obtain through a capacity building. Import machine parts also gives you , but you wouldn't be able to place the colony ship anywhere, because you can only place it where you produce the corresponding capacity.

Costs: Infantry: 1. Infantry possesses the Small keyword so you can buy up to 2 infantry units with 1. Colony Ship costs: 5,1 .

4. Buying Buildings (Economy Phase): With your colony level of 1, you have 1 building slot. You can use this to build a maximum of 1 building in your colony. Resource buildings increase any resource income produced by the planet by +2 (this would be soon and). Only -resource buildings have no upkeep. All others have a upkeep of -1 per turn for each building level (+2/+4/+6). Capacity buildings cost you -1 as upkeep during the income phase. After construction, place a small die at the bottom of the planet in the color of the resource type, showing two eyes for resource buildings or use an orange die for capacity buildings with one eye. This represents your building.

Costs: Resource/capacity building 3 / and 2 , upkeep 1 / (except -resource building).

5. Upgrading Buildings (Economic Phase): In the regular game, you need the Refineries and High Industry technologies to upgrade buildings. These requirements are ignored in the tutorial. Upgrading a building has the same effect as buy a new building of the same type. However, you don't need a building space and save 1. When you upgrade a resource building, you increase the income from +2 to +4, and with a further upgrade to +6. For capacity buildings, you increase its capacity production from +1 to +2, and then to +3. You can also upgrade directly from +2 to +6 (you'll pay twice). Keep in mind that the upkeep will also increase (this doesn't apply to -resource buildings, as they don't have upkeep).

Costs: Resource/capacity building 3 / and 1 , upkeep 1 / (except -resource building).

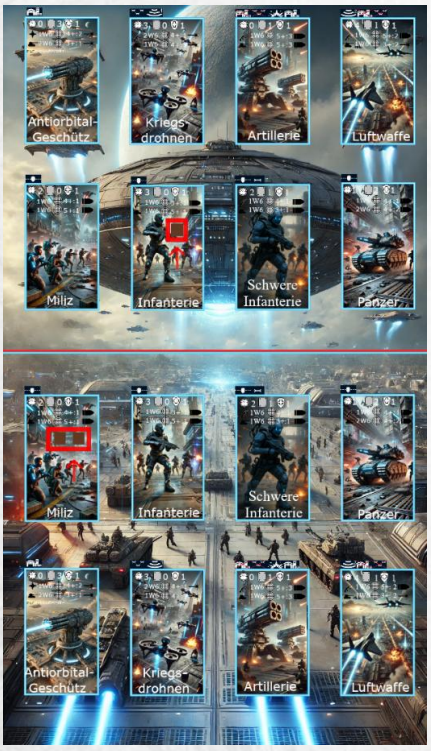
6. Increase colony level (Economy Phase): Once per round, you can spend 10/15/20 on a colony to increase it to colony level 2/3/4 (4 only with the Center building). This increases your available building space and the number of your building slots from 1 to 2/3/4.

1.2.3. Greed

Your departure has far-reaching consequences. Everyone who has ever dreamed of a different life comes to you. The deal is simple: muscle power in exchange for a place on board. In this way, you manage to recruit the necessary crew for your crossing in no time. But not everyone is well-disposed towards you. A group of armed Kaliman arrive at the Mayenbaum and make their claim unmistakably clear. Karl doesn't even attempt to speak, but instead give you an old shotgun.

Rules: Battle Phase: Ground Combat

Your colony is under attack. As the defender, you receive an additional number of militia equal to twice your colony level (if you have your own army here, it will fight alongside you, but the following description is written without its participation). You are fighting against an infantry group. The ground combat board must therefore look like this:



The units are now resolved according to their initiative (). Each unit has an attack value against infantry and vehicles. In this case, the enemy infantry goes first because it has 3 and the militia only 2. Abilities above the unit boxes are ignored here. It now chooses targets for its attacks. Since it is only one infantry group, it chooses one of the militia groups as its target and rolls. Against infantry, it rolls a 3 () and deals 1 projectile damage ().

Now roll your own dice and see what happens. If it misses, nothing happens. If it hits, one militia group is destroyed (remove the bronze cube). This is because the militia has no armor and only 1 .

Now it's your turn. You may now fire back with the surviving units. If you hit, you win the battle. If you miss, the next round begins. If you lose the battle, you lose the tutorial. If you win, always set the Doom die to 2. If it reaches 0, you will always be attacked by +2 infantry (first 3, then 5, 7, etc.). This continues indefinitely.

1.2.4. ... something begins.

The coming battles will be a merciless race against time. You'll throw everything you have in terms of assets and supplies into the mix to get the necessary spare parts and manpower as quickly as possible. With the thunder of its ion engines, the mighty colossus tears itself free from its grave. Cables, armor plating, and attackers plummet screeching into the void of space, falling silent there forever. You stand on the bridge next to Karl, broad grins of victory adorning your faces.

“We did it, Joseph!”, finally releasing the tension in liberating triumph.

"We've got that, old chap. Now set course for the last gate. It's about time the Mayenbaum could finally fulfill its destiny." – ***Congratulations, you've completed the narrative tutorial! Now begin the non-narrative tutorial.***

Structure of the non-narrative tutorial

At the start of the tutorial, only three things are needed: 1. the strategic map (described from p. 4 CRB onwards), 2. the technology tree, and 3. the materials of the participating players, and in the case of a game without an app, the player board.

Militär
Wirtschaft
Außenpolitik
Innenpolitik

1. Strategic map: Take the following systems out of the box and sort them for the setup.

Nebulae
Draw an event card from nebulae deck.

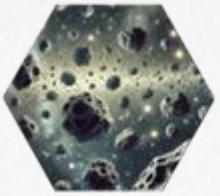
Deep Space
Draw an event card from deep space deck.

Supernova
Exploring unit withdraw. For the rest of game no unit can enter the System.

Anomaly
Only Research ships can spend their movement to gain a level on this card. When levels are reached resolve it.

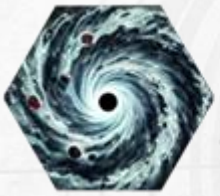
Homeworld
Starting system of players.

Galactic Center
Holding it for every 2 rounds grants 1 victory point.



Asteroids
Draw an event card from asteroids deck.

Storm
Dangerous: Draw and resolve an event card from storm deck and put it under the deck.



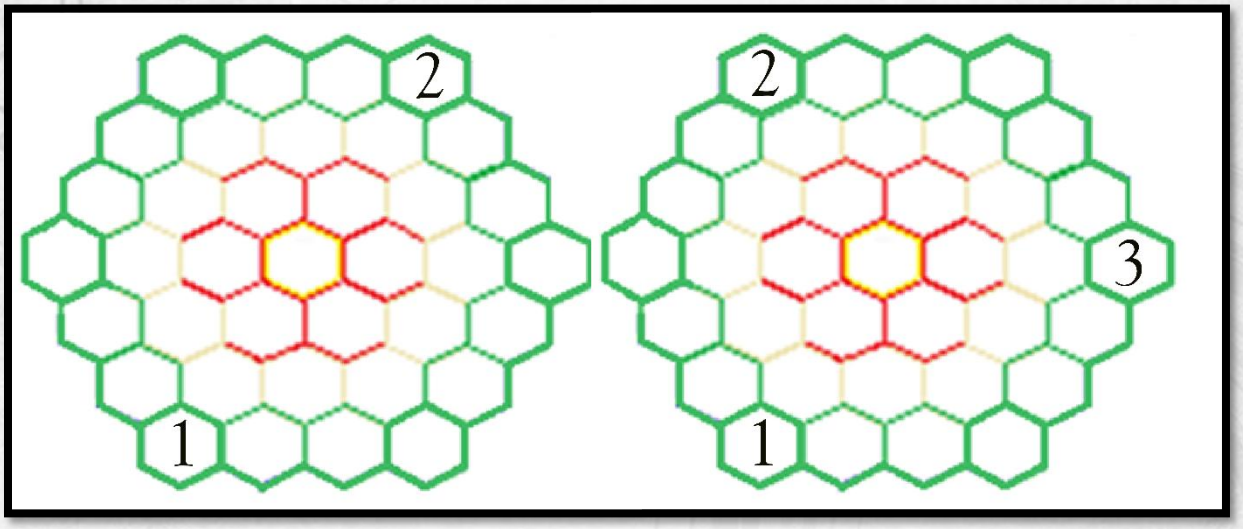
Black Hole
Dangerous: Draw and resolve an event card from black hole deck and put it under the deck.

Quantum tunnel
It counts as adjacent to every other Quantum tunnel in the game.

Planet
Can be colonized. Must not adjacent to other planets.

Place the galactic center (GC) in the middle of the table. The entire game will now be built around it.

Tutorial : 2-3 players



Players	I (1)	II (6)	III (12)	IV (18)
2-3	GZ	3 planets 1 Black Hole 1 Supernova 1 Storm	4 anomalies 1 asteroid 1 Nebula 2 planets 1 Black Hole 1 Supernova 2 Storm	1/2 anomalies 5 asteroids 2/3 Home Worlds 5 Nebula 1 Planet 3 Universe

If you are a larger group of players, use the standard setup starting on p. 4 of the core rulebook. Keep in mind, however, that the game will then be longer and more complex.

Ring Construction: After placing the galactic center (GC), take the number and type of systems specified in the table above for Ring II, then III and IV. Create separate piles from each, shuffle these piles, and begin by placing Ring II face down around the GC. Repeat this process with Ring III around Ring II and with Ring IV around Ring III.

Homeworlds: The numbers in the graphics above show the positions of each player's homeworld. These are the planets whose resource values are all 3. Once placed in the correct position, each player takes 1d4 (colony level) from their player materials and places it on the 3. They also take a research ship and place it on the system as well.

Technology Tree: Finally, the technology tree is placed within sight of all players. It is not necessary to read it. The tutorial will name all relevant technologies for the first few moves.

Player board

The app is recommended as a player board (http://samyadaleh-script-hosting.s3-website.eu-central-1.amazonaws.com/ressourcen-skript.html). The starting values are already set there. Clicking the "Receive Income" button will start the game for each player. The lower section contains notes for equipment in blueprints and ships in fleets, as well as an action log to track all actions. Alternatively, the following board can be used:

1 – Victory Points: This displays the current victory point total. In the tutorial, 6 points are sufficient for victory.

2 – Resources: Here, the current income and balance of each resource are recorded. The units digit is marked with a bronze cube, the tens digit with a Silber cube, and the hundreds digit with a gold cube (these are included with the player materials, can be used by everyone, and are theoretically unlimited).

3 – Total: This shows the total income (green) / total maintenance (red) of a raw material. The difference between them is the income. The figures are derived from the values below.

4- Capacity: This displays the current production capacity of ground (left) and space units (right). The units digit is marked with a bronze cube, the tens digit with a Silber cube. The orange numbers are the starting values at the beginning of the game. To indicate the capacity used in this round, you can place one of your colored cubes on the respective reduced number.

5 – Government Field : Political actions, the size of the empire, and trade relations are recorded here using corresponding dice. The numbers in parentheses show the starting values at the beginning of the game. As soon as a new government is adopted, the corresponding dice can be placed in the empty spaces.

6 – Planets: Here, the resource cubes of all your own planets are placed. The following applies:

Top segment: all resource buildings are placed here (all other buildings are placed on the planet on the strategic map). Other income is recorded under "Other Income" any income not generated by the player's own planets.

Middle segment: here, the planet's natural resources are placed using resource cubes, and on the right, the favor of the special governments is recorded.

Lower segment: this is where red dice are placed to represent all upkeep costs of the planet/all units.

Game objective

Every state strives to attain supremacy in the new region of the universe. This is achieved either by a player winning the vote for Sovereign (determining the Permanent Law Sovereign), by a player establishing a monopolistic hold on power (being the first to reach 6 victory points in the tutorial), or by the Sea achieving independence (a cooperative victory for the players, occurring if the Kosme Fleet or the Hegemony is destroyed).

Victory points

- collect **X victory points (between 3-15, default is 10, in the tutorial 6)**:

    - conquer and hold an enemy homeworld: 4 victory points (already includes colony level and conquest victory points)

    - each colony at level III/ IV: 1 victory point/ 2 victory points

    - each fully developed counselor: 2 victory points

    - each completed space wonder: 3 victory points

    - each completed research area: 1 victory point

    - Milestones (investor requests): 1 victory point

    - 1 victory point for every 2 government goals achieved

    - multiple: holding the galactic core for 2 turns: 1 victory point

    - conquering and holding another player's colony: 1 victory point. Gain additional the regular victory points for their colony level.

    - destroying a titan or a player colony: 2 victory points

    - victory points generated by governments, events, laws and counselors

- If a player loses their **last planet,** a ballot is immediately held (with the votes of all players) to decide

Round sequence

1. Politics phase (skipped in the first round)
2. Economic Phase
3. Movement Phase
4. Battle Phase
5. End phase

Actions: Every single, completed player action in a phase counts as an action. Examples: researching a technology, purchasing a unit or a building, moving a fleet

Action sequence: Starting with the first player then clockwise each player performs 1 or 2 actions, then the next player has his turn. There is an infinite number of turns. This continues until all players pass. Once they have passed, they may not perform any further actions during that phase.

Round 1

The first round skips the politics phase, which will always mark the start of the new round from the second round onwards. You are currently in the economy phase.

Economy phase

1. Receiving income

Your income of each resource type is 3. Click the in the App the “apply all income" button in the app or move your bronze cubes of each resource to 3 on your player board.

After receiving the income, colony ships on uninhabited planets would be removed and replaced with a level 1 colony. Since this doesn't apply to any of you, we'll skip this step and conclude the income subphase here.

2. Purchase technology and units and then buildings.

This is the heart of the economy phase. You now perform all 1-2 actions or pass. This is your turn. You have an infinite number of turns. You can perform as many actions as you have resources. A player who passes may not perform any further actions in this phase. When all players pass, we move to the next phase.

Brief summary of the most relevant actions at the start of the game:

- **Technology:** Basic Sensors (safe exploration), Diplomatic corps (contact players, early culture (𝄞) income) OR save it for: Political Philosophy (bring government into play), Expert Council (bring counselors into play) or Refineries (upgrade resource buildings) OR Small combat ships (early exploration support) OR Defense force (early resources gain with distant war cards)
- **Construction:** additional research ship or any resource building
- **Equip:** Research ship with sensors and/or diplomats

1. Research Technology: Choose a technology from the technology tree that you can research. It must not be restricted by another technology (indicated by an arrow). Its cost is listed next to its name. You pay for it with the resource research (🧪). Place a color cube on this technology; it will activate immediately. If you were the first to research it, you cover the symbol in the right corner and receive its bonus (see quick reference, starting on p. 13). It is now -2 🧪 cheaper for every other player.

2. Building/Equipping Units: At the start, you can only build research and colony ships. You only need colony ships once you've explored planets. However, you could buy another research ship (note that for every 3 ships or more, you'd pay 1 food (🍏) upkeep). This will help you during the movement phase to explore systems and gain more exploration bonuses like additional resources. Since research ships cost the same (3 🍏) as resource buildings, you have to decide whether you want to explore faster or have a +2 higher income of any resource.

If you choose to **build the research ship,** pay 3 🍏 and temporarily reduce your space capacity

(✦) by -1 (to 0). This acts as an industrial limit to what you can produce in a round and refills to its maximum value at the end of the round. You can also use it (✦ for space units and buildings, for ground units and buildings) to reduce the cost of units, buildings, and equipment (down to 0). Now place the research ship on a ✦-producing system. This is currently only your homeworld. There is no limit to how many ships, fleets, or armies can be on a system. The unit is active immediately and can move normally during the movement phase.

Once you've researched **equipment,** such as sensors, you can add it to a researched blueprint, in this case, the research ship. Pay the equipment costs once and note the equipment in the blueprint. You can do this in the app under Notes, or without the app, by using a pencil on the blueprints on the quick reference under Research Ship (p. 6). As soon as equipment (this also applies to any equipment like weapons or shields) is added to a blueprint, every ship with that blueprint will immediately be equipped with it. The research ship has the special feature of having A and B variants. This means you can have different variants equipped with different components simultaneously. Just flip the research ship tile to use the other variant.

3. Building: You always build buildings last. Once you start building a building, you cannot build any more units. At the start of the game, you only have the option to build **resource or capacity buildings.** The former increases your resource income, and the latter increases your space (✦) and ground ( ) capacity.

In addition to resources and , you also need a free building slot on one of your planets. You have as many building slots (and) as you have colony levels on the planets. In this case, that would be 3 building slots and 3 resources . Furthermore, you may only build a resource building of the resource type that the planet itself produces. Since your homeworld produces all resources, you are free to choose any resource building. Recommendations for this can be found below in the getting started tips. A basic resource building (upgraded buildings must first be researched) costs 3 , 2 and 1 upkeep (unless it is a -resource building, in which case it costs no maintenance). These resources, like the resources, are ✦only spent temporarily. They replenish to their maximum at the end of the round.

Update your income in the app/on the board by +2 of the selected resource type, +1 upkeep (unless it was a resource-intensive building), and select buildings as the source for each. Place a small die of the corresponding resource color (green: food, yellow: AWE, blue: research, pink: culture) over the corresponding resource value of the planet. Turn the die face down to the generated income (i.e., 2). Without the app, place a corresponding die (you can also use regular-sized dice here) in the lower section of your player board above the resource values of your home world. The same rules apply to color and displayed number. Increase your income in the upper section accordingly and, if it was not a resource-intensive building, reduce your income by -1 due to upkeep. To indicate this, place a green die with a 1 in the red area below the planet's resource values.

When nobody wants to build anything anymore, the economy phase is over.

Resource explanation

- Food is needed for buildings, civilian units (research and colony ships), colonies, ground units, and an expansive playstyle.

- AWE (Allgemeine Währungseinheit) is needed for capacity buildings, military units, trade routes, underground actions and an aggressive playstyle.

- Research is needed exclusively for technologies and an optimized playstyle.

- Culture is needed for political actions such as treaties, institutions, laws, governments, policies, counselors and a cooperative play style.

Movement phase

In this phase, all players move 1-2 civilian units/fleets in turn order. These are the actions in this phase. The difference between civilian units and fleets is that fleets are always military units and their composition is secret. All units use their strategic movement value ( ) to move on the strategic map. At the start of the game this is always 1. This means the unit may move to an adjacent system.

New material: From now on, you will need the event card stacks for each system. Take them out of the box and place them around the strategic map.

When a unit moves, the following possibilities can occur.

Brief summary of the most relevant actions at the start of the game:

- **Exploring new systems (safely):** Move your research ship along the edge to a neighboring system.
- **Exploring new systems (risky):** Move your research ship towards the galactic center (bigger chance of finding anomalies and planets)

1. System is explored: If the adjacent system is unexplored (face down), flip it over and draw an event card of that system. Resolve the event card. If it was a dangerous system (storm, black hole), place the red card at the bottom of the event card deck (unless it was an anomaly with the keyword "Levels"). If it wasn't, keep the card in your hand unless it says otherwise. If it would create neutral units, only place them if they are not adjacent to a homeworld. Otherwise, place the card at the bottom of the deck and draw again. When a system is explored, all remaining ⬡ are lost after the exploration.

Planets: Once you have at least 3 cards in your hand, you can spend them when you explore a system. Then replace the newly explored system with a randomly drawn planet. Note the following **placement rule:** Planets may never be adjacent to each other. If you explore an adjacent planet, place it back in your hand and roll the dice. On a roll of 1-3, place an asteroid field; on a roll of 4-6, place a nebula in place of the planet. As soon as you are legally entitled to place a planet through exploration, exchange the explored system with your drawn planet, unless it is a different planet. In that case, the explored planet remains in place, and you keep your returned planet.

Anomalies: Anomalies have levels on their cards. When you draw an anomaly card, it remains face up for everyone to see. Mark the system and the corresponding anomaly card with a die to assign them. The card's effect is triggered immediately once it reaches the required levels. Keep this card in your hand afterward. The effect is triggered by the player who adds the final level to the card. To add a level, a research ship must spend all of its ⬡ in that system (if it was transported into the system, for example, via a police patrol, it may immediately spend its ⬡). Then a color cube is added to the card, which counts as one level.

Trade routes: They function like space roads. If one of your units enters a system with a trade route, it receives a +1 bonus once this turn ⬡, regardless of who built the trade route (with the Advanced Drives technology, it always receives this bonus).

Player discovery: If you reach the end of a movement in a system or are adjacent to another player's colony or unit, you discover them and any players they have already discovered. From now on, you can conclude contracts with each other during the politics phase and, once all players have been discovered, enact laws.

Note: If you want to explore systems, keep in mind that the outermost ring of systems never contains dangerous systems. However, it also has the fewest amount of anomalies and planets. The closer you get to the center, the higher the risk, but also the chance of finding these two types of systems.

2. Blocking: If there are enemy units (pirates, mercenaries, player units you are at war with) in the system, or if you want to block units, compare the hull points (🛡) of all fleets (military units) in that system. Whoever has the most may block the others and forfeit all their remaining ⬡. Neutral

units, unless explicitly stated as passive or on your side, will always block you. Otherwise, you may continue flying. If enemy units are present in a system, combat will occur during the battle phase.

You can also blockade other colonies if you have more in fleets than the colony's owner. You add here colony levels and levels of police stations to the -amount. This will prevent the planet from generating income for the player and from building space units, unless you allow it. Blockading a player's planet is a casus belli. This means the affected player can declare war on you immediately or during the politics phase.

Once the desired units have been moved, the movement phase ends, and the game then checks for battles. If no battles are taking place, this battle phase is skipped.

Battle phase (skipped in the first round)

Use the standard combat mode from the narrative tutorial. If you find it too complex, you can also play the easy combat mode. In this mode, only fleets with fixed stats fight against each other. Their stats are defined by your military technologies. All ship equipment and different ship types are deactivated. The tactical map is not used for this game. Ground combat remains unaffected. Each fleet can transport up to 3 ground units. Exactly one mercenary fleet can be purchased at half cost but with double upkeep. You have fleet limit. It starts with 0.

Each fleet is considered a military unit (1 fleet in a system is considered a small combat ship, 2 in the same system are considered support ships, etc. – this is important for various institutional actions; "fleet" generally refers to all your fleets in a system). Without technology, each fleet has 1, 1, 1d6 shots, 5+, 1 , 5 costs, and 1 upkeep .

Combat Round: If a battle occurs between fleets, face all fleets. Now both players (or, in the case of neutral fleets, the player to the left) simultaneously roll the total number of shots and assign the rolled hits to their respective fleets. The damage is subtracted from the hull points, and any losses are removed. Then a new round begins.

Retreat: A fleet can retreat at the start of the second round (the enemy fleet may not fire on the retreating ship again, it no longer participates in the battle, and its dice are not added to the fire totals in the second round). If the retreating unit successfully leaves the battle, it must move to the nearest colony or fleet belonging to you or a Federation member.

The following technologies will lose their original unlocks and change the characteristics of the fleets:

Ship sizes: Any technology that would unlock a ship size instead increases the maximum number of available fleets by +1 fleet limit (starting at 0).

Projectile weapons: Any technology that would unlock projectile weapons instead increases the number of possible shots per fleet by +1 die.

Energy weapons: Any technology that would unlock energy weapons instead increases the result of shots by +1 .

Missiles: Any technology that would unlock missiles instead increases the damage of all shots hit by +1 ▮▬.

Protection: Any technology that would unlock protection instead increases the number of hull points per fleet by +1 ⛨.

Advanced Construction: Doubles the number of available fleets (up to 9). Increases the upkeep of all fleets by +1 ⚙.

Defense buildings: They possess no special properties, but each defense building counts as an additional fleet in the defense of the planet, requiring no maintenance.

Attention: Each of the technologies listed above (except defense buildings) increases the cost of a fleet by +1 ⚙(not upkeep). All effects (from policies, governments, counselors, etc.) apply as normal.

Values of other military units

Hired mercenaries: ⛨2, 2d6 shots, ⊕4+, 2 ▮▬, 5 ⚙ costs, 2 ⚙ upkeep

Neutral Fleets: A system will generate as many neutral fleets as would be generated by the effect. The following values apply to each enemy type:

Cultists: ⛨1, 1W6 shots, ⊕4+, 2▮▬

Pirates: ⛨2, 3d6 shots, ⊕5+, 1 ▮▬(Pirate base only one fleet with: ⛨8, 4d6 shots, ⊕4+, 2 ▮▬)

GAV: ⛨3, 1d6 shots, ⊕3+, 3▮▬

Kosme: ⛨4, 4W6 shots, ⊕2+, 4▮▬

The Cabinet action request Kosme protection: 10𝄞 for 1 Kosme fleet and no more than 1 fleet.

Effects that would generate units in battles will create 1 fleet per unit generated instead.

Other: All effects relating to weapon specials, individual units, or the regular combat mode are deactivated. Ignore the corresponding cards and draw again. If unique ships (Sovereignty, Seele Mercenaries, etc.) would be generated, instead generate 1 fleet that does not count towards your current fleet limit.

End phase

The end phase is an evaluation phase that ends the round and prepares for the next one. Go through the steps below.

New material: Add the black market cards to the strategic map

1. Victory Points: Check if a player has reached the required number of victory points. If so, they win. If multiple players win simultaneously, they vote on a military or economy decision. Further details can be found on p. 44 of the core rulebook.

2. Investor requests: Check whether one or more players have met the conditions below for the first time. Do they met them simultaneously they all get the reward:

Colony at Level II: Increase a colony by +1 level

Policy introduced: introduce another policy for free or receive a refund for the costs of the policy already introduced.

Institutional action carried out with agent: conduct an institutional action with an agent for free (it can be the same one).

Military unit in the galactic center: Duplicate a military unit in the galactic center

Colony connected to homeworld via trade route: Place 2 additional trade routes for free.

Second anomaly explored: Explore one available technology of your choice for free.

Milestones: You check them like investor requests but every reached Milestone grants +1 victory point instead of another reward (p. 44).

3. Crisis (optional): Is the average number of colonies 5 or higher, or does a player have 5 or more victory points? If so, roll for a crisis on p. 45 of the core rulebook.

4. War: A black die is placed on war cards / +1 eye. Each eye increases the attacker's 𝄞-upkeep by +1, and the defender's upkeep by +1 for every 2 eyes.

5. Black Market: Draw one of them. If more than three are ever displayed, place the bottom one at the bottom of the pile.

6. New starting player: The first player marker is passed on and a new round begins.

politics phase

Each of you starts with one free political action, which can be used for any action in the political phase.

Brief summary of the most relevant actions at the start of the game:

- **Underground (any action):** Black market (bidding on SM cards)
- **Cabinet (costs no action):** Debureaucratization (sale action for 1 𝄞), Send delegation (send diplomats to player), Apply for development aid (save 5 𝄞 and get +1 income on all resources)
- **Contract (free or contract action)**: Conclude a contract with a discovered player (select contract, both players must agree, costs can be divided between them as desired)

Category Underground (spend any political action)

Black Market: Choose one black market card from the display and start an auction or draw two black market cards and choose one to start an auction; the other goes into the display (if there are more than 3: place the bottom card under the pile).

In an auction, each player chooses if they want to bid. If yes, they pay 1𝄞 (not the player who initiated the auction). If no one bids, pay 1 of the shown resource and take the card. Otherwise, each player secretly takes X cubes into their hand. This is your bid. Open your hands simultaneously. Only the highest bidder has to pay X𝄞.

Category Cabinet (you do not spend a political action)

Debureaucratization: Sell your political action for 1𝄞. It is usually more advisable to use the action for something, be it just drafting laws, black market cards or counselors.

Send Delegation: Send diplomats from your homeworld to another player's homeworld. Cost: 3𝄞 This is an important action if you want to quickly discover players, establish networks, and pass laws. You must have researched Diplomatic Choir and equipped a diplomat on your research ship to do this.

Apply for development aid: Receive +1 income for each resource type. Cost: 5 𝄞+ 5 𝄞 for each previous use + three times your victory points in 𝄞. If you have too much culture because you're not immediately pursuing a government and its policies, use this bonus. It's helpful in the early game.

Category Contract (you spend a free or contract action)

Contract: Either conclude a contract with a discovered player (you may have previously discovered one through delegation) or recruit mercenaries. Since mercenaries are expensive to maintain, this is only recommended if you have no other use for ⊖ and want to explore more quickly with additional ships. If you want to conclude a contract with a player, choose a contract from the contract deck (a trade contract is recommended) and propose it. If the other player accepts, you can divide the contract costs as you wish. Place one of your colored cubes on the contract card. The effect now applies to you once per round (more often with additional contracts).

Continue playing independently

Once each player has used their political action, the politics phase ends and the next economy phase begins. Now you know the basic round flow and can continue playing independently. From now on, be sure to use the quick reference guide and consult the core rulebook and reference book for detailed rules questions. Have fun!

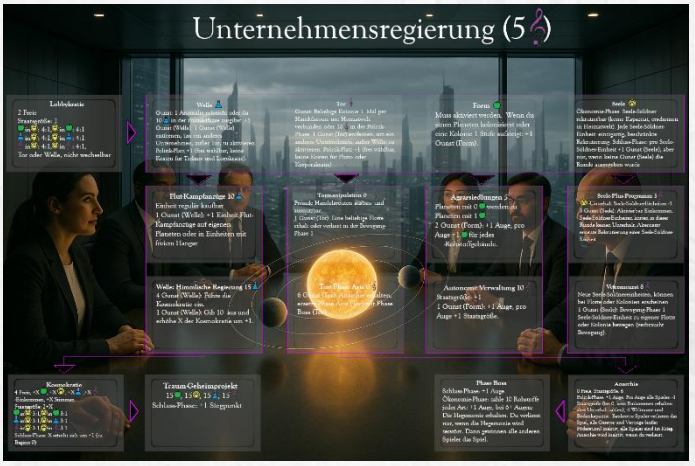
New material

Take the specified new material out of the box as soon as the following events occur:

Political Philosophy researched: take out the level I government tree and government objectives (special governments are not recommended in the tutorial; if you still want to try them, take out the Clan and enterprise government tree).

You also want to play with clan government (not recommended):

You also want to play with enterprise government (not recommended):

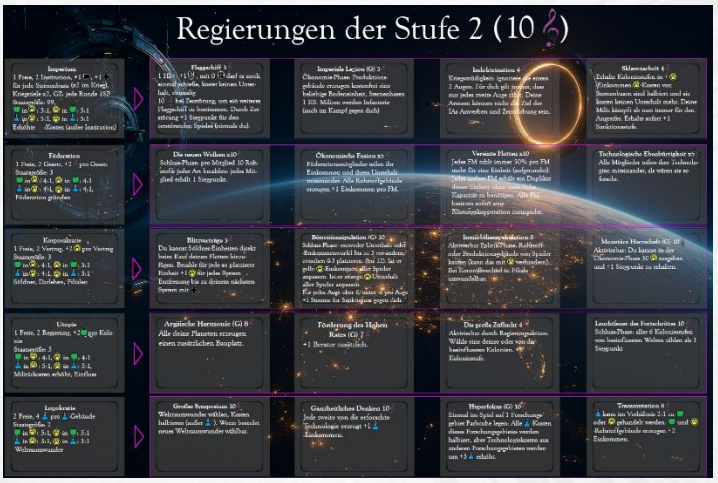


Expert advice researched: Take out the counselor deck and reveal the first card.

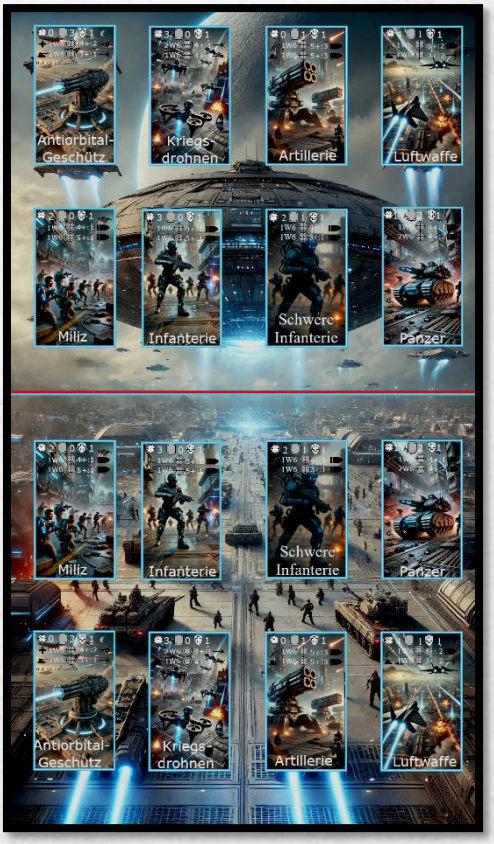
A player has been discovered: Take out the contracts.

All players have been discovered: Take out the laws.

Political Vision researched: Take out the level II government tree.



Ground combat is taking place: Take out the ground combat map.



View after all material has been placed (including special governments):

General Game Instructions

Slow and political: Every strategy needs time to unfold. If you start pursuing an approach, expect it to take effect only after 2-3 rounds. Furthermore, every action you take sends a signal to your fellow players. If you build military units or agents first, you create a sense of threat for all other players, to which they must react. This can trigger an arms race or force other players into cooperation with you. A game is significantly shaped by how players cooperate or oppose each other.

Technology: Almost everything you want to do requires research. There are some parts, like counselors, that you can acquire at the start, but keep in mind that you'll need the corresponding technology to play. This does not apply to political actions.

Specialization vs. Generalization: If you want to quickly gain victory points, specialize in one resource. However, keep in mind that specialization makes you vulnerable. There's always a way to thwart your strategy (agents, laws, military, effects from level 2 governments). Generalization takes longer, but it's the safer route.

Getting started tips and strategies for the game

First moves

There are three crucial points in the game that determine your playstyle: 1. the choice of starting buildings, 2. the choice of your first government, 3. the choice of counselor. The best starting point depends on your preferred playstyle.

1. I like to play expansively and build up my planets.

Then sociocracy is a good option for you. In turn 1, build a food resource building and don't research. In turn 2, research Political Philosophy and build a capacity building. Maximize your number of research ships to explore planets as quickly as possible. Trade routes or the fusion drive (both under the Drives technology) will help you move your colony ships to planets quickly.

Strategy 1: Food Focus. Concentrate on food production to raise colony levels, build buildings, and build civilian units. The Pioneer counselor from Form will be very useful. You will win the game by upgrading your colonies to levels 3 and 4.

Strategy 2: Neighborhood Focus: Colonize as close as possible to other players. You might even be able to snatch planets from them with your fast colony ships. If you succeed, switch to the Utopia strategy in the mid-game/late-game. This creates an sphere of influence that allows you to "peacefully" take over other players' colonies.

2. I like to play for myself and prefer optimization.

Then Technocracy is the right path for you. In round 1, build a research resource building, research Basic Sensors, and equip them immediately on your research ship. Now you can explore the universe with relative confidence. In round 2, research Political Philosophy and save the other resources. In round 3, research Refineries and Simple Defense, build a simple food building, and equip your research ship with simple shields. From round 4 onward, you can upgrade your buildings and introduce policies. You will only have 1-2 colonies. Therefore, it is crucial that you build a center as quickly as possible or acquire additional resources using the Exotic Material Extraction technology. Upgrade your buildings in a timely manner and secure early victory points with research ships.

Strategy 1: Research Focus. Concentrate on your research production, as well as technologies and policies (refineries, economic center, high industry or the policy free research) that improve your research resource buildings. Use this research in the Logocracy to generate further resources through transmutation, enabling you to build space wonders. Complete research areas to gain remaining victory points.

Strategy 2: Anomaly Focus. Implement the Experimental Method policy and invest early in research ships, propulsion systems, and sensors. Try to explore as many systems as possible as quickly as possible. Try to recruit the counselor „Welle-Expert" early in the game. Anomalies will generate research and victory points for you. Support your research ships with the Welle Partnership policy.

3. I like to play cooperatively and peacefully.

Then democracy is the right path for you. In round 1, build a research ship, but don't move it from your homeworld. Research Diplomatic Choir and equip the Diplomat on your research ship blueprint. In round 2, during the Politics phase, send your research ships to another player via Diplomatic Delegation and collect the exploration bonus. If possible, conclude a trade agreement with that player. Build a cultural resource building and save research until you can research Political Philosophy in round 3. Try to implement the Peace Dividend policy or apply for development aid as soon as possible. Be aware that a democracy is rather weak militarily, especially in the early game. Defend yourself with Kosme fleets and offer a potential federation partner an arms cooperation agreement so they can protect you.

1. Strategy: Cultural focus. Aim for the Interportal community technology to build embassies, and support other players by conducting IA dialogue. With the culture you gain, you can either generate victory points through the counselor Countess of the Swan or use it to build a federation and win together with other players.

2. Strategy: Vote Focus. Try to acquire the counselor "Ambassador of the Himmel" as early as possible. Continue with diplomatic delegations and trade agreements until you can pass a law. If you don't have enough votes, negotiate with your fellow players. Offer them your support for other laws or promise them resources via trade agreements so they support laws favorable to you. Also, use embassies to generate more votes and culture. Secretly count how many votes the others have and how much culture you need to spend for additional votes to successfully pass the "Sovereign selection" law.

4. I like to play aggressively and enjoy annoying my teammates.

Then autocracy and kakistocracy are suitable options for you. Both can be ideally prepared for via plutocracy. In turn 1, build an AWE resource building and don't research anything. In turn 2, research Political Philosophy. In turn 3, introduce plutocracy and aim to implement the Investment Fund policy as quickly as possible. The favorable exchange rate of 3:1 allows you to easily trade AWE for food and research. First, build up an AWE economy. Research small combat ships and use corvettes or mercenaries to explore space. It's important that you have simultaneously researched Strategic Infiltration and established networks with diplomats or agents. They ensure the mobility of your corvettes via the Going underground IA and can provide you with a good supplementary income through other IA. Alternatively, you can focus on trade routes and additional colonies for mobility and more income.

Now everything depends on how the map is set up. If there are two or more pirate fleets in play, the Kakistocracy can be worthwhile. You take over the pirates and threaten players with your highly mobile corvettes. It's primarily played via AWE and agents. The Autocracy, on the other hand, is played more with single, powerful fleets. If they could repel you, negotiate from that position. Wars are expensive, and players are usually willing to pay a price for peace. Alternatively, use the pirates' ability to deploy corvettes anywhere and cut off your enemies' supplies. Agents can take over colonies with the IA Rebellion. The counselor „Mouth of Witnesses" is very helpful here.

Strategy 1: AWE Focus. If you want to win with a plutocracy, implement the Investment Fund policy as early as possible and invest up to twice each turn. Implement the Tor Partnership policy and build trade routes to other players. Use transporters and the Advanced Drives technology to quickly generate large amounts of AWE. Use the AWE to maximize your trade ratio or switch to a corporacracy. Now you can convert 30 AWE into 1 victory point. Weaken enemies by buying their buildings and building branches there.

Strategy 2: Military Focus. Choose Autocracy early on. You can also play it without Plutocracy, but then you should use the Distant War cards to acquire additional resources in the early game. Sovereignty is your strongest weapon. Constantly upgrade it and adapt its equipment. The tech bonus for defensive troops will give you a sufficiently strong army to handle Tier 1 (ground) Distant War cards. You can use Sovereignty for the space battles. As your fleet starts to grow, try to use networks to place a research ship near the homeworld of a militarily weak player. It will build an artificial gateway there and bring your fleet into attack position. Declare this player your rival and conquer their homeworld. If you want to play less aggressively, become an Empire and fortify the Galactic Center. Use the counselors Student of Sanctis or Kosmoral to win battles easier.

5. I don't want to commit to any particular playing style at the beginning.

Then the flexible Lobbycracy is a good option for you. In the first turn, build a food resource building and don't research. In the second turn, research Political Philosophy. If you introduce the Lobbycracy, you'll have to decide whether you want to play peacefully with Welle or aggressively with Tor. Both governments have an additional policy slot that can be filled with any policy (except the opposing company and Clans). Tor focuses on AWE, and Welle on research accumulation. Tor can more easily deploy mercenaries, while Welle has access to the powerful Flood combat suits.

Warning: if you choose Tor, you will be the mid-game crisis and could even develop into the late-game crisis.

Tips for the combat system (Not easy combat mode)

For new players who would like to try out the regular combat mode the following tips are available:

1. Ship Type: Consider which ship type is most advantageous for you at any given time. If you need cheap, small ships to threaten other players at various points, opt for corvettes. If you want to hunt down large ships, use destroyers with torpedoes. If you want to attack planets, you'll need ships with hangars and bombers or transports with ground troops.

2. Protection: Whenever possible, equip your ships with shields and armor, even if you can only afford the most basic options. This greatly increases their survivability.

3. Weapons: Each weapon type has advantages and disadvantages. Decide which to use depending on the enemies you are facing.
Projectile weapons They are cheaper, more flexible, and offer the most point defense. However, their range is short. They are ideal for fast or well-protected ships that can overcome the limited range. Beware: large ships with short ranges can no longer defend themselves against more maneuverable ships with longer ranges.
Energy weapons are more expensive but have the longest range in the game. If you have the AWE, use it. Keep in mind, however, that you also need point defense. Otherwise, you will be outflanked by bombers and fighters, especially on main battleships.
Missiles have the greatest damage potential but can be easily intercepted with point defense weapons. Use them against large ships and focus their attacks to overload the enemy's point defense. Some missiles are more effective on larger ships.

4. Unequipped: Avoid sending poorly upgraded or unequipped ships into battle. Instead, use standardized blueprints to buy expensive but powerful ships.

5. Equipment Slots: Utilize the equipment slots on ships to support your tactics. Below is a list of ships and their equipment for specific tasks:

Pirate hunt: Destroyer with 2 volcano launchers/ 2 heavy guns or cruiser with concave guns

Crystal Beings: 2 destroyers with torpedoes; the destroyers require no further equipment.

GAV mercenaries: 3 corvettes with kinetic guns, protecting each other with point defense.

Cultist Encounter: 1 frigate with rapid-fire gun or 2 corvettes with kinetic gun

Colonial blockade: Corvettes mobile via networks (IA going underground), pose a threat to enemy infrastructure without generating a cause for war.

Colony Conquest: Use infantry equal to the colony level of the targeted colony, transported in transport vehicles as a minimum. A combination of tanks (absorbs damage), artillery (inflicts area damage), and air power (improves artillery accuracy) is most effective. Units with hangars and bombers, as well as bombers equipped with cluster bombs, prepare the attack with a bombardment.

Anti-swarm: Destroyer with swarm missiles, frigate with rapid-fire gun or convex gun

Against large ships: fighters and bombers with carriers, destroyers with torpedoes, cruisers with concave guns or heavy guns, battleships with large weapons

Fleets: Deploy frigates with logistics centers and point defenses behind larger ships like cruisers or battlecruisers. These utilize weapons against larger ships and have a hangar for smaller ships (without carriers) or equipment that increases their firepower (with carriers). Fighters with target designators provide support, corvettes flank the fleet and hinder enemy ships' movement, and a battleship with range 4-6 is positioned at the center of your own fleet.

Frequently Asked Questions

There are many options. What should I do next?

Basically, you have two ways to play the game: focused or generalized. With the former, you choose a single winning strategy. Which one that is depends on the initial circumstances and your chosen play style. Ultimately, it boils down to trying to produce a resource in large quantities. Each resource can be converted into victory points (food into colony levels, AWE into military and trade routes, research into technologies, culture into policies, counselor s, or votes). Focusing on a single resource is a faster path to victory. However, a focused strategy can be quickly disrupted by the actions of other players or by crises.
In contrast, if you play generally and try to develop your nation's various fields of action and resources evenly, you remain flexible and can react to all possible game situations. It is therefore advisable to initially build up your resource income in a generalized way until a strategic direction emerges from the game situation.

Besides these fundamental considerations, your primary objective should always be to colonize a second planet. To do this, you need to explore systems. Don't forget that with 3 event cards in your hand, you're guaranteed to find a planet on your next exploration.

Also, pay attention to the investor requests and try to fulfill them. They will give you helpful bonuses at the start of the game. Once a government is established, you will have government Tors to guide you, and later, the milestones of the investor requests.

What should I research first?

At the beginning, tech bonuses are crucial. If you want to explore more early on, choose small combat ships to get an additional ship, or sensors to allow your research ships to explore more precisely and with less risk.

If you want to generate player interaction early on, research Diplomatic Choir. You'll also receive a research ship here, but leave it on your homeworld and send it to a player during the Politics phase. There, you can either build networks using the Strategic Infiltration technology and combine them with the Intelligence technology to weaken opponents, or you can establish peaceful cooperation with players using the Institutional Actions of Diplomats.

If you focus on economy, you can save up for refineries or political philosophy. The former upgrades a resource building, while the latter immediately grants you a level 1 government of your choice.

If you want to fight directly, research defense troops and use the free ground troops to complete long-range war maps (ground) and collect resources.

What can I build at the start of the game?

You can build simple resource buildings of all kinds (+2 resources to the corresponding income), simple capacity buildings (+1 to ground and space capacity), research and colony ships.

What use are capacity buildings to me?

First, the initial capacity building generates additional space capacity. This is crucial in the early stages of the game, allowing you to produce research ships faster than your enemies. Later on, capacity buildings save costs because they reduce the price of anything you could potentially purchase during the economy phase. This effect can be further enhanced by the Mass Production and Military-Industrial Complex technologies.

Why should I use the app?

The app saves a lot of space on the game table. It also makes tracking resources, managing your state's values, and taking notes more convenient. It displays your income sources and logs your actions in the Action Log, making the game more organized and easier to navigate.

Why do I have to build buildings last?

This is due to balance considerations. The sole purpose is to prevent you from simply building a capacity building and then a fleet on a newly conquered or suddenly threatened world. These "spawn" armies create frustration and don't encourage long-term, strategic planning.

Which ships should I build and how should I equip them?

You can use the standardized blueprints (p. 68 CRB). The function of each unit is indicated in its name. You can use this as a guide.

My units are too slow, what can I do?

Research propulsion technologies and build trade routes. Trade routes increase your strategic movement by +1 once. With improved drives, the movement of all your ships increases by +1. Advanced drives grant you a constant +1 movement on your trade routes (you can move as far as the trade routes form a road – planets count as trade routes). You also gain artificial gates, which you can use to teleport.

How can I prevent my opponents from pursuing their winning strategy?

Use agents to distract and disrupt your opponent. The latter, however, requires preparation time, research, and culture. Try to destroy key buildings, such as the embassy or center, or

mine the path for their colony ships. You can slow down important fleets in Nebula. Otherwise, focus on stealing key resources or creating a shortage of a specific resource they need for their upkeep.

When exactly will I receive government objectives?

Once you've established a level 1 government, you can still reach it with a successor government. If you change governments, you'll receive different objectives. If another player establishes the same government as you, you'll compete to be the first to achieve the objectives.

What should I do with my political action?

Try to avoid simply selling the action. In most cases, it's better to use it to acquire suitable counselors or laws, or to search for specific black market cards.

If you have researched political philosophy, you can use it to establish a government and policies.

If you own characters, they automatically bring an institution action that you should use. However, you can also have them perform an additional action if you want to execute a different institution action.