

Sternenkinder

The last gate



Rule book

Expert game

2-6 Players

12+ years audience

Game length: 120min per player

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Material



1x Ground Combat Map



126 units



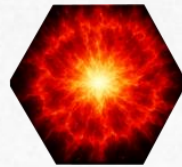
60x Event Cards



54x Army



22 government goals



80x systems



18x loot cards



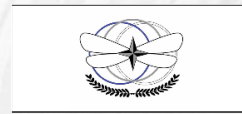
54x Fleet



120x Universal Markers



27x Black Market Map



11x Counselors



18x Neutral Fleet



75x resource cubes



28 laws



29 contracts



36x research ship



18x Distant War cards



30x Trade Route



48x Colony Stage Cubes



18x Colony Ship



54 Planetary Events



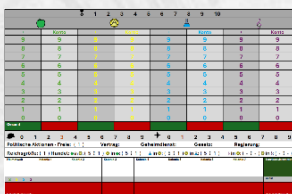
20x Upkeep/Production Cubes



**25x network cubes
25x Police Station Cubes**



180x Color Cubes



6x player board



2x Government Tree (I and II)



1x Clan government tree



1x Tactics map



1x Technology tree



1x Company Government Tree

Setup

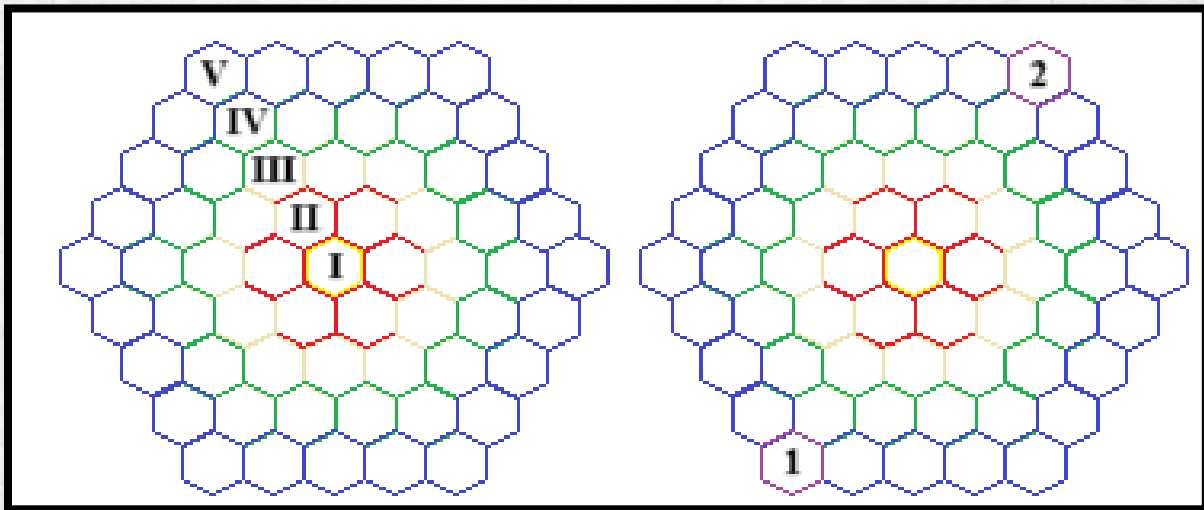


1. Strategic map
2. Event cards
3. Contracts
4. Government goals
5. Laws
6. Black market cards
7. Counselors
8. Government tree I
9. Government tree II
10. Company government tree
11. Clan government tree
12. Technology tree
13. Ground combat map
14. First player marker

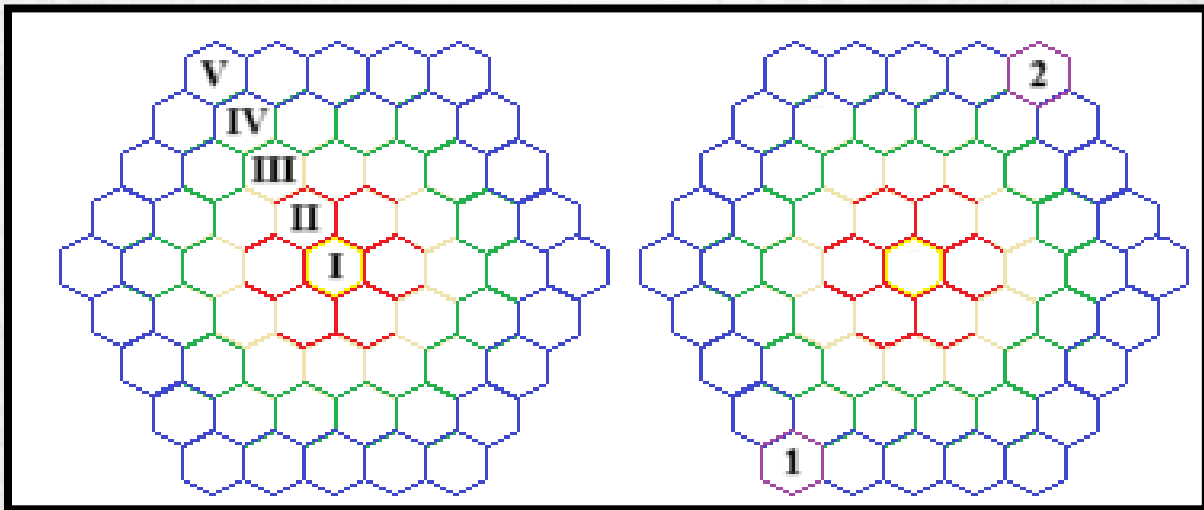
Setup strategic map

When setting up the game, certain systems must be sorted into rings depending on the number of players. The Galactic Center (I) is always placed in the center of the map. The second ring is placed around this, followed by the third ring and so on until all 61 systems have been placed. The home worlds are purple and marked with numbers. If they are placed in V, they exchange the tiles there. These are set aside for exploration. **Note:** in a 5-player game, players 3 and 4 receive an asteroid or nebula system of their choice, which they may place adjacent to their homeworld in VI if both V systems are a dangerous system or a dangerous system and a supernova.

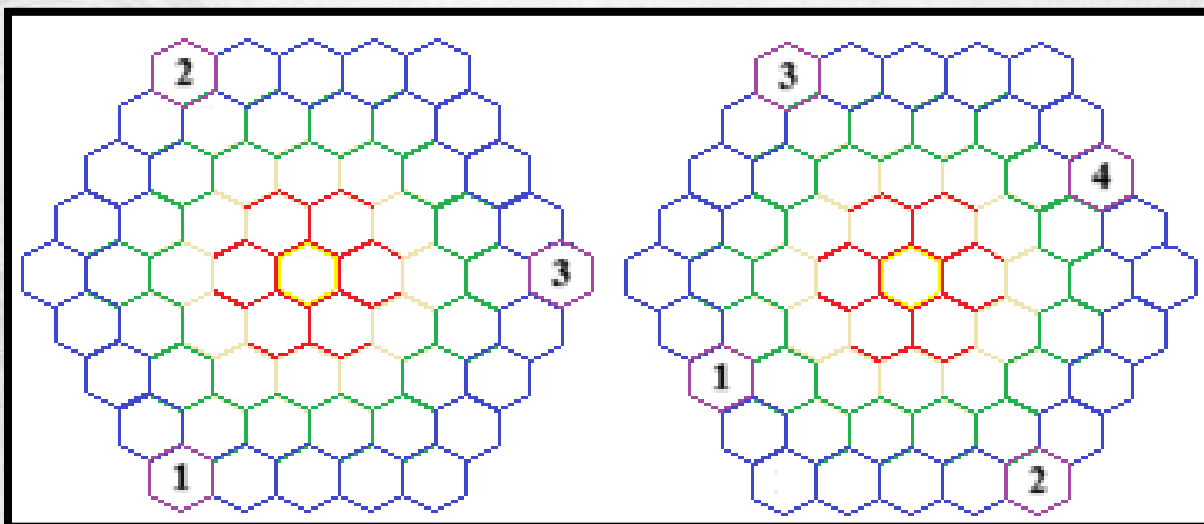
Rings



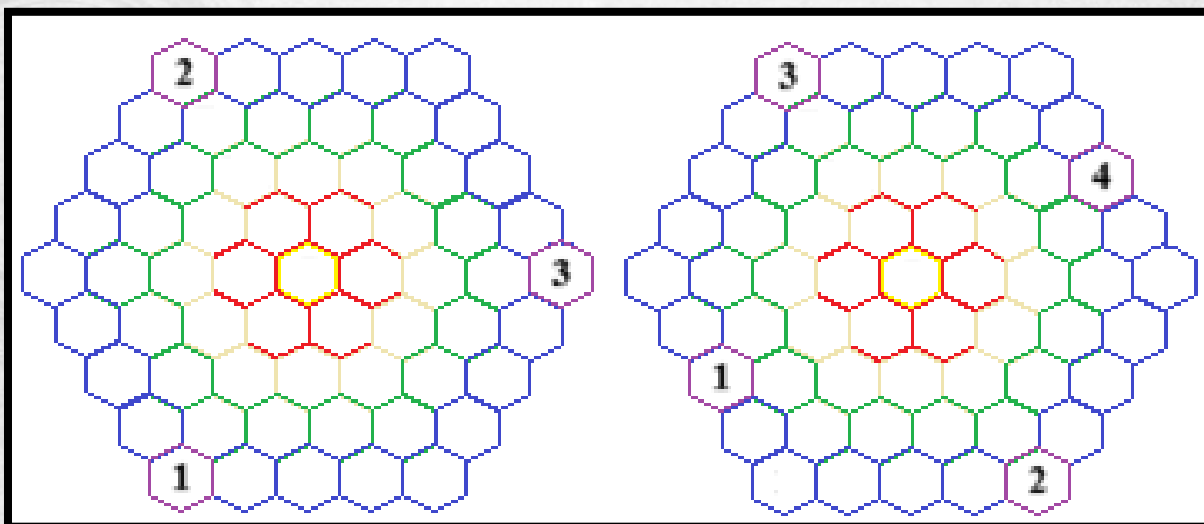
2-Players



3- Players

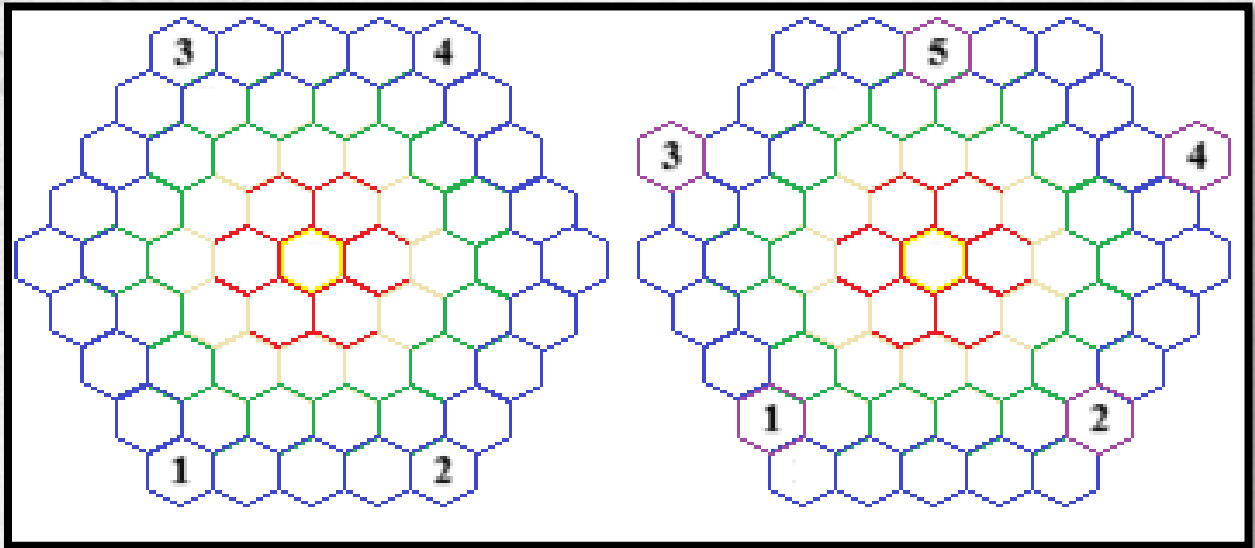


4- Players



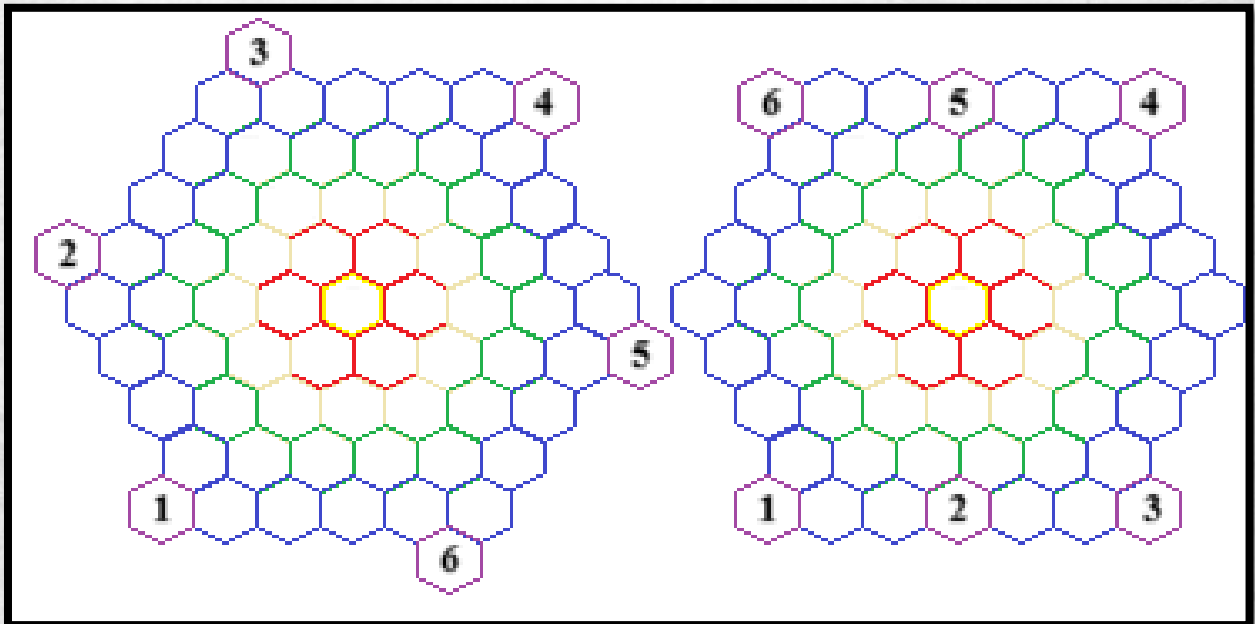
2 vs 2 Players

5- Players

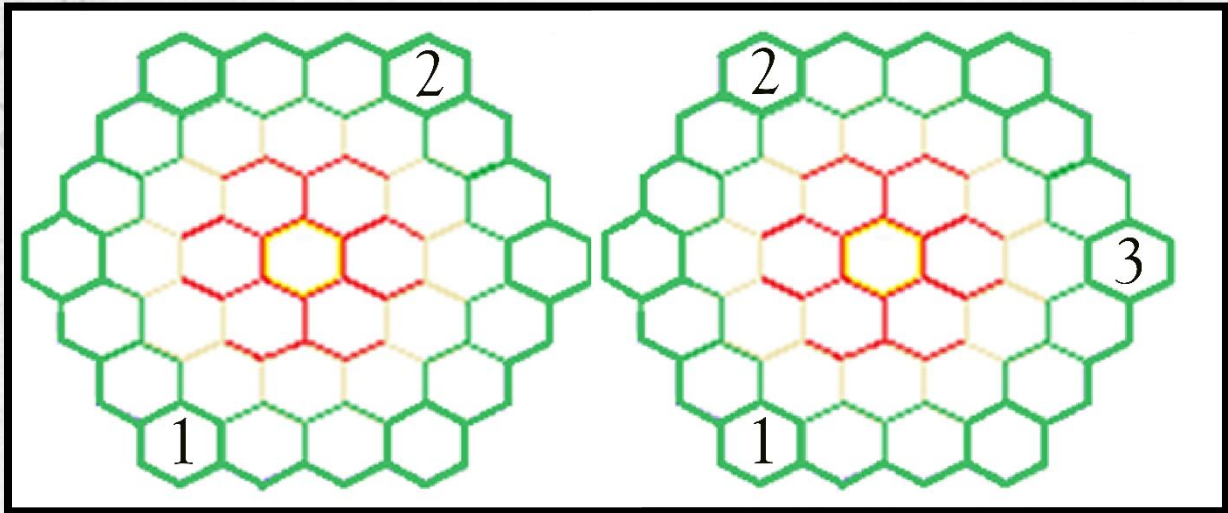


6- Players

3 vs 3- Players



Introduction game (see tutorial)/ short game: 2-3 Spieler



Spieleranzahl	I (1)	II (6)	III (12)	IV (18)
2-3	GC	3 Planet 1 Black hole 1 Supernova 1 Storm	4 Anomaly 1 Asteroids 1 Nebula 2 Planet 1 Black hole 1 Supernova 2 Storm	1/2 Anomaly 5 Asteroids 2/3 Homeworld 5 Nebula 1 Planet 3 Deep space

First game? Please read the tutorial and play the introduction game.

Recommended game modes: simple battle mode (page 36), crisis inactiv (page 37)

Alternate victory condition: First player who reaches 6 victory points will win the game. For a very short game you can also use 3 victory points.

System setup for a regular game 2-6 players and team variants

Players	I (1)	II (6)	III (12)	IV (18)	V (24)
2	GC	1 Planet 1 Black hole 1 Supernova 3 Storm	4 Anomaly 1 Asteroids 1 Nebula 1 Planet 2 Black hole 1 Supernova 2 Storm	3 Anomaly 5 Asteroids 5 Nebula 1 Planet 1 Black hole 1 Supernova 2 Storm	2 Anomaly 6 Asteroids 7 Deep Space 6 Nebula 1 Planet 2 Homeworld
3	GC	2 Planeten 1 Black hole 1 Supernova 2 Storm	4 Anomaly 1 Asteroids 1 Nebula 2 Planeten 1 Black hole 1 Supernova 2 Storm	3 Anomaly 5 Asteroids 5 Nebula 1 Planet 1 Black hole 1 Supernova 2 Storm	2 Anomaly 6 Asteroids 6 Deep Space 6 Nebula 1 Planet 3 Homeworld
4	GC	2 Planeten 1 Black hole 1 Supernova 2 Storm	4 Anomaly 1 Asteroids 1 Nebula 2 Planeten 1 Black hole 1 Supernova 2 Storm	3 Anomaly 4 Asteroids 5 Nebula 2 Planeten 1 Black hole 1 Supernova 2 Storm	2 Anomaly 5 Asteroids 6 Deep Space 5 Nebula 2 Planet 4 Homeworld
5	GC	3 Planeten 1 Black hole 1 Supernova 1 Storm	4 Anomaly 1 Asteroids 3 Planeten 1 Black hole 1 Supernova 2 Storm	3 Anomaly 4 Asteroids 5 Nebula 2 Planeten 1 Black hole 1 Supernova 2 Storm	2 Anomaly 5 Asteroids 6 Deep Space 5 Nebula 1 Planet 5 Homeworld
6	GC	3 Planeten 1 Black hole 1 Supernova 1 Storm	4 Anomaly 1 Asteroids 3 Planeten 1 Black hole 1 Supernova 2 Storm	3 Anomaly 4 Asteroids 4 Nebula 3 Planeten 1 Black hole 1 Supernova 2 Storm	2 Anomaly 5 Asteroids 6 Deep Space 6 Nebula 6 Homeworld

Team variant

In a 2 vs 2 or 3 vs 3 game, all players are considered to have discovered each other and as if they were part of an indissoluble federation in which the Common Destiny policy is active (they require correspondingly more victory points). If a player chooses the federation government, the federation becomes his (does not have to pay upkeep for Common Fate).













Player board or App

Each player now receives their game board, the material in their color and places a bronze cube on the 3rd level of all resources in their income and account. They place a research ship on their home world and take the player aids. Alternatively everyone can choice to use the App under:

<http://samyadaleh-script-hosting.s3-website.eu-central-1.amazonaws.com/ressourcen-skript.html>

The technology tree, the government tree and the tactical cards are placed centrally above the strategic card, with the counselors and laws next to it and the event cards below it. Now you are ready to get started.

Player board

		♣ 1 2 3 4 5 6 7 8 9 10						
								
+	Account	+	Account	+	Account	+	Account	
9	9	9	9	9	9	9	9	
8	8	8	8	8	8	8	8	
7	7	7	7	7	7	7	7	
6	6	6	6	6	6	6	6	
5	5	5	5	5	5	5	5	
4	4	4	4	4	4	4	4	
3	3	3	3	3	3	3	3	
2	2	2	2	2	2	2	2	
1	1	1	1	1	1	1	1	
0	0	0	0	0	0	0	0	
Total								
 0 1 2 3 4		5 6 7 8 9		 0 1 2 3 4		5 6 7 8 9		
Political actions - Free: (1)		Contract:		Institution:		Law: Government:		
State size: (1)		Trade:  in  : (5 : 1)		 in  : (5 : 1)		 in  : (- : -)		
Homeworld	Colony 1	Colony 2	Colony 3	Colony 4	Colony 5	Colony 6	Colony 7	Other income
3 3 3 3								Favour
Upkeep (buildings)							Upkeep (units)	

1 - Victory points: The current victory point score is recorded here. The first player who will reach the required victory points wins.

2 - Resources: The current income and account of the respective resource are recorded here. The ones digit is marked with a bronze cube, the tens digit with a silver cube and the hundreds digit with a gold cube.

3 - Total: The total income (green)/the total upkeep (red) of a resource is recorded here. The difference is the income. The figures are calculated from 6.

4 - Capacity: The current production capacity of ground (left) and space units (right) is recorded here. The ones digit is marked with a bronze cube, the tens digit with a silver cube. The orange numbers are the initial values at the start of the game.

5 - Government space: Political actions, the size of the empire and the trade ratio are recorded here using the corresponding cubes. The numbers in brackets show the initial values at the start of the game. As soon as a new government has been accepted, the corresponding cubes can be placed in the empty spaces.

6 - Planets: The resource cubes of all your planets are placed here. The following applies:

Upper segment: all resource buildings are placed here (all other buildings are placed on the strategic map on the planet). All income that is not generated by your own planets is recorded in other income.

Middle segment: the natural resources of the planet are placed here with resource cubes and the favour of the special governments is recorded on the right.

Lower segment: red cubes for all upkeep costs of the planet/all units are placed here.

Lore

Humanity awoke in the Himmel - a world that knew neither night nor terror. It grew up under the careful guidance of the Okima. The First Ones of Himmel, as they are also known, clothed themselves as humans and guided humanity to greatness. When the national conflicts were overcome and Himmel united under the High Council, the Okima allowed the use of their gates.

Humans spread among the stars, but this was done in the predetermined paths of the gates. Thus the three circles of Himmel, the homeworld of humanity, the Wolken, the industrial core worlds, and the Regen, the colonial periphery, were formed.

Very soon, new, powerful players arose who did not see themselves bound by the political leadership of the High Council. In the Wolken, these were the siblings. These are the four largest companies in the three circles. Form, a neighborly organized construction and terraform company, the mercenary company Seele, the intelligence network Welle and Tor, which had control over the entire inter-portal infrastructure.

It was said that the powerful company Tor was able to steal the knowledge of the gates from Welle. From then on, it had mercilessly exploited its position of power to free itself from government influence and establish a monopoly. But there were much darker secrets hidden behind Tor. It tried to gain control of the Wolken with the Cycle of a Thousand Truths. But it had underestimated the unity of the High Council and how quickly it could build up its own army. The Kosme was born of war and defeated Tor. By threatening to shut down the gates permanently, the mega-company managed to avoid being crushed. But it had to reveal many secrets and give up parts of its monopoly. Welle began to catch up in gate research and take away its greatest trump card from its hated arch-enemy. A secret war began, which eventually ended in the Competitor Wars and the destabilization of the Regen.

Through all the suffering, an antithesis to the companies formed here, namely the pirate clans led by the the Zerbrochene Maske. Their leader, the Queen in Red, fought for the Regens independence from the Wolken. Her pirate state of Telsios could never be conquered, even by the Kosme. But the constant confrontations weakened all parties. The clans were disunited and primarily concerned with their own goals, while the Kosme had to fend off their constant attacks and at the same time provide humanitarian aid in the Competitor Wars. It was overstretched and could no longer guarantee peace. The High Council's hopes that the companies would tear each other apart in the bloody struggle did not happen. Although Tor in particular was bound, it strengthened other players, such as Form or Seele, who had their own claims. In the end, a stalemate emerged between the great powers of the three circles.

The Okima intervened in the fate of humanity one last time and opened the final gate for them. It led to the sea, a galaxy without gates. For the first time, humanity was truly free. The Okima have now withdrawn and are monitoring the path humanity will take with its new freedom. People from all walks of life and organizations are flocking to the sea to take control of their own destiny. It remains to be seen which of their ideas can dream up the most beautiful tomorrow.

Concept

The Last Gate is a 4X (Explore, Expand, Exploit, Exterminate) game. The players manage a state with government, policies, laws, buildings and military. The 4 resources food 🍌 (growth, population, civil projects), AWE 🪙 (financial power), research 🔬 (ideas, discoveries) and culture 🎭 (diplomatic influence, foreign policy strength, state cohesion, administration) are used for this purpose. Each of these expresses a different style of play. Players are therefore free to choose how they want to win (expansively, economically, scientifically, culturally).

Victory conditions

- collect **X victory points (between 3-15, default is 10)**:
 - 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: 1 victory point
 - 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 whether the game should end and victory points counted, or whether the game should continue as normal.
- Election to the **sovereign** (Winning the sovereign's ballot, not available in the 2-player game)
- Victorious **federation** and member thereof (added victory points and victory point requirements)
- **Kosme Fleet** (Law Challenge Heaven) was defeated
- The **hegemony** (lobbycracy, Tor) was destroyed (if the Cosmos Fleet encounters the hegemony for any reason, they immediately destroy each other without either player winning. The player who controlled the hegemony still loses the game).

Start of the game

The game begins with the **economy phase** . All resource income is 3, 🍌 is 3, and the 🌟 is 1.

Initially unlocked : Players can construct basic resource and capacity buildings, mercenaries, research ships, and colony ships. Each player has a government oligarchy and owns one research ship.

Quick Start: Each player places a random planet in Ring VI no more than two systems away from their homeworld. On this planet, they establish a Level 1 colony. They may also place two buildings for free and choose a government (only the Political Philosophy technology is researched by all players). The game begins with the Economics phase.

Round sequence



1. Politics phase (skipped in the first round)

- Carry out political actions (predetermined by the form of government; 1 free political action means being free to choose between the 5 possibilities)
 - **Contract:** Enter into contracts with discovered players
 - **Institutions:** Conduct institutional operations with agents, diplomats, and police.
 - **Law:** To draft laws or propose them for a ballot
 - **Government:** Changing the form of government, introducing policies, recruiting or developing counselors
 - **Underground:** Contract killing, secret routes, paying hires, black market, smuggling network, hiring witnesses
- Cabinet** (unlimited use): Debureaucratization, Send delegation, Analyze discoveries, Apply for development aid, Send expedition, Gift to the High Council, Trade investment, Establish commission (up to 2 times per round), Request cosmic protection, Import machine parts

2. Economic Phase

- **Received income** : the account is increased by the amount of income. If income is negative, bankruptcy is checked (simultaneously for all players). If the state size limit has been exceeded, the player suspends their income during the economy phase (and every two rounds thereafter).
- **Technologies, units, and buildings** : can now be purchased at will. When deploying units, pay attention to their respective capacity (space/ground), and for buildings, consider available building slots . For military units, note any changes to fleets and construction plans. Newly purchased units cannot be placed on buildings constructed this round.

3. Movement Phase

- **Unit movement:** All units are  moved according to their movement value. Civilian units move openly. Military units always move secretly in fleets. Only fleet markers are moved for this purpose. The player has recorded which ships are in which fleet. Ships can split up as desired and form new fleets.
- **Explore** : If a unit enters an undiscovered system, it stops and draws an event card appropriate to the system.
- **Blockade** : When an uncloaked fleet enters a system with a fleet, both players name the combined  number of ships in their fleet. The player with the most points (in case of a tie, neither player) controls the system. The controlling player can then choose to blockade the system (no income or colony production, trade routes are interrupted). If both players are at war, the non-controlling fleet must stop. The controlling fleet can choose whether to stop and fight or continue sailing.

4. Battle Phase

- **Battles:** The attacker determines their order. Space: The tactical map is set up, the fleet ship models are placed, and a battle ensues. Retreats and loss of control occur. Ground: Simplified combat. Conquest of colonies.

5. End phase

- **Scoring** : All players check if they have fulfilled investor requests. A black die is placed on war cards/its value is increased by 1. A new black market card is drawn. Then the 1-player marker is passed and a new round begins.

Action sequence: Starting with the first player, each player performs 1-2 actions clockwise until the next player's turn. This continues until the players have no more actions available and pass. Once they have passed, they may not perform any further actions during that phase.

Politics-Phase:

The first player begins, then in clockwise order: the players resolve all their political actions (see Government, 1 free political action at the beginning) one after the other.

1. concluding a contract

A player may conclude a contract with another discovered player with whom he is not at war (exception: truce). If they agree on a contract, both players take this contract and place a cube in their player color on it. Treaties are valid until one player uses his political action to end them. The contracts are valid for the current round and are then discarded in the end phase. Culture costs can be split between players A and B.

Contract	Effect
Alliance	If war is declared on player A or B, war is automatically declared on the other side. Both players share the upkeep costs of the war instead of paying them individually (they decide which of them pays how much $\frac{1}{2}$ in the economy phase). Both players cannot declare war on each other. Cost: 4 $\frac{1}{2}$
Cancel contract	Player A ends one or more of his contracts with player B. The contracts are discarded in the end phase. Cost: Cost of the contract to be broken +1 in $\frac{1}{2}$
Declare war	See next page. Player A and B can attack units and colonies from each other.
Defense cooperation	Players A and B have a shared space and ground capacity and may produce with each other's production buildings. Cost: 6 $\frac{1}{2}$
Federation invitation	Requires government federation. Player A invites Player B to join their federation. Add the amount of required but also existing victory points of all federation members. All federation members win together. Only as many players as make up half the total number of players may join only one federation. Cost: $\frac{1}{2}$ equal to three times the number of victory points that player B has.
Federation withdrawal	Player A leaves the federation. If the federation now consists of only one player, its political cards only become active again when at least 2 players are members of the federation. The remaining members receive the lost victory points back from the members who left the federation. Cost: double amount of $\frac{1}{2}$ of your own victory points to the founder of the federation.
Intelligence cooperation	Both players treat each other's networks as if they were their own. Cost: 1 $\frac{1}{2}$ per network built by A and B. The costs can be divided between the contracting parties as desired.
Mercenaries	Purchase any number and type of standardized blueprints (except MK). You do not need any technology for this. Pay half their cost (rounded up and no \uparrow is required) and place them on one of your planets. They cost double upkeep (at least 1 $\frac{1}{2}$). You can dismiss any number of them with a contract action. Any player except you can bid on them at the start of the approach phase. The bid must be at least as high as their total upkeep. They then belong to the paying player (who chooses the side they fight on). Bidding takes place in turn order. At the end, the player who originally controlled them has one more chance to buy them back. Only the highest bidder has to pay. Whoever pays permanently takes control of the mercenaries. Bidding always takes place on all mercenary units simultaneously.
Trade treaty	For each trade contract (color cube), player A may exchange any amount of one resource for any amount of other resources from player B once during the economy phase. Cost: 1 $\frac{1}{2}$
Truce	Player A offers player B X resources, units or systems. If he accepts, there is peace between the two players for at least this round, the next round and the round after that. If this contract is enforced by the upkeep costs of the war, there is immediate peace. The war objectives are then scored. Cost: 0 $\frac{1}{2}$

Declare war

Players are all at peace with each other at the start of the game. This means that even if their units are in the same system, they cannot attack each other. If player A wants to declare war on another player B, he proceeds as follows:

1. Check contracts

If A has an alliance with B, he may not declare war on him. However, he can use the political action to dissolve the alliance (costs +1 $\frac{1}{2}$ treaty cost). Terminated contracts are discarded in the end phase. He can therefore declare war on him in the following round.

If B has an alliance or is in a federation, war is declared on other players at the same time.

All own contracts with B are terminated with the declaration of war. A must take this into account.

2. check casus belli

If A has a reason for war (casus belli) against B and it arose in this round or the round before (after that it expires), he may declare war on B immediately (right after the action which causes the casus belli or in the following politics phase) and at no cost and B may do nothing about it.

If A declares war without a casus belli, he must pay an additional cost $X \frac{1}{2}$. Player B may now pay one and a half $\frac{1}{2}$ (rounded down) to prevent the war (with the Interportal Empathy technology, he only pays the single amount). If he does so, the war is prevented this round, otherwise there is war.

3. determine war objectives

If there is a casus belli, A must now name the corresponding war objective (place red dice on the systems). He may also name other war objectives (without casus belli), but the war objective of the casus belli must be named at least once. If all war objectives are fulfilled or if a player goes bankrupt, the war ends and the war objectives are scored. For each completed war objective, A receives five resources of his choice and for each unfulfilled war objective, B receives five resources of his choice. The following applies:

Casus belli	War objectives
A was the target of assassination, rebellion or terror attack by B and the equipped ship was not cloaked	One cube on each research ship of B that is located on a colony of A or a Network of B. If one of the ships leaves the system or is destroyed, the objective is fulfilled.
Blockade of a system of A	One cube for each system blocked by B. If the system is unblocked, the objective is achieved.
Conquest/ destruction of a colony of A	One cube per own colony conquered/destroyed by B. The objective is fulfilled if the colony is reconquered/destroyed.
Without casus belli or with the politics just war	Conquest, destruction of any colonies or X battle victories (each X is an objective, defeats count negatively) against B.

4. War weariness

This is generated through the eyes of the players on the war map. War weariness can also increase or decrease through institutional actions and successes/failures. For each cube and eye, the attacker (the one who declared war) suffers +1 $\frac{1}{2}$ upkeep. For every 2 cubes and eyes on this card, the defender suffers +1 $\frac{1}{2}$ upkeep.

Time: In each end phase, the number of eyes on the war card increases by +1.

Successes/failures: Each battle lost/won +/-1 cube, each colony level lost/gained +/-1 cube, each civilian unit lost +/-1 cube.

5. End of war

If at any point a player is unable to pay the costs, there has been a truce, or all war objectives have been achieved, the war ends immediately and the war objectives are evaluated. If at any point the defender is no longer able to pay the costs, they must, if possible, fulfill the war objectives of the reasons for war (move units from systems or return colonies). Even if this is not possible, the war ends immediately and the war objectives are evaluated. The defender does not receive any resources for unfulfilled war objectives.






















Raids

Military units may also attack other units without declaring war. This is considered a raid. The attacker immediately places his color cube on the law sanctions (light) or if it is already there, then on the next higher sanctions level. A player can carry out any number of raids in a round without increasing his sanction level again. If he carries out another raid in the next round, the sanction level increases again. All players receive the without casus belli against the attacker.

2. Institution action (IA)

Characters (agent, diplomat, police) may perform one institutional action (IA) of their type per round (the character's name is listed after the action). This does not cost an IA and cannot be sold. If you use an IA, they may perform an additional IA. However, it must be a different IA than the one they have already performed this round. Certain IAs require technologies, a police station, or an intelligence network. These must be researched (Strategic Infiltration) and are then placed on a system as a black/white cube with a cube of your player color. It remains there even if the research ship leaves the system.

A network in a system increases the range of an IA by its level. Normally, the character must be in the system in which they perform the action. With a Level I network, however, they can be in a neighboring system for the action, with a Level II network they can be in a system 2 systems away, and so on. They are then considered to be in the targeted system. However, the network level for the action is reduced by -1 per system distance.

IA	Effect
Recruit (Diplomat)	Requires Deep Contacts technology: Illegal. If your diplomat is in the same system or adjacent to a neutral unit that might have costs due to its ship class, you can pay double its cost and take control of it. If there are multiple neutral units, you must pay all ship class costs to take them over. If a player's war weariness is as high as the cost of a military unit, you can also recruit it. If you don't know the composition of a fleet, pay blindly. Surpluses are lost. Cost: twice the  cost of the selected ship class/ground unit.
Bribery (Diplomat)	Requires Deep Contacts technology: Illegal. If a diplomat is on a player's homeworld (not their own federation), choose one of their counselors (not the voice of the Okima and one time use abilities) and use one of their non-unique abilities for yourself this round. It will be inactive for the target player this round. Cost: Half the counselor level cost of the ability (rounded down).
Appoint ambassador (diplomat)	Requires Interportal Community and Embassy technology: Place the research ship on the player board of the player who owns the planet (B). You can move it back to the embassy's system using an Interportal. You can now build embassies on all planets in B. Wherever you have an embassy, it is considered as if one of your diplomats is stationed there. You may only appoint one ambassador per player.
Dialogue (Diplomat)	Receive an amount  equal to the colony level of the target planet. The target player receives 1. If  your embassy is located there, double the effect. Cost: 0  .
Exert pressure (diplomat)	Requires Deep Contacts technology: If your diplomat is on a player's homeworld, place one of their color cubes on the war card or a treaty card. If you are at peace with them and have 3 color cubes on one card, gain a casus belli/force them into the treaty; you pay the total cost. Alternatively, you can remove one of your color cubes from the war card or a treaty card (the treaty cannot be dissolved this way). If you are at war with them, increase their war weariness by +1 eye instead. An embassy doubles the effect. Cost: 2  .
Political support (diplomat)	Reaction. Costs no political action. Reacts to the current player's turn on whose planet one of your diplomats is located. You can give them any political actions, Black Market cards, or event cards from your own system. If you have an ambassador on their planet, you can also  give them any amount of your own resources.
Election campaign (Diplomat)	Requires Deep Contacts technology: If a diplomat is on a player's homeworld (not own federation), take one of their color cubes and place it on/remove it from an Ever Law of your choice. For each cube, you may use one of their votes for yourself. An embassy doubles the effect. Cost: 3  .
Reconnaissance (Agent, Diplomat)	You view all of a player's armies, fleets, and equipment. The target can be a planet or a trade route belonging to that player. Cost: 0  .
Building a network (agent, diplomat)	Requires Strategic Infiltration Technology: Illegal. Place 1 black cube along with your colored cube into the system. It counts as a Level 1 network. If a Level 1 network already exists there, increase its value by +1 (up to 3). This Illegal Infiltration must be your only illegal Infiltration this turn in the chosen system, unless you control the system. Cost: 1  per level
Smuggling (agent, diplomat)	Illegal. If the equipped unit is on one of your planets, place a bronze cube on the unit. If, at the end of the movement phase, the unit with the bronze/gold cube is on another player's planet (not your own federation) or on one of your networks, choose: <ol style="list-style-type: none"> 1. You receive 3 times the colony level of your target colony in , and it loses 1 ground and space capacity for the upcoming economy phase. Swap the bronze cube for a gold cube. The gold cube can only be used for effect 2 or 3 and doubles them. If it is removed by police, you lose 6 instead of 3. . 2. You receive 6 times (12 with Gold Cube) the colony level of your target colony in . Place a red cube with eyes equal to the colony level (x2 with Gold Cube) of the target. No one can smuggle here again for as long as this cube is in place. The cube reduces the target player's ground and space capacity by -1 per eye. The eyes are reduced by the affected player paying 2  per eye (they can pay them all at once). Remove the cube. 3. You immediately place a Level 1 network, increase it by 1 level (+2 levels with Gold Cube), or perform this action in an adjacent system. Requires Strategic Infiltration technology. Remove the Cube. Cost: 3  . Outside of colonies, the bronze and gold cubes can be removed by police if they are in the same system as your unit at any time. They will then steal 3  from you.
Going underground (agent, diplomat)	Requires Network I: You immediately move a small combat ship (also civilian with Cubes) from one of your networks to another. The units may not move again afterward. Alternatively: move it to an adjacent, discovered system. Cost: 1/2  (rounded down) per system moved. The cost is not increased by police or police stations and is reduced 1:1 by the network level from which you perform the action.
Assassination (Agent)	Requires Network III and Hybrid Warfare technology: Casus belli (Research Ships), illegal. Must target a planet from B. Choose one of their counselors. Both players bid  against each other secretly, as in a black market auction. Each police and police station level adds +2 to the bid. If you have spent more  than the affected player, the selected counselor is discarded. If you have spent the same amount or less  , nothing happens. All expenditure  is lost. Cost: X  (bid).

Theft (Agent)	Illegal. The IA must target a player's planet or trade route. Steal any amount of resources from the targeted player. Alternatively, steal a Black Market/Event card. Cost: 1 for each resource stolen. 5 for each Black Market or Event card belonging to a player.
Execute escape plan (Agent)	Reaction. If another player's unit is moved into the equipped unit's system, that unit and any other units of yours in that system may retreat (if possible) without incurring any penalty. Alternatively, retreat one of your networks in that system (treat it as if it were one of your units). Cost: 1 per unit moved / network level.
Mine main routes (Agent)	Requires Basic missiles technology: Illegal. The IA must target an asteroid field or trade route. Place a red cube and your colored cube in the system. Secretly note 1, 2, or 3 for it. This is X. If another player's unit enters or leaves this system (if there are multiple units, it will be randomly determined), remove the cube. It suffers X . The cube can be safely cleared with the Mines equipment (cost must then be paid). Cost: X . Only pay the cost when triggered. You can choose not to pay, in which case nothing happens. Only 1 cube from you per system.
Promote corruption (Agent)	Select another player's (non-federation) planet as your destination. For each resource building, receive X resources of the corresponding building. X is the building level. Cost: 0 .
Assess the situation (Agent)	If the agent is on one of your networks, receive the network level in . Cost: 0 .
Sabotage (Agent)	Requires Network I: Illegal. Select a civilian unit, police station or building belonging to the other player. The target will be destroyed. Cost: 3 .
Rebellion (Agent)	Requires Network II and Hybrid Warfare technology: Cause of War (Research Ships). Illegal. Select another player's planet. You take control of all their militia units and immediately engage in battle. If you win, you conquer the planet. If this happens, you also increase the target's War Weariness by the colony's colony levels (if at war). Cost: 1 per militia unit (each police unit increases the cost per militia unit). Each War Weariness upkeep reduces the cost by -1 (down to 0).
Disrupting systems (Agent)	Requires Hybrid Warfare technology: The IA must target a civilian unit on any system or units (including fleets) within a nebula. These targeted units suffer -1 . You must have previously performed IA reconnaissance if you target a fleet. Cost: the target's value in .
Espionage (Agent)	Illegal. The IA must target a system in which the player generates income. You receive one technology from the selected player. Cost: the research cost of the selected technology divided by 2 (rounded down) in . The player loses exactly that amount of (maximum down to 0).
Terrorist attack (Agent)	Requires Network II and Hybrid Warfare technology: Cause of War (Research Ships). Illegal. Select another player's colony. Reduce the colony level by 1 (if it falls below 1, the colony is destroyed). Also destroy any buildings no longer supported by the colony level. Additionally, increase the target's War Fatigue by +1 (if at war). Cost: three times the colony level in .
PsyOps (Agent)	Requires Hybrid Warfare technology: Illegal. The IA must target a player's war planet. Increase their war weariness by +1. Cost: 5 - current war weariness (down to 0). Alternatively, target one of your units (even in peacetime). It will be destroyed. You must have previously conducted IA reconnaissance. Cost: Unit cost in x2 - War Fatigue (down to 0).
Discover network (agent, police)	Requires the Strategic Infiltration technology. Reduce the number of eyes on any network by -1 (if it becomes 0, remove it). Cost: 1 per level; each police officer and police station level reduces the cost by -1 (down to 0). This action can also be performed by a police station.
Fake evidence (police)	Reaction. Costs 1 IA (for every 2 police station levels, and for each police presence, the cost increases by +1 IA). If the police are in a system where you are carrying out an illegal IA that generates a casus belli/sanction level, select a player (not the victim); the casus belli/sanction now applies against them. Additionally, with each police station level and police presence in this system, you reduce the additional costs and effects against your illegal IAs, as well as those caused by police station levels or police of other players, by a 1:1 ratio.
Arrest (police)	Reaction. Costs 1 Institution Action. If an illegal Institution Action occurs in the system involving your police/police stations, you can choose this action. Any police or police station can make an arrest at any time, as long as you have institutional actions available (a police station is not a character but can make an arrest even without an institutional action). Both players bid against each other as in a black market auction. Each police station level and each police unit increase your result by +1 without requiring any expenditure . Any expenditures are then lost for both players. If the police do not win, the Institution Action is carried out. If the police win, the Institution Action is prevented (its cost is lost), and the equipped unit is placed in the player's home system. Cost: X (bid).
Patrol (police)	The equipped unit and as many hull points as are available on units (minimum 1) of the police station levels from which you are executing the attack may be moved free of charge from one of your own police station stations to another of your own police station stations. Cost: 0 .
Set up a police station.	Place one white die along with your colored cube in the system. It counts as a level 1 police station (civilian, GS). If a police station already exists there, increase its eye value by +1 (up to 6). Each eye increases the cost of other players' illegal interventions by +1. Police stations can arrest in their system. They are considered to have sensors equipped. Police stations are treated like buildings. They can be demolished and destroyed by other players' control (their level is their hull points, which count towards control). If attacked by ships, the ships are treated as being in the stern of the police station and may fire once during the battle phase. The damage inflicted directly reduces their level (if privateers attack, it is not a casus belli). This intervention can be performed multiple times consecutively with a political action. Cost: 1/2 per level, Upkeep: 1 per 2 levels

3. Meeting of the High Council

A meeting of the High Council can only be convened if each player has been discovered at least once by another player. To be considered discovered, a system with a unit or colony of one player must be adjacent to a system with a unit or colony of another player at any time. If that player has already discovered another player, that other player is also considered discovered.

If the High Council can be convened, all players receive the number of all their colony levels in bronze cubes (changes are updated immediately). These are their votes.

Player discovery: To be considered discovered, a system containing a unit or colony of one player must at some point be adjacent to a system containing a unit or colony of another player. If that player has already discovered another player, that other player is also considered discovered.

3 a) Gain legislative initiative: Draw any 1 law card from the law deck (not possible for cards with the keyword Always). You may not have more law cards in your hand than you have law actions (one free political action counts as 1 law action). If you draw more than your card limit, choose that many law cards from your hand and discard them.

Alternatively, a previously failed bill may be placed back in the pile of bills.

3 b) Proposing a law : All players who wish to pass a law this round must announce and carry out their intention to do so after the first player has called for a ballot on a law. Each player then explains their law. The laws are dealt with in player order.

Once this is known, the players take the cubes they wish to use as votes into their hands. Votes not taken into hand are available for other votes in this Politics phase. Players can now temporarily purchase additional votes for 5, $\frac{1}{2}$ or for 3 using the Political Unit technology $\frac{1}{2}$. They announce this in player order, pay the cost, and adjust their cubes accordingly.

Bronze cubes represent "no" votes, silver cubes or custom-colored cubes represent "yes" votes, and gold cubes represent votes for resources. A simple majority decides whether a law passes or fails. A tie counts as the law's failure. The majority of votes always refers to the votes cast in that particular ballot.

If they voted yes and the law was passed, or no and the law failed, they receive **one resource of their choice for every two votes held in their left hand**. This symbolizes the beneficial use of their influence within the legal system, which saw the proposed legislation as an opportunity.

If the **law is passed** , it takes effect. Place your color cube on it. **If it fails** , the proposed law is placed face-up next to the law pile in the discard pile (laws with the keyword "Always" are returned to the law pile). Passed laws are displayed face-up to show their permanent effect.

Keywords Laws: If a law card has the keyword "**Repeatable** ," the players can vote again for the law, even though it is passed. If it is passed again, its effect takes place again. If it fails, nothing happens. The specific effect is determined by rolling a white die on the system, technology, or player (the number rolled increases with multiple passes). If a law card has the keyword "**Always** ," it can always be voted on. It cannot be added to a player's hand. These laws must always be voted on first. Only one law with the keyword "Always" can be voted on per round. If a law card has the keyword "**Competition** ," one token is placed on it during the final phase. If two tokens are placed on it, its placement conditions are checked. The player with the highest score receives 1st place, the second-highest 2nd, and so on. In case of a tie, both players receive that place. Players receive their place bonuses and all bonuses from all lower places below them (1st place receives everything, 2nd place also receives the 3rd place bonuses). After that, the law is removed from the game.

Sovereign of the Sea: If this law is elected, no other law may be elected in this round (it takes precedence). If it fails, place 6 eyes on it. One law action must be spent to remove one eye from it. As long as there are still eyes on this card, it cannot be voted on again.

4. Reform the government

4 a) Change the government: If you want to change your government, you pay the cost of a government that has been unlocked for you and replace your current government with the one you purchased. All changes take effect before the income in the economy phase. As soon as the corresponding governments have been researched, they can be chosen without preconditions. Exception: Corporate and clan governments (lobbyocracy, kleptocracy) can only be introduced by one player and cannot be changed once they have been introduced.

4 b) Develop politics: You may introduce a policy into play to match your current government. You can bring up to 3 policies into play. Each policy brought into play costs 2 upkeep.

4 c) Request counselor: You may buy an counselor in your hand or an counselor on display and put it directly into play (requires the Expert Council technology). Instead, you may draw 2 counselor, take one of them into your hand and place the other in the display. If you have more than 1 counselor in your hand, take an counselor from your hand and place it in the display. Each counselor you play costs 3 upkeep. Whenever there are more than 3 counselors in the display, put the bottom one back under the stack of counselor. The others then move up.

Governments, trade and policies

Once a government is active, associated policies can be deployed at a cost. These remain in play even if a different government is deployed. **Exception: bound policies (B).** These become inactive (lose their effect) unless you have deployed the successor government (see table below). You can have a maximum of 3 policies active simultaneously, or 4 with the Complete Rule technology.

Trading: You can exchange resources at any time (even during other players' turns) in the displayed ratio.

Policies that can be activated can only be activated once per round. To indicate this, the activated card is rotated 90 degrees. It is restored to its original state during the final phase.


Lobby policies: If a policy contains the word "lobby," it costs no upkeep. However, with Lobbyocracy and subsequent governments, the player also receives all its effects without having to pay or occupy any territory.

Government Objectives: Each Tier I government has government objectives that can be fulfilled by all players with that government or its successor government. Place the objective cards face up. If you fulfill one, take it and collect its reward.



Favor: Corporate and clan governments operate using Favor. Favor is gained through specific actions, unlocks additional government abilities (corporations/clans), and can be spent at any time (unless otherwise specified) on the abilities of policy cards, as often as the player possesses Favor. Each instance of Favor also increases a certain income by +1.



Government/Successive government	Focus – Playstyle – Victory through – Complexity
Autocracy/Empire	Capacity, expansion - war strengthens policies and unit production, fewer war penalties - victory by conquest - low
Democracy/ Federation	Culture, laws – strengthening through long peace, cooperative and peaceful play – victory through sovereignty or culture – medium
Lobbyocracy/ Anarchy/ Cosmocracy (One-off)	Gameplay options - Flexibility through strong favor abilities - Victory through economic superiority or self-inflicted crisis - high
Kleptocracy/ Kakistocracy (One-off)	Intelligence operations, aggression - mobile attack units, disruption, theft, raids - victory through small wars and crisis - high
Plutocracy/Corporocracy	AWE - Investment, long-term returns, trade and contracts - victory through monetary superiority - low
Sociocracy/Utopia	Food - rapid and peaceful spread - victory through steady growth - low
Technocracy/Logocracy	Research - Technology, optimization of colonies and units - Victory through research - medium



Counselors


Counselors can be recruited via the political action Request Counselor. There is usually a limit of 1 counselor per player, but this can be changed using politics and counselors. When a counselor is recruited, their basic ability becomes active first. In each Politics phase, a counselor can be upgraded for its cost using a political action. The player then chooses one of the two new abilities to become active. The other is then no longer available. Each fully upgraded counselor is worth 2 victory points. Upkeep: 3 .


Underground (costs any political action)


If a clan government is in play, the costs are paid to them. They can modify the prices for services by +/-2  at any time but cannot use them themselves (their abilities are covered by their own clan policies). All underground actions are illegal. The cost increase by police and police stations is applied in , but arrests are not possible. Players do not need to be detected to become targets of these actions.

Assassination: Select a unit with at least one character. It will be destroyed. Diplomatic immunity normally results in sanctions, unless you have paid the additional cost. In that case, it is treated as if you had also used the IA Falsify Evidence (page 15). **Cost:** 9 , Additional Cost: +6 - your network level in this system.

Secret Routes: Choose one of your fleets or civilian units. You may immediately move it to an adjacent, discovered system (only once per turn per fleet/unit; movement ends here), provided that doing so does not trigger any battles. **Cost:** 5  per  of units moved - your network level in that system.


Pay the price: Choose a pirate fleet. Take control of it for this turn (you cannot destroy it, fly it into dangerous systems, or explore with it). Place a color cube on it. Not possible if the Clan Government is in play. Alternatively, find the Pirates event card in the Asteroid deck, shuffle the deck, and shuffle the event card into the top two cards. **Cost:** 3 

Smuggling Network: Receive two Tier 1 networks. The first is located on your homeworld or one of your colonies, and the second is located in a non-dangerous system that contains no units or colonies (other than your own). **Cost:** 3 

Hire Witnesses: Choose one of your civilian ships or transports. For this turn, it will be treated as if it possessed the Agent equipment. You can perform all Agent-related Actions with it (even if you haven't researched the technology yet), however, it will not generate its own Agent-related Action (you must spend a corresponding political action for that). Alternatively, build a research ship on one of your networks. **Cost:** 6 - your network level in that system.


Black Market: Black Market cards (SM cards) require any political action. They are special bonuses or actions that a player can additionally acquire and resell. Otherwise, they can only be stolen through an institutional action. SM cards are not drawn at the start of the game. One SM card is always drawn in the final phase. If there are already three SM cards in the display, the leftmost one is replaced and placed at the bottom of the deck. The remaining cards then move to the left, and the new card is placed in the rightmost position.


1. Draw a Black Market card : If you don't want to bid on the SM goods in the display, you can draw a card from the SM pile instead and immediately decide whether or not you want to bid on it. If so, a bidding round begins. If not, place it in the display.


2. Bidding: Choose an SM card from the display or an SM or Event card you own; this will be the auction item. Each player who wishes to participate in the bidding and did not trigger the action pays 1 . They then take any number of Metal Cubes (Bronze = 1, Silver = 5, Gold = 10). Bidding is done on the resource shown






on the SM card. The players then simultaneously reveal their hands, and the highest bidder wins. In the event of a tie, no one receives the item. Only the winner of the action must pay the bid.




Cabinet (costs no political action)

Bureaucracy reduction: Refrain from any political action and receive +1 .






Send Delegation: If a ship with diplomats is on your homeworld, place it on any homeworld of another player with whom you are not at war. It may not move afterward and cannot transport any cubes. If possible, it will detect the player. **Cost:** 3 .


Analyze Discoveries: Sell an event card in your hand for 3 .


Apply for development aid (becomes inactive with a special government): Receive +1 income for each type of resource. **Cost:** 5  + three times your victory points . Using this action costs 5  more each time (10 the second time , 15 the third time , etc.). To do this, place a white die on your player board on the "Other" space.




Send expedition: Spend 3 event cards, or 10  (plus +5  for each planet you placed this way), or discard one planet you have moved back. A research ship in the 5th ring may immediately move to the 6th ring (one ring smaller in a short game) and discover a planet there. The ship may not move again during this movement phase. **Cost:** 5 .




Gift to the High Council: Pay 45 resources of any type (combinations possible) and receive +1 victory point.

Trade Investment: Improve any trade ratio by -1. This ratio is transferred to new governments and added to them (it cannot be improved beyond 2:1). It always applies in both directions, if possible (e.g.,  to  and  from ). **Cost:** 5 .

Establish a commission (up to two times): Receive additional free political actions for this round. **Cost:** 3  per action.

Alternatively, you can convert one of your political actions into another. **Cost:** 1  per action.

Request Kosme Protection (not possible with Special Governments): Select any Kosme ships and pay the cost of their ship types in  (Kosme ships use the prices for advanced ships, e.g., Kosme Corvette 4 ). All Kosme costs cannot be reduced. You cannot buy the same ship twice. Ships may be placed on your own planets or police stations. They remain under your control until the End Phase, after which they are removed from the board. For each destroyed Kosme ship, pay its cost again in . This action is only possible once per turn and becomes inactive if the Kosme Fleet is in play.

Import machine parts: Receive +1  and +1  for this round only. **Cost:** 5 .

Economy phase

1. Income

All players receive their income simultaneously. They add the income value of each resource to its corresponding account. If the upkeep of a resource is greater than your income, it becomes negative, and you lose resources. If the account balance falls below zero, the player risks bankruptcy.

State size: This indicates how many planets (homeworld and colonies) you can manage simultaneously. If you exceed this number, you skip your next income payment (you still receive maintenance) and every second income payment thereafter.

Bankruptcy: Any missing resource below 0 must be immediately paid for in double in ☹️ or triple in 🟢. If this is not possible and the player is at war, they are forced into a truce. If they are not at war, they must immediately sell units and buildings to other players. These can be sold to players at their purchase price. If no player is interested, a corresponding number of units, policies, advisors, and buildings must be removed from the game board until their sale value equals or exceeds the negative account balance. No change is given.

2. Purchase

1. Colony Ships - First, colony ships in systems with uncolonized planets are replaced with a d4 on side 1. Adjust your income accordingly. In turn order, all players can now spend the resources in their account to make any number of purchases (the action sequence of 1-2 actions then the next player still applies).

Colony: The colony level can be increased by +1 once per round (but not if the colony was founded in that round). See Colony Levels on the next page.

Buildings: You can construct buildings on free building spaces in your colony at their cost. Resource buildings cost 3🟢 and 1🟢 upkeep. Upgrading them costs 3🟢 and 1🟢 upkeep. Constructing upgraded buildings directly costs 6🟢 and 2🟢 upkeep. The same applies to production buildings, except that they have the cost in ☹️. Resource buildings increase a planetary resource by +2/ +4 (upgraded). Production buildings increase the ground 🟢 and space 🚀 capacity by +1/+2 (upgraded). Resource buildings cannot be built in a resource type that the planet does not produce.


Unupgraded resource and production buildings can be built without conditions, all others must be researched. **Buildings are built last (no unit purchases afterwards).**

Units: To build units, their costs must be paid and you need as much remaining capacity as the unit 🧑 has. Capacity is restored every round. So you're only spending them temporarily on building units. Once a unit has been built, it can only be placed where its capacity is increased. Space units need production buildings or star bases to be placed, while ground units only need ground capacity. Units built in this round may move directly. From a certain number of equal units, you may have to pay upkeep for them (you can read it in their cost). Both space and ground units are placed in fleets/armies. Use a number marker and write down which unit you have placed in which army/fleet.



Equipment (this term also includes weapons): You pay the cost of the equipment and record it on an unlocked blueprint of your choice. All units with that blueprint will then have the new equipment. You can exchange equipment as often as you like, but you must pay for it in full each time.



Technology: You can purchase all available technologies in the tech tree. A technology is unavailable if an arrow points to it and you don't already own the technology the arrow originates from. The research area refers to the four areas of Military, Economy, Domestic Policy, and Foreign Policy. The first player to research a technology receives its bonus. Place your colored cube on the technology's bonus symbol. This technology now costs -2 🧊 (down to 1) for all players. The exact bonus details are in the reference book starting on page 29.

Colonies and Colony Levels

To establish a colony, your colony ship must be in a system with a planet without a colony. In your economy phase, after you have received income, remove the colony ship and place 1D4 with a 1 (colony level) and white cubes equal to your next empty colony field on your player board (name of the colony) on the planet. Adjust your income. You can grow a colony by 1 level in each economic phase if you pay the specified  costs. A colony cannot grow more than 1 level per economic phase.



Colony level



Each level creates +1 , +1 building space for buildings (except defense buildings, which you can build one per type regardless of the level) and +1  if it is connected to your homeworld via trade routes. At level III, it generates an additional +1 victory point, at level IV +2 victory points.

Costs: Tier I: Colony ship (5) , Tier II: 10) , Tier III: 15) , Tier IV: 20 (requires the building center)

Blocked colonies

Your colonies can be blockaded once military ships have gained control of the system containing the colony (see below). A player does not need to be at war with you to blockade your system. However, a blockade creates a casus belli (blockades).

If a colony is blocked, it no longer contributes its income or maintenance, can no longer produce ships, and cannot generate votes on legislative proposals. It is also no longer considered linked to your homeworld. If a homeworld is blocked, its entire income is converted into temporary  funds, which it can use immediately to call in Kosme forces. Any remaining  funds are then lost.

Control: Add up all  of your military ships, colony levels, and police station levels in this system. If the total  is greater than the total of all other players in this system, then you control it. If it's the same, no one controls the system. Control is only relevant for certain effects and does not give you actual control over units in the system.

Blueprint




Blueprints are unlocked through ship research. Only after the corresponding ships have been researched does the player receive their blueprints and can equip them. All unit attributes are listed on the blueprints. Every unit with the same name as the blueprint shares all the attributes of that blueprint. If a blueprint is modified, for example, by adding equipment, all ships with the same name are immediately updated.

Advanced blueprints: To upgrade your building plans to the advanced side, you must have researched Advanced Construction. This decision can be made at any economic stage, costs nothing, and is irreversible. Be aware that this may result in increased maintenance costs. All existing fixtures will be transferred to the new building plans.

Standardized blueprints: Once a specific size class has been researched, all its standardized blueprints are unlocked and can be built. They are immutable.

Equipment: Equipment can be added and exchanged at any cost once it has been researched. The equipment cost must be paid again each time it is added. Equipment is recorded in the ship's blueprint. It applies to all ships with the same name. Each piece of equipment requires space. Equipment ranges from small to colossal. One large piece of equipment is equivalent to three small pieces. Instead of using one large piece of equipment in a large slot, you can also install one medium and one small piece, or three small pieces.

Military ships without equipment: Every military ship always has free access to every available weapons spot:

Smoothbore cannon:  1 1W6  5+ 1  Projectile



Secrecy








If a player buys something, he must say what he is buying (not where he is placing or equipping it) so that other players can understand the resources spent on it.

Building

Buildings can be constructed during the economy phase. They require a building site on a colony. They can be demolished. This costs nothing, but no resources are returned. Trade routes cannot be demolished. Buildings have different levels (+2/+4/+6 for resources and +1/+2/+3 for capacity buildings). Upgrading buildings to these levels requires unlocking technology.















































Resource Buildings: These increase the income of the respective resource. This resource must be present on the planet (there must be at least 1). It is placed as a cube in the resource's color on the player board of the respective colony.

Capacity buildings increase the  and . It is placed as an orange cube on the capacity symbols in the system.


Capacity: This is required to build units and buildings. It's not enough to simply pay for them; they must also be produced. One unit can be built per with 1  / . per 1 . If a player doesn't have enough capacity to build a unit or building (the cost is already factored into the price), they cannot purchase it. Capacity is global. Units can be deployed anywhere your own capacity is generated, regardless of how much capacity is generated there. Capacity regenerates in the final phase. You can also spend additional capacity to reduce the cost of civilian units, military units, ground units, buildings, or equipment (down to zero) at a 1:1 ratio (1  for 1 , 1  for 1 ). For simplicity, you can also do this at the end of the game with any remaining capacity.

Defensive buildings: They do not require a building space and are managed as an army (and registered within one). Maximum 1 defensive building of each type per colony.

Special buildings (Embassy, Artificial Gate, Center): They are built regularly **once per planet** and marked on the system with metal cubes (Artificial Gate: Bronze, Embassy: Silver, Center: Gold). They don't need a building slot.


Building	effect
Embassy (Silver Cube)	Building. Diplomatic immunity (see Diplomat) requires a Diplomat in the system. It generates 1 vote for every 10  income. Each of your treaties and all active laws you enact generates +1  income per embassy. Cost: 6  , 3  , 2  upkeep
Artificial gate (bronze cube)	Building (doesn't require a building space but does require 1 ). All your artificial gates (if you're in Lobbyocracy: the gate also includes those of all other players, but not vice versa) are considered adjacent. Can be built by research ships. If a unit attacks the building without a defending fleet, it is considered destroyed. Cost: 6  , 1 
Resource building	Generates +2/+4/+6 income of a resource of your choice. Costs: 3/6/9  , 2/3/5  ; 1/2/3  upkeep Upgrades to higher building levels cost the difference: 3/6  , 1/2  ; 1/2  maintenance
Capacity building	Generates +1/2/3  and  . Cost: 3/6/9  , 2/3/5  ; 1/2/3  upkeep, Upgrades to higher building levels cost the difference: 3/6  , 1/2  ; 1/2  upkeep
Center (Gold Cube)	Building. Only once per player. Doubles the resource income and capacity of all buildings in the system (after all bonuses have been applied). Unlocks colony level 4 for the planet. Cost: 6  , 2  upkeep, 3 
Fortress	Defensive building. All militia count as infantry in ground battles. In a bombardment or ground battle, the fortress must always be damaged first (it also counts as a vehicle) before other ground units can be attacked. It has 3  . Cost: 5  , 3 
Missile base	Defensive building. Participates in space and ground battles in the same system with  : 0. May launch one researched missile of your choice (can be determined differently each round) from the planet. It has 2  . Cost: 3  , 2  , 1  upkeep
Planetary Shield	Defense Building. The planet receives 6  . As long as it is not depleted, no invasion of the planet or destruction of defense buildings is possible. It cannot be repaired. Cost: 3  , 2  , 1  upkeep
Trade route	Building. It is built adjacent to a colony, in a system with a research ship, or to an existing trade route (requires no building space but 3  /1 ). Units moving onto a trade route receive a one-time +1  bonus this turn. If colonies are connected to the homeworld by trade routes, their  income increases by the colony level. If trade routes are built on dangerous systems (also possible on supernovas, which are then considered dangerous), units will ignore the system's effects in the future (they are no longer considered dangerous). Trade route effects apply to all players, regardless of who built them. If a unit attacks the building without a defending fleet, it is considered destroyed. With the Basic Drives technology your planets counts automatically as trade routes. They cannot be demolished. A continuous chain from them to the homeworld is required for a connection. Cost: 5  (10  on dangerous systems), 3  /1  Lifeline Upgrade: Trade routes increase their  income bonus to double the colony level. Additionally, whenever a unit moves onto a trade route, it always receives +1  .


Movement phase

In this phase all units that were on the strategic map at the beginning of the phase may move at their  value.

Civilian units move openly for everyone.

Military units always move secretly in fleets. To do this, only fleet markers are moved. The player has noted in his fleet sheet which ships are in which fleet. Ships can be divided up in any way they want. If they do that, they create new fleets.

Control: The player with the most  of the military units in a system control this system. He therefore has no control over another player's colonies or units. Control refers to specific effects, such as blocking.

Block: If a player wants to block a system that another player is in, they both name the sum of  all their military ships in the system. The player with the most points (no one in the event of a draw) controls the system and can block it (also possible in peace). As a result, colonies generate no income and no space production (ground units can still be recruited), trade routes are considered interrupted. A non-controlling fleet must stop in a blocked system and may not move on within it unless the controlling player allows it or the fleet withdraws. The controlling fleet can continue to fly regularly.

Explore: each deck of event cards has a keyword that matches the system. Draw 1 card from this deck when you enter a previously undetected system (or whenever you enter a dangerous system). Perform the card effect. Keep the blue cards (unless they say otherwise), place the red ones under the corresponding deck, the gray ones are face-up for all players to see.

Discover planets: When you uncover a system, you can put 3 event cards under their respective decks to replace the revealed system with a planet. Planets must not be placed adjacent to other planets.

If you uncover a planet that is adjacent roll a dice: replace it with 1-3 a nebula, 4-6 asteroids. **Your** next discovered system, which is not adjacent to a planet, is then exchanged with the uncovered planet.

Non-dangerous systems: asteroids, deep space, nebulae: draw an event card when explored.

Dangerous systems: storms, black holes: Here, an event card must always be drawn and put back when units enter the system.

Supernova: Withdraw. The system is inaccessible for the rest of the game. Don't draw a card.

Anomalies: If an anomaly is detected by a unit that is not a research ship, nothing happens. If your research ship enters the system with an anomaly, draw an anomaly card. Place a blue die with an unassigned number on this card and the anomaly system. You can now decide whether you want to research the anomaly. If not, other players can also research them. If you want to research them, your research ship must spend all its movement on the anomaly at the beginning of the movement phase so that it gets 1 level at the end of the movement phase. If at any point the level is the same as the level shown on the Anomaly card, apply its effect and keep the anomaly card. Place your color cube on the researched anomaly.

Missions: If a player draws an event card with the keyword mission, it is placed under the laws. Every player can track these missions from now on. Whoever finishes them first will receive their reward. Whenever a condition has been met by a player, he places his color cube on the order.

Neutral fleets: Do not appear adjacent to homeworlds (draw and execute a new card). Their card remains in place and is always triggered when entering the system (mark with numbers). The player with the lowest victory points (determined randomly in the event of a tie) takes control of them.

Battle phase



If at least two fleets of different players who are at war with each other are in the same system, or if a battle takes place because of special effects, a battle is initiated at the beginning of this phase. If there are several battles, they are dealt with in a clockwise direction, starting with the starting player. The attacker determines which battles he wants to deal with first.

1. Build tactical map

If the battle takes place in a system with **asteroids** or in **nebulae**, the participating players will alternately distribute up to **4 asteroid or nebulae tiles** on the tactical map, but not in the deployment zones.

If the battle takes place in a system with a **neutral planet or black hole**, they are placed in the center of the tactical map. If the planet belongs to a player, he may place it anywhere but not in his opponent's **deployment zone**.


If a player has **mines**, he may distribute 4 mine tiles as desired after all other tiles have been placed. They must not be distributed in the deployment zone or on other tiles. The properties of these tiles are:


Tactical Objectives: To limit violence in space battles, objectives (except for neutral fleets) are subject to law of Himmel. A player can unilaterally choose to ignore the objectives. If they do, the objectives are not placed, and all other players (not their own federation) receive 5  points after the battle. If both players agree to ignore them, neither player receives any .


After all other space objects have been placed, **four tactical objectives are now placed**, starting with the attacker and then alternating between them. One must be placed in each deployment zone, and the other two between the deployment zones. They must always be at least two spaces away. They must be spaced apart from each other and cannot be placed on top of tiles that have already been laid. If this is no longer possible, replace mines first, then system tiles.


When a unit abandons its **movement or attack action** on a target, place a color cube there. It now belongs to you. The target in your deployment zone belongs to you from the start of the battle. Once the current combat round ends, calculate the difference in the number of color cubes. The player with the higher number of color cubes receives this difference either as tactical victory points or uses it to reduce their opponent's points (not less than 0). If a player reaches **3 tactical victory points** or possesses **all tactical targets**, they immediately win the battle, and the other player must retreat.


Asteroids/Wrecks: If a ship must fire through or into an asteroid field, hitting targets with all weapons except missiles is potentially reduced by -1 (see below). If it fires into or moves into an asteroid field, the following applies:

Small combat ships (SCs) take no damage here, except for corvettes. Corvettes take 1 hit, dealing 1 . This damage can be prevented with point defense. All attacks by US+ suffer -1 hit penalty while they are on the tile.

Support ships (US) suffer 2 hits, each dealing 1 . This damage can be prevented with point defense. All attacks from HS+ suffer -1 hit penalty while they are on the tile.

Main warships take 3 hits, each dealing 1 . This damage can be prevented with point defense.

Capital ships take 4 hits, each dealing 1 . This damage can be prevented with point defense.

Megastructures take 6 hits, each dealing 1 . This damage can be prevented with point defense.

Black hole: At the beginning of each round of combat, all units are pulled 1 square into the middle of the black hole without turning. If they reach them, they are destroyed. All movements away from the black hole cost an additional 1 ↻ (if a unit only has 1 ↻, it still moves but must not rotate). All movements toward the black hole cost no movement. The black hole blocks line of sight and movement; all attacks are hampered by -1 in the battle.

Deep Space: Tactical map is empty and without additional effects.

Mines: If a unit ends its movement on a mine tile or flies through one, remove the mine tile. It causes 2 damage **■**. Against capital ships +1 **■**, against battleships +2 **■**, against megastructures +3 **■**. No effect on capital ships. The mine tile can be targeted and is destroyed on a roll of 6 or higher.

Nebulae: All weapons with a light disadvantage, which must shoot into or through a nebulae don't have any effect.

Planet: Planets block the line of sight of all units (but not movement). You lose this effect if there are units on the planet tile. They are then seen from all sides and see all sides. If transporters or landing ships are on the planet tile, they can be immediately removed from combat and afterwards carry out a ground battle. If the planet has defensive buildings, they can be attacked normally with bombing or with large weapons that hit worse by -1.

If it is no longer possible to attack the defensive buildings and there are no more defending ships, the defender wins (only when the attacker is out of planetary range). However, the attacker only withdraws when he loses the possible ground battle afterwards.

Storm: Draw a storm card at the end of each combat round and apply it to all ships. When you have the storm eye you decide which card is applied.

Tactical tiles (all others are taken from the system tiles)



Tactical objectives



Wreck






Minefield

2. Approximation subphase

Once the tactical map has been built, players start setting up their units one after the other. The attacker checks his effects for the approximation phase, deals with them if possible and starts setting up his first unit in his deployment zone. The defender then sets up a unit. This is done until all units are set up. Then the first round of fighting begins.


There are always attackers (red) and defenders (blue). If fleets of more than 2 players are in the system and they are at war, they are assigned to the attackers or defenders.

3. Main combat subphase

The turn order of the units is determined by their , which can be read from the respective blueprint. If there is a tie, the attacker draws a unit first and then the defender with the same . If units want to attack other units with the same , they could fight back even if they have been destroyed. They will not be removed from the tactical map until they have been able to complete their turn.

When a unit has its turn, it has a movement and attack action. It can perform or skip both actions in any order.

Movement action

With the movement action, a unit rotates and moves around its  value.

Rotation: Small combat ships may rotate at any time during their turn.

Support vessels are permitted to rotate at the beginning or end of their movement.


Main warships are allowed to rotate at the end of their movement.

capital ships They may either rotate or move.

Megastructures may either rotate or move. If they rotate, they may rotate a maximum of 60° (one hex side).

Move: Units move up to their tactical speed, which can be read from the blueprint, in the direction in which they are turned. Your own units don't block your own movement. They can be flown through. However, a unit must not end up in the same field as another unit. Enemy units block the movement unless they are to be displaced.



Displacement: Ships with the same or larger ship size may switch positions with neighboring enemy ships as they move. The displaced ship immediately receives a free spin and can immediately use up to one weapon against the displacing ship.

Withdrawal: Units can retreat if they are in their own or enemy deployment zone from the 2nd round of combat at the earliest. As soon as it is the turn of the unit, it is removed from combat and must move into a neighboring system in the direction of the next colony or its own fleet, but not into the attacker's initial system. She may only withdraw once per round. If it cannot retreat, it will be destroyed. She loses -1  for the next round (up to 1). As a result, it does not trigger event cards.

Attack action

1. Range and lines of sight: A unit checks its weapon ranges and lines of sight. Your own units do not block the view, but enemy units block it. If an enemy unit is in front of the target that is to be shot at, it cannot be shot at.

2. Weapons and Modifiers: If a unit attacks, it decides which weapons it uses to shoot at which targets and checks its equipment for any bonuses. Unless otherwise stated (e.g. line of fire), ships can shoot anywhere but not into the fields in their stern. If a ship hits a ship in the stern, the attacker receives +1 on his hit. To check how a ship could hit, the player checks all possible, direct routes to the target. He then chooses one of these routes which must be the shortest to the target.

3. Hits and damage: The player picks the number of dice specified for the weapons and rolls the dices. Regardless of the modifiers, a 6 always hits and a 1 never hits. If it was a close-range attack, point defense weapons may still try to repel it. Unblocked hits cause damage: first to the shields (bronze cubes as damage markers) and, if they fail, then to the armor (silver cubes as damage markers). Only when the armor is breached  is reduced (golden cubes as hull damage markers). If  a ship falls to 0, it is destroyed.

Energy damage (E): Deals simple damage against shields and double damage against armor.

Projectile damage (P): Deals double damage to shields and simple damage to armor.

Close Quarters attack (CQ): Has no other effect, except to indicate that the attack can be repelled with point defense.

Point defense (PD): PD weapons protect your own ship and all your own, neighboring ships from close quarters attacks. Even if the ship has already used its attack action, it may fire its PD weapons once per round against an CQ attack (this is prohibited in SS vs SS). For this purpose, a normal attack throw is carried out. Each hit prevents an enemy hit. If the attackers were small ships (SS), such as fighters or bombers, they may also be inflicted on the damage caused by the PD weapons used instead of repelling their attack.

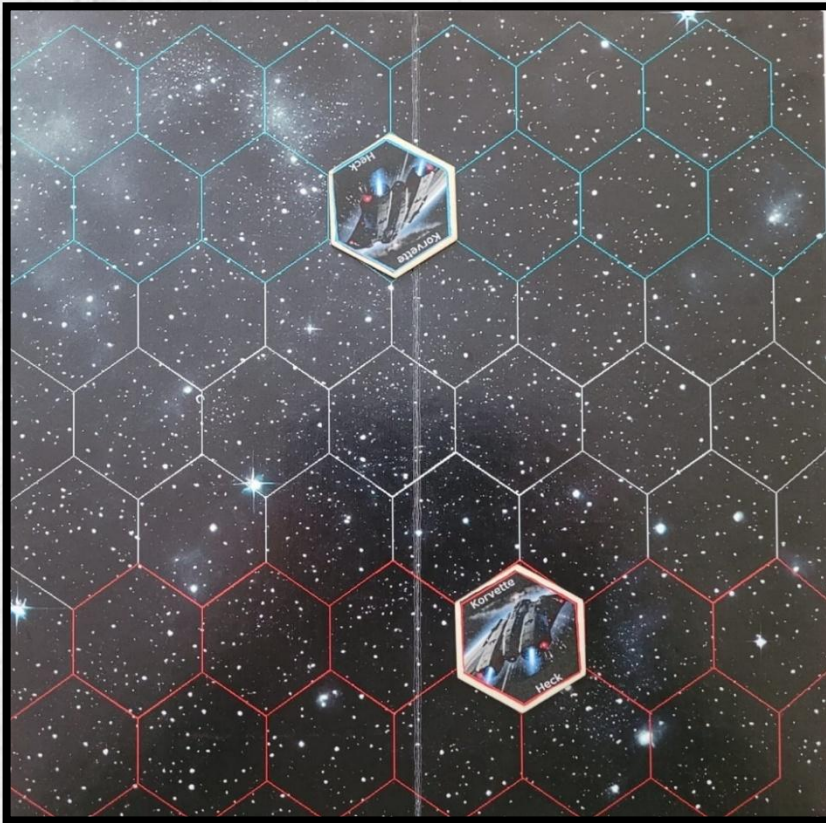
Battle end

The fighting rounds continue until a fleet has been completely destroyed or has withdrawn. The evaluation subphase then begins. If there is a situation that leads to endless avoidance (invulnerable air force, defensive buildings), there must be attacks by both sides or, if this is not possible, the attacking side must retreat.

Reinforcement

If a side has more units than it can set up, it must wait in the following rounds of combat until a field in its deployment zone becomes vacant. If this is the case, she may place units in her deployment zone at the end of the current round of combat. They are no longer allowed to move. They draw regularly at the start of the next round of fighting

Basic space battle example



The space battle begins with the approximation subphase. First, the attacker places his first unit on any field in his deployment zone (red). The defender then sets up his first unit in his deployment zone (blue). This process is repeated until all units are set up.

Next, it is examined whether effects would be triggered in this subphase. If this is not the case the approximation subphase ends.



Now main combat subphase begins with the first round of combat. The initiative of both corvettes is the same, so the attacker starts to move first. He moves his corvette straight out 2 fields, has no target within reach and ends his turn. Then it's the turn of the defender, who's up to the same thing. He is now testing his weapons. His corvette has a kinetic gun ($\Leftrightarrow 1$, 1W6 $\oplus 5+$, vs close range 4+, 1 \blacksquare , projectile, point TV.) and is within weapon range with 1 \Leftrightarrow .

This allows him to roll 1W6 dice. Since the target does not have the keyword close range, the weapon only hits the 5+. The shot is missed and the move is over. All units have finished their turn, ending the first round of combat and a new one beginning.



With the same initiative, the attacker may shoot first. Since the corvette is a small combat ship, it can rotate at any time. It thus moves into the back of the defender. All weapons in the attack now hit +1 better and the defender is not allowed to shoot into the fields of his rear. If he survives the attack, he has to turn to the attacker in his turn.

Advanced space battle example



In the approximation subphase, the attacker places his advanced destroyer in the front row. The defender, in turn, places his advanced frigate in the back row. Both players are now checking their ships (🕒) (next page).

The advanced destroyer's 🕒 is higher than that of the frigate. The defending player recognizes this and decides to activate his hologram field at the end of the approximation subphase (-1 on hit for enemy attacks, loss of attack action).

Then the main combat phase begins. The destroyer starts and can now use its movement and attack action as desired.

<p>Advanced Destroyer</p> <p>⌚ 3 ↗ 2 🛡️ 1 🛡️ 1 🛡️ 2</p> <p>🚀 3 or 2 (Missile) or 1 (Missile) ⚙️ 1</p> <p>Support Ship, EMP-Attack, 6 ⚡, 1 ⚡ U</p>	<p>🚀 : 2x Torpedo</p> <p>🛡️ : +1SP 🛡️ : +1PP</p> <p>⚙️ : Fusion drive</p>
<p>Advanced Frigate</p> <p>⌚ 2 ↗ 2 🛡️ 1 🛡️ 1 🛡️ 2</p> <p>🚀 1, 1 (PD) ⚙️ 3</p> <p>Support Ship, Repair 1, 6 ⚡, 1 ⚡ U</p>	<p>🚀 : Light gun, Rapid fire gun</p> <p>🛡️ : +2SP 🛡️ : +1PP</p> <p>⚙️ : Hologram field, Sensors, Jammer</p>



The destroyer has +1 ↗ due to the fusion engine. Since he is a support ship, he can choose whether he wants to turn at the beginning or at the end of his movement. He chooses the latter. He then moves around 3 fields and turns his front towards the frigate.

The destroyer has 2 torpedoes (↗ 2, 1W6 🎲 vs KS+ 6+, 2 🚀 rocket, close range, hull damage x2.) This means that it has range (↗) 2 and is now checking the line of sight to the target. The line is not broken. There is only one shortest path to the target and this does not hit the stern of the target.

Each torpedo launcher gives it 1W6. So he rolls 2W6 now. But he only hit SS+: 6+. That means

small ships on a 6+ and for every ship class bigger +1 on the hit dice. The frigate is a support ship (Sup) and therefore only 1 ship class larger than SS. The destroyer would hit on 5+. But the hologram field is activated and so the player gets -1 to hit. The destroyer now only hits on 6+.

The player is lucky. Both dice show 6. Now they would normally do damage. However, since the weapons are close-quarter weapons, the frigate may roll the dice to fend them off with its point defense.

Its rapid-fire gun gives it once per round 3W6 against CQ, which hit on 4+. Each hit negates an enemy hit. The frigate intercepts a torpedo.


The other one now causes 2 projectile damage. Since projectile damage doubles against shields (and energy damage doubles against armor), the first projectile damage is enough to reduce the frigate's 2 shield points to 0. The other 1P then breaks through the frigate's armor point. Any additional damage is now hull damage. Torpedoes also have the property that their damage against them doubles. 🛡️ Any further torpedo damage would destroy the frigate.

Now it's the frigate's turn.



At the start of her turn, it decides to deactivate its hologram field so that it can attack. It rotates before moving and moves towards the destroyer at range 1. It now attacks with its weapons and decides to fire its projectile weapon first. It get 3W6 and hit on 5+.

It is lucky too and all 3 attacks hit. Since these are not close quarter attacks, the Destroyer suffers 3 projectile damage. The first projectile damage doubles against his shields. Since he only has 1 shield point, nothing else happens except that the shields fail. The second


projectile damage penetrates the armor and the third projectile damage deals 1 hull damage. He now only has 1  left. The light gun is missing.

The first round of fighting comes to an end. In the new round of combat the destroyer begins.


It is extremely unlikely, even with the hologram field deactivated, to score a hit against the frigate. The destroyer turns on it before moving and moves into its deployment zone to withdraw from the battle (this is possible from round 2). Since he must be in his own or enemy deployment zone at the start of his turn, he is not yet allowed to retreat this round.

Since the frigate does not have a fusion drive, it also turns in and tries to pursue the destroyer, but it cannot attack with its weapon, which only has a range of 1. It is now the turn of the destroyer again, which is now withdrawing. All damage received is removed and he must move on the strategic map in the direction of the nearest fleet or colony, but definitely not to a field with enemy fleets.


Evaluation subphase

Loot: The winning player receives the spoils from all enemy ships they have destroyed,  converted into loot points. These points can be freely distributed among the three types of loot cards. For Level I/II/III, they pay 1/2/4 loot points and draw the corresponding card face down. They must purchase all cards first and may only reveal them afterward. The effects are resolved in any order, and the cards are then shuffled back into the deck.

Retreat: All damage is now removed from all ships, and the tactical map is dismantled. The defeated fleet must now retreat on the strategic map to an adjacent system in the direction of the nearest colony or fleet, but under no circumstances in the direction from which the attack came (regardless of its movement). If units that have already retreated during this phase attempt to retreat again, they will be completely destroyed. After the retreat, an attack on a planet can now take place, if available. This is followed by bombardment and ground combat.

Bombardment: If the battle took place in a system with planets, the attacker, if they won the space battle, may fire once with all major weapons (no point damage) at -1 hit penalty and all weapons with the Bombardment keyword without penalty (the target is considered a major weapon). Each hit destroys, at the attacker's choice, a building or inflicts weapon damage to a ground unit equal to the weapon's damage. A fortress absorbs the hits until it is destroyed (3 ). If the colony has no buildings, each hit adds an eye to a red die, which is placed next to the colony level. If the eyes reach its current level, the colony level is reduced by -1 (remove the red eyes). If it reaches 0, the colony is destroyed. Bombardment can be performed again at the end of each battle phase. If no bombardment was performed in a round, reduce the number of eyes on the red die by -1.

Ground Battle: If ground troops have already landed during the space battle, they can conduct a ground battle, even if the attacker has had to retreat. If the attacker wins, they receive the entire colony with all its buildings and the corresponding victory points (1 for conquest and possibly more for colony size or homeworld).

First, all ground units are placed (place the dice for the number of units on the illustrations). The defender receives their colony level multiplied by 2 in militia as additional ground units. The combat values of ground units are fixed. They cannot retreat. The combat round follows the same order as before , but all units are within range and line of sight. The following exceptions apply:

Anti-Orbital Gun: Used in space battles, but in ground battles only against air power. It cannot be attacked while its front line of units is still standing (even if only one unit is present). Enemy air power and artillery can always attack it.

Artillery: It may not be attacked as long as the front line of units is still standing (it is sufficient if only one unit is present). Enemy air force and artillery may always attack it.

War Drones: Instead of attacking, they can grant a unit +1 to hit chance (this continues until it's your turn again). Place the corresponding number of white eyes on the units. Their swarm ability reduces the hit chance against them by -1 (only artillery ignores this).

Air Force: Instead of attacking, it can grant one unit +2 or two units +1 to hit (this applies until its next turn). Place the corresponding number of white eyes on the units. If it does this, it can only be attacked by anti-orbital guns, artillery, or air force. If it attacks normally, however, it can be attacked by any unit.

Heavy Infantry: Instead of attacking, each unit can repair 1 piece of armor from allied units. Remove corresponding damage cubes (damage must always be distributed to destroy as many units as possible).

Militia, infantry, tanks: *They have no separate rules for attacking or being attacked*

End phase

1. Investor request

These are one-time conditions that grant a special reward to the first player to fulfill them. If two or more players fulfill the investor request in the same round, they all receive the reward. Each milestone always awards 1 victory point.

Investor requests
Form: You upgrade the first colony to level II. Reward: upgrade this colony to level III instead. Milestone: Be the first to own a colony with level IV and 4 buildings.
Himmel: You are the first to introduce a policy Reward: Receive one of this government's policies for free or have the cost of your policy refunded. Milestone: Be the first to have a government with 4 active policies.
Clans: You are the first to carry out an institutional action with an agent. Reward : Gain a research ship and a network level 1 in a system of your choice without cost. Milestone: Be the first to own at least 3 networks of level 3 or higher.
Kosme: You move the first military unit to the galactic center . Reward: Receive +1 victory point. Milestone: Be the first to own a Titan.
Seele: You're the first to bring in a counselor . Reward: Upgrade this card immediately and without cost by 1 level. Milestone: Be the first to own a Level 2 counselor and spend 20 once.
Tor: You are the first to connect a colony to your homeworld via a trade route . Reward: Instantly create 2 additional trade routes in systems of your choice. Milestone: Be the first to own three colonies connected to your homeworld.
Welle: You are the first to have 2 anomaly cards in your hand. Reward: Receive a free, researchable technology of your choice. Milestone: Be the one who explore the last tile of the map.
Optional: Crisis: Average colony levels (total colony levels / number of players) 5+ or does a player have at least 5 victory points? Yes, then crisis.

2. Update the Black Market: Draw a Black Market card and place it on the far right of the display. If the display is full, remove the leftmost card and move the other card to the left.

3. Restoration: all deployed, activatable cards and capacities are now restored.

4. In war: Increase war weariness, plus +1 eye on the war map.

5. Galactic Center: If a player controls it with at least one fleet, they place a color cube inside. If a color cube is already there, remove it; the controlling player receives +1 victory point.

6. Pass the first player marker

End of game

If a player has the required victory points during this phase, they win the game. If two or more players have the required victory points, a final ballot takes place in the High Council. Instead of saying yes or no before opening their hands, players can vote on either economic or military policy.

Economy : You can now only buy 1 victory point for 45 of any resource. You can buy as many victory points as possible. If you cannot buy any more victory points, the first decision phase ends. You receive income and then proceed to the second decision phase. Continue this until one of you has bought 3 victory points. That player wins. If this happens in the same decision phase, the victory is shared.

Military : A decisive battle immediately takes place with all fleets of the winning players. Whoever wins this battle wins the game.

Crisis


If, during the final phase, it is determined that the average number of colony levels of all players (total colony levels of all players divided by the number of players) is 5 or greater, or if a player has 5 victory points, the crisis roll is performed. The resulting crisis becomes active before the next policy phase.

Crisis throw




1-2: Cult of the Adeptus Tek Thanis, **3-4:** Argean Expansion, **5-6:** Outbreak of the Competitive War

Warning: If a player has chosen the Lobbyocracy government and the Tor corporation, the Tor Conspiracy crisis will be triggered instead. If a player has chosen the Kleptocracy government, the Kraken crisis will be triggered. If both are true, both crises will occur.

Cult of Adeptus Tek Thanis (Intelligence Crisis)

The Network Initiative law is activated. A Level 2 Cult Network is created in the galactic center. To create it, take a neutral fleet (it possesses one of each cult unit) and place a black die with 2 eyes on it. During each Ending Phase, the level of all cult networks increases by +1 (up to 4), except for those networks that were reduced by at least -1 level this round. Then check if a planet colonized by a player is within range of a cult network. The distance to the planet must not exceed the network level. If multiple planets are within range, the first player chooses the planet. Place a Level 1 Cult Network (black die without a color cube) there. Each cult network is considered owned by every player. Whenever a cult network is created on a planet, the affected player may place any cult unit on a cult network of their choice. Cult units immediately attack other units and block systems. If a cult unit is destroyed, the player receives the cost of its ship type in . The crisis ends when the final level of the cult network in the galactic center is removed. Afterward, remove all cult networks from the game. The player who ends the crisis receives +1 victory point.

Argean Expansion (Resource Crisis)

The law Allow Colonization Storm of the Regen is activated. Starting with the first player, each player may name another player's colony affected by the effect of the Mother Seed (each non-resource  income from buildings and planets becomes 0,  resource income from buildings and planets becomes +2 for the rest of the game) and place a green die on it. At least one planet must be affected each round. This repeats at the beginning of each Politics phase. If no colonies are available, the homeworld may be chosen. The Mother Seed Black Market card is placed in the Black Market and always occupies the top position. If a player acquires it, they may place a green die on one of their ships equipped with a character. If the ship is destroyed, the green die remains in that system and can be retrieved by another ship with a character during the Movement phase. If this ship brings the character to the Galactic Center, the crisis ends, and that player decides on which planets the effect of the Mother Seed is reversed. Otherwise, players must independently fly to the galactic center with a character and  pay 10 to reverse the effect.

Outbreak of the competitive war (diplomatic crisis)

The Call for a Competitive War law is activated. Each player chooses a neutral fleet in turn order at the end of the movement phase. Upon triggering the crisis, each player, starting with the first player, may create one pirate fleet with one black eye in any system without player units, buildings, or colonies, or add one black eye to a neutral fleet. If it is a player's turn during the movement phase,

they may either add one black eye to a neutral fleet (for GAV mercenaries, this is a destroyer; for pirates, a corvette; for the Cult, two fighters), as long as there are no other units or fleets on their system, or move the fleet and immediately attack during the movement phase (the clan player loses control of the pirates during these turns). Pirates cannot be mixed with GAV units. Fleets can move one system and do not attack their own faction (GAV does not attack a player with a corporate government, and the pirate faction does not attack a player with a clan government). The pirate base cannot move. Fleets ignore system properties when moving (undiscovered systems cannot be entered). The crisis ends when the law becomes inactive or no neutral fleets are active. Then remove any additional units created by the crisis. Kosme fleets withdraw from the strategic map for the duration of the crisis and return once it is over.

Tor conspiracy (mobility crisis)

This only occurs if a player has selected the Tor government as their company. Each trade route costs 1 ⚙️ upkeep (except for the Tor player). The Tor player receives +1 ⚙️ income per trade route in play (including their own). Additionally, they can activate or deactivate trade routes at will (by placing a red die on them, causing them to lose all benefits). The crisis ends when the Tor player declares it during the Politics phase using all available political actions, or when a total of 15 🏠 per player (excluding the Tor player) are paid by one or more players at any point during the Economy phase. If the second possibility occurs the crisis ends immediately, and all players except the Tor player (and his federation members) receive all drive technologies for free and gain 1 victory point.

The Kraken (military crisis)

This only occurs if a player has chosen the Clan government. At the start of the Politics phase, the Pirate player chooses one player and steals 1 ⚙️ from them for each crisis round (1 ⚙️ in round 1, 2 ⚙️ in round 2 ⚙️, etc.). The stolen ⚙️ are marked with yellow dice outside the map and can be spent by the Clan player at will for neutral Pirate units. These must be placed on the Pirate Base. If the Pirate Base has not yet been revealed, the purchased Pirates are also placed outside the map. They are not yet in play but will come with the Pirate Base. If the Pirate Base is destroyed, the crisis ends, and the destroying player receives an additional victory point. All remaining stolen ⚙️ are paid out (the victory points and ⚙️ can be divided among the players). If the Galactic Center has not yet been discovered, it counts as an asteroid field that can be rediscovered by any player each round. All event cards except Pirates, Rust Fleet, and Pirate Base are ignored. If the Pirate Base has already been destroyed, the crisis ends immediately.

Omega Crisis

All other victory conditions are suspended upon their appearance. The first player to defeat them wins. However, they can share their victory with any number of surviving players.

Optional modules

These modules are activated in a normal game. To shorten the game or balance its complexity, players can choose which modules to enable or disable. The following modules can be enabled/disabled:

Easy combat mode

Content: Only fleets exist, not individual ships. All ship equipment and ship types are deactivated. The tactical map is no longer needed for the game. Ground combat remains unaffected. Each fleet can transport up to 3 ground units. Exactly 1 mercenary fleet can be purchased at half cost but with double upkeep.

Terminology changes: Each fleet is considered a single military unit (1 fleet in a system is considered a KS, 2 in the same system are considered US, etc.; fleet refers to all fleets in a system). Without technology, each fleet has

1, 1, 1D6 shots, 5+, 1 damage, 5 cost, 1 upkeep.

If a battle occurs between fleets, both simultaneously roll the total number of shots and assign the rolled hits to their respective fleets. Damage is resolved normally, after which a new round begins. Retreat is only possible at the start of the second combat round. Without a fleet, civilian units are automatically destroyed in combat.

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 size (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 .

Rockets: Any technology that would unlock rockets 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 .

Defensive buildings: They no longer possess any special properties, but each defensive building on its own counts as an additional fleet in the defense that requires no upkeep.

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, advisors, etc.) apply as normal.

Mercenary: 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, 1d6 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, 4d6 shots, 2+, 4

Request the Cabinet action for Cosmo protection: 10 for 1 Cosmo fleet and no more than 1 fleet.

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

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, Soul Mercenaries, etc.) would be created, create 1 fleet instead (take a neutral fleet and place your color cube on it) that does not count towards your current fleet limit.

If all fleets destroy each other simultaneously, the defender wins. If the defender was a neutral fleet, remove it from the strategic map; the attacker does not receive its card. Instead, shuffle it back into the event card deck.

Fast-forward combat mode

Content: The fast combat mode can be activated and deactivated at any time. It is recommended to use it in heavily unbalanced battles to resolve them more quickly. No tactical map is created. All ships are within range 1 of each other (fighters and bombers are considered to be astern in HS+ but point vanishing can be used against them) and in their deployment zone. They are resolved according to initiative.

Advantage: Battles produce significantly less downtime for other players.

Disadvantage: The balance is altered. Some equipment becomes useless. Battles are less tactical.

Distant wars

Contents: At the start of the game, place the two stacks of Distant War Cards (Ground and Space) in numerical order, with the 1 cards on top. Remove one card from each numbered stack. At the start of the game, reveal the top card of both stacks. During the Movement Phase, an army or fleet can be removed (it must not have moved yet) to play the revealed battle. Once the battle is over, the armies and fleets return to their starting positions at the end of the Movement Phase. Battles take place outside the game and are not considered neutral units. Only the depicted reward is received upon success. If a player chooses to play a battle, the next card is drawn immediately and can be used directly by the next player. During the Ending Phase, place one eye on the revealed card. Instead of choosing a card, a player may place an additional eye on a card once per round. If eyes equal to the number of players are placed on a card, remove it.

Advantage : Suitable for combat-oriented players who enjoy playing battles or testing designs.

Disadvantage: Not usable in simple combat mode, favors military strategies

Deactivate crises

Content: The crises (optionally also the Omega crises) become inactive. They are not triggered if their conditions are met.

Advantage: Strategies can continue without interruption during a crisis. One less thing requiring attention. There is no longer a guaranteed game-ending event.

Disadvantage: The game remains more static. Players are not forced to adapt their strategies. No new opportunities arise for weaker players. Strategies that rely on crises are no longer applicable.

Majorities of the population

Content: All players either play Avanter (faster start) or each chooses an ethnicity/is randomly assigned one. All abilities are active before the start of the game and remain active until the end.

Advantages: More experimental gameplay styles, greater variety, faster gameplay, and a sense of the different cultures and backgrounds of the world.

Disadvantage: Different play styles are very limiting and change the game balance.

Planetary events

Content: Once you colonize a planet, you can choose to play the colony normally or draw its Level 1 Event card. If you draw an Event card, you must continuously follow the planet's special rules. All colony rules not explicitly modified by the card function normally. The rules of the different Event cards are additive, unless they replace each other. Place a planet's Event cards close together, as they can interact with each other.

Options: A, B, and C are always listed as colony development options on an event card. You can now fulfill one of the conditions for A, B, or C during the economy phase to receive the corresponding reward. This doesn't happen automatically upon fulfilling the conditions, but only when you announce it. Rewards can only be received once, unless the reward is repeatable. In that case, you can receive it as many times as you fulfill its conditions again. Mark received rewards with a colored cube on the map.

Decisions: If a number precedes the option (e.g., B1), it's a decision. Decisions exclude letters with the same number (e.g., C1) if they appear on the same event card. If there's no number, you can always fulfill that option and receive the reward, even if you've already drawn other event cards from the same planet. Unless otherwise stated, the next event card is drawn upon reaching the next higher colony level. A new event card only becomes active at the start of the next round (however, they can be drawn and viewed at any time beforehand).

Forced Development: New planetary event cards are usually drawn at the start of the next round. However, you can force faster development and draw a new card immediately if you have the opportunity. To do this, place a red die on your current event card. Remove the red die during the next economy phase. This colony will not generate any income.

Interventions: If a player conquers your colony, they receive the event cards with your previous decisions and rewards (except for one-time rewards). If they destroy it and recolonize, they can start from event card 1 or play the planet as a regular colony. If they have a diplomat in the system, they may fulfill conditions for you or for you jointly. You may share the reward if possible. If they have an agent in the system, they may spend any resources and capacity required by the conditions the moment you announce your intention to fulfill the condition. You must pay these resources and capacity additionally to fulfill the condition. Otherwise, you cannot fulfill the condition again this round (police prevent interventions).

Advantages: High replay value. Excitement about which planets will be drawn. Customizes your own colonies and creates stories of their development in your mind. Powerful rewards enable further strategies.

Disadvantage: Colonies now involve additional costs and risks and can no longer be statically calculated for a strategy. A colony can be destroyed by events without further investment. This increases the luck factor.

War Mode

Content: This is an extremely streamlined mode focused solely on combat and dominance. There is no political phase, and thus no more treaties, governments, laws, character development, or other political actions. All players are always at war with one another, without suffering from war weariness or being able to set war objectives. There is also no longer state size. In the technology tree, only the research areas of Military and Economy, as well as drive and sensor technologies, remain available. The rest is locked. Investor requests and milestones that do not target policies or advisors still exist. Control of the galactic center generates 1 victory point each round. During the economy phase, any 30 resources can be repeatedly traded for 1 victory point.

Advantage: A game mode focused on war and shipbuilding that significantly reduces complexity and playtime.

Disadvantage: No longer a 4X simulation; a more uniform game with significantly less variation and strategy

Playing time

Content: Adjust the victory points or introduce a maximum number of rounds for the desired game duration:

100 minutes per player: 4 victory points / 8 rounds, 110 minutes per player: 6 victory points / 9 rounds

120 minutes per player: 8 victory points / 10 rounds, 130 minutes per player: 10 victory points / 11 rounds

160 minutes per player: 15 victory points / 15 rounds

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Brief overview

Round cycle

1st politics phase

Contract action
Secret service action
Legislative action
Government action

2nd economic phase

incomes
Buy technologies, units, and buildings

3rd movement phase

Move units (↔-value)
Explore
Blocking by player fleet

4th battle phase

Build a tactical map
Approximation phase
Main combat phase
Evaluation phase

5th end phase

Check victory conditions
Check investor requests
+1 eye (black cube) on war map
Draw 1 black market card
Pass on first-player tokens

Victory points

- conquer enemy homeworld 4 victory points
- colony level III/ IV 1/2 victory points
- each fully developed counselor 2 victory points
- Space wonder completed 3 victory points
- Research area completed 1 victory points
- Hold the Galactic Core (2 rounds) 1 victory point
- Destruction of a Titan/ colony 1 victory point
- Conquer a colony 1 victory point
- every milestone 1 victory point

Additional victory condition

- Sovereign election
- Victorious Federation

production

Resource building: +2/+4//
Capacity building: +1/+2 +
Center: x2 (1 per player)
Trade route (connected): +1 to +4 , +1

Casus belli

Assassination, rebellion, terrorist attack against A
Blockade of a system of A
Own colony was conquered/destroyed by A
No casus belli or with a just war

symbols

- AWE (money)
- Food
- Research
- Culture
- Ground capacity
- Space capacity
- Victory points
- Initiative
- Tactical movement
- Strategic movement
- Small
- Medium
- Big
- Colossal
- shield
- armour
- Hull
- Weapon
- Reach
- Hit on
- Projectile damage
- Energy damage
- Hull damage
- Equipment slots
- SS+/MS- For every ship class larger/smaller +1/-1

Investor applications

Kläne: 1st secret service operation

Kosme: 1st military unit in the GZ

Form: 1st Tier II Colony

Himmel: 1st Politics

Seele: 1st Counselor

Welle: 1st with 2 anomaly cards in hand

Tor: 1st trade route connection

Upkeep

Resource buildings (except): -1 / -2

Production building: -1 / -2

Embassy, artificial gate, center: -2

Units: indicated with U for costs

Politics: -2

Counselor: -3

Each round war fatigue as attacker: -1 additional

Every 2nd war fatigue as defender: -1 additional

Objective of war

B withdraws his research ships/are destroyed

B releases the blockade of the system

Recapture of own colonies/ destruction of the colony of B

Conquest, destruction of any colony or X battle victories (every X is a goal, losses count negative) against B