

Sternenkinder

The last gate



Rule book

Expert game

2-6 Players

12+ years audience

Game lenght: 120min per player

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Material



1x Ground Combat Map



22 government goals



120x Universal Markers



75x resource cubes



18x Distant War cards



54 Planetary Events



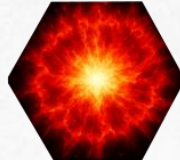
6x player board



1x Tactics map



126 units



80x systems



27x Black Market Map



28 laws



30x Trade Route



20x Upkeep/Production Cubes



2x Government Tree (I and II)



1x Technology tree



60x Event Cards



18x loot cards



11x Counselors



29 contracts



48x Colony Stage Cubes



25x network cubes
25x Police Station Cubes



180x Color Cubes



1x Enterprise Government Tree



12x Tactical tiles



54x Army



54x Fleet



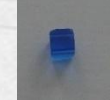
18x Neutral Fleet



36x research ship



18x Colony Ship



1x Card sorter

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. Enterprise government tree
11. Clan government tree
12. Technology tree
13. Ground combat map
14. First player marker

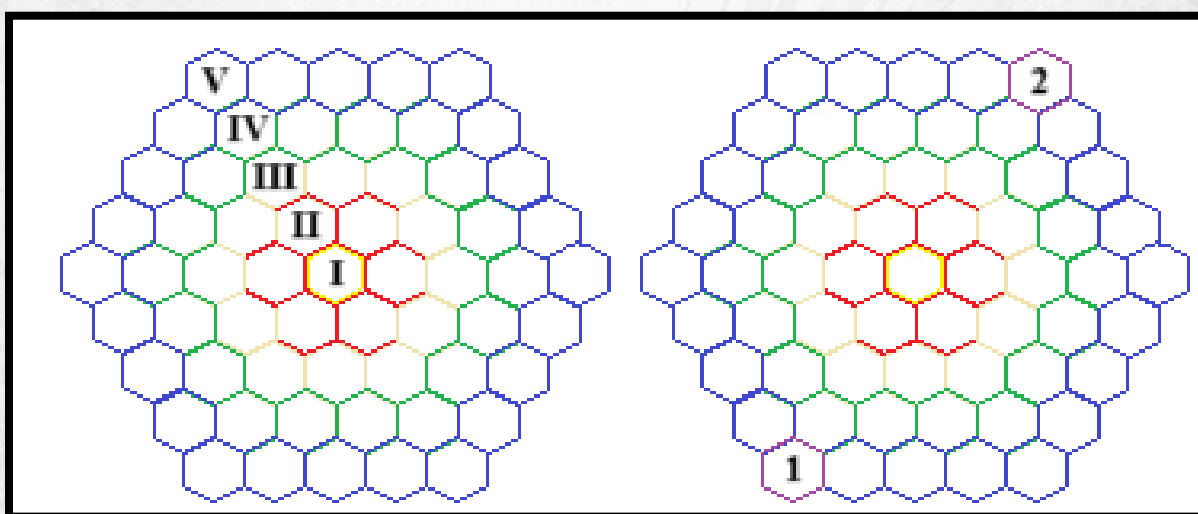
Build the game around the strategic map using the materials shown here. If you're not playing in simple combat mode, also add the tactical map, loot cards, space units, and tactical tiles. Instructions for setting up the strategic map can be found on the next page. You can also place the card rack so that you can sort the face-up cards by category as the game progresses.

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 (other systems will be needed later for battles and events). The home worlds in the pictures below are purple and marked with numbers.

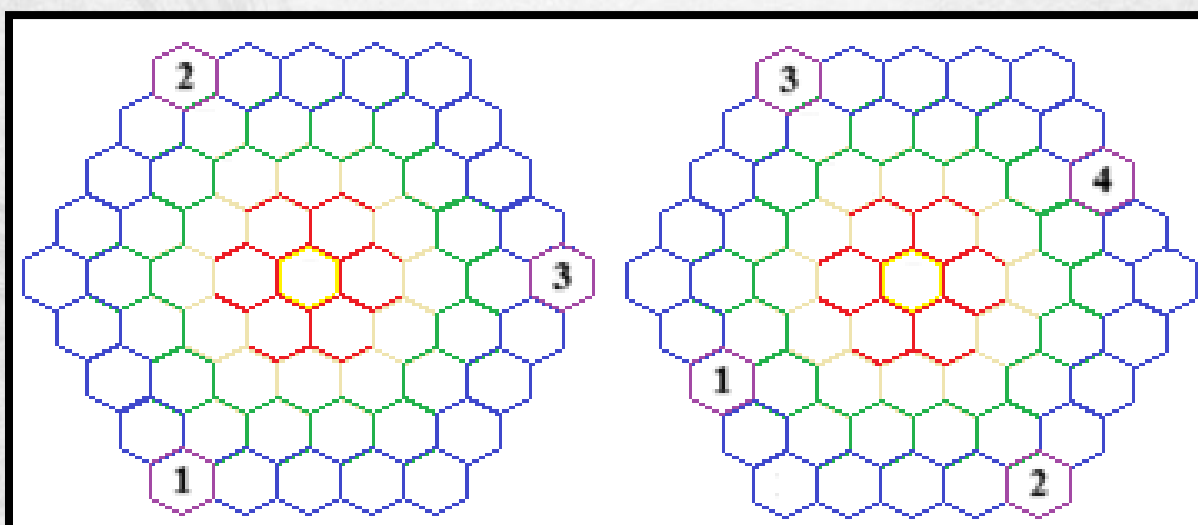
Note: The following tables are for the corresponding number of players. They tell you which systems each ring must contain. Find the appropriate systems for each ring and create a separate pile for each ring. Shuffle each pile and then place the rings face down around the galactic center in ascending order. Only homeworlds are permanently placed in the spaces marked with Arabic numerals (1-6). The Roman numerals represent the rings.

Rings



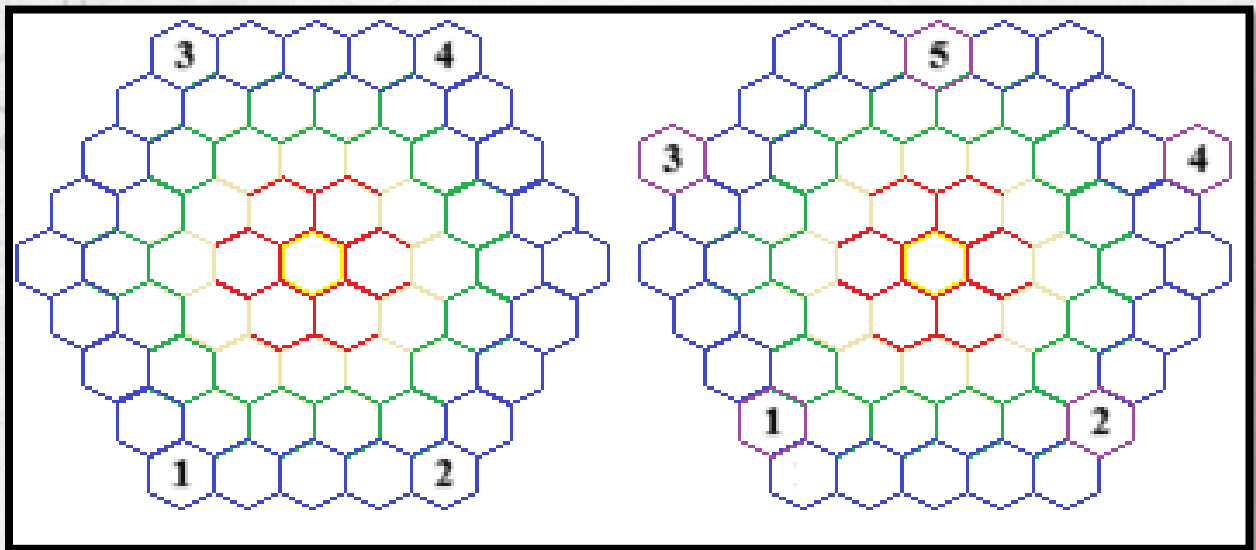
2-Players

3- Players

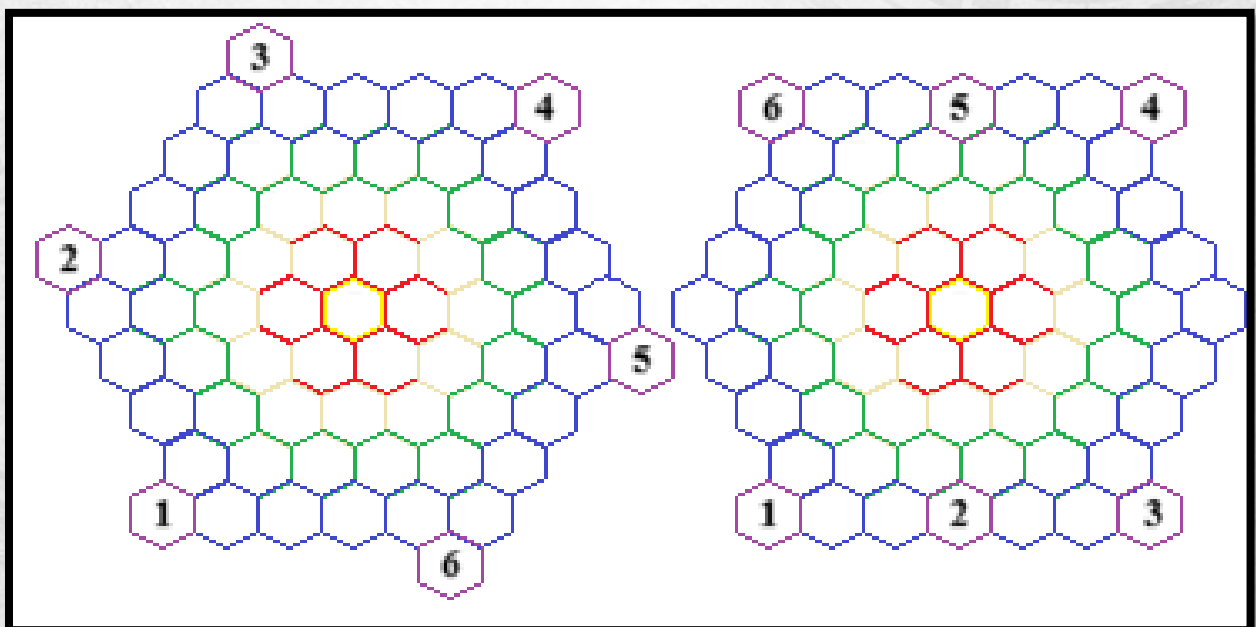


4- Players

2 vs 2 Players



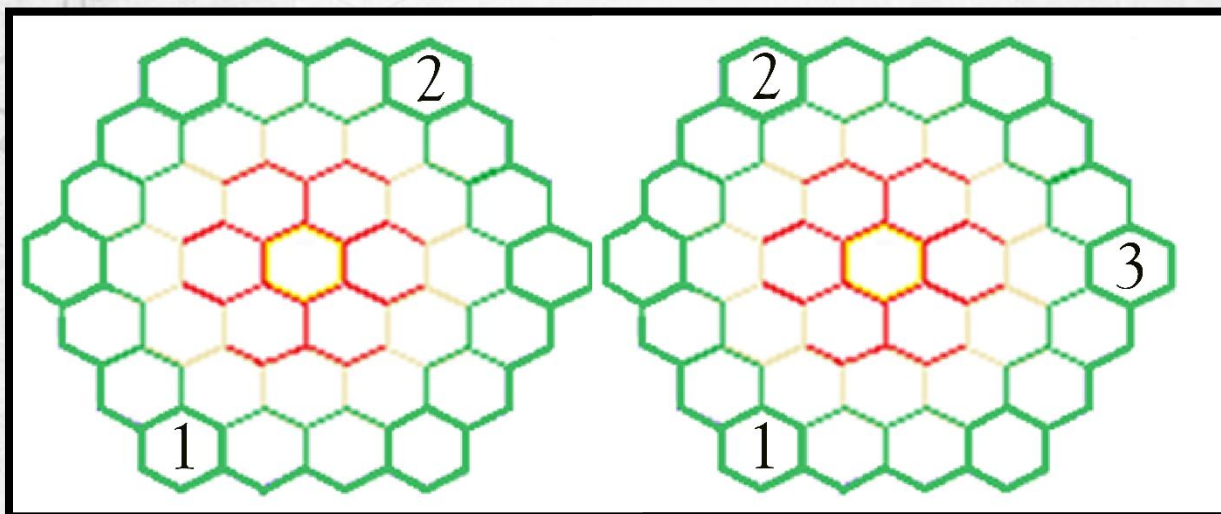
5- Players



6- Players

3 vs 3- Players

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



Spieler- anzahl	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 6 Asteroids 6 Deep Space 6 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 8 Asteroids 6 Deep Space 8 Nebula 6 Homeworld (in a 3 vs 3 game, you use 7 Asteroids and Nebulas)

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 choose to use the App under:

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

Player board



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 favor 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 enterprise, the mercenary enterprise Seele, the intelligence network Welle and Tor, which had control over the entire inter-portal infrastructure.

It was said that the powerful enterprise 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-enterprise 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: 2 victory points
 - Milestones (investor requests): 1 victory point
 - 1 victory point for every 2 government goals achieved
 - multiple: holding the Galactic Center for 2 turns: 1 victory point
 - conquering and holding another player's colony: 1 victory point. Gain additional the regular victory points for their colony level.
 - destroying a titan or a player colony: 2 victory points
 - victory points generated by governments, events, laws and counselors
- If a player loses their **last planet**, a ballot is immediately held (with the votes of all players) to decide 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 has been drawn. Then the 1st-player marker is passed and a new round begins.

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

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

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 $\star$ 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. Institutional Actions

Each **character** (agent, diplomat, police) may perform one **institutional action (IA)** per round from the tables below without spending a political action. You may also use political actions to perform additional IAs. However, it must be a different IA from the one you have already performed this round.

If you choose a **reaction**, you can immediately trigger the reaction's effect in response to an action specified in the reaction. This also costs you 1 IA.

Certain IAs require technologies, like a **guard** (white die with your color cube in the system), or a **network** (black die with your color cube in the system). These must be researched (Technologies: Jurisprudence or Strategic Infiltration), are placed via the characters' IAs, and remain there even if the research ship leaves the system.

A **network** in a system increases the range of illegal IA by its level. Normally, the character must be in the system where they perform the action. However, with a Level 1 network, they can also perform an action in a neighboring system, and with a Level 2 network, in a system that may be up to 2 systems away from them. It is then treated as if the character were in the system where they perform the action. However, the network level for the action is reduced by 1 for every 1 system of distance. Generally speaking, you cannot select yourself as a target for an IA, unless it is explicitly stated otherwise. The network level is capped at 3 (but can increase during the game).

A **guard** counts as a building and has the same properties as the "police" character. However, it is immobile and does not generate its own action that could be used for an AI. Instead, it may

Table Legend: The following tables provide an overview of all possible actions. The color of the rows (red/blue/green) indicates whether the action is aggressive/neutral/cooperative. The first small symbol indicates the character that can perform this action, while the second symbol represents the target of the action. The symbols mean the following:



resources



units



movement



agent



Card in play



building



diplomat



police

Actions		Effects
	Recruit	<u>Requires Deep Contacts technology.</u> Illegal. If your diplomat is in the same system or adjacent to a neutral or player unit that might have costs due to its ship class, you can pay double its -cost and take control of 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. Each eye war weariness of the target player reduces the costs of the action by -1.
	Bribery	<u>Requires Deep Contacts technology.</u> 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).
	Diplomatic Expel	<u>Requires Interportal community technology.</u> You can select a civilian unit on one of your planets. If it is equipped with a diplomat, you may send it to any planet controlled by the player who controls the unit. It loses all its strategic movement for this round. Cost: 3 .
	Dialogue	Receive an amount of 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	<u>Requires Deep Contacts technology.</u> 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	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 embassy on their planet, it is vice versa.
	Influence campaign	<u>Requires Deep Contacts technology.</u> 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 a law of your choice. For each cube, you may use one of their votes for yourself. With an embassy here you can also choose always laws. Cost: 3 .
	Reconnaissance	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	<u>Requires Strategic Infiltration Technology.</u> 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	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), choose: 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. 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	<u>Requires Network I.</u> Select a small combat ship (including a civilian ship with Cubes) in the same system as the character (you may also select the character's ship) and move it from this network to another network of your choice. The selected unit may not be moved again afterward and loses its strategic movement in this round. Cost: 1/2 (rounded down) per system moved. The cost is reduced by -1 per network level of the network you're using to execute the IA.
	Assassination	<u>Requires Network III and Hybrid Warfare technology.</u> 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	Illegal. The IA must target a player's planet or trade route. Steal X resources (up to 3 resources + your network level here, no bankruptcy) 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.

	Actions	Effects
 	Execute escape plan	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	<u>Requires Basic missiles technology.</u> 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	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  per building in this colony.
 	Assess the situation	If the agent is on one of your networks, receive the network level in  . Cost: 0  .
 	Sabotage	<u>Requires Network I.</u> Illegal. Select a civilian unit, police station or building belonging to the other player. The target will be destroyed. With hybrid warfare technology you don't suffer sanctions from diplomatic immunity. Cost: 3  .
 	Rebellion	<u>Requires Network II and Hybrid Warfare technology.</u> 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	<u>Requires Hybrid Warfare technology.</u> 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	<u>Requires Network I.</u> 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	<u>Requires Network II and Hybrid Warfare technology.</u> 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	<u>Requires Hybrid Warfare technology.</u> 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	<u>Requires the Strategic Infiltration technology.</u> 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.
 	Deport	Select a civilian unit belonging to another player in a system you control. Move it to an adjacent system of your choice. If it is dangerous, immediately draw a corresponding card. If there are neutral units there, a battle in the battle phase will begin. Cost: 2
 	Fake evidence	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	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 of  . Any expenditures of  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	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  .
 	Construct 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 at the end of 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: If you are the first player to propose a law, announce it. Now, all other players who also wish to propose a law in this round must announce it. After that, no further laws may be announced in this round. 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,  or for 3 using the Political Unit technology . 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 end 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 a counselor in your hand or a 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 a 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 end 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.

State Size: Indicates how many planets (including your homeworld) you may control without incurring a penalty. If you exceed this limit, you skip the next income phase and then every other income phase.

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/Corporacracy	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

Special Governments (recommended for advanced players only)

With the Political Philosophy technology, you can also choose to establish a special government (clan/enterprise government). You cannot change this government afterward. You gain favor under certain conditions, which allows you to unlock additional clans/enterprise (costing 1 favor) or utilize their special abilities. Each favor generates 1 resource of the type shown next to the clan/enterprise name as income. Once you unlock clans/enterprises, you can then implement their policies. However, you can only have one government objective active at a time. It does not have a one-time condition but generates a varying number of victory points depending on the game situation.

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 (BM 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. BM cards are not drawn at the start of the game. One BM card is always drawn in the end phase. If there are already three BM 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 (BM) card : If you don't want to bid on the BM goods in the display, you can draw a card from the BM 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 a BM card from the display or a BM 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 BM 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 .

5. Governments in detail

Autocracy (Tier I, cost: 5 🪶)

Bonus: 1 free political action, 1 institutional action, +1 ⚡, +1 🛡️ (doubled in war)

State size: 4

Trade: 🍏 in 🪶: 6:1, 🪶 in 🍏: 6:1; 🍷 in 🪶: 6:1, 🪶 in 🍷: 6:1

Government Ability: You can designate a player as a **rival** at any time during the Politics Phase (for free). The chosen player must have as many or more victory points or planets as you (not own federation); otherwise, do not designate anyone. If he no longer meets the requirements, he is no longer your rival. You can pay 10 🪶 during the Politics Phase to choose a different player. You can only have one rival at a time. When you act against a rival, the Spoils of War policy is active if you have not yet implemented it. If you have implemented it, its effect is doubled. Costs for illegal IAs are halved against rivals. Whenever you destroy a unit of your rival, win a battle against him or successfully perform an institutional action that direct harm him (like reducing resources or destroying buildings/ units) gain +1 eye on your rival government objective card (lose it, when you suffer these effects from him).

With the introduction of this government, you receive a corvette. This ship is the **Sovereignty**. It generates no upkeep and is equipped like a pirate corvette, along with an experienced crew. You can upgrade it once per turn for 1 ⚡ during the Economy phase to a ship of a higher size class. To do so, it must be located in one of your systems with ⚡. Upgrades must be done to one class after another. You cannot upgrade it to mega-structures. This is possible even if you haven't yet researched the technology, but you must then pay the full cost of the next ship class. If you have researched the technology, you only pay the difference in cost to the next ship class. In both cases, transfer all equipment or, if this isn't possible, receive a refund. If you have researched advanced blueprints, the Sovereignty will also be upgraded to an advanced blueprint, and you must then pay the advanced blueprint cost to upgrade it further.

The Sovereignty may also construct starbases (you need the Defense Forces technology for this). It may be upgraded in the same turn in which it constructs a starbase.

If sovereignty is destroyed, the destroying player receives +1 victory point. It is lost forever. You retain sovereignty even during a change of government, but you lose the ability to upgrade it. It is still worth 1 victory point to enemies.

Government objectives: Recognized Law Enforcement: Destroy at least 2 neutral fleets. **Reward:** You can immediately enact one law of your choice (excluding always laws).

Defeat your rival: Whenever you trigger a bonus effect against your rival, place a color cube here. If 3 of your color cubes are here, receive the reward. **Reward:** Steal your rival's entire 🪶, but at least 7 resources. If they have no 🪶 left, choose resources to steal. If they go bankrupt, receive an additional +1 victory point. Receive +1 victory point.

Arms Monopoly: Produce 5+ ⚡. **Reward:** Receive twice as many resources as you produce ⚡. Each capacity building now generates +1 🪶 income per building level.

Invincible Armada: Whenever you own a ship of a size class that you have for the first time in this game, place +1 eye on this card. If there are 5+ eyes here, receive the reward. **Reward:** You may immediately equip all your available blueprints with any weapons and equipment available to you, for free.

Just War (Autocracy)

Activated during the Politics phase: Choose a player. You are considered to have a casus belli against him (choose any of the war objectives). Pay 7 🪶 for this. During war, you can use 🪶 instead of 🪶 to recruit military units and pay for their upkeep.

Cost: 4 🪶

Spoils of war (autocracy)

Whenever you destroy an enemy unit, you receive 2 🪶. If it was a civilian unit, you receive 2 🪶 instead. If you are at war or if neutral units were destroyed, double this bonus. If you conquer a colony belonging to a player you are at war with,



choose one technology that player has researched. You receive this technology. You also receive the number of players in votes for a ballot on the Bounty Law.

Cost: 3 ⚡

War codex (Autocracy)

Capacity buildings cost -1 ⚡ and generate an additional 2 ⚡ or upgraded 4 / 6 ⚡ income. If you are at war, each of your capacity buildings increases your 🛡️ and ⚡ and ⚡ income by +1.

Cost: 5 ⚡

Total surveillance (autocracy)

Every planet, even without ground units, is considered to have at least one police unit. At war every infantry you have, except for militia, counts as police on your planets. This effect can occur a maximum of two times (so one planet and two infantry units count as three police units).

Cost: 3 ⚡

Empire (Level II, Cost: 10 ⚡)

Bonus: 1 free political action, 2 institutional actions, +1 ⚡, +1 🛡️ for each of your starbases (doubled in war), completed war objectives are doubled.

Penalty: All your ⚡ costs not upkeep (except institutional actions) are increased by +1.

State size: 99.

Trade: 🍷 in ⚡: 5:1, ⚡ in 🍷: 5:1; 🍷 in ⚡: 5:1, ⚡ in 🍷: 5:1

Governmental Ability: Endless Expansion - The empire no longer has a limit on its size. If you have researched technologies that increase your empire's expansion, you will receive their research costs back. If you have not yet researched them, they will be considered researched as long as you control this government. If you change governments, the research will be considered unresearched. Additionally, you now receive one victory point every turn (instead of every two turns) if you control the Galactic Center.



Flagship (Empire)

Designate a main battle ship or larger (also the sovereignty if possible). It gains +1 🛡️ and may fire once more per round with 0 ⚡ (not cumulative with similar abilities). It costs no upkeep. If it is destroyed, you must pay 10 ⚡ during one of your economy phases to designate another flagship. Its destruction is worth +1 victory point. In easy combat mode, instead, receive a fleet that does not count against the fleet limit and costs no upkeep. It has no other effects.

Cost: 3 ⚡

Imperial Legion (Empire, bound)

Each of your capacity buildings produces one ground unit for free at the end of the economy phase (upgraded buildings produce two/three ground units), and each of your starbases produces one small combat ship for free. All your militia are treated like infantry in battles.

Cost: 5 ⚡

Indoctrination (Empire)

You ignore your first two eyes on the war card. For you, only every second eye counts. Your armies cannot be the target of institutional actions recruitment and PsyOps.

Cost: 4

Slave labor (empire)

Receive the combined income of all your colony levels in . The cost of starbases is halved, and they no longer require upkeep. Your militia now always fights for the attacker (with the Imperial Legion, they count as infantry). You receive one sanction level.

Cost: 4

Democracy (Level I, Cost: 5)

Bonus: 1 free political action, 1 legislative action, +3 Income

State size: 3

Trade: in : 4:1, in : 4:1, in : 4:1, in : 4:1

Governmental Ability: Federation members benefit from certain policies. These are only counted once, regardless of how many Federation members possess the benefit giving policy.



Government objectives: Claim supreme judges: Spend 30 in the Politics phase on this. **Reward:** 1 law of your choice (you may select it from the law deck) will immediately become active as if you had proposed it (no always laws).

High Council Favorite: Have at least one contract with every player and be at peace with them. **Reward:** Receive +5 to your account for each contract.

Shape law of the Himmel: 3 laws you proposed are now active. **Reward:** +1 victory point.

Establish the large forum: Place an embassy on each player's homeworld. **Reward:** You can immediately force a contract on any player. It costs you nothing.

Judicial power (democracy)

When you successfully propose a law, you receive an additional 1 for all golden cubes. With 5+ golden cubes: double the amount received (up to 20). With 10+ golden cubes: receive 1 victory point. You also receive the 3 special laws: Enforcement of universal Laws, Strengthen interportal Humanitarian Law, and Outlaw Politics.

Cost: 3

Peace dividend (democracy, bound)

In the end phase, place a white die on this policy or increase its value by +1 if you are at peace. For each eye on it, receive +1 , +1 , +1 , +1 -income (up to 6 eyes). Remove all eyes and do not place any on it if you are at war. If you are in a federation, federation members also receive your dividend.

Cost: 7

Participation (democracy)

Each of your colony levels counts as one level higher (IV becomes V) when determining the number of your votes. A colony of level III/IV generates additional +1/+2 votes. If you are in a federation, this also applies to federation members.

Cost: 5 ⚙️

Just constitution (democracy)

All cabinet costs (including costs for Kosme units) are reduced by $-X \frac{\text{⚙️}}{2}$ (up to 1). X is the number of Democracy or Federation policies you have implemented. For each such policy, ⚙️-resource buildings generate +1 ⚙️ income.

Cost: 5 ⚙️

Federation (Level II, Cost: 10 ⚙️)

Bonus: 1 free political action, 2 legislative actions, +2 ⚙️ income for each active law.

Penalty: You may not declare war (but you may join it in an alliance).

State size: 3.

Trade: 🍏 in 🌐 4:1, 🌐 in 🍏 4:1, 🧪 in 🌐 4:1, 🌐 in 🧪 4:1

Government ability: You can found a federation as a contract action. You can invite another player to your federation (provided that no more than half of the players become part of the federation) and must pay an amount of ⚙️ equal to that player's victory points. If they accept, they become a federation member. Both players now win together. Bonuses from federation policy cards only become active with at least two members. An additional 10 victory points are required for victory for each federation member. All victory points of all federation members are added together (even those exceeding 10). They are also considered as if they had formed an alliance (all other treaties must be entered into normally).

Federation members can withdraw from the federation by means of a contract. If this leaves the federation with only one player, their policy cards will be inactive and only become active again when at least two players are members. Players can only be member of one federation.



The New Wolken (federation)

In the end phase, pay 10 🍏, 10 🌐, 10 🧪 and 10 ⚙️ per federation member, and each federation member receives 1 victory point.

Cost: 10 ⚙️ per federation member

Economic fusion (federation)

All federation members share all income and upkeep (federation policies still count onces). All resource buildings of all federation members generate +1 income per member (a center then doubles this).

Cost: 5 ⚙️ per federation member

United Fleets (federation)

Each federation member pays 50% more per federation member for a unit (rounded up). Every other Federation Member receives a duplicate of this unit without requiring additional capacity. All units can be built at federation member sites, and they can share their capacity with each other. **Cost:** 10 ⚙️ per Federation Member.

Technological equality (federation)

All federation members share their technologies as if they were fully researched. If a federation member leaves, it loses any unresearched technologies. Technologies that build upon these technologies become inactive until the player researches their underlying requirements.

Cost: 7 ⚙️ per federation member

Plutocracy (Level I, Cost: 5)

Bonus: 1 free political action, 1 treaty action, +3 -Income

State size: 3

Trade:  in : 4:1,  in : 3:1,  in : 4:1,  in : 3:1

Government ability: -

Government objectives: Dominate the markets: Own 5 -resource buildings

(upgraded ones count as 2/3). **Reward:** For -income all of your -resource buildings count as you have a center in their system.



Macro investment: At the end of the economy phase, pay X  (minimum 10). Write down X. Place one color cube on this card for every 10  invested. Remove it at the end of the next economy phase and receive the reward. **Reward:** You receive the investment amount times the number of color cubes as  to your account. The value of a color cube is 0.5 and it adds up (2 cubes: times 1, 3 cubes: times 1.5, etc.).

Panportal's Trade Network: At the end of the Politics Phase, you must have a trade agreement with every player.

Reward: From now on, you will always receive an additional 5  for every player you trade with this round via a trade agreement (any resources and quantities, but not your own Federation).

Triaria Leveling: Reach an -income of 30+. **Reward:** +1 victory point.

Efficient tax system (plutocracy)

Certain sources (any one-time or permanent resource acquisition through events, equipment, counselors, laws, trade routes, planets, policies, resource buildings) from which you receive income during the economy phase  generate +1 -income.

Cost: 8 

Investment Fund (Plutocracy)

During the Economy phase, you may spend 3  once per round. If you do so, place a white die on this card/ increase the eyes by +1. If the eyes reach 3+ / 9+, you may spend 3  here up to three times/ as often as you like to increase the eyes. For each eye, increase your -income by +1 (up to 18). **Cost:** 3 

Seele partnership (plutocracy)

You gain access to Seele Mercenaries (Welle and Tor). All mercenary units (including Seele Mercenaries) cost you -1  upkeep (down to 0). You no longer need a contract action; you can purchase them normally during the economy phase. The player with Seele activated gets this bonus too.

Cost: 6  (paid to the player with lobbying power)

Tor partnership (plutocracy)

Immediately place two trade routes and one transporter (even if you don't yet possess the necessary technologies). Connecting to other players' trade routes is treated as if they belonged to you (you receive the income from other players' colony levels, and their planets are considered connected to you). Transporters have double the transport capacity when moving trade goods. The player with Tor activated gets this bonus too.

Cost: 5  (paid to the player with Lobbycracy).

Corporatocracy (Level II, Cost: 10 🎲)

Bonus: 1 free political action, 2 treaty actions, +2 🏦 income for each of your contracts

During the economy phase, players can borrow 🏦 from your account (up to 20 🏦) and place colored cubes on your tableau equal to the interest amount. Interest: 1-5 🏦 = 1 🏦; 6-10 🏦 = 2 🏦; 11-15 🏦 = 4 🏦; 16-20 🏦 = 8. The interest decreases as the money is repaid. Players must pay you interest every round (even if they go bankrupt) after receiving income.



Penalty: All your military units become mercenaries. They are treated like regular mercenaries, except that they are always at peace with you, never blockade you, and can never be disbanded, divided, or sent into dangerous systems without your consent. The hiring player uses a contract action, immediately paying you the upkeep of the desired ships (at least 1 🏦 per ship) and then their upkeep each turn as income. They can also change control through regular bidding at the start of the approach phase.

State size: 3

Trade: 🍎 in 🏦: 3:1, 🏦 in 🍎: 2:1, 🍷 in 🏦: 3:1, 🏦 in 🍷: 2:1

Government ability: Branch Offices – Contract Action: You can establish a branch office on other players' planets, provided you have their permission (this is not possible on your own federation). A branch office costs 5 🏦 and requires no upkeep. Place a bronze cube under the planet's 🏦 symbol. It does not require a building space but counts as a building. A branch office generates 1 🏦 for each branch office in the game (2 branches generate 4 🏦, 3 branches 9 🏦, etc.). Each branch office increases the 🏦-income of the player controlling the planet by +2.

Flash contracts (corporacracy)

You can add mercenary units directly to your fleets upon purchase. Pay for each unit placed this way +1 🏦 for each system distance to your nearest system with ⚔️. **Cost:** 3 🎲

Stock market manipulation (Corporacracy, bound)

In the end phase, you can place a yellow or red die on this policy or modify this die by 3 eyes in any direction (up to 12). For each eye above 6+/below 6-, the laws with sanctions against you receive +1 vote. If it's a yellow die, the 🏦-income of all players increases by that value; if it's a red die, each player suffers the same amount 🏦 in upkeep costs.

Cost: 10 🎲

Real estate speculation (corporacracy)

Activatable: Choose a system during your policy phase. You may purchase a resource building within that system by paying at least its cost +X 🏦 to the controlling player. This player can immediately spend more than X to prevent this. If they do, nothing happens, and the 🏦 of both players are lost. In the other case you give the player X 🏦, and you receive the building (place a color cube under it). You can immediately choose to exchange it for a branch for free (it remains on the building space).

Cost: 8 🎲

Monetary rule (corporacracy, bound)

Activatable: You can spend 30 in the economy phase 🏦 and receive 1 victory point.

Cost : 10 🎲

Sociocracy (Level I, Cost: 5)

Bonus: 1 free political action, 1 government action, +3  income.

State size: 4.

Trade:  in : 4:1,  in : 4:1,  in : 5:1,  in : 5:1

Governmental Ability: -

Government objectives: Dominant economy: Have at least 9 building levels in resource buildings at the end of the economy phase. **Reward:** Receive 3  for each of your building levels in resource buildings.

Home of the Oppressed: Own 3+ colonies. **Reward:** Instantly receive 2 colony levels, which you can distribute among your colonies as you wish.

Colonize unknown worlds: Move one colony ship beyond the outermost ring. Remove it from the game and place a color cube on it. If there are three color cubes here, collect the reward. **Reward:** +1 victory point.

Worlds Food Program: Spend 5  per player during the Politics Phase (minimum 20). **Reward:** All colonies of all players receive +1 colony level (from level III to level IV only with a center).



Form partnership (sociocracy)

For every 3 resources you spend to construct a building, you receive 1 resource back. Colony level IV is worth an additional +1 victory point (this also applies to the homeworld, which would then generate 1 victory point). The player with Form activated gets this bonus too.

Cost: 4  (paid to the player with lobbying power)

Mobility reform (sociocracy)

Trade routes cost -2  and no longer require capacity.

Cost: 2 

Realization of the ideal of equality (sociocracy)

Receive +1  income for each colony level of your colonies (not homeworld).

Cost: 7 

Civil society (sociocracy)

Receive one civilian unit for free in each economic phase, without requiring any capacity.

Cost: 10 

Utopia (Level II, Cost: 10)

Bonus: 1 free political action, 2 government actions, +2  income for each of your colonies.

Penalty: The upkeep of all military space units increases by +1 . If it says: "Upkeep increases from X ships onwards ", then they now cost 1  upkeep per ship.

State size: 5.

Trade:  in : 4:1,  in : 4:1,  in : 5:1,  in : 5:1

Governmental Ability: Influence – activatable with government action: Your influence starts at level 0. Each increase in influence costs the new level 5 times in . Place a white die on here to



show the number of levels. You can increase your influence level once per round. Each level increases the influence range of all your planets by +1 . If an uncolonized planet enters your influence range, it is considered as if one of your colony ships is on it. If another player's colony is within your influence range, you gain the militia on your side in a ground battle. If the planet is adjacent to every side within your influence, you can initiate a ground battle once at the beginning of the battle phase. If a homeworld (not your own federation) is within your influence range, gain +1 victory point.

Argean Harmony (Utopia, bound)

All your planets generate one additional building space.

Cost: 8 

Support of the High Council (Utopia, bound)

You can recruit another counselor. All of their effects will apply simultaneously with your other counselor.

Cost: 7 

The Great Refuge (Utopia)

Activatable with government action (once per round): Choose one of your colonies. It receives +1 colony level.

Cost: 4 

Beacons of progress (utopia)

In each end phase, add up the colony levels of all other players' worlds within your influence range. Every 6 levels count as 1 victory point (if they are no longer within your influence range, you lose their victory points).

Cost: 10 

Technocracy (Tier I, Cost: 5)

Bonus: 1 free political action, +4 -Income

State size: 2

Trade:  in : 5:1,  in : 5:1,  in : 4:1,  in : 4:1

Government ability: Secrecy - Technologies researched by you do not count as researched for other players unless you pay an additional +3  when researching a technology. Otherwise, you still receive the bonus, but do not cover it.

Objectives: Progress for all humanity: At the end of the economic phase, choose one of your researched technologies from each research area that no other player has researched. Give it to every player.

Reward: +1 victory point.



Cartography of the See: Once you have discovered all systems around your homeworld, a route of systems to the galactic center, and at least one route of systems to all other homeworlds, receive the reward. **Reward:** Instantly discover as many systems as there are players. Only draw event cards if they were not dangerous systems. Do not trigger any battles.

Technological market leadership: In the end phase possess more technologies in each research area than any other player. **Reward:** Receive 5 for each other player .

Reach Welle Standard: Complete a research area before any other player. **Reward:** Each technology you research in this research area generates 2 resources of your choice (except .

Comprehensive education (technocracy)

Your military ships also function as research ships with all their capabilities, but only when it's advantageous for them (they don't incur additional upkeep costs and aren't made more vulnerable). Research ships generate  equal to the damage they inflict in combat. Research ships can complete two levels of a Space Wonder simultaneously (instead of just one). The combined cost of both levels must then be paid.

Cost: 6 

Experimental method (technocracy)

When one of your research ships investigates an anomaly, it immediately generates a level. Each time you investigate an anomaly, place +1 eye here. For every 3 eyes here, gain +1 victory point.

Cost: 6 

Freedom of research (technocracy)

Your -resource buildings have -1  upkeep (minimum of 1, or 0 with the Optimized City Planning technology) and generate +2 .

Cost: 3 

Welle Partnership (Technocracy)

Each of your research ships produces +1  (up to +4). If it discovers a system, you gain an additional +1 . If a player has activated the Welle operation, this bonus also applies to them (place a colored cube here to indicate this). The player with Welle activated gets this bonus too.

Cost: 5  (paid to the player with Lobbycracy: Welle)

Logocracy (Tier II, Cost: 10)

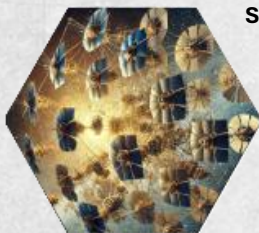
Bonus: 2 free political actions, +4  income for each research resource building

Penalty: Small state size

State size: 2

Trade:  in : 5:1,  in : 5:1,  in : 3:1,  in : 3:1

Government Ability: Space Wonders - Once Megastructures have been researched the construction of unique Space Wonders can begin during the Economy Phase (as long as the system is under your control). Space Wonders are always built in levels, and only one level can be completed per round. For each completed level, a white die is placed on the Space Wonder, increasing its value by +1. These dice indicate the current level. It is not possible to take over or destroy them using other special effects. They can be captured by military units (you lose the effects, not the victory points).



Stellar Swarm – Requires a research ship on a planet under your control or adjacent to a supernova. The systems do not need to be under your control. The system will be replaced by the start of construction. If it was a planet, everything on it will be destroyed (excluding ships).

3 levels: each level costs 20 , 10 , and 6 . Level 1: +12  income; level 2: +25  income and level 3: +50  income and you receive 3 victory points.



Replication Yard – Requires a research ship on an asteroid field under your control. It will be replaced once construction begins.

3 levels: each level costs 15 , 10 , and 4 . Level 1: you gain +3  and all ships cost -1  (minimum 1) less; level 2: you gain +6  and all ships and equipment cost -2  (minimum 1) less; level 3: you gain +12  and all ships and equipment cost -4  (minimum 1) less and you receive 3 victory points.

Void Habitat – Requires a research ship on a nebula under your control. It will be replaced once construction begins. The Void Habitat counts as a planet, which automatically always has the maximum colony level for you.



2 levels: Each level costs 15 , 20, , and 6 . Level 1: the Void Habitat has colony level 4 (gain no victory points) and generates 1 of each resource; level 2: it has colony level 8 (2d4) and generates 3 of each resource and you receive 3 victory points.



Singularity extraction (requires a research ship on a black hole under your control). No further dangerous events will be triggered here while the construction continues.

2 levels: each level costs 20 . From level 2 onwards, the black hole is replaced with a supernova. The research ship receives a black cube. At the end of a battle phase, the cube can be removed. The research ship and all other objects (units, buildings, colony levels, other markers) in the same and every adjacent system are destroyed. The target system becomes a black hole. You receive 3 victory points and sanction level 3 (capital crime). The Kosme Fleet appears in the next round and chooses you as its target.

The grand symposium (Logocracy)

Choose one space wonder once and halve the resource and capacity costs (except ) of all levels. Once the space wonder is finished, choose a new space wonder.

Cost: 10 

Holistic thinking (logocracy)

Every second technology you research increases your  income by +1.

Cost: 10 

Hyperfocus (logocracy, bound)

Choose only once per game a research area and place your color cube there. All research costs in that area will be reduced by half (rounded down). However, as long as you haven't fully researched that area, all other technologies from other research areas will cost +3 .

Cost: 10 

Transmutation (Logocracy)

You can trade  in a 2:1 ratio to  or . All your resource buildings that produce  or  resources increase their income by +2.

Cost: 8

6. Special governments in detail

Lobbyocracy (Level I, Cost: 5)

Bonus: 2 free political actions

State size: 2

Trade: in : 4:1, in : 4:1, in : 4:1, in : 4:1, in : 4:1, in : 4:1

Government ability: If you choose this government, you cannot change it. Activate one of the enterprises: Tor or Welle. Enterprises are considered as an addition to your government ability. They come with their own policies, which can be acquired normally. Through certain actions, you accumulate favor with enterprises, which generates 1 income per favor (up to a maximum of 10), depending on the enterprise. You can spend this favor at any time to activate its effects.

Government objective: The big game: Gain +1 temporary victory point for every 2 favors of every type. You lose it, when you lose the favor. This objective is permanently active.



Kosmocracy (Tier II, Cost: -)

Bonus: 4 free political action, +X, +X, +X, +X-income, +X votes

Penalty: -

State size: 2+X

Trade: in : 3:1, in : 3:1, in : 3:1, in : 3:1, in : 3:1, in : 3:1

Government ability: In each end phase, a white die is placed on this government/its value is increased by +1. The value is X.

Anarchy (Level II, Cost: -)

Bonus: -

Penalty: During each policy phase place 1 black die on this card/increase its value by +1 as long as it is active. Each eye effects all players with -1 state size (at 0, receive no income but pay upkeep), -1 and . Whoever goes bankrupt loses the game. All laws are inactive and no new laws can be activated. All players are at war. All treaties are inactive except for Federation treaties. Anarchy only becomes inactive when you lose the game.

State Size: 6

Trade: -

Governmental Capacity: -

Welle (lobbyocracy)

Once Welle is activated, you can no longer choose Tor. Whenever you research an anomaly or spend 10 in the policy phase, place +1 eye on this card. This is your Favor (Welle). You can remove 1 favor (Welle) to activate another enterprise, other than Tor. This enterprise creates an additional policy slot. It can be filled with a policy from any government (except Tor and Clan), and if that policy is from Technocracy or Logocracy, it has no cost but upkeep (it must still be unbound). Each Favor (Welle) generates +1 income.

Flut Battlesuits s (Welle, lobbyocracy)

You can buy Flut Battlesuits s normally.

Requires 1 Favor (Welle): Obtain 1 unit of Flut Battlesuits on one of your planets or in a unit with an unoccupied hangar.



4
 2
 1

Flut Battlesuits

1SP
 1PP
 1

Small combat ship, Evasion 2, Small, Close range, Vehicle, Air Force, Swarm. Cost: 8 🍏

🔪 **Multi-weapons** : 1 ↔ 1d6 ⊕4+, against infantry 3+, against vehicles (including ships) 3+; 2 🗡 1 ✨, point value.

Cost: 10 🧪

Government of the Himmel (Welle, Lobbycracy)

Requires 4 Favor (Welle): Bring Kosmecracy into play (even if you haven't yet researched Political Vision). **1 Favor (Welle):** Spend 10 🧪 and increase Kosmecracy X by +1.

Cost: 15 🧪

Traum secret project (Welle, Kosmecracy)

You receive 1 victory point each round at start of the policy phase.

Cost: 15 🍏, 15 🧠, 15 🧪, 15 🎵

Tor (corporations, lobbying)

Once Tor is activated, you can no longer choose Welle. Whenever a player connects a colony to their homeworld via a trade route for the first time or when you spend 10 🎵 in the policy phase, place +1 eye on that enterprise. This is your Favor (Tor). You can remove 1 favor (Tor) to activate another enterprise, except Welle. Each favor (Tor) generates +1 🎵-income. This enterprise creates an additional policy slot. It can be filled with a policy from any government (except Welle and Clan), and if that policy is from Plutocracy or Corporacracy, it has no cost but upkeep (it must still be unbound).

Gate manipulation (Tor, lobbying)

All trade routes in the game are considered yours if you benefit from them or want to expand them (you still can't destroy them). You also receive their income once you've connected them to your homeworld.

1 Favor (Tor): Any fleet gains or loses 1 ↔ (down to 0) during the movement phase. One per fleet per round, **cost:** 0 🎵

Phase Aria (Tor , Lobbycracy)

Pay 6 Favor (Tor) as a free political action and introduce the government Anarchy into the game. Replace Phase Aria (Tor) with Phase Bosa (Tor). **Cost:** 0 🎵

Phase Bosa (Tor, Lobbycracy)

During the end phase, if Anarchy is active, place a white die on this card/increase its eyes by +1. You can also spend 10 resources of any type during the economy phase for this. With 3+ eyes and Anarchy active, you gain the Hegemony (Omega Crisis, see Kosme Fleet) on your homeworld. You can no longer lose the game unless the Hegemony is destroyed. If the Hegemony is destroyed, all other players win the game.



1
 0
 3

Hegemony

8SP
 8PP
 6

move and rotate to any field within 2 , Boarding crew 6, Massive Bombardment (hit automatically), cloacking, untouchable, may not retreat and must always end their movement closer to the homeworld of a predetermined player until that player loses the game.

2x **Crystal Infector**: 1 1D6 4+, against swarm 3+, against close quarters 2+; point defense. If the target still has shields, the weapon has no effect. Otherwise, a purple die is placed on the target/its value is increased by +1. Target suffers **X** every time it is its turn, and X is the value of the purple die. After that, the value increases by +1, unless the ship spends 1 action. If it skips its entire turn, the value is reduced by -1.

Resonance generator: 1 Auto-hit: all targets adjacent to the ship are hit. Point defense: the weapon has no effect unless the ship has a purple die. Then it suffers 2 per eye, and all purple dice are removed. Colossal weapon.

Tor missile battery: 2 3d6 3+, 1 , missile, close quarters, Evasion 2, HE

Form (enterprise, lobbying)

Must be activated via a Tor or Welle. Whenever you colonize a planet or gain +1 colony level, place +1 eye here. This is your Favor (Form). Each Favor (Form) generates +1 -income.

Agricultural settlements (form, lobbyocracy)

Planets with a -value of 0 are treated as having a value of 1 .

2 Favor (Form): Place a white die on this card/ increase its eye value by +1. Each of your -resource buildings generates +1 per eye (up to a maximum of +4).

Cost: 5

Autonomous administration (form, lobbyocracy)

Your state size increases by +1.

1 Favor (Form): Place a white die on this card/ increase its value by +1. Your state size is increased by +1 for each eye.

Cost: 10

Seele (lobbyocracy)

Must be activated via a Tor or Welle. You can recruit Seele mercenaries during the economy Phase. These cost no capacity and they appear on your home world (they never change control). Each Seele mercenary unit can only be on the game board once. They can be removed from the board during the economy Phase. During the end Phase, gain 1 favor (Seele) for each Seele mercenary unit on the strategic map. You only receive this if you have not spent any favor (Seele) this turn. Each favor (Seele) generates +1 -income.

Alpha Collective: Counts as a counselor without upkeep or counselor slot. Choose one of the following effects during your policy phase:

1: One of your planets without a center is considered to have a center this round (does not require a building space, does not count against your center limit, but still only one center per planet).

2: You receive an available technology for free.

3: You can declare war or make peace with players for free. They cannot prevent this.

4: You receive one researched ship of your choice for free and do not need any capacity for it (except Titan).

Alpha Collective requires the policy Veterans Council and Welle active. **Cost**: 14 , 7 upkeep.

Ambassador Silver: Counts as a counselor without $\frac{1}{2}$ upkeep or counselor slot. Receive one free embassy in each economy phase, even if you haven't researched the technology yet. Each embassy generates an additional +1 $\frac{1}{2}$ income and counts as an additional +1 vote. It requires polity Veterans Council. **Cost:** 10 $\frac{1}{2}$, 5 $\frac{1}{2}$ Upkeep

Eddgar's Iron Eaters: 1 Advanced transport, 6 Infantry. In the 2nd combat round, the ground units are engaged in melee combat and gain +1 hit and +1 $\blacksquare$ against all targets. **Cost:** 2 $\frac{1}{2}$, 1 $\frac{1}{2}$ upkeep.

Efrelionids: 1 Cruiser with 2 SP, 2 AP, concave and convex guns, frequency modulator. For each damage dealt by this unit, an orange die is placed on the target/the die roll is increased by +1. Whenever the unit is on its turn, it suffers 1 $\star$ per eye. Then reduce the eyes by -1. They can also be removed with Repair. Requires the Veterans Council policy and Tor must be active. **Cost:** 8 $\frac{1}{2}$, 4 $\frac{1}{2}$ Upkeep.

Regenpfeifer: 1 Corvette, 1 SP, 1 AP, 1 Light Cannon. Can be placed on any system without other players' fleets and counts as a research ship equipped with your research ship blueprint. **Cost:** 4 $\frac{1}{2}$, 2 $\frac{1}{2}$ Upkeep.

Silk Oracle: 1 Advanced frigate with absorption shield, silk steel armor, lightning fleet defense, advanced sensors, and mines. The fleet containing this unit always moves first, regardless of turn order. **Cost:** 6 $\frac{1}{2}$, 3 $\frac{1}{2}$ Upkeep

Seele Plus Program (Seele, Lobbycracy)

Reduce the $\frac{1}{2}$ upkeep of all Seele mercenary units by -1 (to 1).

3 Favor (Seele): Activated during your income. Your Seele mercenary units cost no upkeep this turn. Alternatively, you can rehire a Seele mercenary unit, even if it was completely destroyed.

Cost: 5 $\frac{1}{2}$

Veterans Council (Seele, lobbycracy)

Unlocks new Seele mercenary units. When purchasing Seele mercenary units, you can place them in any of your fleets or colonies instead of your homeworld.

1 Favor (Seele): At the start of the movement phase, reposition one Seele mercenary unit to any of your own fleets or colonies. It cannot move again after that.

Cost: 8 $\frac{1}{2}$

Kleptocracy (Level I, Cost: 5 $\frac{1}{2}$)

Bonus: 1 free political action, 2 institutional actions.

Penalty: Technologies cost you twice as much $\frac{1}{2}$. The institutional action Espionage always costs 0 $\frac{1}{2}$ (except for the cost increase from police and police stations). All your units become privateers. Actions that would increase other players' sanctions level do not apply to you.

State size: 3.

Trade: -

Government ability: If you choose this government, you cannot change it. Activate the clan: The Broken Mask. Clans are considered an addition to your government ability. Once you choose this government, freeze all black dice for pirate fleets. You cannot use cabinet actions. Existing treaties with you are dissolved. If a player makes a treaty with you, their sanctions level is automatically increased by 1 (multiple times per round are possible). You cannot receive sanctions levels, and war cannot be declared against you.

Government objective: Rule in Red: Whenever there are at least as many pirate units as players (minimum 4), you temporarily receive +1 victory point (you can lose it, if there are less). This objective is permanently active.



Kakistocracy (Tier II, Cost: -)

Bonus: 1 free political action, 4 institutional actions, Politics Phase: +X 🗳️- Theft from each player.

Penalty: All bonuses and penalties of the Kleptocracy. Place X eyes on the law card "Challenge the Sky." If the Kosme Fleet appears, you are its first target (even when another player should be the first target).

State Size: 4.

Trade: -

Government Ability: In each End phase, a white die is placed on this government/its value is increased by +1. The value is X.

The Broken Mask (Clan, Kleptocracy)

Whenever a pirate unit (pirate frigate, corvette, fighter, bomber, starbase) is placed in the game (e.g., by placing/raising black dice on event cards) OR you perform an illegal institutional action that targets another player OR you spend 10 🗳️ in the Politics phase, place +1 eye here. This is your favor (Mask). You can remove 1 favor (Mask) to activate another clan (Swan, Syndicate, Witness). Each favor (Mask) generates +1 🟢Income (up to 10).

All pirate units on the game board are controlled by you and moved normally. Their blueprint is unchangeable. If a corresponding event card is drawn, you immediately receive the event card and the units as a fleet within the system.

This clan creates an additional counselor slot. All policies (kleptocracy, kakistocracy) cost 🗳️ and generate no upkeep. You can reintroduce them for free via a government action once purchased. Players may pay you X 🗳️ protection money at any time. If you accept, they cannot be the target of your attacks or institution actions this turn.

Call of the Queen in Red (Mask, Kleptocracy)

You can immediately gain control of the cards Three Eyes and Mask Edict, as well as the counselor Clan Member. They are brought into play for free (with the basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one counselor slot for you). You cannot steal the cards from the player or force them to discard them.

3 Favor (Mask): In the end phase, place 1 pirate corvette in a system of your choice.

Cost: 7 🗳️

The hubris (mask, kakistocracy)

Pay 6 Favor (Mask): Receive Hubris. This policy becomes inactive. Then exchange it for any Kleptocracy or Kakistocracy policy for free.



Hubris					
0	1	1	6SP	6PP	4
Capital ship, experienced crew, massive bombardment, advanced sensors, cloacking					
3x Blacklight Cannon: 3 1d6 3+, 1			Energy, Shield Damage x3		
Contempt Main Gun: 6 1d6 3+, 4			energy, colossal, shield damage x3		

Cost: 10 🗳️

Expansion of the pirate state (mask, kleptocracy)

Requires all clans are activated and pay 3 favor (Mask): Bring Kakistocracy into play (even if you haven't yet researched Political Vision). Then replace this policy with any Kleptocracy policy of your choice.

Cost: 10 🗳️

The last witnesses (clan, kleptocracy)

Must be activated via the broken mask. Whenever you build or upgrade a network, place +1 eye here. This is your favor (Witness). Each favor (Witness) generates +1 -income (up to 10).

Call of the Last Grace (Witnesses, Kleptocracy)

You can immediately gain control of the cards: Infiltration Command and Witness Cooperation, as well as the Mouth of the Witnesses counselor. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one of your counselor slots). You cannot steal the cards from another player or force them to discard them. The first player to take their turn can use them first.

3 Favor (Witnesses): In the end phase, place a Level 1 network / increase a network by +1 level in a system of your choice.

Cost: 7 

The Faceless (witnesses, kakistocracy)

Networks cloak all your ships and treat their movements as if they were trade routes. You can now also place newly produced ships on networks. Your maximum network level increases by +2 (up to 6).

1 Favor (Witnesses): Move 1 ship of your choice from one of your networks to another of your networks.

Cost: 10 

The Sleeping Swan (clan, kleptocracy)

Must be activated via the broken mask. Whenever you receive 8  in your income subphase or spend 10  on this card during the Politics Phase, place +1 eye here. This is your favor (Swan). Each favor (Swan) generates +1 -income (up to 10) .

Call of the Twin Queens (Swan, Kleptocracy)

You can immediately gain control of the cards Four Winds and Grim Carnival, as well as the counselor Countess of the Swan. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one of your counselor slots). You cannot steal the cards from another player or force them to discard them. The first player to take their turn can use them first.

1 Favor (Swan): Receive 5  in the end phase.

Cost: 7 

Opulence (Swan, Kakistocracy)

For every 3  on your account, you will receive +1 , +1  and +1  as additional income.

3 Favor (Swan): Receive any technology that is researchable for you.

Cost: 10 

The Fassusthulla Syndicate (clan, kleptocracy)

Must be activated via the broken mask. Whenever you steal at least 1  from a player in a round using an agent (can be triggered once per player per round), place +1 eye here. This is your favor (Syndicate). Each favor (Syndicate) generates +1 -income (up to 10).

The Emir's Call (Syndicate, Kleptocracy)

You can immediately gain control of the cards: Shift D and Syndicate Support, as well as the counselor Tor Contact. They are brought into play for free (with only their basic ability). If they are in another player's possession, you can use them as if you also controlled them (a counselor in another player's possession also occupies one counselor slot for you). You cannot steal the cards from another player or force them to discard them. The first player to turn can use them first.

1 Favor (Syndicate): Receive 5  in the end phase.

Cost: 7 

The Hatred (Syndicate, Kakistocracy)

During the policy phase, choose one of your ships; it will be treated as if it were equipped with an agent. Each of your agents in a system destroy 1 ground unit of your choice at the start of the battle phase.

3 Favor (Syndicate): Whenever you steal resources from a planet this round, you can pay X  once in a round and get there a ground unit of your choice. X is twice the costs of the chosen unit.

Cost: 10 



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, counselors, 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 and components): 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 (1-slot) to massive (4-slot). For example, a large (3-slot) piece of equipment can also be filled with 3 small pieces of equipment, or one medium and one small piece. However, you cannot install a piece of equipment that is larger than what is specified in the blueprint.

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 end 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 ( for ground units and buildings, 1  for space units). 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
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
Artificial gate (bronze cube)	Building (doesn't require a building space but does require 1 ). All your artificial gates (if you're in Lobbycracy: 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 
Center (Gold Cube)	Special building. Only once per player. The resource income and capacity of all buildings in the system (bonuses are ignored) are increased by their building level (a +4 resource building has a building level of 2 and thus increases its income by +2). Unlocks Colony Level 4 for the planet. Cost: 6  ; 2  upkeep, 3 
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. Can only be build with the IA Construct embassy. Cost: 6  ; 3  ; 2  upkeep
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. One researched missile of your choice (which can be selected differently each round, but no "bomber-only" weapons) may be launched from the planet. Each attack (XW6) may be assigned to a different unit. Ground units are always considered SS, buildings as SupS. 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 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), 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. Only their total  is an open information.

Control: The player with the most  of the military units in a system controls 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 always under the corresponding deck, the **gray** ones remain in play and are active for all players.

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. If other cards possess the Anomaly keyword, treat them as anomalies.

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 (you can use systems for the tiles). If a player has **mines**, he may place 4 mine tiles after all other tiles have been placed. They must not be distributed in the deployment zone or on other tiles. Any weapon hits it only on a 6+ and removes it upon a hit.

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**.

Next, the **tactical objectives** (2-4 special and 2 general) are placed. Special objectives are support units (more precise units that can't conquer other objectives) that accompany fleets (**important: not civilian units**) or are available on the market, while general objectives are locations within the systems. Each side alternates selecting and placing a special objective, starting with the attacker. **With 5 or more players, two special objectives** are selected (with 5 players, one player selects two objectives). They are placed in the player's **deployment zone**. **No objective may be duplicated in the battle**. You may choose any objective for which a player meets the requirements, or for which you pay the appropriate resources (0-3, if you pay 3 he has to accept your offer) to a discovered player who meets the requirements. The objective is taken on by a player fighting on your side, unless it is independent. In that case, the player fights only for their own side. If a special objective is destroyed in battle, it is removed from the fight without replacement. Neutral fleets have designated special objectives. If a side only possesses civilian units, the game is played without tactical objectives.

Once the special objectives have been placed, both players then **roll a die to determine a general objective** and place it **outside their deployment zones**. If they roll the same number, the roll is repeated. All objectives must be at **least 3 spaces apart from each other** and cannot be placed on top of tiles that have already been placed. If this is no longer possible, replace mines first, then system tiles. If a unit gives up its movement or attack action on an objective, place a color cube there. It now belongs to you. The objective 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 1 tactical victory point. If one side (attacker or defender) reaches 3 tactical victory points or possesses all tactical objectives, they immediately win the battle, and the opposing side's units must retreat or are destroyed if they were neutral units.

Surrender: A side can surrender at any time to speed up the game. All of their units are then destroyed. If a neutral fleet is attacked by a fleet two times its 🛡️, the neutral fleet will be destroyed. Receive its 🛡️ in resources of your choice.

Special objectives



Attack Platform: You need one of the following conditions: Autocracy, Empire, Kleptocracy, or Corporation Tor is active, or you pay up to 3 🪙 to the player who fulfills the conditions. A player of your choice, not participating in this battle, takes control of this objective. If it is captured, the capturing player decides which other player receives control. It has:



2



1



0



1



1



1; SS, stabilizer

Rail Gun: 🔄 3



1W6 4+



1 Projectile



Defense Matrix: You must meet one of the following conditions: Autocracy, Empire, Kleptocracy, or Corporate Tor must be active, or you must pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes control of this objective. If it is conquered, the conquering player decides which other player gains control of it.

⌚ 2 ➡ 2 ⇄ 0 🍄 1 📄 1 🛡 1; SS

HE-Flechtes: ⇄ 2

1W6 5+

2W6 vs CQ, swarm 3+



Projectile, area damage (not while PD), PD, reduce evasion by -1 (up to 0)



Tear of the Himmel: You must meet one of the following conditions: Democracy, Federation, or Cosmocracy; or you pay up to 3 to the player who meets the conditions. You may purchase Kosme units at the start of the approach phase adjacent to this objective, which will be taken over by other players. If a Kosme unit is destroyed, the controlling player pays 2, unless you agree to cover the cost. The units exist only for this battle. If the objective is conquered or destroyed, remove the Kosme units. They are considered destroyed.

⌚ 0 ➡ 0 ⇄ 0 🍄 2 📄 2 🛡 2; MS,

Envoy: You must meet one of the following conditions: Democracy, Federation, or Cosmocracy; or you pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes over this objective. They may use their attack action to allow an objective to skip their attack action for this combat round. If the objective is captured, the capturing player decides which other player gains control of it.

⌚ 4 ➡ 4 ⇄ 0 🍄 0 📄 0 🛡 1; SS, evasion 2, diplomatic immunity



Mobile Dock: You must meet one of the following conditions: Sociocracy, Utopia, Kleptocracy, or Corporate Form activated; or you pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes control of this objective. If it is captured, the capturing player decides which other player gains control of it.

⌚ 0 ➡ 1 ⇄ 0 🍄 1 📄 1 🛡 2; SupS, Repair 3



Neighborhood: You must meet one of the following conditions: Sociocracy, Utopia, Kleptocracy, or Corporate Form activated; or you pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes on this objective. At the start of its turn, this objective creates a Neighbor adjacent to itself, which is also controlled by the chosen player. To do so, place a Bomber if available and mark him. Neighbors have no weapons but can block and capture objectives. If this objective is captured, the capturing player decides which other player gains control of it and of each Neighbor.

Objective: ⌚ 0 ➡ 1 ⇄ 0 🍄 1 📄 1 🛡 1; SupS

Neighbor: ⌚ 2 ➡ 2 ⇄ 0 🍄 0 📄 0 🛡 1; SS



Gravitron: You must meet one of the following conditions: Technocracy, Logocracy, or Corporate Wave must be active, or you must pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes over this objective. They may choose a space in 4 (line of sight is still required; the space does not need to be empty). Choose: either all adjacent units are pushed 1 space away from it, or all units within exactly 2 are pulled 1 space toward this space. If this objective is captured, the capturing player decides which other player gains control of it.

⌚ 3 ➡ 2 ⇄ 0 🍄 1 📄 1 🛡 1; SupS



Shield Accumulator: You must meet one of the following conditions: Technocracy, Logocracy, or Corporate Wave is active, or you pay up to 3 to the player who meets the conditions. A player of your choice who is not involved in this battle takes over this objective. It can transfer in 1 from its . It regenerates 2 per round. If it is captured, the capturing player decides which other player gains control of it.

⌚ 1 ➡ 2 ⇄ 0 🍄 4 📄 1 🛡 1; MS



Signal: You must meet one of the following conditions: Plutocracy, Corporacracy, or Kleptocracy or Corporate Seele is active or you must currently have or enter right now into any contract with a player who meets these conditions. At start of the approach phase you can purchase mercenary units adjacent to this target, which will be taken over by other players. The units exist only for this battle. If the objective is conquered, the conquering player takes control of your mercenary units (not those of the other players).

⌚ 0 ➡ 0 ⇄ 0 🍄 0 📄 0 🛡 1; SS, no stern



Lawyers: You must meet one of the following conditions: Plutocracy, Corporacracy, or Kleptocracy or Corporate Seele is active or you must currently have or enter right now into any contract with a player who meets these conditions. A player of your choice who is not involved in this battle takes on this objective. At the start of your turn, steal 1 from a player of the opposing side; if you are fighting neutral units, generate 1. If the opposing side goes bankrupt as a result, they lose the battle. The target may also use its attack action (thereby decloak itself) to gain the upkeep cost (minimum 1) of an enemy

unit on your account. The player controlling the objective decides which player receives the 🟡. If the objective is captured, the capturing player decides which other player gains control of it.

🕒 3 ➡ 3 ➡ 0 🧑 0 📄 0 🛡 1; SS, cloacking (can be captured even while cloacking is active)

Hideout (neutral pirates only): At the start of the approach phase deploy as many pirate fighters or bombers around this objective as your opponent deploys special objectives. Each of these units is controlled, if possible, by a different player not involved in the battle; otherwise, you take control. If the Hideout is captured, your opponent wins. If your opponent wins, they receive an additional +X loot points. X is the total number of units created in this way. If you win, the loot points are divided among your side.

Chain Chunk (neutral pirates only): A player of your choice who is not involved in this battle takes control of this objective. This objective and all pirate units gain Boarding Crew 2 as long as you control it. If this target is captured, the capturing player decides which other player takes control of it.

🕒 0 ➡ 2 ➡ 0 🧑 0 📄 2 🛡 3; MS

Chain harpoons: ➡ 1 1W6 4+ 1 🎯 Projectile, with this weapon, you can either attack any or all units within range and, if you hit, immediately perform a boarding attack against the targets; or you gain +2 ➡ and +1 🎯 and may attack a single unit. If you hit it, move up to 2 spaces toward you. Captured units are destroyed after the battle, and your side divides the loot points among itself.

Gas Extraction Station (neutral GAV only): A player of your choice who is not involved in this battle takes control of this objective. If this objective is captured, the capturing player decides which other player takes control of it.

🕒 0 ➡ 1 ➡ 0 🧑 1 📄 1 🛡 1; CS, has no stern, Repair 1

Particle-missiles: ➡ 2 1W6 4+ 1 🎯 Missile, HE, CQ

QL-Marker: ➡ 3 1W6 3+ 0 🌟 Energy, target marker

If the gas extraction station is captured, your opponent wins. If your opponent wins, they also receive a copy of the "Terraforming Gas" event card and immediately resolve its effect (the cube remains in the system if it cannot be transported). If you win, divide the loot points between your side.

Schemes (neutral GAV only): A player of your choice who is not involved in this battle takes control of this target. At the start of the objective's turn (🕒: 3), place +1 black eye on it. During its turn, you may remove -X eyes to trigger one of the following effects anywhere on the tactical map:

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

-2 eyes: Attack any target on the map with the weapon torpedo.

-3 Eyes: Gain +1 additional black die each turn

Cloaked units may not move onto or be placed on this objective. If this objective is captured, it disappears, and your opponent receives +3 loot points at the end of the battle, even if they lose. If you win, divide the loot points among your side.

War Correspondent (Distant war only, independent): A player of your choice who is not involved in this battle takes on this objective. Are you in at least ➡ 3, place a pink marker here whenever any of the following happens: a unit is destroyed, a single attack deals more than 2 damage, an attack with at least 2 hits is completely blocked by a point defense, or a unit is boarded.. At the end of the battle, you receive 1 🟡 for each pink eye here. If the target is captured, halve your eyes. The capturing side immediately receives the halved eyes (rounded up) in 🟡. If the objective is destroyed, remove all eyes. If you retreat, you secure your eyes.

🕒 3 ➡ 2 ➡ 0 🧑 1 📄 1 🛡 1; SupS

Scavengers (Distant War only, independent): A player of your choice who is not involved in this battle takes over this objective. If you are in ➡ 1 on a wreck or are there when a unit is destroyed, place 2 yellow eyes here. At the end of the battle, you receive 1 🟡 for each yellow eye here. If the target is captured, halve your eyes. The conquering side immediately receives the halved eyes (rounded up) on the conquering unit. The side does not receive the eyes in 🟡 until the end of the battle. If the unit carrying the eyes or the objective is destroyed, the eyes remain in the space where it was destroyed and can be picked up by other units with any action. If you retreat, you secure your eyes.

🕒 2 ➡ 2 ➡ 0 🧑 0 📄 4 🛡 2; SupS

Salvage equipment: ➡ 1 1W6 3+ 1 🎯 Projektil, If the target of the attack has yellow eyes, steal it and put it here.

Spy Satellite (Distant War only, independent): A player of your choice who is not involved in this battle takes control of this objective. Choose a target in ➡ 5. As long as this target is in your ➡, you have a line of sight to it, and it is not destroyed, you may spend an action to place X blue eyes here. Also, add 1 blue eye on your target. X is the number of blue eyes you placed on the target. Remove all blue eyes from the target if it is outside your ➡, you cannot establish a line of sight, or it is destroyed. If the objective is captured, halve your eyes. The capturing side immediately receives the halved eyes (rounded up) in 🟡. If you retreat, you secure your eyes in 🟡.

🕒 3 ➡ 3 ➡ 0 🧑 0 📄 0 🛡 1; SS, cloacking



War Tourists (Distant war only, independent): A player of your choice who is not involved in this battle takes control of this target. If you are within 2  of a unit or objective that takes or deals damage, generate a corvette in your side's deployment zone. It has the same characteristics and stats as that objective, but it cannot be captured. For each corvette at the end of the battle that has survived or retreated, you receive 1 . If the target is captured, the corvettes come under the control of the capturing player and into play.



1; SS, cloaking

General objectives



1: Radar: Whenever you capture this objective, and then at the start of every subsequent round, select one of your own units. The  of all its weapons increases by +1.



2: Fuel Depot: Whenever you capture this objective, and then at the start of every subsequent round, select one of your units. Its  increases by +1, and it rotates as if it were one size class smaller.



3: ammunition depot: Whenever you capture this objective, and then at the start of every subsequent round, select one of your units. When it attacks, a weapon of your choice fires an additional shot (1d6).



4: Hidden Jammer: When you capture this objective, and at the start of every subsequent round, choose an enemy unit. That unit suffers a -1  penalty to all its attacks this round, and its components are inactive.



5: Relay Station: When you capture this objective, and then at the start of each subsequent round, choose an enemy unit. That unit immediately loses either its movement or attack action, at the controlling player's discretion.



6: Civilian Spaceport: When you capture this objective, and every round thereafter at the start of the round, select all your units in  1. They are repaired by 1 hull/armor/shield (in that order).

Special tactical tiles



Wrecks: If a ship must fire through or into an asteroid field/ wreck, hitting targets with all weapons except missiles is 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 and research ships. They take 1 hit, dealing 1 . This damage can be prevented with point defense.

Support ships (US) suffer 2 hits, each dealing 1 . This damage can be prevented with point defense.

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.



Mines: If a unit ends its movement on a mine tile or flies through one, remove the mine tile. It causes 3 . Against main combat ships +1 , against capital ships +2 , against megastructures +3 . It has no effect on small combat ships. The mine tile can be targeted by any weapon and is destroyed on a hit roll of 6+.

System tiles

These tiles are placed according to the system in which combat takes place. They are represented by system tiles on the tactical map.

Asteroids: They possess the same properties as wrecks, except they are placed during the approach phase and not when an MS+ unit is destroyed.

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.

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 the approach phase and apply it to all ships. When you have the storm eye you decide which card is applied.

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.

Wrecks: If the destroyed ship was a HS/GS/MK, place 1/2/7 (one space and all adjacent spaces) wreck tiles in its place (and if there were multiple wrecks, also in the adjacent spaces). The destroying player places them. If wrecks are created, they are not placed if doing so would cover another tactical tile. If a unit is on the space where a wreck tile would be placed, it immediately acts as if it were entering an asteroid field. KS units instead suffer 1 damage. They have the same properties as asteroid fields.

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.

Hull damage (H): Deals damage to the hull and ignore shields and 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 the player's own ship and all adjacent friendly 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 a close-quarters attack, but only if it has not yet used them that round. Conversely, it may not use weapons that have already been used for point defense to attack in that round. To do this, a normal attack roll is made. Each hit prevents an enemy hit. If the attackers were small ships, such as fighters or bombers, instead of parrying their attack, the weapon damage from the PV weapons used may be inflicted on them. This cannot be used to react to attacks on the stern.

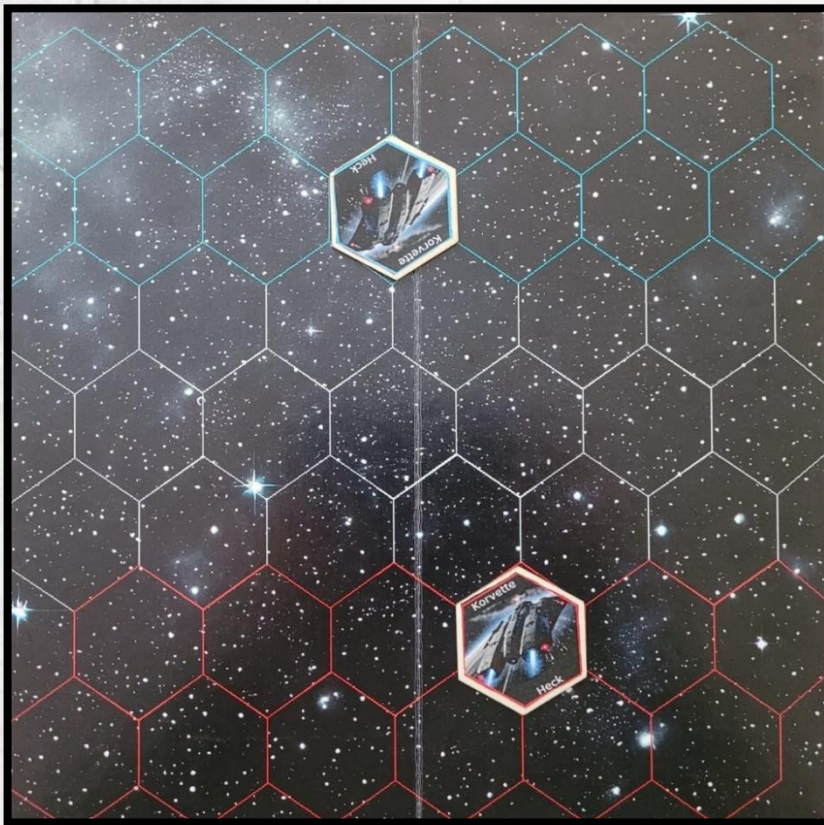
Battle end

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 ($\rightarrow 1, 1W6 \oplus 6+$, vs close range $4+, 1\blacksquare$, projectile, point TV.) and is within weapon range with $1\rightarrow$.

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

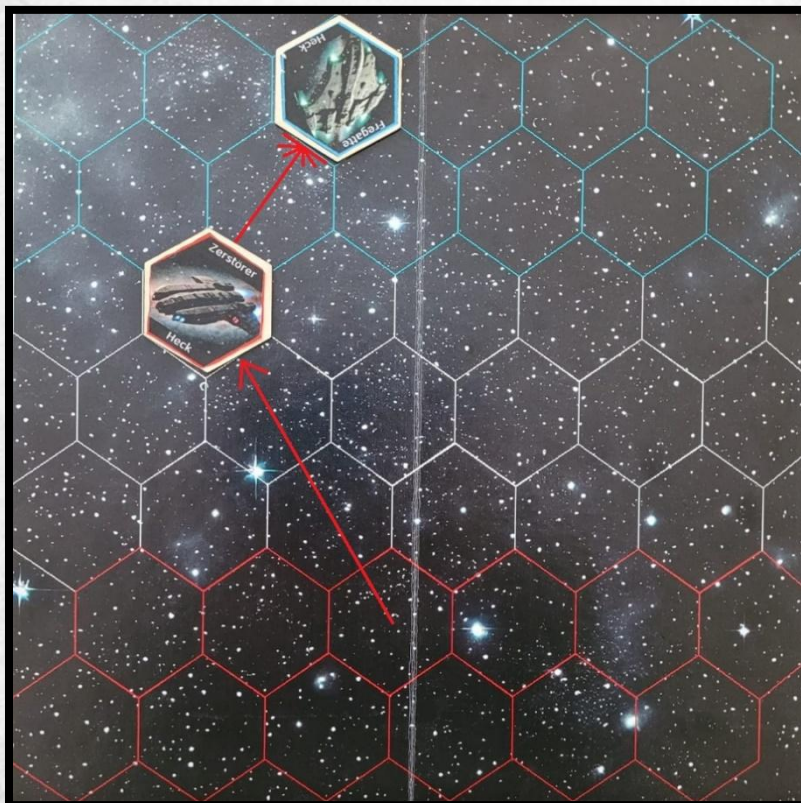


In the approximation subphase, the attacker places his advanced destroyer in the front row. The defender, in turn, places his advanced frigate in the back row. Both players are now checking their ships ⌚ (next page).

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.

Advanced Destroyer ⌚ 3 ➡ 2 🛡️ 1 🧯 1 📡 1 🛡️ 2 🔫 3 or 2 (Missile) or 1 (Missile) ⚙️ 1 Support Ship, EMP-Attack, 6 🟡, 1 🟡 U	🔫 : 2x Torpedo 🧯 : +1SP 📡 : +1PP ⚙️ : Tritium injection
Advanced Frigate ⌚ 2 ➡ 2 🛡️ 1 🧯 1 📡 1 🛡️ 2 🔫 1, 1 (PD) ⚙️ 3 Support Ship, Repair 1, 6 🟡, 1 🟡 U	🔫 : Light gun, Rapid fire gun 🧯 : +2SP 📡 : +1PP ⚙️ : Hologram field, Sensors, Jammer



The destroyer has +1 ➡ due to the Tritium injection. 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 🚫 missile, close range, HE, 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+. HE creates for every 6 an additional hit.

The player is lucky. Both dice show 5. 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 3 torpedos.

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.

Distant war

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 1 card from each number stack from the game. Reveal the top card from each stack.

During the Movement Phase, an army or fleet may be removed (it must not have moved yet) to fight the battle shown. This is a regular battle, and all abilities and bonuses from counselors, policies, planetary events, or black market cards apply. Once the battle is over, the armies and fleets return to their starting system at the end phase. Multiple fleets and armies may be declared for this purpose, which then fight as a single fleet or army. If a player declares their units for a distant war card, it is locked for other players unless they have an alliance or are a member of their federation. Battles take place outside the regular game and enemies are not considered neutral units. As such, they are not affected by effects that would generate additional resources.

Important: Distant wars use their own tactical objectives. If a distant war card indicates that tactical objectives are active, the battle will instead use the special and general objectives, as if it were a regular battle. The defending player facing the player who triggered the card may choose one player with a tactical objective from the Distant War. They receive the same number of resources as the chosen player.

If successful, only the reward shown on the card is received. If a player decides to fight a battle, the next card is drawn immediately and can be used directly by the following player. The cards remain in play until their battle is fought.

Ground battle

If ground troops have already landed during the space battle, they can engage in a ground battle even if the attacker was forced to retreat. If the attacker wins, they receive the entire colony, including all buildings, and the corresponding victory points (1 for conquest and possibly additional points for colony size or homeworld).

Combat Phase

Place as many dice faces on ground units until your army is fully represented. If you are fighting in your colony, you receive twice the number of your colony levels in militias. Units cannot move. If they wish to retreat, a transport must be available in the system to accommodate them. They may not attack during their turn and are moved to the transport at the end of the turn.

As soon as the first combat round begins, they are now resolved according to their initiative (⌚). If they have the ⚡, their attacks are resolved simultaneously. All units are within range and line of sight of each other and can fire. To do this, declare a target for each unit and roll the specified XW6 for each attacking unit. **Important:** Ground units have different profiles depending on whether infantry or vehicles are attacking. If you hit the hit value (⊕), you deal damage to the declared unit indicated by the value following the hit value. The damage first reduces armor (🛡️) and then hull (🚗). Note that energy damage (⚡) deals double damage. If the unit's 🛡️ reaches 0, it is destroyed. Remove it from the ground battle board. If one side has no ground units left, the battle is over.

Like ships, units cost 🛡️ in 🚗. They may also have the following **characteristics**:



Frontline: Once the last unit with this ability has been destroyed, buildings (except for the fortress, which must be attacked first) and artillery can be attacked as usual. War drones and the air force may then be attacked even while on reconnaissance.



Rear: The unit is protected by frontline units. Generally, all buildings have a rear, with the exception of the fortress, which must always be attacked first. Other defensive buildings, as well as all other buildings in the colony, can be attacked in a ground battle.



Range: The unit ignores rear.



Swarm: The unit is -1 harder to hit.



Cluster attack: The unit ignores swarm.



reconnaissance X (here 2): Instead of attacking, the unit may distribute X white eyes among its units. Each eye increases its hit chance by +1 for this round. If it does so, it can only be attacked by anti-orbital guns or the air force. If, however, it attacks normally, it can be attacked by any unit.



Rolling barrage: Excess damage may be distributed among units with the same name.



Repair: This unit can restore 1 armor point to one of your vehicles instead of attacking.

Name	⌚	Attack values		Characteristics	Defend values		Costs in 🚗
		Vs infantry	Vs vehicel		🛡️	🚗	
Militia	2	1W6 ⊕ 4+: 1 🚗	1W6 ⊕ 5+: 1 🚗	Frontline, infantry, in battles you gain your colony level x2 in militias	0	1	0
Infantry	3	1W6 ⊕ 3+: 1 🚗	1W6 ⊕ 5+: 1 🚗	Frontline, infantry, small (with 1 🚗 you can build up to 2 units)	0	1	1
Heavy infantry	2	1W6 ⊕ 4+: 1 🚗	1W6 ⊕ 3+: 1 🚗	Frontline, infantry, small (with 1 🚗 you can build up to 2 units), repair	1	1	2
Tank	1	1W6 ⊕ 4+: 1 🚗	2W6 ⊕ 4+: 2 🚗	Frontline, vehicle	2	1	2
Artillery	0	1W6 ⊕ 5+: 3 🚗	1W6 ⊕ 5+: 3 🚗	Rear, vehicel, reach, cluster attack, rolling barrage	1	1	2
War drones	3	2W6 ⊕ 4+: 1 🚗	1W6 ⊕ 4+: 1 ⚡	Vehicel, reconnaissance 1, small (with 1 🚗 you can build up to 2 units)	0	1	2
Air force	4	1W6 ⊕ 5+: 2 🚗	1W6 ⊕ 3+: 2 ⚡	Vehicel, reach, cluster attack, reconnaissance 2	1	1	3
Antiorbital gun	5	(1W6 ⊕ 4+: 2) ⚡ (Only useable vs ships)	2W6 ⊕ 3+: 1 ⚡ (Only useable vs airforce)	Rear, vehicel, building, first attack value only against ships with 3 🚗, 0 ⚡	3	1	5, 2 U

Overview of space units

Name									Special features	Costs
Fighter	3	3	0	0	0	1	0	1 (Fighter)	Evasion 1, small, SS, QC, swarm, Variants	1
A. Fighter	4	4	0	1	0	1	0	1 (Energy, Projectil, Fighter)	Evasion 2, small, SS, QC, swarm, Variants	2
Bomber	2	2	0	0	1	1	0	1 (Bomber, Missile)	Small, SS, QC, swarm, lethal: CS+, Variants	1
A. Bomber	2	2	0	1	1	1	0	1 (Bomber, Missile)	Small, SS, QC, swarm, lethal: CS+, Variants	2
Corvete	3	2	1	1	1	1	0	1	SS	3, ab 3: 1 U
A. Corvete	4	3	2	1	1	1	1	1	SS, scout	4, ab 2: 1 U
Resarch ship	2	2	1	1	0	1	2	0	SS, variants, civil	3, ab 3: 1 U
Destroyer	3	2	1	1	1	2	1	2 / 1 (Missile)	SupS	5, ab 2: 1 U
A. Destroyer	3	2	1	1	1	2	2	3 / 2 (Missile) / 1 (Missile)	SupS, cloacking	6, 1 U
Fregate	2	2	1	1	1	2	2	1 , 1 (PD)	SupS	5, ab 2: 1 U
A. Fregate	2	2	1	1	1	2	4	1 , 1 (PD)	SupS, repair 1	6, 1 U
Trans- porter	1	1	1	1	1	1	1	1 (PD)	SupS, road construction, transporter 3	2
A. Trans- porter	1	1	1	1	1	2	1	1 (PD)	SupS, road construction, transporter 6, ignores planetary shield	8
Cruiser	2	2	1	1	1	2	1	2	MS	8, 1 U
A. Cruiser	2	2	1	1	1	2	2	2	MS, Boarding crew 2	8, 1 U
Battle cruiser	1	2	1	1	1	2	1	3 (Energy, Projectil) / 1 , 1 (Energy, Projectil)	MS	10, 2 U
A. Battle cruiser	1	2	1	1	1	2	1	4 (Energy, Projectil) / 1 , 2 (Energy, Projectil)	MS, Stabilizators	12, 3 U
Colony ship	0	1	1	0	0	1	1	0	CS, civil	5, 1 U
Battle ship	0	1	1	1	1	3	1	3	CS	14, 3 U
A. Battle ship	0	1	1	2	2	4	1	3	CS, untouchable	16, 3 U
Carrier	1	1	1	1	1	4	1	1 (PD)	CS, hangar 6	7, 2 U
A. Carrier	1	1	1	1	1	4	1	2 (PD, Missile)	CS, hangar 12, repulsion	9, 3 U
Star base	0	1	0	1	1	3	2	1 , 1 , 1 (PD)	CS, building (only once per system), hangar 6, no stern, +1	8, 1 U
A. Star base	0	1	0	2	2	6	3	2 , 1 (PD)	CS, building (only once per system), hangar 12, no stern, +2	10, 2 U
Titan	0	1	1	2	2	6	2	5 / 1 , 3	MC, massiv bombardment	20, 4 U

Standardized building plans

Unlocking a ship class through research also unlocks standardized blueprints that already include equipment (this does not apply to advanced blueprints). These blueprints are more expensive and cannot be modified. However, they do not require any additional technology to be used.

Small combat ships (SS)

Support fighter Haradim

3 3 0 0SP 0PP 1

Small combat ship, Evasion 1, Small, Close quarters, Swarm, 3

Target marker: 2 1d6 3+ 0 Light disadvantage, target marker

Sen-Ka-To interceptor

3 3 0 0SP 0PP 1

Small combat ship, Evasion 1, Small, Close quarters, Swarm, 3

: Fighter gun: 1 1d6 5+ 1 Projectile, Point defense
 1d6 vs Close quarters 4+

Strategic Bomber Dawnstar

2 2 0 0SP 1PP 1

Small combat ship, Small, Close quarters, Swarm, lethal: CS+, 4

: Cluster bombs: 1 1d6 vs HS- 6+ 1 Bombardment, vs HS+ no effect, HE, Area damage 1:1

Pilum Tactical Bomber

2 2 0 0SP 1PP 1

Small combat ship, Small, Close quarters, Swarm, Lethal: CS+, 4

: Volcano launcher: 2 1d6 4+ 1 missile, close quarters, Evasion 1, HE

Kynzai attack corvette

3 2 1 1SP 1PP 1

Small combat ship, 7 from 3: 1 Upkeep

: Laser gun: 2 1d6 4+ 1 Energy, Light disadvantage

3

2

1

0SP

0PP

1

K1 Mass Corvette

Small combat ship, 4 from 3: 1 Upkeep

: Kinetic gun:

1

1d6 5+

1d6 vs Close quarters 4+

1

Projectile, Point defense

Support ships (SupS)

3

2

1

1SP

1PP

2

Capital destroyer Siegard

Support ship, 12 from 2: 1 Upkeep

Macro magazine (already included)

: Torpedo:

2

2d6 vs KS+ 6+

2

Missile, Close quarters, HE, Hull Damage x2

3

2

1

1SP

1PP

2

Swarm Destroyer Shatterstorm

Support ship, 13 from 2: 1 Upkeep

Decoy (first point defense hit this round against your missile attack is ignored)

: Swarm missiles:

1

2d6 4+

3d6 vs Swarm 3+

1

missile, close quarters, HE

2

2

1

1SP

1PP

2

Reconnaissance frigate Aragust

Support ship, 16 from 2: 1 Upkeep

Hologram Field (-1 hit on all enemy attacks when active, cannot fire itself, can be activated in the approach phase or on your turn), Advanced Sensors (detect up to one system away, for non-dangerous systems draw 2 event cards and choose one)

: Laser gun:

2

1d6 4+

1

Energy, Light disadvantage

: Convex gun:

2

2d6 5+

1

Energy, Point defense, Light disadvantage

2d6 vs Swarn, CQ 3+

2

2

1

1SP

1PP

2

Salvage frigate Ai-Ta-Te

Support ship, Repair 2, 17 from 2: 1 Upkeep

2x Logistics Center (already included)

: Laser gun:

2

1d6 4+

1

Energy, Light disadvantage

: Rapid Fire Cannon:

1

3d6 5+

1

Projectile, Point defense

3d6 vs Swarn, CQ. 4+

 2 2 1

Support Ship, Hangar 4, 11 ⚙️ from 2: 1 ⚙️ Upkeep

⚙️ 2x Hangar (already included)

	Kinetic Gun:	 1	1d6  5+	1 	Projectile, Points defense
			1d6  vs. CQ 4+		
	Rapid Fire Gun:	 1	3d6  5+	1 	Projectile, Points defense
			3d6  vs. Swarm, CQ 4+		

 1 1 1

Support ship, Transporter 3, road construction, 3 

 : Kinetic gun:  1d6  5+ 1  Projectile, Point defense
1d6  vs CQ 4+

Main combat ships (MS)

 2 2 1

Main combat ship, Scout, 20 , 1 Upkeep

⚙️E-War Center (1 Target, 2+: Target loses its attack or move action at the affected player's choice, -1 on the roll for each square distance to the target and for every 2 🏰 left)

	Concave Gun:	 2	1d6  4+	2 	Energy, Light Penalty
	Rapid Fire Gun:	 1	3d6  5+	1 	Projectile, Points defense
			3d6  vs. Swarm, CQ 4+		

 3 2 1

Main combat ship, scout, 23 , 1  Upkeep

- gear maneuvering thrusters (already included), rotary engine (rotates before or after movement)

: 2x broadside cannonade: 2 3d6 4+ 1  projectile, can only attack from the side (no front or rear fields)
select 1 target per side

Storm Cruiser Buryja

⌚ 2 ➡ 3 ⬅ 1

👥 2SP

📱 2PP

🛡 2

Main combat ship, scout, 21 ⚡, 1 ⚡ Upkeep

⚙ Tritium injection (grants scout, the ship may move once before the first combat round and +1 ➡)

🔫 : Autocannons: ⬅ 1 1d6 ⊕ 4+ 1 🛡 Projectile, Point defense, Auto-Hit 1: Close quarters and Swarm

Storm Torpedoes: ⬅ 1 3d6 ⊕ vs SS+ 6+ 1 🛡 Missile, Close quarters, HE, Hull Damage x2

Battlecruiser Ma!JinJi

⌚ 1 ➡ 2 ⬅ 1

👥 2SP

📱 2PP

🛡 2

Main combat ship, 26 ⚡, 2 ⚡ Upkeep

⚙ Frequency Modulator (already included)

🔫 : 3x Concave gun: ⬅ 3 1d6 ⊕ 4+ 2 ✨ Energy, Light disadvantage

Formation breaker battlecruiser Ballista

⌚ 1 ➡ 2 ⬅ 1

👥 2SP

📱 2PP

🛡 2

Main combat ship, 23 ⚡, 2 ⚡ Upkeep

⚙ Weakness Analyzer (with min. 1 🛡 hit on a enemy unit, the next attack on it generates +1 🛡)

🔫 : Mass Accelerator: ⬅ 3 1d6 ⊕ 3+ 3 🛡 Projectile, Fire Line, Lethal: SupS, 1st target suffers 3 🛡, 2nd target 2 🛡, 3rd target 1 🛡

Rapid Fire Gun: ⬅ 1 3d6 ⊕ 5+ 1 🛡 Projectile, Point defense
3d6 ⊕ vs. Swarm, CQ 4+

Capital ships (CS)

Artillery battleship Apex

⌚ 0 ➡ 1 ⬅ 1

👥 4SP

📱 4PP

🛡 3

Capital ship, 44 ⚡, 3 ⚡ Upkeep

⚙ Stabilizers (If active, immobile but: +1 ⬅ and +1 ⊕, use firing action to de/activate)

🔫 : Artillery torpedo: ⬅ 4 1d6 ⊕ vs SupS+ 6+ 3 🛡 Missile, close quarter, no effect vs SS area damage: 1 🛡

Laser main gun: ⬅ 5 1d6 ⊕ vs SupS+ 6+ 3 ✨ Energy, light disadvantage, no effect vs SS

Kinetic artillery: ⬅ 4 1d6 ⊕ vs SupS+ 6+ 3 🛡 vs SS no effect, projectile

Fleet carrier Ferropolis

1
 1
 1

4SP
 4PP
 4

Capital Ship, Hangar 6, 24 , 2 Upkeep
 Squadron Center (KS in 3 received +1)
 : Blitz-FV: 2 1d6 vs. CQ 2+ 1 point defense, Fleet Defense 2, ignores evasion

Starbase Nexus

1
 0
 0

4SP
 4PP
 5

Capital ship, one per system, Hangar 6, 27 , 1 Upkeep
 Command Center, Squadron Center, +1
 : Steel hail-FD: 1 4d6 vs Swarm, CQ 3+ 1 projectile, point defense, fleet defense 4
Broadside Cannon: 2 3d6 4+ 1 projectile, can only attack laterally (no front/rear fields, choose 2 sides for units with out front/rear), choose 1 target per side.
Volcano Launcher: 2 1d6 4+ 1 missile, close quarters, Evasion 1, HE, Evasion

Starbase Outpost

1
 0
 0

0SP
 0PP
 5

Capital ship, one per system, Hangar 6, 6 , 1 Upkeep
 Salvage Module, Staff quarters, +1
 : 6x smoothbore cannon: 1 1d6 5+ 1 projectile

Megastructure (MK)

World burn Titan Invictus

1
 1
 1

4SP
 6PP
 6

Mega Construction, Massive Bombardment, Regenerative Armor, Untouchable 67 , 4 U
 Experienced Crew (1 attack roll is repeatable), Maneuvering Thrusters (already included), Rotary Engine (rotates before or after movement)
 : Planet Breaker: 10 1d6 vs KS+ 5+ 4 Projectile
Focus Beam: 3 1d6 1st Target 3+ 2 Energy, Fire Line, Light Disadvantage Lethal: SS
2nd Target 4+, 3rd Target 5+
Multi-core Torpedo: 2 1d6 vs SS+ 6+ 2 1 Missile, Close quarters, HE, Hull Damage x2
Steel Hail DV: 1 4d6 vs Swarm, CQ 3+ 1 Projectile, Point defense, Fleet Defense 4

Neutral Units

Kosme fleet consist of: 6 Fighters, 6 Bombers, 1 Corvette, 1 Destroyer, 1 Frigate, 1 Cruiser, 1 Battlecruiser, 1 Carrier, 1 Battleship

Kosme Fighter (2)									
4	4	0	1SP	0PP	1				
Small combat ship, Evasion 2, Small, Close quarters, Swarm, Absorption shield, Experienced crew									
Aurelia fighter gun: 1 1d6 4+ 1 Energy									
1d6 vs Swarm 3+ 2 Energy									
Kosme Bomber (2)									
3	2	0	1SP	1PP	1				
Small combat ship, small, close quarters, swarm, absorption shield, silk steel armor, experienced crew, lethal: CS+									
White Lance: 1 1d6 vs KS+ 6+ 3 Missile, EMP Attack 0, Close quarters, Hull Damage x2									
Kosme Corvette (4)									
5	3	2	1SP	1PP	1				
Small combat ship, scout absorption shield, silk steel armor, experienced crew									
Mine clearance									
Aurelia gun: 2 1D6 4+ 1 Energy, EMP Attack 1									
Kosme Destroyer (6)									
4	3	2	1SP	2PP	2				
Support ship, cloaking, absorption shield, silk steel armor, experienced crew									
Macro magazine (included), cloacking, decoys (included)									
: Multi-core torpedo: 2 2d6 vs SS+ 6+ 2 1 Missile, close quarters, evasion 1, hull damage x2									
Kosme Frigate (6)									
3	2	1	2SP	1PP	2				
Support ship, Repair 3, Silk steel armor, Experienced crew									
Hologram field, 2x logistics center, sensors (advanced), jammer									
Aurelia gun: 2 1d6 4+ 1 Energy, EMP Attack 1									
Steel hail-FD: 1 4d6 vs Swarm, CQ 3+ 1 projectile, point defense., fleet defense 4									
Kosme Cruiser (8)									
2	2	1	1SP	1PP	2				
Main combat ship, boarding crew of 2, shield capacitor, heavy armor, experienced crew									
E-War Center, Vulnerability Analyzer									
: Car cannons: 1 1d6 4+ 1 projectile, score, auto-hit 1: close-up area and swarm									
2d6 vs. swarm, CQ 3+									
Broadside cannonade: 2 3d6 4+ 1 projectile, can only attack from the side (no front or rear fields), choose 1 target per side									
Kosme Battlecruiser (12)									
1	2	1	2SP	1PP	2				
Main combat ship, stabilizers, heavy armor, experienced crew									
Frequency modulator									
3x Sunfire Cannon: 3 1d6 4+ 2 Energy, EMP Attack 2									
Convex gun: 2 2d6 5+ 1 point defense, light disadvantage									
2d6 vs. swarm, CQ 3+									

Kosme battleship (16)						
0	1	1		5SP	6PP	4
Capital ship, Untouchable, Shield capacitors, Regenerative armor, Experienced crew						
Command center						
Artillery torpedo:	4	1d6 vs SupS+ 6+ 3	Missile, close range, vs SS no effect, area damage: 1			
Sunfire Main Gun:	6	1d6 4+ 3	Energy, EMP Attack 3, vs SupS - no effect			
Kinetic artillery:	4	1d6 vs SupS+ 6+ 3	vs SS no effect, projectile			
Kosme carrier (9)						
1	1	1		4SP	4PP	4
Capital ship, Hangar 12, Repair 1, Repulsion, Experienced crew						
Logistics center, squadron center, storm ramp						
: 2x Lightning-FD:	2	1d6 vs. CQ 2+ 1	Point defense, Fleet Defense 2, ignores Evasion			

Cult Fleet

1 Fighter, 1 Corvette, 1 Destroyer, 1 Frigate

Cultist hunters					
3	3	0		0	0 1
Small combat ship, Evasion 1, Small, SS, Close quarters, Swarm					
Fighter gun:	1	1d6 5+	1	projectile, point defense, reduce Evasion X by -1 (to 0)	
		1d6 vs Swarm 4+			
Cultist Corvette					
3	2	1		1SP	1PP 1
small combat ship					
: Laser Gun:	2	1d6 4+	1	Energy, Light Disadvantage	
Cultist Destroyer					
3	3	1		1SP	1PP 2
support ship					
decoys (included)					
: Swarm missiles:	1	2d6 4+	1	missile, close quarters evasion 1, HE	
		3d6 vs Swarm 3+			
Cultist frigate					
2	2	1		1SP	1PP 2
Support ship, repair 1					
Hologram field, logistics center					
: Laser gun:	2	1d6 4+	1	Energy, Light disadvantage	
Rapid-firing gun:	1	3d6 5+	1	projectile, point defense	
		3d6 vs. swarm. CO 4+			

Pirate units

Pirate Fighter				0SP	0PP	1
3	3	0	Small combat ship, Evasion 1, Small, SS, Close quarters, Swarm			
🔫: Fighter gun:	1	1d6 5+	1	projectile, point effect, reduced Evasion X by -1 (to 0)		
Pirate Bomber				0SP	1PP	1
2	2	1	Small combat ship, small, SS, close quarters, swarm			
🔫 Nox bombs:	1	1d6 vs SS+ 5+	1	Bombardment, EMP Attack 1		
Pirate Corvette				1SP	1PP	1
3	2	1	small combat ship			
🔫: Laser Gun:	2	1d6 4+	1	Energy, Light Disadvantage		
Pirate Frigate				1SP	1PP	2
2	2	1	Support ship, boarding crew 2, repair 1			
🔫: Rapid-firing gun:	1	3d6 5+	1	projectile, point defense		
		3d6 vs. swarm, CQ 4+				
Laser gun:	2	1d6 4+	1	Energy, light disadvantage		
Pirate Starbase				4SP	4PP	3
1	0	0	Capital ship, Hangar 6, Command Center, Squadron Center, +1			
🔫: Steel Hail DV:	1	4d6 vs Swarm, CQ 3+	1	Projectile, Point defense, Fleet Defense 4		
Broadside cannonade:	2	3d6 4+	1	projectile, can only attack from the side (no front or rear fields), choose 1 target per side		
Volcano Launcher:	2	1D6 4+	1	missile, close range, Evasion 1, HE		

GAV

GAV Fighter				1SP	0PP	1
4	4	0	Small combat ship, Evasion 2, Small, SS, Close quarters, Swarm, Absorption shield			
🔫 Target marker:	2	1d6 3+	0	Light disadvantage, target marker		
GAV Destroyer				1SP	1PP	2
3	2	1	Support ship, cloacking, decoys (included)			
🔫 2xTor missile:	2	1d6 3+	1	missile, close quarters, Evasion 3, HE		

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 end 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 enterprise. 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. Tactical objectives are inactive.

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, counselors, 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 CS+ but point vanishing can be used against them) and in their deployment zone. They are resolved according to initiative. Tactical objectives are inactive.

Advantage: Battles produce significantly less downtime for other players.

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

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 counselors still exist. ⚙️ is a trade resource and can be exchanged at a ratio of 2:1 for any other resource.

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

Glossary (QR = Quick reference)

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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 2 victory points
- Hold the Galactic Center (2 rounds) 1 VP
- Destruction of a Titan/ colony 2 victory points
- Conquer a colony 1 victory point
- every milestone 1 victory point

Additional victory condition

- Sovereign election
- Victorious Federation

Buildings

Embassy: +1👤 per contract and law, IA S. 14
Trade route (connected): +1 to +4 🏠, +1 🏠
Capacity building: +1/+2/+3 🏠+👤
Artificial gate: Connect systems like a quantum tunnel.
Resource building: +2/+4/+6 🏠/👤/🔬/🎵
Center: x2 🏠/👤/🔬/🎵/👤+👤 (1 per player)
Other cards with upkeep

symbols

🏠	AWE (money)
🍎	Food
🔬	Research
🎵	Culture
👤	Ground capacity
✦	Space capacity
🏆	Victory points
🕒	Initiative
➡	Tactical movement
🏠	Strategic movement
📱	Small equipment slot
📱	Medium equipment slot
📱	Big equipment slot
📱	Colossal equipment slot
🛡️	shield
🛡️	armour
🛡️	Hull
🔪	Weapon
➡	Reach
🎯	Hit on
💣	Projectile damage
💣	Energy damage
💣	Hull damage
⚙️	component slot

SS+/MS- For every ship class larger/smaller +1/-1

Investor request/ milestone: reward

Form: 1. colony level II/ level IV + 4 buildings:

+1 colony level on the just increased colony

Himmel: 1. policy/ 4 policies:

Gain a policy for free or your resources back

Clans: 1. Institution action/ 3 networks with 3+ level:

Gain a research ship and a network level 1

Kosme: 1. military unit in the GC/ 1. Titan:

1 victory point

Seele: 1. counselor/ counselor level II + pay 20🏠:

Gain a counselor level for free

Welle: 1. with 2 anomaly cards/ finish a research area:

Gain an available technology for free

Tor: 1. trade route connection/ 3 connections:

Gain 2 trade routes for free

Krise (optional): average 5+ colony level / victory points

Costs and Upkeep

6🏠, 3👤; U: -2🏠

5/10 🏠 (by dangerous systems), 1✦; no U

3/6/9🏠, 2👤; U: -1🏠/-2🏠/-3🏠

6🏠, 1✦

3/6/9🏠, 2/3/5👤; U: (except 🏠): -1🏠/-2🏠/-3🏠

6🏠, 3👤; U: -2🏠

War weariness: -1🏠 per eye/ defender 2 eyes

Policies: -2🏠, counselor: -3🏠