

NOVA

Conflict in the last frontier

Rulebook 1.0

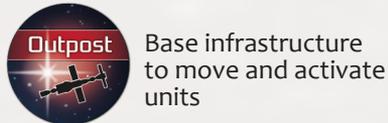
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POWER COUNTERS

In four colors (red, blue, green and yellow) for four powers.

CONTROL MARKERS



GAME MARKERS

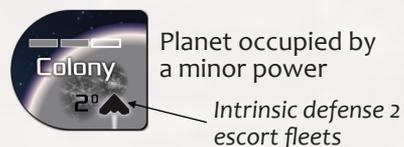
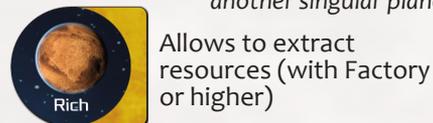
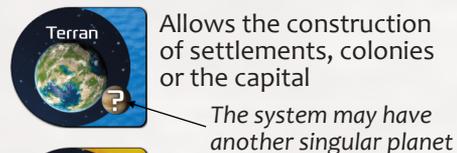
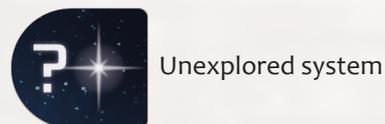
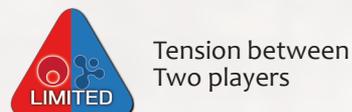
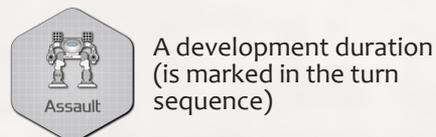
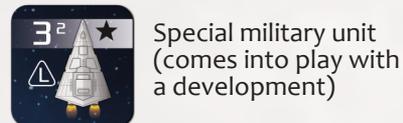


MILITARY UNITS



OTHER COUNTERS

Planets, minor powers units and other markers.



CARDS

Divided into 3 decks of 30 cards each; a military deck (red), a civilian deck (blue) and a diplomatic deck (yellow).

In turn, in each deck there are 4 types of cards:

- Opportunity. Events that after playing them are discarded.
- Development. They give the player an advantage that can last several turns.
- Surprise. Like action cards, but can be played at different times and in different ways than the card itself describes.
- X cards. They trigger scenario-specific events, trigger interphases and activate independent minors.

Action points (APs)

Commercial treaty with minor power

Deck type

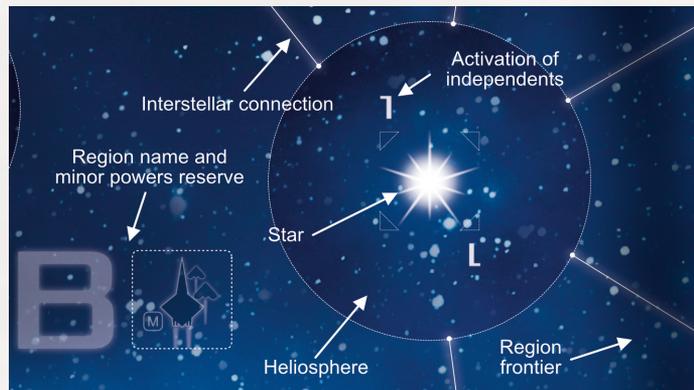
Card type

- Opportunity
- Development
- Surprise

MAP

Divided into 8 regions (2 central and 6 peripheral) which in turn contain stellar systems connected in a network.

The stellar systems contain two areas: the star and the heliosphere.



PLAYER'S NAVAL POWER AND MERCHANTS PANEL

The "income" counter in position 1 indicates that the player adds 1 Action Point (AP) each impulse to those obtained with cards.

The player has invested 4 APs, from the 10 needed, in building a colony.

With the naval power level at 9 the player has 5 merchants. He could spend 2 levels to reinforce line fleet counters and still have 5 merchants.

1. Introduction and design philosophy

NOVA is a medium complexity space game where players lead competing space civilizations to achieve supremacy in a region of space. To do so, they must employ not only military strategies but also diplomatic and economic ones.

The game is articulated in scenarios from one to four players, therefore, it can be played alone, in pairs or in groups. Although the mechanics are card-driven, it features wargame elements, and especially many original ideas that make it unique not only in its genre.

The rules for playing solo games integrate very well into the multiplayer scenarios. They combine in such a way that they create a great variability within the same scenario. If we add to this that the approach and strategy to win in each of these scenarios varies completely; we have a set of rules that can provide memorable games with countless hours of fun.

The scenario system is also elastic, even allowing players to design their own, set in their favorite science fiction universes. This edition provides; four solitaire scenarios (one of them introductory), another for two players, and a sixth for 3 - 4 players.

2. Control of a system

A star system has several places where you can place counters:

- Above the star drawing: military units (from just a single power) are normally placed here. Units placed here indicate that they are active (see below).
- On top of a **singular planet** tile (these are the inverted "D" shaped tiles): Here we can place control markers

and also military units. It represents a planet within the system with some special characteristics.

- On a planet (non singular), any place inside the heliosphere: Exactly like the previous case, but on some planet, satellite, planetoid or asteroid without any special interest (that's why there is no marker). A star system is assumed to have an unlimited number (for practical purposes) of such planets.

A **system is controlled** if it has at least one active military unit (on top of the star); or it is the only power with control markers in the system (and no other power has active units in it).

2.1 Controlled zone (CZ)

A controlled zone corresponds to **all controlled systems, adjacent** to each other and from the same power.

3. Sequence of play

The game is divided into turns, and these into impulses, which are played alternately by each player.

The sequence for each impulse is as follows:

1. Initial phase: Sieges are resolved and minor allies are reinforced.
2. Naval phase: This is the main phase, where the player can activate units, move them, place new units and control markers, ...
3. Activation phase: All powers activate their units.
4. Final phase: The player draws a card and, if necessary, an interphase takes place.

When a player has finished his impulse, the player to his left starts his impulse, and so on until the end of the game. The game structure is not rigid; turns only end when there are interphases, and interphases happen randomly at the end of some impulses.

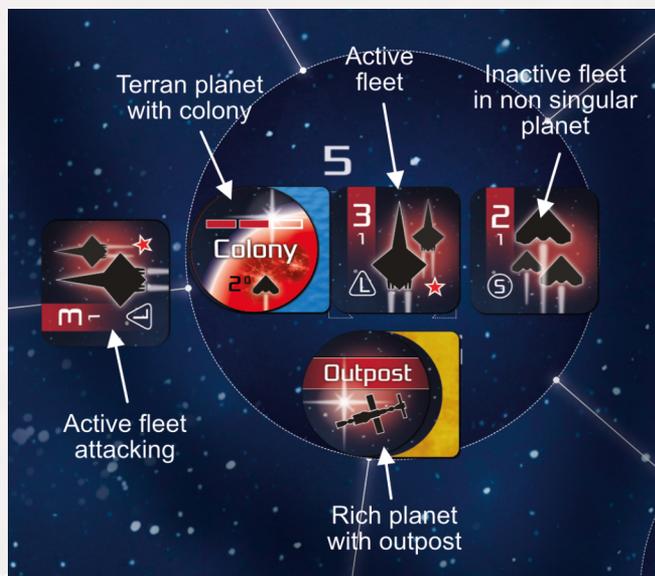
4. Starting the game

To play NOVA you must select a scenario from this rule-book, appropriate to the number of players and the duration in turns you want to play. Each scenario details the players involved (players or bots), the deployment, the possible special rules and the sequence of events.

Then the players draw 6 cards (in the scenarios it is detailed from what decks). If a player gets a card marked "X" (special card) he/she returns it to the deck and is given another one, shuffling again at the end.

5. Naval phase of the impulse

This phase is the bulk of the player's impulse. This is where the player normally plays his cards and performs his actions.



5.1 Playing cards

In his impulse, each player can play the cards he has in his hand in two different ways: to make actions spending the actions points (APs) on the card, or implementing the event that appears on it.

Whether played for actions or as an event, it is only possible to play one card in total of the development or opportunity types (one between the two types).

The surprise cards describe in their text the time when they can be played if it is as an event. The surprise cards, played for actions can only be played in the player's impulse but without limit (several cards can be played together).

Therefore, **in his impulse a player can play up to one card (development or opportunity card as event or actions), and as many surprise cards as he wishes (only for action points).**

5.2 Development card events

The events on the development cards have a duration of several turns. The end of the event is marked in the turn track with its corresponding marker. Each development event has its own end marker (hexagonal shape).

These cards, once played, are not discarded but remain face up next to the player, remembering that the event has a permanent effect during several turns.

Once a card of this type has been played, its end marker (hexagonal markers) must be placed as many **complete turns** after the current turn as there are players. That is, in a 4-player game played on turn 3, the development card end marker is placed on turn 8 (4 → turn after the current turn + 4 → players).

As will be seen below, development cards thus played, count as long as they have effect toward the maximum limit of cards in the hand that each player can have.

Development cards can be voluntarily discarded at any time, proceeding with their possible related markers as will be explained in the interphase.

Optionally, **any development card can also be played to turn any ongoing development in the power's hand to the "+" side** (to try to lengthen it). This is also considered an event and, played in this way, the card is discarded.

5.3 Opportunity cards and discards

Opportunity cards, played as an event, are immediately discarded. The same happens with surprise cards, or any type if they are used as action points (see Actions).

Analogous to development cards, **opportunity cards can be played alternatively to place commercial treaties with**

minors (explained below). This way of playing them is also considered an event.



5.4 Surprise cards

Like the cards of the previous types, they can be played to perform the event they describe, or to perform the number of actions indicated. However, **as many as desired can be played in one impulse** with the following restrictions:

- If they are played as an event, it will be done so at the time indicated on the card itself. It is possible (and in fact very common) to play them on the impulse of other players.
- Surprise cards played to make actions, must be played in the owner's impulse, along with the other card types.

5.5 Actions

In the naval phase players can take actions. These actions are performed by spending **action points** (on the cards abbreviated as AP) obtained in two ways: A fixed number according to the economy (see Economic base) and those obtained by playing cards for action points (as just seen).

There is no order for this. In his naval phase a player can intersperse the play of event cards, make actions with action points that come from the economic base, or from the cards.

In the Table of actions and their cost you can see the possible actions that can be done along with their cost in APs.

5.6 Multi-impulse construction

As can be seen, actions to build military units or control markers can cost many action points. All those costing more than 1 can be done in different impulses. For this, the military unit/control marker must be available. This half-built marker will be placed on the player panel, remembering the points we have invested in it.

It is necessary to spend at least one action point to finish building these tokens, even if you have spent more than their cost (for example because some event has reduced it). The token is then placed on the board.

To build a naval factor costs 2 action points. In this case, if we spend only one action point, we will turn the naval power marker on the +1 side to remember it. With one more, we will advance the marker (and turn it back to its normal position).



5.7 Construction, reinforcement and removal

The following considerations must be taken into account:

- You cannot build more tokens of each type than there are available.



TABLE OF ACTIONS AND THEIR COST

Action	Cost	Requirement
Build/Reinforce Escort Fleet	1	In any system in a CZ
Build fortress	3	In a Colony
Reinforce fortress	1	In any system in a CZ
Build line fleet ⁽¹⁾	2	In a Colony
Move	1	To and from a system in the same CZ
Explore	1	Unexplored system adjacent to a CZ
Attack	1	Explored system adjacent to a CZ (if allowed by the status of tensions)
Build an outpost	1	On a planet in an explored system, adjacent to a CZ (or inside) and free of enemy tokens
Build a factory	3	Same conditions as in the case of the outpost
Build a settlement	5	In a CZ replacing an outpost or factory (existing at the beginning of the impulse) and on terran planets
Build a colony	10	In a CZ and replacing a settlement (existing at the beginning of the impulse)
Build the capital	10	In a CZ and replacing a colony (existing at the beginning of the impulse)
Eliminate a military unit or control marker	1	Settlements or higher located on the map cannot be eliminated
Build a naval factor	2	

(1) Naval power is used to reinforce them, see section Line fleets below.

- Military units are always built on their reduced side.
- Newly built military units become active (they can attack, ...).
- Military units and control markers not besieged or under construction can be eliminated (cost 1). Never settlements or higher already built.
- At any time an outpost marker can be exchanged for another (usually because the control on the other side of the marker is needed).

Here are some particularities for the different types of counters.

Control markers

Outpost represent logistic centers, both mobile and more permanent. They are built on planets without enemy markers, within a CZ, or in a system adjacent to one. As will be seen later, the same marker is also used to represent supply accumulations, signaling attacks).

Factories are exactly the same as outposts but, in addition, they can replace an outpost if desired (the marker becomes available again).

Settlements are built on terran planets that already had at the beginning of the impulse an own outpost (or factory) inside a CZ.

Colonies are always built on settlements already existing from previous impulses, and the **capital** on a colony (also existing at the beginning of the impulse). As in the previous cases, within a CZ.

If we order the control markers (from least to most important) we have outposts, factories, settlements, colonies and the capital. This order is sometimes used in the rules when for example it is said "settlement or higher".



Fortresses

Large constructions oriented to the defense of a system, which are not able to jump by themselves to other systems.

They must always be built in a colony, but can be moved and reinforced in any system of a CZ. They are very good in defense but can only intercept attacks in the same system where they are.

Escort fleets

They represent small units (flotillas of frigates, fighter wings, drones, ...) normally escorts of their big siblings. It also includes all atmospheric forces specialized in planetary combat.

These counters are usually two-sided, 1-factor and 2-factor. Each factor costs one point. These tokens can be built or reinforced (i.e., from 1 factor to 2) anywhere in a CZ.

Line fleets

Main naval forces. As the rest of military units with two sides (generally with 1 and 3 factors). They must be built on the side with less factors in a colony, but the reinforcement (in CZ systems) is done by transferring naval power to the fleet (explained just below). Thus, to turn a fleet from factor 1 to 3, i.e. adding 2 factors, we must reduce the naval power marker by two.

Capital units

They are those marked with a star at the bottom right. In some circumstances 1 VP (victory point) is lost or gained if

they are destroyed in battle (see Tensions between players and independents).

5.8 Naval power and merchants

It represents the naval power of a power (of a player). It is a counter that varies between 0 and 19. It costs 2 action points to increase it by 1.

At any time during their impulse, players may move factors from their naval power pool to flip fleet units to their full side (in general it is not possible to do the transfer in the opposite direction).

The naval power level also indicates the number of merchants of a power. These merchants will be needed for the economy of the power (see Income).

5.9 Movement

It is always done from one system to another within the same CZ. Outposts and military units can be moved. Moved military units become active. Often the movement is used exclusively to activate a unit.

5.10 Exploration

In some scenarios there may be systems with a planet marked as unexplored (we will consider the whole system as unexplored). Such systems can be explored if they are adjacent to any CZ of the player, doing the exploration action.

When exploring, the counter is flipped; the possible results are:

- There is no planet of interest (the marker is removed).
- There is a planet that is terran, rich in resources or with both properties.
- There may be more than one singular planet. In this case a second tile is taken at random from those not located on the board, and is added to the system, proceeding as in the previous case.
- A minor may appear (see Independent minors). If there is a system with several planets, where one of them has a minor colony, minor outposts are placed in the rest (and an extra minor fleet is added).



5.11 Attack on a system

With this action, the player points an enemy system by placing on it an outpost marker of his own from among those available (i.e. not already on the board). This system must be adjacent to one of his CZ.

The player announcing the attack is the attacker, the player controlling the attacked system is the defender.

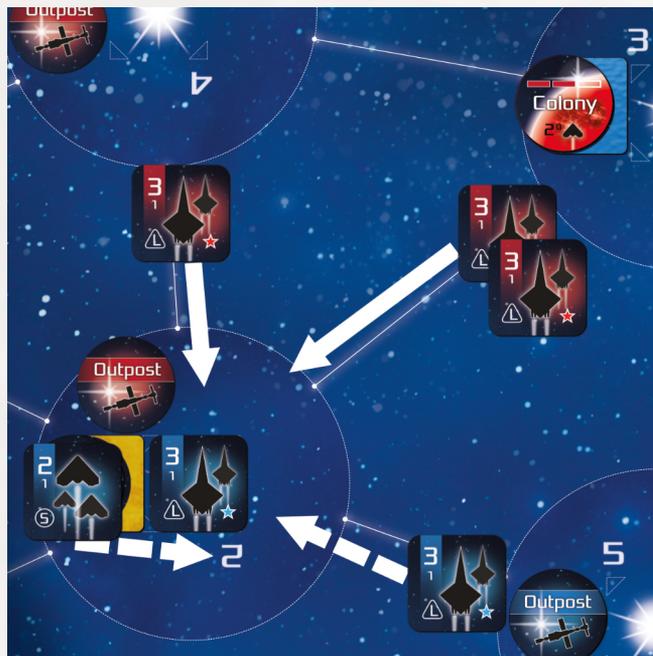
The attack (and defense) for player-controlled powers is explained below. For bot attackers or defenders, please refer to the section Attacks from/to independents.

Interceptions

Attacker (who performs the action) and defender (who controls the attacked system) announce, in any order, which military units will participate in the subsequent combat. The attacker, placing active units from adjacent systems on the connection to the attacked system. The defender the same but, in addition, can intercept with up to one non-active military unit inside the attacked system.

As an exception to the latter, military units intrinsic to a control marker (those drawn on it) never intercept. Here it should be noted that **fortresses can only intercept within the same system they are in**.

When the attack is announced, the aggressor has to point out at least one unit that intercepts (joins) this attack. From this point on, there is no established order for the announcement of interceptions. However, once an interception has been announced, it cannot be canceled.



Using 1 AP the red player places an outpost in system 2 to initiate an attack with the active fleets in adjacent systems 3 and 4. The blue player can defend with the active fleet of the attacked system, with an inactive unit of the attacked system and with the active fleet in system 5.

As the attacker (using 1 AP) has previously moved a fleet to system 3, that fleet is active until the end of the impulse and can participate in the attack in addition to the fleet that is active thanks to the Colony.

Retreats

Active units in the attacked system can move immediately to an adjacent system in the CZ but become deactivated. They can also move to some planet (singular or not and with or without control marker) within the system without fighting.

Victory and defeat

After combat (see Space combat) **defeated units are deactivated**. In case of victory (or if there has been no combat) attacking units can, voluntarily, advance on the attacked system, remaining active and taking control of the system.

5.12 Attack on planets

As the attack to a system, but to control planets. It must be done in controlled systems, and in this case interceptions (or retreats) are not allowed. The attacker points a planet with control markers or enemy units, and fights with as many active units as he wishes. The defender defends with whatever he has on the planet (see Planetary combat).

6. Combat

In attacks to systems where there have been interceptions, or where there are defending units in the system that do not retreat, **space combat** occurs. In attacks on planets with military units we have **planetary combat**.

6.1 Space Combat

Once the participating units have been established, the following sequence is followed:

1. Tactics decision
2. Resolution of impacts received and infringed
3. Assuming impacts
4. Determining the winner
5. If necessary, exploitation

Tactics decision

The attacker first decides his tactics; for this he announces which attacking units fire and which ones cover. Then the defender announces its tactics.

Infringing impacts

For each of their units, attacker and defender roll a six-sided die per unit factor, counting the total number of impacts they get in their fire and that of their cover.

This is done by consulting the **Impacts table**, where you can see the firepower of each type of unit in the column "Space Combat".

With F1, you get a hit with a die result of "1", and 0 with any other result. With F2 you get 1 hit with a result of "1", 2 hits with a result of "2", and 0 with any other result. Continuing

IMPACTS TABLE		
Ship type	Space combat	Planetary combat
Line fleet	F2 *	F1
Escort fleet	F1	F2
Fortress	F2	F3
Mixed fleet	F2	F2

* F3 If it was initially active in the attacked system and fires (not if covers). Includes attacks received from besieged planets.

in this way, for F4 we have 1 hit with the result of "1", 2 hits with "2", 3 hits with "3" and 4 hits with "4" and the results "5" and "6" produce 0 hits.

Each side receives as many impacts as the number of hits in the opponent's fire, subtracting the number of own cover hits obtained. If he have scored more cover hits than opponent's fire hits, the excess is ignored and no impacts are received.

See Example of space combat.

The factors in the table may vary under certain circumstances (events, special troops, ...). However, F1 is the minimum and F4 the maximum possible factors.

Assuming impacts

Military units have two sides (full and reduced) that indicate the factors they contain. Each impact removes one factor. A unit with a 2 on the reduced side indicates that it contains 2 factors, flipped for example to the full side with a 4 indicates that there are now 4 in total. This unit needs to receive 2 impacts to be flipped back to its reduced side, and another 2 to be eliminated.

Each side distributes the impacts received as it wishes with the following limitations in this order:

1. A first round is made where impacts are dealt to turn initially full units or eliminate (initially reduced) units. Try to take the maximum number of hits. If this is not possible due to the size of the units, the excess is ignored.
2. If after the previous process there are still impacts to be taken, proceed again with a second round (now only reduced units should remain).

See Example assuming impacts.

Determining the winner

The winner is determined as follows: If there are no surviving units the defender wins; the one who completely eliminates his opponent (with any survivors) is the winner. If both opponents have surviving units, the winner is the one who has inflicted more impacts (the defender in case of a tie).

See Example of a winner and loser in a combat.

Withdrawals and advances

If the attacker wins, the defender must retreat the surviving units that were active in the system (thus becoming inactive). The attacker can then advance on the system with the units he wishes from among the participating units. All these units (whether they advance or not) remain active. In case there are enemy control markers (and/or units), these will be considered besieged from now on.

In case of victory of the attacker, he can exploit with units advancing on the attacked system (see below). If not desired (or in case of defeat), the outpost that signaled the attack becomes available for purchase again).

See Example Retreat and advances.

Exploitation

If the attacker wins he can decide to advance with some unit(s) over the system. He can then make as many planetary combats as he wishes in the system as long as he wins them all (without having to spend extra action points to attack planets).

Space combat to break siege

Exactly as in the general case, with the particularity that the besieged side can join the attack with up to one besieged unit from the system. The attack can be carried out exclusively by besieged units, but as mentioned above, only a single unit will participate.

6.2 Planetary combat

Planetary combat is very similar to space combat with some differences.

There must be an attack in progress on the system, that is, there has been a victorious space combat of an attacker that has just exploited, or the attacker already controlled the system and go on to make (for 1 action point) the action of attacking (placing again an outpost of the available ones above the star to signal the attack).

The attacker points to a planet and the (active) military units with which he wants to fight. The defender can only fight with a single unit of his choice, adding all the intrinsic units of the settlement, colony or capital (drawn on the control marker itself).

The table consulted is the planetary combat table, and the casualties in this case are always decided by the attacker (both his own and those of the enemy, **including those of the planet that have not fought**), but following the rules of Assuming impacts.

The attacking units always remain active even if they are defeated.

In case of defeat, the attacker can, if desired, move the outpost marker that pointed the attack to a planet in the

system (to have some outpost there), or make it available again. All this is done without cost of actions. He can attack again with another action in the same impulse.

If the attacker wins, he can continue to make attacks in the system (without using new actions) on the same planet or on others. Obviously he can stop and proceed also as in the case of a defeat, to take advantage of the outpost marker.

See Example of consecutive attacks.

Intrinsic military units

Some control markers have intrinsic units. After each combat these units "regenerate", so to conquer this type of markers they must be eliminated, all together, in a single combat, and immediately the control marker must be occupied with attacking units. **These units will only receive hits when they are the only ones left.**



6.3 Change of administration

Enemy outposts and factories without military units and in controlled systems can be eliminated at no cost. Also in the activation phase, own outposts can be moved freely within the system (in this way an outpost on a non-singular planet can be placed on a singular planet from which for example an enemy outpost has just been eliminated).

Settlements, colonies and capitals cannot be destroyed, but must be occupied by moving a military unit over them (the player does not replace them with his control markers). As long as military units remain occupying this control marker, it will count for all purposes as belonging to the occupier.

If this marker is upgraded (for example from a settlement to a colony), then it is changed to an occupier's marker (the control marker becomes available to the former owner).

See Example change of administration of a player.

7. Independents

Depending on scenarios, by exploration or as events of the diplomatic deck, independent powers appear in the game that are not directly controlled by any player. According to their importance, we can speak of two types: independent powers and Independent minors.

All independents have only one type of military unit: the mixed fleet (with its own entry in the Impacts table).

The units of the independents are not explicitly in any system. Each one has a reserve of built fleets, which is marked by stacking the counters of this reserve next to one of its controlled systems (or in the corresponding map box for minors).

As it will be seen, the units of this reserve will participate in the attacks and defenses of the independent. Once the combats are solved, unless they are besieged, they return to the reserve, leaving only the control markers in the system that indicate it as belonging to the independent.

7.1 Independent powers

They appear exclusively as indicated in the scenarios.

They use the same tokens as those used by players (i.e. they have a color of their own), but do not use escort fleet counters or fortresses. Their line fleets counters count as mixed fleet (different in the Impacts table).

These powers are activated and react as described below (see The bot).

7.2 Independent minors

They usually appear as a result of an exploration (a minor colony has been revealed).

All minors share the same color and type of counters. However only those from the same region are considered the same independent (we can see them as allies that share the same fleet reserve, do not attack each other and support each other in defense, as will be seen in Attacks from/to independent).

Each time a new minor appears as a result of an exploration, a full fleet unit is added (if available) to the minor's reserve.

7.3 Alliance with independent minors

There is a development card from the diplomatic deck that allows the player to ally with an unbesieged minor.



Beginning of the alliance

Playing this card, the player has one of these two options:

- If there are minor colony markers available, he can place one on the margin of the board, along with an outgoing connection (represents minors from the peripheral region but off the map). For this, the peripheral region must be active (depending on the scenario).
- He can choose a minor in the map not allied with another power and **in a system with only one planet.**

In the first case, the player takes an available military unit and places it active touching the colony. For game purposes, as long as the alliance lasts, it proceeds as if there were a system with the colony on this side of the board.

In the second case, the unit (if available) is placed active in the minor's system. The reserve counters are kept (even if there are no more minors in the region). This system, now a player's ally, no longer counts as an independent minor (it can now be attacked by other minors in the region).

In both cases, the new alliance is marked on the turn track with the appropriate development marker.

Advantages of the alliance with minors

His military unit and control marker (it only have one) count for all purposes as being from the Allied power with the following exceptions:

- At the start of the activation phase, place its military unit on its control marker. If besieged, the unit is destroyed.
- At the start of the player's impulse, if the allied unit has been destroyed, it is rebuilt (on the reduced side) on its control marker; if it is reduced it is flipped to its full side.
- When the Development is discarded (or if the minor's control marker has been occupied) the alliance disappears. The military unit (if not besieged) goes into the region's minor reserve pool. Units of the former ally are placed inactive in the heliosphere.
- If the minor was from an outlying off-board region, the colony marker is removed and the military unit becomes available. Possible enemy units from other powers move to the adjacent system if owned, or are eliminated.

8. The bot

Independents perform actions and react as described below.

8.1 Activation of independents

In the scenarios it is marked when the independents are activated. There are slight variations between independent powers and independent minors.

Independent powers

As can be seen, all systems have a number between 1 and 6. When, depending on the scenario, a certain power is activated, a die is rolled. **Each system controlled by the power with that number is activated**, making its own roll on the independents activation table. If there is none, 1 is subtracted from the die roll until a system that can be activated is found. If 1 is reached and there is no matching system either, continue with 6.

Minors

Similar to the previous case, but now **we look at all systems with minors in the map.** In addition, **we also look at unexplored systems.** To do so, all those that match the roll are revealed. If they correspond to a minor, it is kept in play (as if it had appeared by an exploration) and his roll is made in the independent activation table. If it is not a minor, take another random unexplored planet marker and replace it with the revealed one (which now goes to the available pile next to the board).

It should be noted that each minor control marker is considered a different minor. Even if they are in the same system. Therefore, if a system with two minor control markers is activated, an activation is made for each one.

Unless the scenario states otherwise, **each event in the sequence of scenarios has an implicit activation of these minors at the end** (as indicated in the drawn X card).

Independent actions

For each control marker that is activated, and **not besieged**, a die is rolled on the table.

This table has three columns: the result of the roll, a condition and an action. The condition that corresponds to the roll is checked first. If it is fulfilled, the described action is performed. If it is not fulfilled, subtract one from the roll and check the next conditions until one of them is fulfilled and the action can be performed.

Independents under siege

Activating independents that are besieged do not roll on the above table. Instead they place (if available) a mixed fleet on its full side on the besieged planet and attack the besieger (see Attacks from/to independent skipping the first step).

Attacks from/to independents

Independents can attack each other (but obviously do not attack themselves). For this purpose, all minors in the same region are considered to be the same power.

The attack from an independent follows the following script:

1. When the action that comes up on the independents activation table is an attack, the independent takes half of the fleets in its reserve (rounding up) and

places them on the edge towards the target system.

2. When it is his turn, the independent determines his tactic by rolling a die on the Independent tactics combat table. The result corresponds to the number of fleets he places firing (the rest will cover).
3. After the combat rolls, the casualties are always determined by the player (following the rules of Assuming impacts).
4. In case of victory in space combat in an attack, the minor will exploit with all the units and will attack (in random order) all the planets in the system. The attack will end when he stops winning or has occupied all planets in the system.
5. After the attack, if only the independent is present in the system, the system will now belongs to the independent (control markers are replaced by the independent's equivalents or the most similar of lower level). The minor immediately replaces the conquered colonies with its own, he does not need to "occupy" them. Independent units from the minor return to their reserve (see Example change of administration of an independent).
6. If the system has not been completely occupied by the independent, after proceeding with the conquered markers as in the previous case, all the units from the independent return to the reserve except one (full if possible) that is kept at the center of the system indicating that is now controlled by the independent. In the future, if the system is attacked this unit is added to all those participating in the defense in the usual way (see below).

Defense:

1. If there is none, the independent takes a unit and

INDEPENDENTS ACTIVATION TABLE

1D6	Condition	Action
0-		Do nothing
1	There is a military unit available	Take a unit and add it to the reserve
2	There are adjacent zones without enemy counters	Place an outpost in the adjacent System randomly among those that meet the condition, exploring if necessary ⁽¹⁾
3	There are any flipped military units in his reserve	Flip up to 2 reduced military units
4	Higher minor control markers are available	Increase the marker level to the next lowest possible level
5	The independent has a commercial treaty	Player chooses between lowering naval power by one or eliminating the commercial treaty
6	The independent has military units in reserve and adjacent to some enemy outpost or factory	Attack a random adjacent outpost or factory marker ⁽²⁾
7	The independent has military units in reserve and adjacent to some enemy settlements	Attack a random adjacent settlement marker ⁽²⁾
8+	The independent has military units in reserve and adjacent to some enemy control markers	Attack a random control marker, with an additional unit for each result above 8 ⁽²⁾

(1) In case of minors, if the system is in another region (or another minor appears as a result of exploration) a fleet is added to that reserve.

(2) Always with priority against a power (or minor) with whom he does not have a commercial treaty.

Add a +1 to the die roll for every two full fleets in the independent's reserve.

places it in the system.

2. For each system adjacent to the attacked one controlled by the independent, another unit is added.
3. This is done as long as there are units in the independent's reserve.
4. As in the case of attack, the minor decides its tactics on the independents combat table (as he is the defender, he now does so after the attacker).
5. If he loses but there are survivors, he places one unit (full if possible) on his best control marker (randomly if several). The rest return to the reserve.
6. As soon as the system is free of invaders, the possible surviving units return to the reserve.

In activations, in attack or defense, **the independent will always prioritize full military units** over reduced ones.

A complete example of attack and defense of independents can be found later.

INDEPENDENT TACTICS COMBAT TABLE

1D6	Attacker Space combat	Attacker Planetary combat	Defender Space combat	Defender Planetary combat
1-	1	1	0 ⁽¹⁾⁽²⁾	0
2	2	2	0	0
3	2	3	0	0
4	3	3	1	0
5	3	4	2	1
6+ ⁽³⁾	3	4	2	1

You have to add / subtract the difference of military counters with the independent from the die.

(1) The best unit from the independent is withdrawn to the best independent control marker in the system before the combat (in case of a tie, choose randomly).

(2) If the result is less than 0. **All units** are withdrawn.

(3) With a result of 6 or +, the independent increases by 1 the firing factor of his best ships, for each result exceeding 5 (for example, with a 7, attacking in space combat, the 2 best units would fire with F3 instead of F2).

9. Commercial treaties with minors

Players can place commercial treaties on minor colonies. **Each minor colony can have only one commercial treaty.**

All opportunity cards have a generic event that allows an **available factory** counter to be placed on a minor colony. This colony must be in a region with a system within an own CZ, and cannot be allied with another power.



If there is already a commercial treaty with another power, this can only be done if, in addition, **the power has more merchants than the one it wants to replace** (see Naval power and merchants).

These agreements can be eliminated as a result of the corresponding outcome of an independent activation (see Independents activation table).

In the interphase, players with commercial treaties that exploit the minor (i.e. assign a merchant to it) have an additional income.

10. Tensions between players and independents

Tensions between two players can be in three statuses:

- At peace (armed or if you want cold war)
- Limited war
- Total war



It is marked with the corresponding marker placed in the turn panel: If the piece is not placed on the panel it means that there is peace. If it is, depending on its face, we will have limited war or total war.

Each of these statuses limits the attacks that can be made between those players' powers:

- In peace: Attacks are allowed only to outposts.
- Limited war: Attacks are allowed to control markers below colony. Battles where capital ships have been destroyed result in the loss/gain of 1 VP (so if both sides have destroyed any capital ships there is no variation). Independents ignore this variation but not their player opponents.
- Total war: As limited but with no restrictions on the control markers that can be attacked.

Tension between players and independents is always total war.

A player can voluntarily increase the tension level to **limited war** with the player directly responsible for one of these events:

- He has lost a commercial treaty.
- He has lost a control marker lower than settlement.

He may increase the tension level to **total war** if he has lost a settlement or higher.

In the interphase, by mutual agreement players can lower the tension level by 1.

11. Other phases of the impulse

As we have seen, the naval phase is the main one within a player's impulse. However, there are others that are explained below.

11.1 Initial phase

Here we resolve sieges and reinforce allied minors. The latter was explained in more detail in Advantages of the alliance with minors.

Siege resolution

Military units in systems controlled by other powers are considered besieged.

In this phase of the besieger impulse, for each planet with besieged military units, the owner chooses one full unit and flips it. If there are none, an already flipped unit is eliminated.

If the besieger is an independent, this phase is done at the beginning of its activation, choosing randomly.

Intrinsic military units are not affected by the siege. Neither are units besieged by minors. See Example of a siege.

After the siege, and in the naval phase of the impulse, it may be interesting to make a Change of administration.

11.2 Finishing the impulse

When a player has completed his naval phase, two small phases remain.

Impulse activation phase

In this phase, **all players** review the systems they control, activating up to one military unit for each control marker in controlled systems and deactivating the rest.

The inactive units are placed on any planet (singular or not) in the heliosphere, together (stacked) or separately (on different planets), at the player's will.

This can be used to redistribute military units (and outposts) within each system as desired.

Note that in systems with control markers of several powers but not controlled by any of them (there is no military units active on top of the star) none of them activates military units.

End of impulse

As seen briefly at the beginning, there is a special type of card (marked as "X"). These cards serve to:

- Trigger scenario events.
- Mark the end of the turn.

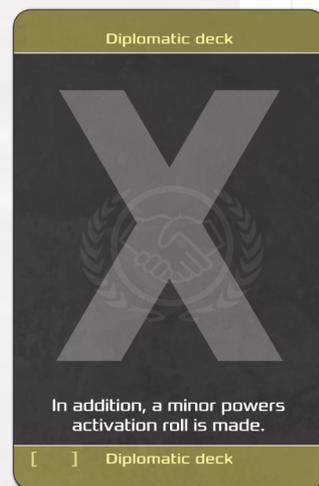
All this will be seen in a moment.

When drawing a card, if one of these cards is not drawn, the player may add the card to his hand if he has less than 6 (this is generally the maximum number of cards in his hand). For these purposes, **development cards in play count towards the 6-card hand limit**. If the player already has 6 cards (between his hand and his developments) the drawn card is discarded.

12. Special cards

As seen above, at the end of their impulse, players draw a card. Some cards have an "X" marked on them: these are special cards.

Each scenario has a sequence of events that occur during the game. When a player draws one of these cards, the game stops and the event is done. The first special card triggers the first event, the second card the second one, and so on.



As seen in Minors, after each event the minors of the game are activated.

There is one exception to this: If the third X card is drawn from a deck, the event is not done (nor are the minors activated). Instead an interphase is done (see below).

Once the event (or a possible interphase) is done, the player redraws a card from the same deck.

13. Interphase

Each time a player draws the third "X" card from the same deck, instead of applying the event, an interphase is played. This interphase is not considered the impulse of any player, and during it, only the surprise cards expressly allowed by its text can be played.

We proceed with the following steps:

1. Economy.
2. Counting Victory Points.
3. Advance the turn marker.
4. Elimination of obsolete developments.
5. Preparation of a new deck.

13.1 Economy

Each power in the game (player powers) has an income marker, which measures its economy. In this phase and only in this phase, its position is recalculated, depending on the power's income and maintenance.



Income

It is calculated as follows:

- Each of the merchants is assigned to an unbesieged **system** own by the player (it is said the system, with all its planets, is exploited).
- Each exploited planet with a factory or higher and **rich in resources**, provides an income.

- Each exploited planet with a colony or capital provides an additional income to the previous one (note that a rich planet with a colony or the capital will provide 2 incomes).
- Each exploited planet with a commercial treaty (see commercial treaties with minors) provides an income.

Maintenance

Players count one maintenance for each line fleet, escort fleet, fortress and outpost counter.

Economic base

The rows correspond to the income (e.g. 0:1 indicates between 0 and 1 income) and the columns to the maintenance (e.g. 0:4 indicates maintenance between 0 and 4).

Crossing income and maintenance we obtain the power's economic base, which will be 0, or the one indicated in the table. This number corresponds to fixed action points available to each power during each impulse. As it has been seen, this base can vary at each interphase (and only at that moment).

ECONOMIC BASE						
	Number of military units and outposts					
Income	0:4	5:9	10:14	15:19	20:24	25:29
0-1						
2-3	1					
4-5	1	1				
6-7	2	1	1			
8-9	2	2	1	1		
10+	3	2	2	1	1	

The number resulting from crossing the income (rows) with the number of military units and outposts (columns) is the number of extra APs per impulse until the next interphase.

13.2 End of the interphase

Counting VP

Each settlement or colony (including allied minors) provides 1 VP and each capital 2 VP, which are added to each player's score.

Turn advance

Now the cards played from the deck (from the deck where the third special card was drawn) are counted. For every 10 cards or fraction thereof, the turn marker advances one position. If it reaches (or exceeds) the end turn marked by the scenario, the game is over.

Removal of obsolete developments

Developments (with their associated counters) in the turn marked by the turn marker (or to its left) expire, and must be removed (the development ends).

Cards from expired developments are added to the discard deck. If they came with counters (many of the military ones), the escort fleet ones are exchanged for full escort fleet units (if not available they are lost). The line fleet ones are replaced by counters on its 3¹ side (if possible due to availability of counters). Surplus factors are added to the Naval power.

An exception are the developments with their marker on the "+" side. These developments do not expire but their counter is flipped back to their regular side (nothing prevents the player to use another development card to flip it again).

Players can now, if they both agree, lower the tension level (see Tensions between players and independents).

New deck

The unplayed cards from the deck and the discards (which include expired developments) are taken and the deck is reshuffled.

14. How to win

In multiplayer scenarios, the game ends, as a general rule, as soon as the end turn indicated in the scenario is reached or exceeded. The player with the most accumulated VPs wins. In case of a tie, the game is extended until the instant the tie is broken and there is only one player with more accumulated VP than any other player.

In the solitaire scenarios, victory points are indicated for reaching a draw, and for victory.

15. Examples

The following section explains an example of a game where an independent power attacks a minor power while the player(s) watch the outcome eating popcorn.

We are in the Solitaire Scenario: The Genesis of an Empire. The first independent power has burst into region 1. The player has completed his impulse and drawn a development card, which activates precisely this power.

15.1 Example: activation of an independent

The power controls 3 systems (these are the ones that can be activated). A die is rolled and a "2" is obtained. As no system has that number, one is subtracted. Now we have "1" which coincides with only one of the possible systems that can be activated (sometimes several are activated if they have the same activation number).

15.2 Example: activation roll

We make a roll for the system that has been activated. We have to add "2" to the roll (the bonus for the 4 full fleets in the power reserve).

With a 5 (+2) = 7 it could attack an adjacent settlement (or lower). As there is none we go to the previous result (of 6) where the condition is not fulfilled either. Thus we subtract one until we reach the result of 1, which would mean to reinforce with one more unit the reserve of the independent.

Suppose however that the power gets 6 (+2) = 8 (which is attacking any type of control marker). Now the minor's colony in system 6 will be attacked.

15.3 Example: attack and defense of independents

The independent power attacks with half of its reserve (rounded up) which is 2 mixed fleets. The minor defends with 1 fleet, and 1 more for each adjacent minor controlled system in the same region (another fleet thanks to the outpost in system 4).

15.4 Example: space combat

First the attacker decides tactics. He rolls on the independent tactics combat table (no bonus for the difference in fleets. They are 2 against 2). With a 4 he would command 3 fleets with firing orders. He only has 2 (which fire).

The defender now decides tactics. With another 4. He places 1 fleet in firing (and the rest, the other one, covering).



The attacker rolls 6 dice (for his 6 factors). He gets 5,5,4,3 (failures), 2 and 1: a total of 3 hits shooting. The defender's hit counter (also with 3 factors) gets 5, 4 and 1: 1 hit in shooting. Now the covering fleet counter, with a roll of 6, 6 and 1 scores another hit in cover.

Result: the attacker receives 1 hit, the defender 3, but with his hit in cover reduces the 3 hits received to 2.

15.5 Example: assuming impacts

To flip the attacking units, 2 impacts are needed (they pass from 3 to 1 steps), as there are not enough, they are ignored. The defender receives 2 impacts (flipping the two units to its 2³ side).

15.6 Example: winner and loser in a combat

There are survivors on both sides, but the attacker has made more impacts. Therefore he is the winner.

15.7 Example: withdrawal and advances

The independent power automatically exploits and advances with everything on the minor's system. The minor automatically takes one of the fleets and places it on top of the colony (the best control marker). The other returns to the reserve.

15.8 Example: planetary combat

The power will now attack all the control markers (as long as it wins). It starts with the only one in the system and does another combat like the previous one. Now on the defending side we have the mixed fleet (flipped) and the intrinsic defense of the colony (2 escort fleets). Tactics are decided (with +1 for the attacker and -1 for the defender by the difference of counters, since the intrinsic units do not count). In the planetary combat columns we obtain rolls for attacker and defender of 3 and 5 (applying bonuses, both become 4). We have therefore that the attacking units fire, and both defenders (the counter and the intrinsic) make cover.

The attacker gets (6,6,3,2, 2 and 1) = 5 hits. The defender with the flipped unit (5,1) = 1 hit. The intrinsic escort fleet (4, 1) = 1 hit. We have therefore that the defender receives (5 - 2) = 3 hits. The mixed fleet is eliminated (2 hits), but the remaining hit is not enough to eliminate in one strike the 2 intrinsic escort fleets.

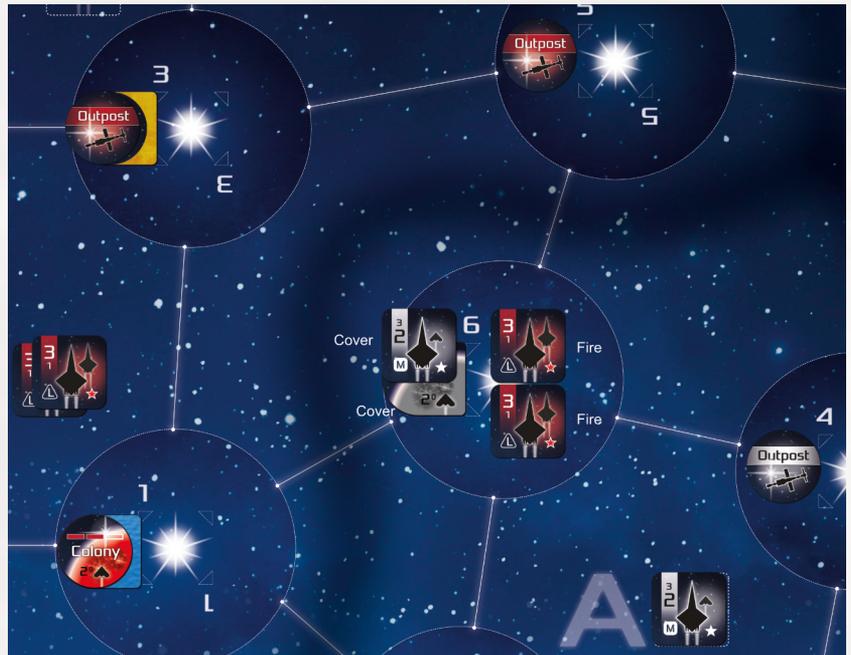
As it has been a victory, the attacker tries again until it manages to make 2 hits of difference, or stops winning.

15.9 Example: change of administration of an independent

In case of victory of the attacker, as being an independent, he would withdraw the military units to the reserve. In addition, he would change the control marker for his own or immediately lower available equivalent. For example, if he had all the colonies on the board, he would place a settlement (if available, if not a factory, then an outpost and, if necessary, he would leave it empty).

15.10 Example: change of administration of a player

Let's assume that in the previous case the attacker was a player that had won getting 2 hits against the intrinsic escort fleet (surely he would have had to use escort fleets, since the line fleet has a very poor combat factor attacking planets); he would have placed an attacking military unit in the colony. From now on, as long as there is a military unit above it, the colony counts as the occupant's for all purposes. The occupying unit will be able to intercept attacks to the system itself,



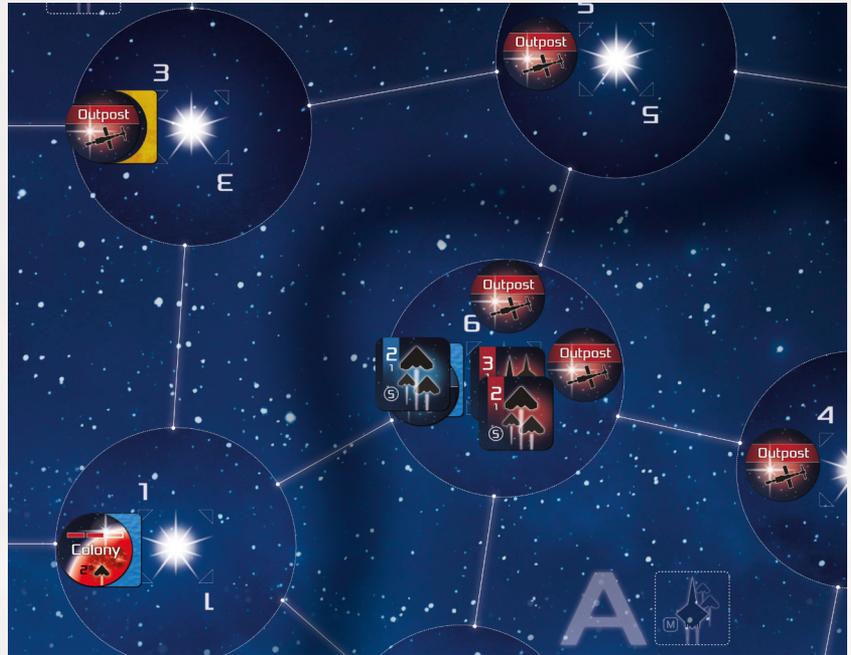
but if at some point it leaves the planet (e.g. if it is destroyed, or even if it is activated) the colony marker returns to its former owner (with the intrinsic units included).

If in the future the occupant upgrades the colony to a capital, now he would use a marker of his own, so the marker would belong completely to the player. The colony marker will be removed and will now become available to its former owner.

15.11 Example: consecutive attacks

To finish with the example, let's suppose now that the attacker was a player, who has not won (typically both have made 0 hits). He could for example move the outpost marker that signaled the attack to a planet in the heliosphere. With another action he could move a second unit as a reinforcement (since the system is now in a CZ). With yet another action he could place another outpost on the star to signal a second attack.

If he fails again, he could again move the outpost to a planet, so that in the activation phase he would have both units active (be careful because the outposts have to be maintained). It would be imperative however that there was at least one outpost (otherwise he would cease to control the system at the activation phase).



15.12 Example: siege

To finish with the previous example, when it would start its impulse again, the flipped mixed fleet counter would be eliminated. This is all that could be done, the intrinsic escort fleet of the colony should be eliminated in combat, since it is not affected by sieges.

16. Context

The human race discovered the secrets of interstellar travel and spread throughout the galaxy.

Technological advances were not matched by social advances, and a dark age soon followed, pushing entire sectors back to pre-space times. In some cases even pre-industrial.

17. Scenario rules

The following section details some of the rules that are used in the scenarios that follow. It is recommended to read them together with the scenarios that reference them.

17.1 Explored region

With this rule, a given power is deployed over a region on the map, including outposts, colonies, ...

Proceed with the following steps in order:

1. Unexplored planets are placed in the indicated region and are flipped immediately, proceeding as in the case of exploration (see Exploration). In the unlikely case that minor colonies have come out in all systems, this step is repeated.
2. Power control markers are placed on the singular planets that have appeared (except systems with minors), but on the side of the outpost (without seeing what is on the other side). If there are more planets than markers, the player chooses on which ones to place them.
3. The control markers are flipped. Depending on the type of planet, the control marker is left on the outgoing side or on the outpost side:
 - On rich and non-terran planets, factories or settlements remain in place.
 - On terran planets, settlements or superior also remain in place.
4. If there are colonies among the available markers, the player places these colonies on terran planets that have only an outpost (if there are more planets than colonies, the player chooses).
5. Finally, if available, the minimum possible outposts are placed so that all the control markers are in the minimum number of CZs (if there are several equivalent possibilities, the player chooses).

17.2 New power

When this event appears, a player's color is selected for this independent power. Only control markers and line fleet military units (which are now mixed fleet) are used. The following steps are taken:

1. A die is rolled to see in which of the 6 peripheral

regions it appears. This region now enters the game.

2. If there is already another power in the region, subtract 1 from the die until a free region is obtained. If 1 is reached, continue with 6.
3. The Explored region rule is then applied for the power. If no colony (or capital) of the power is revealed, the player takes one, chooses a system (preferably with a terran planet) and places it replacing whatever is present.
4. Four full fleets are added to the power's reserve.

The power disappears if it runs out of control markers on the board.

17.3 Independence

This procedure converts some player control markers into minors. The following steps are followed:

1. An activation roll is made among the player-controlled systems with settlements or colonies (like a power activation roll but for the indicated systems).
2. The player replaces his settlement/colony control marker with a minor colony marker (it may be the case that more than one is affected). If it was a conquered minor system, it returns to its previous status.
3. If counters of other types are also present in the system, they are replaced by minor's outposts.
4. A mixed fleet is added for each new minor colony (as usual).
5. Possible military units in the independent system are moved to their capital (if controlled, otherwise they are lost).

17.4 Traits

Some powers carried by players have certain traits that limit the decks they can draw from.

Military trait: Applies to militaristic powers. These players can only draw from other decks (other than military), if among their played developments and cards in hand, they have more military cards than all other types combined.

Diplomatic trait: Powers that make diplomacy their essence. Same rule as above, but applied to the diplomatic deck.

Civilian trait: Powers very focused on development. As in the previous cases but for civilian cards.

18. SCENARIOS

The scenarios begin by placing the turn counter on the 0 position, and the scenario end counter on the indicated scenario Duration. The game ends when the first reaches or exceeds the second. For example, for 3 turns the game start is set to 0 and the end to 3.

The game is very focused on the storytelling; it has been enhanced that chance can generate very different games from each other, but this also varies their respective difficulties. The points indicated to achieve a draw or victory, therefore, are merely indicative.

18.1 Introductory Scenario: Is anybody out there?

Players: 1 Duration: 3 turns
VP tie - victory: 9 - 11

Description

After a long period of darkness on the planet Cornelia, humankind has rediscovered interstellar travel and prepares to head out into space. Will they find anyone out there?

Deployment

1. The player selects a single rich, terran planet and places it on the system of his choice from the central regions along with one of its colonies. Planets on their hidden side are placed in the remaining systems of these regions. The periphery regions are left empty (they do not participate).
2. The player draws his 6 cards (civilian deck only).
3. Initial income and naval power: 0

Special rules

- The player can only draw from the civilian deck.
- Peripheral regions do not exist in this scenario (proceed as if they were not even printed on the board).

Sequence of events for special cards

1. Colonial wave: The player can spend 10 points on actions to build or reinforce.
2. New order: As Colonial wave, but first the player selects between 1 military or 1 diplomatic development chosen at random, which he adds to his hand (works like any development).
3. (and successive) A second activation roll is made for independent minors.

18.2 Solitary Scenario: The Genesis of an Empire

Players: 1 Duration: 5 turns
VP tie - victory: 14 - 18

Description

On the planet Barkeno they know that outside can be a dangerous place, but also full of adventure and opportunity. The rediscovery of interstellar travel will bring them face to face with their destiny in the galaxy.

Deployment

1. The player selects a single rich, terran planet and places it in the system of his choice from the central regions along with one of its colonies. Planets on their hidden side are placed in the remaining systems of these regions. The periphery regions are left empty (they do not participate by now).
2. The player draws his 6 cards (civilian deck only).
3. Initial income and naval power: 0
4. The player can spend 10 points on actions to build or reinforce (he cannot therefore explore).

Special rules

- The player can only draw from the civilian deck.
- Peripheral regions do not exist in this scenario (proceed as if they were not even printed on the board) until an independent power appears in them.

Sequence of events for special cards

1. Exploration boom: Increases the income marker by 1 (until the next special card).
2. Colonial wave: The player can spend 10 points on actions to build or reinforce. The effect of the previous special card is canceled.
3. A new independent power appears and is activated each time you draw a development card (see scenario rules New power). The player selects between 1 military and 1 diplomatic development chosen at random, which he places in his hand. He gains 1 VP for each turn before the 3rd in which it appears.
4. As above but opportunity cards now activate this other power (also the player takes another military/diplomatic development). Now 1 VP is gained for each turn prior to turn 4 in which it appears.
5. As above but the new power is activated with surprise cards. Now 1 VP is gained for each turn before the 5th in which it appears.
6. (and successive) A second activation roll is made for independent minors. The player again selects be-

tween 1 military and 1 diplomatic development chosen at random, which he places in his hand.

18.3 Solitary scenario: The fall of the Republic

Players: 1 Duration: 5 turns

VP tie - victory: 24 - 30

Description

These are times of crisis for the Republic. Corruption has rotted the centers of power and the periphery is in turmoil in the midst of an economic crisis and unprecedented chaos.

As governor of the distant region of Olotia, you have been entrusted with the mission of restoring republican power, avoiding the innumerable external and internal dangers.

Deployment

1. Take a color for the player, and apply the explored region rule for an extension comprising both central, and two contiguous peripheral regions at random (they are the border with the republic). The rest of the peripheral regions are left empty (they do not participate for the moment).
2. If the capital has not appeared, the player takes it from wherever it is, and places it by substituting the control marker of his choice (preferably on a terran planet). Obviously not in systems controlled by a minor.
3. The player draws his 6 cards (diplomatic deck only).
4. The player can spend 10 points on actions to build or reinforce.
5. Initial income: 0
6. Naval power: 1
7. Initial VP: 20 - 1 per initial settlement - 2 per initial colony (player's and minors).

Special rules

- The player can only draw from the diplomatic deck.
- The remaining 4 peripheral regions remain out of the game until an independent power appears in them.
- The player has only 3 military units of each type available.
- Because of corruption, the cost of maintaining military units is doubled.
- The player is not able to build settlements or higher.

Sequence of events for special cards

1. If the player has 3 colonies, the Independence rule applies. If not, move to the next event (event 2).

2. A new independent power appears which will be activated every time you draw a development card (see scenario rules New power).
3. If the player has 2 or 3 colonies, the Independence rule applies. If not, move to the next event (the 4th).
4. A new independent power appears which will be activated each time you draw an opportunity card (see scenario rule New power). You gain 1 VP for each turn before the 4th in which it appears.
5. Imperial reinforcements. Randomly select a military development with units and add it to your hand. When you play it, if you still control the capital, place all its units already built in the system.
6. A new independent power appears which will be activated each time you draw a surprise card (see scenario rule New power). You gain 1 VP for each turn before the 5th in which it appears.
7. (and successive) If the player still has colonies or settlements left, apply the Independence rule.

18.4 Solitary scenario: The invaders

Players: 1 Duration: 3 turns

VP victory: 10

Description

Peace and harmony reign between the kingdoms of Vilafrankia and Penedia. After somewhat turbulent beginnings, the confederation was finally created. Now respect, empathy and collaboration mark the lives of these people.

You have been ordered to eradicate these degenerates. And you have been ordered to do it now. Enslave this herd of sheeple or face the wrath of the Supreme Leader.

Deployment

1. The New Power rule is applied, but on each of the two central regions.
2. If they have a total of less than 8 settlement or colony control markers, the previous point is repeated.
3. For each independent power without a capital, find and place it in its corresponding region on a planet of the player's choice (preferably on a terran planet). If necessary, the existing control marker is replaced.
4. The player carries one of the two remaining colors. Roll a die to see in which of the 6 outlying regions you appear. An outpost is placed in each of the 3 systems.
5. The player randomly takes a military development with units and places it as just played. Shuffle and draw 5 more cards from the deck (military deck only).
6. The player can spend 10 points on actions to build or reinforce.
7. Initial income: 0

8. Naval power: 3
9. Initial VPs: 10 - 1 per settlement or colony from among all independents at the start (minimum 0).

Special rules

- The player can only draw from the military deck.
- The player can build military units in the initial outposts as if they were colonies.
- The independents (powers and minors) do not attack each other (always the player).
- The power in sector A is activated with developments and in sector B with opportunity cards.
- Until the first special card comes out, the independents subtract 5 from the activation roll.
- There is no tie, the supreme leader does not tolerate anything other than victory.

Sequence of events for special cards

1. Second wave: The player has 5 points in actions to build or reinforce. Independents subtract (only) 1 from the activation roll.
2. Reinforcements: The player increases his naval power by 3. The independents no longer have -1 in the activation roll.
3. (and successive) Rebellion: Make a minor powers activation roll, but including occupied settlements or higher. Proceed as if you had been played a Rebellion diplomacy card.

18.5 "Imperium" Tribute Scenario

Players: 2 Duration: 7 turns

Description

On the frontier of the decadent galactic empire, a new power has just emerged: "The Republic", with a vitality that threatens the neighboring imperial province.

Deployment

1. One player runs the provincial government (from the Empire) and the other the Republic. The governor has the diplomatic trait, and the Republic the civilian (Trait rules apply). Each player chooses a color.
2. The explored region rule is applied on a random central region, together with an adjacent peripheral one (chosen by the governor afterwards).
3. If the capital has not appeared, the governor takes it from wherever it is, and places it replacing the outpost of his choice, preferably on a terran planet (obviously not in systems controlled by a minor).
4. The Republic selects a single rich terran planet, and places it in the system of its choice in the other central region, placing its capital on top of it. Planets are placed in the rest of the systems of this region on the hidden side. The five remaining regions of the periphery are left empty (they do not participate for the moment).
5. The military developments: Combat station, Battleships and Assault troops are removed from the deck.
6. Players draw 6 cards
7. The governor can spend 10 points on actions to build or reinforce. His initial naval power is 5.
8. The Republic can spend 10 points + 5 points for each imperial settlement + 10 points for each imperial colony, in actions to build. Its initial naval power is 0.
9. The initial tension between the governor and the Republic is limited war.
10. The empire begins.

Empire special rules

- The empire cannot build settlements or colonies. Explorations cost an extra action.
- The empire cannot have more than 3 line fleets on the board.
- The empire does not perform the economy phase. It always has a 0 economic base.
- The empire cannot play military development.

Sequence of events for special cards

Roll a die and consult the following list, adding up the turn you are in as a modifier.

1. Recentralization. The governor's economic base goes to 0 (if it was not already) and all military developments are lost (proceed as in the interface).
2. Economic boom: The Republic increases its economic base by 1 until the next event.
3. Imperial Attention. VPs for battles are doubled until the next event. Make an Imperial appeal.
4. Crisis on the border. The Imperial player may reduce his naval power by 5 to gain 1 VP. Make an Imperial appeal with -1 modifier if he does not do so.
5. Imperial Succession.
6. Truce. Players count the tension as at peace until the next event.
7. On his next impulse, the governor has 3 extra points to make moves or attacks. He gains 2 VPs if he takes any system from the Republic. He loses them if he does not succeed and in addition, he has not made any battle where any side has lost a capital ship. Imperial appeal with +1 or -1 or 0 according to the result (if he wins the VPs, he loses the VPs, or stays the same).
8. Manumission of slaves. The Empire can build settlements and colonies until the next event.
9. Exterminators (if already in game, proceed as in truce):
 - A new independent power appears that will be activated each time an opportunity card is drawn (see scenario rules New power). This power is placed randomly in a region that is not active, but preferably with a system adjacent to a Republic CZ.
 - A second power is also placed, but it is activated with surprise cards and appears preferably adjacent to the empire.
 - These two powers do not attack each other.

Imperial Appeal

The governor chooses a table and rolls a die.

1D6	ECONOMY
2-	Recentralization (see event)
3,4,5	No effect
6	+1 Income
7+	+2 Income

1D6	MILITARY DEVELOPMENT
1-	Recentralization
2,3,4	No effect
5	It is allowed to build all available line fleets.
6	Assault troops development available*
7	Battleship development available*
8+	Combat station development available*

* The Empire sends these units to the province. For game purposes, the governor is allowed to build the Developments obtained (the cards do not count towards the hand or trait limit).

Imperial Succession

A die is thrown adding the turn as a modifier.

1D6	IMPERIAL SUCCESSION
1	Economic appeal with MD -1
2	Military appeal roll with MD -1
3	Imperial Attention
4	Imperial Attention
5	Economic appeal roll with MD +1
6	Military appeal roll with MD +1
7	Civil war

Civil war

Proceed in the following order:

1. The governor decides whether to join the rebels, the official side, or remain neutral.
2. If he chooses the first two options, he decides how much naval power to transfer to his side.
3. Two dice are rolled in the next interphase and added up. On a result of 5 or less the rebels win, otherwise the official side wins. The die roll is modified by 1 for each 5 factors of naval power transferred to the side.
4. If the side chosen by the governor wins, the transferred naval power is recovered.
5. Depending on the winning side and the option chosen by the governor we have:
 - Neutral → Imperial appeal with -1
 - Defeat of the chosen side → Recentralization
 - Official victory (chosen) → Roll on both appeal tables with MD +1 and +2
 - Rebel victory (chosen) → Roll on both appeal tables with MD +2 and +3

18.6 Colonization Scenario

Players: 3 - 4

Duration: 6 turns

Description

Several powers embark on the exploration and colonization of a new region of the galaxy in a race to grab maximum glory and resources for the metropolis.

Deployment

1. In random order, each player chooses a region of the periphery, and places in each of the systems an outpost.
2. In the same order, each player chooses a trait that no other player has (special Traits rules apply). For 4 players, the last player chooses the one he wants.
3. Planets are placed on the unexplored side on the rest of the board (including the peripherals regions not chosen by the players).
4. Players draw 6 cards
5. Initial income and naval power for all players: 0
6. Players start in the limited war tension level.
7. In the same order, players can spend 10 points on actions to build or reinforce.
8. Repeat the previous point 2 more rounds (also 10 points).
9. Start playing in the same order.

Special rules

- Players can build military units in the initial outposts as if they were colonies.
- Players cannot have more than 5 line fleets on the board.
- Players do not do the maintenance phase. They always have an economic base of 0.
- At the beginning of each interface (in order, starting with the player who drew the card) the players with capital can declare that they become independent from their metropolis. Special rules will no longer apply to independent players.

Sequence of events for special cards

1. Colonial wave: Each player (starting with the player who drew the card) can spend 10 points on actions to build factories or higher.
2. Second wave: Each player (starting with the one who drew the card) can spend 10 points on actions to build factories or higher.
3. (and successive) roll on the Metropolis Events table adding the turn as a modifier.

METROPOLIS EVENTS TABLE

1D6	Event	Description
3-	Economic boom	Players increase their economic base by 1 until the next event.
4	Great native alliance*	A Fleet is added to all reserves in regions where there are minors (randomly if there are not enough).
5	War between metropolises	The non-independent players roll a die. The 2 with the highest score increase their tension level to the maximum. Ties are resolved randomly. Players increase their naval power by 5.
6	Revolts*	Two additional die rolls are made for minors with +1 die modifier.
7	Alliance between metropolises	The non-independent players roll one die. The 2 with the highest score reduce their tension level to peace. Ties are resolved randomly. Players increase their naval power by 5.
8+	Independence	The non-independent player(s) with the most VPs apply the Independence rule.

* If there are no independent non-allied minors left, switch to "religious community" event: Randomly place an independent colony in a system without counters. Add a fleet to the reserve.

GLOSSARY

Action Points (APs): They are obtained from cards and from the economic base and are used to build, move, attack...

Active area: The star of the system, the military units in that area are active.

Control (control markers): They can be outposts, factories, settlements, colonies or the capital. They are circular markers that the players place in the heliosphere of star systems (on singular planets or not), to indicate that they control them.

Controlled system: A player controls a system if he is the only one with active military units in it, or the only one with control markers if there are no active units.

CZ (Controlled Zone): A set of systems controlled by a power and connected to each other.

Economic base: It is calculated by crossing income and maintenance in a table. The result is the fixed APs that the player has each impulse.

Escort fleet: Mix of small ships, fighters, marines, ground troops, ...

Factor/s: Strength points of military units.

Firepower (F1, F2, F3 or F4): Defines with which die results the military units make hits, and how many hits they make with each result.

Fortress: Defensive system complex.

Heliosphere: It is the circular space surrounding the star (marked with a dotted line). Control markers and inactive units are placed in it.

Impacts: It is the difference between enemy hits in attack and own hits in cover, they cause casualties to military units.

Independents: Minor powers or powers not controlled by a player.

Interstellar connection: These are the lines that connect the star systems.

Line fleet: Represents large space military units.

Maintenance: The cost of maintaining military units and outposts.

Merchants: They serve to exploit planets and obtain resources. Their quantity depends on naval power.

Minors: Small independent powers that can ally with major powers. They use white colored counters.

Naval power: Marker (from 0 to 19) that represents the naval capacity of a power, used to reinforce line fleets and determine the level of merchants.

Power: These are the main powers of the game, each has its own color and can be controlled by a player or a bot.

Regions: Groupings of star systems, identified by letters A and B or numbers from 1 to 6.

Resources: They are obtained by exploiting star systems with merchants.

System: Each of the nodes on the map represents a star system.

Unit (military): They can be line fleets, escort fleets or fortresses.

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