

CHANNING JONES

GALACTIC ERA

RULEBOOK

version 1.1



galacticera.net

Table of Contents

1. Introduction	2	7.1 Propulsion Special Effects	22
2. Overview	2	7.2 Blocking	22
3. Contents	3	7.2.1 Blocking Action Execution	22
4. Game Concepts	9	7.2.2 Blocking Additional Actions	22
4.1 Board	9	7.2.3 Blocking Movement	23
4.2 Alignment	9	7.3 When to Declare War	23
4.3 Star People	9	7.4 Domination Cards	23
4.4 Population	10	7.4.1 Scoring	23
4.5 Home Star	10	7.4.2 Drawing/Exchanging Cards	24
4.6 Ships	10	7.5 Stars Becoming Uninhabited	24
4.7 War/Peace	10	7.6 Emergency Reserve	24
4.8 Technology	11	8. Game End	24
4.9 Era	11	8.1 Game End Scoring	24
4.10 Population Track	11	8.2 Winner	24
5. Setup	11	9. Variants	24
6. Play	15	9.1 Deterministic Setup	24
6.1 Move/Combat Phase	15	9.2 Handicap	25
6.1.1 Movement	15	10. Clarifications	25
6.1.2 Combat	16	11. Strategy Tips	26
6.1.3 Handling Fleets	17	12. Special Effects Tables	26
6.2 Growth Phase	18	12.1 Star Peoples	26
6.2.1 Select Counters	18	12.2 Technologies	29
6.2.2 Switch Alignment	18	12.2.1 Military	29
6.2.3 Change Turn Order	18	12.2.2 Spirituality	29
6.2.4 Resolve Other Growth Actions	19	12.2.3 Propulsion	30
6.2.5 Gain Star	19	12.2.4 Robotics	30
6.2.6 Grow Population	20	12.2.5 Genetics	30
6.2.7 Build Ships	21	12.3 Domination Cards	31
6.2.8 Research	21	12.4 Galactic Stories	32
6.2.9 "Free" Growth Actions	21	12.5 Galactic Goals	34
6.3 Trading Technology Phase	21	12.6 Sector Starting Bonus	34
6.4 Scoring Phase	22	12.7 Ancient Relics	35
7. Additional Details	22	13. Glossary	36

1. Introduction

The Galactic Era is the greatest cycle of time. Beings of the light incarnate to experience the material world. They create great civilizations to explore and conquer the galaxy. The greatest one will determine the destiny of the galaxy, before returning to the light.

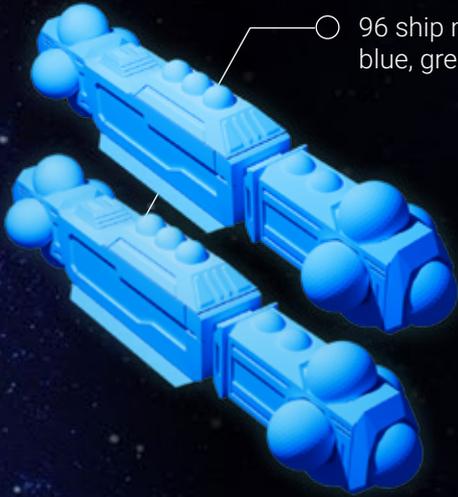
You are a fledgling space-faring civilization exploring and expanding into the galaxy. Before meeting other civilizations you must decide upon your morals. Will you respect others and cooperate peacefully or will you only strive for your own goals?

2. Overview

The objective of the game is to score as many "destiny points" (DP) as possible. This is mainly accomplished by having a large population. Additionally, players can fulfill personal objectives and various conditions depending upon what story and goal is being played for additional points. There are both peaceful and warlike paths to victory.

The game is played over 8 rounds. Each round players first take turns moving their spaceships and fighting battles. After that players pick two actions to grow their galactic civilization. This is how they get new technologies, more stars, more population and more ships. Players can then also trade technologies and then finally score some points for the round.

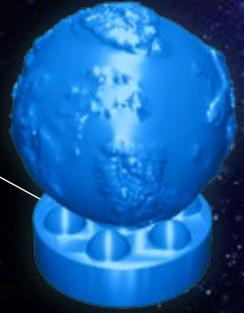
3. Contents



96 ship miniatures (16 each in the 6 colors: blue, green, purple, orange, red, yellow)



6 home star miniatures (1 in each color)



234 city miniature discs (for population, 39 in each of the 6 colors)



30 square technology counters (6 sets of 5 counter types)

30 cubes (for the technology tracks) 5 in each of the 6 colors



6 technology track + fleet pads (1 in each color)

TECHNOLOGY TRACKS					
1	2	3	4	5	6
Military +1 advanced fleet tactic ⚔️ 1 ⚔️ 1 ⚔️ 2 ⚔️ 3 ⚔️ 6 ⚔️ 10 counts as "blocking"					
Spirituality May retreat before combat when being attacked by player with lower Spirituality level. Only remote view fleets of players with lower Spirituality level. Levels 5/6: automatically switch to and stay STO. "ascends" = does not return to pop. track.					
Propulsion May retreat before combat when being attacked by player with lower Propulsion level.					
Robotics +1 ⚙️ +3 ⚙️ +5 ⚙️ +7 ⚙️ +10 ⚙️ x2 ⚙️ -2 ⚙️					
Genetics 1 ⚙️ 2 ⚙️ 3 ⚙️ 4 ⚙️ 6 ⚙️ Additional growth actions cost only -2 ⚙️ Additional growth actions cost only -1 ⚙️ +2 ⚙️					
FLEET A Assault +1 ⚔️ per ship FLEET B Bomb +50% ships vs. star FLEET C Counterassault +2 ⚔️ per ship if vs. "A" fleet FLEET D Dart range +1 FLEET E Evade may retreat before combat					



36 oval "growth" counters (6 sets of 6 counters)

30 round war/peace counters (in the 6 colors)



12 square turn order change counters (6x "up" and 6x "down")

Ancient Relics

Planetary Death Ray: Super-Stargate:

Round Summary

Start of 2nd / 3rd Era:
Exchange unplayed down card for new one. (at the start of the 3rd era, draw your 2nd card if you have not played any yet)

I. Move / Combat:
In player turn order: (each player does a-c)
a) create/swap fleets
b) move
c) combat

II. Growth:
1. select 2+ growth & 1 tech./turn order change counters
2. switch alignment (players who switch become at peace with all others)
3. change turn order (first do all "up" counters in turn order, then all "down" in reverse turn order)
4. other growth actions (in turn order)

III. Trade:
1 technology level

IV. Score:
for round track

Star Population Effects

(3) Use Stargate 1 movement. (With Propulsion 3/4)

(4) Place newly built ships here.

(5) Get additional growth action for 3 DP.

(6) Opponents get 2 tech. levels when taking this.

Space Anomalies

Asteroid System:
Get +1 ship when building ships if you have a ship here.

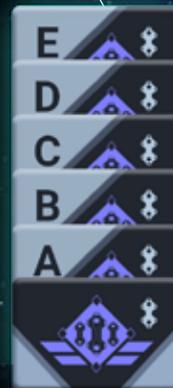
Nebula:
Costs 2 range to enter. Get +2 range when starting movement here.

Neutron Star:
Only enter with Propulsion 5+. Use as star for Stargate 2 movement.

6 player reference cards

6 population tracks (1 in each color)

30 fleet counters (5 in each color)



6 emergency reserve tiles (1 in each color)



6 transparent chips (reduced population markers - 1 in each color)

6 wooden discs (DP markers - 1 in each color)

If this spot is empty, take discs from any of your (non-blocked) stars to do your growth actions. Wenn der letzte Platz leer ist, nimm Bevölkerungsscheiben von irgendwelchen deiner (nicht blockierten) Sterne, um deine Wachstumsaktionen auszuführen.

Population Track
Bevölkerungsleiste

60 57 54 52 50 48 46 44 42 40 38 36 34

32 31 30 29 28 27 26 25 24 23 22 21 20

19 18 17 16 15 14 13 12 11 10 9 8 7 6



9 sector boards



51 round star counters (21x "uninhabited", 15x "primitive neutral", 15x "advanced neutral")



30 advanced fleet tactic counters



114 hidden ship chips (30x '0', 36x '1', 12x '2', 6x '3', 6x '4', 18x '5', 6x '10')



10 ancient relic counters

13 domination cards



4 white discs (for special effects)



4 50+/50- DP counters
2 50+/100+ DP counters



6 wormhole counters



6 octagonal turn order counters



8 galactic goal tiles



17 star people tiles



4 galactic story tiles

1 gray pawn
(round counter)



round & DP track

The board features a central track with markers at 0, 5, 10, 15, 20, 25, 30, 35, 40, and 45. The track is divided into three eras: Era of Light (STO) from 0 to 10, Era of Darkness (STS) from 10 to 20, and Era of Light (STO) from 20 to 30. The Galactic Story track is located between 15 and 20, and the Galactic Goal track is between 20 and 30. The Population Track is located between 30 and 40, showing a population of 4. The board also includes a Home Star icon and a Star icon.

Combat Summary

Player (attacker) chooses a battle hex to resolve (after all his movement):

- 1.) Do any defending players retreat?
Only "E" fleets or players who have higher Spirituality or Propulsion than the attacker can retreat now. You can only retreat as much as possible or none.
- 2.) Reveal all fleets and hidden ship counters.
Defending "E" fleets with an advanced fleet tactic counter may retreat now without revealing their ships.
- 3.) Add up the total combat value for each side.
(#ships multiplied by combat value as per Military tech, plus fleet bonuses)
- 4.) Side with higher total wins.
If tie, then side with higher Military tech. wins. If also tie, then defender wins.
- 5.) Winner determines losses of loser.
(all, none, or some of their ships)
- 6.) Winner also possibly has losses.
If won by less than 3:1 ratio in CV totals: winner loses half (rounded up) of what loser lost.
- 7.) Are any losing ships left over?
These ships must retreat to a nearest hex without hostile ships (loser decides to which one).

Icon Index

Home Star	Sector
Neutral Star: Advanced	Spaceship (owned by other player)
Neutral Star: Primitive	Spaceship (owned by you)
Neutral Star: Uninhabited	Star
"Not" or "Lost"	Stargate (see Propulsion)
Player	Technology: Genetics
Population (owned by other player)	Technology: Military
Population (owned by you)	Technology: Propulsion
Star Lost (of other player)	Technology: Robotics
STO - Alignment or Era of Light	Technology: Spirituality
STS - Alignment or Era of Darkness	Trade Technology
Remote View (see Spirituality)	Turn Order Number
Range	Wormhole

2 combat summary/icon index



15 fleet holders

SLAVERS' OFFBOARD POWER

1 2 3 4 5+

-5

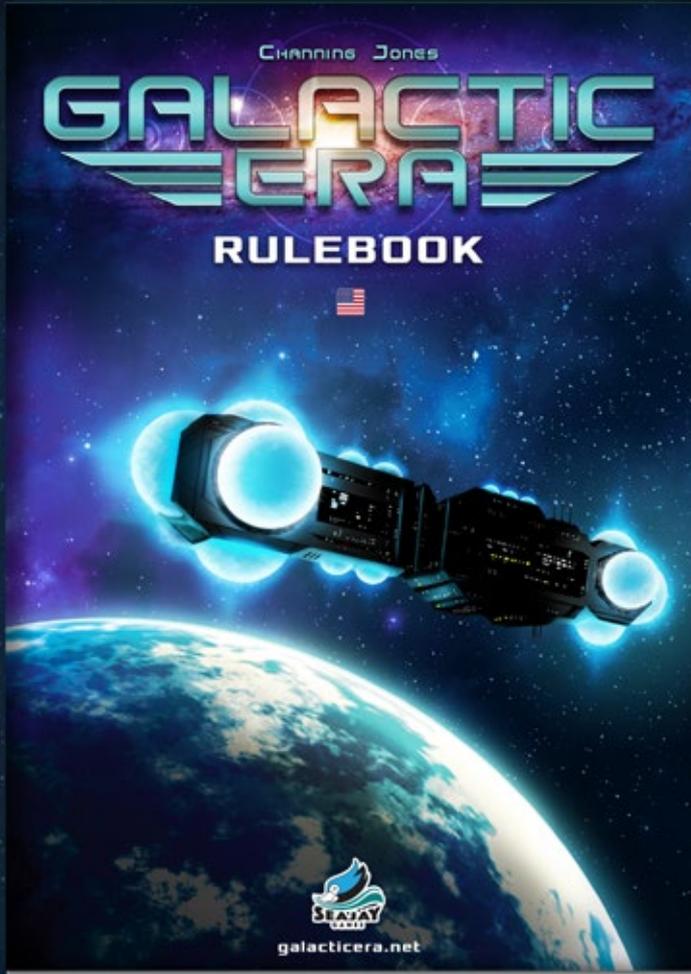
10

7

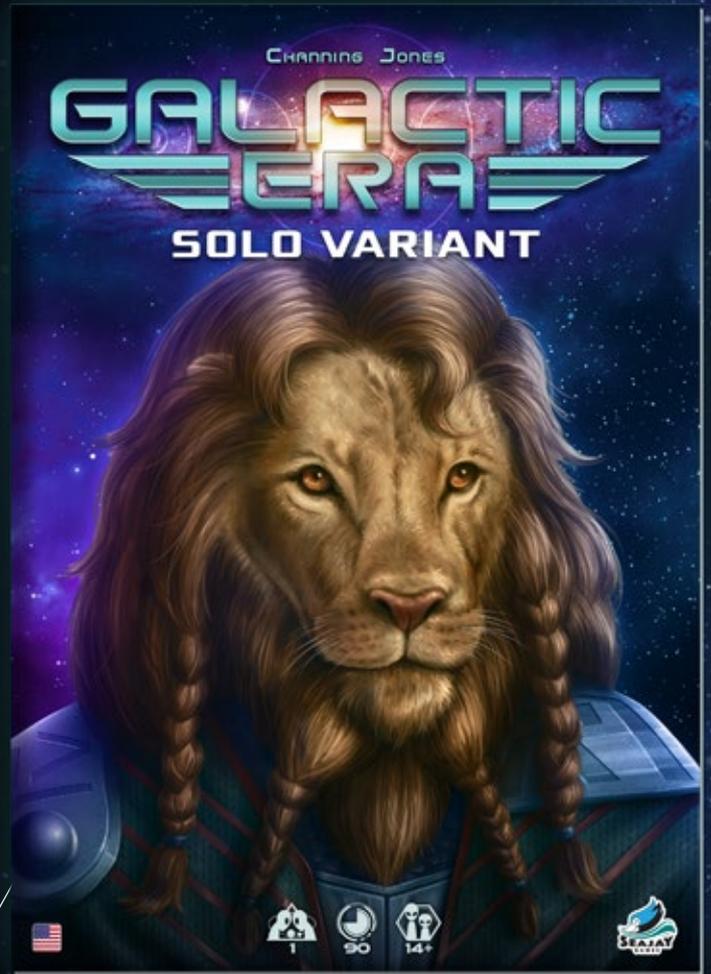
2 dice
(for solo variant only)



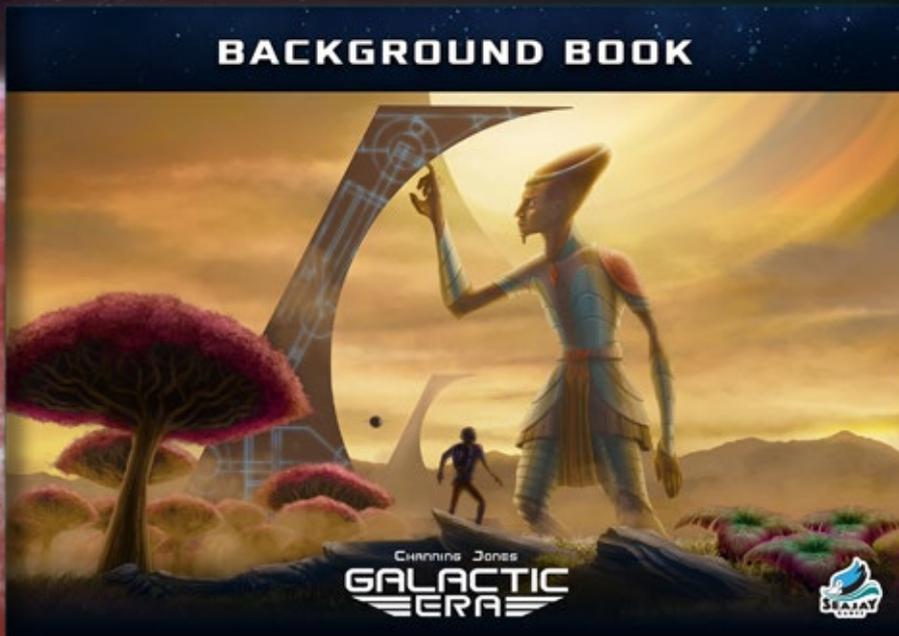
Slavers' offboard power track
(for solo variant only)



rulebook



solo variant book



background book

Note: The Kickstarter basic version has fewer components (see separate leaflet).

Components Limitation

Components are limited as listed above except for hidden ship chips and white discs. If you run out of these, use suitable replacements.

4.4 Population

The population of a star system is represented by the colored discs (city miniatures). They are placed in the middle of a hex where a named star is. If more than one disc needs to be placed in a hex, then stack them on top of each other. There can only be one color of discs on a star. The color of the population discs indicates who owns the star.



4.5 Home Star

Every player has a "home star" which is marked by the miniature of their color.

A home star miniature counts as six population for all purposes.



4.6 Ships

The cigar shape is a commonly used form for spaceships as it minimizes the exposed area in the direction of travel.



Ships are used to explore the galaxy, mine asteroids, colonize and take over star systems, and fight space battles. They are always in a hex on the board. **Ships are represented in two ways:**

- By the **colored miniatures (called "ship pieces")**
- As **"hidden ship" chips** underneath a fleet counter (see below).

Hidden Ships

The hidden ship chips (i.e., black chips with a number on them) are used to represent ships. They are always placed face down in a stack beneath a fleet counter. Players may look at their own chips but may not show them to other players. Each chip indicates that there are that number of ships of the player in that "fleet".



Example: Ellen has the following chips in her fleet A: "1", "3" and "5". The total number of ships in her fleet is thus 9.

At any time players may combine smaller chip denominations into larger ones or split up a chip into smaller denominations. They must reveal all the chips they are exchanging to the other players though.

Tactical Tip: Include some chips with smaller denominations in your fleet stacks. You will less likely need to exchange chips then when you want to split off ships or reveal ship amounts.

Hidden ship chips with a "0" are called dummy chips and are used to mask the number of ships in a fleet. Each player has their own set of dummy chips in their own color.

Fleet

A "fleet" is all the chips in a stack below a fleet counter (including the counter itself). Whenever ship pieces join a fleet, they are converted into chips. Whenever ships leave a fleet they are converted into ship pieces. See chapter 6.1.3 for more details.



There must be at least one actual ship in every fleet being used though (i.e. a fleet may not consist entirely of dummy chips).

Every fleet also has a "tactic" which corresponds to the letter of the fleet counter. This is a special effect that only applies to the ships that are currently in that fleet. Fleet counters stay face down whenever possible.

Note: The term "fleet" in this game only refers to a collection of ships using chips underneath a fleet counter. Players may use any combination of "fleets" and ship pieces.

Fleet Holders

Whenever the stacks of chips for the fleets get too large, use these fleet holders (see image) to keep them together more easily while moving them across the board. You place the holder with the three legs pointing up and simply insert the stack of chips inside of them (fleet counter on top).



4.7 War/Peace

Each player must keep track of which players they are "at war" with and which they are "at peace" with. For this purpose, every player has one war/peace counter for every other player in the game. When a player is "at war" with another player, they must have the war side of their counter with that color face up and otherwise the "at peace" side when not.



Note: The corresponding war/peace counters of any two players must always show the same side.

Declaring War

Players must "declare war" before they can do certain things against another player. This includes taking another player's star or combating ships. Whenever a player declares war on another player, then both players flip their corresponding war/peace



counters to the “at war” side face up. See chapter 7.3 for more details.

Note: STO players may only declare war in rare circumstances and only on STS players. STS players can usually declare war whenever and upon whomever they want.

Making Peace

If two players agree, they may flip their corresponding war/peace counters to the peace side at any time.

4.8 Technology

Every player has a level of technology in five fields (Military, Spirituality, Propulsion, Robotics, and Genetics). Players usually start with these at level 1 (some star peoples and sectors allow starting at a higher level). The maximum level that a player can get in each technology is 6. Whenever a player gains a technology level, the effects of the new level are immediately applied. See the table 12.2 for details.

4.9 Era

Every game has three “eras” as marked on the round track. A first “Era of Light”, then an “Era of Darkness”, and then a second “Era of Light”. Each era lasts a certain number of rounds and is associated with an alignment (light = STO, darkness = STS). The era determines what a player can score for according to the galactic story.

4.10 Population Track

Each player uses a population track to keep track of their amount of population on the board. At setup, players place one disc of their color on every spot of their track except the “6” (see bottom right corner of track). Every time players remove discs to put on the board, they take them from the lowest numbered spots with discs. When population discs from the board are lost, they are returned to the track, starting with the highest numbered free spot. The highest visible number is the number of points that the player will score, for population, at game end.

Note: It is important that the population track is used in this manner, as some effects depend on it.

Players also use the highest numbered free spot on their track to see the number of ships they get whenever building ships (see the corresponding ship number interval below it).

5. Setup

1/2 Players: For games with one or two players, there are some additional rules. See the solo variant rulebook for one player. For two players see the rulebook: “2-Player Variant with Passive Automa”.

Prepare Round & DP Track

Place the pad with the round and DP tracks on the table off to one side. Place the gray pawn on the left-most position of the round track (where the gray arrow is).

Randomly draw a galactic story tile and place it alongside the turn track in the long rectangle labeled “Galactic Story”.

Randomly draw a galactic goal tile and place it on the spot of the same size below the turn track. The galactic goals encourage different play styles (e.g., confrontational, peaceful). See the symbol in the bottom left corner of the tile or the “play style” column in table 12.5.

Players may also agree to play with a certain combination of galactic story and goal instead of drawing them randomly.

Introductory Game: Leave out the galactic goal for an introductory game.

Distribute Player Items 1

Every player gets the following:

- ◇ All pieces of a color, including: ship pieces, counters, cubes, discs, and chips. Players each place the wooden disc of their color on the zero position of the DP track and their fleet counters face down into a pile (shuffled).
- ◇ The technology track + fleet pad in the player’s color. Every player places one cube of their color on each left-most position (level 1) of each of the five technologies.
- ◇ The population track in the player’s color. Players place one disc of theirs on each spot of the track except for the “6” in the bottom right corner of the track.
- ◇ 7 technology/turn order change counters (1 counter for each technology field, an “up” and a “down” turn order change counter)
- ◇ 1 war/peace counter for every color in the game except the player’s own color (remove all war/peace counters not used from the game)
- ◇ A player reference card
- ◇ The other (non-colored) hidden ship chips are put into one or more piles within easy reach of the players.



3 PLAYER SETUP EXAMPLE



- 1 Round & DP Track
- 2 Technology Track + Fleet Pad
- 3 Population Track
- 4 Player Reference Card
- 5 Hidden Ship Chips
- 6 Board (Sectors)
- 7 Domination Card
- 8 Star People



9 Combat Summary/Icon Index

10 50+/50-/100+ DP counters

11 Advanced Fleet Tactic Counters

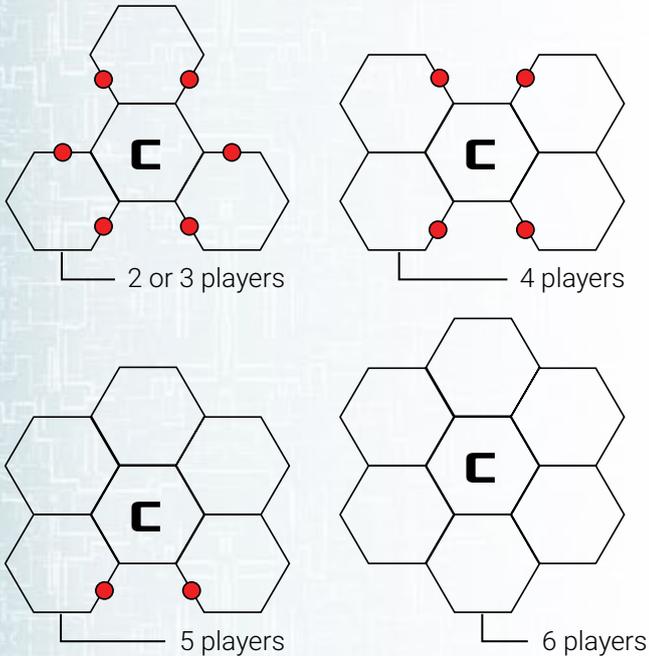
12 Turn Order Counter, War/Peace Counters, Fleet Counters, Growth Action Counters, Tech./Turn Order Change Counters, Dummy Chips, Ships

13 Emergency Reserve Tile

14 Fleet Holders

Set Up Board

In the following steps, select the side for each sector tile to be used randomly. First, randomly select one sector tile and place it in the middle of the table. This is the center tile. Then randomly select a number of sector tiles equal to the number of players. Place these tiles each in a random orientation next to the center tile. Use the below configuration according to the number of players ("C" is the center tile):



The red dots indicate where wormholes should be placed (see following section).

Each tile should be attached to the center tile along one whole edge. If there are less than six players, then there will be large gaps (see placing wormholes below) where the missing tiles are. There should be no gaps other than these.

Each player gets the sector tile closest to them and places their home star miniature on the star in the center hex of it.

Then every player takes two star counters of each of the three types (so a total of six). Players who have a sector with eight stars take one additional "uninhabited" counter. Players then flip all their counters face down, shuffle them and place one on each hex with a star symbol (so not the central hex) in their home star sector.



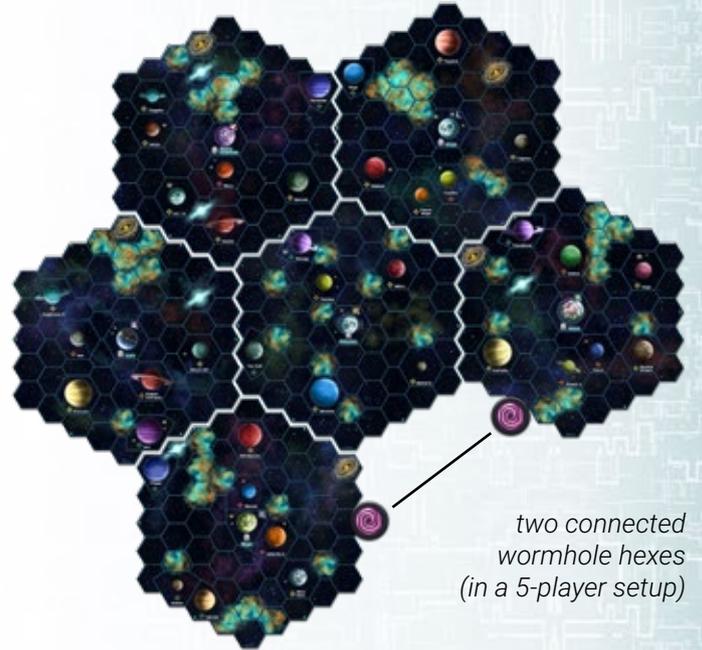
Take three star counters of each of the three types (so a total of nine). Shuffle these and place one face down on every star hex of the center sector tile, including the central hex. Some of these will be left over. Keep these face down and remove them from the game.

Shuffle the ten relic counters face down and place one on each of the stars in the center sector (on top of the star counters). Some of these will be left over. Keep these face down and remove them from the game.

Placing Wormholes

(if less than 6 players)

Place a wormhole counter on the middle hex of the first open edge where there is a large gap (on the hex marked with a dot in a corner), like the following image. Place the counters pairwise with the same color for the same gap.



Note: A wormhole and a star can share the same hex. In this case, put the wormhole counter a bit to the side to leave enough room for the star counter.

Distribute Player Items 2

Do the following additional steps in the order as listed below.

Domination Cards

Shuffle the domination cards into a deck. Deal one domination card face down to each player. Players may look at their card but may not show it to other players.

Turn Order

Remove the turn order counters from the game that have a number higher than the number of players. Shuffle the remaining ones and give one face up to each player.



Starting Ships

Each player places **3 ship pieces** of their color at their home star.

Star People

Randomly give **two** Star People tiles to each player. Each player chooses one of the two.

Note: A yellow (instead of white) cell on the bottom of the star people tile indicates some special effect there that only that star people has.

Variant for experienced players: Instead of just two Star People tiles give a greater amount to each player to choose from, depending on the number of players and available tiles.

Sector Starting Bonus

Players also get something additional as marked on their sector tile at the central star. This can be an additional technology level, ships or population. See table 12.6 for details.



If a player is getting level 2 in a technology field they already have or cannot have, then the player chooses a different technology field to start with level 2 instead.

Note: The sector starting bonus of the central sector has no effect.



Example: Ellen (blue) starts with Alpha Draconis as her home star sector, so she sets her Military technology to level 2.

Select Alignment

All players choose their alignment by secretly choosing which side of their star people tile to place face up (e.g., below the table). After all have chosen then all reveal their choice simultaneously.

Players then check if they have any modified starting conditions for their selected star people and alignment and make those modifications now.

Individual Choices

Finally, if players need to make any other individual choices, they do this in turn order (such as selecting an advanced fleet tactic or a different technology field for their sector starting bonus).

6. Play

1/2 Players: For games with one or two players, there are some additional rules. See the solo variant rulebook for one player. For two players see the rulebook: "2-Player Variant with Passive Automa".

Use the gray pawn to mark the current round on the round track. Each round has four phases in this order:

- I. Move/Combat
- II. Growth
- III. Trading
- IV. Scoring

The first two phases are where most of the action takes place. In the first phase, players will take turns moving their ships and fighting battles. In the second phase, they will select actions and then take turns growing their civilization by increasing their population, researching technologies, building ships, and more. Players will score the most points during this important "growth" phase.

6.1 Move/Combat Phase

In this phase, every player takes one turn in the order as determined by the turn order counters.

On their turn players will perform these steps in order:

- a) Create/Swap fleets
- b) Movement
- c) Combat

6.1.1 Movement

The player may move any or all of their ships. They need not move any.

Every turn a ship can move a number of hexes up to the player's current "range" as determined by their technology level in Propulsion (see technology track). Every hex a ship enters is counted to the range.

Practical Tip: To mark a ship piece as moved you can lay it on its side. Put all your ships upright again when you have finished your move.

Wormhole

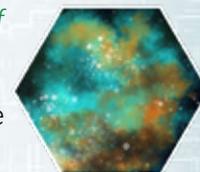
A wormhole connects (only) to the other end of the wormhole (i.e. the other counter of the same color). Treat these hexes for movement as if they were adjacent hexes. Ships may also enter or pass through a wormhole hex without actually using the wormhole.



Nebula

Interstellar clouds contain high levels of Source energy.

Ships must spend an additional 1 range (so 2 in total) to enter a nebula hex.



Ships starting their movement in a nebula hex get +2 to their range for the current turn.

Tactical Tip: You can use a nebula hex to reach further than you normally could with a net gain of 1 range over 2 turns.

Note: You also use up 2 range when entering a nebula hex through a wormhole.

Scouting

Players may secretly look at the star counter and relic counter where a ship of theirs is standing anytime during the game. Players may not scout where their ship is just passing through.

A scouting player may not show inspected counters to others.

Note: You can immediately scout with a ship that has finished its move. You do not need to finish moving your other ships beforehand.



Example: At the start of her movement Ellen (blue) has a ship standing at Planet X. She secretly looks at the star counter there and sees it is a primitive neutral. She then puts the counter back face down. She then moves her ship three hexes, passing through Harus (which she may not look at), and ends her ship's move at Epsilon Eridani. She secretly looks at the star counter there and sees it is an advanced neutral. She also puts this counter back face down. She then carries on with moving her other ships.

Remote Viewing

Remote Viewing is the psychic ability to tap into the Universal Mind to see any event anywhere in space and time.



A player may "remote view", on their turn, a number of times according to their Spirituality level (starting at level 2) during the move/combat phase.

Per "remote view" a player may secretly look at one "hidden thing", which is one of the following:

- ◇ A star counter
- ◇ A relic counter
- ◇ The top card of the domination card deck
- ◇ A "fleet" of another player (i.e. the fleet counter plus all the chips beneath it). The player must have a higher spirituality level than the owner of the fleet.

The player may not show these items to other players.

6.1.2 Combat

After the player has completed all movement, a battle occurs in every hex where the player has ships in the same hex as other players with whom the player is "at war". The player, whose turn it is, selects the order in which each hex is resolved, one at a time, until all battles are resolved.



Resolving Combat

The player whose turn it is is the attacking side. All the other players with ships in that hex who are "at war" with the attacking player belong to the defending side (even if they are at war with each other).

Practical Tip: New players can use a combat summary card to help them go through each step of combat.

Players who are in the same hex but are not "at war" with the attacking player do not participate in combat, do not reveal their fleets, and may not retreat.

Before resolving combat the defending players possibly have the option to "retreat before combat" (see below). If there are still defending players left in the hex now, then combat proceeds as follows.

The attacking player and all the remaining defending players reveal their fleets in the current hex. This means flipping all the counters and chips of these fleets face up.

Each side then adds up the combat value (CV) of all their ships there. The CV for each ship is determined by the Military technology level of the owning player plus special effects of fleets. The side with the higher CV total wins the battle. If the CV totals are equal then the side with higher Military technology level wins (use the highest level among the defenders if multiple players). If that is also equal then the defending side wins.

The winning player chooses which ships to destroy from both winners and losers. The winner may choose to destroy all, some, or none of the ships of the losing players (chosen independently for each losing player).

If the winning side had less than a **3:1 ratio** in CV, then some of its ships are destroyed, too. Destroy half of the number of the ships the losing side had destroyed (rounded up) from the winning side then (but not more than the winner actually has). No ships are destroyed from the winning side, if it wins with a 3:1 ratio or higher in CV.

If the defending side wins and there are multiple players on that side, then the player who has the most ships there (resolve a tie by who is first in turn order) chooses which ships to destroy (even those of the other defenders).

Any remaining ships of the losing side must then retreat. Do this in turn order for multiple players.

Retreat

When a player retreats from a lost battle, they place all of their surviving ships from there into one of the nearest hexes of their choice that contains no "hostile" ships (i.e., of a player with whom they are at war). Ships may not retreat through a wormhole.

Note: You can also enter a nebula when retreating.

Note: You cannot prevent an opponent's ships from retreating by surrounding them. The retreating player just selects a hex that is farther away in that case.

Example: Dave is the attacking player. He has five ships with a CV of 2 each for a total CV of 10. James and Ellen are the defending players. James has three ships at CV 2 each. Ellen has five ships at CV 1 each. The total CV for the defending side is 11. Thus the defenders win the battle (since 11 > 10). Ellen chooses to remove four of Dave's ships. James and Ellen must lose two ships, so Ellen chooses to remove one of James' ships and one ship of her own. Ellen is being generous to James; she could have also chosen to remove two of James' ships. Dave retreats his remaining ship to an adjacent hex that is empty. If Ellen had chosen to remove all five attacking ships, then the defenders would have lost three ships.

Retreat Before Combat

A defending player who has a higher level in Spirituality or Propulsion technology than the attacking player may "retreat before combat" before combat is resolved in a battle hex. Follow the same procedure as when retreating from a lost battle. Such a player must decide whether to use this or not before any fleets are revealed in that hex.

A player may only choose to retreat either all of their ships (or at least all that can, see Fleet "E") or none of them.

6.1.3 Handling Fleets

Creating New Fleets

Even a small colony is useful as a base for a fleet to resupply and reorganize itself.



Players may create new fleets at their own stars on their turn, before moving any ships. They take an unused fleet counter and place it into such a hex, then they transfer (see below) at least one ship into it by putting chips under it.

Note: To recreate a fleet that is already on the board, you can dissolve it first by transferring ships out of it.

Players can also **swap** two of their fleets that are not in the same hex, but are each at a star of theirs. To do this, just swap the fleet counters on top of the chip stacks (the ships remain where they are). Players may also feign swapping. Swapping fleets that are in the same hex is possible anytime during movement (it is the same as transferring ships).

Transferring Ships

Anytime during their turn, but before any combat has happened, players may transfer ships into or out of their fleets. Players can exchange chips between fleets that are in the same hex without revealing them. Players can also convert ship pieces to chips or vice versa accordingly in the same hex; in this case, they must show the chips used to the other players.

Players must be careful to ensure that no transferred ship moves farther than its allowed range.

Dissolving Fleets

Whenever a fleet has no more ships than that fleet immediately becomes dissolved, and the corresponding fleet counter is removed from the board without revealing it.

Fleet Tactics

Every fleet has a special effect which only applies to ships currently in that fleet. This is also described in short form on each fleet section of a player's pad.



(A)ssault: Whenever this fleet is involved in combat, add 1 CV per ship in this fleet.

(B)omb: For every 2 ships in this fleet increase the ship count by 1 for purposes of conquering or liberating a star.

(C)ounterassault: Add 2 CV per ship in this fleet if there is an "A" fleet on the opposing side in combat.

(D)art: Ships in this fleet get +1 to their movement range. Ships that leave this fleet immediately lose this advantage. Ships that have already used this advantage may not leave this fleet, in this turn.

Note: The D fleet counters have no hidden side. Players thus always know where these are.

(E)vade: Ships in this fleet have the option to retreat before combat regardless of technology levels (but only as defender). To use this special effect, the player must reveal the counter.

Advanced Fleet Tactics

Players get advanced fleet tactics when they reach certain levels in Military technology. For every advanced fleet tactic received, players place such a counter on a fleet section of theirs. They choose which side of the counter to place face up, either "x2" or "+3 DP". These placements cannot be changed later on. Each fleet section can only have one such counter.

A fleet with a counter showing its "x2" side has its special effect doubled. For the "B" fleet, simply double the ship count versus stars. For the "E" fleet, this means a defending player can have it retreat before combat **after** opposing fleets are revealed without revealing the number of ships in their "E" fleet.



Each time a player wins a battle in which any of their fleets have a "+3 DP" counter, that player gets an additional 3 DP (even if that fleet becomes dissolved as the result of that battle). A player can get these additional DP only once per battle won. A battle where all opposing ships retreated before combat does not count though.



Dummy Chips

Players may add or remove their dummy chips to or from any of their fleets anytime during their turn (or when building new ships). They must reveal the dummy chips they are adding/removing to the other players (except when directly transferring them between fleets, see above).



6.2 Growth Phase

The growth phase consists of the following steps in this order:

1. Select counters
2. Switch alignments
3. Change turn order
4. Resolve other growth actions

6.2.1 Select Counters

All players secretly select two of their oval "growth action" counters and one square "technology" or "turn order change" counter. When all players have selected all their counters, these are all revealed simultaneously.

Note: All of your growth action counters are available again at the start of the Growth phase.

Practical Tip: Leave all selected counters face up until the end of the round for scoring purposes.

Practical Tip: New players can use an icon index reference card to lookup what the growth action icons mean (see bottom of second column).

Additional Growth Actions

For every non-home star with 5+ population that a player has, they may play an additional Growth Action Counter. The player must lose 3 DP for every such additional counter selected. Players may hide how many counters they are selecting before they are revealed. Subtract the DP immediately after all counters have been revealed.



Example: Ellen owns the star Khaa with 7 population which is not her home star. At the end of the selection step, she reveals three growth actions: "Research", "Gain Star" and "Build Ships". As technology counter she has selected "Spirituality". She pays 3 DP for her third growth action counter.

Negative Points

The score of a player can be negative. This is indicated by placing the player's scoring marker below the "0" spot of the DP track accordingly. Players can also take a marker to note this.



6.2.2 Switch Alignment

All players who selected a Switch Alignment counter resolve that action first and simultaneously. This is an exception to the other growth actions. Every player doing this flips their star people tile over to the other side.



When players switch their alignment, they are then

automatically "at peace" with all players (flip war/peace counters over accordingly).

6.2.3 Change Turn Order

If any turn order change counters (see images below) were selected, then the following happens.

First, all players who selected an "up" (green arrow pointing up) turn order change counter switch to one position earlier in turn order. Do this by starting with the smallest number and then continuing in numerical order. Each such player exchanges their octagonal turn order counter with the player who has the next smaller number. For a player who already had the number 1 of the turn order at the start of the phase such a counter does nothing though.



Secondly, all players who selected a "down" (red arrow pointing down) turn order change counter switch to one position later in turn order (swapping with the next greater number). Do this as above, but starting with the greatest number and then continuing in reverse numerical order. For a player who already had the greatest turn order number at the start of the phase such a counter does nothing though.

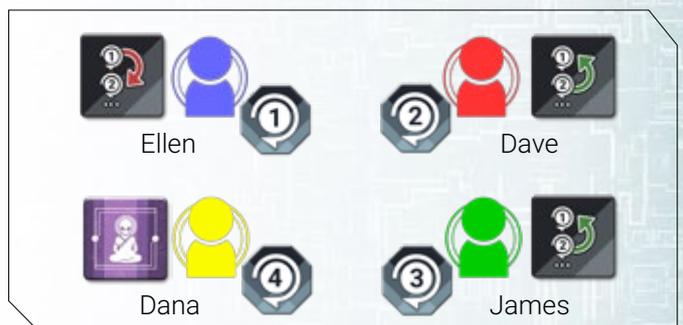


Note: Players who are not researching technology can still pick a technology counter, if they do not want to change their turn order position.

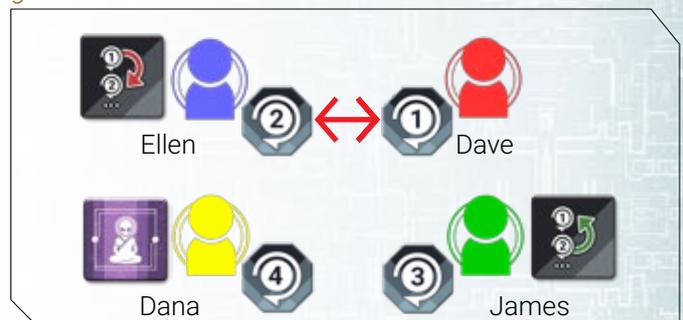
Note: You cannot prevent losing your first/last place in turn order if the player in second/second-to-last place wants to take it.

Example:

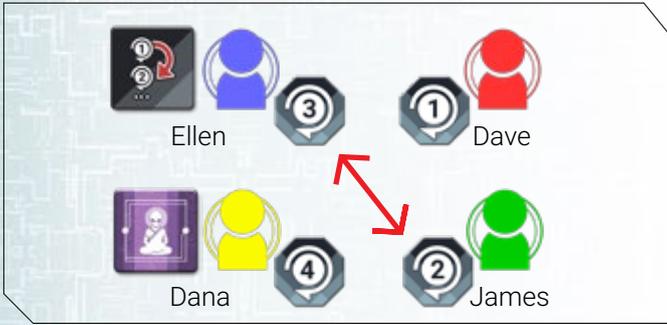
The turn order is: Ellen 1, Dave 2, James 3, Dana 4. Dave and James have selected their "up" counters, Ellen has selected her "down" counter. Dana researched Spirituality, so she selected her Spirituality counter.



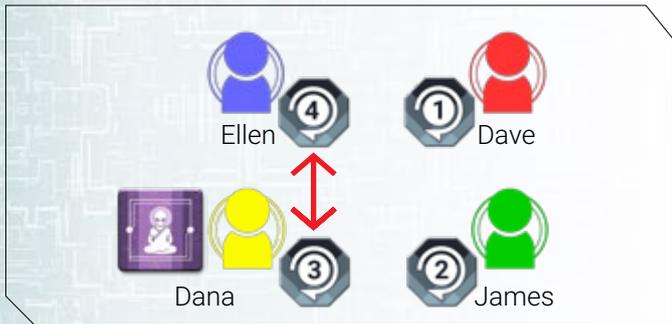
First Dave switches with Ellen, so he gets the 1 and she gets the 2.



Then James switches with Ellen, so he gets the 2 and she gets the 3.



Then Ellen switches with Dana so she gets the 4 and Dana gets the 3. The final result is: Dave 1, James 2, Dana 3, Ellen 4. Note that Ellen's position actually changed by three, not just one, as she had originally intended.



6.2.4 Resolve Other Growth Actions

In this step every player resolves all their remaining growth actions by taking one turn in the, possibly new, turn order. A player may choose to execute the growth actions on their turn in any order.

6.2.5 Gain Star

Players doing the Gain Star action may choose to populate or take over a star of their choice where they have the required number of ships. Each method of gaining a star has a specific term as listed below, which only applies to that context.



These are the options depending on the alignment of the player and the type of star being taken:

Star	Option for STO players	Option for STS players
 (uninhabited)	Colonize: This option is available to players of both alignments. The player must have 1 ship in the same hex as this star. The player removes the star counter and places 1 population disc of their own color there.	
 (primitive)	STO players cannot take this star.	Subjugate: Only 1 ship at this star is needed for this. The STS player removes the star counter and places 2 of their population discs there.

Star	Option for STO players	Option for STS players
 (owned by player "at war" with)	Liberate: This option is only available to STO players and only against an STS player they are "at war" with. If the STO player has more ships here than the number of population discs, then they exchange all the population discs with ones of their own color. <i>Note: Liberating a home star miniature yields 6 population.</i>	Conquer: The STS player must be "at war" with the owner of the targeted star but they may declare war to do this action. If the STS player has more ships here than the number of population discs, then they remove all the population discs and place 1 of their own color there.
 (advanced)	Ally: Only 1 ship at this star is needed for this. The STO player removes the star counter and places 3 of their population discs there.	Conquer: STS players can only "conquer" this star. It is considered to have 3 population discs. Thus 4 ships are needed to conquer it. The player removes the star counter and places 1 population disc there.

Important: for some star peoples the above conditions and effects may differ. Players should consult their star people tile first.

Revealing Ships

A player must reveal the required number of ships needed to take a star, including any necessary fleet counters, but not more than that.

Involuntary Home Star Evacuation



Players who lose their home star through conquest or liberation, must immediately select a new home star. This must be one of their stars without hostile ships and with the **most** population among those. They remove all

population discs both from their old home star and their new home star location. Then they move their home star miniature to the new location.

A rogue, interstellar planet can be a good place to escape from your enemies.

If a player has no star they can evacuate to, then they select any empty hex that is not a space anomaly in the same sector for their new home star location. This hex is considered a star from now on.



Example: Ellen (blue) has liberated Dave's (red) home star Khaa. Dave has a total of 7 population there. Dave still owns the stars Maldek and Vega with 3 population each and Capella with 1 population. Since Ellen has a ship at Maldek, he has no choice and can only evacuate to Vega. He removes the 3 population discs at Vega and then places his home star miniature there. He also removes the single population disc left at Khaa. Ellen then places 7 of her population discs on Khaa.

Voluntary Home Star Evacuation

If there are hostile ships in the hex of a player's home star, then that player may voluntarily evacuate their home star **anytime** during their turn of the growth phase. This works in the same manner as above except that the player also places one population disc where the home star previously was.

Gaining Technology

A player who conquers or liberates a star from another player may immediately gain one level in a technology field in which they have a lower level than that other player. **If that star had six or more population**, then they instead gain **two levels** (from the same or different technology fields). If there is more than one possibility for which level to get, then the player who gains the level may choose which one.

Note: A player need not gain a level they do not want.



Example: Dana is an STS player who wants to conquer Luke's star Ummo with 4 population. She only has 4 ships there, which would normally not be enough, but they are all in her "B" fleet, so they count as 6 ships instead. Dana can thus take the star. She removes Luke's 4 population and places 1 of her discs there. She also gets a technology level from Luke. Luke has both a higher level in Military and Spirituality than Dana. Dana chooses to take Military and increases her level to 3.

Ancient Relics

An ancient builder race that has vanished into History has left mysterious relics of great power behind in the galactic center.



Whenever players gain a star with a face down relic counter (these are in the center sector), they turn it face up and apply its effect. Some effects are immediate, in which case the relic counter is removed after applying it; other effects are permanent, in which case the relic counter is left face up at the star. See table 12.7 for the details on each relic.

End of Population Track

When players have no more discs left on their population track and want to place population discs for a growth action, they may take these from any of their stars. In this case they may also do the action partially, meaning placing less discs than they would normally for that action.

They must place at least one disc for a Gain Star action though. If they do not have any available (see "blocking"), they may not do that action at all.

6.2.6 Grow Population

The star colonies that thrive the best are remotely located ones. They can use all the resources in their vicinity for themselves.



A player doing the Grow Population action may add one population disc to every star of theirs that is below its "growth limit". This limit is equal to its distance (in hexes) to the nearest player-owned star (both of the acting player **and** other players).

Note: This hex distance is different than the range used for ship movement. Space anomalies have no effect here.

Note: You never lose population already at a star because of a decrease in its growth limit. The limit is only relevant for adding population.

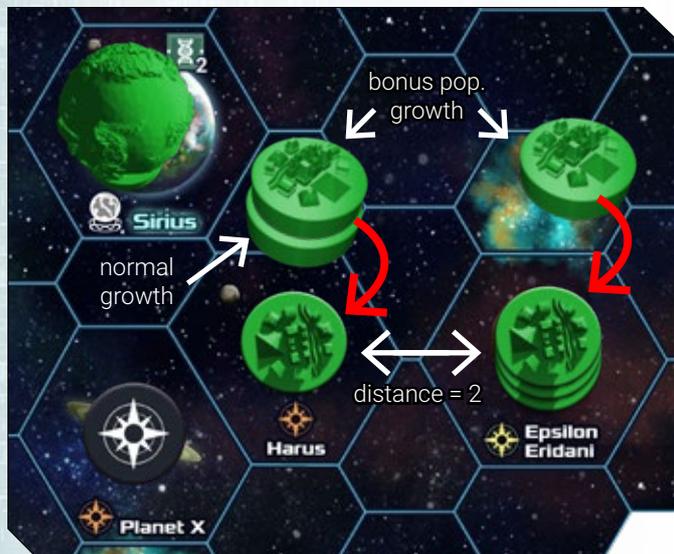
Bonus Population

In the second part of this action, the player may add "bonus population" discs to their stars as indicated by their level in Genetics (and other special effects). The previously mentioned growth limits do not apply then. The player may only place one bonus population per star within a single Grow Population action though.



Note: If a player gets more bonus population than stars, then the excess number is wasted.

Example: James (green) controls Harus and Epsilon Eridani (see image below). He is doing the Grow Population action. He can add 1 disc to Harus, because it is below the growth limit of 2. Epsilon Eridani also has a limit of 2, but has already reached that, so he can add no disc there. He cannot add any discs to his home star, Sirius, because its population (6) is also over its limit of 2.



Note that Planet X is a neutral star and, therefore, does not affect the limit. Also note that, even if Epsilon Eridani and Sirius were owned by other players, Harus would still have a limit of 2.

Since James has Genetics at level 3, he also gets 2 bonus population. He can place 1 each at 2 of his stars regardless of limit. He chooses to place them at Harus and Epsilon Eridani.

Thus, the final result is 3 population at Harus and 4 population at Epsilon Eridani.

6.2.7 Build Ships

A player doing the Build Ships action gets a number of new ships as follows:

new ships =

ship number on **population track**

+ ship number for Robotics level

+ number of asteroid systems (see below) with a ship of the player.



Example: Ellen has a total of 11 population, Robotics at level 3 and 1 asteroid system with a ship of hers. Thus she can build 8 ships = 4 (from population) +3 (from Robotics) +1 (from asteroid systems).

The player first gathers ship pieces and chips (including dummies) totaling the above sum and showing the chips to other players. Then the player may distribute all these in any way among their stars where they have 4+ population (these are the "shipyards"; this automatically includes the Home Star). Ship pieces are placed into the hexes of these stars. Chips are placed into any fleets that are located at these stars. The player may also create new

fleets for these ships.

Note: You cannot transfer previously existing ships into newly-placed fleets during a Build Ships action. This is only allowed during movement.

Asteroid System

When doing this growth action, the player gets one additional ship per asteroid system hex where they have a ship.



Note: Multiple players can use the same asteroid system for their actions.

6.2.8 Research

With the Research action, the player advances one level in every technology field for each technology counter the player selected this round. Multiple technology counters are possible at Robotics levels 5 and 6.



Note: If a player did not choose a technology with their square counter then their research action is wasted.

Research+ Effect

When a player researches a technology field that they already have at level 6, then they get the effect as shown on the technology track in the same row to the right of level 6 (see image) instead of a level.



See the technology tables in 12.2 for an explanation of each effect. This also applies in the same way when getting a level through an ancient relic.

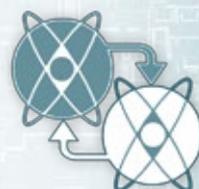
6.2.9 "Free" Growth Actions

Some special effects give "free" growth actions. These are done without a growth action counter.

Players may do their "free" growth actions in their turn of the growth phase (only) and in any order together with their other actions in that turn. They score DP for them as if they were a regular action.

6.3 Trading Technology Phase

After the growth phase, players may "trade technology". Negotiations and executions of trades are done simultaneously. A trade may only occur between two players.



The two players must be "at peace" and "in contact" with each other in order to trade. To be in "in contact", they must each have a ship in the same hex, or one player must have a ship at a star of the other player.

Both players involved in a trade get one level in a technology field where they are lower than their trading partner. Both players must get a level, and both must agree to the entire trade (i.e., to what they are getting **and** what they are teaching to the other).

Every player may only participate in **one trade** per round.

Some special effects allow additional trades in a round. A player who has this may do these in any order together with their regular trade. They may also trade a technology level received in the same phase.

Example: James has Genetics level 3 and Robotics level 1 and Ellen has Genetics level 1 and Robotics level 2. James has one of his ships at the star system Teetonia, which belongs to Ellen. They agree to make a technology trade, namely Robotics for Genetics. James increases his Robotics to level 2 and Ellen increases her Genetics to level 2.

Note: You never lose a technology level in the game, not by trading nor by any other means.

6.4 Scoring Phase

In the last phase of a round, players score DP according to the current era. Mark the new score on the DP track accordingly. The galactic story tile laid out determines for what players can score as per the current era.

Some things are more practical to score right away when they occur, such as winning a battle or taking a star; everything else is scored during this phase. Some galactic goal effects are also scored immediately. See tables 12.4 and 12.5 for details.

7. Additional Details

7.1 Propulsion Special Effects

Stargate 1

Players with Propulsion level 3 or 4 have Stargate 1. This means they can move ships from a star with 3 or more of their population to any other likewise star as if they were adjacent.



Stargate 2

Players with Propulsion level 5 have Stargate 2. This means they can move ships from a star that does not belong to a player they are "at war" with to any other likewise star as if they were adjacent.



Note: This includes neutral stars.

Players may not use stargates for retreating or for calculating population growth limits.

Neutron Star

Only players with Propulsion 5 or 6 may enter Neutron Star hexes. These may never be owned by players and do not count as neutral stars. However, they can be used as stars for Stargate 2 movement.



Teleport Population

Players with Propulsion levels 5 and 6 can teleport population. The players do this as a single, free action during their turn of the growth phase, in which they may relocate the indicated number of population discs between their stars. This action can be "blocked" (see below), meaning discs then cannot be removed from or added to blocked stars.

7.2 Blocking

The presence of hostile ships prevents growth actions and movement as detailed below. This is called "blocking".

An action, action selection, or movement currently being done can also, if the conditions are met, become blocked by a player declaring war at that moment (see chapter 7.3).

7.2.1 Blocking Action Execution

Growth Phase actions cannot be done in or make use of any hexes containing a hostile ship.

When a player is doing the Build Ships action, they cannot count any population of blocked stars. The player must use a lower population count accordingly instead. A population count below six is still treated as six, however. Players can place their transparent plastic chip on their population track to calculate or mark this.

Example: Dana is doing the Build Ships action. She currently has 16 population and a ship at one asteroid system. She would normally get 6 ships (5 from population and 1 from the asteroid system), but she is at war with Luke and he is blocking her star Axthada with 4 population. This means Dana effectively only has 12 population for this action, so she places her transparent marker on the "12" of her population track. She also cannot use the asteroid system where she is because of Luke's ship there. This means she will only get 4 ships and she cannot use Axthada to place her ships there either.

Example: Dana is doing the Grow Population action. She controls Sirius, Axthada, Ummo, and Harus. Luke, with whom she is at war, has a ship each at Axthada and Ummo. Thus Dana can only add population discs to Sirius and Harus.

7.2.2 Blocking Additional Actions

A hostile ship at a star prevents the owner of the star from getting an additional growth action for it. This only applies during the selection step of the growth phase (i.e., before any counters are revealed).

7.2.3 Blocking Movement

Only the following types of movement can be blocked.

Blocking a Stargate

A ship trying to use Stargate 1 or Stargate 2 movement is blocked by hostile ships at the jump-off star or the target star. The ship may then not move to the target star. If this happens by a player newly declaring war, the moving player may move their ship a different way than originally intended (from the hex onwards, where it became blocked).

Blocking a Wormhole

A ship trying to use a wormhole is blocked by a hostile ship at the exit hex of a wormhole. The ship still moves through the wormhole, but ends its movement in the hex it exited from the wormhole. If this happens by a player newly declaring war, the moving player **cannot** decide to move their ship differently then.

Note: You can otherwise always pass through hexes with hostile ships.

7.3 When to Declare War

STS players may declare war on any other player. They may do this during their own movement (but before combat). Outside of their movement, they may also do this in order to:



- ◇ block movement of another player (as per 7.2.3)
- ◇ block a growth action of another player
- ◇ block a player from getting additional growth actions
- ◇ conquer a star
- ◇ prevent a home star evacuation to where the player declaring war has ships
- ◇ use the research+ effect of Military

When declaring war to block a player from getting additional growth actions, the player losing the actions may choose which to cancel. Revert any DP losses that may have already been applied for that.

An STO player can only declare war on STS players and only to block the subjugation or conquest of a star with “innocent” population (i.e., primitive or advanced neutral stars or those of STO players). Multiple STO players may use the same opportunity to declare war, even though one would be enough to block it.

Note: See the above conditions also on the appropriate sides of the star people tiles (in red text).

The acting player must declare their actions to allow other players the opportunity to declare war.

Losing Growth Actions

Growth actions are not necessarily lost when they become blocked by a player newly declaring war. The acting player

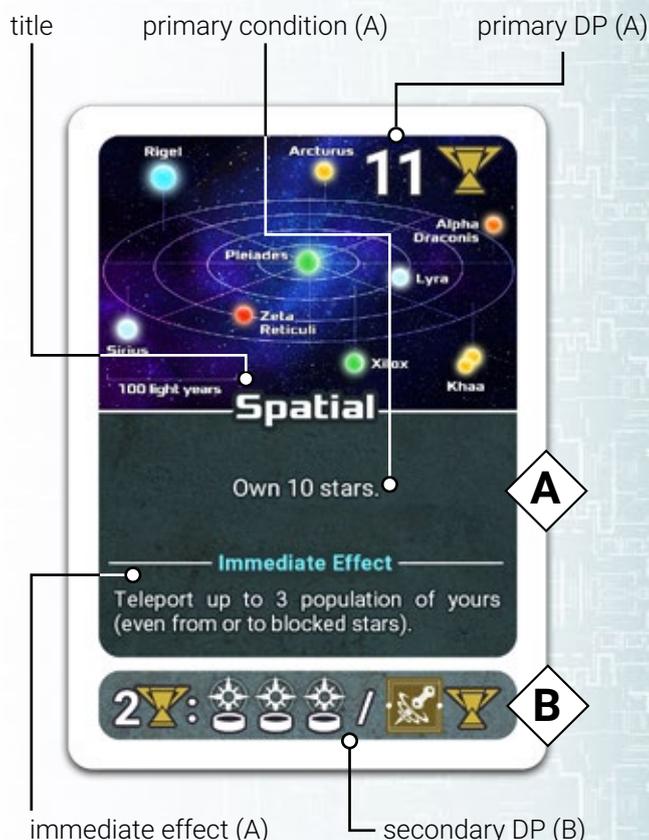
may then do the action at a different star instead. In the case of their home star becoming blocked, the player may then voluntarily evacuate it to get around this.

The action is only lost if the player has no other star at which they can, and want to, do the action.

Example: Dana is an STS player who is currently at peace with James, an STO player. She has 4 ships at Epsilon Eridani, which is an advanced neutral star. James also has a ship there. Dana is doing a Gain Star action on her turn of the growth phase. Dana announces that she conquers Epsilon Eridani. In order to prevent this, James declares war on Dana. This conquest is now blocked. Dana chooses to take Harus instead, where she is not blocked using the same Gain Star action.

7.4 Domination Cards

Players also get special game objectives in the form of “domination cards”. See table 12.3 for the details on each card.



7.4.1 Scoring

Each domination card is divided into two sections by a long horizontal line: a large top section (A) and a smaller bottom section (B). See above image.

Each player scores exactly **two** domination cards per game, one with the primary (A) effect and another with the secondary (B) effect, or both with the B effect.

Players may play a card they are holding **anytime** (also at the end of the game). They may play it for either effect as detailed below.

A-Section

To play a card for the A-section, the condition there on the card must be fulfilled, and the player may not have already played a card for the A-section. In that case, they get the DP as indicated there. They may then also apply the immediate, one-time effect as described there. If they cannot, or do not want to, use this effect immediately, then it is lost. After playing the card, place it face up next to the **top** left edge of the player's technology pad to mark it having been played for the A-section.

Note: The conditions on the cards are only minimum requirements.

Example: Luke has level 6 in Propulsion and manages to get level 5 in Genetics through a trade in round 8. He now plays the "Special Scientific" card he has and scores 11 DP. Since it is not his turn of the growth phase, though, he cannot use the one-time effect of getting an additional Research action.

B-Section

When playing a card for the B-section, the player simply scores the DP as indicated in the bottom section (ignoring the A-section). Any technology field indicated there means that the player uses their level in that field to score. Any fractional DP for a card total is rounded down. Many cards give the player a choice of two possibilities by which to score (separated by a slash). After playing the card, place it face up next to the **bottom** left edge of the player's technology pad, or, if that spot is already filled, then the top left edge instead.

Example: Luke plays his "Spatial" card for the B-section. He can choose to either score for his stars or for his level in Propulsion. He has level 3 in Propulsion, which would give him 3 DP, but he also has 7 stars, which would score him 4 DP. So he chooses to score the 4 DP from his stars. He completely ignores everything in the A-section of the card.

7.4.2 Drawing/Exchanging Cards

When playing their first card before the third era, players immediately **draw a new card** from the deck.

At the start of the second era, every player may **exchange** their domination card for a new one. In turn order, every player who wishes to do so places their card face down at the bottom of the deck and then draws a new one from the top.

At the start of the third era, all players must draw a second card into their hand if they have not played any yet or may exchange their card in the same way as above (players may not do both). Do this in turn order.

7.5 Stars Becoming Uninhabited

Any star that has its last disc removed becomes an "uninhabited neutral" star, without a counter. This applies to all cases in which this may happen (e.g. teleport population or the special effect of STS Rogue AI). The star can then be taken with a Gain Star action (Colonize) as normal.

7.6 Emergency Reserve

Players use their emergency reserve tile immediately after either of the following happens:

- ◇ Their home star is evacuated (either voluntarily or involuntarily).
- ◇ Another player takes one of their stars, causing them to have at least two stars less than every other player.



The player then places six ships at their (possibly new) home star. Use the same rules for placing new ships as when doing the Build Ships action. This effect cannot be blocked though. Remove the emergency reserve tile from the game then.

8. Game End

The game ends after 8 rounds.



8.1 Game End Scoring

Add the following points **after** the scoring phase has been done for the last round. These are the game end DP.

- ◇ Every player scores DP equal to the highest number on their population track without a disc. *Note that, for every population removed from the top row of the track, the score goes up by 2 or more.*
- ◇ Players possibly score DP according to the galactic goal that was selected for this game.
- ◇ For every sector, the player with the most ships there scores 4 DP (in the case of a tie all tied players score this).

Note: Each of the above scorings is marked as icons below the round track.

8.2 Winner

The player with the most destiny points (DP) wins the game.

If players are tied then the one with the highest number of stars among the tied wins. If this is also a tie, then use the turn order. The player who is first in turn order among those tied wins.

9. Variants



The first variant is not suitable for beginners!

9.1 Deterministic Setup

This is for players who want to take (most of) the luck out of the setup process.

Follow the normal setup process in the given order, but after placing the center sector tile, do the following instead:

Setup Turns

Select a starting player randomly. Players take turns starting with the starting player and then going clockwise. Each turn, a player has one of the following options. Every player may do each option only once though.

- ◇ Take a star people tile.
- ◇ Take a sector tile and place it next to center tile (any orientation and side). The player puts their home planet miniature on the central star of this tile. The first player to choose this option may also rotate the center sector tile. If other players have already placed their sector tile, then any new tiles must be placed so that they fit with the other tiles and the setup configuration for the number of players.
- ◇ Take a turn order counter.
- ◇ Draw five domination cards face down from the deck. Pick one and put the other four back. Then shuffle the deck.

Continue taking turns until all players have placed a sector tile, have a star people tile, a turn order counter, and a domination card. Then do all the other remaining things as normal (placing counters on sectors, starting ships and bonuses, selecting alignment, etc.).

9.2 Handicap

The following rule evens the chances of winning if there are large differences in player experience:

- ◇ Novice players (i.e., who have never played this before) start with an additional 5 DP.
- ◇ Very experienced players (i.e., at least 4 plays) start with 5 DP less than normal.

10. Clarifications

Declaring War to Prevent Additional Actions:

STS players may declare war on a player to prevent them from getting an additional action only during the selection step of the growth phase (even if it is unclear whether they will take the additional action or not). Once the counters are revealed they cannot do that anymore.

Declaring War to Prevent Stargate-2 Movement:

STS players can only declare war to prevent another player using Stargate-2 movement from or to a star where they have a ship (because then it counts as “blocking”). Movement to where the player has no ships cannot be prevented by declaring war.

This also applies to all other instances being “at war” limits the options of other players but does not count as “blocking” (i.e. with a ship). For example: STS players cannot declare war on the STS Caninoids to prevent them from forcing a trade.

Does the range penalty for entering a nebula apply for each hex or for an entire nebula field as depicted on a sector?

It applies to each Nebula hex that you enter.

When a player declares war to prevent another player from taking a star, would this trigger combat (because there are now hostile ships in the same hex)?

No, because ship combat does not happen during the Growth phase. This would happen in the next movement phase (next round) if they are still together in the same hex then.

Greys (STS): If they have Spirituality level 4+ and didn't trade in a round, could they steal a level from any other player without being in contact?

No, the STS Greys need to be in contact to do their special effect.



11. Strategy Tips



Beginners should especially take note of these!

Distant Stars Are Better

When taking a star, always consider its future population growth potential. Stars that are close to a star already owned by you or another player are bad.

Use "D" Fleet

On your first turn, put one of your ships into the "D" fleet so you can fly further.

Have a Strong Defense

Even if you want to play peacefully, build up a strong defense. Even STO players can switch alignment and then suddenly take your stars. A good precaution is to have a ship at each of your stars within reach of other players.

Take Stars from Players Ahead of You

It is a lot more effective to take a star from a player who is ahead of you either in points or technologies than one who is behind you in both.

Last is Tactically Best

Players who are after you in turn order have a significant tactical advantage when at war with you.

Park Ships in Nebula

If you don't know where to move some ships, then putting them in a nebula can be a good idea. It will give you more options in the next round because of the greater range.

12. Special Effects Tables

12.1 Star Peoples

Star People Name	STO special	STS special
Alliance of Light (STO) Alliance of Darkness (STS)	Your ships get +4 CV each when defending in combat. Ignore stars of other STO players for determining your population growth limits. The other STO players ignore your stars for determining their limits.	Your ships get +2 CV each when you are the attacker in combat against an STO player (even if there are also STS players involved). STS players lose 3 DP every time they declare war on you.
	Lose 2 DP every time you switch alignment (also due to reaching Spirituality level 5/6).	
	Start with 2 additional DP.	Start with 2 additional ships.
Anchara Coalition	If you have chosen the Switch Alignment growth action counter, then on your turn of the growth phase, you may select and execute an additional, unused growth action counter at no cost. To do Research, you must have already chosen a technology for your square counter choice. At Spirituality levels 5/6 you can still select the Switch Alignment action counter (even though it has no effect) and benefit from the special effect of the Anchara Coalition.	
	Start with Genetics level 2.	
Annunaki	Advance: Instead of using a Gain Star growth action normally, you can use it to convert 1 or 2 primitive neutral stars each to an advanced neutral star. Add 1 white disc to each of these stars to mark this (you do not change the counter). You need a ship at each star. Remove these white discs when the star is taken.	When subjugating a primitive neutral star, add 1 population disc to that star if that is within the growth limit as per a Grow Population action.
Avians	Start with Spirituality level 2 and Propulsion level 2.	

Star People Name	STO special	STS special
Caninoids	Start at level 2 in a technology field of your choice.	
	<p>Each time you make a trade, you and your trading partner get 1 DP each.</p> <p>If you switch from STS to STO due to a trade (by getting level 5/6 in Spirituality) you and your trading partner immediately benefit from the STO special effect of the Caninoids (1 DP per trade).</p>	Other players must trade with you, including the levels you want. The usual conditions for trading still apply (being at peace and in contact). Reverse any previously done technology trades in this phase which prevent you from executing your desired trade. You cannot force other players to make peace with you.
Cosmic Mayans	<p>When one of your stars is conquered by another player, you can relocate up to 3 of your population discs from that star (instead of returning them to the population track) to any one or multiple of your non-blocked stars, that are within a distance equal to your current ship range number to it (so ignoring space anomalies). You cannot use this to relocate your home star miniature.</p> <p><i>Example: You have Propulsion level 2 and thus a current ship range of 4. This means you can relocate population from conquered stars up to a distance of 4 hexes.</i></p>	Get 1 DP for every one of your own ships destroyed in battle (but no more than 3 DP from a battle you lost).
	Asteroid systems do not give you extra ships when building ships.	
Dracos	Start with Military level 2 and 3 additional ships.	
Felines	Start with 1 additional ship.	
	Once per round when attacked, you can force the attacker to "retreat before combat".	Once per round when attacking, you can force a defending player to "retreat before combat" (even if that player could not normally do that). That player may not move back into that hex for the rest of this round; mark it with the white disc if necessary. You may wait until any defenders decide to retreat or not from a battle hex before using this effect.
	You must decide to use the above effect before any fleets are revealed. Place a white disc on your star people tile at the start of a round and remove it when you use it.	
Galactic Confederation (STO) Galactic Empire (STS)	For every Gain Star growth action you do, you may do an additional, free Gain Star action using the "ally" option. This additional ally action does not trigger this ability again.	<p>You keep up to 3 population when conquering a star. You get the additional population, even if the population of the conquered star was evacuated or relocated (see Cosmic Mayans).</p> <p><i>Example: You conquer a star with 5 population. You remove the 5 population discs of the other player and place 3 of your own population discs.</i></p> <p><i>Note: You also get 3 population when conquering an advanced neutral star.</i></p>
Greys	<p>Start with 1 ship less than normal.</p> <p>When you research a technology at level 1 you increase it to level 3.</p> <p><i>Note: When doing this with Military you still get the advanced fleet tactic for level 2.</i></p> <p>You may not declare war on other players (also not on an automa).</p>	<p>Start with 1 extra ship.</p> <p>At the end of a trading phase in which you did not trade, you may gain one technology level from a player you are in contact with. When doing this on an STO player during the Era of Darkness, that player may immediately declare war on you.</p>

Star People Name	STO special	STS special
ICC	Start with Propulsion level 2.	Start with Robotics level 2 and 1 additional ship.
	You may do one technology trade with each player every round (instead of just one in total). All other requirements still apply as normal.	
Mantids	Start with 2 additional population discs at your home star.	Start with Genetics level 2.
	You get 2 population discs (instead of 1) per star with a Grow Population growth action (growth limits still apply).	
Orion Republic (STO) Orion Empire (STS)	Your population counts double for being conquered. "B" fleets do not get their special effect against your stars.	You conquer stars with only 1 ship (this also applies to a star with the "Defense Grid").
Plejars	You may declare war on STS players during your turn of the move/combat phase, but before combat on your turn. You get 2 DP every time you liberate a star (in addition to other DP gained for this).	You may "ally" with advanced neutrals. <i>Note: Such an action is not an opportunity for STO players to declare war.</i>
Progenitors	You get 4 additional, free "colonization" growth actions (for the entire game). You may use any number of these on a single turn.	
Rogue AI	Start with Robotics level 2.	
	When doing the Grow Population action you may additionally convert a ship of yours into a bonus population each at up to two of your stars. These also count to the regular 1 bonus population limit per star. This effect can be blocked.	During the Build Ships action you may additionally convert any number of your population discs into ship pieces (2 ships per disc). These additional ships are placed at the stars where the discs were located from which they converted (also as or into fleets). The home star miniature may not be converted. This effect can be blocked.
Yowies	Start with Spirituality level 3. You may not have Robotics higher than level 1. When you get the Ancient Technology: Robotics relic you get 2 ships at that star instead of a level (use the same restrictions as for the Buried Ships relic). When you get Robotics as your sector starting bonus, you choose a different technology field to start with level 2 instead.	



12.2 Technologies

12.2.1 Military

Level	Effect
1	The combat value (CV) of each ship is 1.
2	CV of each ship is 1. You get 1 advanced fleet tactic.
3	CV of each ship is 2.
4	CV of each ship is 3. You get 1 additional advanced fleet tactic.
5	CV of each ship is 6.
6	CV of each ship is 10. You get 3 additional advanced fleet tactics.
+	You may cancel a growth action counter (solo variant: growth action sentence other than “spawn ships”) of your choice of a player you are “at war” with, which has not been played yet. Flip the counter face down to mark this. Any DP losses incurred for this action are not reverted in this case. This counts as “blocking”, so STS players may declare war in order to do this on a player and players with Spirituality level 5 or 6 are immune to this. <i>Note that the affected player may not use this counter anymore in this round, even if they get an additional action.</i>

12.2.2 Spirituality

Level	Effect
1	
2	You may do 1 remote view per round.
3	You may do 2 remote views per round.
4	You may do 3 remote views per round. You may trade technologies without being in contact; your trading partner does not need to have this too. <i>Telepathy is the universal form of communication for spiritually advanced people in the Galaxy.</i>
5	You may do 4 remote views per round. You may trade technologies without being in contact. Hostile ships cannot block you.
6	You may do an unlimited number of remote views per round. You may trade technologies without being in contact. Hostile ships cannot block you. Any population you lose is put to the side (“ascends”) instead of returning to the population track.
+	You may select and execute an additional growth action counter (at no cost). You may also exchange a domination card.

You may retreat before combat when being attacked by a player with a lower Spirituality level.

You may only remote view fleets of a player who has a lower Spirituality level.

At levels 5 and 6 you automatically switch to STO (no growth action needed for that) and may not switch back to STS again. This happens only when the level is reached (so not during the “Switch Alignment” step).

12.2.3 Propulsion

Level	Effect
1	Ship range is 3.
2	Ship range is 4.
3	Ship range is 4. You can use Stargate 1 connections.
4	Ship range is 5. You can use Stargate 1 connections.
5	Ship range is 5. You can use Stargate 2 connections. You may enter Neutron Star hexes. You can teleport 1 population disc (as a free action in growth phase, blockable).
6	You can move your ships anywhere, including Neutron Star hexes. You can teleport up to 3 population discs (as a free action in growth phase, blockable).
+	You get 2 free Gain Star actions.

You may retreat before combat when being attacked by a player with a lower Propulsion level.

12.2.4 Robotics

Level	Effect
1	
2	Add 1 ship when doing Build Ships.
3	Add 3 ships when doing Build Ships.
4	Add 5 ships when doing Build Ships. Place new ships at any non-blocked stars of yours with 3+ population.
5	Add 7 ships when doing Build Ships. Place new ships at any non-blocked stars of yours with 2+ population. When selecting counters for the growth phase, you may select 2 square counters (turn order change or technology) instead of only 1. (So either 2 technologies or 1 technology and 1 turn order change.) You lose 2 DP if you do this. (*)
6	Add 10 ships when doing Build Ships. Place new ships at any non-blocked star of yours. When selecting counters for the growth phase, you may select 2 square counters in the same way as above but without losing DP for doing this. (*)
+	You may get one additional level in a technology field (other than Robotics) that you are researching this turn. You lose 2 DP, if you do so. If that field is already at level 6 you get the according research+ effect instead. This effect cannot be combined with a turn order change counter. When doing this effect by getting a Robotics Ancient Relic, then you can apply it to a technology field (other than Robotics) that you are researching in the same turn (only). If you are not researching some technology in the same turn, then nothing happens.

(*) When doing Research, you score for **every** technology counter you selected according to the galactic story.

12.2.5 Genetics

Level	Effect
1	
2	You get 1 bonus population when doing Grow Population.
3	You get 2 bonus population when doing Grow Population.
4	You get 3 bonus population when doing Grow Population.

Level	Effect
5	You get 4 bonus population when doing Grow Population. Only lose 2 DP per additional growth action counter selected.
6	You get 6 bonus population when doing Grow Population. Only lose 1 DP per additional growth action counter selected.
+	You get a free Grow Population action with 2 additional bonus population.

12.3 Domination Cards

A			B	
Card Name	Primary Condition	DP	Immediate, One-time Effect	Secondary DP
Acquisition	Conquer/liberate 2 player-owned stars on the same turn. Play this card when this happens.	10	Get an additional technology level from one of the players you took a star from this turn.	1 per neutral star where only you have a ship OR Military level
Alignment	Can only be played at the end of the scoring phase. Have 5 DP and either have more DP (solo variant: tech. levels) than every other player with your alignment or be the only one of your alignment then.	9	Get an additional 2 DP for every Switch Alignment growth action counter played this round (including your own).	4 if you did not get any DP for your alignment in the scoring phase of this round OR Spirituality level
Central	Own 4 stars in the center sector.	12	On your turn in this growth phase, you get a free Gain Star action, which you can use in the center sector only. Your ships count double for this action (apply before calculating Fleet "B" bonus).	1 per population of one of your stars in the center sector
Defensive	Own all the stars (except neutron stars) in your home star sector (i.e., the sector with your home star).	9	Add 20 CV to your side in the current battle if it is in your home star sector. You may play this card even after ships have been revealed.	4 if no other player has a star in your home star sector + Military level/2
Density	Have 3 stars with 5 or more population each. <i>Note: The home star counts as one of these.</i>	7	Add 1 population disc to each of your stars with 5+ population (regardless of any limits or blocking).	1 per star you own with 4+ population
Diplomatic	Have Spirituality level 4 or higher, own the center star of the center sector and be at peace with every player.	14	No players may declare war on you for the rest of this round.	2 per other player's home star where you have a ship (including automa) OR Spirituality level
Economic	Build 10 ships in a single Build Ships growth action. Any ships built as the direct result of star people special effects (e.g. STS Rogue AI) do not count for fulfilling this. Play this card when this happens.	7	Get an additional 6 ships which you can place at any of your stars. Otherwise, use the same rules for placing new ships as when doing the Build Ships action. This effect cannot be blocked though.	1 per asteroid system where you have a ship OR Robotics level

A			B	
Card Name	Primary Condition	DP	Immediate, One-time Effect	Secondary DP
Etheric	Have a ship each in 4 nebula hexes at the start of your movement.	8	All of your ships starting their move in a nebula hex now get +4 range (instead of +2).	If STO, Spirituality level. If STS, Military level.
Exploratory	Have Propulsion level 4 or higher, have a ship and a star each in 4 sectors.	13	You may inspect the unplayed domination cards of another player. In a game with 5+ players, you may even do this with 2 players.	#sectors with a ship of yours OR Propulsion level
General Scientific	Have a total of 16 technology levels.	9	You may do an additional technology trade this round. The player you trade with can also do this additionally (this need not be the player you traded with previously).	your lowest technology level x2
Military	Have ships totaling 120 in CV (not counting bonuses of any kind). Reveal enough ships to prove this. If you play this card during a battle, all your ships in that battle still count toward the total (even if they would be destroyed).	10	In the current battle you are involved in, your opponents may not retreat before combat (not even with fleet "E"; any star people special effects still apply though) OR none of your ships are destroyed (you may choose which). If none of your ships are destroyed as loser of a battle, then less ships are destroyed from the winner accordingly.	2 per sector where you are the only player with a fleet OR Military level
Spatial	Own 10 stars.	11	Teleport up to 3 population (as described in chapter 7.1). This cannot be blocked though, and you can do this anytime (when you play the card).	2 per 3 stars you own OR Propulsion level
Special Scientific	Have level 6 in 1 technology field and level 5 or higher in another field.	11	Get a free Research action in a technology field for which you have a technology counter that you did not select this round. This also counts toward scoring and other effects as normal.	your highest technology level

Any fractional DP are rounded down when added to a player's score!

12.4 Galactic Stories

Journeys	
First Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ All players score 1 DP for every player they are "in contact" with at the end of the round (including any automas).
Second Era	<ul style="list-style-type: none"> ◇ Every player with the STS alignment at the end of a round scores 1 DP. ◇ Every player "at war" with at least one other player at the end of the round scores 1 DP. ◇ All players score 2 DP for every star outside of their home star sector that they take from another player. ◇ All players score 2 DP for every battle they win outside of their home star sector. Battles where all opposing ships retreated before combat are not counted.
Third Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ At the end of the round, each player who researched Spirituality in that round and has the highest level (ties allowed) in that field among all the players who also researched that, scores 7 minus their Spirituality level. The same applies for Propulsion. A Research action that did not result in an increased technology level does not count, neither for scoring nor for preventing scoring. (*)

Migrations

First Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ All players score 3 DP for every Grow Population action they do in this era. Only Grow Population actions that generated at least one additional population are counted.
Second Era	<ul style="list-style-type: none"> ◇ Every player with the STS alignment at the end of a round scores 1 DP. ◇ Every player “at war” with at least one other player at the end of the round scores 1 DP. ◇ All players score 1 DP for every population of another player they remove from a star. <i>Example: On round 6, Ellen liberates Khaa, Dave’s home star, with a population of 7; thus, she thus scores 7 points.</i> ◇ All players score 1 DP for every battle they win. Battles where all opposing ships retreated before combat are not counted.
Third Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ Every player who is the only player to research a certain technology field in a round in this era scores 4 DP (per such field). Technology levels gained by any other means (such as taking a star from another player) do not count for this, neither for scoring nor for preventing scoring. A Research action that does not result in an increased technology level likewise does not count. (*) <i>Example: In round 8, Ellen and James both research Genetics and Dave researches Spirituality. All three have a level less than 6 in these fields. Dave scores 4 DP for his research action. Ellen and James score nothing for theirs. If Luke who already has Spirituality level 6 had also researched Spirituality then Dave would have still scored the 4 DP.</i>

Rivalry

First Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ All players score 1 DP for every Gain Star action they do in this era.
Second Era	<ul style="list-style-type: none"> ◇ Every player with the STS alignment at the end of a round scores 1 DP. ◇ Every player “at war” with at least one other player at the end of the round scores 1 DP. ◇ All players score 1 DP for every star of another player they are blocking at the end of the round (i.e., for each hostile star where they are present). Multiple players can score for the same star they are blocking. ◇ Every time players “retreat before combat” they lose 2 DP.
Third Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ For every technology field, the player who has the highest level in that field at the end of the round scores 3 DP (even if tied with other players).

Wars

First Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ All players score 2 DP for every Build Ships action they do in this era.
Second Era	<ul style="list-style-type: none"> ◇ Every player with the STS alignment at the end of a round scores 1 DP. ◇ Every player “at war” with at least one other player at the end of the round scores 2 DP. ◇ All players score 1 DP for every star they take from another player. ◇ All players score 1 DP for every ship from the opposing side in battle they destroy (also as losers of a battle). Multiple players on a side in a battle each score for all opposing ships destroyed.
Third Era	<ul style="list-style-type: none"> ◇ Every player with the STO alignment at the end of a round scores 1 DP. ◇ At the end of the round, each player who researched Military in that round and has the highest level (ties allowed) in that field among all the players who also researched that, scores 7 minus their Military level. The same applies for Robotics. A Research action that did not result in an increased technology level does not count, neither for scoring nor for preventing scoring. (*) <i>Example: Dave and Luke each have Military 3 at the start of the round in this era. Dave and Luke each research Military. Dave also gains one level through trade, but Luke does not. Dave thus has Military 5 at the end of the round and Luke only has level 4. So Dave scores 7 – 5 = 2 DP and Luke scores nothing.</i>

(*) Practical Tip: when doing the Research action in a field without gaining a level, turn the associated technology counter face down when done, so that it is not counted for scoring.

12.5 Galactic Goals

Name	Effect	Play Style
Control	Players score 10 DP per star they have in the center of a sector at game end.	very confrontational
Cooperation	Players immediately lose 3 DP when they declare war on a player. Later declarations of war by the same player on the same player cost nothing though (i.e. you only lose this once per player). Mark this by placing a hidden ship chip beneath the war/peace counter for that player. Players immediately score 2 DP per technology trade they are part of. (**)	peaceful
Discovery	Players keep the star counters of neutral stars they took during the course of the game (a primitive neutral that was "advanced" by the STO Annunaki still counts as a primitive for this purpose). At game end, the player with the most star counters of a type scores 10 DP. (*) (**)	competitive
Leadership	At the end of every era (after the scoring phase), the player with the most DP of all players belonging to an alignment places a ship of their color (from the supply or the map) on the galactic goal tile. In case of a tie each player among the tied does this. At the end of the third era do this before adding any game end DP. The player with the most ships on the galactic goal tile at game end scores 10 DP (solo variant: 20 DP). (*) (**)	competitive
Legacy	Player scores 10 DP per star they have with a relic at game end (the one-time effect relics do not count).	confrontational
Personal Growth	Players score double for domination cards (i.e., all effects on a card that directly give DP). Fractions are not rounded down (any half DP become whole).	secretive
Power	Players score 8 DP if they have more ships in a sector than all other players' ships there combined (no DP in case of a tie).	competitive
Presence	Players score 10 DP per sector where they have at least 2 stars at game end.	confrontational

(*) In case of a tie each player among the tied gets the DP.

()** **Solo variant:** See solo variant book for some additional or different rules.

12.6 Sector Starting Bonus

Sector	Starting Bonus
Alpha Draconis	Start with Military level 2. (*)
Arcturus	You can select 1 additional growth action counter in the first round (for free).
Khaa	You can select 1 additional growth action counter in the first round (for free).
Lyra	Start with Spirituality level 2. (*)
Pleiades	Start with Propulsion level 2. (*)
Rigel	Start with Robotics level 2. (*)
Sirius	Start with Genetics level 2. (*)
Xilox	You start with 2 additional population at your home star.
Zeta Reticuli	You start with 2 additional ships at your home star.

(*) If you already have that or cannot have that because of your star people, start at level 2 in a different technology field of your choice instead.

12.7 Ancient Relics

Name	Image	Effect
Ancient Pyramids		The player who owns this star gets 1 additional remote view per round. This may be used on a hidden thing as normal or to view any fleet (regardless of Spirituality levels). Also, whenever this player does Grow Population place 1 bonus population here (this counts toward the 1 bonus population limit per star). This effect can be blocked as normal. (*)
Ancient Technology: Genetics		The player who first gains this star immediately gets 1 level in Genetics . (**)
Ancient Technology: Military		The player who first gains this star immediately gets 1 level in Military . (**)
Ancient Technology: Propulsion		The player who first gains this star immediately gets 1 level in Propulsion . (**)
Ancient Technology: Robotics		The player who first gains this star immediately gets 1 level in Robotics . (**)
Ancient Technology: Spirituality		The player who first gains this star immediately gets 1 level in Spirituality . (**)
Buried Ships		The player who first gains this star immediately gets 3 ships that are placed there. Use the same rules for placing these ships as when doing the Build Ships action. This effect cannot be blocked though. (**)
Planetary Death Ray		During the movement of the move/combat phase the player owning this star may destroy 1 ship or population disc (but not a home star miniature) of a player they are "at war" with, within a distance of 3 hexes to this star. If a star loses its last population, it becomes "uninhabited". If a fleet loses its last ship, it is dissolved. The removed ship or population may count for scoring, depending upon the galactic story. (*)
Defense Grid		Any player conquering or liberating this star needs 8 ships more than usual to do that. This only applies when the star is owned by a player. Once this star has been taken by a player for the first time, all ships and population discs here are immune to the "Planetary Death Ray", regardless of ownership. (*)
Super-Stargate		The player who owns this star may use stargate movement from any star of theirs to this one or vice versa (regardless of their level in Propulsion). If the player has Propulsion 5 this movement cannot be blocked (in either direction).(*)

(*) Leave this counter here to mark this star.

(**) One-time effect; remove this counter when done.

13. Glossary

- action** – means “growth action” (see below)
- additional growth action** – selected as counter additionally to the usual two in the growth phase (see page 18)
- ancient relic** – one of the special effects you can get from first taking a star in the center sector (see pages 20 and 35)
- advanced fleet tactic** – increases or adds to a fleet’s special effect (available through Military, see page 17)
- ally** – a Gain Star growth action by an STO player targeting an advanced neutral star (see page 19)
- at peace/at war** – the diplomatic status with another player depending on which side of the war/peace counter is face up (see page 10)
- battle** – ship vs. ship combat (see page 16)
- block** – the preventing of growth actions or movement by a hostile player (see page 22)
- bonus population** – additional population discs to place during a Grow Population action (available through Genetics, see page 20)
- colonize** – a Gain Star growth action targeting an uninhabited neutral star (see page 19)
- contact** – required for trading, two players are “in contact” if they both have a ship in the same hex or one player has a ship at the star of the other (see page 21)
- conquer** – a Gain Star growth action by an STS player targeting a star of a player or an advanced neutral star (see page 19)
- CV** – combat value (used for battles between ships only, determined by Military, see pages 16 and 29)
- domination card** – a personal objective card (see page 23)
- DP** – destiny points (score for winning the game)
- era** – a certain number of rounds as shown on the round track, being either “light” or “dark” (see page 11)
- fleet** – a stack consisting of a fleet counter and the chips beneath it (see page 10)
- fleet tactic** – the special effect of a fleet (see page 17)
- free action** – growth action that can be done additionally at no cost and does not need a counter (see page 21)
- growth action** – one of the actions you can do during the Growth Phase of the game (see page 18)
- home star sector** – the sector that currently contains your home star (see page 10)
- hostile** – belonging to a player with whom you are “at war” (see page 10)
- innocent population** – that of an advanced or primitive neutral star or of a STO player
- liberate** – a Gain Star growth action by an STO player targeting a STS player’s star (see page 19)
- neutral (star)** – a star that does not belong to any player (does not include neutron stars)
- range** – the maximum distance a ship can move normally (determined by Propulsion, see pages 15 and 30)
- remote view** – the ability to view hidden things from any distance (available through Spirituality, see page 16)
- research+ effect** – the special effect you get instead of a level when you research a technology already at level 6 (see page 21)
- retreat (before combat)** – movement out of a hex due to a lost battle (or voluntarily beforehand to avoid a battle), see page 16 (17)
- scouting** – the ability to view hidden things where your ships are located (see page 16)
- sector** – a large tile with hexagons that is a part of the board (see page 9)
- stargate** – the ability to jump from star to star (available through Propulsion levels 3-5, see page 22)
- star people** – one of the factions in the game (see page 9)
- STO** – service-to-others (light alignment, see page 9)
- STS** – service-to-self (dark alignment, see page 9)
- space anomaly** – a hex on the board that has some special effect (see player reference card)
- subjugate** – a Gain Star growth action by an STS player targeting a primitive neutral star (see page 19)
- teleport population** – relocate population from one star to another (available through Propulsion, see page 22)
- trading (technology)** – the ability for two players to teach each other a level in technology (see page 21)

Credits

Publisher: Seajay Games

Designer: Channing Jones

Artist & Graphical Designer: Diego Sanchez

Editor: Christwart Conrad

Translation (NL): Peter Oud

3D modelers: Logan Sinnett, Krisztián Pánits

Proofreaders: Joseph Sharkey, Kimberly L., Andreas Ufer, B. Perry, Baker Odom, Shannan Zerance, Jeronimo I.

Production Advisor: Harald Mücke

Playtesters:

A special thanks to the many playtesters, including the people from: board game group Lingen, Café Het Glas In Lood (Deventer), Casus Belli (Nijmegen), Christwart Conrad & friends, Coalition Game Studios, Deep Playtesting Group (Adriaan, Detmar, Marco, Marlyn, Jorrit and Harm), Daniel Miller & friends, DSA Spellengroep (Nijmegen), GameSmiths Playtesting, Michael Evans & friends, the Hexacon (Braunfels), Roll The Dice (Veldhoven), game authors Südschwarzwald, and the game meetings and game author seminars in Aachen, Altenkirchen, Bochum, Bonn, Essen, and Ruppichteroth, also all the online players, including Walter, Christian, Michael and Bryk.

Key Funders:

Aaron S. Miller, Adam West, Adrian Coombs-Hoar, Alban Farchi, Aldarik, Alexander Ebel, Alexander Flierl, Andreas Dörries, Andreas Ufer, Andries Kristof, Angus Lemmy Charlie Mimmi, Anthony Evans, "Armin Becker, will you marry me?", Balog Pal, Baptiste Beauvalet, Barein Daniel, Bastian Diedrich, Bateyes, Benedikt Klocke, Bill Dickens, BJ Shea's Geek Nation, Björn Druid, Blake Kendrick, boris rasic, Brian Wolford, Bryan Kromrey, Bryan Roth, C. Pernice, Carsten Reich, Cedric Diebolt, Chris Waitz, Christian "Glider" Pierquet, Christian Diepold, Christian Jacob, Christoph Mersich, Christoph Uhl, Christopher Lenz, Claudia Borgwardt, Claus Brassat, Dan Harwood, Daniel Krause, Daniel Miller, Daniel Sexton, Daniel Young, Darren Bolding, Daryl McLaurine, PhD., David Klein, David Kluxen, David Tobias, DEU | Denbar, Dieter Grell-Von Presentin, Dieter Schmelzeisen, Dirk Artmann, Dirk Karbaum, Dirk Kaulard, Dirk Reichel, Dirk Schöppler, Dirk Trautmann, Dominik Mathieu, Dominik Zöllner, Dustin Maxfield, Ed Kowalczewski, Emil Feng, Emily & Michael Thompson, Eric Willy Galobardes, Erich Neubacher, Erik Jaeger, Fabian Lohmann, Fabian Zimmermann, Felix Földes, Florian Krabbenhöft, Frank Blass, Frank Uhle, Gabor Pali, Gerhard Bartscher, Gerrit Frey, Grace Grieve-Carlson, Greg Bradley, Guido Albrecht, Harald Schuch, Hashim Gillani, Holger Froehling, Hylonomus, Ingo Flach, Jack L Jett III, Jan Bellmann, Jarrett Brown, Jason Blake, Jason Lyonnais, Jean-Marc Fréreault, Jelle Nabuurs, Jens Häusig, Jens Wendlandt, Johannes Gümbel, John K Ruggles, Jörg Rohrßen, Joseph (Launchpad) Carney, Joshua Lim ZW, Juergen Freund, Kai Blankschän, Kai Tiedge, Kaspar Feer, Klewein Hans-Christian, Lars Vonhof-Hunold, Laurent Sweert, Leona & Richard, Leonard, Löwenpower LEOnhardy, Luis Firedevil, Manuel Gaul, Manuel Metz, Marc "fizzgig" Getter, Marco Dingjan, Marco Neimke, Marco Wrenger, Marcus Gschrey, Mario Florez, Mario Langer, Marius Spix, Mark Solino, Martin D.G. Henrich, Martin Hinshelwood, Martin Jutrowski, Marvin Pfisterer, Marvin Voormann, Massimiliano Calderano, Matt Johnston, Matthias Lange, Matthias Widler, Michael "Cheefe" Donner, Michael J Hart, Michael Koerbis, Michael Preßler, Michael Rauprich, Mick Manns, Mika Urban, Mike Houser, Morten Kristensen, Mounthail, MP, Nate Barton, Nico Reichl, Niko Wolf, Nina Kuhnigk, Nina/Fira, Oliver Dräger, Oliver Heckel, Pascal Marquardt, Patrick & Chrissy Grogan, Patrick Enger, Patrick Hertel, Patrick Lata, Patryk Pugawko, Peter Grittner, Peter Krzeminsky, Philip Markus, Phillip Stutz, Porczek, Rafael Tanner, René Packmohr, Richard Libera, Richard Rutten, Rick Gilchrist, Robert Armstrong, Robert Najorka, Roelf Groenewold, Roger Buchmeier, Ron Espino, Ronald Vilbrandt, Sarah Yael Melzer, SaschaB, Sebastian Gerhardt, Sebastian Haupt, Sebastian Weber, Sedagive, Simon Dehmel, Sir Robert Bombalier, spacht, Stefan Keller, Stefan Lehr, Steffen Mnn, Steffen Schütte, Steffi Heintze, Stephan Zyweck, Stephen Malczak, Thisdan Kormin, Thomas Fels, Thomas Gras, Thomas Heusener, Thorsten Zimmermann, Thupamart, Tibernius, TiM, Tim Hoffmann, Tom Sommer, Torlok, Vincent Verhoeven, Vincent Wurster, Vinyu Dhiraket, Walter Malmendier

Galactic Funders:



Jonathan Patterson



Peter Oud



Ralf Fuhrer



Stephen Corbett

Thank you to all the other funders of the game!

Many thanks also to the One Infinite Creator for all the ideas, inspiration and synchronicities!

Channing Jones Games, Klever Str. 115, 47533 Kleve, Germany
All rights reserved.



For more information, go to the official website or social media sites:

galacticera.net

www.facebook.com/groups/galacticera/

www.reddit.com/r/GalacticEra/

You can watch various videos on the "Galactic Era" channel on YouTube, including rules explanation, strategy tips and the background story:

www.youtube.com/channel/UCdEr46agPmsYBLRJd17ORNA



