

CHANNING JONES

GALACTIC ERA

SOLO VARIANT



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1. Overview

This is a 1-player variant of Galactic Era. It plays like a normal game but with some differences. You will direct 2 automas, which function somewhat like other players, but a lot more restricted and random. It can be used for learning the rules.

The goal is to score as many points as possible. There is a score ranking which you can use to evaluate your performance.

2. Components

These components are specifically for the solo variant:



3. Concepts

3.1 Automas

There are two automas in the game which function somewhat like players but are more restricted in what they can do. You will direct the movement and actions of them using the dice. The automas do not score any points and never change their alignment. They are automatically at war with each other.

3.1.1 Genetic Farmers (STO)



Genetic Farmers are STO-oriented researchers who travel throughout the galaxy peacefully gathering biological samples.

The Genetic Farmers function as the friendly trading partner in the game just traveling around with a few ships. It's not necessary to combat them (though you can if you are STS) because they will not act aggressively.

3.1.2 Slavers (STS)



Slavers are STS-oriented marauders who capture people from planets for the galactic slave trade. They sometimes will conquer an entire planet for this purpose.

The Slavers function as the threat to you in the game. They will spawn many ships and try to conquer some stars. They will likely eventually declare war on you and attack you. If you let them grow too powerful, they may overwhelm you with a large number of ships.

3.2 Random Selection

Whenever you need to choose from multiple possibilities for an automa, then select randomly from these with equal probabilities.

Assign a number, or a range of numbers, to each possibility and roll a die. Reroll a result with an unassigned number.

Example: An automa gets a level in a technology field. Since there are multiple technology fields, you need to choose which one. You first assign a number to each technology field: Military=1, Spirituality=2, Propulsion=3, Robotics=4, Genetics=5. Then you roll a die. The resulting number is the technology chosen for the automa. If you roll a 6, roll again until you get a 1-5.

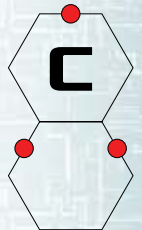
In the rare case that you need to select from more than six possibilities, you can use a die with more sides (e.g. a 10-sided die). You can also simulate a die with more sides just using the two regular dice (see chapter 6.2).

4. Setup

Set up the game as a normal multiplayer game, but with the following differences.

4.1 Set Up Board

Only select two sector tiles. Use one as your home star sector and the other as the center sector. Use the configuration shown to the right ("C" is the center sector tile).



The red dots indicate where three wormhole counters should be placed (each in a hex marked with a dot). Each wormhole counter should be of a different color. Wormhole counters only function to mark spawning points for the automas in this variant (there are no functioning wormholes).

4.2 Remove Components

Remove the Exploratory domination card from the game.

4.3 Prepare Automas

Select a color for each automa. They only use a small part of a player's normal components though.

Genetic Farmers

Set up the technology track in their color for the Genetic Farmers. They start at level 1 in all technologies plus their start bonus (see below). They also get all their ship pieces and a turn order counter.

Slavers

Set up the technology track in their color for the Slavers. They start at level 1 in all technologies plus their start bonus (see below).

Set up their population track with all their population discs (including their transparent disc). Leave the "6" spot in the bottom right corner empty (as normal).

Also place the Slaver's offboard power track nearby.

They also get all their ship pieces, fleet counters and a turn order counter.







Shuffle their fleet counters face down (except for the "D" fleet, which has no face-down side).

Note: The automas use no other colored components than those mentioned above.

Also note: None of their pieces are placed on the board at setup.

Start Bonus

Each automa also gets a start bonus. Roll a die for each automa and apply the result from the following table accordingly (any technology level indicated means that the automa starts with that level):

die roll	Genetic Farmers	Slavers
	Military level 2	Military level 3
	Spirituality level 2	Spirituality level 2 Military level 2
	Propulsion level 2	Propulsion level 2 Military level 2
	Robotics level 2	Robotics level 2 Military level 2
	Genetics level 2	Genetics level 2 Military level 2
	Roll both dice for two technology fields they will be starting at level 2 (reroll doubles and sixes).	Remove 2 population discs from their population track (add to offboard power track).

4.4 Your Setup

Set up your own components as normal.

Take a war/peace counter for each of the two automas. Place them with the peace side face up.

4.4.1 Difficulty Level

Before starting play, you need to choose at which difficulty level you will play (see table below). Apply the effects for the level you choose.

difficulty level	difficulty description	discs removed from Slavers' population track
0	easy	0
1	standard	0
2	hard	1
3	insane	2

The difficulty level is used as ship bonus for "spawning ships" (see chapter 5.2.1). Mark this number by placing the scoring disc for the Slavers on that position of the DP track (that disc stays there for the entire game).

Remove discs from the Slavers' population track as explained in chapter 5.6. These are in addition to any removed due to the Slavers' start bonus.

5. Play

Play the game as if with three players (yourself and the two automas). So take turns as normal in the order given by the turn order counters.

5.1 Move/Combat Phase

At the start of an automa's turn of the move/combat phase, roll a die to determine what that automa will do, as per the automa movement table (see chapter 6.4).

Skip this on the first round though (they have no ships on the board then anyway).

5.1.1 Target Selection & Movement

If an automa has multiple targets they can move to, select the target hex randomly (as per chapter 3.2).

The target hex may also be the one where the ships are in already. In that case, they do not move.

When selecting the nearest of something, just count the number of hexes to it (i.e., disregard space anomalies).

The Genetic Farmers do target selection separately **for each ship**.

The Slavers do target selection separately **for each hex** with ships of theirs. All their ships in a hex move together to the same target (once moved, they do not move again that turn).

An automa may also use **stargates** to get to their target, but do not consider stargates when selecting a target.

Automa ships **end their movement** when they reach the **edge of a sector** and cannot move any further in the desired direction.

When selecting a random direction only consider those where the ship can travel at least 1 hex.

5.1.2 Consolidating Fleets

At the start of their turn, the Slavers transfer all their ships into a single fleet for every hex where they already have a fleet.

5.1.3 Planetary Death Ray

The Slavers always use the Planetary Death Ray if they have hostile targets within range. They preferably shoot at hostile population. Select randomly between possible target hexes.

5.1.4 Retreat Before Combat

The Genetic Farmers always "retreat before combat" if they can.

The Slavers "retreat before combat" if they can on a die roll of 1-3.

5.1.5 Winning a Battle

When the Genetic Farmers win a battle, they choose to destroy no ships.

When the Slavers win a battle, they choose to destroy all hostile ships.

5.2 Growth Phase

Immediately after you have selected your counters for the growth phase roll a die for each automa and place it

next to their technology track. On their turn of the growth phase, use that result for the growth action table (see chapter 6.5) to determine what actions they take.

The automas do not get any “free actions” or “additional actions”.

Turn Order Changes

Some results of the growth action table for the automas include turn order changes. Do these as normal during the change turn order step of the growth phase.

Slavers Actions

The Slavers do their growth actions on their turn in the order as listed for their result.

When gaining stars for the Slavers, first randomly select a star where they are present, and then check if they can take it. If it is not possible, then select a different star instead. If they could not gain any star at all, then remove one population disc from their population track (add it to their offboard power track).

The Slavers never increase their Spirituality above level 4.

The Slavers also take technology levels from you if possible when they conquer your stars.

Genetic Farmers Actions

Whenever the Genetic Farmers have no ships on the board, automatically use a “6” result instead of rolling a die.

Research

When automas research a technology they already have at level 6, this has no effect instead.

When automas research while having Robotics level 5 or 6, the automas get a level in another technology field (other than the one already indicated by their result).

Advanced Fleet Tactics

Slavers only use the “x2” side of their advanced fleet tactic counters.

Genetic Farmers do not use them at all.

Selecting Technologies to Research/Gain

Whenever randomly selecting between multiple technologies for an automa to research or otherwise gain a level in, disregard any technologies that would not give the automa a level.

Example: You have rolled a “6” for the Slavers’ growth actions. So you now need to determine a technology field they will research. They already have Military at level 6 and Spirituality at level 4 (everything else is below level 6), so you disregard those two and only select one of the other three technologies for them to research.

5.2.1 Spawning Ships

“Spawning ships” is a special type of growth action that only the automas have. The placement of ships through this action cannot be blocked; only the population that contributes to this action can.

Whenever the Slavers “spawn ships” at a spawning hex (wormhole), place the following number of ships there:

Slavers’ spawn ship amount =

ships as per population track

+ Robotics bonus

+ difficulty level

Disregard asteroid systems for the spawning amount.

Note: When spawning at multiple wormholes on a turn, you place the same number of ships as determined above at each wormhole.

Example: The Slavers spawn at two wormholes. The Slavers currently have 2 population on the board, Robotics level 2 and the difficulty level is “hard”. This means you place 3 (population track) + 1 (Robotics) + 2 (hard difficulty) = 6 ships at each of the two wormholes (so 12 in total).

When placing ships through spawning, always use any available ship pieces first. If you cannot do the spawning for a hex with ship pieces only, then do it entirely into a new or existing fleet there instead (do not mix). Only create a new fleet if there is not already a fleet in that hex.

Example: You need to place 6 Slavers’ ships at a spawning hex (wormhole), but the Slavers only have 5 ship pieces left in their off-board supply. There is no other fleet already there, so you create a new fleet there with hidden ship chips totaling 6. You don’t place any ship pieces there at all.

Slavers’ Fleets

When creating a new fleet for the Slavers during spawning, randomly select one of fleet counters the Slavers have in their supply (off-board). Place that fleet counter on the board without looking at its letter if you can (i.e., if it is not the “D”-fleet).

Whenever a Slavers fleet counter is removed from the board shuffle it face down (if possible) into their off-board supply of fleet counters.

If the Slavers cannot spawn on a spawning hex (wormhole) because they are out of fleets, then there is no effect instead.

5.3 Declaring War

The Genetic Farmers never “declare war”.

The Slavers only “declare war” on you when it is explicitly mentioned in their movement or growth action results (see tables section). They also only declare war in the growth phase if they can actually take your star then.

The Slavers and Genetic Farmers are already **at war** with each other from the start of the game. That means they will battle each other when they have ships in the same hex.

5.4 Making Peace

Once per round during one of your turns or the trading phase, you can attempt to “make peace” with the Genetic Farmers, successful on a die roll of 1-4.

You can do the same with the Slavers but on a die roll of 1-2 (as long as they have less than 2 offboard population).

5.5 Trading

When you trade with an automa you can pick which technology level you get from them and you randomly determine which level you teach them.

The Genetic Farmers are always willing to trade with you if you are STO. If you are STS, they are only willing to trade with you on a die roll of 1-4 (roll once per round during trading phase).

The Slavers are willing to trade with you on die roll of 1-2 if you are STO or 1-4 if you are STS (roll once per round during trading phase).

5.6 Slavers' Offboard Power

Any population disc of the Slavers that are removed from their population track without being placed on the board are added on their offboard power track instead (filling it up left to right).

These activate special effects starting with the second disc (see table 6.3). These effects are cumulative. Once it has reached the fifth disc, place any additional ones into the same spot (triggering that effect again repeatedly).

5.7 Domination Cards

Automas do not use domination cards.

To fulfill the primary (A) condition of the **"Alignment"** domination card, instead of more DP than the automa of your alignment, you need to have more technology levels (in total). The other conditions still apply.

5.8 Galactic Goals

Use the following rules when playing with these galactic goals:

Cooperation

The Slavers only declare war (when they normally would) on an additional die roll of 1-3.

Increase the number range needed for successful trading die rolls by 2.

Example: If you are STO, the Slavers are willing trade with you on die roll 1-4 (instead of 1-2).

Discovery

You only score for a star type if you have collected **more** counters of that type than the Slavers.

Leadership

Score 20 DP (instead of 10 DP) when you fulfill this goal.

Do this instead for determining ship placement on the goal tile. If you reach the following scores at the end of an era (depending on your galactic story) you place one of your ship pieces on the tile, otherwise place a Slavers' ship piece there:

galactic story	first era	second era	third era
Journeys	3 DP	13 DP	28 DP
Migrations	5 DP	15 DP	30 DP
Wars	4 DP	25 DP	40 DP
Rivalry	4 DP	10 DP	32 DP

5.9 Scoring

5.9.1 Restrictions






Automas do not score points.

They are considered though for your own scoring and may thus prevent you from scoring (e.g. if one of them has more ships than you in a sector at game end, then you do not score the 4 DP for that sector).

You need at least 1 ship in a sector to be able to score the 4 DP for the most ships there at game end.

5.9.2 Score Ranking

At game end use your final score to determine your performance according to the following table:

DP range	result
up to 69	lunar 
70 - 84	planetary 
85 - 99	stellar 
100 - 114	galactic 
115 or more	cosmic 

If you played with a galactic goal, your performance is the row above your DP result row ("lunar" becomes "sublunar").

Note: There is a chart where you can record your solo history at the end of the German solo variant rulebook.



6. Tables





6.1 Various Automa Events

<i>event</i>	<i>Genetic Farmers</i>	<i>Slavers</i>
Declaring War	never	only when explicitly mentioned as result for movement or growth actions
Making Peace	die roll 1-4 (on your turn or in trading phase, roll once per round)	die roll 1-2 (on your turn or in trading phase, roll once per round), <u>never</u> if 2 population discs offboard
Retreat Before Combat	always	on a die roll 1-3
Selecting target to move to	for each ship	for each hex with ships (all together)
#Ships per wormhole when spawning	1	ships as per population track + Robotics bonus + difficulty level (0-3)
Trading	If you are STO: always If you are STS: on a die roll 1-4 (roll once per trading phase)	If you are STO: on a die roll 1-2 If you are STS: on a die roll 1-4 (roll once per trading phase)







6.2 Simulating Higher-Numbered Dice

Whenever you have more than 6 possibilities to randomly choose from either use any dice you have with more sides or simulate a 12-sided or 18-sided die by rolling the two dice in sequence and use the according table below:

12-sided die:

<i>first die result</i>	<i>result using second die</i>
 - 	second die result + 0
 - 	second die result + 6

18-sided die:







<i>first die result</i>	<i>result using second die</i>
 - 	second die result + 0
 - 	second die result + 6
 - 	second die result + 12

6.3 Slavers' Offboard Power Effects







<i>#offboard population</i>	<i>effect (cumulative)</i>
0 - 1	no effect
2	Slavers never make peace.
3	Slavers gain 1 technology level in a trading phase in which they did not trade.
4	Slavers roll 2 dice and use lower one for movement and growth action results.
5+	You immediately lose 5 DP for each new offboard population.

6.4 Automa Movement

Skip this in the first round!

die roll(*)	Genetic Farmers	Slavers
	Each ship moves to (or as close as possible to) the nearest one of your stars .	If at peace with you, they first declare war on you. All ships then move to (or as close as possible to) the nearest one of your stars .
	Each ship moves to (or as close as possible to) the nearest star (other than the one it may be at already).	If at peace with you, they first declare war on you. All ships then move to the hex with the most hostile ships within range . If they have no hostile ships within range, they move as close as possible to the nearest hostile ships (no movement if no hostile ships anywhere).
	Each ship moves as close as possible to the center hex of its sector.	All ships move as close as possible to the center hex of their sector.
	Each ship moves to any star within range . If there is no star within range then it moves as close as possible to the nearest one .	All ships move to any star within range other than their own . If there are none, then they move as close as possible to the nearest one .
	Each ship moves its full range in a random direction .	All ships move to any neutral star within range . If there are none then they move their full range in a random direction .
	no movement (unless in a hex with hostile ships, then the ship moves to the nearest hex without these)	All ships move to any neutral star within range . If there are none, then they do not move .

6.5 Automa Growth Actions

die roll(*)	Genetic Farmers	Slavers
	Research Military.	Research Military. Spawn ships at all 3 wormholes.
	Research Spirituality.	Change turn order: down Gain a star owned by you (declaring war on you if needed), otherwise gain 2 neutral stars.(**) Spawn ships at 2 wormholes.
	Research Propulsion.	Research Propulsion. Spawn ships at 1 wormhole.
	Research Robotics.	Research Robotics. Spawn ships at the center sector wormhole.
	Research Genetics.	Change turn order: down Gain a star.(**) Grow population (if they cannot grow any population, then they spawn ships at the center sector wormhole instead).
	Change turn order: up Spawn 1 ship at a wormhole. (automatically use this result if they have no ships on the board!)	Gain a neutral star (otherwise one of yours).(**) Research a randomly selected technology (determine which one immediately and use a technology counter to mark as reminder).

(*) Roll 2 dice and use the lower one for the Slavers once they have 4 population discs offboard.

(**) Remove 1 disc from their population track if they did not gain any star (unless the action was canceled by the research+ effect of Military).