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GALACTIC ERA

RULEBOOK

🇺🇸

SEAJAY GAMES

galacticera.net

Table of Contents

It will be produced after completing the layout of all pages.

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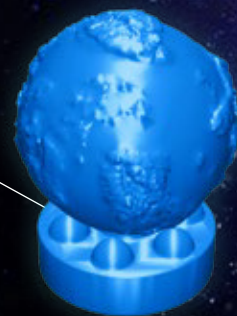
3. Contents
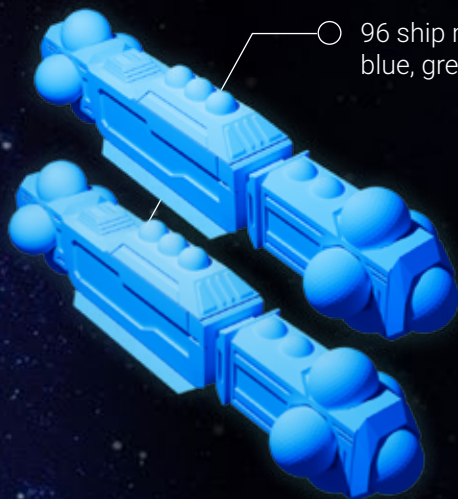
96 ship miniatures (16 each in the 6 colors: blue, green, purple, orange, red, yellow)

6 home star miniature (1 in each color)

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

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

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

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

TECHNOLOGY TRACKS

	1	2	3	4	5	6
Military	☗1	+1 advanced fleet tactic ☗1	+1 advanced fleet tactic ☗2	☗3	☗6	+3 advanced fleet tactics ☗10
Spirituality	1	2	3 Trade tech. without contact.	4 Trade tech. without contact. Cannot be blocked.		∞ Trade tech. without contact. Cannot be blocked. Lost population "ascends".

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	→3	Stargate 1: Jump between own stars with 3+ population (blockable) →4	Stargate 1: Jump between own stars with 3+ population (blockable) →4	Stargate 2: Jump between non-hostile stars (including neutron st., blockable) Teleport 1 population in growth phase (blk) →5	Move ships anywhere. Teleport 3 population in growth phase (blockable). →5	→∞

May retreat before combat when being attacked by player with lower Propulsion level.

Robotics	+1	+3	+5	Build ships at own stars with 2+ population Select 2 tech./turn order counters? -2⚡ +7	Build ships at own stars with 1+ population. Select 2 tech./turn order counters. +10	

Genetics	1	2	3	Additional growth actions cost only -2⚡ 4	Additional growth actions cost only -1⚡ 6	

May only place 1 bonus population per star when doing the Grow Population action.

counts as "blocking"

x2 -2⚡

+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

A or B

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")

30 fleet counters
(5 in each color)

E
D
C
B
A

Ancient Relics

Planetary Death Ray: Super-Stargate:

Round Summary

Start of 2nd / 3rd Era:
Exchange unplayed dom. 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 "-1"s in turn order, then "+1"s in reverse turn order)
4. other growth actions
(in turn order)

III. Trade:
1 technology

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.   + -3

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

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.

Emergency Reserve +6

Place 6 ships at your home star when you either:
• evacuate your home star.
• lose a star to another player and now have 2 stars less than everyone else.

Only 1x per game.

6 emergency reserve counters
(1 in each color)

6 transparent chips
(reduced population markers - 1 in each color)
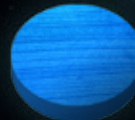
6 wooden discs (DP markers)
in each of the 6 colors

6 player reference cards

6 population tracks (1 in each color)

Population Track

If this spot is empty, take discs from any of your (non-blocked) stars to do your growth actions.

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

9   8

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

7   6

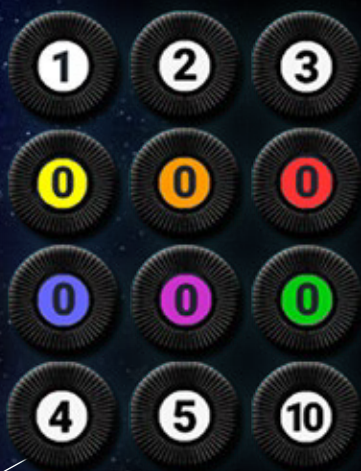| 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |

5   4   3   2

9 sector boards

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

30 advanced fleet tactic counters

10 ancient relic counters

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

13 domination cards

4 white discs
(for special effects)

Onoogi

Nibiru

Tishtae

Pleiades

Tau Ceti

Bellatrix

Mintaka

General Sc...

Have 16 technol...

Immediate E...
You may do an additi... trade this round. The play... can also do this addition...

min. ⊗ x2

Defens...

Own all the stars in your h...

Immediate E...
Add 20 🏆 to your side in t... if it is in your home star s...

4 🏆 +

Alignm...

At the end of a round, ha... 🏆 than every other pla... (latter also applies as the on... *1 🏛: tech. levels

Immediate
Get an additional 2... Alignment growth ac... this round.

You did not score for alignment this round. 4 🏆

6 wormhole counters

3 50+/50- DP counters
3 50+/100+ DP counters

6 octagonal turn order counters

Galactic Goal
Control

10 ⧗ :

Galactic Goal
Discovery

≥ ... 10
≥ ... 10
≥ ... 10

8 galactic goal tiles

Mantids (STO)

Start with 2 extra population at your home star.

Get 2 population discs per star with a Grow Population action (limits still apply).

Mantids are a very rationally-oriented people who evolved from insects. They thrive everywhere because of their ability to adapt harmoniously.

only to block the subjugation or conquest of a star with innocent population by a STS player.

Gain Star Options:

OPTION	TARGETS	#SHIPS NEEDED	RESULT
Colonize			
Ally		1	1 population
Liberate		1	3 population
		target pop. +1	all population +1/+2 tech. M ?

17 star people tiles

Galactic Journeys

Galactic Migrations

Galactic Wars

Galactic Rivalry

4 galactic story tiles

GALACTIC ERA

1 gray pawn
(round counter)

round & DP track

Era of Light (STO) — **Era of Darkness (STS)** — **Era of Light (STO)**

Galactic Story

Galactic Goal

Leave this empty for an introductory game.

Population Track

2 combat summary/icon index

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

15 fleet holders

2 dice
(for solo variant only)

SLAVERS' OFFBOARD POWER

-5

+1

1	2	3	4	5+

Slavers' offboard power track
(for solo variant only)
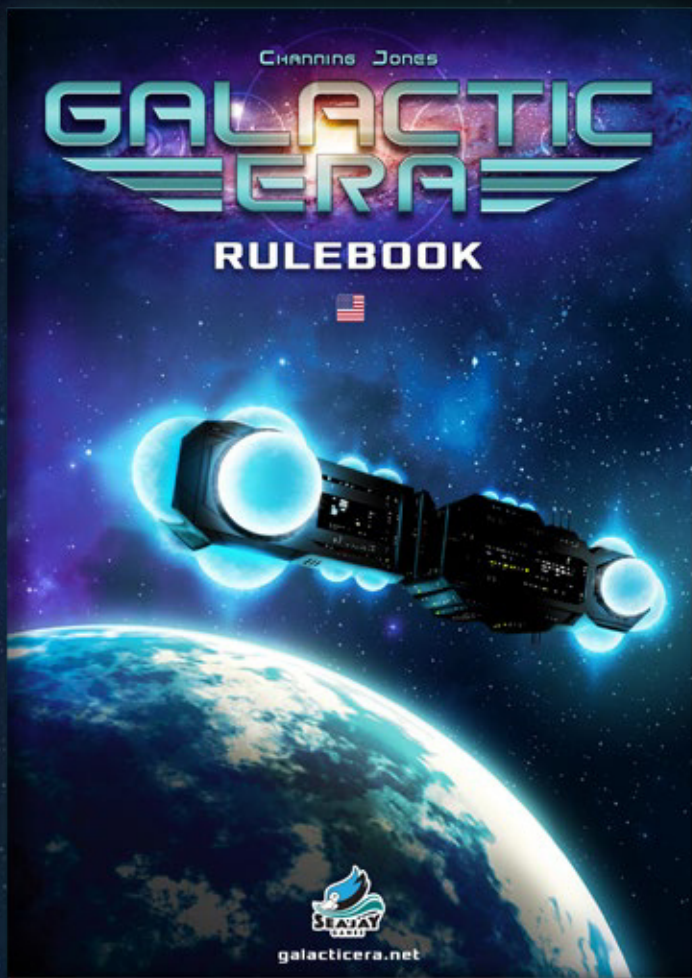
rulebook

solo variant book
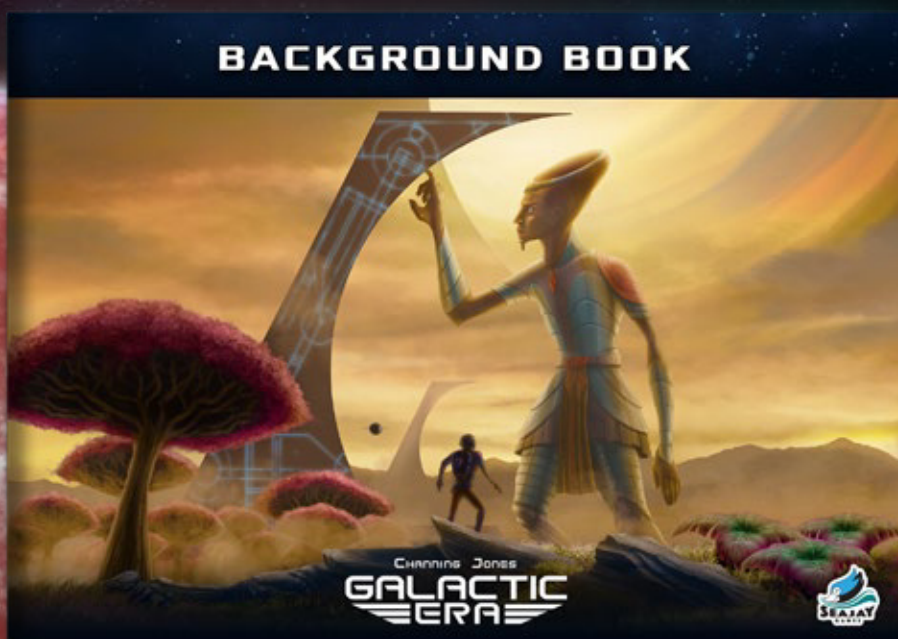
background book

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. Game Concepts

4.1 Board

The board consists of multiple "sector tiles" (the tiles with 5 hexagons on each side) laid out together. On each sector there are a number of hexagons (hexes), some of which contain a star symbol and a name next to it. These are the "stars". They are color-coded according to their distance from the central star of the sector. The center star's name is also used as the sector name. All specially marked hexes that are not stars are "space anomalies".

These tiles have two sides. One is the "A" side and the other is the "B" side (see designation in the bottom corner hex). The "B" side has more "nebula" space anomalies than the "A" side.

Left of each "A" or "B" marking are two numbers separated by a slash. The first one indicates the number of stars and the second one the maximum possible population by normal growth for this sector tile (excluding effects of neighboring sectors).

4.2 Alignment

The Universe offers two fundamental spiritual pathways individuals and planetary populations can take. One is to recognize everything as one being and thus love others and the self alike; the other is to disregard this and only act for the self.

Every player has an "alignment" in the game. This is either "service-to-others" (STO) or "service-to-self" (STS). Players indicate this by having the appropriate side (light = STO, dark = STS) of their star people tile facing up. Players have different options in the game depending on their chosen alignment. Players may also change their alignment during the course of the game.

As a STO player in this game, you are held to high moral standards and must therefore play mostly peaceful. You cannot fight other STO players and can only attack STS players under very specific circumstances. Your advantage is, if you discover any advanced civilizations, you can easily get them to join your alliance due to your great reputation. Any population you liberate from those dark empires will gladly join you, too.

As a STS player in this game, you are not limited to any of the pesky morals of the light side. You have the freedom to be as aggressive as you want. Also you can easily subjugate any primitive civilizations you encounter by awing them with your great powers.

4.3 Star People

name — special effect — alignment

opportunities to declare war — flavor text

Every player chooses a Star People at the start of the game, each of which has a unique special ability.

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.
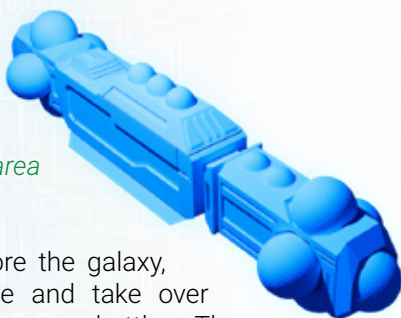
4.5 Home Star

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 3 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 anytime.

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 11.2 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 or chapter 9.2 for two players.

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 leftmost position of the round track (where the grey 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 11.5.

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 leftmost 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 tile

◇ 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 Tile
5. Hidden Ship Chips
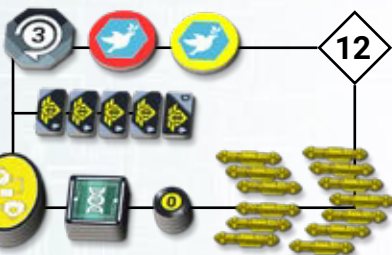6. Board (Sectors)
7. Domination Card
8. Star People

Setup 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):

2 or 3 players

4 players
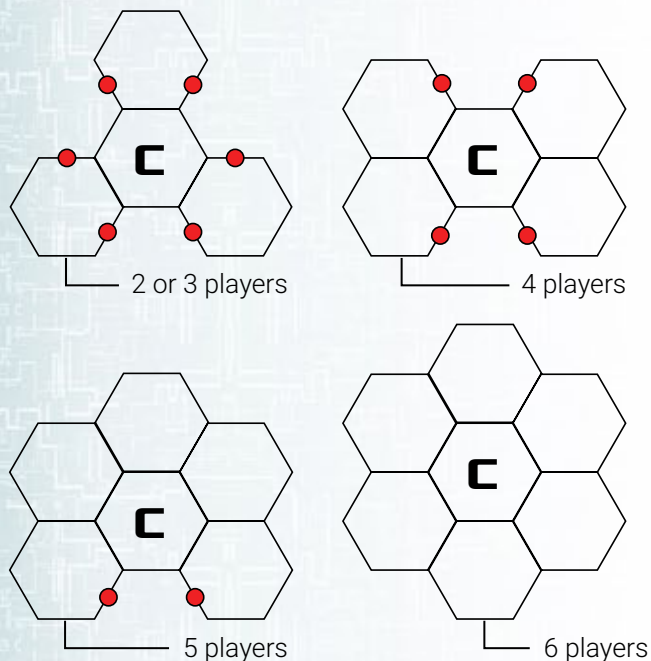
5 players

6 players

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).

Shuffle the ten relic counters face down and place one on every star hex in the center sector, including the central hex. Some of these will be left over. Keep these face down and remove them from the game.

Then take three star counters of each of the three types (so a total of nine). Shuffle these and place one face down on each of the stars of the center sector tile (on top of the relic 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.

two connected wormhole hexes (in a 5-player setup)
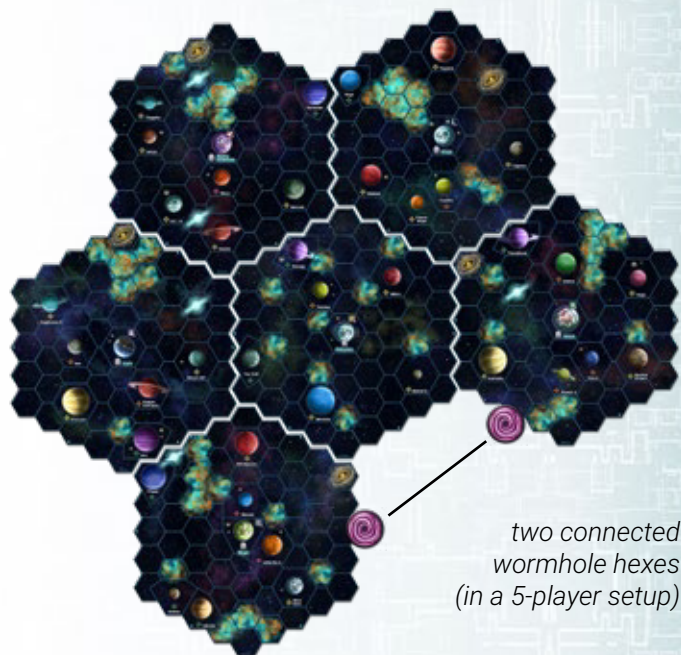
Note: A wormhole and a star can share the same hex. In this case put the wormhole counter a bit to the side to leave enough room for the star counter.

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 which 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 11.6 for details.
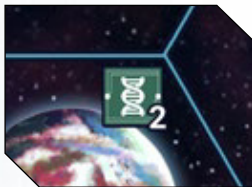
If a player is getting level 2 in a technology field they already have or cannot have, then the player chooses a different technology field to start with level 2 instead.

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 or chapter 9.2 for two players.

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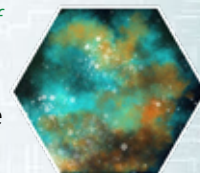
Ships starting their movement in a nebula hex get +2 to their range for the current turn.

Tactical Tip: You can a use 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.