



ANDROMEDA'S
EDGE

RULES OF PLAY

GAME SETUP

1 EVENT BOARD:

- ◆ Place the event board next to the main board and place the **event marker** on the start space for your **player count**.
- ◆ Shuffle the **event deck** and place it face down on the marked space.

2 SCRAPYARD: Place the scrapyard board next to the main board.

3 STARTING MAP:

- ◆ Separate out the **15 planet tiles**, shuffle them, and stack them face down at the bottom of the main board. Then draw a number of planets based on your player count:

2 players	4 planets
3 players	6 planets
4 players	8 planets

- ◆ Shuffle the planets you drew together with the **6 Alliance base tiles**. These are your starting tiles. Lay them out face up on the map, one at a time, beginning in the top left and proceeding left to right, top to bottom.

4 MOON TOKENS:

- ◆ Shuffle the **6 nebula moon tokens** and place 1 face up on each nebula.
- ◆ Separately shuffle each of the **5 colors of planetary moon tokens**. On each planet, stack **3 moons** of the matching color face down, then flip the stack face up so the top moon is visible. Place the remaining moons face down near the main board.

5 STARTING RAIDERS:

- ◆ Place the **S-class raider card** face up near the map and place all **S-class raider miniatures** on top of it.
- ◆ Roll 2 dice and place 1 **S-class raider miniature** from the card on each matching-numbered nebula (*they may be in the same nebula*).
- ◆ Stack all other raider cards face down next to the main board, and place all raider miniatures and dice nearby.

MAIN SETUP DIAGRAM

- 6** **GAME LENGTH:** Decide whether you will play a short, medium, or long game.

Short	50 VP
Medium	60 VP
Long	70 VP

- 7** **STATION MODULES:** Shuffle each of the 4 **station module decks** and place them in the marked spaces at the top of the main board. Reveal 3 modules from each deck to fill each space in the columns below.

8 **PROGRESS TRACKS:**

- ◆ Shuffle the **Discovery tokens** and stack 5 tokens face down on each of the 2 marked spaces on the **Science track**. Stack another 5 tokens face down on the **Observatory Discoveries** space. Return the remaining tokens to the box.
- ◆ Shuffle the **Supremacy tokens** and place 1 face up on each of the 3 marked spaces on the Supremacy track. Return the remaining tokens to the box.

9 **GENERAL SUPPLY:** Create a supply area as follows:

- ◆ Shuffle the **tactics deck** and place it face down.
- ◆ Pile the **development ability cards** by type, with the matching **development tiles** nearby.
- ◆ Pile the **damage markers** and **resources**.

PLAYER SETUP

1 PLAYER MATERIALS: Each player takes the following materials in their chosen color:

- ◆ A station mat
- ◆ A player aid
- ◆ 6 transports
- ◆ 1 fighter
- ◆ 1 science vessel
- ◆ 1 heavy cruiser
- ◆ 9 leaders
- ◆ 6 dice
- ◆ 6 track markers

2 STATION MAT: Each player places their station in front of themselves and places **3 transports** in the **launch bay** area. They place all other ships in a personal supply beside their mat. They are available to build later.

3 FACTIONS:

- ◆ Shuffle the **faction cards** and deal 2 to each player. Each player **chooses 1** to keep. Return all unused faction cards to the box.
- ◆ Each player gains the **starting resources** listed on the back of their faction card in the storage areas of their station, then places their faction card face up in the faction area on their mat.

4 TACTICS: Each player draws 3 tactics cards.

5 SHIP UPGRADES:

- ◆ Each player takes their faction's **unique ship upgrade** tile.
- ◆ Separately shuffle the **4 neutral ship upgrade types** and deal 1 tile from **each stack** to each player. Return all unused ship upgrades to the box.
- ◆ Each player places their 5 ship upgrade tiles in a personal supply with their unbuilt ships. They are available to acquire later.

6 PROGRESS TRACKS: Each player places **1 track marker** on the bottom space of each of the **5 progress tracks**. Then each player advances 1 space on each of the progress tracks marked in the top left of their faction card.

7 LEADERS:

- ◆ Each player places **1 leader** on each **Alliance base** on the map.
- ◆ Each player rolls a die and places **2 leaders** on the matching-numbered **nebula**.
- ◆ Each player places their remaining **1 leader** in the recruited leaders area of their station.

PLAYER AREA SETUP DIAGRAM

START PLAYER:

- ◆ Choose a start player by simulating a **battle**: Each player rolls their 6 dice, and the player with the **highest single die** is the start player. If there is a **tie**, the tied players compare their next highest die, and so on until there is a winner.
- ◆ The start player places their remaining track marker on the 1 space of the **VP track**. Going clockwise, each other player places their marker on the **next empty space** on the track.

GAME OVERVIEW

The game consists of a series of **turns**. Players take turns in **clockwise** order, beginning with the start player and continuing until the game ends.

The **game end** is triggered when a player's **victory point** marker reaches the designated space on the VP track. Each player then gets 1 more turn, including the active player. Once final scores are tallied, the player with the **most VP wins**.

THE MAP

The map is made up of **regions** of different types. During the game, you will launch ships to different regions to gain resources and take actions.

There are **3 types** of regions:

PLANETS

The Edge is filled with abundant planets awaiting colonization. Planets have **moon tokens** you can claim to gain resources (see *Claiming Moons*, pg. 9), and you can build **developments** on planets to advance on the progress tracks and earn special rewards (see *Developments*, pg. 16). Whenever the **event marker** reaches the end of the track, a **new planet** is revealed for you to explore (see *Event Track*, pg. 19).

ALLIANCE BASES

The Frontier Alliance arrived before the latest wave of explorers and scattered their frontier outposts across the Edge. Players can visit Alliance bases to trade resources, salvage precursor technology, build ships, and take other important actions (see *Alliance Base Actions*, pg. 10).

NEBULAE

The Edge is bordered by mysterious, unexplored nebulae where raiders lurk. ships may only enter nebulae if they have the **Voyage ability** (see *Starship Abilities*, pg. 15). However, those brave enough can earn powerful rewards.



STARSHIPS

Each player uses their fleet of ships to explore Andromeda's Edge. During the game, you will **build** ships of different types, then **launch** them out onto the map to gain resources, develop planets, and do battle with opponents (see *Launching*, pg. 8).

When you **return** ships home to your station, you can use them to activate **station modules** for extra resources and actions (see *Returning to Station*, pg. 11).

BUILDING YOUR FLEET

Ships you've built are kept in your **launch bay** until you launch them onto the map. At the start of the game, you have 3 **transports** ready to launch.

You can spend resources to build additional ships when you visit the **Alliance Shipyard** on the map or activate the **Shipwright module** on your station (see *Alliance Base Actions*, pg. 10; *Core Modules*, pg. 11).

The size of your fleet is limited by the number of ships of each type in your supply. Transports used to populate developments still count towards this limit (see *Developments*, pg. 16).

SHIP TYPES

There are 4 types of ships you can build. Each type of ship has a number of **values and abilities**, which are displayed in your launch bay. These can be improved by acquiring **ship upgrades** from the **Industry track** (see *Progress Tracks*, pg. 18).

- A RESOURCE COST:** The cost to build 1 ship of this type.
- B RANGE VALUE:** The maximum distance (in number of regions) from your other ships that you may place this ship when you **launch** it from your station (see pg. 8). It is also the distance this ship can move to **join a battle** (see pg. 20).
- C WEAPONS VALUE:** The number of dice this ship rolls in **battle** (see pg. 20).
- D SHIELD ICONS:** Shields prevent a ship from being **scrapped** as a result of losing a battle or other game effects (see pg. 24).
- E ABILITIES:** Special abilities this ship has (see pg. 15).



RESOURCES

Over the course of the game, you will gain and spend resources of 6 different types:



TITANIUM is harvested from dense meteoritic crystals. It is prized for diverse purposes such as installing Industry modules, constructing ships, and building Factories.



NANOCARBON is somewhat scarce on the Edge. It is used for a variety of scientific purposes including building Science modules and Observatories.



ICE provides the oxygen and water that are vital for life. It is used to build Civilization modules and Cities.



CREDITS are one of the most valuable resources on the Edge. They are a widely accepted currency, and may be spent as a **replacement** for titanium, nanocarbon, or ice (but not energy or tactics cards).



ENERGY is how things get done on the Edge. You can use it to activate **modules** when you return ships to your station (see pg. 11), or to power up your **weapons** during battle (see pg. 20).



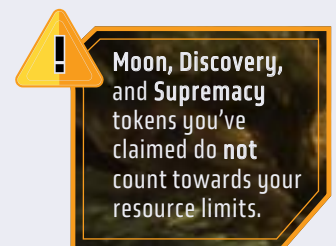
TACTICS CARDS provide a multitude of ways for players to gain extra actions and advantages from different situations. Each card indicates when it can be played (see pg. 12).

RESOURCE ACTIONS



RESOURCE LIMITS

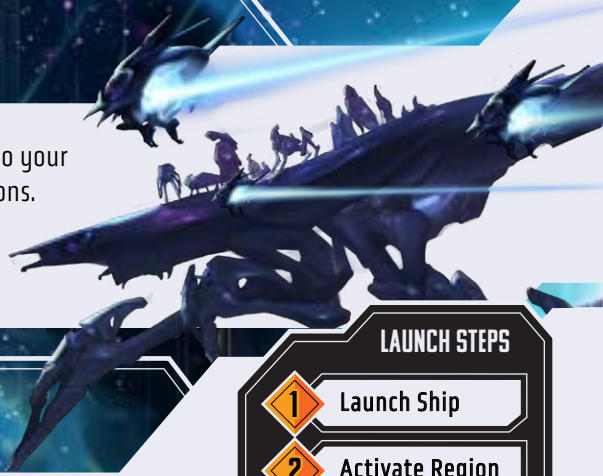
At the end of each turn, you must discard down to a maximum of **10 energy** and **5 of each other resource**, including tactics. You can increase your tactics limit by advancing on the Civilization track (see pg. 18).



TAKING YOUR TURN

On your turn, you must either **LAUNCH** a ship onto the map, or **RETURN** all of your ships to your station. Launch and return to station turns are covered in detail over the following sections.

! You may also use any number of **free actions** during your turn (see pg. 13).



LAUNCHING

During a launch turn, you launch a ship from your station to a region on the map, then activate the region to gain resources or take actions. If your ship encounters any raiders or other opposing ships when it launches, a battle must be resolved after you finish activating the region.

LAUNCH STEPS

- 1 Launch Ship
- 2 Activate Region
- 3 Raider Strike
- 4 Battle

STEP 1

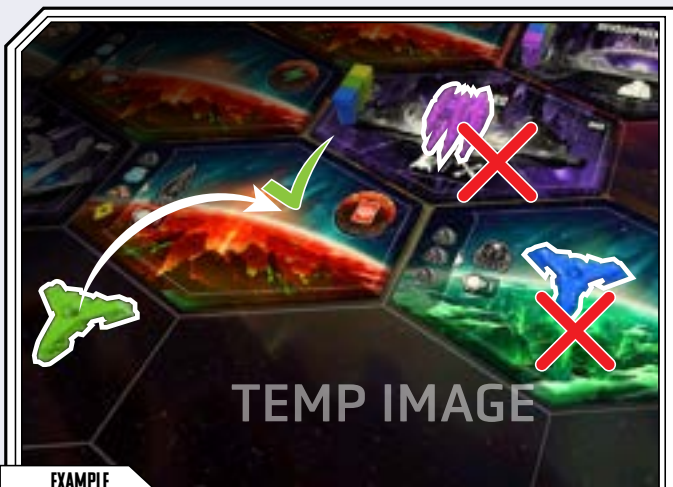
LAUNCH SHIP

First, choose a ship in your **launch bay** and place it in a **region** of your choice on the map. The rules for selecting a region differ depending on whether you are making a **first launch** or a **subsequent launch**.

FIRST LAUNCH

If you have **no ships** on the map when you launch, it is considered a first launch. During a first launch:

- ◆ You may launch to **any region** where there are **no opposing ships** (and all other requirements are met; see below right).



EXAMPLE

Green's first launch into an unoccupied region.

SUBSEQUENT LAUNCHES

If you have **1 or more ships** on the map when you launch, it is considered a subsequent launch. During a subsequent launch:

- ◆ You **must** launch to a region that is within **range** of at least 1 of your other ships on the map, using the launching ship's **range value**.
- ◆ You may **not** launch to a region where **you** already have 1 or more **ships**. You **may** launch to a region where there are **opposing ships**.



EXAMPLE

Pink's subsequent launch to a region in range.

OTHER LAUNCH REQUIREMENTS

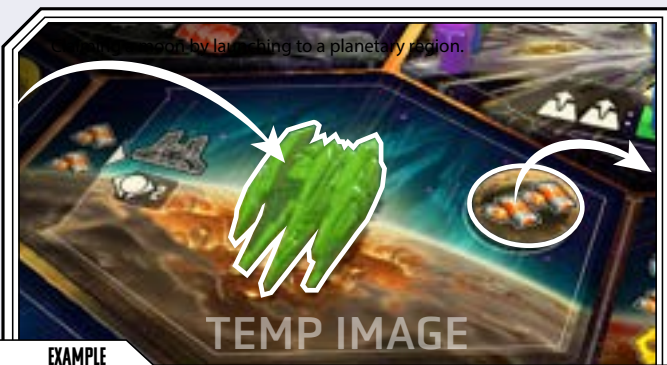
You must follow these rules when making **any** launch:

- ◆ You may **only** launch to an **Alliance base** if you are able to activate it (see *Activate Region*, next page).
- ◆ You may **only** launch to a **nebula** if the launching ship has the **Voyage** ability (see *Starship Abilities*, pg. 15).

ACTIVATE REGION

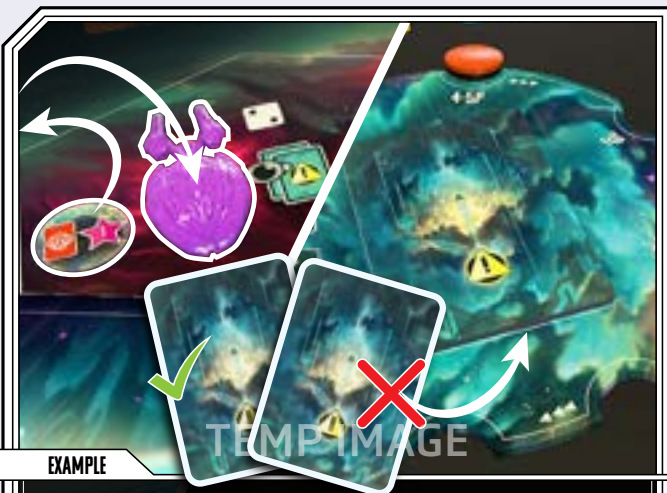
Once you have launched to a region, you **must** activate it. What happens when you activate a region depends on its type:

- ◆ **ACTIVATING A PLANET:** Claim the top moon token from the stack and place it on your station *(see sidebar)*. If the active planet has **no** unclaimed moons left, instead gain the resource printed where the moons were stacked.
- ◆ **ACTIVATING A NEBULA:** Claim the moon token *(if there is one)* and place it on your station *(see sidebar)*. Then secretly look at the top 2 cards on the **event deck**. Choose 1 to return to the top of the deck and 1 to place on the bottom.
- ◆ **ACTIVATING AN ALLIANCE BASE:** Perform the Alliance base's action *(see pg. 10)*.



EXAMPLE

Green is claiming a moon by launching to a planetary region.



EXAMPLE

Claim a Nebula Moon and see the future.

PLAYERS & OPPONENTS

All other players and all raiders are your **opponents**, and all of their ships are **opposing ships**. The raiders are considered a single opponent. The player currently taking their turn is the **active player**.

ACTIVE REGION

Once you have launched a ship to a region, it becomes the **active region** for the rest of your turn. Even if the ship you launch moves to a different region during your turn, the active region does **not** change.

RECRUITING LEADERS

In order to build developments, you will need to recruit skilled veterans who know the ways of the Edge.

As a **free action** at any time on your turn, you may recruit 1 or more leaders of your color from **any region** where you have a ship and place them on your station *(see Free Actions, pg. 13)*. You will generally want to do this **immediately** when you launch a ship to an Alliance base or nebula.

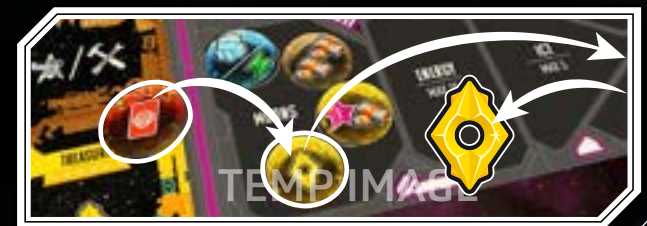


CLAIMING MOONS

Claiming moons that orbit planets or drift through nebulae is one of the primary ways you will gain **resources** during the game.

Whenever you claim a moon from a planet or nebula, place it in the **claimed moons** area of your station mat. You may **discard** any moon you've claimed to gain its resources or **slot** it into a moon slot on your station *(see Free Actions, pg. 13)*.

You can have **no more than 4** claimed moons at a time. If you have 4 and you claim another, you must immediately discard or slot a previously claimed moon to make room for the new one.



ALLIANCE BASE ACTIONS



SHIPYARD: Either pay the resource cost to **build** 1 new ship in your launch bay (see pg. 7) or **repair** 1 of your ships or station modules (see pg. 22).



MAXIMUS FIELD: Advance the event marker 1 space, then buy up to 2 **Science** or **Industry** modules from the main board (see pg. 14).



ODESSA FIELD: Advance the event marker 1 space, then buy up to 2 **Commerce** or **Civilization** modules from the main board (see pg. 14).



DEVELOPMENT OFFICE: Pay the resource and leader cost to build a **development** on an undeveloped planet where you have a transport (see pg. 16).



MONOLITH OF ANCIENTS: Spend any 2 resources to draw 3 tactics cards.



TRADE HUB: Spend any 2 resources to gain 2 credits.

STEP 3

RAIDER STRIKE

After you activate a region, check to see if any raiders strike:

- ◆ If there is already a raider in the active region, proceed to **battle** (unless the raider is S-class; see *Raiders*, pg. 24).
- ◆ If there is **not** a raider in the active region, check to see if there are any raiders within **range** of the active region, using the range value on each raider's card. If any raiders are in range, you must choose 1 of them to move to the active region. Then proceed to battle.



EXAMPLE

Red Alert! Incoming raider!



All raiders have the **Voyage** ability, so they can always move into nebulae (see *Starship Abilities*, pg. 15).

STEP 4

BATTLE

After the raiders have had a chance to strike, if 2 or more **opposing players and/or raiders** have **ships** in the active region, a **battle** must be resolved. Battle can **only** occur in the active region.

The steps of battle resolution are covered on pg. 20.



Battle can occur even if the **active player** no longer has any ships in the active region.

RETURNING TO STATION

During a return to station turn, you return **all** your ships from the map and scrapyard to your station. You may use ships you return from the **map** to **activate modules** on your station.

RETURN STEPS

- 1 Activate Modules
- 2 Prepare for Launch
- 3 Discard Energy

! If you have **no** ships left in your launch bay at the start of your turn, you **must** return to station.

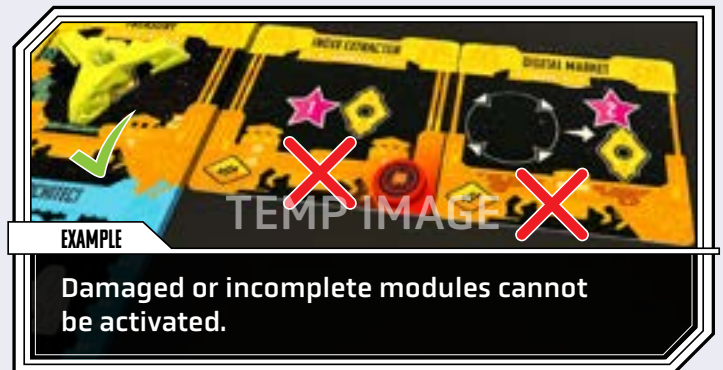
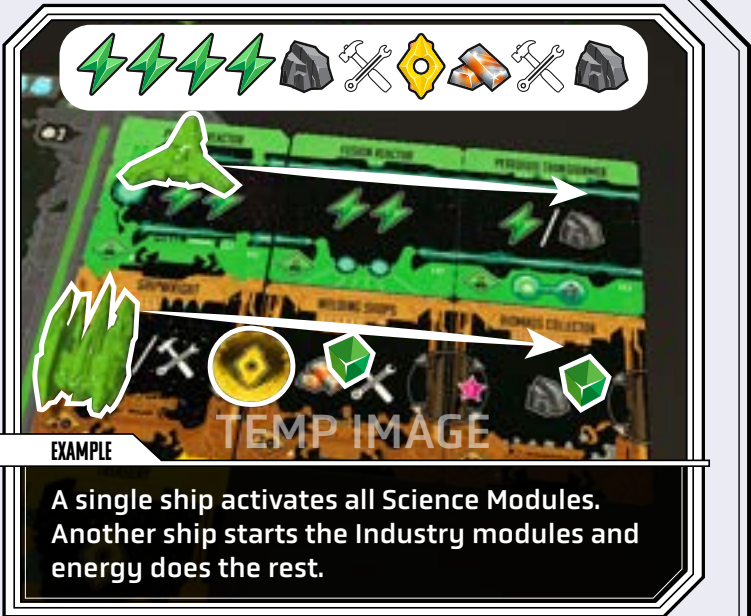
STEP 1

ACTIVATE MODULES

During this step, you may activate any number of **modules** on your station, in any order. To activate a module, either take **1 ship** from anywhere on the **map** [or the *repair barge*; see pg. 12] and place it on the module, or take **1 energy** from your storage area and place it on the module.

In addition, you must follow these rules:

- ◆ You may **only** activate each module **once** during this step [unless a game effect says otherwise].
- ◆ You may only activate a module using **energy** if you have already activated a module in the **same row** using a **ship**.
- ◆ You may **not** activate modules with any **damage markers** on them [see pg. 15].
- ◆ **SCIENCE MODULES:** Unlike other modules, Science modules **can't** be activated individually when you return to station. Instead, you can activate them by activating your **Primary Reactor** module [see below]. This must be done with a **ship**.
- ◆ **MOON INPUTS:** If a module has a **moon slot** on the **input** side of an action, you may only activate it once you have slotted a moon into it [see pg. 14].



CORE MODULES



PRIMARY REACTOR: Gain **2 energy** and activate any number of your other Science modules.



TREASURY: Gain **1 credit**.



SHIPWRIGHT: Either pay the resource cost to **build 1 new ship** in your launch bay [see pg. 7] or take a **repair action** [see pg. 22].



ARCHITECT: Either draw **1 tactics card** or pay the resource cost to **build 1 development** on a planet where you meet the requirements [see pg. 16].

THE REPAIR BARGE

Ships in the **top area** of the scrapyard **can't** be used to activate modules. However, ships that have been moved to the **repair barge** area at the **bottom** of the scrapyard board **can** be used to activate modules, as if they were on the map *[see Repairing, pg. 22]*. This includes ships moved to the repair barge during the current turn.



STEP 2

PREP FOR LAUNCH

After you have finished activating modules, return **all** your ships from **station modules**, the **scrapyard**, and the **map** to the **launch bay** on your station. Remove all **damage markers** from any ships with **shields** *[see Shields, pg. 24]*.

You may **not** choose to leave ships behind on the map or in the scrapyard, unless a game effect says otherwise.

STEP 3

DISCARD ENERGY

After ships are returned to the launch bay, return all energy you spent to activate modules to the supply.

TACTICS CARDS

Tactics cards are **resources** you can gain during the game and play to take special actions. Each tactics card indicates when it can be played.

After you play and fully resolve a Tactics card, place it in a face up discard pile next to the deck. If the deck is ever empty, shuffle the discard pile to make a new deck.

TACTICS CARD LIMIT

At the start of the game, you have a hand limit of **5 tactics cards**. You must discard down to this limit at the end of your turn. You can increase this limit by advancing on the **Civilization track** *[see Progress Tracks, pg. 18]*.



ACTION

May be played at the indicated time. Some may be played on other players' turns. Can't be played during battle.



EVENT

May be played at the indicated time on your turn. When played, immediately advance the event marker 1 space *[see pg. 19]*.



BATTLE

May be played at the indicated time during battle. Some may only be played during a battle you are participating in. You may play any number of battle cards during a single battle.



DIPLOMACY

May only be played during the Diplomacy step of a battle you are participating in *[see pg. 20]*. You may only play 1 Diplomacy card per battle.

FREE ACTIONS

You may take any number of the following free actions during your turn, regardless of whether you are launching or returning to station. Free actions may be used at **any time** on your turn, either before, after, or during other actions.

RECRUIT A LEADER

At any time on your turn, you may recruit any number of **leaders** of your color from any region or regions where you have ships. Place each of them in the recruited leaders area of your station.



DISCARD A DISCOVERY OR SUPREMACY TOKEN

If you have an unused Discovery or Supremacy token, you may **discard** it at any time on your turn to take the action on it (see *Progress Tracks*, pg. 18).

COLLECT A FREE RESOURCE

Events or other effects may place **resource tokens** on certain regions on the map (see *Event Track*, pg. 19). At any time on your turn, you may collect any number of resource tokens from any region or regions where you have ships.



USE A DEVELOPMENT ABILITY CARD

If you have an unused development ability card, you may **flip it face down** at any time on your turn to take the action on it (see *Developments*, pg. 16).

DISCARD A MOON TOKEN

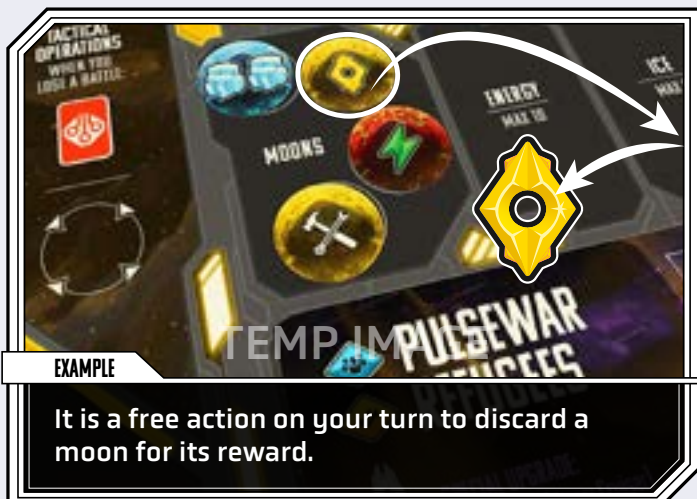
At any time on your turn, you may **discard** a moon you've claimed to gain the **resources** and/or **VP** printed on it. If you discard a moon with a **repair icon** <repair> on it, you may repair 1 damaged ship or station module (see *Repairing*, pg. 22).

You may discard a moon as part of paying a **resource cost**. Place each moon you discard in a face up pile next to the board (separate from the face down moons that have not yet been placed).



EXAMPLE

Slotting a moon is a free action.



EXAMPLE

It is a free action on your turn to discard a moon for its reward.

STATION MODULES

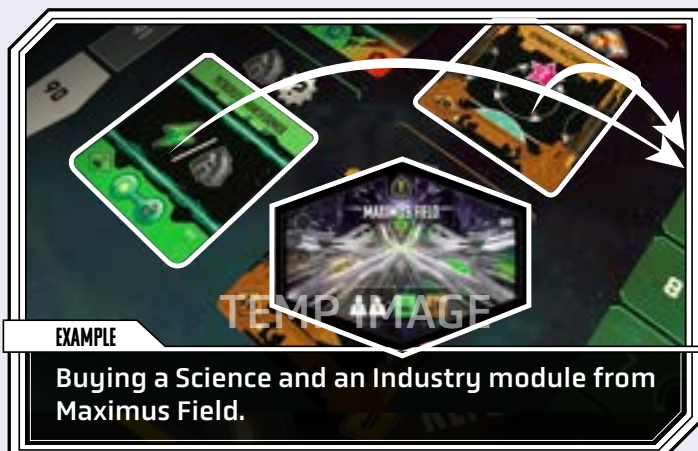
The remnants of the precursor civilization are littered across the Edge, and the Frontier Alliance has been hard at work salvaging it. For a price, they will sell you this technology in the form of **modules** you can add to your station. Each module you buy enhances your capabilities when you **return to station** (see *Returning to Station*, pg. 11).

Station modules come in **4 types**, corresponding to 4 of the 5 progress tracks (*Science, Industry, Commerce, and Civilization*). Whenever you gain a **new** module, you must place it in a **row** next to the **core module** of the matching type on your station mat. Modules in each row may be rearranged at any time (since they can be activated in any order).

BUYING MODULES

Whenever you buy **1 or more** modules, take the following steps:

- 1 Choose modules from the indicated column or columns and pay the **resource costs** printed above each of them on the board.
- 2 Add each module to the appropriate row next to your station. If any module has 1 or more **damage icons** <damage> in the bottom left corner, place 1 damage marker on it per icon (see *Damaged Modules*, next page).
- 3 For each module bought, advance 1 space on the corresponding **progress track**.
- 4 If you can't or don't want to buy the **maximum** number of modules you are able to, you **must** discard 1 module from the indicated column for each you did not buy. You must buy at least 1 module before you discard any. Each discarded module is placed on the bottom of its deck.
- 5 When you are **finished** buying or discarding modules, refresh the module columns by sliding modules down to fill any empty spaces and revealing new ones from the decks.



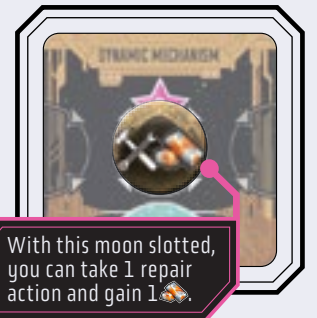
SLOTING MOONS INTO MODULES

Some modules have **moon token slots** where you can slot moons you have claimed.

◆ **MOON INPUT:** If a moon slot is on the **cost** side of an action, then the slotted moon's resources become the **cost** to activate the module. A module with an **empty input slot** can't be activated until a moon is slotted there (see *Activate Modules*, pg. 11). A moon with a **repair icon** can't be slotted as an input.



◆ **MOON OUTPUT:** If a moon slot is **not** on the cost side of an action, then you **gain** the slotted moon's resources whenever you activate the module.



! If a moon slot has **VP** printed on it, you score those VP **once**, when you slot a moon into it.

INDUSTRY MODULES

Industry modules have **half-moon slots** on each side, forming a complete slot when 2 are placed next to each other.

You may **only** slot a moon into a **complete** slot. Once you have, you gain the slotted moon's resources when you activate the modules on **both** sides of it. The order you activate them does not matter.

If you rearrange your Industry row such that you **separate** 2 Industry modules with a moon slotted between them, you must **discard** the moon (without gaining its resources).



? You may activate an Industry module that has incomplete or unfilled half-moon slots.

DAMAGED MODULES

Some of the modules the Alliance has salvaged are not fully functional and will need to be repaired before you can use them. Hazards across the Edge can also cause damage to modules you've added to your station.

- ◆ When you buy a **damaged module** [with 1 or more <damage> icons in the bottom left], you must place **1 damage marker** on it per icon.
- ◆ When a game effect such as an event or tactics card **damages a module** on your station, place **1 damage marker** on an undamaged module of your choice, if possible. [You may damage a core module.]

Modules with damage markers **can't** be activated, and they reduce the amount of **VP** you score when resolving **events** and tallying **final scores** [see *Event Track*, pg. 19; *Final Scoring*, pg. 25].

In order to **remove** damage from your modules, you must take a **repair** action [see *Repairing*, pg. 22].



STARSHIP ABILITIES

Each ship in your fleet has different **abilities** that help it excel at exploration, development, or combat. Player and raider ships can have the following abilities:

POPULATE

While this ship is on a planet, you may build a development there [see *Developments*, pg. 16].

- ◆ This ability is only found on transports.

ATTACK

During a **first launch**, this ship may launch to a region with **opposing ships** [see *Launch Ship*, pg. 8].

- ◆ This will start a battle at the end of your turn.

VOYAGE

When this ship launches or moves, it may enter a **nebula** [see *The Map*, pg. 6].

JUMP

When this ship launches or moves, you may spend **1 energy** to give it **infinite range**.

- ◆ This can only be used when you launch or move the ship due to a game effect. It does not allow you to move the ship as a free action.
- ◆ This does not allow the ship to enter nebulae [unless it also has *Voyage*].

TARGETING +1

When this ship participates in a battle, your targeting value is increased by 1 [see *Targeting Value*, pg. 21]. This affects all your ships participating in the battle.

- ◆ If you have multiple ships with this ability participating a battle, their effects stack.
- ◆ Your targeting value can't exceed 5.

DEVELOPMENTS

The many planets of the edge are fertile ground for bustling metropolises, humming factories, and monoliths to your supremacy – but you will have to get to them before other factions do.

There are **5 types** of developments you can build, each corresponding to 1 of the **progress tracks**. Each planet can only have **1 development** of a **specific type** (indicated on the left of the planet's tile). Once someone has built a development on a planet, **no one** may build another there.

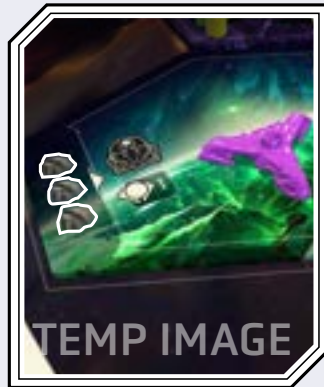


There are **3 planets** of each type in the game, meaning a maximum of **3 developments** of each type can be built.

DEVELOPMENT REQUIREMENTS

In order to build a development, you must have:

- ◆ A **transport** on an undeveloped planet; and
- ◆ At least enough **resources** and **recruited leaders** to pay the **development cost** printed on the left side of the planet's tile.



BUILDING A DEVELOPMENT

Whenever you build a development, follow these steps:

- 1 Pay the planet's **development cost**. Discard the **leaders** you spend from your station to your personal supply.
- 2 Claim a **development tile** of the appropriate type and slot it **on top of your transport** on the planet.
- 3 Claim a **development ability card** of the appropriate type and place it face up near your station.
- 4 Advance 1 space on the corresponding **progress track**, then score **VP** based on the number of **leaders** on the developed planet and in adjacent regions (see next page).



When you build a development, you can build it on **any** planet where you have a transport (not just the active region, if there is one).

POPULATING DEVELOPMENTS

When you build a development, you must use a **transport** to populate it. This transport **permanently** becomes part of the development. It **can't** return to your station or your supply, and you can't build it again later.

This means that each development you build reduces the **max number** of transports you can have by 1. For this reason, you may never use your **last transport** to build a development, and you are limited to building no more than **5 developments** each game.



ASSIGNING LEADERS TO DEVELOPMENTS

Building a development also requires skilled **leaders** to oversee its operations. Each development **type** requires a certain number of leaders (which is the same on all planets that support that development).

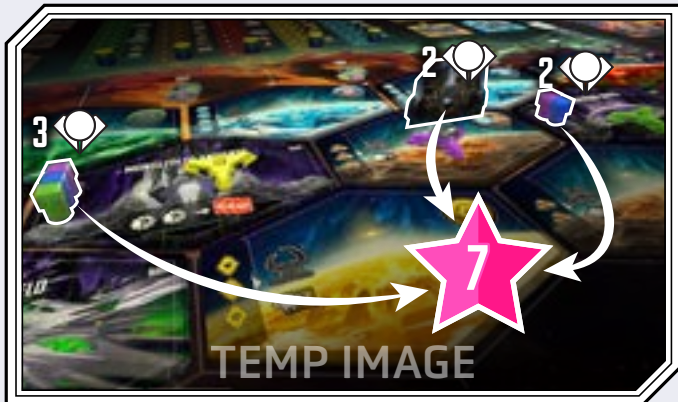
Like transports, leaders you assign to build developments **permanently** become part of the development and **can't** be returned to your station or recruited again later. Although the leader pieces are removed from the map, each development tile displays the **number of leaders** that is assigned to it, which is important for **scoring** developments (see next page).



This Obelisk has 1 leader assigned to it.

DEVELOPMENT SCORING

When you build a development, you score **VP** equal to the total number of **leaders** on the developed planet **and** in all adjacent regions. Count leaders that belong to **all players**, including **unrecruited** leaders, the number of assigned leaders printed on the **new development** you built, and the number of assigned leaders printed on any **adjacent developments** (see *Assigning Leaders to Developments*, below left).



At the end of the game, each of your developments will also score VP based on your **development level** on the corresponding progress track (see pg. 18).

DEVELOPMENTS ON THE MAP

Building a development on a planet does **not** prevent other players from launching their ships to or activating that planet. Developments do **not** count as **occupying** planets (only ships do). This is important for determining where you can launch ships during **subsequent launches** (see *Launching*, pg. 8).

DEVELOPMENTS IN BATTLE

Each development you build allows you to roll **+1 die** in each **battle** you participate in on the developed planet and each adjacent region (see *Battle Resolution*, pg. 20).

DEVELOPMENT ABILITIES

Each development ability card you claim gives you access to a once-per-game **free action** (see *Free Actions*, pg. 13). If you build multiple developments of the same type, you may claim multiple copies of the same card, and use each of them once.



OBSERVATORY (SCIENCE)

Flip this card to secretly look through the stack of discovery tokens on the **Observatory Discoveries** space and choose 1 to claim.



FACTORY (INDUSTRY)

Flip this card to take up to 2 **repair** actions (see *Repairing*, pg. 22).



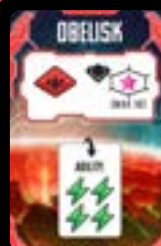
SPACEPORT (COMMERCE)

Flip this card and spend any 2 resources to gain any 3 resources.



CITY (CIVILIZATION)

Flip this card to choose any 1 **module** and add it to your station at no cost.



OBELISK (SUPREMACY)

Flip this card to gain 4 **energy**.

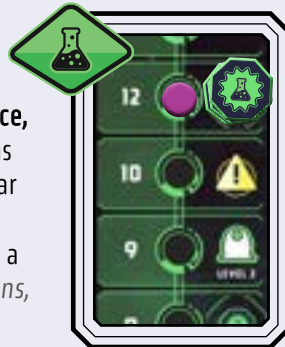


PROGRESS TRACKS

The 5 progress tracks provide various **rewards** during the game and are a significant source of **VP** at the end of the game. You can advance on the progress tracks by building **developments**, buying **station modules**, and (in the case of *Supremacy*) winning **battles**.

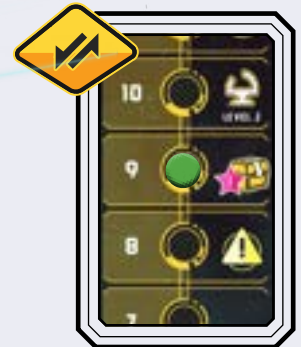
SCIENCE TRACK

When you reach a **Discovery token space**, secretly look through the stack of tokens there, claim any 1 token, and keep it near your station mat. You may keep it face down until you use it. You may use it as a **free action** on your turn (see *Free Actions*, pg. 13).



COMMERCE TRACK

At the end of the game, each unspent **resource** you have is worth **VP** equal to the highest **vault bonus** space you have reached.



SUPREMACY TRACK

If you are the **first** to reach a Supremacy token space, claim the token there and keep it near your station. You may use it as a **free action** on your turn (see *Free Actions*, pg. 13).

If you reach a Supremacy space and the **token is gone**, instead score **2 VP**.

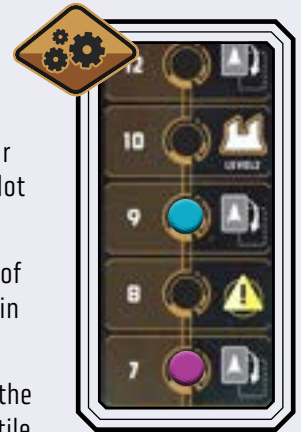


INDUSTRY TRACK

When you reach a **ship upgrade space**, choose any 1 ship upgrade tile from your supply and place it on the appropriate slot in your **launch bay**.

You may then **immediately** take 1 ship of that type from your supply and place it in your launch bay at **no cost**.

All ships of the corresponding type gain the new values and abilities on the upgrade tile.



CIVILIZATION TRACK

When you reach a **tactics card limit space**, the number of **tactics cards** you can keep at the end of your turn is increased.

You may then **immediately draw** new tactics cards until you have reached your limit.



If you choose an upgrade for a ship type you have already upgraded, the new upgrade replaces the old one.



EVENT SPACES

When any player reaches a progress track space with an **event icon**, immediately advance the event marker 1 space (see *Event Track*, pg. 19).



DEVELOPMENT LEVELS

Each progress track has **3 development levels**. At the end of the game, each of your **developments** scores VP based on the **highest level** you have reached on the corresponding track (see *Developments*, pg. 16).

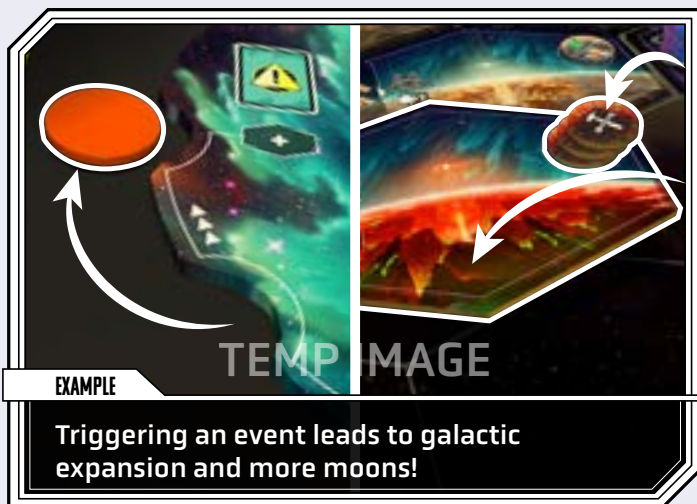
THE EVENT TRACK

Throughout the game, certain actions like buying station modules or advancing on progress tracks will advance the marker on the **event track**. When the marker reaches the **end of the track**, a new **planet** is revealed immediately and an **event card** must be resolved at the end of the current turn.

TRIGGERING AN EVENT

If the event marker reaches the **end of the track** on your turn, you must do the following:

- 1 Immediately reveal the top **planet tile** from the stack and place it in the next empty space on the map (in left-to-right, top-to-bottom order).
- 2 Stack **3 moon tokens** matching the planet's color on the planet and flip them face up so the top one is visible.
- 3 Place the **event marker** on your station to remind you to **resolve an event card** at the end of your turn.



EVENT CARDS

If the **event marker** is on your station at the end of your turn, you must **reveal an event card** from the deck, then resolve each of the following effects in order:

- 1 **SCORE VP:** Each player scores the number of VP printed next to their marker on the indicated **progress track**, minus 1 VP per **damaged module** on their station (*to a minimum of 0 VP*).
- 2 **PLACE NEW RAIDER:** Find the raider card of the indicated **letter class** and place it face up near the board. Then place its miniature in the region listed on its raider card (*see Raiders, pg. 24*).
- 3 **SPECIAL EFFECT:** Resolve the special effect as instructed.
- 4 **RESET EVENT TRACK:** Return the **event marker** to the starting space on the track and discard the event card face up next to the deck.



BATTLE RESOLUTION

During the final step of a launch turn, if the **active region** is occupied by **2 or more players** or by **1 player and the raiders**, a **battle** must be resolved. Battle can occur even if the **active player** does not have any ships in the active region.

Everyone with ships in the active region **must** participate in the battle (*including raiders*). Players who have ships within **range** of the battle may also **choose** to participate by moving their ships into the battle during the **Escalation** step (*see below*).

A battle can **only** happen during a **launch turn**, and then **only** in the active region. If a player's or raider's ships share a region with opposing ships at any other time or in any non-active region, no battle is resolved.

STEP 1

ESCALATION

Beginning with the active player and proceeding in turn order, each player with ships **in range** of the active region may move **any number** of those ships to the region to join the battle. (*This includes players who are not currently part of the battle.*) Each player only gets **1** chance to make this decision.



If the active region is a **nebula**, only ships with **Voyage** may join a battle there (*see pg. 15*).

STEP 2

DIPLOMACY

Beginning with the active player and proceeding in turn order, each participating player may play **1** (*and only 1*) **diplomacy** tactics card from their hand and immediately resolve its effects. Each player only gets **1** chance to play a diplomacy card.



STEP 3

PREPARATIONS

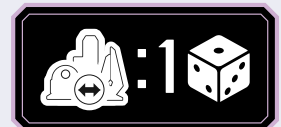
Each participating player counts how many **dice** they will roll and determines the **targeting value** they will use for rerolls. If raiders are participating, also count their dice and determine their targeting value.

Then, beginning with the active player and proceeding in turn order, each player may spend any amount of stored **energy** to gain **+1 die** per energy spent. Each player only gets **1** chance to spend energy.

◆ **SHIP WEAPONS:** Each ship adds a number of dice equal to its **weapons value**.



◆ **DEVELOPMENTS:** Each player adds **+1 die** for each of their developments in or adjacent to the active region.



◆ **ENERGY:** Each player adds **+1 die** per energy they spend.



◆ **DICE LIMIT:** No participant may roll more than **6 total dice**.



◆ **TARGETING VALUE:** Each participant's targeting value is the **number of ships** they have in the active region, plus any targeting bonuses, to a maximum of **5** (*see sidebar*).



STEP 4

ROLL DICE

All participants (*including raiders*) simultaneously roll their dice. Each participant then rerolls **all** dice results that are **less than** their **targeting value** until each of their dice results are **equal to or greater than** their targeting value (*see sidebar*).

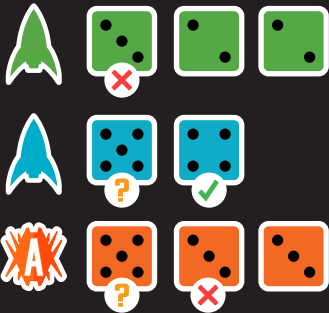


If a tie has not been broken after all dice have been compared, there is no winner and **everyone loses**.

STEP 5

OUTCOME

To determine the winner, each participant (*including the raiders*) compares their **highest single die result**. If there is a **tie**, the tied players compare their **next highest** die result. (*If a tied player has a die left to compare but their opponents do not, they win the tie.*) This continues until there is **no longer** a tie.



After rerolling, green, blue, and the raiders compare their dice from highest to lowest.

Blue and the raiders tie on the first die, but blue wins on the second.

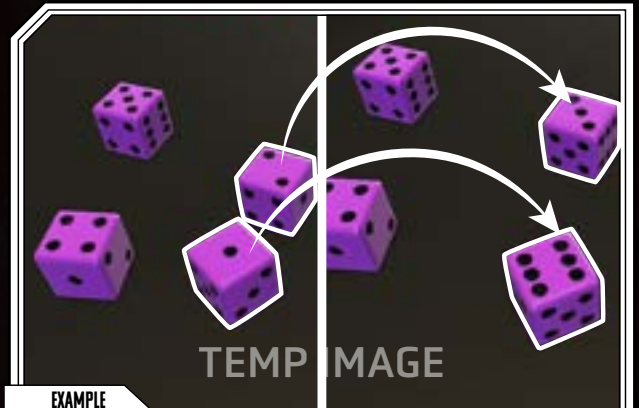
Once a winner is determined, resolve the following outcomes:

- ◆ **WINNING PLAYER:** If a player won, they advance 1 space on the **Supremacy track** (*see Progress Tracks, pg. 18*).
- ◆ **DEFEATED PLAYERS:** Each defeated player may take the **tactical operations** action on their station (*see sidebar*). Then **all** of their ships in the active region are **scrapped** and placed in the scrapyard (*except for those with shields; see pg. 24*).
- ◆ **DEFEATED RAIDERS:** If any raiders were defeated, the winner also claims the **reward** on their card. Then a **single** raider in the active region is **scrapped** and returned to its raider card (*unless it has shields; see pg. 24*).

TARGETING VALUE

Each battle participant has a **targeting value** which is the **minimum result** they can roll on each of their dice during that battle. Whenever a participant rolls a die and gets a result **below** their targeting value, they must reroll the die until it is **equal to or greater than** their targeting value.

Each participant's targeting value is the **number of ships** they have in the active region, plus **modifiers** from ship upgrades, tactics cards, and other game effects, **up to a maximum of 5**. If a modifier would increase a participant's targeting **above 5**, they still only reroll results of **4 or less**.



EXAMPLE

With a targeting value of 3, re-roll all 1s or 2s.



Like players, **S-class raiders** have a targeting value equal to the number of their ships in the active region. Other raider types have a targeting value of 1 (plus bonuses).

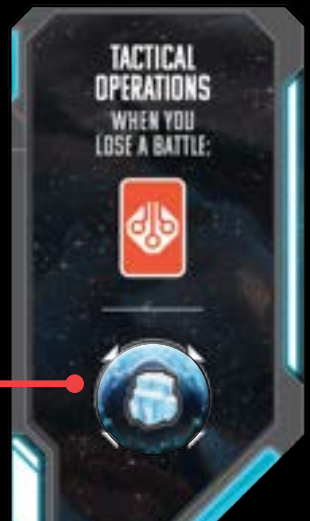
TACTICAL OPERATIONS

Whenever you lose a battle, you may use the tactical operations action on your station. This allows you to **either draw 1 tactics card** or **gain the resources on a moon token** you have slotted there.

With this moon slotted, you can choose to gain 1 or 1 when you lose a battle.



Remember you can slot a moon at **any time**, including when you are about to use tactical operations.



SCRAPPING SHIPS

Whenever a ship suffers damage in battle or from another game effect, it is **scrapped** and removed from play (unless it has **shields**; see below).

- ◆ Whenever a **player's** ship is scrapped, it is placed in the **top area** of the **scrapyard**.
- ◆ Whenever a **raider** is scrapped, it is returned to its **raider card**. (Raiders are never placed in the scrapyard.)

Your ships in the scrapyard will return to your launch bay the next time you **return to station**, and can be launched again on future turns (see *Returning to Station*, pg. 11).

Ships you return from the **top area** of the scrapyard **can't** be used to activate modules on your station. However, ships that have been moved to the **repair barge area** at the **bottom** of the scrapyard using **repair actions** (see right) **can** be used to activate a station module when they are returned.



REPAIRING SHIPS & MODULES

Whenever you take a **repair action** (for example by visiting the **Shipyards** or discarding a **moon token** with a repair icon), choose **1** of the following options. If you repair multiple times with a single action, you may choose the same option or a different one each time.

- ◆ **REPAIR A SCRAPPED SHIP:** Move **1** of your Starships from the top area of the **scrapyard** to the **repair barge area** at the bottom. Starships on the repair barge can't be launched back onto the map until they return to your station, but they **can** be used to activate **station modules** when they return (see *Returning to Station*, pg. 11).
- ◆ **RECHARGE SHIELDS:** Remove **1** damage marker from **1** of your ships' **shield icons** in your launch bay.
- ◆ **REPAIR A STATION MODULE:** Remove **1** damage marker from **1** module on your station (see *Damaged Modules*, pg. 15).
- ◆ **NOTHING TO REPAIR:** If you have **no** ships or modules you can repair, gain **1 VP**.

EXAMPLE

When you gain a Repair, move your ship to the Repair Barge, or repair a Shield or a Module. Don't have any damage? Get 1VP.

SHIELDS

Some ship types have **shield icons** printed in their launch bay area or raider card. When a ship with shield icons would be scrapped, instead place **1 damage marker** on **1** of its shield icons and **leave it on the map**.

Once a shield icon is covered with a damage marker, it is **depleted**. If **all** of a ship's shields are depleted, the next time it would receive a damage marker it is **scrapped**, and all of its damage markers are removed. Depleted shields can also be **recharged** using the **repair action** (see above).



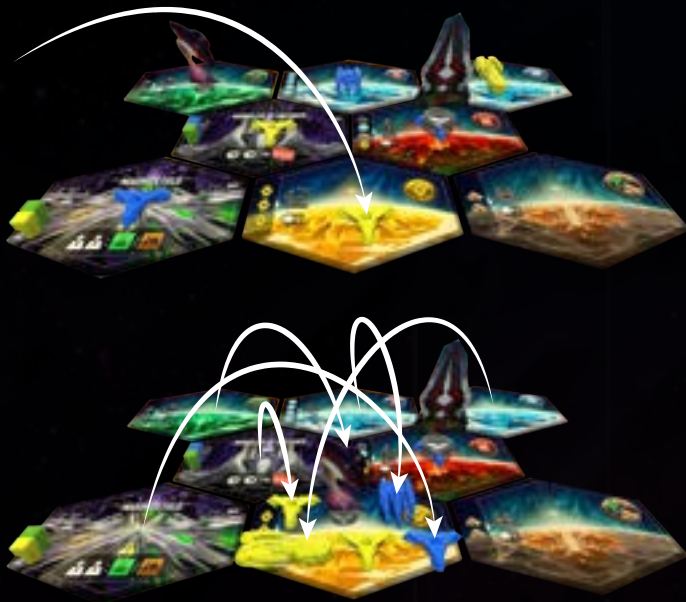
BATTLE EXAMPLE

The Yellow player launches a transport to an icy planet and claims a moon. The Saucerian Abductor has range 2, and moves into the active region during the Raider Strike Phase. Battle must be resolved because the active region is occupied by 2 or more opponents and/or raiders.

ESCALATION

The Yellow player escalates first, joining the battle with a transport from within range 1, and paying 1 energy to jump their heavy cruiser into the active region from 2 spaces away.

The Blue player decides next, joining with 1 transport from within range 1, and their fighter from within range 2, but they opt to leave their other transport out of this battle.



DIPLOMACY

The Yellow player chooses to not play a Diplomacy card, and passes. The Blue player plays “Hailing Frequencies” and gains 1VP for each opponents’ ship in the active region. They gain 4VP. The card also allows any player to end the battle. Neither player chooses to do so.

PREPARATIONS

The Yellow player will already be rolling 6 weapons dice in this battle, 1 for each transport, 3 for their heavy cruiser, and 1 more for their adjacent Obelisk. They take no actions during battle preparations.

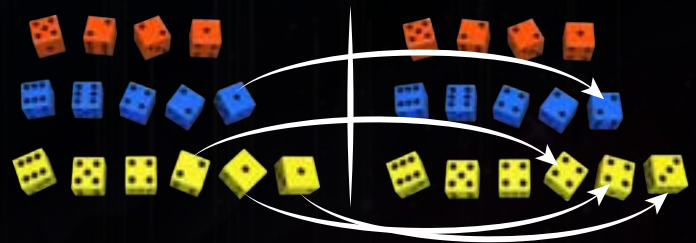
The Blue player needs more firepower, so they spend 2 energy to gain 2 additional weapons dice for a total of 5.

ROLL DICE

All dice, including the Raider dice, are rolled simultaneously, and the following are the results.

TARGETING

The Blue player has 2 ships in the battle, so their targeting value is 2. They reroll any results of 1. The Yellow player has 3 ships, leading to a targeting value of 3. They reroll any results of 1 or 2. After rerolls, these are the final results.



OUTCOME

Comparing each opponent’s single highest die, yellow and blue are tied, but the raider is defeated. Comparing the second highest die, the blue player has a higher value. The Blue player wins the battle.

Winning Player:

The Blue player advances 1 space on the Supremacy track.

Defeated Player:

The Yellow player’s ships become damaged. They scrap their 2 transports and move them to the scrapyard, and they put a damage token on their heavy cruiser shield icon. The heavy cruiser remains in the active region. The Yellow player performs the tactical operations action on their player mat. In this case, they may choose to draw 1 tactics card, or gain 2 ice because of their slotted moon.

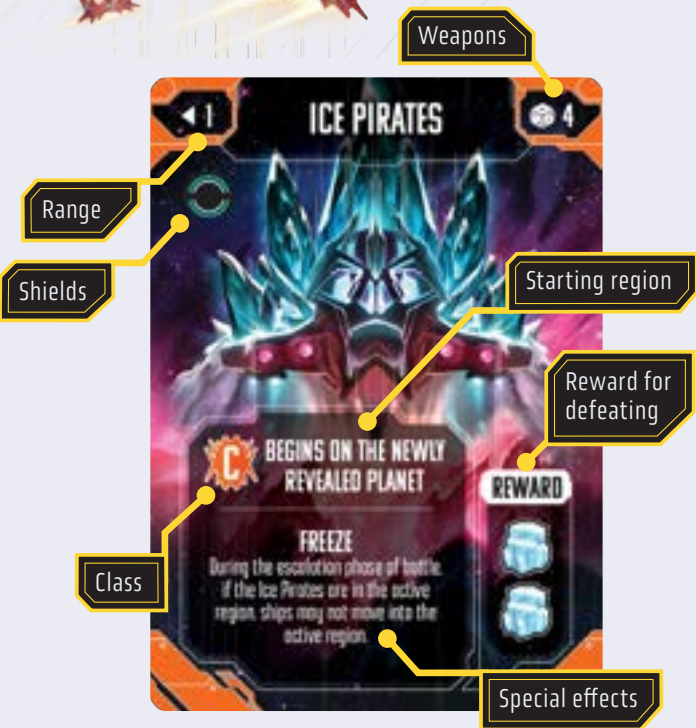
Defeated Raider:

The Saucerian Abductor is returned to its card. The Blue player gains the reward for defeating the raider. They take all of their leaders from the raider’s card. The Yellow player takes half of their leaders from the card.

RAIDERS

Over the course of the game, menacing raiders will emerge from the nebulae to threaten and prey on your operations. Each class of raider has a **raider card** that determines its values and abilities. Except for S-class raiders (see below), only **1 raider** of each class is used in each game.

Only **1 class** of raider can occupy a region at a time. A raider can **never** be placed or move into any region where a raider of another class is present (see below; *Raider Strike*, pg. 10).



PLACING NEW RAIDERS

Raiders of different classes are placed on the board when **event cards** are resolved (see *Event Cards*, pg. 19). Each raider's card indicates which **region** it is placed in.

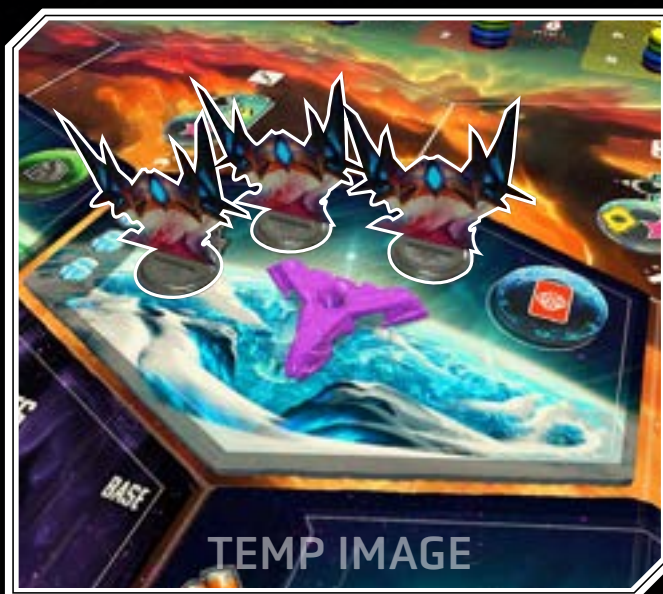
- ◆ When a raider launches to a **random nebula**, roll a die and place it in the nebula with the matching number.
- ◆ When a new raider would launch to a region occupied by a **raider of another type**, instead place it in a **random nebula**.
- ◆ If the raider of the indicated **class** is already on the map, instead place **2 S-class raiders** in the region indicated on their card. If there are fewer than 2 left in the supply, place as many as possible.
- ◆ Once a raider has been **scrapped** and returned to its **raider card**, if another event card with its letter is resolved, it returns to the map.

S-CLASS (SWARM) RAIDERS

Unlike other raider classes, there can be **multiple** S-class raiders on the map at the same time, and they can occupy a region together (but not with other raiders).

Additionally, S-class raiders act together whenever possible:

- ◆ During the **Raider Strike** step of a launch turn, if an S-class raider is in the active region or moves into the active region, then **all other** S-class raiders in range **also** move to the active region (see *Raider Strike*, pg. 10).
- ◆ If multiple S-class raiders participate in a battle, each of them rolls dice, and they have a **targeting value** equal to the number of raiders present (plus *targeting bonuses*).
- ◆ If multiple S-class raiders are defeated in a battle, **only 1** is removed from play (see *Battle Resolution*, pg. 20). Any others remain in the active region. The winner of the battle still gains the reward on the S-class raider card.



GAME END







When any player's **VP marker** reaches the designated space on the VP track, this triggers the end of the game.

When game end is triggered, immediately **remove the event marker from the event track**. Events can't be triggered during the final turns of the game.

The active player finishes their current turn, and each player takes 1 more turn, including the player who triggered the end of the game. Players then proceed to **final scoring**. After final scoring, the player with the **most VP** is the winner.

FINAL SCORING

- 1 PROGRESS TRACKS:** Each player scores the VP printed next to their **marker** on each of the 5 progress tracks.
- 2 DEVELOPMENTS:** Each player scores VP for each of their developments based on the highest **development level** they have reached on the corresponding progress track.

DEVELOPMENT LEVEL	 LEVEL 1	 LEVEL 2	 LEVEL 3
VP PER DEVELOPMENT			

- 4 DAMAGED STATION MODULES:** Each player loses **2 VP** for each damaged module on their station.
- 5 VAULT BONUS:** Each player scores VP for each unspent **resource** they have (*including tactics*) based on the highest **vault bonus** they have reached on the **Commerce** track.
- 6 CIVILIZATION MODULES:** Each player earns any **end-game** VP on undamaged Civilization modules on their station.
- 7 LEADERS:** Each player scores **1 VP** per leader left on their station.

RESOLVING TIES

If there is a tie, the tied player with the most **station modules** wins. If there is still a tie, the tied player with the most **resources** wins. If there is still a tie, victory is shared.

SCORING EXAMPLE

The game ends, and the Yellow player has 62VP.

PROGRESS TRACKS

The Yellow player scores 9 VP for Science, 20 VP for Industry, 10 VP for Supremacy, 12 VP for Commerce, and 8 VP for Civilization. Their score is now 121.

DEVELOPMENTS

The Yellow player has built 1 Factory and 2 Spaceports. Their factory is level 3 due to their position on the industry track so it scores 10 VP. The Spaceports are each level 2, so they each score 7 VP. Their score is now 145.

STATION MODULE DAMAGE

They have 4 damaged modules in their station, so they deduct 8 VP. Their score is now 143.

VAULT BONUS

The Yellow player reached the first Vault bonus space on the Commerce track, so they will receive 1 VP per resource in their possession. They ended the game with 2 Titanium, 0 Carbon, 0 Ice, 1 Credit, 4 Energy, and 3 tactics cards for a total of 10 resources. They receive 10 VP. Their score is now 153.

CIVILIZATION MODULES

They ended the game with 2 undamaged Civilization end of game scoring modules. The Land Ministry rewards them 10 VP; 4 VP + 2VP for each of their 3 developments. The Cognition Collective awards them 6 VP; 3 VP +1 VP for each of their 3 tactics cards.

Their score increases by 16 to 169.

LEADERS

They have 2 leaders on their station, earning them 2 VP. Their final score is 171.

RESOURCE ACTIONS (pg. 7)



Draw 1 **tactics card**.



Gain 1 and 1 .



Gain 1 or 1 .



Spend 1 to gain 1 .



Any 1 resource (may be).



All players gain 1 .

Reminder: may be spent in place of //.

PRODUCTION ACTIONS



Pay the resource cost to build 1 **ship** in your launch bay. (pg. 7)



Pay the resource and leader cost to build a **development** on an undeveloped planet where you have a transport. (pg. 16)



Repair 1 **ship** or **module**. If none to repair, score instead. (pg. 22)



Gain 1 **ship upgrade**. Place 1 matching ship in your launch bay for free. (pg. 18)

OTHER ACTIONS



Score 1 **victory point**.



Look at the top 2 **event cards**. Return 1 to the top of the deck and 1 to the bottom. (pg. 9)



Your **tactics limit** is increased. Draw **tactics** until you are at your limit. (pg. 18)



Flip 1 of your **development ability cards** face up. You may use it again. (pg. 16)

ACQUIRING MODULES (pg. 14)



Choose 1 **Science module** and pay its resource cost to add it to your station.



Choose 1 **Industry module** and add it to your station at **no cost**.



Choose **any 1 module** and add it to your station at **no cost**.

ADVANCING PROGRESS TRACKS (pg. 18)



Advance 1 space on the **Civilization track**.



Advance 1 space on **any** progress track.

MOON SLOTS (pg. 14)



After slotting a **moon** here, gain its resources when you take this action.

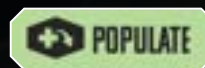


After slotting a **moon** here, pay its resources to take this action.



When slotted as the **input** of an action, you may take that action at **no cost**.

STARSHIP ABILITIES (pg. 15)



You may use this ship to build a **development** on a planet.



During a first launch, this ship may launch to a region with **opposing ships**.



This ship may enter **nebulae**.



When this ship launches or moves, you may spend 1 to give it **infinite range**.



While this ship is in battle, add +1 to your **targeting value**.