GALACTIC ERA

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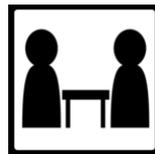
ADVANCED GAME

Version 1.13.1

120-180   2-6   14+

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These are the "advanced" rules of Galactic Era. You will also need the "basic rules" to play the game.

If you are an experienced gamer you can already play your first game with the advanced rules. Otherwise we suggest you start with a "basic" game instead.

1. Technology Track

Players each use the "advanced game" side of the technology track & fleet pad instead.

<u>Some notable changes:</u>

Players do **not** score VP for having level 5 or 6 in a technology as in the basic game.

Propulsion now gives less range but has "stargate" movement instead (see chapter 3).

When remote viewing fleets a player is now additionally limited to one remote view per Spirituality level that he has higher than the targeted player.

Example: James has Spirituality level 3 and Ellen has Spirituality level 2. On his turn James can view the ships of only one fleet (i.e. one hex) of Ellen. He may still use his other remote view on some other player though.

If one of two players trading technologies with each other is at Spirituality level 4 or higher then they do not need to be in contact.

2. Blocking

A player's ships may "block" growth actions and certain types of movement (see below, chapter 3) in the hexes they are in against a player he is **"at war"** with. For every hex and action a player may individually choose whether to block something there or not. A ship may block multiple actions. A blocked player may not execute the growth action, use the population, or do the movement he intended to there. The blocked player may do his

growth action or movement somewhere else instead then though (exception: if a player gets blocked when exiting a wormhole then he must leave his ships there).

Specifically:

If a player's star is blocked by a hostile ship then he may not add any population there in a "grow population" action and its population does not count towards his total for any "build ships" action of his.

If a player's home star is blocked by a hostile shop then he may also not place any new ships at all (he can voluntarily evacuate to a new home star first to avoid this though).

Any "gain star" action of a player may be blocked by a hostile ship in the same location as the targeted star (this replaces the basic game rule that conquering/liberating a star cannot be done if there is a ship of the owning player there).

Note that this also applies immediately after an STO player declares war on a player to to conquer his star. Thus the player may then "block" that conquest if he wishes to.

Also note that a player does not necessarily lose his growth action if it is blocked. The action is only lost if he cannot do it anywhere else. The "research" and "switch alignment" growth actions cannot be blocked, because they have no specific hex.

Also note that blocked stars still give VP at game end.

Example: Dave is an STS player who is currently at peace with James. He has 4 ships at James' star Epsilon Eridani with 3 population. James also has a ship there. It is Dave's turn in the growth phase. Dave declares war on James in order to conquer Epsilon Eridani, but James chooses to block that so the conquest is unsuccessful. Dave and James are now "at war".

2.1 Declaring War

The following are additional opportunities that players can use to declare war:

STS players can "declare war" on any player in order to "block" their growth action or movement.

STO players can "declare war" on STS players in order to "block" the conquest of an "advanced neutral" star, a "primitive neutral" star or a star owned by a STO player. Multiple STO players may use the same opportunity to declare war on a STS player even though only one would be sufficient to "block".

3. Stargates

Stargate 1:
Players with Propulsion level 3 and 4 get "stargate 1". This means every star of his with 3 or more population of a player is connected with every other star of his also with 3 or more population as if they were adjacent hexes.

Stargate 2:
Players with Propulsion level 5 get "stargate 2". This means every star that does not belong to a player he is "at war" with is connected with every other likewise star as if they were adjacent hexes.

Ships may not retreat using any kind of stargates. Stargates are also not used for calculating distances for "grow population" limits.

Blocking Movement:
The only forms of movement that may be "blocked" are when using a stargate or when exiting a wormhole. Blocking works differently in each of these two cases. A player who can block the movement of another player must decide to do this immediately when a ship uses the stargate or wormhole (as a courtesy, the moving player should ask any players that could potentially block his movement if they want to block or not).

Blocking a stargate:

A ship trying to use stargate 1 or stargate 2 movement can be blocked either by a ship at the starting or the target hex. If blocked, the player may not move to the target star. The moving player may move his ship another way then.

Blocking a wormhole:

A ship using a wormhole can be blocked by a ship at the exit hex of a wormhole (only). If blocked, the ship moves through the wormhole and ends its movement in the hex it exited from the wormhole (the moving player cannot decide to move his ship differently then).

Note that a player may pass though hexes with hostile ships using normal movement, because the space is actually 3-dimensional and the ships can go above or below any ships in the way.

4. Retreat Before Combat

A player who has either a higher level in Spirituality or Propulsion technology than the attacking player may retreat before a combat is resolved in a battle hex (see section "Combat" in the basic game rules). Follow the same procedure when retreating from a lost battle. A player must decide whether to use this or not before any fleets are revealed in that hex. A player may only choose to retreat either all or none of his ships.

Players who have the option of retreating before combat must do so before any fleets are revealed (other players must give them an opportunity to decide this before revealing their ships).

5. Domination Cards

Every player also has gets a unique game objective in the form of a "domination card".

See table in chapter 7.2 for the details on each domination card.

5.1 Setup

At setup (before giving out race/group tiles), take the domination cards (cards with the green back) and shuffle them. Then place the deck face down next to the pad with the round and VP tracks. Then deal one domination card face down to each player. Each player may look at their card. These cards may not be shown to other players.


5.2 Scoring

A player may score with his domination card anytime. To do this the player must reveal it. The player must then choose to score with either the top part or the bottom part of the card (as separated by the horizontal line, see example image above). A player may <u>not</u> score from both parts.

If the player fulfills the condition as stated on the card in the part that he chose then he immediately gets the VP as indicated. Mark the new score on the VP track accordingly. All the conditions on the cards are only minimum requirements, which means a player may exceed the requirements and still get the VP.

Each player may only use <u>one</u> domination card to score in the entire game.

Some cards allow players to score for multiple events "in the current era". This means when the era in which the card was revealed has ended the player cannot score thereafter for that card (flip the card face down then).
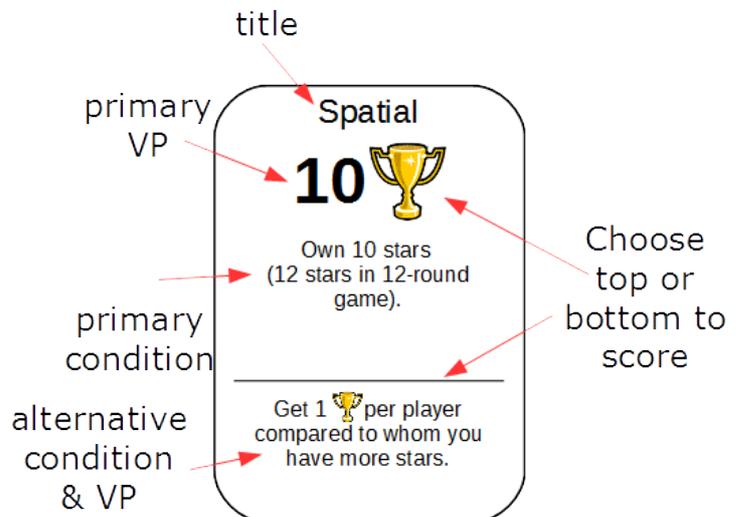
A domination card that has been revealed is not put back into the deck. The player keeps it in front of himself as reminder that he has played a card.

5.3 Drawing New Cards

At the start of the second era (darkness) and the third era (light) every player who has not used a domination card yet to score may draw a new one. In turn order, every player who wishes to do so places his old card face down at the bottom of the deck and then takes the top card from the deck.

5.4 Remote Viewing a Domination Card

A player may also use up a "remote view" (see Spirituality) to view the domination card of another player. The player doing this must have at least two levels in Spirituality higher than the owner of the card. He may not show the card to other players.

6. Ancient Relics

An "Ancient Builder Race" that has vanished into History has left relics behind in the center sector.

At setup shuffle the 10 relic counters (see image) face down and place one on every star of the center sector. Put the remaining counters face down to the side. These may not be looked at for the remainder of the game.

Whenever a player has a ship at one of these stars (scouting) he may also look at the relic counter there.

Whenever a player gains a star in the center sector with a face down relic counter turn it face up and apply its effect. Some effects are immediate only in which case remove the relic counter after applying it. In the other cases leave the relic counter face up at the star (stack the population discs on top of it) to mark it thus.

See table in chapter 7.3 for the details on each relic counter.

6.1 Remote Viewing a Relic Counter

You can also use "remote view" to look at a relic counter. This uses up a separate remote view though.

Note: If you wanted to look at both the star counter and the relic counter of a star that has both you would need to use two remote views.

7. Tables

7.1 Technologies

7.1.1   Military

Level	Effect
1	The combat value (CV) of each ship is 1.
2	CV of each ship is 2.
3	CV of each ship is 3.
4	CV of each ship is 4.
5	CV of each ship is 6.
6	CV of each ship is 10. No losses in combat if all combat opponents have Military level 4 or lower.

- When a player is being conquered by another player with a lower Military technology level then his population counts double. This effect is cumulative with that of the Orion Republic (i.e. the population count is quadrupled then).

7.1.2   Spirituality

Level	Effect
1	
2	Player may do 1 remote view per round.
3	Player may do 2 remote views per round.
4	Player may do 3 remote views per round. Player may trade technologies without being in contact. STS players double their population count when being liberated.
5	Player may do 4 remote views per round. Player may trade technologies without being in contact. Player is immune to being blocked (this also takes precedence over any race/group specials).
6	Player may do 5 remote views per round. Player may trade technologies without being in contact. Player is immune to being blocked or conquered (this also takes precedence over any race/group specials).

- A player may retreat before combat (see chapter 4) when he is being attacked by a player with a lower Spirituality level.
- When remote viewing fleets a player is limited to 1 per Spirituality level he has higher than the targeted player. A player may not do any remote views at all on a player who has an equal or higher level.
- At levels 5 and 6 a player automatically switches to STO (no growth action needed for that) and may not switch back to STS again. This happens during a player's turn, not during the "Switch Alignment" step (see section "Switch Alignment" in basic game rules).

7.1.3 Propulsion

Level	Effect
1	Ship range is 3.
2	Ship range is 4.
3	Ship range is 4. Player can use "stargate 1" connections.
4	Ship range is 5. Player can use "stargate 1" connections.
5	Ship range is 5. Player can use "stargate 2" connections.
6	Player can move his ships anywhere.

- A player may retreat before combat (see chapter 4) when he is being attacked by a player with a lower Propulsion level.

7.1.4 Robotics

Level	Effect
1	
2	Add 2 ships when "building ships."
3	Add 4 ships when "building ships."
4	Add 6 ships when "building ships."
5	Add 8 ships when "building ships." When player does the "research technology" growth action he gains 2 levels (instead of 1) in the chosen field and loses 1 VP.**(1)**
6	Add 16 ships when "building ships." When player does the "research technology" growth action he gains 3 levels (instead of 1) in the chosen field and loses 1 VP.**(1) (2)**

(1) If level 6 in a technology level is reached with fewer levels, then the excess levels are wasted. The VP loss is still incurred though.

(2) If a STO "Grey" player takes an increase from Robotics 5 to 6 as his additional technology level when researching, then he does <u>not</u> get the effect of Robotics 6 on the same research action (i.e. not until the next time he does research).
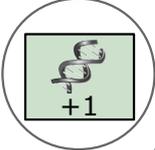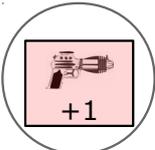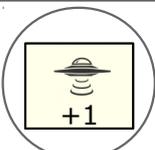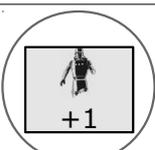
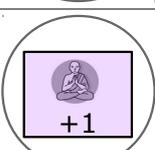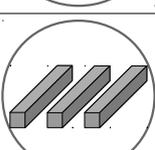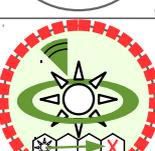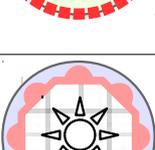### 7.1.5 Genetics

Level	Effect
1	
2	Player gets 1 bonus population when "growing population".
3	Player gets 2 bonus population when "growing population".
4	Player gets 3 bonus population when "growing population".
5	Player gets 4 bonus population when "growing population". The limit to which bonus population may be placed is raised to 2 above the normal limit of the star.
6	Player gets 5 bonus population when "growing population". The limit to which bonus population may be placed is raised to 2 above the normal limit of the star. Player gets a free "grow population" action in his turn of every growth phase.

7.2 Domination Cards

Card Name	Primary Condition	Primary VP	Alternative Condition
Alignment	Be the only player with your alignment	5	Get 1 VP per player who does not have your alignment.
Acquisition	Conquer/liberate 2 player-owned stars on the same turn.	8	Get 2 VP per player-owned star conquered/liberated in the current era.
Central	Own 4 stars in the center sector.	10	Get 2 VP per player (except yourself) who does not have a star in the sector center Does not apply in the first era.
Defensive	Own all the stars in your home star sector.	7	Get 5 VP per battle you win as defender in the current era (retreat beforehand does not count).
Density	Have 4 stars with 5 or more population each (6 such stars in 12-round game). *Note that the home star counts as one of these.*	13	Get 1 VP per star in your home star sector that is not owned by a player. Does not apply in the first era.
Diplomatic	Have Spirituality 6, own the center star of the center sector and be at peace with every player.	10	Get 4 VP if you own the center star in the center sector and are at peace with every player.
Economic	Build 12 ships in one growth action (16 ships in 12-round game).	7	Get 2 VP per grow population action of yours in the current era. Only actions that increase your population by at least one count.
Exploratory	Have Propulsion 6, have a ship and a star each in 4 sectors (in a 12-round game, only get 5 VP in the third era).	8	Get 1 VP per sector where you have a ship.
General Scientific	Have a total of 17 technology levels (23 levels in 12-round game).	7	Get 2 VP for every technology field where you are ahead of (i.e. have more levels than) every other player. If you want to score during trading you must wait until all other players have done trading.
Military	Have ships totaling 120 in combat value (160 CV in 12-round game). Reveal enough ships to prove this.	10	Get 1 VP per battle you win in the current era (if opponents retreat beforehand it does not count).
Spatial	Own 10 stars (12 stars in 12-round game)	10	Get 1 VP per player compared to whom you have more stars.
Special Scientific	Have level 6 in 2 technology fields (3 fields in 12-round game)	10	Get 4 VP if your are the first player to get level 6 in any technology.
Survival	Evacuate your home star (either voluntarily or involuntarily).	11	Get 3 VP every time you retreat with at least 1 ship from a battle (either before or after combat) in the current era.

7.3 Ancient Relics

Name	Image	Effect
Ancient Pyramids		Player who first gains this star immediately gets **2 VP**. The player who owns this star at the end of the game gets another **4 VP**. Leave this counter here to mark this star.
Ancient Technology: Genetics		Player who first gains this star immediately gets **1 level in Genetics**. Remove this counter then.
Ancient Technology: Military		Player who first gains this star immediately gets **1 level in Military**. Remove this counter then.
Ancient Technology: Propulsion		Player who first gains this star immediately gets **1 level in Propulsion**. Remove this counter then.
Ancient Technology: Robotics		Player who first gains this star immediately gets **1 level in Robotics**. Remove this counter then.
Ancient Technology: Spirituality		Player who first gains this star immediately gets **1 level in Spirituality.** Remove this counter then.
Buried Ships		Player who first gains this star immediately gets **3 ships** which are placed there. Remove this counter then.
Planetary Death Ray		During his movement subphase the player owning this star may **remove one ship or population disc** of a player he is "at war" with that is within a range of 3 hexes (or less) to this star. If a star loses its last population disc it becomes "uninhabited". If a fleet loses its last ship it must be removed. Leave this counter here to mark this star. Removing a population disc during the Era of Darkness also gives 1 VP.
Defense Grid		Any player conquering or liberating this star needs **8 ships more** than normal to do that. This does not apply to the initial gaining of this star. Ships and population discs here are also immune to the "Planetary Death Ray" (see above). The player who owns this star at game end also gets **2 VP**. Leave this counter here to mark this star.
Super-Stargate		Player who owns this star may use **stargate movement** from any star of his to this one or vice versa (regardless of his level in Propulsion). If the player has Propulsion 5 this movement is even unblockable (at both ends). The player who owns this star at game end also gets **2 VP**. Leave this counter here to mark this star.