

Version 1.22



**150**



**2-6**



**14+**

**galacticera.net**

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# 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?

*The background of the game is almost entirely based on actual testimonies and research by numerous people. See the accompanying background booklet or the website for details.*

# 2. Overview

The object of the game is to score as many “destiny points” (DP) as possible. To do this players mainly need to have a large population and fulfill various conditions depending upon what story and goal is being played. 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

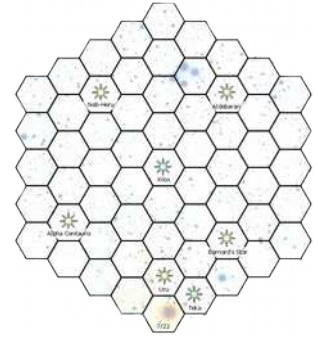
- 10 ancient relic counters
- 12 square turn order change counters (6x “-1” and 6x “+1”)
- 12 domination cards
- 15 race/group tiles
- 120 logs (ships) 20 each of the 6 colors: blue, green, purple, orange, red, yellow
- 2 combat summaries
- 240 discs (for population and DP marker) 40 in each of the 6 colors
- 3 “Galactic Story” tiles
- 30 advanced fleet tactic counters
- 30 round war/peace counters (in the 6 colors)
- 30 square technology counters (6 sets of 5 counter types)
- 30 fleet counters (5 in each color)
- 36 oval “growth” counters (6 sets of 6 counters)
- 4 white discs (for race/group special effects)
- 50 round star counters (20x “uninhabited”, 15x “primitive neutral”, 15x “advanced neutral”)
- 30 cubes (for the technology tracks) 5 in each of the 6 colors
- 6 octagonal turn order counters
- 6 population tracks (1 in each color)
- 6 home star cylinders (1 in each color)
- 6 technology track + fleet pads (1 in each color)
- 6 player reference tiles
- 6 wormhole counters
- 6 50+/-50 DP counters
- 8 “Galactic Goal” tiles
- 9 sector boards
- gray pawn (round counter)
- 150 hidden ship counters (60x ‘0’, 36x ‘1’, 18x ‘2’, 6x ‘3’, 6x ‘4’, 18x ‘5’, 6x ‘10’)
- round & DP track
- rulebook
- background book

### Components Limitation:

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

### 3.1 Preparation

To get the game ready for play you will need to apply some stickers to some components. (text for final version of rulebook, not relevant for prototype)



## 4. Game Concepts

### 4.1 Board

The board consists of several adjacent “sector tiles” (six-sided tiles with 5 hexagons on each side, see image to right). On each sector there are a number of hexagons (hexes), some of which contain a star symbol and a name next to it (for referencing). These are the “stars”. They are color-coded according to their distance from the central star of the sector. The other specially marked hexes are “space anomalies”. The two numbers separated by a slash in one of the corner hexes indicate the number of stars and maximum possible population by normal growth for this sector tile (excluding effects of neighboring sectors). You can refer to a sector tile using the name of the star in the center sector.

### 4.2 Race/Group

Every player plays a certain race or group which is assigned to him at the start of the game. This race/group gives a certain unique special ability to the player (which may differ depending upon the alignment).

### 4.3 Population

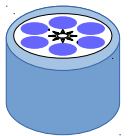
The population of a star system is represented by the colored discs. They are placed in the middle of a hex where a named star is. If more than one disc needs to be placed in a hex then stack them on top of each other. There can only be one color of discs on a star. The color of the population discs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



### 4.4 Home Star

Every player has a “home star” which is marked by the cylinder (see image) of his color.

A home star cylinder counts as six population discs for all purposes.



### 4.5 Alignment

*THE UNIVERSE OFFERS TWO FUNDAMENTAL SPIRITUAL PATHWAYS INDIVIDUALS AND PLANETARY POPULATIONS CAN TAKE. ONE IS TO RECOGNIZE EVERYTHING AS ONE BEING AND 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 of their race/group 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.



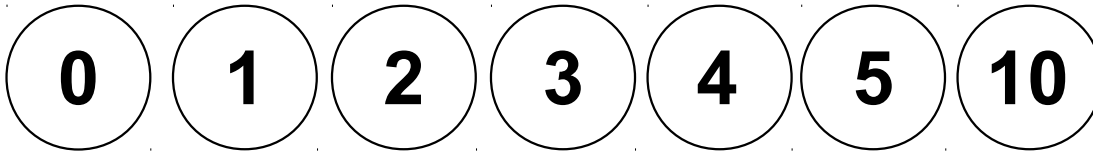
*STS players have greater freedom as they can initiate hostilities against any other player whenever needed. STO players are more restrained. They cannot be hostile to other STO players and can only attack if they were attacked first.*

## 4.6 Ships

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. One way is by the colored log-shaped pieces (see image). The other way is as “hidden ships” counters belonging to a fleet (see below).



*THE “CIGAR” SHAPE IS A COMMONLY REPORTED FORM IN UFOLOGY.*



### Hidden Ships

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

*Example: A player has the following counters in his fleet A: “1”, “3” and “5”. The total number of ships in that fleet is thus 9.*

At any time a player may combine smaller counter denominations into larger ones or split up a counter into smaller denominations. He must reveal all the counters he is exchanging to the other players though.

*Tactical Tip: Include some hidden ship counters with smaller denominations in your stack of chips for a fleet. You will less likely need to exchange counters then when you want to split off ships or reveal ship amounts.*

Ships counters with a “0” are called dummy counters and are used to mask the number of ships in a fleet.

### Fleet

A “fleet” is all the hidden ships counters in a stack below a fleet counter. Whenever ship pieces join a fleet they are converted into counters. Whenever ships leave a fleet they are converted into ship pieces. See Handling Fleets 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 counters).

Every fleet also has a “Tactic” which corresponds to the letter of the fleet counter (see the side of the fleet counter with a letter). This is a special effect that only applies to the ships that are currently in that fleet.

Players can choose which side of their fleet counters to leave face up. They can even secretly show the letter side to some players.

*Note that while you can only have 5 “fleets” (A-E) you can have any number of ship collections using the individual ship pieces. Players are not limited to using only “fleets” to place ships. The term “fleets” in this game only refers to collections of ships belonging to fleet counters.*

## 4.7 War/Peace

Every player must keep track of which players he is “at war” with and which he is “at peace” with. For this purpose every player has one war/peace counter for every other player (color) in the game (see image to right). When a player is “at war” with another player he must have the war side of his counter with that color face up. When a player is “at peace” with another player he must have the peace side of that counter face up instead. Players must have the same sides face up of their corresponding counters with each other.



“Hostile ships” means ships of any player whom a player is “at war” with.

## 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 counter to the “at war” side face up. STO players may only declare war in rare circumstances and only on STS players though. See chapter 7.3 for more details.

*Note that an STS player can usually avoid being “at war” with an STO player.*

## Making Peace

If two players agree, they may flip their corresponding war/peace counters to the peace side face up anytime.

## **4.8 Technology**

Every player has a level of technology in five fields (Military, Spirituality, Propulsion, Robotics, and Genetics). Players all start the game at level 1 (exception: some races/groups have technologies that start at a higher level). The maximum level that a player can get in each technology is 6. Whenever a player gains a technology level then the effects of the new level (see technology pad) are immediately applied. See the tables in chapter 10.2 for details.

## **4.9 Era**

Every game has three “eras”. A first “Era of Light”, then an “Era of Darkness”, and then a second “Era of Light” (see round track). Each era lasts a certain number of rounds and is associated with an alignment (light = STO, darkness = STS). Players get destiny points (DP) if they have the same alignment as the era and for other things then (see chapter 6.4).

## **4.10 Population Track**

Players use a population track each to easier 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 a player removes discs to put on the board he takes them from the lowest numbered spots with discs. Likewise when he loses population discs from the board he returns them to his track filling up the highest numbered free spots on his track. A player can immediately see how much population he has on the board by looking at the highest numbered free spot on his track.

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**

**2 Players:** For two players see also the rules in chapter 9.3.

### Prepare Round & DP Track

Place the pad with the round and DP tracks on the table off to one side with the 8 rounds side face up. Place the gray pawn on the leftmost position of the round track (where the arrow is).

Randomly draw a Galactic Story tile (the long thin ones) and place it alongside the turn track.

Randomly draw a Galactic Goal tile (with a galaxy icon in the top left corner) and place it on the appropriate spot in the middle of the round & DP track pad. In an introductory game of Galactic Era do not draw such a tile and leave this spot empty instead.

Players may also agree to play with a certain combination of Galactic Story & Goal instead of drawing them.

### Distribute Player Items 1

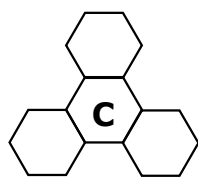
Every player gets the following:

- all pieces of a color, including logs for ships, fleet counters (A-E), cubes and discs. Every player places one disc of his color on the zero position of the DP track.
- the technology track + fleet pad in the player's color. Every player places one cube of his 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.
- 6 oval "growth" counters (2 Gain Star, 1 Switch Alignment, 1 Research, 1 Grow Population, 1 Build Ships - the latter two counters in the player's color)
- 7 technology/turn order change counters (1 counter for each technology field, a "+1" and a "-1" turn order change counter)
- 1 round 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)
- 10 hidden ship counters with the number '0' (dummy counters)
- a player reference tile

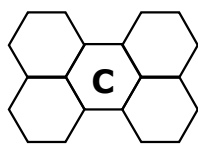
All dummy counters not distributed to players are removed from the game. The remaining hidden ship counters are put into a pile off to one side.

### Setup Board

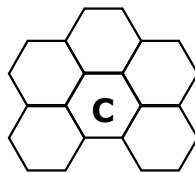
Randomly select a sector tile and place it in the middle of the table. This is the center tile. Then randomly select a number of sector tiles equal to the number of players. Place these tiles each in a random orientation next to the center tile. Use the below configuration according to the number of players ("C" is the center tile):



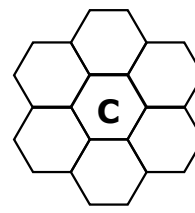
2 or 3 players



4 players



5 players



6 players

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.

Every player gets the sector tile closest to him and places his home star cylinder on the star in the center of it.

Then every player takes two star counters of each the three kinds ("uninhabited", "primitive neutral", "advanced neutral") for 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 of the stars except the central star of their sector tile.

Shuffle the 10 relic counters face down and place one on every star of the center sector. 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 kinds (so a total of 9). 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.

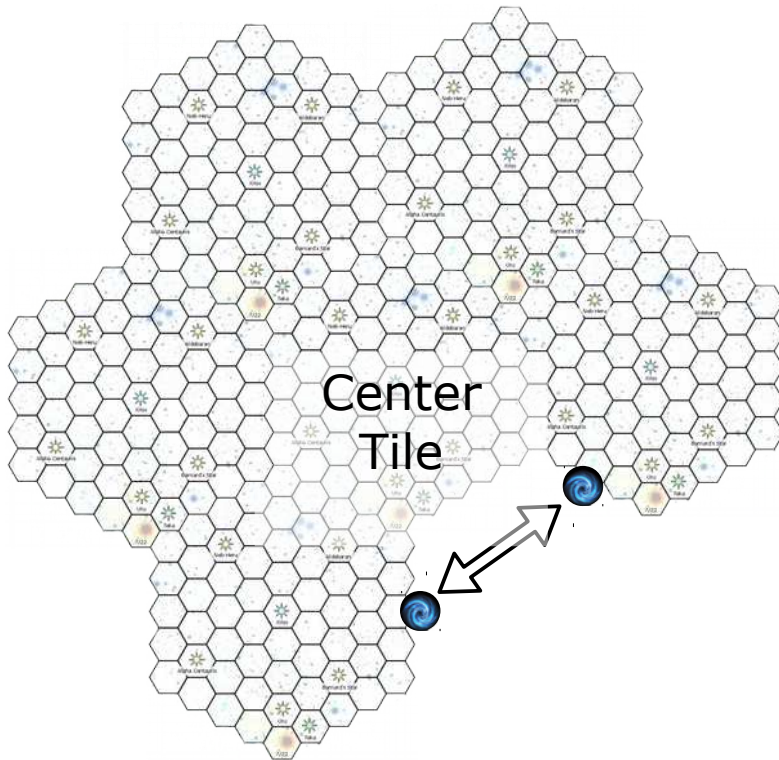
### Placing Wormholes

If there are large gaps (where one more sector tile would fit) between player sector tiles then place a wormhole counter on the middle hex of the first open edge of the sectors (going outwards from the center tile) as shown in the image below. Place the counters pairwise with the same



colored border for the same gap.

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



*two connected wormhole hexes (in a 5-player setup)*

## Distribute Player Items 2

Do the following additional steps. Players should choose their race/group and alignment last as in the order listed below.

### Domination Cards:

Take the domination cards (with the green backs) and shuffle them. Place the deck face down next to the round and DP track pad. 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:

Take the octagonal turn order counters (see image) and remove all those 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:

Players each place **3 ship pieces** of their color at their home star.

### Races/Groups:

Randomly give two race/group tiles to each player. Every player chooses one of these two.

### Select Alignment:

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

Players then check if they have any modified starting conditions for their selected race/group and alignment and make those modifications now. This may include, for example, extra starting technology levels or extra ships.

Some races have different starting conditions depending which alignment a player selects. Only apply the



starting condition for the alignment selected at setup. This does not change later on in the game by switching alignment.

If players finally need to make any other individual choices, they do this in turn order.

## 6. Play

**2 Players:** For two players there also some additional rules (see chapter 9.3).

Mark the current round using the gray pawn on the round track.

In each round there are four phases (in this order):

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

### 6.1 Move/Combat Phase

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

On his turn a player first creates any new fleets (see chapter 6.1.3), then does all his movement and then immediately after that does all his combat before the next player does his turn.

*Practical Tip: When a player has done his turn he can flip his turn order counter face down to indicate this. Turn these counters face up again when the growth phase begins.*

#### 6.1.1 Movement

The player may now move any or all of his ships. He need not move any.

Every turn a ship can move a number of hexes up to the player's current "range" as determined by his technology level in "Propulsion" (see technology track). A player may move into or through any hexes as long as it is counted to the range and does not exceed it.

##### Wormhole

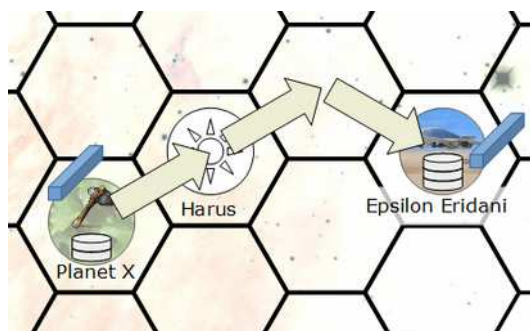
A wormhole (see image) connects (only) to the other end of the wormhole (i.e. the other wormhole hex facing the other side of the same gap, having the same colored border). Treat these hexes for movement as if they were adjacent hexes. Ships may also enter or pass through a wormhole hex without actually using the wormhole.



##### Scouting

Players may secretly look at the star counter and relic counter where a ship of theirs is standing at anytime during the game. A player may not use a ship that is just passing through a hex during movement to look at these though (i.e. it must either be before it has started or after it has finished its movement).

A scouting player may not show inspected counters to other players.



*Example (see image): At the start of his movement James has a ship standing at Planet X. He secretly looks at the star counter there and sees it is a primitive neutral. He then puts the counter back face down. Then he moves his ship three hexes passing through Harus (which he may not look at) and ends his ship's move at*

*Epsilon Eridani. He secretly looks at the star counter there and sees it is an advanced neutral. He also puts this counter back face down.*

## Remote Viewing

**REMOTE VIEWING IS THE PSYCHIC ABILITY TO TAP INTO THE UNIVERSAL MIND TO SEE ANY EVENT ANYWHERE IN SPACE AND TIME.**



A player may “remote view” a certain number of times in his move/combat phase according to his Spirituality level (see technology track, starting level 2 in Spirituality).

Per “remote view” a player may secretly look at one of following things:

- a star counter
- a relic counter
- a “fleet” of another player (i.e. the fleet counter and all the hidden ship counters beneath it). The player must have a higher spirituality level than the targeted player to do this.

He may not show the inspected counters to other players.

## **6.1.2 Combat**

After the player has completed all his movement, a battle occurs in every hex where the player has ships in the same hex with other players whom he is “at war” with. The player whose turn it is selects the first battle hex to resolve. After that is resolved he chooses the next hex and so on, until all battles are resolved.



### Resolving Combat

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

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

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

Before resolving combat the defending players possibly have the option to “retreat before combat” (see below). If there are still defending players left in the hex now then combat proceeds as follows. The attacking player and all the remaining defending players reveal their fleets there. This means flipping all fleet and hidden ship counters face up.

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

The winning player chooses all the losses from both winners and losers. He may choose to remove all, some or none of ships of the losing players (and which of those) there. The winning side then loses half of the number ships of what the losing side lost (rounded up). At most, the winning side can lose all of its ships there. If the defending side wins and there are multiple players on that side then the player who had the most ships there (resolve a tie by who is first in turn order) chooses the losses.

*Note that this means the defending player with the most ships can choose to take the ships of the other defending players there as losses if he wins.*

Any remaining ships of the losing side must then retreat. Do this in turn order if necessary.

### Retreat

When a player retreats from a lost battle he places all of his surviving ships from there into one of the nearest

hexes of his choice that contains no hostile ships. Ships may not retreat through a wormhole. Use the turn order when there are multiple players retreating. A retreating player may reorganize his retreating ships and fleets. This means transferring ships into, out of or between any of these fleets. New ship counters must be shown to the other players.

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

### Retreat before Combat

A defending player who has a higher level in Spirituality or Propulsion technology than the attacking player may "retreat before combat" before combat is resolved in a battle hex. Follow the same procedure as when retreating from a lost battle. Such a player must decide whether to use this or not before any fleets are revealed in that hex. Other players must give enough time to decide this before revealing their ships. A player may only choose to retreat either all of his ships or none of them. If some of the player's ships can retreat and others not (this may happen when using Fleet "E", see below), then he must choose to retreat all that can or none.

## 6.1.3 Handling Fleets

### Creating New Fleets

A player may create new fleets at his own stars at the start of his turn before moving any ships. The player does this by taking a fleet counter from his off-board supply and placing it into such a hex. He may place the fleet counter face down, so that other players do not see its "tactic" (see below). Then he transfers (see below) at least one ship into it by putting hidden ship counters under it.

*Note that you can dissolve a fleet first by transferring ships out and then recreate it elsewhere if you have not moved any ships yet on your turn.*

A player can also **swap** two of his fleets at this time if they are each at a star of his. To do this, just swap the fleet counters on top of the hidden ship counter stacks (the ships remain where they are). Players may also feign swapping.

### Transferring Ships

Anytime during his turn (so also during movement) but before any combat has happened a player may transfer ships into or out of fleets. The player can exchange ship counters between fleets that are in the same hex without revealing them. The player can also convert ship pieces to ship counters or vice versa accordingly in the same hex. He must show the counters used to the other players though.

Players must be careful to ensure that none of their ships moves farther than its allowed range.

### Dissolving Fleets

Whenever a fleet has no more ships then that fleet immediately becomes dissolved and the corresponding fleet counter is placed back in the player's off-board supply (without revealing it).

### Fleet Tactics

Every fleet has a special effect which only applies to ships currently in that fleet. This is also described in short form on the fleet pad (see image).

**Assault:** Whenever this fleet is involved in combat add 1 CV per ship in this fleet.



**Bomb:** For every 2 ships in this fleet increase the ship count by 1 for purposes of conquering or liberating a star.

**Counterassault:** Add 2 CV per ship in this fleet if there is an “A” fleet on the opposing side in combat.

**Dart:** Ships in this fleet get +1 to their movement range. Ships that leave this fleet immediately lose this advantage. Ships that have already used this advantage may not leave this fleet anymore in this turn.

*Note that the “D” fleet counters have no hidden side. Players thus always know where the fleets “D” are.*

**Evade:** Ships in this fleet have the option to retreat before combat regardless of technology levels. To use this special effect the player must reveal the counter.

### Advanced Fleet Tactics

Players get advanced fleet tactics when they reach certain levels in Military technology. For every advanced fleet tactic received a player places such a counter (see image) on a fleet section of his (or flips over an already placed one of his). He chooses which side of the counter to place face up, either “x2” or “+3 DP”. These placements cannot be changed later on. Each fleet section can only have one such counter.



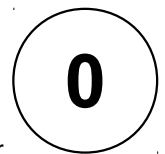
A fleet with a counter showing its “x2” side has its special effect doubled. For the “B” Fleet simply double the ship count versus stars. For the “E” fleet this means a defending player can also have it retreat before combat after opposing fleets are revealed without revealing his “E” fleet.

If at least half of a player’s ships involved in a battle (including losses) are in fleets with a counter showing its “+3 DP” side, then that player gets an additional 3 DP for winning it (unless all opposing ships retreated before combat).

*Note that a player gets the 3 additional DP only once per battle even if multiple fleets have that counter.*

### Dummy Counters

A player may add or remove dummy counters from his personal, off-board supply to or from any of his fleets anytime during his turn. He may also add these to any fleets wherever he is building new ships (see 6.2.4). He must show the dummy counters he is adding/removing face up to the other players. A player may never have more than ten of these in use at any time though.



## **6.2 Growth Phase**

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

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

### **6.2.1 Select Counters**

All players secretly select two of their oval “growth” counters and one square “technology” or “turn order change” counter. Also, for every star with 5+ population a player has now other than the home star he may select an additional oval growth counter. The player loses 2 DP though for every such additional growth counter (i.e. more than the normal two) selected.

When all players have selected all their counters then all these counters are revealed simultaneously. Apply DP losses for additional counters selected then for everybody.

*Practical Tip: You can cover the growth counters you have selected with your hand, so that other players*

cannot see how many you have selected.

*Example: Ellen has the star Khaa with 7 population which is not her home star. For her turn of the growth phase she reveals the growth actions "Research", "Gain Star" and "Build Ships". As her technology counter she has selected "Spirituality". She pays 2 DP for her third growth action counter.*

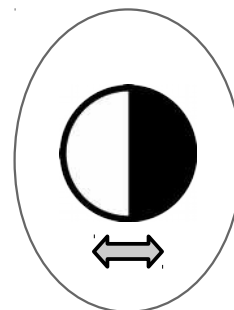
**Negative Points:** The score of a player can be negative. Indicate the number of negative points a player has by placing his scoring marker a number of positions equal to the number of negative points below the "0" spot of the DP track. Players can also use a "-50 DP" marker to note this (see image).



## 6.2.2 Switch Alignments

All players who selected a "switch alignment" counter (see image) resolve that action first and simultaneously. This is an exception to the other growth actions.

With the "switch alignment" action the player changes his alignment from STS to STO or vice versa. He flips over his race/group tile to the other side. He is then automatically "at peace" with all other players (flip over the war/peace counters accordingly).



A player at Spirituality technology level 5 or 6 must be and stay STO. A "switch alignment" action thus has no effect on the alignment at this Spirituality level.

*Note that switching alignment due to reaching level 5 or 6 in Spirituality happens when the technology level is reached. So not during the "Switch alignments" step as above.*

## 6.2.3 Change Turn Order

If there are players who selected a turn order change counter (i.e. either a "-1" or a "+1" counter), then the turn order is changed in the following manner.

First, all players who selected a "-1" turn order change counter (see image) move one number down in turn order. Do this by starting with the lowest number and then going up. Each such player exchanges his octagonal turn order counter with the player who has the next lower number. For a player who already had the number 1 of the turn order at the start of the phase such a counter does nothing.



Secondly, all players who selected a "+1" turn order change counter (see image) move one number up in turn order in the same manner as above, except that players start with the highest number and then go down. For a player who already had the highest turn order number at the start of the phase such a counter does nothing.



*Note that even if a player is not researching technology he can still pick a technology counter if he neither wants to pick his "-1" nor his "+1" counter.*

*Note also that you cannot prevent losing your first/last place in turn order if the player in second/second-to-last place wants to take it.*

*Example: The turn order is Ellen with the 1, Dave 2, James 3, Luke 4 and Dana 5. Dave and James have selected their "-1" counters, Ellen and Luke their "+1" counters. Dana researched Spirituality so she selected her Spirituality counter. First Dave switches with Ellen, so he gets the 1 and she the 2. Then James switches with Ellen, so he gets the 2 and she the 3. Then Luke switches with Dana and gets the 5 and Dana the 4. Then Ellen switches with Dana so she gets the 4 and he the 3. The final result is: Dave 1, James 2, Dana 3, Ellen 4, and Luke 5.*

## 6.2.4 Resolve Other Growth Actions

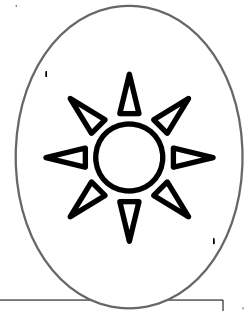
Then every player resolves his remaining growth actions in the (possibly new) turn order. Players who have

completed their turn can indicate this by flipping their turn order counter face down. Players may choose to execute these growth actions in any order they like.





The various growth actions are resolved in the following manner:

**Gain Star**

A player with the “gain star” action (see image) may choose to populate or take over a star of his choice where he has the required number of ships. Each method of gaining a star has a specific term as listed below which only applies to that context.



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

Star	Option for STO players	Option for STS players
 (uninhabited)	<b>Colonize:</b> This option is available to players of both alignments. The player must have 1 ship in the same hex as this star. The player removes the star counter and places 1 population disc of his own color there.	
 (primitive)	STO players cannot take this star.	<b>Subjugate:</b> Only 1 ship at this star is needed for this. The STS player removes the star counter and places 2 of his population discs there.
 (owned by player “at war” with)	<b>Liberate:</b> This option is only available to an STO player and only against an STS player he is “at war” with. If the STO player has more ships here than the number of population discs, then he exchanges all the population discs with ones of his own color. <i>Note that a liberated home star cylinder yields 6 population discs.</i>	<b>Conquer:</b> The STS player must be at war with the owner of the targeted star but he may declare war to do this action. If the STS player has more ships here than the number of population discs, then he removes all the population discs and places 1 of his own color there.
 (advanced)	<b>Ally:</b> Only 1 ship at this star is needed for this. The STO player removes the star counter and places 3 of his population discs there.	<b>Conquer:</b> STS players can only “conquer” this star. It is considered to have 3 population discs. Thus 4 ships are needed to conquer it. The star counter is removed then.

If a player does not have enough population discs available to place at the gained star, then he places as much as he can. He must have at least 1 available on his population track to do this action at all.

**Important:** for some race/groups the above conditions and effects may differ. Players should consult their race/group tile first.

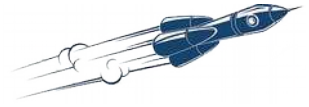
*Note that “gain star” is the only growth counter every player has two of.*

**Revealing Ships:**

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

### Involuntary Home Star Evacuation:

If a player loses his home star through conquest or liberation, then he must immediately select a new home star. He selects one of his stars without hostile ships and with the **most** population among those. Other players may not declare war on the evacuating player then to prevent that player from evacuating to certain stars.



To evacuate he removes his cylinder and any population discs from his old home star. He removes any population discs at his new home star and then places his cylinder there.

If there is no star a player can evacuate to, then his home star may not be conquered or liberated.

*Note that any population discs other than the cylinder at the home star are lost.*

*Example: Ellen has liberated Dave's home star Khaa. Dave has a total of 7 population there. Dave still owns the stars Maldek and Vega with 2 population each and Harus with 1 population. He chooses to evacuate to Vega which is one of the stars with the most population he has elsewhere. He removes the two population discs at Vega and then places his home star cylinder there. Then he removes his last population disc at Khaa. Ellen then places 7 of her population discs on Khaa.*

### Voluntary Home Star Evacuation:

If there are hostile ships in the hex of the player's home star then he may voluntarily evacuate his home star anytime during his turn of the growth phase. This works in the same manner as above except that he also places one population disc where his home star previously was. There must be a star where he can evacuate to otherwise he may not do this.

### Gaining Technology:

A player who conquers or liberates a star from another player may immediately get one level in any technology from that player. The technology must be in a field where the player has a lower technology level than that of the player he took the star from. If there is more than one possibility then the player who took the star may choose which.

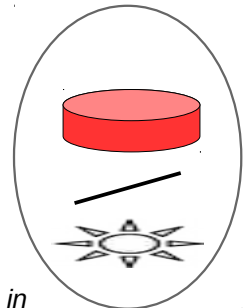


### Grow Population

A player with the "grow population" action (see image) adds one population disc to every star of his that is below its "growth limit". This limit is equal to its distance (in hexes) to the nearest player-inhabited star (both those of the player himself and other players).

*Note that the hex distance is different than the range used for ship movement. This means wormholes, nebulae and neutron stars have no effect for determining distance.*

*Also note that you do not lose population already placed on a star because of a decrease in the growth limit of that star. The limit is only relevant for adding population.*



### Bonus Population:

Players that have Genetics at level 2 or higher may also add a number of "bonus population" discs (see technology track) to their stars as part of this growth action. The previously mentioned growth limits do **not** apply though when placing bonus population. Players may only place one bonus population per star within a single growth action.

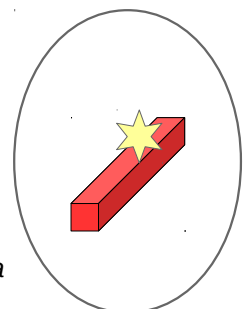
*Note: If a player gets more bonus population than stars he owns then the excess bonus*

### Build Ships

A player with the "build ships" action (see image) gets a number of new ships as follows:

**new ships** = ship number on **population track**  
+ ship number for **Robotics level**  
+ number of **asteroid systems** (see chapter 7.6) with a ship of the player

*Example: Ellen has a total of 8 population, Robotics at level 3 and 1 asteroid system with a*



ship of hers. Thus she can build 9 ships = 4 (from population) + 4 (from Robotics) + 1 (from asteroid systems).

The player first gathers ships pieces and counters (including dummies) totaling the above sum and showing the counters to other players. Then he may distribute all these in any way among his stars where he has 4+ population (this automatically includes the Home Star). Ship pieces are placed into the hexes of these stars. Counters are placed into any fleets that are located at these stars. The player may also create new fleets for placing these ships into.

*Note that you cannot transfer previously existing ships into newly placed fleets during a Build Ships action. This is only allowed at the start of movement phase.*

### Research

With the “research” action the player advances one level in every technology field for which he has selected the technology counter this round.

*Note that if a player did not choose a technology with his square counter then his research counter is wasted.*

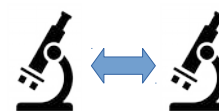


### “Free” Growth Actions

Some special effects give “free” growth actions.

A player may do his “free” growth actions in his turn of the growth phase (only) and in any order together with his other actions in that turn. He scores DP for them as if they were a regular action.

## 6.3 Trading Technology



After the growth phase players may “trade technology”. Negotiations and executions of trades are done simultaneously. A trade may only be between two players and each of those two must get a technology level.

Each player involved in a trade gets one level in a technology field where he is lower than his trading partner. Both players must agree with the technology level that each player is getting.

Every player may only participate in one trade per round.

Two players who wish to trade with each other must also be “in contact”. This means they must each have a ship in the same hex, or one player must have a ship at a star of the other player. If one of the two trading players is at Spirituality level 4+ then contact is not needed.

*Note: You do not lose a technology level when you trade. You only gain a level.*

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

## 6.4 Score for Round Track

At the end of the round players score DP according to the era of the current round. Mark the new score on the DP track accordingly. Some things are more practical to score right away when they occur (such as winning a battle or taking a star), everything else is scored at the end of a round (such as for the alignment).

What players can score for in a round is determined by the Galactic Story tile laid out along the turn track and the current era. Some Galactic Goal effects are also scored immediately. See chapter 10.4 for details.



# 7. Additional Details

## 7.1 Stargates

### Stargate 1

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



### Stargate 2

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

*Note: This means stars of their own, stars of players they are “at peace” with and neutral stars.*

Ships may not use any kind of stargates for retreating. Stargates are also not used for calculating distances for the population growth limits.

## 7.2 Blocking

Hostile ships “block” growth actions, gaining of additional growth actions, and certain types of movement in the hex where they are located (see below for details). This includes any special abilities of races/groups that are done as (or part of) a growth action with specific locations. A single ship is able to prevent any number of actions or movements. A “blocked star” is a star where there are hostile ships.

An action or movement currently being executed can (if the conditions are met) become blocked by a player declaring war in that moment (see chapter 7.3).

### Blocking Growth Actions

Grow Population:

A player may not add any population to a blocked star in a Grow Population action.

Build Ships:

The population of a blocked star does not count towards a player’s population total for the effect of a Build Ships action. New ships from such an action may also not be placed at a blocked star.

*Practical Tip: If the home star is blocked, a player can voluntarily evacuate to a new home star first to be able to place ships there.*

Gain Star:

A Gain Star action of a player is blocked by hostile ships in the same location as the targeted star. This means the action is prevented there. If prevented by a player newly declaring war the acting player may choose a different star to take instead. The action is only lost if the player has no other star he can and wants to take.

*Note that the Research and Switch Alignment growth actions cannot be blocked.*

*Example: Dave is an STS player who is currently at peace with James, an STO player. He has 4 ships at Epsilon Eridani which is an advanced neutral star. James also has a ship there. It is Dave's turn in the growth phase with a Gain Star action. Dave announces that he conquers Epsilon Eridani. In order to prevent this James chooses to declare war on Dave. The conquest is now blocked and thus not possible after all. Dave chooses to take another star instead where he is not blocked using the same Gain Star action. Dave and James are also now at war.*

### Blocking Additional Growth Actions

A hostile ship at a non-home star with 5+ population prevents the owner of the star from getting an additional growth action for it. This only applies during the selection step of the growth phase (i.e. before any counters are revealed).

## Blocking Movement

Only movement as detailed below can be blocked. Blocking works differently in each of these cases.

Blocking a stargate:

A ship trying to use stargate 1 or stargate 2 movement is blocked by hostile ships at the starting or the target hex. The player may then not move to the target star. If this happens by a player newly declaring war the moving player may move his ship a different way than originally intended (from the hex on wards where it was blocked).

Blocking a wormhole:

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

## 7.3 Opportunities for Declaring War

STS players may declare war on other players (see chapter 4.7) anytime on their turn of the move/combat phase. Otherwise only under the circumstances as described below.

STS players can declare war on their turn of the growth phase in order to conquer a star.

STS players can declare war at any time in order to block a growth action (including free actions) or movement a player is doing.

STS players can declare war when growth actions are revealed to block a star from providing additional growth actions. The player losing actions thus may choose which to cancel. Revert any DP losses that may have already been applied for that.

STO players can only declare war on STS players and only to block the subjugation of a primitive neutral star or the conquest of an advanced neutral star or a star owned by an STO player. Multiple STO players may use the same opportunity to declare war on an STS player even though one would be enough to prevent it.

The acting player must execute his actions or movement slowly enough to allow other players to declare war in order to block any blockable actions or movement he is doing.

*Practical Tip: The acting player announces loudly what he is doing whenever he is doing something that could be blocked.*

## 7.4 Domination Cards

Every player also gets a unique game objective in the form of a “domination card” (see image). See table in chapter 10.3 for the details on each domination card.

### 7.4.1 Scoring

A player may score with his domination card anytime by playing (revealing) it. This can also be done at game end.

Each domination card is divided into two sections by the long horizontal line, a big top section and a small bottom section (see image).

If the player now fulfills the condition as stated in the top section of the card then he immediately gets the DP as indicated there. The player then also applies the one-time effect as described in the top section. If the player cannot use the one-time immediately after playing the card then it is lost.



Note that the conditions on the cards are only minimum requirements.

If the condition in the top section is not fulfilled now then the player scores the points as indicated in the bottom section of the card instead.

Immediately mark the new score on the DP track accordingly. Each player may only use one domination card to score with in the entire game.

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.

*Practical Tip: Flip a played domination card face down once its one-time effect is over.*

Some domination cards have a certain symbol with a “12” on them (see image). This indicates any parameters that are different for the 12-round game. Ignore these in the regular game (8 rounds).



## 7.4.2 Exchanging 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 exchange his card for 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 draws the top card from the deck.

### Remote View Card

A player can use up 2 remote views to inspect the top card of domination card deck when he has the opportunity to draw one. He may not show the card to other players. These 2 remote views are subtracted from the available ones for that player’s next move phase. The player must currently have at least level 3 in Spirituality. The player may decline to keep the card after inspecting it in this way and place it at the bottom of the deck instead.

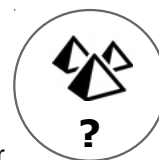
*Practical Tip: Place a white disc on the Spirituality track as reminder of having 2 remote views less next turn.*

## 7.5 Ancient Relics

*AN “ANCIENT BUILDER RACE” THAT HAS VANISHED INTO HISTORY HAS LEFT MYSTERIOUS RELICS BEHIND IN THE GALACTIC CENTER.*

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 the table in chapter 10.6 for the details on each relic counter.

Relic counters can be inspected with scouting or remote views.



## 7.6 Space Anomalies

Other than stars, there are certain hexes (see images) with special effects:

### Asteroid System

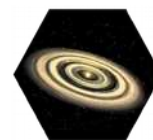
When doing the Build Ships growth action players get one additional ship per asteroid system hex where they have a ship of theirs. The asteroid system’s effect is blocked by a hostile ship.

*Note that multiple players can be present in the same asteroid system and all get its advantage. Also note that you only get the bonus once per hex even if you have more than one ship here.*

### Nebula

*INTERSTELLAR CLOUDS CONTAIN HIGH LEVELS OF SOURCE ENERGY THAT POSITIVE BEINGS CAN USE.*

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

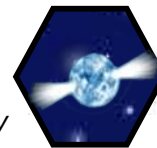


STO players get +1 CV per ship in combat in a nebula hex.

### Neutron Star

Ships may not enter neutron star hexes.

*Note that all these space anomalies do not affect the growth limits of stars nor the Planetary Death Ray.*



## 8. Game End

The game ends after 8 rounds.



### 8.1 Scoring

Players score 1 DP per population they have at game end.

*Note that the maximum population a player can have is 45.*

Players also score destiny points for the Galactic Goal that was selected for this game. See chapter 10.5 for details.

### 8.2 Winner

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

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

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## 9. Variants

### 9.1 Long Game

Players who want a longer game can use the other side of the round track with 12 rounds (instead of 8). In this case use the different numbers on the domination cards as indicated with the symbol there (see image).



### 9.2 Deterministic Setup

Players who want to take (most of) the luck out of the setup process can do the following instead.

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

#### Setup Turns:

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

- Take a race/group tile.
- Take a sector tile and place it next to center tile (any orientation). The player puts his home planet cylinder on the central star of this tile. The first player to choose this option may also rotate the center sector tile. If other players have already placed their sector tile then any new tiles must be placed so that they fit with the other tiles and the setup configuration for the number of players.

- Take a turn order counter.
- Draw five domination cards face down from the deck. Pick one and put the other four back. Then shuffle the deck.

Continue taking turns until all players have placed a sector tile, have a race/group tile, a turn order counter, and a domination card. Place relic and star counters on the sector tiles in the same way as the normal setup. Then do starting ships and selecting alignment as normal.

## 9.3 Two-Player Game



*Note: The 2-player game is not suitable for beginners!*

Setup and play the game as if with three players. The third player is the “puppet” which will be played each turn by either of the two actual players.

### Setup

Setup the puppet randomly before the two players choose their setup. The puppet does not get a domination card though. The puppet starts with the STO alignment.

### Determine Controller

At the start of every round the players determine who gets control of the puppet for that round. If one player is ahead of the other by 20 DP or more, then the player who is behind automatically gets control. Otherwise there is an auction. The two players each make a bid by secretly putting a number of discs of an unused color into their hand. Players may bid zero. Then both players each reveal their hand simultaneously. The player with the greater bid wins the auction and thus controls the puppet for that round. In the case of a tie the player who controlled the puppet last round wins the auction (if this happens in the first round, then determine the winner randomly). Mark control of the puppet by placing a ship piece of the player who won the auction on the puppet's race/group pad. This player must also subtract a number of DP from his current score equal to his bid (his score may go negative because of this).

*Note: The most common bids are 0-2 DP.*

### Play

The puppet and its controlling player are automatically at peace with each other (i.e. they are allies). Flip over the war/peace counters accordingly. They may thus not “declare war” on each other nor do any actions against each other that would require an “at war” status.

The controlling player may trade technology with the puppet.

The puppet does not score any DP. The puppet does count for Galactic Goal determination purposes though, and can thus deny DP to players (for the Galactic Goal of Leadership the puppet is considered to have 0 DP).

*Example: If the Galactic Goal is Power and the Puppet has the most ships in a sector, then neither player will score for that sector.*

## Credits:

A special thanks to the many playtesters, including the people from Casus Belli (Nijmegen), DSA Spellegroep (Nijmegen) the Hexacon (Braunfels) and the game meetings and game author seminars in Altenkirchen, Ruppichterth and Bochum.

Artwork: Diego Sanchez

Editor: Christwart Conrad

Production: Mücke Spiele

# 10. Tables

## 10.1 Race/Groups

<i>Race/Group Name</i>	<i>STO special</i>	<i>STS special</i>
Alliance of Light (STO) Alliance of Darkness (STS)	You get 3 DP at the end of an Era of Light.  Lose 4 DP when switching alignment in 8-round game or 5 DP in a 12-round game. This also applies when a player switches his alignment due to raising his Spirituality to level 5 or 6.	You get 6 DP at the end of the Era of Darkness.
Anchara Coalition	8-round game: 2 DP at start.  If you have chosen the Switch Alignment growth action counter then on his turn of the growth phase you may select and execute an additional growth action counter at no cost. To do Research you must have already chosen a technology for your square counter choice.	8-round game: 2 extra ships at start.
Annunaki	Start with Genetics level 2. Advance: Instead of using a Gain Star growth action normally, you can use it to convert 1 or 2 primitive neutral stars each to an advanced neutral star (add 1 white disc each). You need a ship at each star. Remove these white discs when the star is taken.	Start with Genetics level 2. When subjugating a primitive neutral star add 1 population disc to that star if that is within the growth limit as per a Grow Population action.
Avians	Start with Spirituality level 2 and Propulsion level 2.	
Dracos	Start with Military level 2. Start with 3 additional ships.	
Felines	Once per round when attacked, you can force the attacker to “retreat before combat”.(*)	Once per round when attacking, you can force a defending player to “retreat before combat”.(*)
Greys	After doing a Research growth action additionally get 1 level in the technology field where you have the lowest level (choose one if you have multiple such fields). This technology field is <u>not</u> counted for scoring DP nor for preventing scoring of other players (as per the galactic story) unless you selected this technology counter. Lose 1 DP at the end of a round if “at war” with any player.	At the end of a trading step in which you did not trade you may gain one technology level from a player you are in contact with (use the same rules as when taking a star, see chapter 6.2.4).
Galactic Confederation (STO) Galactic Empire (STS)	You may do an additional, free “ally” growth action for every a Gain Star growth action counter you selected. Every time you use this during the Era of Darkness you lose 1 DP.	You keep up to 3 population when conquering a star. This means you also get 3 population when conquering an advanced neutral. <i>Example: The player conquers a star with 5 population. He removes the 5 population discs of the other player and places 3 of his population discs.</i>
ICC	Start with Propulsion level 2.  You may do one technology trade with each player every round (instead of just one in total). Contact requirements still apply. You can immediately trade away a newly acquired technology level. You can choose the sequence of your trades.	Start with Robotics level 2.

Nordic Humanoids	You may declare war on STS players on your turn of the move/combat phase. You get 2 DP every time you liberate a star (in addition to other DP gained for this).	You may “ally” with advanced neutrals. <i>Note that such an action is <u>not</u> an opportunity for STO players to declare war.</i>
Mantids	Start with 2 additional population discs at your home star.	Start with Genetics level 2.
	You get 2 population discs (instead of 1) per star with a Grow Population growth action (growth limits still apply).	
Orion Republic (STO) Orion Empire (STS)	Your population counts double for being conquered. “B” fleets do not get their special effect against your stars.	You conquer stars with only 1 ship (this also applies to a star with the “Defense Grid”).
Progenitors	You get 4 additional, free “colonization” growth actions (for the entire game). You may use any number of these on a single turn.	
Rogue AI	Start with Robotics level 2. When doing the Grow Population action you may additionally convert up to 2 ships at stars into a bonus population each to be placed at the same star where the ships were. These also count to the 1 bonus population limit per star in a single action together with those from Genetics. This effect can be blocked.	Start with Robotics level 2. During the Build Ships action you may additionally convert any number of your population discs into ship pieces (2 ships per disc). These additional ships are placed at the stars where the discs were from which they converted. The converted population still counts for determining the effects of this action. The home star cylinder may not be converted. If all remaining discs of a star are converted it becomes “uninhabited”. This effect can be blocked.
Yowies	Start with Spirituality level 3. You may not have Robotics higher than level 1.	

(\*) Player must decide to use this before any fleets are revealed and before any defending player's decide whether to “retreat before combat” or not. Place a ship on the race/group tile to mark that you have done this in this round.

## 10.2 Technologies

### 10.2.1 Military

<i>Level</i>	<i>Effect</i>
1	The combat value (CV) of each ship is 1.
2	CV of each ship is 1. You get 1 advanced fleet tactic.
3	CV of each ship is 2.
4	CV of each ship is 3. You get 1 advanced fleet tactic.
5	CV of each ship is 6.
6	CV of each ship is 10. You get 3 advanced fleet tactics.

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). Note that this does not apply for a star being liberated.

## 10.2.2 Spirituality

<i>Level</i>	<i>Effect</i>
1	
2	You may do 1 remote view per round.
3	You may do 2 remote views per round.
4	You may do 3 remote views per round. You may trade technologies without being in contact. STS players double their population count when being liberated.
5	You may do 4 remote views per round. You may trade technologies without being in contact. You are immune to being blocked (this takes precedence over any special effects).
6	You may do 5 remote views per round. You may trade technologies without being in contact. You are immune to being blocked or conquered (this takes precedence over any special effects).

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

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

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

## 10.2.3 Propulsion

<i>Level</i>	<i>Effect</i>
1	Ship range is 3.
2	Ship range is 4.
3	Ship range is 4. You can use Stargate 1 connections.
4	Ship range is 5. You can use Stargate 1 connections.
5	Ship range is 5. You can use Stargate 2 connections.
6	Player can move his ships anywhere.

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

## 10.2.4 Robotics

<i>Level</i>	<i>Effect</i>
1	
2	Add 2 ships when doing Build Ships.
3	Add 4 ships when doing Build Ships.
4	Add 6 ships when doing Build Ships and may place new ships at non-blocked stars with 3+ population.
5	Add 8 ships when doing Build Ships and may place new ships at non-blocked stars with 2+ population. When selecting counters for the growth phase you may select 2 square turn order or technology counters instead of 1. You lose 1 DP for doing this. (*)
6	Add 12 ships when doing Build Ships and may place new ships at any non-blocked star owned. When you do the Research growth action gain 3 levels (instead of 1) in the chosen field and lose 1 DP. When selecting counters for the growth phase you select 3 square turn order or technology counters (instead of 1). (*)

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



## 10.2.5 Genetics

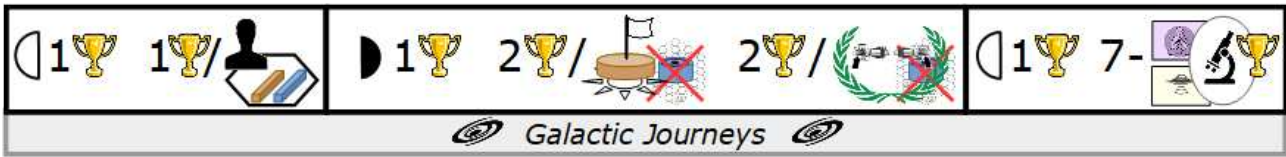
Level	Effect
1	
2	You get 1 bonus population when doing Grow Population.
3	You get 2 bonus population when doing Grow Population.
4	You get 3 bonus population when doing Grow Population.
5	You get 4 bonus population when doing Grow Population. Only lose 1 DP per additional growth actions counter selected.
6	You get 7 bonus population when doing Grow Population. No DP lost for additional growth action counters selected.

## 10.3 Domination Cards

Card Name	Condition	DP	One-time Effect	Alt. DP
Alignment	Be the only player with your alignment.	4	Get an additional 2 DP for every Switch Alignment growth action counter played this round (including your own).	4
Acquisition	Conquer/liberate 2 player-owned stars on the same turn.	8	Get an additional technology level from one of the players you took a star from this round.	4
Central	Own 4 stars in the center sector.	11	On your turn this growth phase you get a free Gain Star action which can be used in the center sector only.	1
Defensive	Own all the stars in your home star sector.	7	Add 20 CV to your side in the current battle if it is in your home star sector. You may play this card even after ships have been revealed.	3
Density	Have 3 (12r: 4) stars with 5 or more population each. <i>Note that the home star counts as one of these.</i>	8	Add 1 population disc to each of your stars with 5+ population (regardless of any limits or blocking).	2
Diplomatic	Have Spirituality 5+ (12r: 6) own the center star of the center sector and be at peace with every player.	12	No players may declare war on you for the rest of this round.	6
Economic	Build 10 (12r: 12) ships in a single build ships growth action.	6	Get an additional 5 ships which you can place at any of your stars (including blocked ones).	5
Exploratory	Have Propulsion 5+ (12r: 6) have a ship and a star each in 4 sectors.	10	You may inspect the domination card of another player.	5
General Scientific	Have a total of 15 (12r: 18) technology levels.	7	You may do an additional technology trade this round. The player you trade with <u>for this effect</u> also gets this.	2
Military	Have ships totaling 120 (12r: 180) in combat value (not counting fleet/nebula bonuses). Reveal enough ships to prove this.	9	Your opponents in the current battle you are involved in may not retreat before combat (not even with fleet "E"). Race/group special effects still apply though.	4
Spatial	Own 10 (12r: 12) stars.	10	Increase your Propulsion technology level by 1.	5
Special Scientific	Have level 6 in 1 (12r: 2) technology field(s) and level 5+ in another field.	9	Get one additional level in a technology field of your choice.	3

"12r": = in a 12-round game

# 10.4 Galactic Stories



Galactic Journeys

**First Era:** Every player with the STO alignment at the end of a round scores 1 DP.  
 Players score 1 DP for every player they are “in contact” with at the end of the round.

**Second Era:** Every player with the STS alignment at the end of a round scores 1 DP.  
 Players score 2 DP for every star outside of their home star sector that they take from another player.  
 Players score 2 DP for every battle they win outside of their home star sector. Battles where all opposing ships retreated before combat are not counted.

**Third Era:** Every player with the STO alignment at the end of a round scores 1 DP.  
 Players score 7 minus their Spirituality level at the end of the round if they researched that this round. The same applies for Propulsion.



Galactic Migrations

**First Era:** Every player with the STO alignment at the end of a round scores 1 DP.  
 Players score 4 DP for every Grow Population action they do in this era. Only Grow Population actions that generated at least one additional population are counted.

**Second Era:** Every player with the STS alignment at the end of a round scores 1 DP.  
 Players score 1 DP for every population of another player they remove from a star they conquer or liberate or through the Planetary Death Ray.

*Example: On round 6 Ellen liberates Khaa, Dave’s home star, with a population of 7. She thus scores 7 points.*  
 Players score 1 DP for every battle they win. Battles where all opposing ships retreated before combat are not counted.

**Third Era:** Every player with the STO alignment at the end of a round scores 1 DP.  
 Every player who is the only player to **research** a certain technology field in a round in this era scores 4 DP (per such action). Technology levels gained by any other means (such as taking a star from another player) do not count for this, neither for scoring nor for preventing scoring. A Research action that does not result in an increased technology level does also does not count likewise.  
*Example: In round 8 Ellen and James both research Genetics and Dave researches Spirituality. All three have a level less than 6 in these fields. Dave scores 4 DP for his research action. Ellen and James score nothing for theirs. If Luke who already has Spirituality level 6 had also researched Spirituality then Dave would have still scored the 4 DP.*



Galactic Wars

**First Era:** Every player with the STO alignment at the end of a round scores 1 DP.  
 Players score 2 DP for every Build Ships action they do in this era.


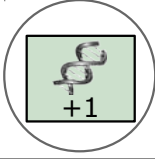
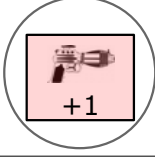

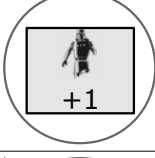
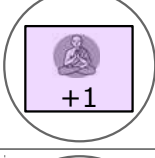
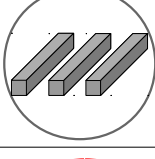

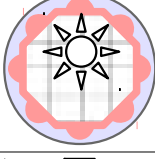

<p><u>Second Era:</u> Every player with the STS alignment at the end of a round scores 1 DP.</p> <p>Players score 1 DP for every star they take from another player.</p> <p>Players score 1 DP for every ship of opponents they destroy (also as losers of a battle). Multiple players on a side in a battle each score for all opposing ships destroyed.</p>
<p><u>Third Era:</u> Every player with the STO alignment at the end of a round scores 1 DP.</p> <p>Players score 7 minus their Military level at the end of the round if they researched that technology this round. The same applies for Robotics.</p> <p><i>Example: Dave has Military 3 at the start of the round in this era. He researches Military and gains one level through trade. He thus has Military 5 at the end of the round. So he scores 2 DP.</i></p>

## 10.5 Galactic Goals

<i>Name</i>	<i>Effect</i>
Control	Each player scores 10 DP per star he has in the center of a sector at game end.
Cooperation	<p>Players immediately score 2 DP per technology trade they are part of.</p> <p>Players immediately lose 3 DP when they declare war on a player. Later declarations of war by the same player on the same player cost nothing though (i.e. you only lose this once per player). Mark this by placing a hidden ship counter beneath the war/peace counter for that player.</p>
Discovery	<p>Players keep the star counters of neutral stars they took during the course of the game (a primitive neutral that was “advanced” by the STO Annunaki still counts as a primitive for this purpose).</p> <p>At game end the player with most star counters of a type scores 10 DP. (*)</p>
Leadership	<p>At end of every era (after all scoring) the player with the most DP of all players belonging to an alignment places a ship of his color on the Galactic Goal tile. In case of a tie each player among the tied does this. At the end of the second Era of Light do this before adding any game end DP.</p> <p>The player with the most ships on the Galactic Goal tile at game end scores 10 DP. (*)</p>
Legacy	Each player scores 10 DP per star he has with a relic at game end (the one-time effect relics do not count).
Personal Growth	<p>Players score double for domination cards.</p> <p>Players also immediately score 2 DP every time they draw a new domination card.</p>
Power	Each player scores 10 DP per sector where he has the most ships at game end (plurality). (*)
Presence	Each player scores 10 DP per sector where he has at least 2 stars at game end.

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

## 10.6 Ancient Relics

Name	Image	Effect
Ancient Pyramids		Player who first gains this star immediately gets <b>2 DP</b> . The player who owns this star at game end gets another <b>4 DP</b> . (*)
Ancient Technology: Genetics		Player who first gains this star immediately gets <b>1 level in Genetics</b> . (**)
Ancient Technology: Military		Player who first gains this star immediately gets <b>1 level in Military</b> . (**)
Ancient Technology: Propulsion		Player who first gains this star immediately gets <b>1 level in Propulsion</b> . (**)
Ancient Technology: Robotics		Player who first gains this star immediately gets <b>1 level in Robotics</b> . (**)
Ancient Technology: Spirituality		Player who first gains this star immediately gets <b>1 level in Spirituality</b> . (**)
Buried Ships		Player who first gains this star immediately gets <b>3 ship pieces</b> which are placed there (but not into a fleet). This effect cannot be blocked. This does not allow the creation of a new fleet. (**)
Planetary Death Ray		During his movement of the move/combat phase the player owning this star may <b>remove 1 ship or population disc</b> (but not a home star cylinder) of a player he is "at war" with within a distance of 3 hexes to this star. If a star loses its last population it becomes "uninhabited". If a fleet loses its last ship it is dissolved. During the second era of "Galactic Migrations" ("Galactic Wars") the owner also gets 1 DP for removing a population disc (ship). (*)
Defense Grid		Any player conquering or liberating this star needs <b>8 ships more</b> than usual 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). (*)
Super-Stargate		Player who owns this star may use <b>stargate movement</b> 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 non-blockable (at both ends). The player who owns this star at game end also gets <b>2 DP</b> . (*)

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

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