



Version 1.17.1



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Table of Contents

1. Introduction.....	3
2. Overview.....	3
3. Contents.....	3
4. Game Concepts.....	4
4.1 Board.....	4
4.2 Race/Group.....	4
4.3 Population.....	4
4.4 Home Star.....	4
4.5 Alignment.....	4
4.6 Ships.....	4
4.7 War/Peace.....	5
4.8 Technology.....	6
4.9 Era.....	6
4.10 Population Track.....	6
5. Setup.....	6
6. Play.....	9
6.1 Move/Combat Phase.....	9
6.1.1 Movement.....	9
6.1.2 Handling Fleets.....	10
6.1.3 Combat.....	11
6.2 Growth Phase.....	12
6.2.1 Select Counters.....	12
6.2.2 Switch Alignments.....	12
6.2.3 Change Turn Order.....	13
6.2.4 Resolve Other Growth Actions.....	13
6.3 Trading Technology.....	15
6.4 Score for Round Track.....	16
7. Additional Details.....	16
7.1 Stargates.....	16
7.2 Blocking.....	16
7.3 Opportunities for Declaring War.....	17
7.4 Domination Cards.....	17
7.4.1 Scoring.....	17
7.4.2 Exchanging Cards.....	18
7.5 Ancient Relics.....	18
7.6 Space Anomalies.....	18
8. Game End.....	19
8.1 Scoring.....	19
8.2 Winner.....	19
9. Variants.....	19
9.1 Long Game.....	19
9.2 Deterministic Setup.....	19
9.3 Two-Player Game.....	20
10. Tables.....	21
10.1 Race/Groups.....	21
10.2 Technologies.....	22
10.2.1 Military.....	22
10.2.2 Spirituality.....	22
10.2.3 Propulsion.....	23
10.2.4 Robotics.....	23
10.2.5 Genetics.....	24
10.3 Domination Cards.....	24

10.4 Galactic Stories.....	25
10.5 Galactic Goals.....	26
10.6 Ancient Relics.....	27

1. Introduction

The Galactic Era is the greatest cycle of time in the galaxy. Beings of the light incarnate to experience the material world. They create great civilizations to explore and conquer the galaxy. At the end of the cycle they return to the light with their experiences, hailing the greatest one.

Players start with a fledgling space-faring civilization and expand into the galaxy. Before meeting other civilizations they must decide upon their morals. Will they respect others and cooperate peacefully or will they only strive for their own goals?

The game is almost entirely based on actual claims of an alternative reality. See the accompanying background booklet for details.

2. Overview

The goal of the game is to score as many points as possible. To do this you need to have a large population and do the right things according to the current round.

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 VP marker) 40 in each of the 6 colors
- 36 oval “growth” counters (6 sets of 6 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)
- 3 “Galactic Story” tiles
- 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 each color)
- 6 technology track + fleet pads (1 in each color)
- 6 player reference tiles
- 6 wormhole counters
- 6 50+ VP counters
- 8 “Galactic Goal” tiles
- 9 sector boards
- gray pawn (round counter)
- hidden ship counters (including 60 dummy counters with '0')
- round & VP track
- rulebook
- background book

Components Limitation:

Players are limited to the number of components in their color (e.g. logs, discs, cubes) as listed above. Other components are not limited. Use suitable replacements if you run out of them.

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”. The other specially marked hexes are “space anomalies”. The two numbers separated by a slash in one of the corner hexes indicates 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

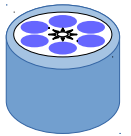
The population of a star system is represented by the colored discs. They are placed in the middle of a hex where a named star is. If more than one disc needs to be placed in a hex then stack them on top of each other. There can only be one color of discs on a star. The color of the population discs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



4.5 Alignment

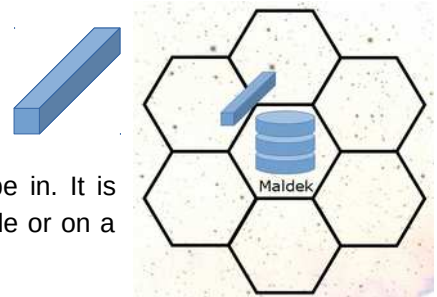
Every player has an “alignment” in the game. This is either “service-to-self” (STS) or “service-to-others” (STO). Players indicate this by having the appropriate side of their race/group tile facing up. Players have different options in the game depending on their chosen alignment. Players may also change 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. They have other advantages though, such as the gaining of some neutral stars as allies and some higher technology levels.

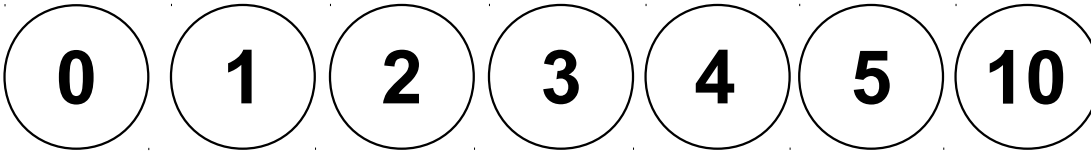
4.6 Ships

Ships are represented by the colored log-shaped pieces (see image). A ship is always in a hex. If there is not enough room in a hex then place them in an adjacent hex off to the side towards the hex they should be in. It is assumed that when a ship is not in the center of a hex but off to one side or on a vertex, that it is actually in the adjacent star hex (see example).



Note that the “cigar” shape is a commonly reported form in Ufology.

Example: This ship (see above image) is considered to be at the star system Maldek even though it is not inside the same hex.



Hidden Ships

The hidden ship counters (i.e. white chips with a number on them, see image above) are used to represent ships on the fleet pad. These counters may only be placed on a player's fleet pad. They are placed face down so to hide their number from other players. Each counter indicates that there are that number of ships of the player in that "fleet" (see below).

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.

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 one of the five sections of a player's fleet pad. Whenever ships join a fleet they are converted into counters. Whenever ships leave a fleet they are converted into ship pieces. The location of a fleet is determined by placing a corresponding fleet counter (see image to right) on the board. Players may not have more than 5 "fleets".



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 is a special effect that only applies to the ships that are currently in that fleet.

See Handling Fleets chapter 6.1.1 for more details.

A player may not have other player's ships on his fleet pad.

Note that while you can only have 5 "fleets" (A-D) you can have any number of ship collections using the wooden pieces directly on the sector tiles. Players are not limited to using only "fleets" to place ships. The term "fleets" is in this game only refers to collections of ships using the fleet pad.

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 a STS player can usually avoid being "at war" with a 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 victory points (VP) 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.

The highest numbered free spot on his track also indicates the number of ships the player gets whenever he builds 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 & VP Track

Place the pad with the round and VP 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 & VP 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

Every player gets the following:

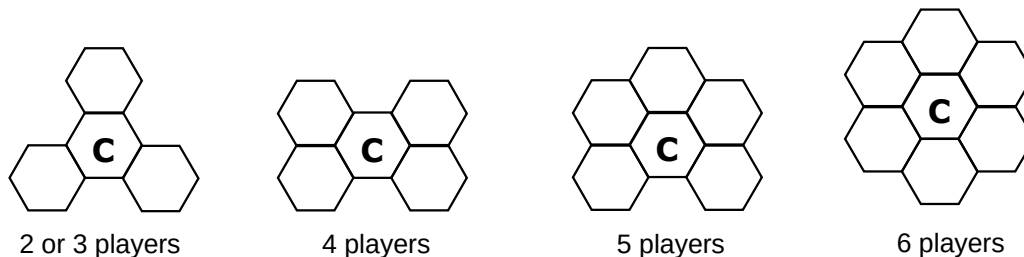
- all pieces of a color, including logs for ships, fleet counters (A-D), cubes and discs. The cylinder is for the home star. Every player places one disc of his color on the zero position of the VP track.
- the technology track + fleet pad in the player’s color. Every player places one cube of his color on each leftmost position (level 1) of each of the five technologies. Every player also places each of his fleet counters (A-D) on the corresponding space (i.e. with the same letter) of his fleet pad.

- 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):



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.

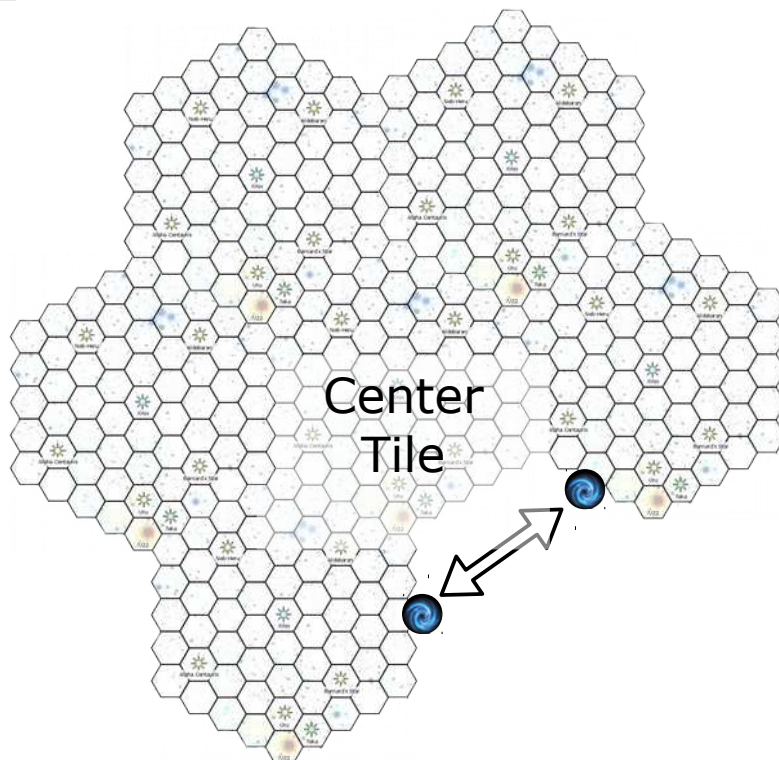
Then every player takes two star counters of each the three kinds ("uninhabited", "primitive neutral", "advanced neutral") for a total of six. Players who have a sector with eight stars take one additional "uninhabited" counter. Players then flip all their counters face down, shuffle them and place one 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.

Then take three star counters of each 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.

Put the relic and star counters left over from this away. They may not be inspected or revealed for the remainder of the game.

Placing Wormholes



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

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 above image.

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.

Domination Cards

Take the domination cards (with the green backs) and shuffle them. Place the deck face down next to the round and VP track pad. Deal one domination card face down to each player. Players may look at their card but may not be show it to other players.

Determine 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.



Distribute Races/Groups

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

Every player then checks if he has any modified starting conditions for his selected race/group and makes those modifications. This may include for example extra starting technology levels or extra ships.

Starting Ships

Every player also gets **3 ship pieces** which he places at his home star. Races/groups may also give additional ships now (i.e. "Dracos").

Select Alignment

As the final step, all players choose their alignment by secretly choosing which side of their race/group tile to place face up. After all have chosen then all reveal their race/group tile simultaneously.

6. Play

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. Players who have completed their turn can indicate this by flipping their turn order counter face down.

On his turn a player first creates any new fleets, 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 count 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.

Practical Tip: You can flip fleet counters to mark them as moved. Flip them back up when all your movement is done.

Wormhole

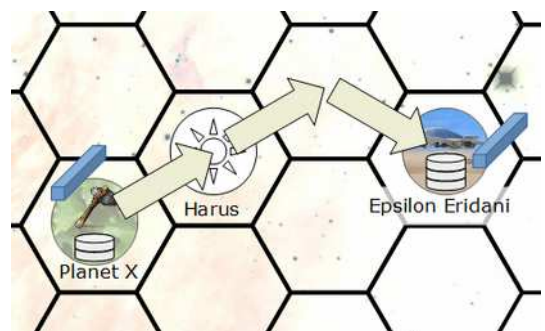
A wormhole (see image) connects (only) to the other end of the wormhole (i.e. the other wormhole hex facing the other side of the same gap). Treat these hexes for movement as if they were adjacent hexes. Ships may also enter or pass through a wormhole hex without actually using the wormhole.



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

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. all the counters on one section of the fleet pad)

He may not show the inspected counters to other players.

When remote viewing fleets the player must have a higher spirituality level than the targeted player.

6.1.2 Handling Fleets

Creating New Fleets

A player may create new fleets at his own stars at the start of his movement before moving any ships. The player does this by taking the fleet counter from his fleet pad and placing it into such a hex. Then he transfers (see below) at least one ship into 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, swap both the fleet counters on the board and all the ship counters in the two fleet pad sections. The ship counters are not revealed.

Note that only the fleet designations are actually swapped. The number of ships in each hex remains the same.

Example: Dave has 3 ships in fleet “A” at Khaa and 5 ships in fleet “B” at Harus. He wants to swap these fleets. He places the “A” fleet counter at Harus and the “B” fleet counter at Khaa. He moves the 3 ships in the “A” fleet pad section to the “B” section and the 5 ships in the “B” section to the “A” section. He now has 3 ships in fleet “B” at Khaa and 5 ships in fleet “A” at Harus.

Transferring Ships

Anytime during his turn but before combat 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 exchange ships between a section of his fleet pad and the hex of the corresponding fleet counter. The player converts the ships pieces to ship counters or vice versa accordingly. He must show the counters used to the other players though.

The player must be careful to ensure that no ship 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 on its spot of the fleet pad.

Tactical Directive

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 (see next section) 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.

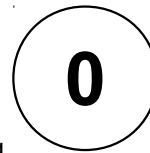
Counterassault: Add 2 CV per ship in this fleet when it is in combat against an “A” fleet.

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.

Evade: The ships in this fleet always have the option to retreat before combat. They may retreat separately if together with ships that do not have this option.

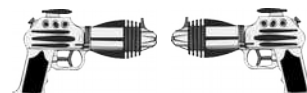
Dummy Counters

A player may add or remove dummy counters from his personal, off-board supply to or from any of his fleets (see below) anytime during his movement. 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 counters in use at any time though. Whenever such a counter is revealed due to combat the player puts it back into his off-board supply.



6.1.3 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).

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 hidden ship counters to their number sides 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.

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's ships and one ship of her own. 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.

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.

Retreat

When a player retreats from a lost battle he places all of his surviving ships from there into any 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.

Retreat before Combat

A defending player who has a higher level in either Spirituality or Propulsion technology than the attacking player may retreat before a combat is resolved in a battle hex. Follow the same procedure as when retreating from a lost battle. A player must decide whether to use this or not before any fleets are revealed in that hex (other players must give them enough time to decide this before revealing their ships). A player may only choose to retreat either all or none of his ships. Only if he wishes to retreat Fleet "E" and his other ships cannot do so, may he retreat that separately.

Exemption from Losses

If a player has Military level 6 then he does not take any losses during combat if all of his opponents in that battle have Military level 4 or lower. When winning a battle together with other players having a lower Military level then these must still fulfill any required losses (i.e. half of what the losing side lost).

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 VP 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 VP 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.

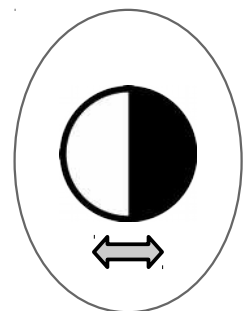
Example: Ellen has the star Khaa with 7 population which is not her home star. For her turn of the growth phase she reveals the growth actions "Research", "Gain Star" and "Build Ships". As her technology counter she has selected "Spirituality". She pays 2 VP for her third growth action counter.

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 affect on the alignment at this Spirituality level.

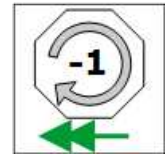


Note that switching alignment due to reaching level 5 or 6 in Spirituality happens when the technology level is reached. So not during the “Switch alignments” step as above.

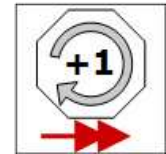
6.2.3 Change Turn Order

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 in a turn 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 Roy 5. Dave and James have selected their “-1” counters. Ellen and Luke their “+1” counters. Roy researched Spirituality so he selected his 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 Roy and gets the 5 and Roy the 4. Then Ellen switches with Roy so she gets the 4 and he the 3. The final result is: Dave 1, James 2, Roy 3, Ellen 4, and Luke 5.

6.2.4 Resolve Other Growth Actions

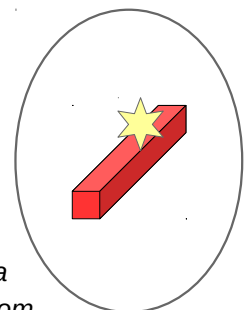
Then every player resolves his remaining growth actions in the (possibly new) turn order. Players who have completed their turn can indicate this by flipping their turn order counter face down. Players may choose to execute these growth actions in any order they like.

The various growth actions are resolved in the following manner:

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.

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.

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:

a.) Ally with a star. This option is only available to STO players and only at a star with an “**advanced neutral**” counter (see aircraft image). Only **one ship** at the star is needed for this. The player removes the star counter and places three of his population discs there.

b.) Colonize a star. This option is only available where the player has a ship at a star with an “**uninhabited**” star counter (see moon image). The player removes the “uninhabited” counter and places one population disc of his color there.

c.) Conquer a star. This option is only available to STS players. If the player has more ships there than the number of population discs there, then he removes all the population discs and places one of his own color there.

A star with an “**advanced neutral**” counter (see aircraft image) may also be conquered. It is considered to have three population discs. Thus four ships are needed to conquer it. The star counter is removed then.

d.) Liberate a star. This option is only available to STO players and only against STS players they are “at war” with. If the player has more ships there than the number of population discs there, then he exchanges all the population discs with ones of his own color (thus the number of population discs stays the same).

Note that a liberated home star cylinder yields six population discs.

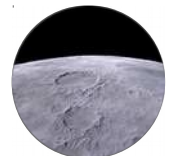
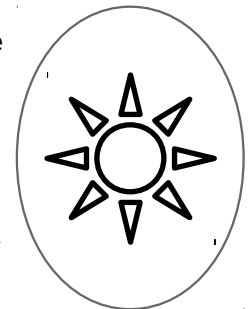
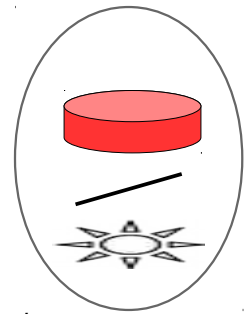
e.) Subjugate a star. This option is only available to STS players and only against a star with a “**primitive neutral**” counter (see stone axe image). Only **one ship** at the star is needed for this. The player removes the star counter and places two of his population discs there.

Note that a STO player does not have any option to take a “primitive neutral” star.

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

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

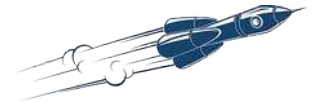
Revealing Ships:



A player must reveal the required number of ships needed to take a star (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. He chooses to evacuate to Vega which is the star 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.



Research

With the "research" action the player advances the technology he selected (as on his square technology counter) by one level.

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 VP 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 either 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 VP according to the era of the current round. Mark the new score on the VP 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 and 4 get Stargate 1. This means every star where the player has 3+ population is connected with every other likewise star 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 the population growth limits.

7.2 Blocking

Hostile ships “block” 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 a specific location. 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 is 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 is he is not blocked using the same Gain Star action. Dave and James are also now at war.

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 either 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 onwards 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 also declare war at any time in order to block a growth action (including free actions) or movement a player is doing.

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 a STO player. Multiple STO players may use the same opportunity to declare war on a 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 can announce loudly what he is doing.

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 VP as indicated there. The player then also applies the one-time effect as described in the top section.

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

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

Immediately mark the new score on the VP 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.

7.5 Ancient Relics

Story: 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

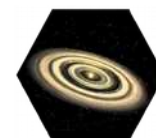
When doing the Build Ships growth action players get one additional ship per asteroid system hex where they have a ship of theirs.

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

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

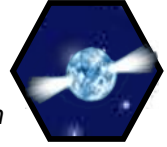
Tactics Tip: You can position your fleet in a nebula hex so that you are in just within range of an opposing fleet but that fleet is not within range of yours (assuming both fleets have the same range). This means you could attack that fleet next round but it cannot attack you beforehand.



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 VP per population they have at game end.

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

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

Negative Points: Some effects may require a player to lose points. The score of a player can thus 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 VP track.

8.2 Winner

The player with the most victory points (VP) 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.



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 by the other two players. The puppet starts with the STO alignment. If using the “deterministic setup” (see above) then setup the puppet randomly before the other two players choose their setup.

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

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.

At the start of every round there is an auction for control of the puppet for that round. 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 VP from his current score equal to his bid (his score may go negative because of this).

Note: The most common bids are 0-2 VP.

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.

Credits:

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

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 VP at the end of an Era of Light. Lose 4 VP when switching alignment in 8-round game, 5 VP instead in 12-round game. (1)	You get 6 VP at the end of the Era of Darkness. Lose 4 VP when switching alignment in 8-round game, 5 VP instead in 12-round game. (1)
Anchara Coalition	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. Start with 2 VP in 8-round game.	
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”. (2)	Once per round when attacking, you can force a defending player to “retreat before combat”. (2)
Greys	When 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 not counted for scoring VP nor for preventing scoring of other players for any research actions (see “Galactic Migrations”). Lose 1 VP 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 VP.	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.	
Nordic Humanoids	You may declare war on STS players on your turn of the move/combat phase. You get 2 VP every time you	You may “ally” with advanced neutrals.

	liberate a star (in addition to other VP gained for this).	
Mantids	You get 2 population discs (instead of 1) per star with a Grow Population growth action (growth limits still apply). Start with 2 additional population discs at your home star.	
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 can use multiple of these on a single turn.	
Rogue AI	Start with Robotics level 2. When doing the Grow Population action may convert player's ship pieces into population discs (1 disc per ship) at stars of the player. Population growth limits apply to this. This effect can be blocked.	Start with Robotics level 2. During a Build Ships action the you may additionally convert any number of population discs into ship pieces (2 ships per disc) at any stars of yours. These additional ships are placed at the star where the disc was from which they converted. 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.	

(1) Also applies when player switches his alignment due to raising his Spirituality to level 5 or 6.

(2) 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 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. This does not prevent the loss of ships due to Planetary Death Ray.

- 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	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 when he is being attacked by a player with a lower Spirituality level.
- A player may only remote view fleets of a player who has a lower spirituality 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 immediately when the level is reached (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. 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 when he is 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 player doing the Research growth action he gains 2 levels (instead of 1) in the chosen field and loses 1 VP. (1)
6	Add 12 ships when doing Build Ships and may place new ships at any non-blocked star owned. When player does the Research growth action he gains 3 levels (instead of 1) in the chosen field and loses 1 VP. (1) If a STO Grey player takes an increase from Robotics 5 to 6 as his additional technology level when doing Research, then the effect of Robotics 6 do not apply to that Research action.

(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.

10.2.5 Genetics

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

10.3 Domination Cards

Card Name	Condition	VP	One-time Effect	Alt. VP
Alignment	Be the only player with your alignment.	6	Get an additional 2 VP for every Switch Alignment growth action counter played this round (including your own).	5
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 round you get a free Gain Star growth 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.	4
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 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).	4
Spatial	Own 10 (12r: 12) stars.	10	Increase your Propulsion technology level by 1.	5
Special Scientific	Have level 6 in 2 (12r: 3) technology fields.	9	Increase your highest technology field below 6 by 3 levels (at most to level 6). You may choose which one if this applies to multiple fields.	3

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

10.4 Galactic Stories

Name	Effect
Galactic Journeys	<p><u>First Era:</u> Every player with the STO alignment at the end of a round scores 1 VP. Players score 1 VP for every player they are “in contact” with at the end of the round.</p> <p><u>Second Era:</u> Every player with the STS alignment at the end of a round scores 1 VP. Players score 2 VP for every star outside of their home star sector that they take from another player. Players score 2 VP for every battle they win outside of their home star sector. Battles where all opposing ships retreated before combat are not counted.</p> <p><u>Third Era:</u> Every player with the STO alignment at the end of a round scores 1 VP. Players score 7 – their Spirituality level at the end of the round if they researched that this round. The same applies for Propulsion.</p>
Galactic Migrations	<p><u>First Era:</u> Every player with the STO alignment at the end of a round scores 1 VP. Players score 4 VP for every Grow Population action they do in this era. Only Grow Population actions that generated at least one additional population are counted.</p> <p><u>Second Era:</u> Every player with the STS alignment at the end of a round scores 1 VP. Players score 1 VP for every population of another player they remove from a star (i.e. through conquest, liberation or the Planetary Death Ray). <i>Example: On round 6 Ellen liberates Khaa, Dave’s home star, with a population of 7. She thus scores 7 points.</i> Players score 1 VP for every battle they win. Battles where all opposing ships retreated before combat are not counted.</p> <p><u>Third Era:</u> Every player with the STO alignment at the end of a round scores 1 VP. Every player who is the only player to research a certain technology field in a round in this era scores 4 VP (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. <i>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 VP 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 VP.</i></p>
Galactic Wars	<p><u>First Era:</u> Every player with the STO alignment at the end of a round scores 1 VP. Players score 2 VP for every Build Ships action they do in this era.</p>


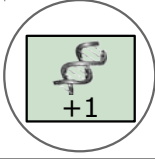
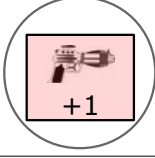

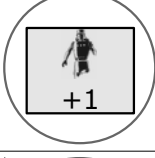
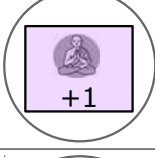
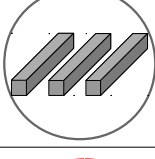

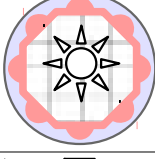

	<p><u>Second Era:</u></p> <p>Every player with the STS alignment at the end of a round scores 1 VP.</p> <p>Players score 1 VP for every star they take from another player.</p> <p>Players score 1 VP for every ship of opponents they destroy (also as losers of a battle). Multiple players on a side in a battle each score for all opposing ships destroyed.</p>
	<p><u>Third Era:</u></p> <p>Every player with the STO alignment at the end of a round scores 1 VP.</p> <p>Players score 7 – 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 VP.</i></p>

10.5 Galactic Goals

<i>Name</i>	<i>Effect</i>
Control	Each player scores 10 VP per star he has in the center of a sector at game end.
Cooperation	<p>Players immediately score 2 VP per technology trade they are part of.</p> <p>Players immediately lose 3 VP 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 VP. (*)</p>
Leadership	<p>At end of every era (after all scoring) the player with the most VP 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 VP.</p> <p>The player with the most ships on the Galactic Goal tile at game end scores 10 VP. (*)</p>
Legacy	Each player scores 10 VP 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 VP every time they draw a new domination card.</p>
Power	Each player scores 10 VP per sector where he has the most ships at game end (plurality). (*)
Presence	Each player scores 10 VP per sector where he has at least 2 stars at game end.

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

10.6 Ancient Relics

Name	Image	Effect
Ancient Pyramids		Player who first gains this star immediately gets 2 VP . The player who owns this star at game end gets another 4 VP . (1)
Ancient Technology: Genetics		Player who first gains this star immediately gets 1 level in Genetics . (2)
Ancient Technology: Military		Player who first gains this star immediately gets 1 level in Military . (2)
Ancient Technology: Propulsion		Player who first gains this star immediately gets 1 level in Propulsion . (2)
Ancient Technology: Robotics		Player who first gains this star immediately gets 1 level in Robotics . (2)
Ancient Technology: Spirituality		Player who first gains this star immediately gets 1 level in Spirituality . (2)
Buried Ships		Player who first gains this star immediately gets 3 ships which are placed there. This effect cannot be blocked. This does not allow the creation of a new fleet. (2)
Planetary Death Ray		During his movement of the move/combat phase the player owning this star may remove 1 ship or population disc (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 VP for removing a population disc (ship). (1)
Defense Grid		Any player conquering or liberating this star needs 8 ships more 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). (1)
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 non-blockable (at both ends). The player who owns this star at game end also gets 2 VP . (1)

(1) Leave this counter here to mark this star.

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