



RULE BOOK

OPEN IMMEDIATELY IF
ENCOUNTERING A BLACK HOLE
Black holes are dangerous and
the space beyond is unknown.
Proceed with caution.



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SETUP

Place tiles around center tile in 4 concentric circles. Place the tiles with a 4 on the back in the inner circle, then outward until you use the tiles with a 1 on the back. Number 1 tiles get placed face up. Each player places a starting wormhole tile on a 1 tile, which becomes their starting tile. Players must place their starting tile on separate edges. Each player also places a pirate fleet of 2 in any unrevealed tile.

Roll to determine player order, then place order die on your player card. Player order determines who goes first, second, and so on. Each player starts with 4 production, and each player starts with 1 special upgrade. To select special upgrade draw 2 cards and pick 1, placing the discarded card on the bottom of the deck.

OBJECTIVE

Person with the most victory points at the end of 8 rounds wins. You gain 1 victory point for capturing a planet/moon from an opposing player. You gain 1 victory point per opponent defeated in a combat you are the victor of. And you gain victory points at the end of each round if you have captured a certain number of planets/ moons. The number of victory points gained by captures is revealed on your played card as you move capture tokens off the card, moving left to right. Also if you capture a planet with a

tech upgrade token but have maxxed out your tech track, gain one victory point per tech token.

ROUNDS

Beginning of each round the player order resets according to victory points, with the person with the most victory points going first and then so on. If players are tied on victory points the player with more production goes first. If their are still ties roll to break ties. marauders spawn at the beginning of every round starting at round 2. At the end of round 3 every player gets a free tech upgrade and can place a free port.

TURN PHASES

1. Build

The first player in player order starts their build first. If there are any damaged ships those must be repaired first, cost 2 production per ship to repair. Build items can happen in any order. Buy tech upgrades, ship upgrades, ships, and planetary enhancements up to your production number. Any production not used is lost.

Tech Upgrades

Tech upgrades cost 4 production and are tracked by the slider on the top of your player card. Ships, Planetary Enhancements, and ship upgrades are only available if you have the appropriate level on your tech track. Each level unlocks new things to buy. You gain a 3rd order marker when you reach tech level 6.

Ship Upgrades

When buying ship upgrades, spend 2 production to add a normal upgrade. If there are any ships of that type in play you must also spend 1 production for every ship in play you are upgrading. You can denote which ship has which upgrade by moving the upgrade token from the top of the ship schematic card to the individual ship schematic. In order to put two upgrades on a ship you must reach the second upgrade per ship on your tech track on the top of the player card. Special upgrades are free to put on, but must be placed or moved during build phase under the ship they are applied to. Special upgrades can also be placed to the side if not applied to a ship.

Ships

Each ship has different stats according to your ship schematic card. The stats are cost, movement, and capture value. The ship schematic card will also tell you the accuracy the ship shoots at, how many dice to roll, and how much HP (health points) it starts with. Ships must be placed on your starting tile or a port. Ports act as stationary ships with no combat value and 1 HP, but cannot be upgraded. They can be placed anywhere you have ships. You cannot build from a port on the same build which the port was built.

Planetary Upgrades

Planetary builds occupy a build slot, and come from a pool available to all players. They can be unlocked to build through the tech track. Some planetary enhancements also gain a bonus when you move further along the tech track shown by your player card. Planetary enhancements can be captured by other players upon capturing the

planet, denoted by placing a flag.

Build ends by placing ships, order markers, and an E.V. (Exploratory Vehicle) token if they can on the board. Place EV token on a 3-way intersection of tiles where you occupy one of the tiles on that intersection. Tiles in that intersection become revealed after all builds are done. Tiles may not hold more than 6 of one player's ships. If fleet limit of 6 is exceeded that player must destroy ships until within fleet limit. Once a player's build is done the next person in player order does their build and so on.

2. Move

Starting player chooses one of their order markers to activate. All ships from the activated tile may move as many tiles as their movement speed allows. Ships that start on the same tile may move to different tiles. Asteroid tiles cost an extra movement to move onto. Debris field tiles cause 1 damage to all ships unless you have a ship upgrade negating debris field damage, and also cost an extra movement to move into. You may not move onto tiles not revealed.

The next player in the player order will activate an order token, and so on. Then repeat for the next order marker, in player order. Continue until all order markers are used. If a player moves into another player's order marker, that player can still move but must take one attacking roll from players who moved into the order marker.

3. Combat

At the end of movement all players occupying the same hex tiles must resolve combat. Combat is resolved when all but one player's ships are destroyed, or until all other players retreat. Combat goes in rounds, one round being when all players roll for their fleet once or choose to retreat. If the tile contains a cannon it shoots before each round of combat. Players roll in player order, rolling separate dice for different ships if they have different accuracies. Marauder fleets roll last if present attacking fleet with most ships first, then player with most victory points, then player with most production. Each die within ship accuracy denotes a hit against that fleet.

Each player chooses how to take hits on their own fleets, unless the attacker used a targeted shot, in which case the attacker chooses which ships take hits. If the ship takes a hit but is not destroyed tip the ship to show damage taken. If the hits match the HP of the ship the ship is destroyed. Casualties are taken off after all players roll dice, completing one round of combat. The victor of each combat gains 1 victory point for every opponent defeated.

A player may choose to retreat instead of rolling for hits. Hits for that round of combat still take effect. If a player chooses to retreat they must move towards their starting tile by 1 space. They may not retreat into a tile occupied by an enemy player. If they move into a tile with their

own ships the number of ships must not exceed 6, any excess ships must be destroyed.

4. Capture

After movement and combat are resolved, the player captures any planets or moons they are occupying providing their capture value is higher than the defense value of the tile. Denote your captured planet by placing a flag from your leftmost side of your player card on the tile. Some planets have a tech upgrade rewarded to the first player to capture it. When capturing a planet with a tech token take the tech token off the planet to show the tech upgrade has already been acquired. Adjust your production dial to your new production level, adding the production of newly captured planets/moons. This phase happens for every player simultaneously.

Marauders

Marauder ships are NPC fleets which hold special upgrades to capture. Each player places a fleet of 2 pirate ships in any unrevealed tile during setup. At the start of round 2 the person with the least production (roll D6 to resolve ties) decides an unoccupied tile (except starting tiles and sun tile) and places a wormhole token on top of that tile, which remains for the rest of the game. Wormhole tokens can be placed on undiscovered tiles. Place a pirate fleet with 3 ships on the tile with the new wormhole token. Each tile with a wormhole token is connected, meaning you can move from one wormhole tile to any other wormhole tile as if they were adjacent. Wormhole tokens also reduce the movement needed

for the tile to 1, however damage from debris is still taken. Marauder fleets can move into any territory, including debris fields and undiscovered tiles. The only tile they cannot go into is player's starting tiles and the center tile.

After placing a new pirate fleet roll a D6 for every pirate fleet in play. On the center tile there is a sun dial ranging 1 through 6. The number on the die determines the move direction of the pirate fleet according to the center sun dial. Each pirate fleet moves 1 tile. Re-roll a D6 for the next pirate fleet to show it's direction, and so on until each pirate fleet is moved. If the pirate fleet cannot move in that direction, reroll the die.

If marauders move into an occupied territory don't resolve combat until combat phase. marauders fire at a 5-6 accuracy. The marauders fire on the fleet with the most ships, if there is a tie then they fire on the person with most victory points, then the person with the most production. If there is still a tie roll to resolve. If a pirate fleet is destroyed, the player who won the combat gets the special upgrade, drawing 2 and picking 1. The discarded card is placed at the bottom of the deck. If all ships are destroyed including pirate ships take a specialty card and place it on the tile where the battle happened. That card can now be picked up at the end of the next combat phase if someone occupies the tile. Specialty upgrades can be placed in addition to any normal upgrades already on the ship.

PIECE LEGEND

SHIPS

	Cost	Speed	Capture	Accur.	HP	Dice
Cruiser	2	3	1	5-6	1	1
Drone M.	3	2	6	6	2	1
Gunship	4	2	0	5-6	1	3

All ships have two upgrade slots for normal ship upgrades. Each ship can also have one special upgrade taken from space pirate battles which don't use a normal slot. The first upgrade slot is available when unlocking the ship on the tech track. The second upgrade slot must be unlocked by moving further up the tech track.

Cruiser - Fast and cheap, the bulk of your fleet.

Drone Mother - Slow and tanky, but essential for capturing higher tier planets.

Gunship - The heavy hitter, rolls multiple dice.

PLANETARY ENHANCEMENTS

Planetary enhancement occupy a build slot, except ports which occupy any occupied tile other than debris fields or starting tiles. They can be unlocked through the tech track. Some planetary enhancements also gain a bonus when you move

further along the tech track shown by your player. card. Mines and Cannons can be built as long as your tech track allows it and there are still tokens in the pool. They are also captured when the planet/moon is taken.

Port - (3 production) Gives the ability to place units on its tile. Is removed like other ships.

Cannon - (4 production) Is placed on a planetary build slot. Takes one targeted shot at the beginning of each round of combat, with a 5-6 hit range. If hit destroy ship. Can take one shot outside of combat per round. Cannons also raise the defense value of the planet by 2.

- Cannon #2: Can now shoot at all adjacent tiles as well.

Mine - (3 production) Is placed on a planetary build slot. Increases production of planet by 1.

- Mine #2: Gain an extra production for every debris field adjacent to the tile the mine is on.

TILE DESCRIPTIONS

Asteroid field - Costs two range to move into.

Debris field - Costs two range to move into. Each ship entering takes 1 damage, unless you have a ship upgrade that grants debris field immunity.

Moon - D.V. of 1, gives 1 production, and has 1 build slot

Tier 4 Planet (red) - D.V. of 2, gives 2 production, and has 1 build slot

Tier 3 Planet (yellow) - D.V. of 4, gives 2 production, and has 1 build slot, gives 1 tech upgrade for first person to take it

Tier 2 Planet (green) - D.V. of 8, gives 3 production, and has 1 build slot, gives 1 tech upgrade for first person to take it

Tier 1 Planet (blue) - D.V. of 16, gives 4 production, gives 2 tech upgrades for first person to take it

MECHANIZATION UPGRADES

Ship upgrades, (S.U.) become available when you reach their corresponding number on the tech track. You can place up to two per ship for normal upgrades. Each S.U. gives extra abilities or raises stats for the ship.

Hanger Bay: Increase C.V. of ship by 2.

Advanced Targeting: Attacker chooses casualties instead of defender.

Big Guns: +1 die per ship, -1 to movement.

Flak Cannons: Asteroid tiles now take 1 movement, debris field still take 2 but take no damage.

Hull Armor: Gain 1 HP.

Turbo Engines: Increase movement by 1.

Auto Defense Cannon: If fleet is hit, gain +1 die for remainder of combat per ship with upgrade. Refresh every combat.

Missile Barrage: Increases accuracy by 1. i.e., a 5-6 would become 4-6.