

SPACE
EMPIRES **4X**

MASTER RULE BOOK

by Jim Krohn



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Text that is highlighted in this light blue are new or **updated Space Empires rules**.

Text that is highlighted in this purple are **Play Notes**.

Text that is highlighted in this tan are **Design Notes**.

The following cards, provided in the box, are meant to replace cards with the same number from the base game or previous expansions: 21-42-55-59-70-71-72-73-76.

1.0 Master Rule Book Foreword

This rule book is a consolidation of all the rules for *Space Empires 4X*, *Close Encounters*, *Replicators*, and *All Good Things*. All expansions are necessary to take advantage of all the options found here. References to the Competitive Scenario Book (CSB) and the Solo/Co-Op Scenario Book (SSB) will be notated accordingly, e.g., (SSB 8.0).

1.1 GAME OVERVIEW

Space Empires is a classic “4X” game: eXplore, eXpand, eXploit, and eXterminate. Each player will grow a space Empire and will attempt to win by eliminating other players. The time scale of this game is very large – at least an Earth year in-between Economic Phases. The Scenario Books provide game setup details and additional rules based on the chosen scenario.

1.2 BASE RULES AND OPTIONAL RULES

If you have made it this far in the series, there is little need to roll rules out slowly. These are organized into Base Rules, which I (Jim Krohn) recommend always playing with (with experienced players), and Optional Rules which can be added in for flavor or change of pace. Not all Optional Rules are created equal. For instance, I rarely play with Unique Ships (while for other players they are considered a must), I sometimes play with Resource Cards, and I often play with Alternate Empires. *Play the game anyway you want using the rules that you like the most!*

1.3 GLOSSARY OF COMMONLY USED TERMS:

Colonize: The process of putting a Colony on a planet in the Movement Phase (4.4) or Combat Phases (5.10.3, 21.13) and continuing that process in the Economic Phase (7.0).

Combat-Capable Units: These include all units with an Attack Strength.

Construction Point (CP): Homeworlds and Colonies produce Construction Points. Construction Points are used in the Economic Phase to purchase units, maintain spaceships, and develop technology. A Production Sheet has been provided to facilitate keeping track of CP.

Deep Space: Non-Home System hexes where Deep Space system markers are placed at the start of the game.

Enemy: A unit that is an opponent to a given player. This includes Alien ships (18.0, SSB 4.0), Doomsday Machines (29.0, SSB 2.0), and Amoebas (SSB 3.0, CSB 10.0).

Fleet: All ships belonging to one Empire within a hex.

Group: One to six units of the same type and technology level, represented by a Group counter (2.3). Counters do not always represent single units, but have a numeral marker stacked underneath them to indicate the number of units in that Group (from one to six). Colony Ships, Miners, and MS Pipelines are the only exceptions to this rule as they always represent a single ship.

Home System: A group of hexes where the Homeworld (2.8) and Home System markers (2.1) are placed during set up.

Non-Combat Units: These units have no Attack Strength and include Colony Ships, Miners, MS Pipelines and Decoys.

Non-Player Alien (NPA): Combat ships that defend Deep Space barren planets.

Permanent Terrain: System Markers that stay in the hex in which they are revealed (Planets, Asteroids, Black Holes, etc).

Ships (Spaceships): Other than non-Group ships (2.6), ships are always represented by a Group counter, even if only one ship is present (don’t be thrown by the term “Group”).

System: A vast zone of space, represented in this game by a single hex printed on the game board.

Unit: Ship, Ground Unit, Decoy, Miner, Colony Ship, MS Pipeline, Shipyard, Base, Starbase, Missile, or Defense Satellite Network.

BASE RULES

2.0 Playing Pieces

Each player should pick a color to represent their Empire and will receive System and Group counters of their color.

2.1 SYSTEM MARKERS



At setup, sort the System markers according to the border printed on their back. The markers with white borders are Deep Space. The markers with colored borders will populate each player’s stellar neighborhood, called the “Home System.” The red player will have red-bordered System markers in their Home System, and so forth. System markers must be placed randomly; their front-sides should remain unknown to all players. Turn all the markers with the same-colored border face down, carefully mix them, and randomly place them on the map board, one in each hex, inside their Home System. *Note: eight additional Home System markers have been provided for each color. These are marked with a “v” on the front side. They should not be used unless using the Variable Home System Set Up (CSB 1.1.13).* The white System markers occupy the hexes between the Home Systems of the players. Set aside any unused white System markers as they will not be needed. See the Scenario Books for the exact details of setup for each scenario.

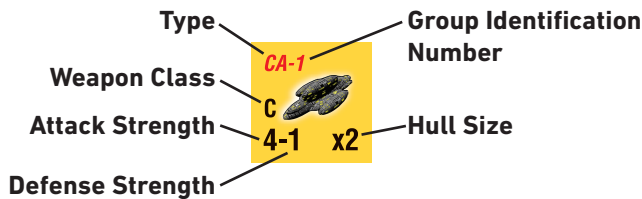
2.2 PLANETS



Planets have no effect on play until colonized (4.4.1). Terraforming technology is required for colonizing Barren Planets (9.7). Barren Planets in Deep Space are inhabited by uncooperative aliens (18.0)

2.3 GROUPS

Group counters have pictures of units on them and represent 1-6 units of the same type and technology level. Place a numeral marker underneath the Group counter to indicate the number of units in the Group. Units of the same type and technology may join and leave Groups as they choose at any time (as counters allow). Group counters have two sides – the back side is used to hide the unit's type and combat information. Group counters and their numeral markers start with their identity hidden from other players and are only revealed in combat. Some Replicator (40.0) Group counters have a 1 in the upper-right corner to indicate that they have Tactics 1 technology (9.3).



2.3.1 Type: The unit type is indicated by the large letters in the upper-left corner of the counter.

2.3.2 Weapon Class: This letter is used in determining which unit fires first in combat (an A-Class fires before a B-Class).

2.3.3 Attack Strength: The number needed to score a hit (a 4 means a player must roll a 4 or less to hit a target).

2.3.4 Defense Strength: Defense Strength is the number printed next to the Attack Strength. For example, a Cruiser has a Defense Strength of 1. This number is subtracted from the attacker's Attack Strength, so the higher this number the harder it is to hit the unit in combat.

2.3.5 Hull Size (aka Ship Size): Hull Size is the number after the "x". Measured in Hull Points, it indicates the number of hits required to destroy a unit in the Group. For example, a Cruiser's Hull Size is "2", which means that two hits destroy one Cruiser. Hull Size also determines the maintenance cost of a unit, the level of technology it can utilize, and the construction capacity needed to build it at a Shipyard. Notice that the Hull Size is printed on the Group counter, but it applies to each unit within that Group. Ground Units don't have Hulls, but for simplicity's sake they use the same metric.

2.3.6 Group Identification Number: Use this number to identify the Group on the Ship Technology Sheet.

2.4 NUMERAL MARKERS



Each Group in play must have ONE of these stacked underneath it to indicate the number of units represented by the Group counter.

EXAMPLE: If there are two Cruisers with the same tech level in a Cruiser Group, place a "2" numeral marker underneath the CA Group counter. Even if only a single unit is in a Group, place a "1" numeral marker underneath it. Other players won't know how many spaceships are in that Group.

2.5 FLEET MARKERS



To help with crowding, three Fleet Markers have been provided for each Empire. Fleet Displays are kept in clear view of all players. Any number of a player's units may be placed on their Fleet Display and represented by the corresponding Fleet Marker on the map. In all ways, a counter on a player's Fleet Display is considered in the hex with the Fleet marker.

2.6 NON-GROUP UNITS



Colony Ships, MS Pipelines, and Miners are non-Group units. They always represent a single ship – never place a numeral marker underneath them, and always place them face up.

2.7 DAMAGE MARKERS



Place damage markers on top of a Group to keep track of the hits applied to this Group during the Combat Phase (5.6). These are removed at the conclusion of the Combat Phase.

2.8 HOMEWORLDS



A Homeworld represents the player's home planet plus possible installations on moons and planets within the same solar system. Each player starts with one Homeworld from which they will explore the galaxy. A Homeworld produces 30 CP each Economic Phase. The 20 CP Homeworld counter should be used when playing with the optional rules for Facilities (36.0). Except as noted, rules that apply to Colonies also apply to Homeworlds.

2.9 COLONY NUMBER COUNTERS



These are numbered counters with the word "Colony" on them and are placed on top of Colonies to track Colony growth on a planet. Several of these are marked with the word "Home"; use them only when a Homeworld takes damage.

2.10 ADDITIONAL COUNTERS

Counters that are labeled DYO on their revealed side are to cover lost/damaged counters or to allow the players to add their own unit/terrain rules to the game.

2.11 DICE

The game comes with 10-sided dice which are used for all rolls in the game. On these dice, a 0 represents a 10.

3.0 Sequence of Play

For the first turn of the game, players roll a die to determine first player; player order proceeds clockwise around the map board. After the first three turns (B, C, D, below), Player Order is determined by bidding in the Economic Phase (7.4). The Sequence of Play is as follows:

A. Determine Player Order (First Turn Only – see above.)

B. Turn One:

Player 1:

- a. Movement Phase (4.0)
- b. Combat Phase (5.0)
- c. Exploration Phase (6.0)

Players 2-4: Same as Player 1

C. Turn Two: (same as turn one)

D. Turn Three: (same as turn one)

E. Economic Phase: All players conduct this phase simultaneously, not in player order (7.0).

Keep track of the current turn using the Turn marker and the Turn Track printed on the game board. After the Economic Phase, the Turn marker is reset to 1. Continue until a winner is determined.

4.0 Movement Phase

4.1 MOVEMENT PROCEDURE

Units move from System to adjacent System (from hex to adjacent hex). The distance a unit can move is determined by its level of Movement technology, and is measured in hexes. Units may be moved separately or together. All players start the game at Movement technology level 1. This means each unit may move only one hex during the Movement Phase of each turn. If a player develops their Movement technology during the Economic Phase (7.5), they increase the number of hexes each ship may move in a turn, as follows:

- Level 2: 1 hex in each of the first two turns, 2 hexes in the third turn.
- Level 3: 1 hex in the first turn, 2 hexes in each of the second and third turns.
- Level 4: 2 hexes in all three turns.
- Level 5: 2 hexes in each of the first two turns, 3 hexes in the third turn.
- Level 6: 2 hexes in the first turn, 3 hexes in each of the second and third turns.
- Level 7: 3 hexes in all three turns.

4.1.1 Non-Combat Ships: Regardless of a player's Movement technology level, these ships (8.4, 8.5, 13.1) move only 1 hex each turn.

4.1.2 Decoys: Decoys (8.3) always move at the speed of the current Movement technology level.

4.1.3 Non-Moving Units: Bases (8.1), Starbases (38.5), Defense Satellite Networks (14.0), and Shipyards (8.2) cannot move.

4.2 MOVEMENT RESTRICTIONS

A unit may not enter a hex with a face down (unexplored) System marker, a Nebula, or Asteroids unless it starts its turn adjacent to it and moves into that hex as its first move. Also, entering a hex with any of these markers ends that unit's movement, regardless of its Movement technology level.

EXAMPLE: A Group that could move two hexes begins the Movement Phase adjacent to a hex with an Asteroids marker. It may enter the hex but must stop after doing so.

Non-combat ships (5.4) may not enter a hex with a face down (unexplored) System marker, enemy unit, or enemy Colony unless a combat-capable ship also enters that hex (it need not have started in the same location).

4.3 ENEMY-OCCUPIED HEXES

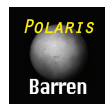
Units must immediately stop all movement when entering a hex containing enemy combat capable units and attack them during the Combat Phase. If a unit enters a System containing only enemy non-combat capable ships, those defenseless ships are immediately destroyed and do not impede movement or reveal ships (or technology; 9.10); the moving (attacking) units may continue moving. Combat capable units may ignore enemy Colonies on a planet and pass through the hex or stay in the hex. If a unit ends its move in a hex with an enemy Colony, the unit may attack during the Combat Phase (5.10).

4.4 PLANETS & COLONIZATION



A planet without a Colony on it has no effect on movement. A non-colonized planet may be colonized by a Colony Ship (8.4). A colonized planet may not be colonized again until the existing Colony is destroyed (5.10.3, 21.9).

4.4.1 Initiating Colonization: Place the Colony Ship (ship side up) on the planet marker. A player may do this at any point during their turn if there are no non-cloaked (16.0) enemy units in the same hex as the colony ship and empty planet. Once colonization is announced in this way, the Colony Ship may no longer move. It has begun the process of forming a Colony and has dismantled itself for the raw material needed to start the process. From this point on, it is considered a Colony. Colonization takes time and the Colony will grow in future Economic Phases (7.7).



4.4.2 Colonizing Barren Planets: Some planets are labeled "Barren." They may not be colonized without Terraforming technology (9.7). Once a Barren Planet is colonized, the planet functions like any other planet. It delivers resources and grows just like other planets. If a Colony on a Barren Planet is destroyed, the planet immediately reverts to a Barren Planet. If playing with Alien Technology cards, see 11.0.

5.0 Combat Phase

5.1 COMBAT PROCEDURE

Combat occurs during the Combat Phase whenever opposing units (enemies) are in the same hex. Combat is mandatory and takes place within a hex. The units which moved into the hex and initiated combat are the attackers, while the opposing units are referred to as the defenders. Both the attacking and defending units may fire, often more than once, and combat continues until only one side has units remaining in the hex.

There is no three-way combat in this game. If a player moves into a hex with units from two different sides, they may pick which one they want to engage first. Only units that survive/remain in the hex may be used in the second battle. Damage is removed between battles.

If multiple combats are initiated during the same turn the active player decides the order in which they are resolved.

5.1.1 Move Units Off Map: If a Decoy is present (8.3), it is eliminated before any combat takes place (if a side only has Decoys, the other side doesn't have to reveal their units). Take all units in the System temporarily to a convenient area off the playing board. Alternatively, players may use the Battle Board (37.4.2). Mark the System in which the battle takes place with the Battle marker as a reminder. The attacker and defender both reveal and arrange their units in "battle lines". Each line should be organized according to Weapon Class (A-Class at one end, B-Class next to A-Class, etc.).

5.1.2 Determine Combat Screening: Next, each side counts the number of combat-capable units involved in the battle, including Bases (8.1), Starbases (38.5), Defense Satellite Networks (14.0), and Shipyards (8.2). The side with the greater number of combat-capable units has the option of Combat Screening (5.7).

5.1.3 Determine Fleet Size Bonus: If a player has twice as many unscreened, combat-capable units as their opponent, their firing units enjoy a +1 bonus to their Attack Strengths. Determine this Fleet Size Bonus at the start of each firing round. It is possible that as a battle progresses, and units are destroyed or retreat, the size differential will change, so that the side who enjoys this bonus at the start of combat may lose it in a later round, and vice versa. Note that the smaller side is not penalized in its fire. Mines (17.1) do not count towards Fleet Size in any way. Bases, Starbases, Defense Satellite Networks, and Shipyards count towards this bonus.

5.1.4 Resolve Combat: Combat is resolved starting with the A-Class units, progressing to the B-Class units, and so forth in descending order, until all units have had the opportunity to fire. No unit may fire more than once in a combat round but can be a target more than once.

5.1.5 Repeat if Necessary: If both the attacker and defender still have units in the hex after a round of combat, perform another round of combat starting with the Combat Screening step (5.7). Combat may last any number of rounds. After the first round is completed a unit which has an opportunity to fire at a target may retreat instead (5.9).

5.2 FIRING ORDER

Combat fire is never simultaneous. A-Class units fire before B-Class units, B-Class units fire before C-Class units, etc. If multiple groups with the same firing class are present the Group with the highest Tactics technology fires first. If the Weapon Class and Tactics technology of multiple Groups are the same then the Defender's Groups fire first. If the Groups belong to the same player, that player decides which of their Groups fires first, but must resolve the entire fire by one Group before moving to the next. If combat is taking place in a System with Asteroids or a Nebula (5.8), all ships except for Boarding Ships (19.0) are considered E-Class regardless of what is printed on the counters.

PLAY NOTE: It is possible for all of one player's units to fire before their opponent has a chance to roll the dice. It is also possible for a ship to be destroyed before it fires even once. Developing a higher Tactics technology than your opponent can be critical.

5.3 WHO MAY FIRE

Only combat-capable units may fire. A unit may fire at any enemy unit in the same hex except units that are screened (5.7). If units are part of the same Group, they may still fire individually and at different targets. A unit may always decide not to fire. Fighter Squadrons (15.2) may also fire and they do so independently of their Carriers (15.1).

5.4 NON-COMBAT SHIPS

Decoys are eliminated before any combat takes place.

Colony Ships, Miners, and MS Pipelines may not retreat and are automatically destroyed if alone or if all accompanying friendly combat-capable units are eliminated or retreat.

5.5 FIRE RESOLUTION

Select a firing unit and a target. Add the firing unit's Attack Strength to its Attack technology level (9.2). The sum is the total Attack Strength.

EXAMPLE: A Cruiser's Attack Strength is 4, and if it has an Attack technology level of 1, the total Attack Strength is 5.

Increase the Attack Strength by one (+1) if the Fleet Size Bonus is applicable (5.1.3).

Next, add the target's Defense Strength to its Defense technology level and subtract this sum from the total Attack Strength to get the "To Hit" number. The attacking side rolls a die for each unit in the Group that is firing on the target. Dice may be rolled one at a time for each unit and the result seen before deciding on the target for the next unit. For each die rolled, if the die roll is equal to or less than the number needed to hit, a hit is scored. Regardless of the number needed to hit, a roll of 1 will always score a hit.

EXAMPLE: If a target has a Defense Strength of 1 and a Defense technology level of 1, 2 is subtracted from the total Attack Strength. If the Cruiser from the above example is the firing unit, it would need to roll a 3 or less to score a hit.

Important: The Attack and Defense technology modification may not normally exceed a unit's Hull Size (9.2).

5.6 RECORDING HITS



Damage is cumulative and is recorded by placing Damage markers near the Group counter during battle. When a unit receives hits equal to its Hull Size, it is destroyed. Adjust the numeral marker under the Group counter to reflect the loss of the unit, and if the Group only had one unit, remove the Group counter.

Two or more units in the same Group may not have damage applied to them at the same time; all damage must be applied to a single unit, and only after it is destroyed may subsequent damage be applied to another unit in the same Group. Outside of this restriction the firing player may select which unit in the group to target.

EXAMPLE: Cruiser Group #1 has two Cruisers, which can each sustain two hits before being destroyed. Therefore, at the start of combat, there is a marker with a number 2 under the Group counter. During combat a hit was scored on one of the Cruisers, so a 1 Damage marker is placed on top of the counter to record the hit. Later, a second hit was scored on the same Cruiser. The Damage marker currently marking the first hit is removed, while the numeral marker underneath the Group counter is flipped to 1 to show that only one Cruiser remains in the Group. If the Cruiser is later destroyed, the Group counter and its numeral marker will be removed.

Unless there are enough hits to destroy a target, hits do not affect performance in any way. If otherwise able, a damaged unit may be split off into a separate Group and may retreat (5.9) or be screened (5.7). At the conclusion of combat, if a unit has hits but is not destroyed, the hits are removed. Thus, units are considered automatically repaired after combat (the turns represent a long period of time in which the crew can repair the damage).

EXAMPLE: A Battleship in BB Group #2 suffers two hits in combat. After the last enemy ship retreats to conclude combat, the Damage marker is removed.

5.7 COMBAT SCREENING

At the start of each firing round, if a player has more combat-capable units than their opponent, they may choose to screen a number of units up to the difference. Screening combat units is always voluntary.

EXAMPLE: If the attacker has 10 combat-capable units and the defender has 5, the attacker may screen as many as 5 combat-capable units.

5.7.1 Select Units to Screen: Before rolling the dice to resolve firing, set aside any units chosen to be screened; they may not fire or be fired upon that round. They may retreat, but only when it is their turn to do so (5.9). A combat-capable unit that is screened cannot be fired on for the round even if the units screening it are destroyed or retreat. Players are allowed to change the composition of their screened units at the start of

each round of combat so that units that fired in the first round may be screened in a later round and vice-versa.

All non-combat ships (5.4) are automatically screened until the end of the battle, even if the player has less combat-capable units.

5.7.2 Exceptions: Players cannot screen against a Doomsday Machine (29.0) or Space Amoeba (SSB 3.0/CSB 10.0).

5.8 SPECIAL CONDITIONS



5.8.1 Asteroids: If combat is occurring in a System with an Asteroids marker, the Attack technology level of all units in the combat is considered zero, regardless of the player's technology level. In addition, all units in the combat are considered to be E-Class, regardless of what is printed on their counters. This represents the extra protection provided by the Asteroids and the difficulty involved in bringing longer ranged and more advanced weapons to bear in the middle of an asteroid belt. Note that a unit's base Attack Strength is unaffected.



5.8.2 Nebulae: If combat is occurring in a System with a Nebula marker, the Defense technology level of all units in the combat is considered zero, regardless of the player's technology level. In addition, all units in the combat are considered to be E-Class, regardless of what is printed on their counters. This represents the nebula wreaking havoc on the unit's defensive systems. Note that a unit's base Defense Strength is unaffected.

5.8.3 Additional Effects: See Additional Terrain (25.0) for more combat effects.

5.9 RETREATS

Retreat is a voluntary action. After the first round, a unit that can move may choose to retreat instead of firing when it would be its regular turn to fire. Retreat may require a player to place a new Group counter on the game board (that is, if one ship in a Group retreats, leaving the rest of the Group in the hex). Non-combat ships (5.4), Bases (8.1), Starbases (38.5), Defense Satellite Networks (14.0), Shipyards (8.2), Titans (22.0), and Missiles (24.4) may not retreat. Retreats may not be conducted after all enemy space combat-capable ships have been destroyed or have retreated.

5.9.1 Retreat Location: A retreating spaceship must:

- Be shifted to an adjacent System.
- The hex may not contain any enemy units
- It may not be an unexplored System or a Super Nova (6.5).
- It may retreat into a Black Hole hex (6.3) but may not use Black Hole Slingshot (31.0) during the retreat.
- It must retreat into a System that is **closer** to one of its Colonies than the hex that it is retreating from; this does not need to be the closest Colony. Closeness is determined counting hexes and ignoring intervening terrain and units.
- If no legal retreat exists, the ship may not retreat.

5.10 COLONIES & COMBAT



5.10.1 Procedure: A ship in a System occupied by an enemy Colony may attack the Colony only after space combat is resolved in the hex. If all enemy units have either been destroyed, have retreated, or decided to remain cloaked, the Colony may be fired upon. Each ship may only fire once at the Colony per turn, and the Colony may not return fire. An attacking ship may fire at a Colony only during its Combat Phase (not during the Combat Phase of the Colony owner's turn). Each Colony has a Defense Strength of zero and no Defense technology (but see 21.6 if playing with Ground Units). Only an attacking ship's Attack Strength and Attack technology are used for the purpose of determining the chance of hitting. No Fleet Size Bonus (5.1.3) is applied during Colony combat.

5.10.2 Effect of Hits: A hit reduces the Colony one step. A Colony with 5 CP is reduced to 3 CP, a 3 CP Colony is stepped down to 1 CP, and a 1 CP Colony that receives a hit is removed (the planet may be colonized by another Colony Ship). A newly colonized planet (the Colony Ship has been placed on the planet but has not yet been flipped to the Colony side) also requires one hit to destroy. If a Homeworld is hit, instead of using the 3 CP and 1 CP markers, it reduces in value in increments of five. Thus, the first hit reduces it to 25 CP, another hit to 20 CP, and so on. A Homeworld marked with a 5 CP marker is destroyed if it takes a hit.

5.10.3 Damaged Colonies: Reduced Colonies function normally. They provide CP (as indicated on the marker) and grow during the Economic Phase. If reduced completely (i.e., destroyed), the planet may be colonized again. If the attacking player has a Colony Ship in the hex, it may immediately initiate colonization (4.4).

5.11 POST-COMBAT

Groups revealed in combat are now returned to the map but remain face up and may be examined, along with their numeral markers, by other players at any time. If Groups start their turn in the same hex as one of their Colonies, they may be flipped face down (hiding their numeral marker also) before being moved (if able) and remain that way until they once again engage in combat.

6.0 Exploration

Except for the players' Homeworlds, all Systems are unexplored at the start of the game. This is indicated by the placement of face-down System markers during setup.

6.1 EXPLORATION PROCEDURE



If a unit shares a hex with a face-down (unexplored) System marker during the Exploration Phase, it must explore that System. Flip the marker over and reveal its identity to all players. Apply effects immediately.

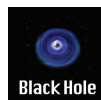
Cruisers can be equipped with Exploration technology (9.8), which allows them to explore during the Movement Phase.

6.2 PLANETS, NEBULAE, ASTEROIDS

These markers remain in the hex and affect future game play.

- Planets: Can be colonized (4.4)
- Nebulae, Asteroids: Affect movement (4.2) & combat (5.8).

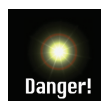
6.3 BLACK HOLES



Any ship that moves or explores into a hex containing a Black Hole must momentarily pause movement to check for survival. Each ship in a Group must be checked individually for survival. On a roll of 1-6 the ship survives; on a roll of 7-10, it is destroyed. This die roll is made the instant a ship enters a Black Hole. Ships that begin their Movement Phase in a Black Hole do not have to roll again, unless they move out of the Black Hole and back in. If the ship survives its encounter with the Black Hole, it may continue moving (Movement technology level permitting). The Black Hole remains in the hex for the rest of the game.

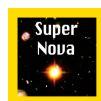
Fighters (15.2) and Ground Units (21.2) do not have to roll for survival when entering the hex of a Black Hole and are only eliminated if the surviving ships do not have the capacity to carry them.

6.4 DANGER!



Space is dangerous, especially the unexplored bits of it. When this marker is revealed, all units in the hex are destroyed. The marker is then removed from play. The hex remains empty.

6.5 SUPER NOVA



A Super Nova dominates this sector of space. A unit revealing the Super Nova must immediately retreat to the hex it just left. The Super Nova remains in the hex for the rest of the game. No unit may move or retreat into this System.

6.6 LOST IN SPACE



When a unit reveals this marker, the player to the right of the revealing player immediately shifts the unit one hex in any direction. If more than one unit is in the hex, all the units present must be shifted together as a stack. If units are placed in a hex with an unrevealed System marker, that marker must immediately be explored. After shifting units out of the hex, the Lost in Space marker is removed, and the hex remains empty.

6.7 MINERALS

Precious resources vital to industry.

6.7.1 Characteristics: This marker has no effect on movement or combat and remains in the hex until towed away by a Mining Ship (8.5). Minerals may not be voluntarily destroyed. If towed to a Colony or Homeworld, the Mineral marker is removed from the game in the Economic Phase and generates a one-time CP bonus equal to the value printed on the marker (7.2) as long as the Colony or Homeworld is not blockaded (7.1.2).



6.7.2 Towing Procedure: Only a Mining Ship may tow a Mineral marker. A Mining Ship may only carry one Mineral marker at a time. To signify towing, place the marker on top of the ship towing it; the marker moves with the Mining Ship. There is no cost to do this, and it may be done at any time. When the ship and its Mineral marker reach a Homeworld or a Colony (even a new one), the Mineral may be deposited on the planet where it will remain until the Economic Phase. Any number of Mineral markers may be deposited on the same colonized planet. A Mineral marker, once towed by a Mining Ship, will leave a hex empty. A Mining Ship may not dump its cargo in space in order to pick up a better Mineral or a Space Wreck.

6.7.3 Destroyed: If a Mining Ship is destroyed while towing a Mineral marker, the Mineral is destroyed as well. Likewise, if a Colony with a Mineral marker is destroyed or captured, the Mineral marker is also destroyed.

6.8 SPACE WRECK

A derelict spacecraft from an advanced civilization.



6.8.1 Characteristics: A Space Wreck may be towed to a Homeworld or Colony (even a new one) by a Mining Ship just as if it were a Mineral marker (6.7.2). Instead of a CP bonus, it earns the player a free technology upgrade during the Economic Phase (7.2). To determine which technology is upgraded, roll a die and consult the Space Wreck Technology table on page 48.

If the technology rolled by the player is already at the maximum level in that category, the upgrade is wasted. Regardless of the result, remove the Space Wreck from the game at the end of the Economic Phase. Space Wrecks may not be voluntarily destroyed. A Mining Ship may not dump a Space Wreck in space in order to pick up a Mineral marker.

6.8.2 Destroyed: If a Mining Ship is destroyed while towing a Space Wreck marker, the Space Wreck is destroyed as well. Likewise, if a Colony with a Space Wreck marker is destroyed or captured, the Space Wreck marker is also destroyed.

6.9 OTHER DEEP SPACE DISCOVERIES

Additional Terrain (25.0) and Optional Deep Space Discoveries (28.0) add variety to Deep Space exploration. If not playing with a particular Terrain type, remove them before set up or, when its marker is flipped, remove the marker from play.

6.10 USING THE TERRAIN TILES

When a permanent terrain is revealed during exploration, replace that counter with the appropriate terrain tile.

6.10.1 Home System Planets:

While Home System planets are permanent terrain, they are only replaced by the terrain tile once a Colony is started on them. This is because these tiles have a 5 CP/Full Colony counter printed on them. Once a Colony is placed, the Colony growth counter will be placed over the Full counter. If the Colony is subsequently destroyed, replace the terrain tile with the original System marker. If a player colonizes a planet in the home space of another player, place that player's Colony marker over artwork on the tile. The exception to this is the Barren Planet in each Home System, which sometimes never gets colonized; this tile has an uncolonized side.



6.10.2 Asteroids and Planet Destruction: Asteroids are on the back of most planet tiles in case the planet gets destroyed by a Titan (22.3).

6.10.3 Epic Scenarios: Most non-planet tiles have empty space on the back. Twelve of them would be needed to connect two Space Empires boards together for Epic Scenarios (CSB 8.0).

7.0 Economic Phase

The Economic Phase takes place at the end of every third turn. This phase consists of a sequence of tasks that the players perform secretly and simultaneously:

- Collect Colony Income (7.1)
- Collect Mineral Income (7.2)
- Pay Maintenance Costs (7.3)
- Bid to determine player order (7.4)
- Purchase units and technology (7.5)
- Place purchased units at allowable Colonies (7.6)
- Adjust Colony counters to reflect growth (7.7)

A Production Sheet has been provided which lists these specific steps with room to record the Construction Points (CP) produced and spent on each item.

7.1 COLLECT COLONY INCOME

7.1.1 Procedure: First, each player that has more than 30 CP must discard down to 30 CP. Then, the players collect income. Each Colony counter is printed with a number which represents its value in CP. Players begin the Economic Phase by adding the CP of all their Colonies and noting this sum on their Production Sheets as income.

EXAMPLE: A player has colonized two worlds besides their Homeworld. They earn 30 CP for their Homeworld and 5 CP for each of the other two worlds for a total of 40 CP.

A Colony Ship is worth 0 CP and will remain valueless until it is flipped to its "Colony" side (7.7).

7.1.2 Blockade Effects: A Colony that has an enemy unit in the same hex (and no friendly units in the case of an enemy Raider, 16.0) does not produce income but does grow normally (7.7). Facilities (36.0) will also not produce income. Only units with an Attack Strength may blockade a Colony.

7.2 COLLECT MINERAL INCOME

Players add the value of all Mineral markers transported by Mining Ships to their non-blockaded Colonies since the last Economic Phase (6.7.2) and record the sum of these Mineral markers on their Production Sheets. The Mineral markers are then removed from the game. This is a one-time income. If a player has salvaged a Space Wreck (6.8), they roll for the technology upgrade now. If a Colony is blockaded (7.1.2), the benefit from Minerals and Space Wrecks on the planet cannot be collected until the blockade is lifted.

7.3 PAY MAINTENANCE COSTS

7.3.1 Maintenance Cost: All units except those noted below have a maintenance cost equal to their Hull Size. Players add up the Hull Size of all these units and note the sum on their Production Sheet, subtracting this maintenance cost from their income. If the total maintenance cost exceeds a player's income, the player's net income is zero.

Bases, Starbases, Defense Satellite Networks, Colonies, Colony Ships, Mines, Mining Ships, MS Pipelines, and Shipyards do not incur maintenance costs.

EXAMPLE: A Cruiser Group has 3 ships in it. Each Cruiser has a maintenance cost of 2 CP (Hull Size of 2), so the Group costs 6 CP to maintain. The player subtracts that from their income and notes the remainder on their Production Sheet.

7.3.2 Scuttling Ships: A player may scuttle any of their units currently on the board, thus removing the units from play (scuttled ships may be constructed anew and thus returned to play). One motive for doing so is to avoid paying maintenance costs. Another is to free up group counters for newer and more technologically advanced spaceships.

A unit can be scuttled at the following times:

- An Economic Phase.
- A player's own Movement Phase.
- Another player's Movement Phase the moment they enter the hex that the counter is in (treating it like a Decoy; 8.3).
- Combat Phase – only to free up a counter to allow a ship to be screened.
- During a retreat.
- Because of any of the following Resource Cards (39.0): SELF-DESTRUCT, HEROIC SHIP, OVERLOAD WEAPONS, FORCED SYSTEM SHUTDOWN, or PLAY DEAD.

7.4 BID TO DETERMINE PLAYER ORDER

This abstractly represents resources, supplies, intelligence, and capital spent to speed production schedules, etc.

Players enter a number of CP as a bid on their Production Sheets. The highest bid will earn the privilege of determining the player order for the next turn. This bid is optional; players may bid zero CP. Likewise, there is no upper limit (except the total CP a player has available). The winner of this bid chooses which player will go first, with the turn order rotating clockwise around the table after that. This order stays in effect until the next Economic Phase. Regardless of who wins the bid, all players subtract their bid from their available CP. In the event of a tie (even a tie where all players bid 0), the player who was first in player order this turn (among the tied players) wins the bid. Bids are revealed after the Economic Phase. On the first turn of a game, the players randomly determine turn order.

7.5 PURCHASE UNITS & TECHNOLOGY

7.5.1 Procedure: Players may now spend CP to purchase new technology levels and ships. Technology costs are listed in the Technology Progression section of the Production Sheet and on the Research Chart. Ship building costs are listed on the Ship Chart. Players record each purchase on their Production Sheets. If a player concludes this phase with unspent CP, it is carried over to the next turn.

7.5.2 Carry-Over Limitations: Players can only carry over 30 CP to the next Economic Phase. If playing with Facilities (36.0), this limit includes any CP produced by Industrial Centers. If a player saves more than 30 CP in order to refit ships (9.11.3) and the refits do not take place, that player loses the excess before the start of the next Economic Phase.

7.5.3 Initial Build Limits: The starting technology levels only allow a player to build Scouts, Colony Ships, Mining Ships, Decoys, Shipyards and MS Pipelines. Other types of ships can only be built when a player's technology level is sufficiently advanced (9.0).

7.5.4 Ship Technology Level: When a ship is purchased, it is automatically "built" with an empire's latest technology. If a technology level and a spaceship are both purchased in the same Economic Phase, the new technology level applies to the new ship. However, ships already in play are not automatically upgraded. Players may choose to build a ship with lower technology levels than they are capable of building. The Ship Technology Sheet (on the back of the Production Sheet) is used to keep track of each Group's technology levels (9.11.2).

7.5.5 Purchase Limits: If all Group counters of a particular ship type are already in play, new ships of that type cannot be built (unless a player scuttles ships; 7.3.2).

7.6 PLACE PURCHASED UNITS

7.6.1 Procedure: Purchased units are placed at Shipyards (SY). At Shipyard technology level 1, a single ship with a Hull Size of x1 may be placed per Shipyard. If two Shipyards with Shipyard technology level 1 occupy the same System, two Hull Points (2.3.5) worth of ships may be placed there (either one x2 or two x1s). There is no limit to the number of Shipyards that may occupy a System. A player must have adequate Shipyard capacity to build any given ship. Shipyard capacity can be increased by developing Shipyard technology (9.6). New ships may be added to existing Groups in the same hex if they are of the same type and technology level.

EXAMPLE: If a player has two Shipyards and has researched Shipyard technology level 1, they may only place two DD's there, or two Colony Ships, or two Mines, or one CA, or one Fighter and one Mine, or any other appropriate combination.

7.6.2 Hidden Units: Combat units are placed face down when built and remain that way until combat occurs (5.0).

DESIGN NOTE: Other players will see you manipulate the counters, but you do not have to announce what you are building or scrapping.

7.7 ADJUST COLONY INCOME

7.7.1 Procedure: A Colony must grow in order to reach its full capacity. At this point in the Economic Phase, all Colonies are adjusted upwards to reflect this development. Colonies producing 3 CP have their “3 Colony” counter removed to reveal the 5 CP on the Colony (the maximum size). Next, Colonies producing 1 CP have the “1 Colony” flipped to a “3 Colony”. Finally, Colony Ships on planets are flipped to their Colony side and a “1 Colony” marker is placed on them.

EXAMPLE: During movement, a player colonizes a planet by placing their Colony Ship on top of the planet. During the subsequent Economic Phase, that planet delivers no CP, but the counter is flipped to its Colony side. In the next Economic Phase, that Colony would be worth 1 CP.

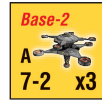
7.7.2 Damaged Homeworlds: During the Economic Phase, a damaged Homeworld (5.10.2) grows one step. Thus, a Homeworld marked with a 5 CP would be replaced by a 10 CP, etc.

7.8 MAINTENANCE INCREASE & DECREASE

There is a spot on the Production Sheet to track additional (future) maintenance costs from purchases during this Economic Phase as well as to track maintenance reductions from the loss of ships in between Economic Phases. This is only an aid so that players do not have to count their maintenance costs during every Economic Phase.

8.0 Basic Unit Types

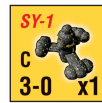
8.1 BASES



A player must have researched Ship Size 2 to build Bases. Like other Groups, a Base is built face down with a numeral marker below it. Unlike other Groups, a Base may be built at any Colony that produced income (not new or blockaded Colonies) in the Economic Phase. Bases are not built by Shipyards. Only one Base may be built in a single hex, and no hex may have more than one Base. Once in play, a Base may not move. A Base participates in combat like other Groups, except that it may not retreat. Bases do not incur maintenance costs. A Colony may build both a Base and a Shipyard in the same Econ Phase.

8.2 SHIPYARDS (SY)

Shipyards represent the facilities and infrastructure necessary for the construction of spaceships.



Newly constructed units enter play in a hex with a Shipyard, and in some cases more than one Shipyard or better Shipyard Technology are needed to build a single ship (9.6). Shipyards do not incur maintenance costs.

Shipyards may only be built at Colonies that produced income (not new or blockaded Colonies) in the Economic Phase. A Colony may build both a Shipyard and a Base in the same Economic Phase. Shipyards may be purchased and placed at multiple planets, but no more than one per planet. Additional Shipyards may be purchased at those planets in future Economic Phases. Like other Groups, Shipyards are built face down with a numeral marker below them. Unlike other Groups, Shipyards are produced by the Colony itself and therefore do not require other Shipyards to build them. Since Shipyards are placed at the same time as other units, they may not be used to build ships the turn they are built.

8.3 DECOYS



8.3.1 Purpose: Decoys are expendable, unarmed ships that are designed to fool opponents into thinking they are larger ships or an entire Group. They move about just like other Groups, and a numeral marker is placed under the Decoy to facilitate the ruse. The numeral marker placed under a Decoy must match the CP that was paid for the Decoy(s) to indicate how many Decoys are present in the Group.

8.3.2 Characteristics: Decoys may not explore. Decoys move at the speed of the current Movement technology level (4.1) and their Movement technology level is automatically upgraded. They are not capable of attacking or defending. If alone in a hex entered by another player's Group, the Decoy is revealed and removed immediately from play (the attacking Group is not revealed in this case). If Decoys are in a hex with a friendly Group that is attacked, the Decoys are automatically eliminated at the start of combat (5.4).

8.3.3 Purchasing and Maintenance: Decoys may only be built at Colonies that produced income (not new or blockaded Colonies) in the Economic Phase. The cost is 1 CP, and do not require a Shipyard to be constructed. Decoys do not incur a maintenance cost.

8.4 COLONY SHIPS & COLONIES



Colony Ship counters represent either a ship or a Colony (when on a planet). When a Colony Ship colonizes a planet (4.4) it will be flipped from its ship side to its Colony side in the ensuing Economic Phase. Barren Planets may not be colonized unless Terraforming technology has been developed (9.7). The movement rate of a Colony Ship is one hex, regardless of a player's Movement technology level. Colony Ships always represent a single ship and never have a numeral marker underneath them. Colony Ships are always placed face up.

8.5 MINING SHIPS



Mining Ships are used for towing Mineral markers (6.7) or Space Wrecks (6.8). The movement rate of a Mining Ship is one hex, regardless of a player's Movement technology level. Mining Ships always represent a single ship and never have a numeral marker underneath them. Mining Ships do not incur a maintenance cost. The 5 on the back of the Mining Ship counter is only relevant when using the Terraforming Nebulae optional rule; 34.0)

9.0 Technology

9.1 PURCHASING TECHNOLOGY

Players may spend CP to improve their technologies. Technologies are purchased in "levels," with each level costing CP as indicated on the Research Chart. When a technology level is purchased, the appropriate number on the Technology Progression section of the Production Sheet is circled. Levels must be purchased in numerical order and only one level of technology may be purchased in each category per Economic Phase (although a player may purchase levels in two or more Technologies simultaneously).

EXAMPLE: Attack technology level 2 must be purchased before Attack technology level 3; and Attack technology 2 and 3 may not be purchased in the same Economic Phase.

Several technologies have had their costs adjusted since the initial release of *Space Empires*. These new costs should be used at all times – even if playing with only the base game.

9.2 ATTACK & DEFENSE TECHNOLOGIES

Improvement in these technology levels add to the combat capabilities of a player's ships (5.5). Note that ships can never carry Attack or Defense technology level greater than their Hull Size (9.4). These are the only technologies that are limited by Hull Size.

EXAMPLE: Scouts, Destroyers and Shipyards can never have an Attack technology greater than level 1, even if that player has purchased a higher Attack technology level.

9.3 TACTICS TECHNOLOGY

This technology affects which ships fire first in combat when they have the same Weapon Class (5.2). This abstractly represents not only the tactical training of a player's units, but also certain aspects of technology. Tactics technology is not limited by Hull Size. Like other technologies, the Tactics level is specific to a Group.

9.4 SHIP SIZE TECHNOLOGY

Increasing this technology allows the purchase of larger ships. The Hull Size shown on a unit's counter indicates how many Hull Points are required to build it. The Research Chart shows which ships can be purchased at each technology level. This tech may be used in the same Econ Phase it is purchased.

EXAMPLE: A player just purchased Ship Size level 3. That same Economic Phase they may purchase Cruisers (CA).

9.5 MOVEMENT TECHNOLOGY

This represents how fast a ship may move (4.1). Reaction Movement also comes with some levels of Movement Technology when using that optional rule (35.0). See the Movement Technology Chart near the back of this book.

9.6 SHIPYARD TECHNOLOGY

Each player starts with a Shipyard technology level of 1, which can produce 1 Hull Point of ships each Economic Phase. At technology level 2, each Shipyard produces 1.5 Hull Points each Econ. Phase (rounded down). At technology level 3, each Shipyard produces 2 Hull Points each.

EXAMPLE: a player has developed Shipyard technology level 2, and they have two Shipyards in the same hex. Those Shipyards may now build a total of 3 Hull Points worth of ships each Economic Phase.

9.7 TERRAFORMING TECHNOLOGY

After purchasing Terraforming 1, a player's Colony Ships may colonize Barren Planets (4.4.2). Colony Ships that were purchased before this technology do not gain this benefit.

Terraforming 2 is only relevant when using the Terraforming Nebulae Optional rule (34.0).

9.8 EXPLORATION 1 TECHNOLOGY

This technology greatly improves the sensors and other equipment needed for exploration. Only Cruisers, Flagships, or Replicator Exploration Ships (40.7.4) may be equipped with it. During the Movement Phase, each ship so equipped may peek at one adjacent face-down (unexplored) System marker before moving. The player has the choice of returning the marker face down or revealing the marker. If the marker is revealed and it is a marker with a one-time effect (e.g., Danger!, etc.), it is removed. Whether the marker is revealed or not, any negative effects from flipping that marker do not affect the exploring ship.

The ship is also allowed to move normally in that Movement Phase (and may explore a different hex in the usual fashion, as per 6.1). A ship that uses Exploration 1 technology is not revealed. Exploration technology cannot be used on a hex that has a Doomsday Machine or Alien Player fleet (SSB 4.0) in it.

PLAY NOTE: This means that a ship equipped with Exploration 1 technology can explore 2 hexes each turn (one with Exploration technology and one by moving into the hex).

An advanced version of this technology (Reaction Movement, 35.0) is available as an optional rule.

9.9 FAST TECHNOLOGY

Some ships can be equipped with Fast technology, giving them greater mobility. Such ships may move one extra space on turn 1 (only). All other normal movement rules apply.

9.9.1 Fast 1 (formerly called Fast Battlecruisers or Fast BC): Allows Battlecruisers, Flagships (23.0), and Unique Ships (41.0) to be equipped with Fast technology. All Space Pirates (25.7) are equipped with Fast 1, regardless of whether it is researched.

EXAMPLE: If a player has Fast BC 1 and Movement 4, their other ships may move 2 hexes on each turn. Their BCs will be able to move 3 hexes on turn 1.

Once this technology has been researched, Decoys may also use it just like they can use other Movement technology. Players do not need to research Ship Size 4 before researching this technology.

9.9.2 Fast 2: Fast 2 costs 10 CP and is only available when using Advanced Construction (38.0). This technology allows DestroyerXs, Battle Carriers, and RaiderXs to be equipped with Fast technology.

9.10 REVEALING TECHNOLOGY

The technology present on any ships in a battle is revealed at the start of combat if combat-capable units are involved on both sides, though Movement technology is also revealed in the Movement Phase in which it is used. Technology is revealed before Mines are resolved (17.0). Ground Combat 2, Terraforming 1-2, and Military Academy 1 are not revealed in space combat. All other technologies are revealed.

To reveal a technology a player just announces it. They do not have to show their Production Sheet until the end of the game.

9.11 NEW TECHNOLOGY LEVELS

Technologies apply to ships purchased in the same and subsequent Economic Phases. Thus, if a player purchases Attack 2 in the same turn that they purchase a Battleship, this new Battleship is “equipped” with Attack 2; however, ships purchased in previous turns are not equipped with it. Players may choose to build a ship with lower technology levels than they are capable of building.

9.11.1 Group Uniformity: Spaceships in the same Group must have identical technology (such as Attack level, Tactics level, and so forth). If a player has two spaceships of the same type but with different technology capabilities, they must be represented by different Group counters.

9.11.2 Record-Keeping: Players keep track of a Group’s technology levels on the Ship Technology Sheet using each Group’s identification number. When a player purchases a ship, they circle the current technologies on the row corresponding to its Group on the sheet. There is no need to ever erase the circles on the sheet since a player’s technology level never decreases.

To save space, the Ship Technology Sheet does not list the technologies that a ship must have. For example, Attack 0, Defense 0, Tactics 0, and Move 1 are not listed on the sheet. All ships must at least have those levels of technology. Attack 1 is the first Attack technology listed. If Attack 1 is not circled, then the ship must still be at Attack 0. Likewise, for Fighters, Fighter 1 technology is not listed because the Fighter must obviously be at least at Fighter 1.

9.11.3 Refits: A ship may be upgraded to a player’s current technology level. The ship must be in a System with a Shipyard. There is no limit to the number of ships that can be upgraded at a single Shipyard. The ship must not move or use Exploration Tech for an entire turn (it must begin and end the turn at the Shipyard), and a number of CP must be expended equal to its Hull Size. This upgrades all its technologies to the current level.

Normally this means that a player must have CP left over from the previous Economic Phase in order to upgrade ships (7.5.2).

9.11.4 Automatic Upgrades: Bases, Starbases, Defense Satellite Networks, and Shipyards are automatically and instantly upgraded to the latest technology levels without cost (limited to their Hull Size). Shipyards may even use a new level of Shipyard technology that was just purchased.

PLAY NOTE: For those who wish to avoid the bookkeeping required by this rule, the Instant Technology Upgrade optional rule removes it (30.0).

10.0 Empire Advantages

10.1 RANDOM METHOD

Each player is dealt two Empire Advantage cards at the start of the game. A player using Replicators (40.0) is dealt two Replicator Empire Advantage Cards instead. Players choose one and discard the other face down.

10.2 BALANCED METHOD

This method cannot be used when any Player is using Replicators. One more Empire Advantage card than the number of players is dealt face up in the middle of the table. Each player begins the game with 75 CP. Open CP bidding begins for choice of an Empire Advantage until no one is willing to beat the highest bid. The winner of the bid subtracts their bid amount from their starting CP and picks an Empire Advantage. Those who do not win the bid lose nothing.

The remaining players repeat the process and bid for choice of the next Empire Advantage. When only one player is left, they bid zero, choose one of the two remaining Empire Advantages, and discard the other.

In the unlikely event that someone bids more than 75 CP (or more than the amount agreed upon), then any additional CP is subtracted from their future income. In this case, maintenance would have to be paid, with any income going to pay off their original bid.

10.3 REVEALING EMPIRE ADVANTAGE CARDS

Empire Advantage cards are placed face down in front of each player. When their reveal condition is met, they are turned face up and left that way for the remainder of the game. A player's card is also revealed if Ground Units capture one of their Colonies (21.13). Consult the Expanded Sequence of Play in the Competitive Scenario Book (CSB) for information on when these cards are revealed.

10.4 SPECIAL CONSIDERATIONS

See the Card Manifest for the complete list of Empire Advantages and additional details that don't fit on the cards.

10.4.1 Captured Planets: Empire Advantages are never gained from a player when their planet is captured.

10.4.2 Captured Ships: Unless otherwise noted, ships captured through boarding (19.3) do not retain their Empire Advantage.

10.4.3 Scenario Restrictions:

When playing any scenario that at any point has only two hexes of Deep Space between player's home areas, do not use the following Empire Advantages: ANCIENT RACE, INDUSTRIOUS RACE, GIANT RACE, HOUSE OF SPEED, ON THE MOVE, LONGBOWMEN

In addition, do not use an advantage if not playing with a rule that it modifies. For example, if playing with the Instant Upgrade rule (30.0), don't play with NANO-TECHNOLOGY.

AND WE STILL CARRY SWORDS should not be used when playing the Planetary Gate Scenario (too powerful).

11.0 Alien Technology Cards

11.1 ACQUIRING ALIEN TECHNOLOGY

Before the start of the game the Alien Technology deck is shuffled and placed face down next to the game board. Before shuffling, the players should remove any cards from the deck that only modify rules not being used in the game.

When a Barren Planet in the Deep Space portion of the map is initially colonized (4.4.2) or captured (21.13), the player may draw two of these cards. If a drawn card does not apply to the empire you are playing, it may be revealed and discarded for a different one. They secretly choose one card and discard the other face down. The player must pay 10 CP during the next Economic Phase to keep the chosen card, otherwise it must be discarded. This expenditure is recorded under ship purchases on the Production Sheet.

If playing with Non-Player Aliens (18.0), there is no cost for the chosen card.

An Alien Technology card is not drawn for a planet that has been previously colonized or captured by any player.

The only player who may benefit from an Alien Technology card is the player who drew it. An Alien Technology card may not be gained by scrapping a captured ship (19.5.1) that is benefitting from it or by capturing an enemy planet. Alien Technology cards only start granting their benefit after the current player's turn.

Cards that can benefit ships already built (like HOLODECK) do so immediately (all existing ships get that benefit). *This alien technology is so advanced that it is easy to install.*

Ships that are captured do still retain the benefit of the Alien Technology card. There is just no way for the capturing player to gain the ability from the ship and duplicate it for their other ships.

11.2 REVEALING ALIEN TECHNOLOGY LEVELS

Alien Technology cards are placed face down in front of their owner. When their reveal condition is met, they are turned face up and left that way for the remainder of the game. A player's Alien Technology cards are also revealed if Ground Units capture one of their Colonies (21.13) or if a ship benefitting from it is captured. Consult the Expanded Sequence of Play in the Competitive Scenario Book (CSB) for information on when these cards are revealed. See the Card Manifest for a complete list of Alien Technology cards.

12.0 Crew Cards

Crew Cards provide many unique combinations with which to diversify ship Groups and add tactical nuance to a player's fleets. Crew Cards can be used in addition or separately from Experience (37.0). If used together, any bonuses of Crew Cards and Experience are cumulative. See the Card Manifest for a complete list of Crew Cards.

12.1 ACQUIRING CREW CARDS

Before the start of the game, separately shuffle the Crew Cards and Replicator Crew Cards (if playing with them) into face-down piles next to the game board.

During every even-numbered Economic Phase (2, 4, 6, etc.) each player draws two Crew Cards from the appropriate deck, chooses one to keep face down, and discards the other. Discarded Crew Cards are always separated by type and placed face down and "messy" so they are not mistaken for a draw pile. Reshuffle a discard pile when its deck has run out of cards. Each player is limited to 5 Crew Cards at a time. If a player already has 5 Crew Cards in play, cards may be drawn normally, but an existing card must be discarded to keep one of the new ones.

12.2 UTILIZING CREW CARDS

12.2.1 Assigning Crew Cards: Crew Cards must be assigned during the same Economic Phase during which they are drawn. They can be assigned to a Group in the player's Home System or a Group the player builds during the same Economic Phase (even if built outside of the Home System). A Crew Card that cannot be assigned must be discarded.

Assigned Crew Cards remain face down in front of the player. Group assignments can be tracked by writing the number of the Crew Card by the Group on the Ship Technology Sheet. Alternatively, a dry erase marker can be used to write the Group on the Crew Card.

Crew Cards are turned face up when their ability is used or when their Group is revealed. A Crew Card used outside of combat must be revealed, but its Group is not revealed. Once turned face up, they remain face up for the rest of the game.

Ships may join or leave a Group with a Crew Card, but the Crew Card must stay with the same Group until that Group is destroyed. The only exception is if two Groups combine, each with one Crew Card, both Crew Cards may be kept by the newly combined Group.

12.2.2 Replicator Crew Cards: These represent part of the AI that have formed distinct personalities. All the rules for normal Crew Cards apply to Replicator Crew Cards. Each Replicator Crew has three numeral counters (1/2, 3/4, and 5/6) with its name on it. These may be used in place of normal numeral markers to indicate which Group that Crew is assigned to. Replicators can only have one Crew on a Group.

12.2.3 Crew Card Limitations: Each Group may have at most two Crew Cards, and only one Crew with the same title (e.g., a Group can't have two Engineers).

All Crew Cards that improve Weapon Class have no impact in terrain that modifies Weapon Class (e.g., ships in a Group with an Admiral would still fire as E-Class in Asteroids), unless otherwise noted.

When playing with Crew Cards, the 4 Resource Cards for Heroic Ships cannot make ships Heroic. Instead, they can be played at any time to draw 2 Crew Cards and keep 1.

12.2.4 Crew Cards in Combat: After a battle, each Crew Card in a Group that had at least one ship destroyed must roll for survival and is eliminated on a roll of 9-10. Add +3 to the roll if the Crew Card's Group was eliminated and +3 if no friendly ships remain in the battle hex after the battle (harder to pick up escape pods). Crew Cards that become casualties are placed in the appropriate discard pile.

If a Crew Card survives even though its Group has been destroyed, it is immediately assigned to another Group in its hex, if possible. If not possible, during the next Economic Phase it must be assigned as if it had been drawn. This does not prevent the player from drawing a new Crew Card.

13.0 Merchant Ship Pipelines

Merchant Ship Pipelines represent groups of slow-moving space vessels as well as navigational beacons and portions of space that have been charted and cleared for space travel.

13.1 MS PIPELINE CHARACTERISTICS



Merchant Ship (MS) Pipelines always represent a single trade network – never place a numeral marker underneath them. MS Pipelines move one hex per turn, and do not receive any benefit from an increase in Movement technology. They may be purchased and placed at a Shipyard in the usual fashion. MS Pipelines are non-combat ships and do not incur maintenance costs.

13.2 MS PIPELINES CHAINS

MS Pipelines may be organized in a "chain", a trade network connecting planets and other regions of space. Two or more MS Pipelines adjacent to one another form a chain (or pipeline). The benefits of a chain are indicated below.

13.2.1 Movement: Any unit, including another MS Pipeline, that starts its movement on a chain of friendly MS Pipeline counters and spends its entire Movement Phase on the same chain may move an additional hex, as long as that hex is also part of the chain. If used to aid a ship's movement, none of the MS Pipeline counters that form this chain may move or have moved during the turn.

To make it easier to keep track of which MS Pipeline counters have not moved, the MS Pipeline counters have an “Active” side. If a MS Pipeline has moved, flip it to the “Moved” side until the start of the next turn.

MS Pipelines that survive entrance into a Black Hole hex may, in future turns, use their navigational aids to allow friendly ships traveling along a chain to enter the Black Hole hex without rolling for destruction (in other words, a chain may extend into a Black Hole hex).

MS Pipelines also allow friendly ships which are traveling along a chain to ignore Nebulae and Asteroids for purposes of movement.

13.2.2 Trade Networks: Any friendly Colony (even a new one) that is connected to the Homeworld by a friendly MS Pipeline chain produces one extra CP in the Economic Phase (the Homeworld does not produce an extra CP, but each Colony connected to its network does). There must be an MS Pipeline counter in each planet hex, including the Homeworld, and in each hex in between.

An unlimited number of Colonies may be connected to the Homeworld in this way, each contributing an extra CP through the network. MS Pipelines may contribute to this chain even if they moved this turn. Each Colony gives this benefit only one time per Economic Phase, no matter how many times it is connected.

14.0 Defense Satellite Networks



14.1 DSN CHARACTERISTICS

Similar to Bases (8.1), a Defense Satellite Network (DSN) may be built at any friendly planet with an income-producing Colony (not new or blockaded Colonies). DSNs cannot move and do not incur maintenance costs.

DSNs are not built by Shipyards; however, they cannot be built until a player has researched Ship Size 2 technology.

14.2 DSN RESTRICTIONS

Each Colony is limited to one DSN and one Base/Starbase (38.5). If a Colony builds a DSN during an Economic Phase, it may not build a Base (or upgrade a Base to a Starbase) during the same Economic Phase.

14.3 DSN COMBAT

DSNs (B4-1-x2) participate in combat like other Groups, but may not retreat and cannot be boarded.

15.0 Carriers, Fighters, & Point Defense

Fighter technology allows you to build Carriers (CV) and Fighter Squadrons. Point Defense technology applies only to Scouts, and only affects their attacks against Fighters.

15.1 CARRIERS (CV)



15.1.1 Characteristics: A Carrier may hold a maximum of 3 Fighter Squadrons. Carriers may participate in combat but cannot be targeted until all friendly Fighters (not just those on that particular Carrier) present in the battle are destroyed (even if the Carrier is not screened). Carriers lose this immunity if their owner screens any Fighters.

15.1.2 Carrier Retreats: Carriers that retreat may not “orphan” Fighters in combat. A Carrier may retreat with less than its full complement of Fighter Squadrons, but only if there are specific ships (15.2.3) or a friendly Colony remaining in the System to absorb the Fighters left behind.

15.2 FIGHTERS (F)



15.2.1 Characteristics: Fighters are purchased in squadrons, and numeral markers are used underneath Fighter Squadron counters to indicate the number of squadrons represented by that counter. Note: Fighter Squadron counters are not physically stacked on a Carrier, they just need to be in the same hex.

EXAMPLE: A hex could have one Carrier Group with a 2 under the counter and one Fighter Group with a 6 under the counter to represent two fully loaded Carriers.

15.2.2 Fighter Movement: Fighters are small spaceships that have no interstellar movement capability of their own. Fighter Squadrons therefore may not move from hex to hex on their own, although they may be carried.

15.2.3 Carrying Fighters: Only Carriers, Battle Carriers (38.6), Titans (22.0), or Unique Ships with MINI-FIGHTER BAYS (p.45) may carry Fighter Squadrons. Thus, a squadron must remain at the Shipyard where it is placed during the Economic Phase, or transfer to one of the above-noted ships in the same hex.

15.2.4 Transfer: One or more Fighter Squadrons may transfer from a colonized planet to an appropriate ship type (or vice versa) which is in the same hex. Fighters may also transfer between ships in the same hex. Transfer may happen any time during a ship’s move or during combat at no extra cost to the ship, but movement is simultaneous. A Fighter Squadron cannot be moved further in one turn than the speed of the fastest ship involved.

EXAMPLE: A player may not use Move 4 to move a CV and 3 Fighters two hexes to an empty CV and then have the second CV move 2 hexes with the 3 Fighters.

15.2.5 Fighters & Combat: A Fighter Squadron is counted as a single combat-capable ship for the purpose of determining screening. Fighters may not fire on the turn their carrying ship declares it is retreating. Fighters that declare they are retreating remain in the battle until the ship that is carrying them retreats (15.1.2). They still protect the carrying ship as normal from enemy fire until it retreats, or until the Fighters are destroyed.

15.2.6 Fighters and Colonies: There is no limit to the number of Fighter Squadrons that may be on a planet with a Colony. Fighters based on a Colony must participate in any battle that occurs in its hex.

15.2.7 Fighter Technology & Upgrades: Fighter technology improves a Fighter's Attack and Defense Strength (as indicated on the Ship Chart). In addition to upgrading the technology they carry (9.11.3) Fighters may also upgrade their basic attack and defense by upgrading the Fighter Technology level, this is done similarly and at the same time and at no extra cost as all other technologies.

All Fighters that are Fighter 2 or 3 get +1 Defense against Point Defense (15.3).

15.3 POINT DEFENSE TECHNOLOGY

Point Defense is a technology that is equipped by Scouts and used against Fighters.

15.3.1 Scouts: Point Defense technology improves a Scout's ability to contend with Fighters. A Scout with Point Defense technology has an A-Class rating and a higher Attack Strength (depending on the Point Defense level), but only when firing at Fighter Squadrons; even then, all other capabilities remain the same. In combat, a Scout with Point Defense technology firing at a target other than a Fighter Squadron does so with its normal E-Class rating.

Exception: In Asteroids and Nebulae, Point Defense equipped ships have an E-Class rating like all other ships and Fighters.

15.3.2 Scouts and Attack/Defense Technology: Point Defense technology can be used with Attack and Defense technology when Scouts combat Fighters – up to the limit of their Hull Size, which is 1 in both cases.

EXAMPLE: A Scout (E-Class, Attack Strength 3) with Point Defense technology level 1 (A6 vs. Fighters) plus Attack technology level 1 (+1 to Attack Strength) would fire on Fighters with an A7 and fire on non-Fighters with an E4.

16.0 Raiders: Cloaking & Scanners

16.1 RAIDERS (R)



Cloaking technology allows the purchase of Raiders. Raiders have the additional ability to cloak. When a Raider's Cloaking technology is superior to the enemy's Scanner technology (16.2), or the enemy has no Scanners, then the Raider is considered cloaked.

16.1.1 Movement Advantage: A cloaked Raider may move into a hex occupied by an enemy unit and continue moving. It need not stop. It may also occupy a hex and not trigger combat. If a cloaked Raider is in the same hex as an enemy ship and Colony, the Colony is not considered blockaded (7.1.2). The cloaked Raider would have to defeat any enemy ships to blockade a Colony.

16.1.2 Retreat Advantage: At the start of a battle, cloaked Raiders (both Attacking and Defending) have the option to retreat after the fleets are revealed and before shots are fired or Mines detonate (17.1.5). In this case, if no other ships remained in combat, information about an opponent's technology would not be revealed.

16.1.3 Firing Advantage: In combat, cloaked Raiders (both Attacking and Defending) have an A-Class rating and – during the first firing round only – have their Attack Strength increased by +1. Uncloaked Raiders have a D-Class rating.

16.1.4 Cloaking Technology Levels: A player can increase his Cloaking technology up to level 2. Level 1 Scanners do not negate level 2 Cloaking technology.

16.1.5 Cloaking in Nebulae: Cloaking devices do not work in Nebulae. All Raider ships are treated as normal ships when in a Nebula.

16.2 SCANNERS



To counteract Cloaking technology, a player may research Scanners. This technology gives Destroyers (and Advanced Bases) the ability to scan for Raiders.

When a Destroyer with scanners is present, treat all enemy Raiders (of equal or lower Cloaking level) as uncloaked. If all scanner equipped Destroyers are eliminated, the enemy ships regain the benefits of being cloaked at the start of the next firing round. To avoid this, a player may combat screen a Destroyer as long as they outnumber their opponent. A screened Destroyer may not participate in combat, but still provides its fleet with scanning benefits.

EXAMPLE: A player moves their Raiders into a hex with an enemy fleet and either wants to skip combat or keep moving and so announces that they are Raiders. The other player desires combat and so announces that they have Scanners present. The Raider player then announces that their Raiders are at Cloaking 2. The enemy player might then announce that they have Scanner 2.

17.0 Mines & Minesweepers

17.1 MINES



Mine technology must be researched before Mines may be purchased and placed on the game board. A Mines counter operates like any other Group; a numeral marker must be placed under it to indicate the number of Mines represented by the counter. Mines cost no maintenance.

17.1.1 Mine Movement: The Mine counter may move on its own, but it is limited to a movement of one hex regardless of technology level.

17.1.2 Movement Restrictions: Mines may not explore or enter an enemy occupied hex (including one with an enemy Colony) – even when accompanied by other friendly units. If enemy ships enter a hex containing Mines, the Mines are automatically considered deployed and active.

17.1.3 Mines and Combat: After technology is revealed (9.10), all Minesweepers (17.2) remove as many Mines as they are capable of sweeping. Unswept Mines immediately detonate (the Mine counters are removed from play), destroying one ship each (regardless of the type of the ship). Mines may target Fighter Groups; one Mine will kill one Fighter. The choice of which ship is destroyed is determined by the player who controls the Mines (*yes, I'm picking the DN!*). If a ship carrying Fighters is destroyed by a Mine, the Fighters present will be destroyed only if there is not enough room to carry them on other ships. After Mine sweeping and detonation, combat continues as normal. Mine sweeping and Mine detonation only happen at the start of a battle.

17.1.4 Must Detonate: If enemy ships are present, Mines must detonate – they may not choose to ignore a ship. It is therefore a legitimate strategy to attempt to clear Mines by attacking with only Scouts. If there are more Mines than attacking ships, excess Mines remain in the hex. Except when dealing with cloaked ships, under no circumstances will both Mines and enemy ships remain in a hex after the sweeping and detonating of Mines.

17.1.5 Mines and Raiders: Mines only work on Cloaked Raiders if there is a Destroyer with appropriate Scanner technology present. This is the only exception to Mines being in the same hex as enemy ships after detonation. If a Destroyer with Scanner technology enters the hex, the Mines will activate during combat. During combat (not movement), a cloaked ship can decide to sacrifice itself and uncloak to allow a Mine to detonate on it, but if other ships are present, the owner of the Mine is still free to choose the Mine's target.

17.2 MINESWEEPERS (SW)



Minesweeper technology allows the purchase and placement of Minesweeper units. Unlike Mines, Minesweepers move using the player's Movement technology (they are not limited to a movement rate of one hex). Minesweepers with Minesweeper technology level 1 remove one Mine each before they detonate. Minesweeper 2 allows each Minesweeper to remove two Mines before detonation. Minesweeper 3 allows each to remove three Mines before detonation. Note that Minesweepers may be chosen as the target of a detonating Mine, but they do not have to be.

18.0 Aliens (Non-Player Aliens)

18.1 PLACEMENT

Deep Space is inhabited by Non-Player Aliens (NPAs). When a System marker in Deep Space is revealed to be a Barren Planet, random NPA ship markers are drawn and placed on the planet according to the Deep Space Planet Attribute (26.0). If not playing with that rule, draw 4. They attack any ship that enters their hex, including the exploring ship. Combat is resolved normally. If this planet was discovered by a Cruiser, Flagship, or Replicator Exp ship using Exploration 1 (9.8), the aliens are placed face down, unlooked at, and may not be examined.

18.2 ALIEN BEHAVIOR

Aliens normally don't leave their hex and never retreat.

- Aliens have a Tactics level of 1.
- All NPA ships are equipped with Security Forces 1 (20.0).
- All NPA ships with a hull size of 1 have PD2 (15.3).
- All NPA ships with a hull size of 2 have Scanner 1. However, they will only use this ability when attacked. They will not stop cloaked fleets that do not attack.
- Once an NPA planet hex is entered by an enemy ship, all NPA ships are revealed and remain that way until the end of the game (unless captured, 21.12).

The first non-team player to the left of the active player makes decisions on the alien targets. In solitaire or coop games, players should make decisions on behalf of the NPA that will work towards the aliens' victory over the player.

18.3 CONQUERING ALIEN PLANETS

Aliens do not normally get additional ships and are considered subdued the moment they lose their last ship in combat. The (former) alien planet can then be colonized normally by a player with Terraforming technology (9.7).

19.0 Boarding & Capturing Ships

19.1 PROPERTIES OF BOARDING SHIPS (BD)

Boarding Technology allows the purchase of Boarding Ships. Boarding Ships have the following properties:

- May make Boarding Attacks (see below).
- If combat occurs in Asteroids or a Nebula, Boarding Ships still fire as F-Class, not E-Class (5.8).
- Like other ships, Boarding Ships always hit on a 1.
- Boarding Ships may not mount Attack technology.

19.2 BOARDING ATTACKS

19.2.1 Procedure: A Boarding Ship's attack is handled differently than a regular ship's attack. The Hull Size of the ship being attacked is subtracted from the Attack Strength of the Boarding Ship. All other modifiers and technologies are ignored (do not use Attack Tech, Defense Tech, Fleet Size Bonus, etc.) except for Experience modifiers (37.0) and Security Forces (20.0). If that "To Hit" number or less is rolled, the attacked ship has been captured by the boarding parties (multiple hits are not required to take over a ship – regardless of Hull Size, one successful boarding attack will take over an enemy ship).

EXAMPLE: A Veteran Boarding Ship (F5) is attacking a Legendary Cruiser. The attack would succeed only on a roll of 1; that is 5 minus a Hull Size of 3 (one larger for a Legendary ship) minus an Experience modifier of 1 (the target ship is 2 levels of Experience higher).

Boarding Ships may attack each round regardless of the success or failure of previous attempts. Boarding Ships may acquire Experience when they successfully capture a ship.

19.2.2 Restrictions: The following restrictions apply to Boarding Attacks:

- Carriers (15.1) and Battle Carriers (38.6) are protected from being targeted by their Fighters as for normal attacks.
- Ships that are screened (5.7) from combat cannot be attacked and therefore cannot be captured.
- Bases, Starbases, Defense Satellite Networks, Shipyards, Colonies, Titans, Fighters, Doomsday Machines, Space Amoebas, Replicator ships (40.0), and Transport Ships that are carrying any cargo may not be captured and are instead engaged with a normal F1 attack if a Boarding Ship fires on them. When using their F1 attack, Boarding Ships may get the benefit of the Fleet Size Bonus but never benefit from Attack technology.

PLAY NOTE: Boarding Ships may be boarded.

19.3 CAPTURED SHIPS

A ship captured by a boarding party immediately becomes controlled by the capturing player. A captured ship has the following properties:

- May not attack or retreat in the first full round immediately following capture (the boarding parties are in the process of gaining complete control of the ship).
- Does not count for Combat Screening (5.7) or Fleet Size bonus (5.1.3) on the round after they are captured.
- May be fired upon, screened, and may be recaptured.
- May attack and retreat normally after the first round, post-capture. If playing with Ship Experience (37.0), newly captured ships from other players are Green (regardless of Military Academy level) but gain Experience normally.
- If playing with Ship Experience, captured NPA ships (18.0) are always Green and can never increase in Experience.
- Alternate Empire ships self-destruct when captured, but yield a technology benefit. See 24.1 for details.

19.4 TRACKING CAPTURED SHIPS

Until the end of the battle, a captured ship may be represented by whatever spare counter is available. If either player has a free counter of that unit type, it can be used. Barring that, a spare alien or other counter may be used.

At the conclusion of the battle, any surviving captured ships must be switched over and represented by the player's own counters. A player capturing a ship may have to scuttle other ships or combine other counters to free up a Group counter to represent the captured ship (7.3.2). If they are unwilling, they must scuttle the captured ship. If it has the same technology as one of your Groups, the Group counters can be combined.

The new Group of captured ship(s) must have the appropriate technology marked on the Ship Technology Sheet like any other Group. The former owner of the ship must inform the player of the current technology levels on the ship.

Until upgraded or scuttled, a player must always identify a formerly captured ship in battle. The original owner would recognize their former ship, and this makes it easier for them to try to destroy it, preventing its technology from falling into enemy hands..

19.5 CAPTURED SHIPS & TECHNOLOGY

Captured ships may use all the technologies that they possess. However, they may not give the technology to other ships.

19.5.1 Scrapping Technology: If a captured ship is at a friendly Shipyard during an Economic Phase, it may be scrapped for its technology. The scrapping player will gain one level of technology in each area where the captured ship has better technology, then the scrapped ship is removed. The player may successively scrap multiple ships in the same Economic Phase to gain more technology. The order in which they scrap ships is up to them. The player may also purchase a level of a particular technology in the same Economic Phase, either before or after scrapping a ship.

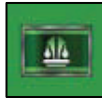
EXAMPLE: A player with Movement 1, Attack 2, Defense 1, and Tactics 1 captures a ship that has Movement 3, Attack 2, Defense 2, and Tactics 0. Upon scrapping the ship, the player gains Movement 2 and Defense 2 technology. If the player had another ship just like this one and scrapped it also, they would immediately gain Move 3 technology. The player could then choose to use CP to purchase Move 4 technology.

The following restrictions apply to Scrapping technology:

- Scrapping a Carrier can only yield up to Fighter technology level 1, regardless of the level of Fighter technology the other player possessed.
- Ground Combat technology cannot be gained by scrapping a Transport (21.1).
- Security Forces (20.0) and Military Academies (37.2) – both of which are not shown on the Ship Technology Sheet – cannot be gained by capturing a ship.
- Any technology gained is limited to what is present on the ship being scrapped.
- In a game with more than two players and no teams, players cannot gain technology by scrapping captured ships. This is to prevent gamey tactics and/or collusion between players to advance their technology levels.

PLAY NOTE: Ship Size technology can be gained by this method.

19.6 CAPTURED NON-PLAYER ALIEN SHIPS



NPAs (18.0) may be captured. These incur maintenance costs and may be used like any of a player's ships. However, a player may never put any of their technology on an NPA ship. They have the standard NPA technology (18.2) in addition to Movement 3 technology. They may be scuttled (7.3.2) but may not be scrapped to gain technology (19.5.1). If stacked with friendly ships, it should be obvious which Empire owns them. If moved on their own, they can be marked using one of the player's Empire markers which have been provided for this purpose.

20.0 Security Forces

This technology is only used in conjunction with Boarding Ships. If a player researches Security Forces 1, all of their ships immediately and automatically get a +1 to their Hull Size when being attacked by a Boarding Ship (a ship does not need to be upgraded to get this benefit, 9.11.3). Security Forces 2 doubles this benefit (+2 total). This represents a player developing a coherent plan for dealing with Boarding Ships and communicating it to their fleet.

All NPA ships (18.0) are equipped with Security Forces 1.

21.0 Transports & Ground Combat

21.1 TRANSPORTS



21.1.1 Characteristics: At the start of game, all players have Ground Combat 1, allowing them to build Transports and Infantry. Transports are used to carry Ground Units and Fighters (15.2). They may also be used to transport *DILITHIUM CRYSTALS* (see the Deep Space Planet Attributes) and Logistic Points (36.5) if using those rules.

Transports do not need to stop to pick up or drop off Ground Units or Fighters; they can pick them up while passing a planet in a similar way to a CV picking up Fighters (15.2.3). Fighters that were carried on Transports may not participate in combat that same player turn, even if transferred to another ship or Colony.

Transports have the following properties:

- May not explore.
- Each may carry any combination of up to 6 Ground Units and/or Fighters or 30 Logistic Points (36.5.6).
- A loaded Transport may not be boarded (19.2).
- If a Transport is destroyed, its owner destroys any Ground Units, Dilithium Crystals or Logistic Points now in excess of Transport Capacity.

EXAMPLE: A player has 2 Transports, 5 Space Marines and 3 Infantry involved in a battle. One of the Transports is destroyed. The player must remove 2 Ground Units because only 6 may fit on the remaining Transport. They choose to eliminate 2 of the Infantry.

- Transports participate in space combat normally. They may fire, may be screened, etc.
- Transports cannot land units on a planet that is protected by Mines. (For Example: The MISSED RENDEZVOUS Resource Card combined with the ANTI-SENSOR HULLS Unique Ship Ability can lead to this quirky situation.)

21.1.2 Upgrading Transports (Drop Ships): When a player researches Ground Combat 3, their Transports may be upgraded so that their Defense Strength increases from 1 to 2 (Armored Transports). The Transports will also be equipped with "Drop Ships," which allow invading Ground Units to attack in the first round of ground combat. In addition, the player may purchase Grav Armor.

21.2 GROUND UNITS



Each Ground Unit represents a massive number of troops. Ground Units come in 6 varieties: Infantry, Space Marines, Heavy Infantry, Militia, Grav Armor, and Cyber Armor. Ground Units have the following properties:

- Require no maintenance cost.
- May not be placed on an uncolonized planet.
- Provide a defensive benefit against bombardment (21.6) and may not be hit by bombardment (21.7.4).
- Ground Units play no part in space combat. Whether on a Colony or on a Transport, they never shoot at ships, and they may never be shot at by ships.
- Are eliminated if not on a Colony or if in excess of Transport capacity.

21.3 PURCHASING GROUND UNITS

A number of Ground Units equal to the CP number of a Colony may be purchased at that un-blockaded Colony during an Economic Phase (no Shipyard is needed for any).

EXAMPLE: A Colony produced 3 CP that Economic Phase. Any mixture of three Ground Units may be placed there after they are purchased.

21.4 MILITIA



Militia units are never purchased. They are temporarily awarded when a Colony is invaded: 1 Militia per CP number on the Colony. This is in addition to any Ground Units which are already on the planet. This represents the police forces, etc., and the difficulty in conquering a planet. Even if these Militia units are destroyed, if the planet is subsequently invaded, it will again be awarded Militia units equal to the CP on the Colony.

EXAMPLE: A planet with a 3 CP marker on it will be temporarily awarded 3 Militia units if attacked by Ground Units. A Homeworld could yield as many as 30 Militia units!

21.5 FREE GROUND UNITS

A player receives one free Ground Unit for every three, un-blockaded 5 CP Colonies (not the Homeworld) that they have at the start of an Economic Phase (rounded down). This is in addition to any units that are purchased. *Think of this as skimming off the population growth of the more adventuresome colonists once the Colony is at full strength.*

The free units are Infantry if at Ground Combat 1 when the units are placed or they can be Heavy Infantry or Space Marines at Ground Combat 2 (21.10). Grav Armor and Cyber Armor (38.7) can never be received for free; they must be purchased (21.11). The free units are placed at any un-blockaded 5 CP Colony or Homeworld, one per Colony. This does not count against the purchased unit limit.

21.6 PLANETARY DEFENSE

Ground Units contribute to planetary defense. *Think of them as being armed with lots of surface-to-air missiles that keep the bombarding ships at arm's length.* If there are Ground Units besides Militia on the planet when the Colony is being bombarded (21.7.4), the Colony is considered to have a Defense Strength of 1 if there 1-3 Ground Units present. With 4 or more

Ground Units present it has a Defense Strength of 2. Militia never contributes to bombardment defense.

21.7 LANDING PROCEDURE

If a player's units move into a Colony hex that contains enemy Ground Units but no combat-capable ships, both sides are revealed immediately. All unrevealed units moving into the Colony hex must be revealed; however, an exception is made for RaiderXs (38.9) and the Ground Units they may be carrying. Decoys are removed and the non-moving player must eliminate non-combat ships if the moving player has combat ships present. The moving player may now decide whether they wish to continue moving or stay in that hex.

21.7.1 Reaction Movements in Response: Since a Reaction Move (35.0) by the non-moving player can normally only be made after the moving player has finished moving, the Reaction Move would happen only after the non-moving player's non-combat ships had been eliminated, and then only if the moving player decided to stay in that hex.

21.7.2 Determine Location of Ground Units: If a player is defending in a hex with Ground Units, Transports, and a friendly Colony, that player must decide after the fleets have been revealed, but before combat, whether their Ground Units are on the planet or on the Transports (or a mixture of both).

21.7.3 Landing: After the SECOND ROUND of space combat and after each round thereafter, players may decide to land Ground Units on a Colony in that hex. Any Ground Units on the Transports are simply placed on the planet (Ground Combat will be resolved when Space Combat is done). A Transport may land Ground Units this way even if it had been screened. If the planet is Barren, then Ground Units may only be landed if their Empire has Terraforming 1.

Regardless of whether Ground Units are landed, Transports remain in the battle and the space combat continues as normal.

21.7.4 Bombardment: After space combat is over and before ground combat occurs, the attacker may decide to bombard the Colony (5.10) before landing any Ground Units. Bombardment cannot take place once the attacker has landed any units. The player may roll attacks against the Colony one at a time, reducing it, until they decide to land their Ground Units. Once they have landed their units, they may not bombard the Colony anymore that turn, even if the invasion goes poorly.

21.8 GROUND COMBAT PROCEDURE

Ground combat is resolved after all space combat in the hex is finished. Like space combat, Ground Units fire at each other in order of Weapon Class (D-Class before E-Class), take damage, and are eliminated when they take damage equal to their "Hull Size" (*not that Ground Units have hulls, but for simplicity's sake they use the same metric*).

21.8.1 Unused Mechanics: Ships, Fleet Size Bonus, Tactics, and Attack/Defense Tech have no effect on ground combat.

21.8.2 No Retreating: Ground combat continues indefinitely until one side wins. There is no Retreat from ground combat.

21.8.3 Attacker Disadvantage: Ties in Weapon Class always result in the defender firing first. Any Ground Units dropped off by Transports without Drop Ships (available with Ground Combat 3), may not fire in the first round of ground combat.

21.8.4 Ground Combat Screening: Combat Screening (5.7) can be used in ground combat. Units that cannot fire do not count when determining which units can be screened. A spare counter of the appropriate type of unit can be used to place in the “screened units” portion of the Battle Board (37.4.2). In the case of Transports being used as AIR SUPPORT (see the Card Manifest), a Transport can be screened provided a spare Transport counter is available. A player is not limited by the single AIR SUPPORT counter provided. In the case of Militia or Heavy Infantry Militia (DEFENDING FAMILIAR TERRAIN, see the Card Manifest), a player may screen some of the Militia while leaving some of them in combat by using any spare counter to keep track of how many are being screened in each combat round.

21.9 DETERMINE VICTOR

21.9.1 Defender Victory: If the defender destroys the last attacking Ground Unit, the Colony has been successfully defended and any remaining Militia units are removed.

21.9.2 Attacker Victory: If the attacker destroys the last defending Ground Unit (including Militia), the Colony has been successfully captured (21.13). To complete the process, the attacker must remove one Ground Unit that is on the planet (even if the attacker is recapturing a planet that was previously their own.) The removal of this unit represents the permanent resources needed to manage the captured Colony. The defeated Colony marker is left in place and covered with one from the conquering player (21.13.3).

Any Shipyards, Bases, Starbases, or Defense Satellite Networks (14.0) at the Colony belonging to the defender are destroyed. This means it is possible to drop Ground Units after the second round of space combat, lose the space battle, yet still destroy the above-noted units. In such a scenario, any of the defender’s Fighters in excess of the carrying capacity of their friendly CVs/BVs/Titans/Unique Ships are lost if their Colony is captured. If an enemy fleet remains in orbit, they may not bombard the Colony until their turn.

21.10 SPACE MARINES & HEAVY INFANTRY



Require Ground Combat 2. Space Marines and Heavy Infantry have different Weapon Classes and Attack Strengths when they are attacking or defending.

Marines attack at C6 and defend at D5. Heavy Infantry attack at D4 and defend at C6.

21.11 GRAV ARMOR



Require Ground Combat 3. Grav Armor has a special ability beyond its normal attack. At the start of each round of combat, for every Grav Armor unit a player has over the amount that their opponent has, they can provide support to one non-Grav Armor unit, including Militia (and Transports if you have AIR SUPPORT, see the Card Manifest). A supported unit gains one to its Attack and Defense Strength. A unit can only be supported by one Grav Armor unit per round. Units that cannot fire cannot be supported and are not counted when determining how many units can be supported.

EXAMPLE: The defender has 3 Grav Armor, 1 Space Marine and 1 Militia on the planet. The attacker has no Grav Armor, so the defender can support 3 units. As they only have 2 non-Grav Armor units the 3rd support bonus is lost. The Space Marine will fire as a D6 unit with a Defense Strength of 2 for this round. The Militia will fire as an E6 unit with a Defense Strength of 1 for this round.

21.12 GROUND COMBAT AGAINST ALIENS

Non-player Aliens (18.0) are a special case with several exceptions to ground combat:

- They may only be invaded if a player has Terraforming 1.
- They may not be invaded until their fleet is destroyed. This means that Ground Units may not be landed after the second round of combat as is usually allowed (21.7.3).
- After defeating the NPA fleet, the player may colonize it normally or choose to invade.
- NPA Alien planets do not yield technology benefits other than the Alien Technology cards (11.0).

21.12.1 Procedure: The NPAs have 5 Militia units on the planet. If these are defeated, the player places a 3 CP Colony of their color on the planet. If the NPAs are not defeated in ground combat, the planet is considered subdued from space and may be colonized normally; it may not be invaded later. A player has only one shot to invade an NPA planet and that is immediately after destroying its fleet. A player may NOT bombard the Colony to reduce the number of Militia like they could with a human player (21.7.4).

21.12.2 AMAZING DIPLOMATS: When a player invades a Colony on an NPA planet that was started by another player using their AMAZING DIPLOMATS ability (see the Card Manifest), that Colony may be invaded after Round 2 as normal. If the attacker wins the ground combat, any remaining NPA ships still defending the planet that were not boarded/captured by the attacker during space combat are destroyed.

21.13 CAPTURED COLONIES

21.13.1 Procedure and Properties: Captured Colonies “go backward” one step of growth upon capture. A 5 CP Colony becomes a 3 CP Colony, a 3 CP Colony becomes a 1 CP Colony, and a 1 CP Colony is flipped back to its Colony Ship side. In this last case it does not actually become a ship, it just reverts to that step in the growth process. (This is the only time a Colony

is ever flipped back to the Colony Ship side.) It will grow to 1 CP in the following Economic Phase. In the rare case where a Colony with only a Colony Ship would be captured, replace the Colony Ship with one of the capturing player's. The captured Colony is then treated like any of the capturing player's Colonies. It will provide income and grow, Shipyards may be built, Militia will be produced when attacked, etc. Any Minerals (6.7) and Space Wrecks (6.8) that are on the Colony when it is captured are destroyed with no benefit.

21.13.2 Captured Homeworlds: A conquered Homeworld becomes a normal Colony (max 5 CP) for the conqueror.

21.13.3 Indicate Captured Status: The Colony marker from the defeated player is left on the planet and covered by the new owner because the captured status of the Colony continues to impact the game. The original owner and their allies may not attack their former Colony from space. If they want it back, they will have to invade (*the planet is filled with their own colonists!*). If a player is eliminated, do not remove any Colony markers that they have on the board that have been captured by another player.

21.13.4 Reveal Cards: When a Colony is captured (not recaptured), the player who lost the Colony must reveal to the capturing player all the Empire Advantages (10.0) and Alien Tech cards (11.0) that they have at that moment.

21.13.5 Capture in Enemy Home Systems: When a Colony/Homeworld is captured (not recaptured) in an enemy player's Home System, the capturing player may look at the enemy player's Production Sheet and the capturing Empire immediately increases one level in two technologies in which the other player is more advanced. This is similar to capturing technology through scrapping captured ships except that it happens immediately and not in the Economic Phase.

21.13.6 Capture in Deep Space: If a Colony is captured (not recaptured) in Deep Space, it is handled the same way as above, except that only one level of one technology may be taken (capturing player's choice). If playing a scenario in which a player's Home System markers are mixed with the Deep Space markers at setup, then all Colonies besides the Homeworld count as Deep Space planets for the purpose of this rule.

21.13.7 Multiplayer Games: In a multiplayer game that has no fixed teams you cannot gain technology through capturing Colonies.

21.13.8 Recaptured Colonies: If a player recaptures a Colony that was previously their own, they do not get any technology benefit/increase. Once a Colony is recaptured by the original owner, all other Colony markers are removed.

21.13.9 Capturing another Player's Captured Planet: If a third player captures a planet, they gain technology from the original owner, not the current owner. The technology that can be gained is only that which was researched by the original player at the time it was originally captured. In multiplayer games, a note should be made of the player's technology when a planet is captured in case this happens.

22.0 Titans



Titans are massive ships – far larger than a DN.

A player must have Ship Size 7 Tech (9.4) to build a Titan. Titans have the following properties:

- Each hit from a Titan does 2 damage to a single ship instead of 1. It only gets 1 attack each round.
- May never be screened (5.7) due to their size.
- May never retreat (5.9) from combat.
- Are immune to Boarding Ships (19.2.2) due to their size.
- Unless the attacking ship is a Fighter, a roll of 1 is not an automatic hit against a Titan. *It is therefore possible for some ships to not be able to score a hit on a Titan, depending on the technologies on the ships.*
- Fighters receive +1 to their Attack Strength against Titans. This is in addition to any modifiers from Attack Technology (9.2) and Fleet Size (5.1.3).

22.1 FLEET SIZE BONUS

Which side gets the Fleet Size Bonus (5.1.3) is calculated normally for the battle. However, when firing at the Titan, ships other than Fighters do not get to claim the bonus.

22.2 CAN CARRY FIGHTERS

If the player with a Titan also has Fighter Tech, a Titan may carry 3 Fighters in the same way as a Carrier (15.0). An existing Titan can be upgraded to have this ability as soon as Fighter 1 is researched. Although the Titan carries Fighters, it is not considered a Carrier. It may be fired upon while friendly Fighters are still present in the battle. In the unlikely event that a Titan is destroyed and there are more Fighters left than can be carried on the remaining CVs/BVs/Titans/Unique Ships/Advanced Flagships, the extra Fighters would be eliminated at the conclusion of the battle.

22.3 PLANET DESTROYERS

A Titan may not attack a Colony like a normal ship would. When a Titan fires at a Colony, the Colony and planet are both automatically destroyed. Remove the planet from the game and replace it with one of the Asteroid terrain tiles (5.8.1). This hex is now an Asteroid hex. A Titan may fire at and destroy a planet that does not have a Colony on it.

22.4 TITANS & MINES

Because of their great size, Mines (17.0) do not kill a Titan, but do one point of damage each. It would take 5 Mines to kill a Titan. If a battle immediately follows Mine detonation, then the Titan would enter that battle with damage. Fighters carried by the Titan are immune to any Mine damage unless the Titan is destroyed, which would destroy them. All damage is repaired at the end of a battle as normal.

23.0 Flagships



Each player begins with one Flagship representing the crowning achievement of an Empire (up to this point). A Flagship will always have a 1 numeral marker underneath.

Flagships have the following properties:

- Pays no maintenance but counts as Hull Size 3 for upgrading technology (9.11.3) and damage (5.6).
- May have their technology upgraded normally, may gain Experience (37.0), and function as any other ship in all other respects.
- May be upgraded to carry Exploration 1 (9.8) and Fast 1 (9.9) once they are researched.
- If destroyed, it can never be rebuilt. The destruction of a Flagship does not hurt an Empire in any other way – the player simply loses the use of it.

23.1 CAPTURE OF FLAGSHIPS

Flagships that are successfully boarded and captured (19.0) can be used by the capturing player. In this case, the counter just continues to be used by the capturing player. It operates like all other captured ships except that it pays no maintenance. A separate note of its technology will have to be kept on the Ship Technology Sheet.

23.2 NAMES OF FLAGSHIPS

The Flagships are the only ships in the game that are named:

- Enterprise (Blue) – *Besides the obvious sci-fi and space shuttle connection, the aircraft carrier USS Enterprise (CVN 65) was in her last deployment at the time of the Close Encounters first printing.*
- Victory – *The name of Admiral Nelson's flagship at Trafalgar.*
- Thunder Child – *In H.G. Wells' book, War of the Worlds, this in an ironclad ship that destroyed two Martian Tripods while covering the escape of refugee ships.*
- Argo – *From Greek mythology – Jason and the Argonauts. It was also the American name given to the Space Battleship Yamato in the Japanese movie "Star Blazers."*
- Fearless – *In "honor" of Honor Harrington's ship.*
- Eagle – *First LEM on the Moon and the name of the spacecraft in Space 1999.*

24.0 Alternate Empires

24.1 INTRODUCTION & GENERAL RULES

Alternate Empires have ships with alternate costs and abilities than those found in the base game. Up to two players can play Alternate Empires at once or they can be played against original empires. The costs and capabilities of their ships can be found on the Alternate Empire Production Sheet.

24.1.1 Different Units: Alternate Empires possess a new type of unit – Missile Boats (24.4). They cannot research Fast 2 (9.9.2) and cannot build Titans (except for the WAR SUN Empire Advantage, 10.0).

24.1.2 Changes to Fighters: Alternate Empires have advanced Fighters that do not require a ship to carry them when they move. As a result, these Empires have no need to (and cannot) build CVs (15.1) or BVs (38.6).

Alternate Empire Fighters function the same as other combat-capable ships; When an Alternate Empire gets the ON BOARD WORKSHOP Alien Technology Card (11.0), it may be used on BBs and DNs.

24.1.3 Changes to Boarding: Alternate Empires do not have Boarding Ships (19.0). If their ships are successfully boarded, they are destroyed instead of being captured. However, every time a ship is successfully boarded, the boarding player may steal one technology that was on the ship. If the SELF DESTRUCT Resource Card is played it prevents this technology theft. A successful boarding attack still counts as captured for the purpose of Ship Experience (37.0).

24.2 Random Special Ability Selection

For Battlecruisers, Battleships, and Dreadnoughts a random special ability is drawn and made available for that class to research at the times specified below. Each ability can be researched for a cost of 10 CP. Note that the abilities must be researched before they are available to use. When drawn, the number of the ability should be written on the player's Production Sheet.

- Battle Cruisers: Draw a random special ability when Ship Size 4 is researched. BCs do *not* automatically get Fast 1 (9.9).
- Battleships: Draw a random special ability when Advanced Construction 1 (38.0) is researched. BBs do not automatically get TRACTOR BEAMS (p.45).
- Dreadnoughts: Draw a random special ability when Advanced Construction 1 is researched. DNs do not automatically get SHIELD PROJECTORS (p.45).
- Flagships: A Flagship may still be equipped with Exploration Technology (9.8). However, instead of automatically getting Fast 1, it gets access to the same special ability as the Battle Cruisers (see above) once it's been researched. When upgraded to an Advanced Flagship (38.11), it may pick an ability off the Unique Ship Table like any other Advanced Flagship.

24.3 Random Special ability table

1	Fast 1 (9.9)
2	SPACE PILGRIM (see the Card Manifest) – See Empire Advantage card. If already using this Empire Advantage, draw a different ability.
3	SECOND SALVO (p.45).
4	ANTI-SENSOR HULL (p.45).
5	+1 attack against ships of Hull Size 2 or more.
6	+1 attack against ships of Hull Size 1 or less.
7	+1 defense against ships of Hull Size 2 or more.
8	+1 defense against ships of Hull Size 1 or less.
9	TRACTOR BEAM (p.45).
10	SHIELD PROJECTOR (p.45).
11	Advanced Munitions – This ship type can mount Attack Technology 1 level higher than its Hull Size. If this allows the Empire to research Attack 4, then Attack 4 would also be available on their Starbases (and their War Sun Titan if that is their Empire Advantage).
12	Construction Efficiency – If researched, this ship type costs 2 CP less to build. The Flagship would get nothing if this ability is drawn for the BC.

24.4 Missile Boats & Missiles

Although not equipped with standard weaponry, Missile Boats are a highly effective addition to a player's fleet. Missile Boats fire early in combat, but because they fire from a distance the warheads take some time to hit their targets.



24.4.1 Missile Boat Characteristics: MBs can mount up to Attack 3 despite their hull size, but are still limited to Defense 1.

MBs are treated like DDs for the purpose of destroying a Space Amoeba (SSB 3.0, CSB 10.0).

24.4.2 Missile Boats in Combat: Each Missile Boat in combat fires as an A-Class ship and launches one Missile each round. Upon firing, place a Missile counter with numeral marker indicating the number of missiles fired on the “E” section of the Battle Area (5.1.1).

A Missile Boat may receive Ship Experience (37.3) if the Missile it fired destroys an enemy unit. However, no Experience is gained for Missiles that are destroyed.



24.4.3 Missile Characteristics: Between the moment they are fired and the moment they reach their target, Missiles can be fired at. A Missile has the same Experience, Attack, and Defense values as the ship which fired it. Similar to Missile Boats the hull size doesn't limit their level of attack technology. Fleet Size Bonus (5.1.3) applies to Missile attacks.

24.4.4 Missiles in Combat: Missiles are fired as if they are A-Class (their counter is put into play) but their targets are selected and hit as if they are E-Class. This represents the time between launch and impact. Once a Missile counter is placed into combat it may be targeted like any other combat unit.

During E-Class firing, Missiles resolve their attack like any other combat unit. Missiles that hit their targets do 2 damage to a ship or Colony and 1 damage to a Titan (22.0). After a Missile attacks, it is removed from the board regardless of whether it hit its target.

If a Missile is fired as E-Class instead of A-Class due to terrain, it is resolved immediately. These types of terrain affect the Attack and Defense values of Missiles in the same way as all other units.

Doomsday Machines (29.0) do not fire on Missiles unless there are no ships remaining. Missiles only do 1 damage to DMs.

24.5 Jammer Technology

24.5.1 Characteristics: Jammer Technology can be researched by any Empire in order to counter Missiles. Jammer Technology can only be equipped by Cruisers and is unaffected by whether the ships already have Exploration Technology (9.8). Jammer Technology for Replicator ships (40.0) is shown on the Replicator Production Sheet. When firing at Missiles (not Missile Boats), Replicators are always treated as having a Tactics level of 3.

24.5.2 Jammer Technology in Combat: When a Cruiser with Jammer 1 is present in combat, the Attack Strength of all enemy Missiles is reduced by 2. If *at least two* Cruisers equipped with Jammer 2 are present in combat, the Attack Technology of all enemy Missiles is reduced to 0. A single Cruiser with Jammer 2 only receives the benefit of Jammer 1.

Cruisers and Replicator ships that are screened during a round of combat can still provide the benefit of Jammer Technology during that round.

Changes to Missile Attack Strength caused by Jammer Technology are calculated each round when the first Missile attacks (during E-Class) and that shift is used for all subsequent Missiles during that round.

25.0 Additional Terrain

25.1 COSMIC STORMS

We are reminded how little we know about the universe every time a Cosmic Storm rolls through.

There are two types of Cosmic Storms: Plasma Storms and Ion Storms.



25.1.1 Movement: Cosmic Storms are the only type of terrain that moves. At the end of every Economic Phase, a die is rolled for

every Cosmic Storm.

- On a roll of 1-6, the Storm will move to the resulting hex. If this roll would cause the Storm to move to a forbidden hex or off the map, the Storm will remain in its current hex.

- On a roll of 7-10, the Storm will remain in its current hex.

They will only enter Deep Space hexes without terrain or containing the following terrain:

- Nebulae
- Asteroids
- Minerals
- Space Wrecks
- Doomsday Machines
- Black Holes

If a Cosmic Storm enters a Black Hole hex, the Storm is destroyed and removed from the board. Storms do not enter Folds in Space (25.2) but can travel straight through them if the terrain in the destination hex permits.

25.1.2 Plasma Storms: Units must stop when they enter a Plasma Storm and may only move one hex on the turn they leave a Plasma Storm. If a Plasma Storm is ever in the same hex as the following it will destroy them immediately:

- Ships that cost 9 CP or less except space pirates (25.7)
- Replicator Type II Ships (and smaller)
- Space Wrecks
- Minerals.

Fighters are only destroyed if not enough transporting ships (15.2.3) remain at any point, but they may not be used in fights in this hex. Doomsday Machines are unaffected by Plasma Storms. Plasma Storms are removed from the map if they move into a hex with a Space Amoeba or if a Space Amoeba spreads onto them (SSB 3.0, CSB 10.0).

After a Plasma Storm leaves a hex, place a spare 5 CP Mineral Counter face up in the hex (use a Home System Mineral counter already harvested by a player).

25.1.3 Ion Storms: All combat damage is doubled in Ion Storms (e.g., a Titan or a Missile would normally do 4 damage with each hit). The first time a player attempts to move their units out of an Ion Storm (including Reaction Movement, 35.0, and Retreats, 5.9) they must roll a die. On a roll of a 9-10, none of their units may leave the hex that turn. This die roll occurs only once per player turn per Ion Storm.

Doomsday Machines receive double damage but do not need to roll when attempting to leave an Ion Storm. Amoebae are not affected by Ion Storms.

25.2 FOLDS IN SPACE



When revealed, this counter stays on the map as a permanent effect. It has the following characteristics:

- The hex containing this counter is treated as if it does not exist. Ships never end their move in the hex. When moving through this hex, do not count it. For example: A ship that can move two hexes that turn starts adjacent to the Fold in Space. It moves into the Fold in Space and can still move 2 more hexes.
- A ship adjacent to the Fold in Space is considered adjacent to all other hexes adjacent to the Fold in Space.
- Exploration technology can be used through a Fold in Space – even one that was flipped earlier in that Exploration Phase.
- MS Pipelines (13.0) can be traced through the Fold in Space, although no MS Pipeline remains in the hex.
- If a Fold in Space is explored by a ship entering the hex, that ship is returned to the hex from which it entered. A ship may not be moved onto a Fold in Space by a Lost in Space marker (6.6).
- Remove from the game a Fold in Space that is revealed adjacent to another Fold in Space that was previously revealed. Do not replace it with another marker.

25.3 SPACE STATIONS

Heavily armed, automated platforms that attack on sight.



25.3.1 Characteristics: Space Stations do not move and must be defeated in combat if a player enters the same hex. All Space Stations have Point Defense 2 (15.3) and Scanner 1 (16.2) technologies, and they cannot be boarded (19.0).

25.3.2 Defeated Space Stations: Players receive a benefit for destroying Space Stations based on their type.

- A6-2-x2: Draw two Alien Tech cards (11.0) and keep one at no cost. If not using Alien Tech Cards, gain 10 CP instead.
- A5-1-x1: Gain 5 CP.

25.4 PULSARS

The effects of a Pulsar's rapid fluctuations seem to be based on its relation to the color spectrum.



25.4.1 Pulsar Characteristics: All ships that spend an entire turn not moving in a Pulsar become Charged and gain that Pulsar's benefit upon leaving it. If a player has units in a Pulsar at the start of a turn, and no additional units enter the hex that turn, mark the hex with a Charged marker. As long as there are ships still within the Pulsar which are Charged no other friendly ship may enter. However, other friendly ships may enter the Pulsar on the same turn that the Charged ships leave.

If any ship leaves the Pulsar when Charged, the Charged marker is moved with the ships and removed at the end of the turn and all friendly ships must leave simultaneously, ending their movement in the same hex; this will limit movement to the slowest ship leaving the Pulsar.

Ships can never retreat from battle in a Pulsar.

25.4.2 Blue Pulsars (Movement): Charged ships leaving a Blue Pulsar may move one additional hex that turn.

25.4.3 Red Pulsars (Attack): Charged ships leaving a Red Pulsar gain +1 to their Attack Strength that turn.

25.4.4 Green Pulsars (Defense): Charged ships leaving a Green Pulsar gain +1 to their Defense Strength that turn.

25.5 QUANTUM FILAMENTS

Quantum Filaments are extremely dense astrophysical phenomena with very high gravitational fields.



25.5.1 Movement Effects: Due to the intense gravity present, ships must use one additional movement hex to enter a Quantum Filament.

Ships that can only move one hex per Movement Phase cannot enter. A unit which reveals a Quantum Filament and doesn't have the movement needed to enter must immediately retreat to the hex it just left.

Alternate Empire Fighters (24.0) treat a Quantum Filament as if it is a Super Nova (6.5).

25.5.2 Combat Effects: Fighters must stay on the ship carrying them and therefore cannot be used in combat in this hex. Cloaking tech will not work within a Quantum Filament. Boarding Ships may not perform boarding attacks but may fire on ships with a normal F1 attack. Ships may not retreat into a Quantum Filament or enter it using Reaction Movement (35.0).

25.6 REGIONAL MAPS



This counter's effect only comes into play via a ship entering the hex. If this counter is peeked at using Exploration technology, it must be left face down.

When this hex is entered and explored by a ship, the counter is removed, and the exploring player may look at any face down System markers in adjacent hexes. The player may reveal them or leave them face down, just like they were looked at using Exploration technology.

25.7 SPACE PIRATES

Space Pirates are interstellar nomads, technologically advanced in both space travel and weaponry.



This counter's effect only comes into play via a ship entering the hex. If this counter is peeked at using Exploration technology or a Regional Map, it must be left face down. If an Alien Player fleet (SSB 4.0) or a Doomsday Machine (29.0) reveals or peeks at a Space Pirate, remove the Pirate from the board immediately.

25.7.1 Restriction: Do not use Pirates on maps where there are only two or fewer Deep Space hexes between the players.

25.7.2 Fight or Hire: When revealed, the player must state that they will fight or hire the Pirate. If they decide to hire the Pirate, they pay 10 CP in the next Economic Phase. These CP must be paid even if the Pirate is destroyed before the next Economic Phase. Replicators must pay the CP immediately or fight the Pirate. If the player decides to fight the Pirate, the Pirate will not retreat. Similarly to Non-Player Aliens (18.0) the first non-team player to the left of the active player decides the targets. If the player retreats or is destroyed remove the Pirate from the board. If the Pirate is hired the hiring ships are not revealed.

25.7.3 Controlling Pirates: The player that pays the 10 CP controls the ship until it is destroyed. It acts exactly as any other ship except as noted below. Mark it with one of the player's control markers. A controlled Space Pirate remains face up for the rest of the game. A Player may only have one Space Pirate under their control at a time. If a player reveals a Space Pirate while in control of another Space Pirate, they must fight the newly revealed Space Pirate.

25.7.4 Characteristics: Space Pirates have the following characteristics:

- Their stats are: A5-0-x1, Movement 4, Fast 1, & Tactics 0.
- If a Pirate is captured (19.3) it will automatically self-destruct. The Boarding Ship (19.1) may still roll for Ship Experience in this case (37.0).
- Space Pirates cannot be equipped with a player's technology and gain none of the owner's Empire Advantage Abilities (10.0). They pay no maintenance and cannot be scuttled.
- The Space Pirates may stack and defend with a player's ships, but may only attack alone.
- The Space Pirates may not be moved onto an unrevealed System marker by the controlling player, even if other ships enter the hex.

- Space Pirates are considered Skilled (37.0) and Experience may be gained by destroying them (similar to Non-Player Aliens, 18.0), but Space Pirates may not gain Experience.
- Space Pirates may not be scrapped (19.5.1) to gain any technology.

25.8 QUASARS

If combat is occurring in a System with a Quasar marker, both the Defense Strength and Defense technology of all units in the combat are considered zero. This represents the unexplainable effects of the quasar's powerful radio waves on the combat systems of all units present.

26.0 Deep Space Planet Attributes

26.1 INTRODUCTION & GENERAL RULES

Deep Space Planet Attributes provide additional challenge and flavor when entering planet hexes in Deep Space. An Attribute counter is drawn and revealed for each Deep Space planet when it is flipped. A counter is not drawn if the planet is only scanned (returned face down) by a unit with Exploration Technology (9.8).

Each counter has three pieces of information – an Attribute word followed by two numbers separated by a slash. The first is the number of NPA ships defending the planet. The second is the number of Heavy Infantry on the planet (in addition to the standard 5 Militia, see 21.4). A complete list of Deep Space Attribute counters can be found in the “Card Manifest & Deep Space Planet Attributes” booklet.

26.2 ADJUSTMENTS TO GAME PLAY

The following changes are made to Non-Player Aliens:

- Non-Player Aliens (18.0) must be included when using Deep Space Planet Attributes.
- Add the 20 new NPA counters to the supply (18.1). These new ships are either A5-1-x2 or E7-1-x2.
- All NPA ships with Hull Size 2 have Scanner 1 (16.2). However, they will only use this ability when attacked. They will not stop cloaked fleets that enter their hex and do not attack unless they are AGGRESSIVE.
- AMAZING DIPLOMATS (see the Card Manifest) gain the NPA's Heavy Infantry (as noted on the counter) when colonizing, even if a planet's Deep Space Planet Attribute is later removed. This Heavy Infantry *does* provide the normal defensive bonus against bombardment (21.6).

27.0 Scenario Modifier Cards

Scenario Modifier Cards can be used to provide considerable variety to a game of Space Empires. During set up, two cards are randomly selected one at a time. If the second card drawn conflicts with the first, it is discarded and replaced with a new one. Both cards are in effect for the entire game.

If using these in the same game as Empire Advantages (10.0), the Scenario Modifiers should be selected first. A complete list of Scenario Modifier Cards can be found in the Card Manifest.

OPTIONAL RULES

Most of these rules can greatly change the game. They are not recommended until players are familiar with the game, but they can be an enjoyable change of pace as players become more experienced. All, some, or none of the following optional rules can be used in a game.

28.0 Optional Deep Space Discoveries

28.1 THE GALACTIC CAPITOL

An incredibly strong planet of a highly developed and peaceful race.



28.1.1 Usage and Restrictions: This counter can be used in some of the available co-op scenarios. If used in a co-op scenario, use the rules as given in that scenario. In competitive play, use the rules set out below. The Galactic Capitol may also be placed in a specific hex of any multiplayer scenario. Alternatively, it may also be mixed randomly into the Deep Space counters, but that could lead to an imbalanced game. (See CSB 2.10 for an example layout.)

28.1.2 Characteristics: The Galactic Capitol has the following characteristics:

- It is a neutral space. No combat ever takes place in that hex. Both combat and non-combat ships of all players may enter, pass through, and end their turn in the hex (ignoring the units of other players).
- Because combat is forbidden, Replicators do not gain RPs from other ships in this hex.
- Players may not leave Fighters (15.2) or Ground Units (21.2) on that planet, but they may be in the hex if they are on a ship.
- A fleet may, if otherwise able, retreat into the hex (5.9). The presence of enemy units at the Galactic Capitol does not block retreat.
- In a Planetary Gate Scenario (CSB 9.0), the Galactic Capitol is treated as if it does not have a gate.

28.1.3 Trade with the Galactic Capitol: Players may trade with the Galactic Capitol by connecting their Homeworld to it via MS Pipelines. Doing so yields 5 CP (not 1 CP) of income during each Economic Phase. It is possible that multiple empires will simultaneously earn this trade benefit (since it is a neutral hex). The Traders Empire Advantage (10.0) would earn 6 CP even though the Galactic Capitol is not a colony.

28.2 WARP POINTS



28.2.1 Warp Point Availability: There are six Warp Point markers in the game – three “Warp Point 1” markers and three “Warp Point 2” markers..

28.2.2 Warp Point Usage: Warp Points cannot be used until another Warp Point with the same number has been discovered. Once a pair of matching Warp Points is discovered, the third matching Warp Point counter of that number is discarded for no effect if found. If no other Warp Point of the same number has been discovered, the Warp point is ignored (treat the space as if it were empty).

28.2.3 Warp Point Movement: Warp Points affect movement by allowing ships to travel through them. If a ship is in a System containing a Warp Point, it may move to any other System containing the other Warp Point with the same number, regardless of distance traveled, as if the two Systems were adjacent. Moving in this way is optional, not mandatory.

EXAMPLE: A ship that can move 3 hexes starts its turn adjacent to a Warp Point. It first moves into the System containing the Warp Point. At this point it can continue moving to another adjacent System as if the Warp Point was not there or it can move to a System containing another Warp Point with the same number. If it did that, it would still have one movement remaining to continue movement after arriving at the other Warp Point.

28.2.4 Warp Points and MS Pipelines: MS Pipelines (13.0) may connect through a Warp Point. Warp Points are considered adjacent in all ways. Therefore, if two Warp Points (with the same number) both share hexes with a merchant ship, the pipeline extends through the Warp Point, just like it would with any adjacent hex.

28.2.5 Retreating: Warp Points of the same number are considered adjacent in every way, including retreats.

29.0 Doomsday Machines

Doomsday Machines are used in specific solitaire and cooperative scenarios following the rules contained therein. However, they can also be added to competitive play using the following alternative rules.

29.1 DOOMSDAY MACHINE AVAILABILITY



There are three Doomsday Machines (DMs) in the Deep Space System markers. Players need to agree on the number of DMs that will be included in the game. When playing with this optional rule, a DM is not removed when flipped, but stays active on the map until destroyed.

29.2 DOOMSDAY MACHINE COMBAT

If flipped by normal exploration, a DM immediately attacks the exploring ship(s). A DM is C-Class and gets 2 attacks per round. It has an Attack Strength of 9, a Defense Strength of 2, and a Hull Size of 3. Players do not get the 2:1 Fleet Size Bonus

(5.1.3) in combat against a DM and should not roll on any of the Doomsday Machine Weakness Tables in the Solo-Coop Scenario Book. Unlike in solitaire/co-op scenarios, DMs recover all damage at the end of a combat.

A player that destroys a DM immediately gets to roll twice on the Space Wreck table and keeps both results.

In competitive scenarios, Doomsday Machines have Tactics 2, Scanner 2 and a roll of 1 counts as a hit against them. Mines will detonate if a DM moves into their hex, but the DM will take no damage. DMs are immune to Fighters (their weaponry is too small to affect them), but they can still protect their Carriers. Boarding Ships (19.0) must attack with a basic F1 attack against DMs.

29.3 DOOMSDAY MACHINE MOVEMENT

DMs move each turn after all players have moved (including the turn it is flipped). DMs will move up to 2 hexes towards the nearest planet, Asteroid, or ship within 2 hexes (stopping on it). If there is more than one of those that is equidistant from the DM, then roll randomly to determine which one it moves onto. Each space that qualifies has an equal chance of attracting the DM. If a DM moves to an NPA planet (18.0), it will attack the aliens normally. A DM will not end its move on an unexplored hex or in a hex with another DM, but it will move through them. If there are no planets, Asteroids, or ships within 2 hexes, the DM will move one hex in a random direction and end its turn (if that would move the DM to an illegal destination, reroll). A DM will not move into or through a hex with an Amoeba (CSB 10.0).

Regardless of planets or ships, a DM will never move into a hex that was part of a player's Home System (did not originally contain a Deep Space System marker). This does not apply in variable map scenarios (CSB 3.2).

29.4 DOOMSDAY MACHINE EFFECTS

If there are ships in a hex with a DM, the DM will immediately attack them. DMs may be attacked by other players normally. After combat, if a DM is in a hex with an Asteroid or planet (with or without a Colony), the DM will destroy it. Remove it and any Colony from play. DMs get no benefits from destroying planets or Asteroids. DMs are affected by Quasars (25.8) and Ion Storms (25.1.3) as normal. All other terrain has no effect on DMs.

30.0 Instant Technology Upgrade

For players who do not like the bookkeeping required for upgrading technology, it can be agreed that all existing ships are instantly upgraded to a newly purchased level of technology. An assumption can be made that each ship is equipped with on-board facilities to upgrade their technology based on information being communicated from their home planet. This is then accomplished during the large amounts of time that transpire each turn.

31.0 Black Hole Slingshot

A ship that enters a System with an already revealed Black Hole (6.3) may declare that it is going to try a “Slingshot” effect. This must be declared before the die is rolled to determine if the ship is lost due to the Black Hole. If this is declared, modify the Black Hole survival roll by +2 (a ship is 20% more likely to be destroyed if the slingshot is attempted). If it survives, the ship gains an extra point of movement for that turn only. This represents ships moving closer to the event horizon (more risk) to take advantage of the gravitational properties to sling shot them forward. The use of MS Pipeline benefits may not be combined with the Black Hole slingshot.

32.0 Research Gearing Limits

Realistically, an Empire cannot go from a zero commitment in researching technologies to an all-out commitment overnight.

- A player may only spend 10 more on research than he spent the previous turn. For example, a player spent 15 CP on research. The next turn he may spend 0 to 25 on research. Note that if he does spend 0 on research, the following turn he will be able to spend a max of 10. Do not use Facilities (36.0) when playing with Research Gearing Limits.

33.0 Unpredictable Research

This rule inserts an element of chance into technological development. There’s no guarantee your scientists will be able to make that breakthrough you need, right when you need it. When using this special rule, players do not use the normal Production Sheet, but must copy the special one provided at the end of the CSB.

33.1 RESEARCH FUNDING

During the Economic Phase, instead of purchasing a technology level, you must spend CP to fund research. You may do this in increments of 5 CP, and each increment is called a “grant.” Each grant allows you 1 die roll. *For example, if you spend 10 CP on funding, you roll two dice.* Funding must be specific to each technology. You must note on your Production Sheet the number of grants allocated to each technology type (such as Tactics, Movement, Attack, and so forth).

33.2 RESULTS

After you roll each die funded by your grants, you note the sum of the die rolls on the Production Sheet. If the sum is equal to or greater than the cost of the technology level, you immediately acquire that technology (you may apply it to spaceships you purchase this turn). If it’s lower, you keep whatever you rolled and will be able to add to it during the next Economic Phase.

EXAMPLE: A player who purchases five research grants is attempting to research Attack level 1, a technology which costs 20 CP. They spend 25 CP, allocating four of the grants (at 5 CP each) to that technology by circling numbers 1, 2, 3, and 4 underneath “Attack 1” on the Production Sheet. They allocate the fifth grant to

a different technology. They roll the first four dice and get 7, 5, 6, and 8 for a total of 26. They then write the results of each roll in the space next to the numbers they circled. Since Attack 1 costs 20 CP, a total of 20 “research” is needed to acquire Attack 1. The player’s total of 26 means the technology is completed and “Attack 1” is circled on the Production Sheet. The extra 6 points (the difference between 20 and 26) is wasted. Had the rolls yielded 7, 5, 6, and 1 (for a total of 19), the research would not have been sufficient to complete the technology. During the next Economic Phase, they would need to purchase another research grant and allocate it to “Attack 1” (by circling the number 5). In this example, success the following turn would be guaranteed because only 1 would be needed to get to 20. Sometimes it is wise to allocate more research rolls than you think you might need if you absolutely must have a certain technology that turn.

33.3 RESEARCH FUNDING LIMITS

An Empire cannot go from a zero commitment in research to an all-out commitment overnight. For this reason, a player may only purchase a maximum of two more research grants than they purchased the previous turn.

EXAMPLE: A player spent 15 CP to purchase three research grants. The next turn he may purchase up to five research grants. Note that if they purchase zero research grants, the following turn they will only be able to purchase a max of two.

34.0 Terraforming Nebulae

Terraforming 2 technology may be purchased after Terraforming 1 (9.7) with this optional rule. While not strictly terraforming, advancements in Terraforming technology allow a player to set up and harvest resources from Nebulae.

34.1 PROCEDURE

A Miner which is in a Nebula during the Economic Phase and is connected by an MS Pipeline chain (13.2.2) to the Homeworld produces 5 CP each Economic Phase. The Miner represents the science teams, mining teams and equipment needed to extract the resources from a Nebula. Any Miner which is collecting CP from a Nebula should be flipped to the side with the “5” showing as a reminder to collect the income during the Economic Phase. Only one Miner may claim the 5 CP in a given Nebula each Economic Phase.

34.2 RECORDING NEBULAE INCOME

This income should be recorded in the Mineral section of the Production Sheet. Income from Terraforming 2 in Nebulae is not modified by any other Variants, Resource Cards (39.0), Empire Advantages (10.0), or Alien Technologies (11.0).

34.3 REQUIREMENTS

The Miner needs to have been built after Terraforming 2 technology was researched or needs to be upgraded. On the Production Sheet, right next to where you circle Terraforming 2, there is a 1, 2, 3, 4. Each of these numbers can be circled when the corresponding Miner is built with or upgraded to Terraforming 2 technology.

35.0 Reaction Movement

35.1 EXPLORATION TECHNOLOGY SENSORS

Exploration 1 technology (9.8) may now be upgraded to Exploration 2 technology. Once upgraded (9.11.3) this allows Bases (8.1), Shipyards (8.2), CAs, Flagships (23.0), Battle Carriers (38.6.2), and Unique Ships with Exploration Technology to respond to a battle in an adjacent hex and send ships with the Reaction Ability to reinforce the battle. This is called Reaction Movement. Ships with the Reaction Ability are listed in 35.3 below. Although Bases and Shipyards are automatically upgraded with Exploration 2, they do not gain the benefits of Exploration 1 (9.8). Battle Carriers also do not gain the benefits of Exploration 1.

35.2 PROCEDURE

After an opposing player has finished their movement phase (4.0), a ship with the Reaction Ability that is in the same hex as a unit that is equipped with Exploration 2 technology may make a Reaction Move – it may move one hex to join battle. As many ships that are able to make this move may do so, including any ship that enabled this move. The decision to make this reaction move must happen before fleets are revealed and before any combats are resolved. Ships that react to join a battle are part of the defending force in the battle in every way (it is like they were in the hex to begin with). The following restrictions apply to Reaction:

- The Reaction Move can only be made into a battle hex – one that involves units from both sides. A friendly Colony that had enemy forces move in that turn qualifies as a battle hex. Non-combat ships that are not accompanied by a friendly combat-capable ship do not qualify as a battle hex as they've already been removed at this point.
- Ships in a hex with enemy units may not React.
- Reaction moves may NOT be made through Warp Points (28.2) or WARP GATES (p.45).
- All Reaction Movement is completed before any combat is resolved and prior to the active player deciding the order that combats are resolved.

35.3 UNITS WHICH MAY REACT

The following Ships have the React Ability:

- At Movement 3 (and higher) SCs, DDs, CAs, and Rs get the React ability.
- At Movement 4 (and higher) Flagships, BCs, BDs, and MBs get the React ability.
- At Movement 5 (and higher) BBs, CVs, BVs, Unique Ships, and Transports get the React ability.
- At Movement 6 (and higher) DNs and Minesweepers get the React ability.

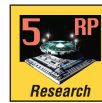
PLAY NOTE: On the Ship Technology Sheet, an R appears in the place of the Move technology number to remind players that the Group gets the React ability at that Move technology.

35.4 RESTRICTIONS

Reaction Movement only allows one hex of movement by the reacting ships per player turn, even with ADVANCED COMM ARRAY (see the Card Manifest).

EXAMPLE: If the reacting ships are in B10, they MUST end their movement in one of the following hexes: C9, C10, B9, B11, A9, or A10. Note that a Fold in Space counter could boost the number of hexes that can be reacted to.

36.0 Facilities (IC/RC/LC/TC)



Using Facilities will add some time and bookkeeping to the game, but each Facility type will provide valuable abilities and reward careful planning. For a simpler game, players may agree to not play with LCs and/or TCs. Different Production Sheets are provided for use with this rule.

36.1 ADJUSTMENTS TO GAME PLAY

When playing with this rule, the following adjustments should be made:

- Use the 20 CP Homeworlds.
- Do NOT use Terraforming Nebulae (34.0)
- Do NOT use Research Gearing Limits (32.0).
- Do NOT use Replicators.
- Homeworlds start with 1 RC (Research Center) and 1 Logistic Center (or just 1 RC if playing without LCs). Each player will receive 20 CP, 5 RP, and if playing with Logistic Centers (36.5), 5 LP during the first Economic Phase of the game.

36.2 COMMON PROPERTIES

36.2.1 Construction/Removal: Each Facility costs 5 CP to build and does NOT provide its benefit during the Economic Phase in which it's built. Facilities can be built at any non-blockaded, friendly Colony (or Homeworld) that has at least a growth marker of 1. Each Colony can support a single Facility of any type, while Homeworlds are able to support two.

Facilities may be removed by their owner during an Economic Phase BEFORE they provide their benefit (CP/RP/LP/TP). A new Facility may be built in the same Economic Phase in which another Facility is removed, but it will not provide a benefit until the next Econ Phase.

Facilities are destroyed when a Colony is eliminated or if the planet is captured by Ground Units.

36.2.2 Effects on Income: When a Colony with a Facility generates income, the entire amount of income is the type generated by the Facility. This does not apply to the Homeworld! The Homeworld will always produce 20 CP plus whatever is produced by the Facilities on it.

EXAMPLE: A Colony generates 1 CP in an Economic Phase and grows to 3 CP. At the same time, an RC is built on the Colony. In the next Economic Phase, the Colony will generate 3 RP and the Facility will produce 5 RP. No CP is produced.

This also applies to any CP produced by other means (e.g. Resource cards) unless specifically excepted (Police State).

Income generated by MS Pipelines and Minerals is never converted by the presence of a Facility; it is always CP.

36.3 INDUSTRIAL CENTERS

Industrial infrastructure improvements provide much needed support for an Empire's war efforts.

In future Economic Phases, each IC provides 5 CP. These may be accumulated and used like any other CP. ICs do not allow players to exceed the carry-over limitation of 30 CP per Economic Phase (7.5.2).

36.4 RESEARCH CENTERS

An investment in future technologies may decide the fate of an Empire. RCs require the player to plan out research spending more deliberately and will force them to continue researching technology when things escalate into heavy combat.

In future Economic Phases, each RC provides 5 Research Points (RP) which are tracked on the Production Sheet. Only RP can be used to research technology (9.1). If playing with this rule CP cannot be converted to RP or used to buy technologies. Up to 30 RP can be carried over to the next Economic Phase.

36.5 LOGISTIC CENTERS

LCs provide a more realistic need for supply lines, making it more difficult to confront the enemy with full force right from the beginning of the game. Care must be taken to support fleets in enemy territory to avoid them getting cut off and lost during the Economic Phase.

In future Economic Phases, each LC provides 5 Logistic Points (LP) which are tracked on the Production Sheet. There is no limit to how much LP can be carried over between rounds. LP is used instead of CP to pay maintenance costs (7.3, Refits (9.11.3) are still paid for using CP). Playing with LCs can often lengthen the game as it restricts how far forward fleets can be sent without reducing their effectiveness.

Supply Range is only checked at the appropriate step of the Economic Phase.

36.5.1 Changes to Economic Phase: During each Economic phase when it is time to pay maintenance costs (7.3) first check if each Group is in supply range (36.5.2) and if not place an Out of Supply marker (36.5.5) on it. This is

done even for Groups that would pay 0 maintenance (e.g. Insectoids, Flagship)

For each Group that is in Supply Range of a friendly Colony or in the owner's Home System pay maintenance as normal, except that it is paid with LP instead of CP.

In case that not enough LP are available the player must convert CP to LP at a rate of 3 to 1. (GIANT RACE may convert the first 5 LP at 1 to 1 rate; any additional deficit is converted at the 3 to 1 rate as normal.) If a player has insufficient LP and CP to pay all maintenance, then the player's net income is zero as per 7.3.

EXAMPLE: A player has ships with a total maintenance cost of 26 LP in Supply Range but only has 20 LP available. The player must spend all their available LP in addition to 18 CP to avoid any ships being Out of Supply (see below). If playing the GIANT RACE, they could convert 5 CP to 5 LP, leaving 1 LP to be paid by spending 3 CP.

Bidding for turn order (7.4) is unmodified, except that LP instead of CP are used for the bidding.

36.5.2 Supply Range: Ships within a number of hexes of a friendly Colony as determined by the player's Supply Range Technology are considered to be in Supply Range.

Supply Range may be traced into, but not through, hexes with enemy Units or Colonies, including NPA units (18.0) (except it may be traced through on ORGANIA if playing with Deep Space Planet Attributes (26.0). Supply Range may be traced into, but not through, hexes with Super Novas (6.5), Space Stations (25.3), Quantum Filaments (25.5), Cosmic Storms (25.1), Black Holes (6.3), or unexplored System Tiles (2.1).

Supply Range may be traced through Warp Points (28.2) and WARP GATES (p.45) in the same way movement is counted.

MS Pipelines generally do not impact Supply Range. However, Supply Range can be traced through a Black Hole if 2 MS Pipelines are used:

- A first one that is adjacent to the Black Hole.
- A second one in the Black Hole hex.

36.5.3 Supply Range Exceptions: Non-combat ships do not need to be in Supply Range. Ground Units are not impacted by Supply Range.

Scouts, Raiders, and Space Pirates are always considered to be in Supply Range.

A ship with Exploration technology (9.8) is always considered to be in Supply Range if both of the following are true:

- It is in a Deep Space hex with no other friendly ships present (not even other ships in the same Group).
- It has not ended a Movement Phase in a hex with another friendly combat ship since the previous Econ Phase (7.0).

36.5.4 Supply Range Technology: This technology determines how far ships can be from a friendly Colony and still automatically receive supply.

36.5.5 Out of Supply (OoS):

Effects of being OoS:

- The Group pays no maintenance.
- The Group can only move one hex per turn during the Movement Phase.
- Each ship in the Group gets -3 to its Attack Strength, to a minimum of 1.
- Each ship in the Group gets -3 to its Defense Strength, to a minimum of 0.

36.5.5.1 Placing OoS: When paying maintenance, each Group that is not in Supply Range is given an OoS marker.

Each ship in the Group must roll a die. On a roll of 9-10 it is eliminated (check if sufficient space for Fighters (15.2) and Ground Troops (21.2) remains on other ships in the hex and if not, eliminate units to accommodate).

36.5.5.2 Removing OoS: OoS markers are removed in two ways:

- When paying maintenance during a future Economic Phase (7.3) if the Group is in Supply Range.
- A Logistic Group (36.5.6) on the board is used to pay maintenance. This can only happen during the owning player's turn.

36.5.6 Logistic Groups: Unused LP can be carried over from turn to turn with no limit or may be placed on the board in groups of 5. For each 5 LP subtracted from a player's Production Sheet, place a Logistic Group counter on the map at a Colony with a Logistics Center. Numeral markers can be used; for example, a Logistic Group with a numeral 3 counter under it could be used to represent 15 LP.

Transports that are not carrying Ground Units or Fighters are able to carry up to 30 LPs (a Logistic Group with a 6 under it) and may pick them up from a Colony just like they would Ground Units.

LP placed on the board must be spent for the maintenance of Groups in the same hex as the LP if they're out of Supply Range. However, LP must be spent in groups of 5 with no change given (there are some inefficiencies in the process.)

EXAMPLE: A fleet out of Supply Range is composed of 5 CA, 1 Transport, and 1 Logistic Group with a 4 under it (representing 20 LP). The maintenance of this Group is 11 so 15 LP must be expended (4 LP was wasted). The Supply Group now has a 1 under it (representing 5 LP).

If there is not enough LP available to pay for the maintenance of all ships in the hex, then the owner must choose which Groups(s) will be marked Out of Supply.

A player may split Groups up if maintenance can be paid for some ships, but if they cannot or chose not to then the entire Group is marked OoS and needs to roll for elimination (36.5.5.1) even if maintenance was paid for some of the ships in it.

Being in the same hex as a Logistic Group does not automatically count as being in Supply Range (but it may be in Supply Range as normal)

An LP Group is eliminated if it is on a Transport or a Colony that is destroyed or Captured with Ground Troops (21.13).

36.6 TEMPORAL CENTERS

Temporal Centers represent a critical, advanced technology – the small-scale manipulation of time.

In future Economic Phases, each TC provides 5 Temporal Points (TP) which are tracked on the Production Sheet. TP is spent to activate Temporal Effects using a player's Temporal Engines. There is no limit to how much TP can be carried over between rounds.

36.6.1 Temporal Engines: All Bases (8.1), Advanced Bases (38.3), Starbases (38.5), and Shipyards (8.2) are fitted with Temporal Engines.

Additionally, randomly determine a ship type at the start of the game: Make a face down mix of counters from one Empire containing one each of the following: SW, T, SC, DD, CV, and CA. Randomly turn one counter face up to determine which ship type will carry Temporal Engines for all players this game. Each player circles that ship type on their Ship Technology Sheet as a reminder. If CV is selected, any player using an Alternate Empire circles MB instead.

36.6.2 Temporal Effects: All available Temporal Effects are listed on the Temporal Effect Table (p.46). The location of a player's Temporal Engines determines where that player may activate Temporal Effects, as indicated on the table. Temporal Effects can be activated during that player's turn and during combat involving that player. When the order of activation is relevant, the attacker must decide on spending TP first.

Unless otherwise specified, Temporal Effects may be used as many times as a player can afford using TP, but each effect can only be used on a specific ship one time each turn.

EXAMPLE: REDLINE THE ENGINES could be used on a ship to move one extra hex and enter a battle, but not two extra hexes. In the ensuing battle, REROUTE TARGETING COMPUTERS could also be used on that Group one time.

37.0 Ship Experience & Military Academies

37.1 SHIP EXPERIENCE

37.1.1 Characteristics: There are five levels of Experience in the game (in order): *Green, Skilled, Veteran, Elite, and Legendary*. Experience is not tracked by ship, but by Group. When using this rule, every ship in a Group must have the same type, technology level AND Experience. On the Ship Technology Sheet, each Group has room for tracking Experience. More Groups of each type have been included to facilitate this.

37.1.2 Combining Groups: Two Groups that could normally combine (same tech, etc.) may do so, but if the Experience level of the two Groups differ, the resulting Group has the lower Experience of the combining Groups.

37.2 MILITARY ACADEMIES

If not playing with Ship Experience, then Military Academies are not used. Military Academies improve the skill of new ships:

- If a player has not researched Military Academies, all of their new ships start as *Green*.
- If a player has researched Military Academy level 1, all of their new ships start as *Skilled*.
- If a player has researched Military Academy level 2, all of their new ships start as *Skilled* and all of their ships (including existing ones) are more easily promoted.

37.3 GAINING EXPERIENCE

Only Groups that have a section to track Experience on the Ship Technology Sheet gain Experience. E.g. Bases and Shipyards do not gain experience despite participating in combat.

37.3.1 Green Groups: At the very start of the Economic Phase (before CP are collected), each *Green* Group on the board is promoted to *Skilled*.

37.3.2 Experience Rolls: Each Group may gain Experience whenever it destroys/captures a unit. When the Group is done firing, one die is rolled for *each* unit destroyed/captured by that Group. (But see 37.4.1 for exceptions). If any of these die rolls are less than or equal to *twice the Hull Size* of the destroyed/captured ship, then the Group that destroyed/captured the ship gains a level of Experience.

EXAMPLE: If the destroyed/captured ship has a Hull Size of 2, then a die roll of 1-4 would gain Experience for the Group.

37.3.3 Modifiers to Gaining Ship Experience: Modify any given Ship Experience die roll by the following:

- 1 If the destroyed/captured ship has a larger Hull Size than the firing ship.
 - 1 If the side with the firing unit has Military Academy level 2.
- These modifiers are cumulative.

37.3.4 Procedure: Gaining Experience happens immediately before the next Group fires. Only one level of Experience may be gained by a Group in each battle. To track this, when a Group gains a level of Experience, only put a half circle around the next Experience letter and do not complete the circle until the battle is complete. Groups that newly gain Experience should be moved up halfway to the next row on the Battle Board – this makes it easier to see which Groups can still gain Experience.

EXAMPLE: Player A has a Group of 5 DDs firing against 3 CAs. The DDs are Skilled and Player A has Military Academy 2. The DDs roll 4 hits, destroying 2 CAs. Player A rolls a die for each ship destroyed and needs to roll a 4 or lower on one of the dice to gain Experience (the CAs have a Hull Size of 2, doubled to 4). One is subtracted from the die roll because the ship destroyed is larger than the firing ship, and one is subtracted from the roll because of Military Academy 2. Player A rolls a 1 and a 3. The DDs are promoted to Veteran and moved halfway to Veteran on the Battle Board.

37.3.5 Multiple Groups: If a player has multiple Groups that are firing at the same time, he may fire them in any order, but must finish firing one Group before moving to the next.

37.3.6 Aliens: All Non-Player Alien (NPA) ships are considered to be *Skilled*. Experience can be gained by attacking NPAs (18.0).

37.4 BENEFITS OF EXPERIENCE

Experience provides the following benefits:

- If a Group has more Experience than the Group it is firing against, its Attack Strength is increased by 1 for that attack.
- If a Group has 2 or more levels of Experience than a Group that is firing at it, the Attack Strength of the firing ship is decreased by 1 for that attack.
- A Group may not fire at a Group that has 3 or more levels of Experience than them unless all remaining enemy Groups have 3 or more levels of Experience than them. If that is the case, they may only fire at the least Experienced Groups.

EXAMPLE: A Group of Green DDs is faced by a Group of Veteran SCs and a Group of Elite CAs. The DDs may fire only at the SCs (and their Attack Strength will be decreased by one for the attack) until only the Elite CAs are left.

- Elite and Legendary Groups pay half maintenance (rounded down). If that Group would have already paid half maintenance because of other rules (e.g., LOW MAINTENANCE, see the Card Manifest), then they pay no maintenance.
- Ships in a Legendary Group require one more hit to destroy than normal. For the purpose of Boarding Ships (19.0), their Hull Size is considered to be one larger. This benefit is gained even if being fired upon by a Shipyard, Base, or other unit that normally does not gain Experience.

EXAMPLE: A Legendary Cruiser would require three hits to destroy.

37.4.1 Groups That Cannot Gain Experience: Bases (8.1), Starbases (38.5), Defense Satellite Networks (14.0), Shipyards (8.2), and Ground Units (21.0) are not affected by Experience. They do not gain Experience, are not penalized when shooting at Experienced ships (the exception being that *Legendary* ships still take an extra hit to destroy), Experienced ships gain no benefit when firing at them, and ships do not gain Experience when destroying them. Players do not get to roll for Experience when they destroy a Doomsday Machine (29.0) or Space Amoeba (SSB 3.0 or CSB 10.0). Units that cannot gain Experience are not used to calculate which units the enemy can fire on based on their Experience level.

37.4.2 Battle Board: The Battle Board was included to make it easy to see the benefits of Experience in a battle.

38.0 Advanced Construction

38.1 INTRODUCTION & PROCEDURES

Advanced Construction (AC) allows for the production of new ship designs and technologies not usually available to the player.

Alien Technology cards (11.0) or Empire Advantage cards (10.0) that impact the normal version of a ship have the same effect on any Advanced or X ships of that type.

Advanced and X versions of ships gain the React Ability at the same Movement technology as the normal version of that ship (35.0).

Advanced Construction cannot be researched until the Economic Phase after a player actually builds a ship that requires at least Ship Size 4 (BC, BB, Unique Ship of that size, etc.). Like other technologies, Advanced Construction levels must be purchased in numerical order.

DESIGNER NOTE: This is a thematic thing that also makes the timing right. It adds options to the Raider and Fighter tech lines, but not right away. This brings the DDs, Fighters, and Raiders back into the late game. If Fighters and Raiders are curve balls, F4/BV and RX are curve balls late in the count.

38.1.1 Advanced Construction 1: Costs 10 CP and allows a player to do the following:

- Build DDX ships (38.3) and Advanced Bases (38.4).
- Research TRACTOR BEAMS+ to mount on BBs.*
- Research SHIELD PROJECTORS+ to mount on DNs. Any ship with a SHIELD PROJECTOR cannot be protected by another ship with a SHIELD PROJECTOR, regardless of the type of ship.*
- Research Attack 4 to mount on Titans and Starbases (adds 4 to their Attack Strength). Attack 3 must also be researched before Attack 4. ONLY Titans (22.0) and Starbases (38.5) may mount Attack 4.*

* TRACTOR BEAMS, SHIELD PROJECTORS, and Attack 4 are independent of each other and do not have to be researched in any specific order.

+ See Unique Ship Table #3 on page 45.

38.1.2 Advanced Construction 2: Costs 10 CP and allows a player to build Starbases (38.5), Cyber Armor (38.7), Battle Carriers (38.6.2), Fighter 4 (if researched, 38.6.1), and the four MinerX counters (38.8).

38.1.3 Advanced Construction 3: Costs 10 CP and allows a player to build RX ships (38.9), the SCX (38.10) counter, and upgrade their Flagship to an Advanced Flagship (38.11).

38.2 CONVENTIONS

When the word *Advanced* is used it means that a non-advanced unit of that type may be upgraded to the Advanced version. *For example: Advanced Bases, Advanced Flagships.*

When X is added to the end of a type it means that a non-advanced unit of that type may NOT be upgraded to the X version. *For example: DDX and RX.*

38.3 DESTROYERX (DDX)

DDX use the same counters as DDs. However, DDs may not be upgraded to DDX. They may be built the turn AC 1 is researched. Circle the DD Group # on the Ship Technology Sheet to show that the Group is DDX.

DDX may be equipped with one more level of Attack and Defense than their Hull Size would normally allow and Fast 2 (9.9.2) technology if researched.

All DDX are equipped with HEAVY WARHEADS (p.45).

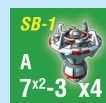
38.4 ADVANCED BASES

Advanced Construction 1 instantly converts all a player's Bases to Advanced Bases. This does two things:

- Advanced Bases are equipped with Exploration 2 technology (if researched, 35.1) and Scanners (if researched, 16.2).
- Advanced Bases may be built in any hex connected to a Colony by an MS Pipeline, even if there is no planet there. This is treated exactly like a Base at a Colony in every respect (pays no maintenance, only one per hex, cannot be boarded, etc.).

If the Pipeline is disrupted after the Base is built, the Base is unaffected.

38.5 STARBASES



38.5.1 Starbase Characteristics: Starbases become available after AC 2 is researched but cannot be built directly. An Advanced Base can be upgraded to a Starbase (A7-3-x4, 2 attacks) at a cost of 12 CP. Starbases cannot move and do not incur maintenance costs.

A Starbase provides the same benefits as one Shipyard for the purposes of ship production and refitting. Because of this, upgrading a Base to a Starbase counts as the one Shipyard that a Colony is allowed to build during an Economic Phase.

Starbases automatically mount Attack 4 (if researched, 38.1.1) and Exploration 2 (if researched, 35.1)

38.5.2 Starbase Restrictions: A Colony that is upgrading a Base to a Starbase must have produced at least 5 CP during the same Economic Phase not counting Facilities (36.0). An Advanced Base that is upgraded to a Starbase must have been built in the previous Economic Phase. An Advanced Base may not be upgraded to a Starbase if a DSN (14.0) was placed in the hex in the same Economic Phase. A Colony may not have both an Advanced Base and a Starbase.

A Starbase built by a player with the On the Move Empire Advantage may not move. Starbases cannot be built in Deep Space even if an Advanced Base was built in the hex.

38.5.3 Starbase Combat: Starbases may not retreat and cannot be boarded. Each hit from a Starbase does 1 Damage, but they get two attacks each round. Starbases may target the same or different Groups with both attacks. Enemy units do not get a Fleet Size bonus when firing at a Starbase, but the Starbase can benefit from the Fleet Size bonus if on the side with more units.

38.6 FIGHTER 4 AND BATTLE CARRIERS (BV)

Fighter 4s and BVs may be built the turn AC 2 is researched. Fighter 4 must still be researched as well in order to build Fighter 4s (although only Fighter 1 and AC 2 are necessary to build BVs).

38.6.1 Fighter 4: Upgrades Fighters one more level.

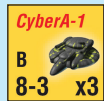


38.6.2 Battle Carriers: Can carry 6 Fighters and are treated as CVs (15.1) in all respects (a card that gives half maintenance to CVs would also give BVs half maintenance).

BVs can be equipped with Fast 2 (9.9.2) and Exploration 2 (35.1) technology if researched.

BVs are equipped with the ANTI-SENSOR HULL technology (p.45), making them immune to Mines. However, it does not make their Fighters immune to Mines

38.7 CYBER ARMOR



When AC 2 and Ground Combat 3 (21.0) have been researched, the player may build Cyber Armor. A Cyber Armor unit counts as 3 Grav Armor units for support purposes (21.11). Neither Grav Armor nor Cyber Armor themselves can be supported.

Example: During ground combat, an attacker has 2 Space Marines along with 1 Cyber Armor and 2 Grav Armor (combined, the equivalent of 5 Grav Armor). The defender has 6 Grav Armor and 5 Militia. With 1 more Grav Armor than the attacker, the defender can support 1 Militia.

38.8 MINERX



When AC 2 is researched, the player may build the 4 MinerX Counters (MinerX #5-8). They are treated exactly as normal Miners with the following exceptions: They are not limited to having a Move of 1, and they automatically upgrade to the player's latest Move and Terraforming technology. The original four Miner Counters may still be used but may not be upgraded to MinerXs.

38.9 RAIDERX (RX)

RX use the same counters as Rs (16.1). However, Rs may not be upgraded to RX. RX may be built the turn AC 3 is researched if Cloaking has also been researched. Circle the R Group # on the Ship Technology Sheet to show that the Group is RX.

RX may be equipped with one more level of Attack and Defense than their Hull Size would normally allow, as well as Fast 2 (9.9.2) technology if researched.

Each RX may carry 1 Ground Unit and can be equipped with Drop Ships if Ground Combat 3 is researched (21.1.2).

The Ground Unit is deployed as if the RX was a Transport in all other respects, but note that the RX don't count as Transports for game effects (E.g. AIR SUPPORT, see the Card Manifest).

If the RXs take advantage of the Movement Advantage (16.1.1) and are not revealed then any Ground Troops carried by them are also not revealed.

38.10 SCOUTX (SCX)



When AC 3 is researched, the player may build the ScoutX Group (SCX #7). The original six SC counters may still be used as normal after researching AC 3, but SCs may never be upgraded to SCX. The SCX #7 Group acts as a normal Scout (SC) counter in every way except that it is equipped with a Movement technology three levels higher than what is assigned to them. (to a maximum of Move 7).

EXAMPLE: The SCX #7 Group is built when the player has Move 2 available. They are considered to have Move 5. Later on, the player researches Move 3. When the SCX #7 Group is upgraded to Move 3, they are considered to have Move 6.

Once the SCX #7 Group is built with or upgraded to Move 7, it confers no additional benefit and can be combined with SC Groups subject to normal technology and Experience matching requirements.

Your Decoys do not gain any movement bonus from AC 3.

38.11 ADVANCED FLAGSHIP



After AC 3 is researched, the player may upgrade his Flagship (23.0) to an Advanced Flagship. As per 9.11.3, the cost is 3 CP. The Flagship counter is removed

and replaced with the Flagship A counter, all of its technology is upgraded to current levels, and the player may pick one special ability from Unique Ship Table #3 on page 45 (write it in the margin next to the Flagship on the Ship Technology Sheet). This ability may not be changed later, though additional tech that the Flagship may mount can be put on the Advanced Flagship during a later upgrade. The Flagship (still) may never be rebuilt if destroyed. If your Flagship is captured, you must give the capturing player your Advanced Flagship Counter so that they will have it available if they upgrade the captured Flagship later.

38.12 STEALING ADVANCED TECH

Fighter 4 and Advanced Construction may not be stolen or gained by any means except by researching them.

By scrapping Advanced ships or “X” ships, players may gain any of the following that were present on the ship: Attack, Defense, Tactics, Exploration, Fast, Scanners, Cloaking, Fighter 1, Point Defense, or Movement (exception: SCX).

The only Ship Size that can be gained from scrapping an Advanced or “X” ship is Ship Size 2 from a DDX.

Players may not gain any Movement tech from an SCX.

Players may steal TRACTOR BEAM, SHIELD PROJECTOR, or Attack 4, but until they research AC 1 they cannot mount these technologies on their ships.

39.0 Resource Cards

39.1 PURPOSE

Resource Cards add an extra element of flavor, strategy, and unpredictability to the game. They are meant to be a change of pace that can be optionally added into the game.

39.2 RESOURCE CARD MANAGEMENT

39.2.1 Create a Resource Deck for Each Player: Split the resource cards into equal decks for each player. Any leftover cards are not used in this game. Each player shuffles their deck and places it face down near them. Each player has their individual deck of Resource cards and their own discard pile. Normally each player only has access to their own piles. Looking through discard piles of any player is allowed at any time.

39.2.2 Drawing Cards: Before the start of the game, each player draws the top three cards from their deck. At the start of each Economic Phase, players may draw one (and only one) Resource Card from their deck unless it is exhausted. A player may choose to not draw a Resource Card in a turn (to avoid going over their hand limit) but may not look at the Resource Card before deciding to draw it and does not get to draw bonus cards in future turns. Once exhausted, a player's deck is not reshuffled.

39.2.3 Hand Size Limit: A player may have no more than 6 Resource Cards in their hand after the completion of an Economic Phase. Discard any cards over this limit.

39.3 USING RESOURCE CARDS

There is no limit to the number of cards that can be played.

39.3.1 Order of Play: After drawing and looking at their new card, players may play one or more cards that are playable at the start of the Economic Phase, in reverse turn order. Once every player has drawn and played, each player gets one chance to play Cancel Cards (39.3.5) in reverse turn order.

39.3.2 Events or CP: Each card can be played for its event at the appropriate time OR it may be discarded to a player's own discard pile for the CP value on the card (see below). All cards are played/discarded face up and seen by all.

39.3.3 Discarding Cards for CP: Cards can be discarded for their CP value at the start of your player turn or during the Economic Phase (see below). Some cards have two values listed for CP; use the lower value if *any* player is playing the Replicators. The value of cards discarded for CP should be recorded on the “+ Minerals CP” line of the Production Sheet.

39.3.4 CP during the Economic Phase: The discarding of cards for their CP value during the Economic Phase (and the playing of the RESEARCH BREAKTHROUGH card – a special case) are not done until after the turn order bid for the round is completed. This way, players bid for turn order without knowing whether other players will play or discard any cards during that Economic Phase.

39.3.5 Cancel Cards: Four of the cards in the deck are Cancel Cards which can be played for the event written on them or discarded to cancel any Resource Card except RESEARCH BREAKTHROUGH (see the Card Manifest) and Mission Cards (39.3.6) which was just played for its event. When a Cancel Card is discarded in this way, the event written on the Cancel Card is ignored. Cancel Cards discarded in this manner cannot be cancelled by other Cancel Cards. However, it is possible to cancel a Cancel Card if it was played for its written event.

Resource Cards being discarded for CP cannot be cancelled.

39.3.6 Mission Cards: Mission Cards sometimes require an objective to be completed on the map. They cannot be cancelled by Cancel Cards. Players can earn various rewards when completing Mission Cards. Use the Mission Benefit Table (next) when indicated to determine the reward. All Mission Benefit Table rolls are made openly.

A player may play a Mission Card on themselves anytime the card indicates they may do so, but Mission Cards cannot be played on an opponent until after Economic Phase 5. Completed Mission Cards are removed from the game instead of being discarded.

If a Mission Card requires a player to reveal a ship, that ship may already be revealed.

All Mission Cards can be played for 2 CP instead of their normal effect; in this case they are added to the player's discard pile like other Resource Cards.

Do not use Mission Cards in games involving Replicators.

39.3.7 Mission Benefit Table

Roll	Benefit
1	Draw 2 Resource Cards off the top of the deck of an opponent and place it in your hand.
2	Choose 1 Resource Card from any discard pile and place it in your hand.
3	Look at 4 unexplored System markers and flip any of them if possible/desired.
4	Gain one level of Ship Size Technology.
5	Gain one level of Movement Technology.
6	Gain one level of Shipyard Technology.
7	Gain 10 CP.
8	One DD at current technology levels is added to a hex containing one of your ships.
9	If your Flagship or Advanced Flagship has been destroyed, immediately place it on your Homeworld. If it has not been destroyed, immediately upgrade it to an Advanced Flagship, regardless of current technology levels. If you already have an Advanced Flagship, receive 10 CP.
10	Draw 1 Alien Technology Card.

39.3.8 Sequence of Card Play: In cases where several players can play cards for events, the sequence of when cards are played is determined by reverse turn order. Once each player has had a chance to play cards for events, they each get one chance to discard and activate Cancel Cards, again in reverse turn order. You may *discard* multiple Cancel Cards at the same time, but you must specify which cards you are canceling.

Some cards' events will indicate that they cannot be played unless the player discards another Resource Card unused from their hand. Such discards are not completed until all Cancel Cards are resolved. If a card's event is cancelled, then its discard cost is no longer required. No additional discard cost is required in order to discard a card for its CP value.

In cases where the card is played in response to a specific event, the other players get one chance to use a Cancel Card in reverse turn order.

Played cards are placed faceup in that player's discard pile.

39.3.9 Replicator Resource Cards: Several cards have specific events that are only for Replicators. A non-Replicator player cannot use these Replicator events. Likewise, the Replicator player cannot use the non-Replicator events.

39.3.10 Special Considerations: All of the special conditions related to each Resource Card could not fit on many of the cards. Always check the Card Manifest to verify that you completely understand your Resource Cards.

39.3.11 Legalese: You can probably skip this section when first reading the rules, but hopefully this will help you resolve any difficult situations and rules-lawyering regarding these cards.

- A Resource Card is *played* to get its effect.
- A Resource Card is *discarded* to get its value in CP.
- A Resource Card being used as a Cancel Card is *discarded* in order to cancel another card that was *played*.
- Cancel Cards can only be used to cancel *played* cards; hence they cannot affect cards *discarded* for CP or cancelling. The ONLY exceptions to this are the RESEARCH BREAKTHROUGH card and Mission Cards, which cannot be cancelled even though they are *played*.
- When a card is played that can have multiple uses at the time it is played, it is not announced which use it is being played for until Cancel Cards are resolved.
- In cases where a card affects an attack, it must be played when the attack is announced. The defender can then play any cards that affect the defense. Then Cancel Cards are used in reverse play order.
- For cards that are played during combat, you must have combat-capable units involved in the combat to allow you to play any cards in that combat. Two exceptions are ALIEN REINFORCEMENTS and DEFENDING FAMILIAR TERRAIN. These can be played by a player that does not have combat-capable units in a hex with NPAs that are being attacked by another player. NPA ships are considered your ships if you have captured them or if you have a Colony or any other unit in the same hex as them. Space Pirate ships that have your Empire marker under them are considered your ships.
- Coup is played after combat and thus can be played by a player that did not have ships in the combat.
- One or more cards that may usually be played at the start of your turn may be played after Exploration technology is used, but before any of your ships move.

EXAMPLE: If you are the 3rd player and you have used Exploration technology this turn to find out that an unrevealed Deep Space marker is a Super Nova that will block your advance, you could play SMUGGLER's ROUTE to remove the marker from the board. Now the 4th player will have a chance to discard a Cancel Card, then the 2nd, then the 1st. If your SMUGGLER's ROUTE card is not canceled, then remove the counter and start your movement.

- Card Titles and Flavor Text do not supersede the Effect of the Card.

EXAMPLE: It is perfectly legal for Bob to play the Play Dead card when Jim destroys one of his BCs and then for Jim to play Splash Damage to generate two possible hits on Bob's remaining ships. Despite the flavor text, Bob's BC is considered dead unless he wins the fight. Jim does get to roll for Experience and play Splash Damage as normal, and any Experience gain persists even if Bob wins the fight.

40.0 Replicators

40.1 INTRODUCTION & GENERAL RULES



Von-Neumann Machines – or Clanking-Replicators – are self-replicating machines that are called Replicators for short. They have their own Empire

Advantages (10.0) to choose from and they behave, research, and reproduce differently than other Empires. Only one player may play as the Replicators. The Replicator player fills out a simplified Production Sheet and does not track the technology on their ships. When a player is playing the Replicators, the following rules are never used:

- Facilities (36.0)
- Terraforming Nebulae (34.0)
- Unique Ships (41.0)
- Ship Experience (37.0)
- Reaction Movement (35.0)
- Space Amoebas (SSB 3.0 and CSB 10.0)
- BLOOD BROTHERS alliances (CSB 1.3.2)
- Galactic Capitol (28.1)
- Mission Cards (39.3.6)

40.1.1 Replicators Characteristics:

- Replicator ships may not be boarded (19.0).
- Replicator Colonies may not be attacked via Ground Combat (21.0).
- The Replicator player may not use Colony Ships, Bases, Starbases, Defense Satellite Networks, Shipyards, and MS Pipelines.
- Replicators are eliminated by destroying the Replicator Homeworld, but it is more likely that the outcome of the game will be obvious before then.

40.1.2 Barren Planets: The Barren Planet in the non-Replicator player's Home System is not considered barren. Because of this, the non-Replicator players, including IMMORTALS (see the Card Manifest) start with 10 CP in the bank.

40.1.3 Replicator Starting Forces: The Replicator Homeworld marker on its FULL side, one Flagship (if playing with Flagships, 23.0) and five Type 0 ships.

40.2 MOVEMENT & COLONIZATION

Replicators move and explore the same as non-Replicator players.

40.2.1 Movement Tech: All Replicator ships have Move 1 technology unless a higher level is purchased (40.6.3).

Replicators automatically gain an extra level of Move technology during Economic Phase 8 and Economic Phase 16 at no cost. This is indicated on the Replicator Production Sheet. This does not prevent them from also buying an extra Move technology during that phase.

40.2.2 Colonies & Colony Growth: Replicators are allowed to colonize both normal and Barren Planets without the need for Terraforming technology. Any Replicator ship can colonize a planet by removing the ship and placing a Colony marker on the planet on the Colony Start side.

Replicator Colonies grow the same as non-Replicator Colonies. At the end of the first Economic Phase following the formation of the Colony, a 1 Colony growth marker will be placed on the Colony. Fully grown Replicator Colonies have the word Full written on the counters instead of 5 (CP).

Replicator Colonies still grow when blockaded.

40.2.3 Replicators Attacking Colonies: Replicators can bombard a planet and destroy Colonies from space (5.10). If they successfully eliminate a Colony, one of the bombarding ships may immediately be removed to form a Colony.

40.2.4 Attacking Replicator Colonies: Replicator Colonies can never be completely destroyed by other players without Anti-Replicator Technology. Replicator Planets cannot be invaded, but Ground Combat is allowed in games with Replicators and multiple non-Replicator players. If bombarded from space, they are reduced from 5 (Full) to 3 to 1. If the Colony takes another hit, it is not removed, but flipped back to the Colony Start side. *They are very persistent, self-replicating machines that are hard to completely eliminate.*

Titans will destroy both a planet and eliminate the Replicator Colony on it.

40.2.5 Anti-Replicator Technology: A player may research Anti-Replicator technology for 10 CP during any Economic Phase. Once researched, all Transports (21.0) may be equipped with it. A Transport equipped with Anti-Replicator technology that is over a Replicator Colony at the Colony Start stage of growth may eliminate the Colony. A Transport can move in with a friendly fleet and, if the fleet bombs the Colony down to Start, it will destroy the Colony during that planetary bombardment. The Transport can fire using its 1 Attack Strength and use its

Anti-Replicator Tech on the same bombardment. A Transport can be equipped with Anti-Replicator Technology and still carry 6 Ground Units and/or Fighters. The Replicator Homeworld is treated the same as a Replicator Colony for all rules governing growth, blockade, bombardment, and destruction.

40.3 PRODUCTION & DEPLETION

40.3.1 Hull Production: Replicator players do not collect income, research, pay maintenance, or fill out a Production Sheet like other players.

Each Economic Phase, every Replicator Colony that is at Full (including the Homeworld), may produce any ship they are allowed to produce with a Hull Size of 1 (i.e., one Hull Point) at that Colony. At start, this will only be Type 0 ships. Colonies may produce ships even if blockaded as long as they are at Full. (*Replicators do not collect material to a central location to produce at Shipyards – they simply replicate where they are located.*)

EXAMPLE: The Replicator player has 7 Colonies at Full and are currently able to produce Type 0, Type II ships, and Type PD. They decide to produce Type II ships at 4 of the Colonies and Type PD ships at 3 of the Colonies.

If the Replicators get to 12 Research Points (RP, 40.5), they may produce an additional Hull Point on their Homeworld (for a total of either two ships of Hull Size 1 or one ship of Hull Size 2).

If a ship is produced at a blockaded planet, combat does not occur until the combat phase of either the Replicator or the blockading player's turn. No ship can leave a hex containing enemy ships.

To avoid confusion when doing production, it is recommended that the Replicator player place one ship directly on each Full Colony and then go back and adjust the markers on Colonies that are still growing.

40.3.2 Combining Replicator Ships: Replicators build ships larger than Hull Size 1 by combining two ships together. Two ships of Hull Size 1 can be combined to make a Hull Size 2 ship. Three ships of Hull Size 1 or one ship of Hull Size 2 and one ship of Hull Size 1 may be combined to make a Hull Size 3 ship. Larger ships may similarly be split into smaller ships. A ship may also be changed into a ship of a different ship type of the same Hull Size. The ships that are combining or being changed can do so only if they start a turn at a Colony that is at FULL growth and by not moving for one turn. An unlimited number of ships may combine, split, or be changed to a different type at any Colony that is at FULL growth.

40.3.3 Colony Depletion – Economic Phase 10: Replicators produce rapidly and quickly use up the resources of a planet. At the start of Economic Phase 10 (before producing ships) and in every Economic Phase after that, the Full Colony closest to the Replicator Home World is depleted. If two Full Colonies are equidistant to the Home World, the Replicator player may choose which is depleted. When a Colony is depleted, remove both the Colony and the planet from the board. The planet is no longer significant or useful in game terms to any player because

all the resources have been removed from it. The Replicator Homeworld is never depleted.

If there are no FULL Replicator Colonies, then the Replicator Colony closest to the Homeworld is depleted, regardless of its stage of growth.



40.3.4 The Replicator Homeworld: This is treated exactly like any other Colony, except that it is never Depleted and losing it will cost the Replicators the game. It does not produce more than other Colonies unless the player is using the Replicator Capitol Empire Advantage, has accumulated 12 RP (40.5), or has paid to boost production (40.6.3).

40.4 COMBAT



Replicator Type XIII & XV ships require 3 Hulls to build but take 4 damage to destroy – this is indicated on the Replicators Production Sheet where they are listed as 3(4). All Replicator ships of Hull Size 1 get the same benefit as Fighters when attacking a Titan: they get +1 to their Attack Strength, they receive the Fleet Size Bonus, and a roll of a 1 results in a hit. They are not treated as Fighters in any other circumstances.

Some Replicator ship types are equipped with Tactics 1, they have a 1 in the top right counter corner as a reminder of this.

40.5 RESEARCH

Replicators do not research like other players. Instead, they adapt and react to the non-Replicator players. Their ships are not equipped with technology except when specifically noted in the rules. Some Replicator ships may have a special ability depending on their Empire Advantage (10.0).

40.5.1 Earning Research Points: Research Points (RP) are tracked by marking off the boxes found on the Replicator Production Sheet. Each box is worth 1 RP. They can be earned in the following ways:

- Every time the Replicator player encounters something (40.5.4) listed under the Things Encountered section on their Production Sheet, the appropriate box is marked. Anything not specified on the Production Sheet yields no Research Points (e.g. Tactics 1).
- RP can be purchased directly using CP (40.6.3).
- Starting the game with the ADVANCED RESEARCH Empire Advantage (see the Card Manifest) provides 1 RP.
- 1 RP is earned the first time the Replicator player has combat with Non-Player Aliens (18.0)/a Space Pirate (25.7), or a Doomsday Machine (29.0). They do NOT earn RP for the Tactics technology of these units. 1 RP is also earned for each Space Wreck found (see below). a combined maximum of 3 RP may be gained from these sources as is indicated on the Production Sheet.

EXAMPLE: The Replicator Player has already encountered a Space Pirate and two Space Wrecks. It therefore would not gain an RP from fighting a Doomsday Machine.

When the Replicator player is able to mark a box in one of the Things Encountered sections, all boxes above it in the same section may also be marked.

EXAMPLE: The Replicators encounter a BC, but previously had only encountered SCs. The DD and CA boxes may be marked off as well as the BC box.

Total RP can be tracked by marking numbers in the Total Research Points Accumulated section of the Replicator Production Sheet.

Space Pirates that are under Replicator control do not gain RP for the Replicators unless a friendly Replicator ship/Colony is in the same hex as them.

40.5.2 Space Wrecks: Replicator ships that enter the same hex as a Space Wreck immediately gain 1 RP and the Space Wreck is removed. If enemy ships are in the hex the Replicators must win the combat to pick up the Space Wreck. The Replicators do not have to stop their movement to pick up the Space Wreck.

After getting the 3 RP that are allowed from first combats and Space Wrecks, Replicator ships will still remove any Space Wrecks they encounter (40.5.1).

40.5.3 15 RP Max: Replicators may only have a total of 15 RP. Any boxes checked off over 15 do not add to the RP total.

Research Points are not spent. They represent a threshold that must be passed before a ship type may be built. Once the threshold is passed, existing ships may be converted to that type starting on the Replicator player's next turn (40.3.2). The player does not need to wait until the next Economic Phase to upgrade existing ships.

40.5.4 Encountering Technology: Ships and technology are considered encountered if they are present in a battle – even if screened or if they bombard a Replicator Colony. For Colony bombardment, this rule applies even for a unit that does not fire at the Colony. This also applies to Attack technology in Asteroids and Defense and Cloaking technology in Nebulae.

40.6 CONSTRUCTION POINTS (CP)

Replicators normally start the game with 0 CP, but if any rule provides players with CP to start the game the Replicator player also gains these CP. They can only earn CP by gathering Minerals, discarding Resource Cards (39.0), and turning in Alien Technology Cards (40.6.2).



40.6.1 Minerals: Replicator ships that enter the same hex as a Mineral counter immediately gain the CP for the Minerals and the counter is removed. If enemy ships are in the hex the Replicators must win the combat to pick up the Minerals. The Replicators do not have to stop their movement to pick up the Minerals if no enemy ships are present.

40.6.2 Alien Technology Cards and Replicators:

Replicators do not utilize Alien Technology Cards (11.0) like other Empires. When the Replicator player earns one of these cards it is discarded, providing the player with 10 CP. For play balance reasons, if playing with both the Replicators and Alien Technology Cards, Non-Player Aliens must also be used (18.0). As the Replicator only needs one card to turn in for CP, they only draw one card instead of two.

40.6.3 Spending CP: During the Economic Phase, CP can be spent on any of the following:

- Bidding for turn order.
- Purchasing a Research Point for 30 CP each. This can only be done once per Economic Phase. The Replicators may purchase a maximum of 5 RP per game.
- Researching Exploration technology at a cost of 15 CP. Once researched, the ship type Exp (40.7.4) may be built. This can only be purchased if all Replicator Home System Markers are revealed or an enemy unit has entered the Replicator's Home System. In a game where the player's Home System and Deep Space System markers are randomly mixed together, this restriction does not apply. The Flagship is upgraded with Exploration technology if it is researched.
- Researching PD, Scan, or Sweep without having to first encounter these technologies for 15 CP each. More than one of these technologies may be researched in the same Economic Phase.
- Researching the next level of Movement technology for 20 CP, only once per Economic Phase. All Replicators instantly upgrade to the new level.
- Paying 8 CP once per Economic Phase to allow the Homeworld to boost ship production by 1 Hull. This allows for a total production of two Hull Size 1 ships or a single Hull Size 2 ship. This production boost must be used in the Economic Phase during which it was purchased. If used with some combination of Resource Cards #70-75, the Replicator Capitol Empire Advantage Card, or the possession of 12 RP, this may allow for the production of multiple Hulls at once. Four hulls could be produced as:
 - o 4x Hull Size 1 ships
 - o 1x Hull Size 3 ship and 1x Hull Size 1 ship
 - o 2x Hull Size 2 ships
 - o 2x Hull Size 1 ships and 1x Hull Size 2 ship.

40.6.4 Carrying Over CP: There is no limit to the CP that the Replicators can carry over between Economic Phases.

40.7 SHIP TYPES

Point Defense, Scanner, and Minesweeper technologies/ships are handled differently than the Replicator's other technologies. They are not based on Research Points (although encountering a Fighter, Raider, or Mine may give RP). Instead, these technologies are unlocked for the Replicator player after Fighters, Cloaking, and Mines are encountered respectively. The player does not need to wait until the next Economic Phase to

mark these off on their Production Sheet. Alternatively, these technologies may be purchased during an Economic Phase, allowing the Replicator player to build or convert other ships into PD, Scan, and SW ship types prior to having encountered such a ship.

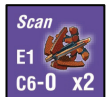
A cloaked Unit that moves into the hex of a Replicator Colony allows the research of the Scan Ship. A cloaked Unit that uses Cloak to avoid combat by using their retreat advantage (16.1.2) will only allow the Replicator Player to check off the Scan box.

If a Replicator fleet is wiped out by Mines before battle, they may research Minesweepers, but do not get any RP for things they would have encountered had the battle proceeded.



40.7.1 Point Defense Ships: The PD ship type is equipped with technology which is equivalent to Point Defense 1 (15.3). It fires at A6 versus Fighters and E1 versus all other ship types. Once the

Replicator player's PD ships have destroyed 3 Fighters, their PDs improve to A7 against Fighters. This does not occur until their next turn after destroying the third Fighter; their PDs remain at A6 against Fighters until then. The destroyed Fighters can be marked off on their Production Sheet. The Fighters destroyed by PDs do not have to be destroyed in the same battle. Fighters destroyed by other Replicator ships do not count towards this.



40.7.2 Scanner Ships: The Scanner ship type is equipped with technology equivalent to Scanner 2 (16.2). It fires as C6 versus units equipped with

Cloaking technology and E1 versus all other ship types. Scanner ships are Hull Size 2; see 40.3.1 for information on building restrictions.



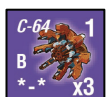
40.7.3 Sweeper Ships: The Sweeper ship type is equivalent to a Minesweeper 1 ship (17.1). Once the Replicator player has swept 3 Mines their SWs improve to Sweeper 2. This does not occur until

their next turn after sweeping the third Mine; their SWs remain at Sweeper 1 until then. The swept Mines can be marked off on their Production Sheet. The Mines swept do not have to be swept in the same battle.

If the opponent has the MINESWEEP JAMMER Alien Technology Card (see the Card Manifest), any two SWs at Sweeper 1 can sweep 1 Mine. Once the SWs have Sweeper 2 they will be able to sweep one Mine per SW.



40.7.4 Exploration Ships: The Exp ship type is equipped with Exploration 1 (9.8) once it has been researched. Exploration ships are Hull Size 2; see 40.3.1 for information on building restrictions.



40.7.5 Replicator Flagship: The Replicator Flagship (C-64) has the following stats at start: B1-1-x3, Tactics 1 (noted in the upper right corner of the counter) and Move 1.

- Its Movement technology will increase with each level of Movement technology that the Replicator player buys, like any other Replicator ship.

- Its Attack Strength will increase with every Research Point that the Replicator player gains after the first one. Once the player has at least 1 RP the Strength is equal to the number of RP.
- Its Defense Strength will increase with every 5 Research Points the Replicator player gains.
- It will be refitted with Exploration technology as soon as it is researched (40.6.3).

The Attack/Defense Strengths increase at the end of any turn they are gained in.

EXAMPLE: The Replicator player has encountered an Enemy CA and has 3 RP as a result (because they are able to check the CA box as well as both boxes to its left – see example in 40.5.1). The Replicator Flagship is now a B3-1-x3 unit. The Replicator player now has a battle where the enemy has 2 BCs and 3 DDs. The enemy has Attack 1 and Defense 1 on some of these ships. The Replicator player will gain 4 RP from this fight: One for Ship Size (BC), one for Fleet Size Bonus (5 ships), and one each for Attack 1 and Defense 1. After this battle is over the Replicator Flagship will be a B7-2-x3 unit.

The Flagship tops out at B15-4-x3. The Replicator player cannot decide to not upgrade the Flagship in an attempt to conceal their RP Total. The Replicator Flagship cannot be broken down into smaller ships or changed into a Type XIII/XV. It can be used to colonize a planet; however, it can never be replaced if removed in this way or destroyed in any way.

EXAMPLE: Turn order is Blue, Replicators and then Red. Blue goes first. Replicators have 3 RP and their Flagship at B3-1-x3. Blue fights the Replicators, and the Replicators gain 1 RP. At the very end of Blue's turn, the Replicator Flagship will go up to B4-1-x3. During their turn, the Replicators find a Space Wreck and fight Red, gaining 2 RP from the combat. At the very end of the Replicators' turn, the Replicator Flagship will go up to B7-2-x3. During Red's turn, Red attacks the Replicators and the Flagship will be B7-2-x3 for the fight. The Replicators gain no RP from this fight, so if the Flagship fights any battles with Blue during Blue's next turn it will do so as a B7-2-x3 unit.

40.8 REPLICATORS STRATEGY

A game with Replicators will play very differently – That was the goal! Each player will have two forces pulling them in opposite directions:

- The non-Replicator player will want to hang back and hide their technology, knowing that showing technology to the Replicator merely makes the Replicator stronger. However, since the Replicator pays no maintenance, hanging back too long is suicidal. Eventually the Replicator would come with such a large fleet that defeat would be inevitable.
- Because of this, the Replicator player will also want to hang back and amass as big a fleet as possible. However, they have to push forward to get RP. Some ships have to be sacrificed in order to get technology. Deep Space also becomes much more valuable. CP is precious, and Minerals are easy to grab. Not

to mention that it is so easy to colonize Deep Space planets. It is not uncommon for every Deep Space hex to be explored.

In general, the non-Replicator player has three possible winning courses of action:

- Throw curve balls at the Replicators – Fighters, Mines, Raiders – in order to keep them away while not giving up too many RP, massing and revealing a large technology leap all at once.
- Race to Titans as fast as possible, even at the expense of other technology.
- Top out around DD and stay there, trying to *permanently* starve the Replicator player of RP. This does not work in multiplayer games and can be defeated by a Replicator player who maximizes RP purchasing.

In either case, the goal is to hit the Replicators with a big enough technology jump, close enough to their planets, that you can get in and do some damage. Remember that time is on the side of the non-Replicator player because eventually Replicator planets start to deplete.

40.9 BALANCING REPLICATORS

While we did our best to create an Empire that was completely different, but still balanced across all the possible configurations, *we recognize that is really an impossible task* – especially when you consider the differing skill levels and play styles of groups. Once experienced, we encourage players to bid to play the Replicators, with the bid being the amount of CP added or subtracted from the Replicators (a bid of +20 would mean that the Replicators get 20 CP to start the game while a bid of -10 would mean that they started with -10 CP – they would have to collect 10 CP before reaching zero). The player that bids the lowest gets to play the Replicators. While the Replicators are not an easy Empire to play, we can see them being given to a new player for them to learn the game since there is no technology tracking for ships and fewer technology decisions to make. In such a case, WE STRONGLY SUGGEST that player is given:

- An extra ship at start.
- 2 Replicator Empire Advantages (they keep both of their cards).
- 20 extra CP to start.

A seasoned Space Empires player will still likely win, but this will make the game much more fun for the newbie.

41.0 Unique Ships



Each player has six Unique Ship counters. After drawing Empire Advantages (10.0), but before the start of the game, each player designs a ship for that counter (see below). All six Unique Ship counters use that same design. These Unique Ships can be purchased (if the player's current technology level allows) and used and have their technology upgraded like any other ship.

DESIGN NOTE: Unique Ships will not be a "better deal" cost-wise when compared to SCs, DDs, etc. However, they will allow you to spring some surprises on your opponent.

41.1 DESIGNING UNIQUE SHIPS

41.1.1 Initial Design: The initial design for an Empire's Unique Ship must be completed before the start of the game. To design a Unique Ship, consult Unique Tables #2 and #3 (pp.44-45). Values that are not on the table cannot be selected. Everything added to the ship design increases the building cost of the ship. When the design is complete, write the values on the Ship Technology Sheet right above the Groups for the Unique Ships.

41.1.2 Redesign: The design of an Empire's Unique Ship may be changed any time there are no Unique Ships currently built. A player may scuttle ships in order to do this (7.3.2). However, it costs 5 CP to create a new Unique Ship design.

41.1.3 Special Abilities: In addition to Weapon Class, Attack, Defense, and Hull Size, each Unique Ship may have up to two special abilities. When choosing special abilities, the same special ability may not be selected twice (a ship may not have two MINI-FIGHTER BAYS, for example). Special abilities of a Unique Ships are revealed in combat like other technologies.

41.1.4 Restrictions: The following restrictions apply to purchasing and upgrading Unique Ships:

- May not be purchased until the Ship Size (9.4) technology has been researched that would allow their build. This is determined by the CP cost of the ship – see Unique Ship Table #1.
EXAMPLE: A Unique Ship that costs 12 CP or less can be built when Ship Size technology 3 is researched.
- If designed with a technology that must be researched (PD, Scanners, Exploration, Fast BC), then that technology must be researched before the ship may be built.
- May only upgrade their Attack and Defense technology up to their Hull Size.
- All Unique Ships must have a minimum cost of 5 CP. Unique Ships that carry Exploration Technology must have a minimum cost of 9 CP.

41.1.5 React Ability: All Unique Ships get the React ability at Move 5 (35.0).

41.1.6 Hull Size Adjustments: A player using either the GIANT RACE or INSECTOIDS Empire Advantages (see the Card Manifest) has the Hull Size of their Unique Ship design adjusted like any other ship. If both the Giant Race and the INSECTOIDS designed a Unique Ship with a Hull Size of 2, they would both pay 4 CP for that in their design. However, the Giant Race would get a ship with a Hull Size of 3 and the INSECTOIDS would get a ship with a Hull Size of 1.

41.1.7 Weapon Class Requirement: After adding up the cost of the Unique Ship, its Weapon Class may have to be adjusted up, with a corresponding increase in price. Unique Ships that cost 10+ CP must at least mount a D-Class Weapon. Unique Ships that cost 20+ CP must at least mount a C-Class Weapon. Unique Ships that cost 30+ CP must at least mount a B-Class Weapon. If a mandatory Weapon Class upgrade puts the ship in the next bracket, keep upgrading.

EXAMPLE: If a player designed a Unique Ship that was E6-I-x1 it would cost 12 CP. They would then have to upgrade its Weapon to D-Class and its cost to 13 CP.

Unique Ship Table #1 – Size

<i>Ship Size Tech</i>	<i>Largest CP cost of Unique Ship</i>
1	6
2	9
3	12
4	15
5	20
6	24
7	32

Unique Ship Table #2 – Cost

<i>Weapon Class</i>		<i>Attack Strength</i>		<i>Defense Strength</i>		<i>Hull Size</i>	
<i>Value</i>	<i>CP</i>	<i>Value</i>	<i>CP</i>	<i>Value</i>	<i>CP</i>	<i>Value</i>	<i>CP</i>
E	1	1	1	0	0	1	2
D	2	2	2	1	1	2	4
C	3	3	3	2	3	3	7
B	4	4	5	3	5		
A	6	5	6				
		6	8				
		7	11				
		8	14				

Unique Ship Table #3 – Special Abilities

<i>Special Ability</i>	<i>Cost</i>	<i>Explanation</i>
<i>PD</i>	1	As currently in the game. Must be researched normally.
<i>SCANNERS</i>	1	As currently in the game. Must be researched normally.
<i>EXPLORATION</i>	1	As currently in the game. Must be researched normally.
<i>FAST 1</i>	2	As currently in the game. Must be researched normally.
<i>MINI-FIGHTER BAY</i>	2	Fighters must still be researched before being used. Ship can carry only 1 fighter. The ship gets none of the benefits of a Carrier. It may be shot at if not screened so Fighters may be eliminated at the end of a battle if there is no ship to land on.
<i>ANTI-SENSOR HULL</i>	3	Immune to Mines. Mines will ignore this ship. This may create a situation where there will be undetonated Mines in the same hex as these ships at the end of a turn. Any other ships will trigger the Mines normally. A ship with this ability may blockade a planet even if Mines are in the hex. Ships with ANTI-SENSOR HULL can turn this off before Mine detonation in order to clear the Mines the hard way. The Mine owner can still target another valid target ship if they wish.
<i>SHIELD PROJECTOR</i>	10	One friendly ship (without SHIELD PROJECTOR) may be protected by this Unique ship (if the Unique Ship is not being screened). That ship operates normally but may not be targeted until this Unique Ship is destroyed. This even applies before a battle starts during Mine detonation. All ships with SHIELD PROJECTORS can be assigned to ships before a player begins selecting Mine targets. More than one SHIELD PROJECTOR ship can be assigned to the same ship. In this case, they would all have to be destroyed before that ship was targeted. SHIELD PROJECTOR ships may not switch ships that they are protecting in the middle of a battle. SHIELD PROJECTOR ships may not protect Titans. A Ship with a SHIELD PROJECTOR does not “screen” a ship, it “protects” a ship. That ship may shoot and is counted toward Fleet Size Bonus but may not be targeted until the SHIELD PROJECTOR ship is destroyed, so protecting a Fighter does not allow the enemy to shoot at CVs/BVs.
<i>DESIGN WEAKNESS</i>	-1 or -2	There is a design short cut that saves money but makes the ship more vulnerable. In the first combat that a Unique Ship is in, inform your opponent and roll one die. The result of the die roll shows what Type of ship will always get a +2 Attack against these Unique Ships. (1-3 SC, 4-6 DD, 7-8 CA, 9-10 Enemy’s choice of SC, DD, or CA) The ship cost is –1 CP if the rest of the ship totals 16 CP or less and –2 if the rest of the ship totals 17 CP or more.
<i>CONSTRUCTION BAY</i>	4	If (and only if) in the same hex as a Colony that produced income for you in the most recent Economic Phase, this ship counts as being one Shipyard at the current Shipyard technology level. It can be used for upgrading or building new ships. It cannot be used as a Shipyard the Economic Phase it is built. Unlike regular Shipyards, you must have the Shipyard capacity to build a ship with a CONSTRUCTION BAY, and building it counts as the one Shipyard that a hex is allowed to build each Economic Phase.
<i>TRACTOR BEAM</i>	2	One enemy ship that could normally be fired upon may be selected by this ship at the start of every combat round. That ship may not retreat (although the Unique Ship may drop the TRACTOR BEAM and retreat normally when it is its turn to fire). A cloaked ship that is tractored may ignore the TRACTOR BEAM if the enemy does not have the appropriate level of scanners in the battle. Once a ship has been tractored by the TRACTOR BEAM unique ability, the TRACTOR BEAM may not be broken by the act of screening the ship.
<i>WARP GATES</i>	5	If two ships equipped with WARP GATES are within three hexes of each other and do not move for the turn, any friendly ships may move between them as if the hexes were adjacent (similar to Warp Points). If both WARP GATES are in the same hex as planets you have Colonies on, then Ground Units can use them as well. Fighters may use them if there is a Colony or ship on the other side of the gate that can receive them. Ground Units and Fighters that use the WARP GATES in this way may not be moved any further that turn. MS Pipelines can also connect through WARP GATES in the same way as they can through Warp Points. You may NOT retreat through a WARP GATE during a battle. Each unit may make only one WARP GATE jump during a move (a unit may not exit one Warp Gate and then jump through another WARP GATE). WARP GATE movement may be combined with Warp Point movement during the same move.
<i>SECOND SALVO</i>	4	If this ship scores a hit, it may fire again as long as the target is the same type of ship as the first. Only one extra attack can be generated. Cannot be used when bombarding a planet.
<i>HEAVY WARHEADS</i>	2	This ship always scores a hit on a roll of a 1 or 2. If firing at a Titan, it will always score a hit on a roll of a 1. Against DMs there are still no automatic hits.

Temporal Effect Table

Name	Cost	Effects
<i>These Effects can only occur in the same hex as a Temporal Engine</i>		
<i>CROSSING THE EVENT HORIZON</i>	10/unit	When entering any Black Hole this turn, the unit(s) will automatically survive. If using Slingshot (31.0), the ship(s) are only destroyed on a roll of 9-10.
<i>REDLINE THE ENGINES</i>	15/unit	The selected units(s) move one extra space this turn.
<i>REROUTE TARGETING COMPUTERS</i>	10	Reroll up to 4 attack dice from one Group (before rolling for the next Group). The target must remain the same.
<i>TEMPORAL MANEUVER</i>	10/Hull Point	In ship combat, immediately after Mine detonation, the player moves one of their ships (without a Temporal Engine) and all its cargo from anywhere on the map (even if it is in combat) to this combat. Only ships that are equipped with movement technology may be moved this way. or Right when Ground Units are landed to start ground combat, the player moves one of their Ground Units from anywhere to the planet being invaded. <i>Note: Only one ship or Ground Unit per side may be moved into combat this way. The cost is either 10 TP multiplied by the Hull Size of the ship, 10 TP for ships with a Hull Size of 0, or 10 TP for Ground Units.</i>
<i>FOCUSED PRODUCTION</i>	25	The player may move one of their Shipyards from anywhere on the map to this hex. The hex must contain a colony.
<i>SUSPENSION OF DISBELIEF</i>	20	If a Temporal Engine survives a battle (even if it retreated), save a Crewmember (12.0) that just died. TP must be spent immediately after failing a roll.
<i>END OF AN EMPIRE</i>	350	If a ship with a Temporal Engine is in the same hex as an enemy Colony (even at the start of combat), eliminate that player from the game. Yes, it really says that.
<i>These Effects can only occur within 3 hexes of a Temporal Engine</i>		
<i>LONG RANGE SCAN</i>	15	Reveal one Group belonging to an opponent. This will reveal cloaked ships but will not counteract their cloak.
<i>SABOTAGE</i>	10/unit	Select a revealed unit. That unit may not move on its next turn.
<i>RE-CHARTING THE STARS</i>	30	After movement, add a random Deep Space marker to a Deep Space hex that is adjacent to another hex with an unrevealed System marker.
<i>These Effects only require a Temporal Engine anywhere on the board</i>		
<i>AID ALIENS</i>	10	Randomly draw one NPA ship and add it face down to a Deep Space planet whose aliens have not yet been defeated.
<i>UNCHARTED CORRUPTION</i>	15	Randomly discard one Resource Card (39.0) from an opponent's hand.
<i>RAPID RESEARCH</i>	30	Two levels of one technology can be purchased during the current Economic Phase.

Sequence Of Play

A. Determine Player Order (First Turn Only)

B. Turn One:

Player 1:

- Movement Phase (4.0)
- Combat Phase (5.0)
- Exploration Phase (6.0)

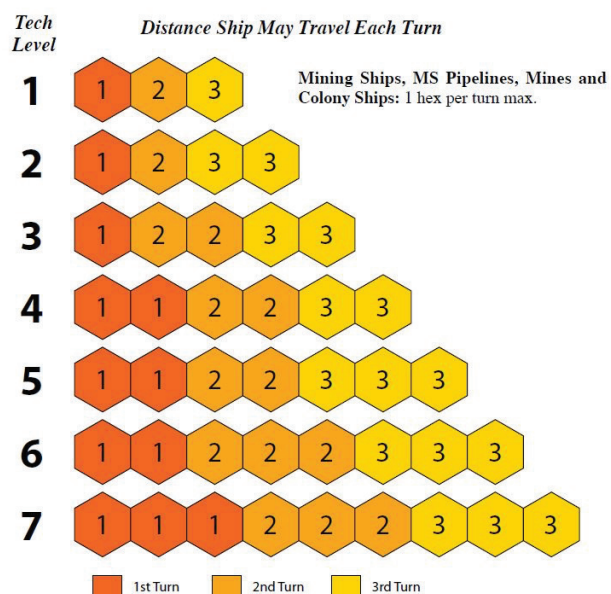
Players 2-4: Same as Player 1

C. Turn Two: (same as turn one)

D. Turn Three: (same as turn one)

E. Economic Phase: All players conduct this phase simultaneously, not in player order (7.0).

Movement Technology Chart



Abbreviated Sequence Of Combat

1. Move Ships Off Map

- Eliminate Decoys
- Reveal Units
- Attacker Conducts Minesweeping
- Defender Detonates Mines
- Form Battle Lines

2. Determine Combat Screening

The player with the greater number of combat-capable ships has the option of Combat Screening (5.7). Non-combat ships are automatically screened until the end of the battle.

3. Determine Fleet Size Bonus

+1 to Attack Strength if one player has twice as many combat-capable ships as his opponent (5.1.3).

4. Resolve Combat

A-Class Ships fire first, followed by B-Class, etc. Use Tactics level to break ties. If still tied, defender fires first. Fire is never simultaneous.

5. Repeat if Necessary

Return to Combat Screening step. After the first round is Completed, a unit which has an opportunity to fire at a target may retreat instead (5.9).

FIRE RESOLUTION PROCEDURE

- Select a firing unit and a target. Compare differences in their Experience level for possible bonuses to Attack/Defense Strength.
- Add the firing unit's Attack Strength to its Attack technology level. Note: Attack technology level cannot exceed Hull Size (9.2).
- Increase Attack Strength by one (+1) if Fleet Size Bonus (5.1.3) is earned.
- Subtract target's Defense Strength and Defense technology level from the Total Attack Strength. *Note: Defense technology cannot exceed Hull Size (9.2). The sum is the die roll necessary for a hit. Less-than or equal-to is a hit. A die roll of 1 is always a hit.*

Hull Size determines how many hits a ship can take before it is destroyed.

Crew Survival (12.2.4)

- Each Crew Card in a Group that had a ship destroyed must roll for survival and is eliminated on a roll of 9-10.
- Add +3 to the roll if the Crew Card's Group was eliminated.
- Add +3 if no friendly ships remain in the battle hex after the battle

Black Holes Survival Check (6.3)

Die Roll	Result
1-6	No Effect
7-10	Destroyed

Space Wreck Technology Table (6.8)

Die Roll	Free Technology Upgrade
1-2	Ship Size
3-4	Attack
5-6	Defense
7	Tactics
8-9	Move
10	Shipyard