



Space Empires: Replicators RULE BOOK



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1. Introduction

Replicators (or Von-Neumann Machines) are self replicating machines. They behave, research, and reproduce differently than other empires. They have their own Empire Advantages. They can be used as:

- A 5th Player, making SE a 5 player game.
- A different style empire in 2-4 player games.
- An opponent in Co-op games.
- A great teaching empire. The Replicator player fills out a simplified production sheet and does not track the technology on his ships.

A complete game of *Space Empires: Replicators* includes:

- 2 sheets of die-cut counters
- 6 sheets of Terrain Tiles
- this Rules Booklet
- four (identical) Replicators Player Aid Cards
- one pad of Production & Technology Sheets RC
- one pad of Production & Technology Sheets No RC
- one pad of REPLICATORS Production Sheets
- one REPLICATORS Fleet Display
- one 55-card deck

2. Rule Changes and Clarifications

RULES THAT ARE CHANGING IN *SPACE EMPIRES* VERSION 1.1

5.7 Players cannot screen ships when facing a Doomsday Machine or Space Amoeba.

9.9 Technology is revealed before Mines are resolved. Ground 2, Terraforming 1-2, and Military Academy 1 are not revealed in space combat. All other technology is revealed.

9.10.4 When refitting ships, paying a cost equal to the hull size now allows an unlimited amount of technology to be refitted onto the ship.

16.2 The original game contains three Warp Point 1 and three Warp Point 2 counters in Deep Space. Once a pair of connecting Warp Points is discovered, the other matching Warp Point counter of that number is discarded for no effect if found.

The following costs are to be used in *Close Encounters* as well:

- Fighter 2, & 3 costs 25 CP to Research.
- Point Defense 2 & 3 costs 20 CP to Research.
- Ship Size 6 costs 20 CP to Research.
- Attack & Defense 3 costs 25 CP to Research.
- Tactics 3 costs 15 CP to Research.
- Cloaking 2 costs 30 CPs to Research.
- Scanner 2 costs 20 CPs to Research.
- SY 3 costs 25 CP to Research.

RULES THAT ARE CHANGING IN *SPACE EMPIRES* VERSION 1.1 and 1.2

7.3.2 A unit can be scuttled at the following times: (a) an Economics Phase, (b) your movement, (c) the other player's movement the moment they enter the hex that the counter is in (treat it like it was a Decoy), (d) combat—*only* to free up a counter to allow a ship to be screened, (e) retreat, (f) or because of the following cards: *SELF DESTRUCT*, *HEROIC SHIP*, *OVERLOAD WEAPONS*, *FORCED SYSTEM SHUTDOWN*, and *PLAY DEAD*.

In the Scenario Book—Exploration Tech cannot be used on a hex that has a DM or NPA fleet in it.

RULES THAT ARE CHANGING IN *CLOSE ENCOUNTERS*

4.5 & 15.2 In a multi-player game that has no fixed teams you cannot gain technology though capturing colonies or by scrapping captured ships.

5.0 All NPA ships are equipped with Security 1.

10.3 Minesweepers gain the React Ability at Movement Technology 6.

12.0 & 13.3 Consult the expanded Sequence of Play for information on when these cards are revealed.

17.2 All Research and Industrial Centers cost 5 CP instead of 3 CP.

19.2 & Unique Ship Cost Table #3—Second Salvo's cost is increased to 4 CPs.

RULE CLARIFICATIONS FOR *SPACE EMPIRES* VERSION 1.1

5.1.4 Mines do not count for Fleet Size in any way.

5.7 A combat capable unit that is screened cannot be fired on for the round even if the ships screening it are destroyed or retreat.

5.9.1 Players cannot conduct a retreat after all of the enemy space combat capable units have been destroyed or have retreated.

6.3 Fighters and Ground Troops do not have to roll for survival when entering the hex of a Black Hole, but are eliminated only if the surviving ships do not have the capacity to carry them.

7.2 If the colony is blockaded the benefit from Minerals/Space Wrecks on the planet cannot be collected until the blockade is lifted.

8.3.1 The numerical counter you place under a Decoy(s) must match the CPs that you paid for the Decoy(s).

11.2.3 Ship movement is simultaneous during a given player's turn.

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

11.2.4 Fighters that declare that they are retreating remain in the battle until the CV/BV/Unique Ship that is carrying them retreats. The Fighters may not fire on the turn it declares it is retreating. They still protect CV/BVs from enemy fire until the CV/BV retreats or the Fighters are destroyed.

12.1.3 & 12.1.4 Both Attacking and Defending Raiders that have an un-Nullified Cloak get the benefits of 12.1.3 Defense Advantage and 12.1.4 Attack Advantage.

13.0 Mine Sweeping and Mine Detonation only happens at the start of a battle.

13.1.4 Mines may target Fighters. One Mine will kill one Fighter.

17.2 Doomsday Machines in 2+ player games 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. Fighters cannot damage these kind of DMs, but they can still screen their Carriers.

RULE CLARIFICATIONS FOR *SPACE EMPIRES* VERSION 1.1 and 1.2

1.0 and 7.5.1 You can only carry over 30 CPs to the next Econ Phase. This can be combined with the 30 RPs that can be saved if using the IC/RC rules for a total of 60 Points. If you save more than 30 CPs so that you can use some of them to refit ships and the refits do not take place you will lose the excess before the start of the next Econ Phase.

4.2 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.

5.1.1 There is no three-way combat in the 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.

RULE CLARIFICATIONS FOR *CLOSE ENCOUNTERS*

3.4 Players do not get to roll for experience when you destroy a Doomsday Machine or Space Amoeba. Units that cannot gain experience are not used to calculate which units the enemy can fire on based on their experience level.

4.2 Fighters that are on the same side as the Boarding Ships do not prevent the Boarding Ships from attacking enemy units. Doomsday Machines and Space Amoebas cannot be boarded. Boarding Ships that are using their F1 Rating in an Attack may get the benefit of the Fleet Size Bonus.

4.3 Captured Ships do not count for Screening or Fleet Size determination on the turn after they are captured.

10.2 Reaction Movement even with Advanced Comm Array only allows one hex of movement by the reacting ships, per player turn.

EXAMPLE: If the reacting ships are in B10 they MUST end their movement in one of the following hexes: C9, C10, B9, B11, A9, A10. Note that Fold in Space could boost the number of hexes that can be reacted to. Extreme example of this would be ships in B10 with Fold in Space counters in C10, D11, E11, F12. In such a situation the hexes that could be reacted to would be A9, A10, B9, B11, C9, C11, D10, D12, E10, E12, F11, F13, G11, G12.

12.0 In the event that a player gains Alien Tech Cards in multiple separate battles in the same player turn the cards do not grant their benefit until the next player turn.

13.4 *ANCIENT RACE, INDUSTRIOUS RACE, GIANT RACE, HOUSE OF SPEED, ON THE MOVE* and *LONGBOWMEN* should not be used on maps that at any point have only two hexes of Deep Space between player's home areas.

14.1 Transports cannot land troops on a planet that is protected by Mines. (Missed Rendezvous combined with Anti-Sensor Hulls can lead to this quirky situation).

14.7 Requires that all unrevealed units moving into a hex with enemy ground units must be revealed. An exception is made for Raiders and the Troops that they may be carrying. Ground Troops lack Scanners and thus cannot force Raiders to reveal themselves.

14.8 Combat Screening SE 5.7 can be used in Ground Combat. Units that cannot fire do not count when determining which units can be screened. You simply will need a spare counter of the appropriate type of troop to place in the screened units portion of the battle board. In the case of Transports being used as Air Support you are permitted to screen a Transport provided that you have a spare Transport Counter. You are not limited by the single Air Support Counter provided in SE: Replicators. In the case of Militia/Heavy Infantry Militia you may screen some of the Militia while leaving some of them in combat. Just use any spare counter to keep track of how many are being screened in each combat round.

14.11 Units that cannot fire are not counted when determining how many units can be supported. Also units that cannot fire cannot be supported.

14.12 When invading a colony started on an alien planet because of *AMAZING DIPLOMATS* (Empire Advantage or Resource Card), that colony may be invaded after Round 2 as normal. If the invasion

is successful, any NPA ships that were defending the planet and had not been brought under the defenders control by capture are destroyed.

15.1 If a player is eliminated do not remove any colony markers that they have on the board that have been captured by another player.

17.1 IC/RCs may be scrapped. This happens during an Econ Phase before you collect CP/RPs from them. A new IC/RC can be built that Econ Phase, but it will not generate CP/RPs until the next Econ Phase.

18.0 Only one Miner may claim the 5 CP in a given Nebula each Econ Phase.

19.2 & Unique Ship Cost Table #3: 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.

19.2 & Unique Ship Cost Table #3: A Unique Ship/DN 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 the CV that it is screening.

19.2 & Unique Ship Cost Table #3: Once a ship has been Tractored the Tractor Beam may not be broken by screening the ship.

Alien Technology Card List #30: *MOBILE ANALYSIS BAY* may only be used one time on each captured ship. *MOBILE ANALYSIS BAY* is used during an economic phase (per the card) not immediately after a battle (per the rulebook).

Empire Advantage Card List #44: *IMMORTALS* cannot use their special ability against Bombardment Damage or Ground Combat.

Empire Advantage Card List #52: NPAs/Doomsday Machines/Space Amoebas/Space Pirates get the +2 against *HOUSE OF SPEED*. Instead of “other players” the rule should read “opponents.” This Empire Advantage is also revealed the first time its ships are in combat.

Scenario Book and Co-op Scenarios:

- The players are not allowed to use Exploration Tech on a hex that has a NPA Raider Fleet in it.
- Doomsday Machines and Space Amoebas should not be used in the Deep Space portion of the map in the Co-op scenarios.

3. Using the Terrain Tiles

3.1 PROCEDURE

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

Home Space Planets: While home space 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 5CP/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.

DESIGNER NOTE: For most of the game, these home space planets will have a Full Colony on them. Having this printed directly on the tile reduces counter density a little.

Asteroids and Planet Destruction: Asteroids are on the back of each planet tile in case the planet gets destroyed by a Titan.

Running Out of Tiles: While unlikely, in some scenario combinations, it is possible that you may run out of asteroid, nebulae, or black hole tiles. If that happens and a deep space marker has no tile available, then leave the Deep Space marker in the hex to mark the terrain. If possible switch the marker with a tile of that same type that is in an unused part of the map. The back of unused planets can be used for asteroids, if Warp Points are not being played with, the backs have extra Nebulae and Black Holes.

Epic Game: Most non-planet tiles have empty space on the back. Twelve of them would be needed to connect two *Space Empires* boards together for an epic game.



For these next 4 Terrain Counters if the players are not using them then they are removed from the board once flipped, and they can be flipped with Exploration Technology.

3.2 GALACTIC CAPITOL



The counter can be used in the co-op scenarios included in the first expansion. If used in a co-op scenario, use the rules as given in the scenario and ignore these.

It may also be placed in a specific hex of any multi-player scenario. It may also be mixed randomly into the deep space counters, but that could lead to an imbalanced game. See the scenario section for an example layout.

In General: It is an incredibly strong planet of a highly developed and peaceful race. It has the following characteristics:

- It may not be attacked.
- It is a neutral space. No combat ever takes place in that hex. Both combat and non-combat units of all players may enter, pass through, and end their turn in the hex (ignoring the units of other players).
- Players may not leave fighters or ground units on that planet, but they may be in the hex if on ship.
- A fleet may, if otherwise able, retreat into the hex. The presence of enemy units at the Galactic Capitol does not block retreat.
- In a planetary gate scenario, no player may use the gate on that planet. Treat the Galactic Capitol as if it does not have a gate.

Trade with the Galactic Capitol: Players may trade with the Galactic Capitol by connecting their home planet to it via MS Pipe-

lines. Doing so yields 5 CP (not 1 CP) of income each Economic Phase. It is possible that multiple empires will simultaneously earn this trade benefit (since it is a neutral hex). The Trader Empire Advantage would earn 6 CP.

3.3 REGIONAL MAP



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 explored by a ship, the counter is removed and the exploring player may look at any face down system counters in adjacent hexes. The player may reveal them or leave them face down, just like they were looked at using exploration technology.

3.4 SPACE PIRATE



Do not use these counters on maps where there are only two or fewer Deep Space Hexes between the players.

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 or DM reveals or peeks at a Space Pirate remove the Pirate from the board immediately.

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 CPs in the next Econ Phase. These CPs must be paid even if the Pirate is destroyed before the next Econ Phase. Replicators must pay the CPs immediately or fight the Pirate. If the player decides to fight the Pirate, the Pirate will not retreat. If the player retreats or is destroyed remove the Pirate from the board. If the Pirate is hired the hiring ships are not revealed.

Controlling Pirates: The player that pays the 10 CPs 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.

Characteristics: Space Pirates have the following characteristics:

- Their stats are: A5-0-x1, Move 4, Fast, & Tactics 0.
- If a Pirate is captured it will automatically self-destruct. The Boarding Ship may still roll for Ship Experience in this case.
- Space Pirates cannot be equipped with a player's technology and gain none of the owners Empire Advantage Abilities. They do not pay maintenance. They cannot be scuttled.
- The Space Pirates may stack and defend with a player's ships.
- The Space Pirates may not be moved onto an unrevealed system marker by the controlling player.
- Space Pirates are considered Skilled and experience may be gained by destroying them—similar to non-player aliens—but Space Pirates may not gain experience.
- Space Pirates may not be scrapped to gain any technology.

3.5 FOLD IN SPACE

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



- It is as if this hex 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 Tech can be used through a Fold In Space even one that was flipped earlier in that Exploration Phase.
- MS Pipelines 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, it 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.
- If more than one Fold in Space counter is adjacent to each other they are all considered connected.

EXAMPLE: If there is a Fold in Space in both hex G2 and G3, then a Group could move from G1 to G4 for 1 Movement Point.

4. Advanced Construction

4.1 INTRODUCTION AND PROCEDURES

Advanced Construction cannot be researched until the Economic Phase after a player **builds** a ship that requires at least Ship Size 4 (BC, BB, Unique ship of that size, etc).

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

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

- Build DDX ships and Advanced Bases.
- Research Tractor Beams (see Unique Ships) to mount on BBs.
- Research Shield Projectors (see Unique Ships) 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 (adds 4 to the Titan's attack rating). Attack 3 must also be researched before Attack 4. **Only** Titans may mount Attack 4.

These three upgrades are independent of each other and you do not have to research them in any order. Though you still have to research Attack 3 before you can research Attack 4.

Advanced Construction 2: Costs 10 CP and allows a player to build BV ships, Fighter 4 (if researched), and the four MinerX counters.

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

Alien tech or Empire Advantage cards 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.

4.2 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 and 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.* See the rules under the SCX for a partial exception to this.

4.3 ADVANCED BASES

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

- Advanced Bases are equipped with Scanning technology, if researched.
- 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.

4.4 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 Technology if researched.

All DDX are equipped with Heavy Warheads (see Unique Ships).

4.5 FIGHTER 4 AND BV

Fighter 4 and BV 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 AC2 is necessary to build BVs).

Fighter 4 (B8-2-1): Costs 25 CP to research.



BVs (B5-1-3): Cost 20CP to build. Can carry 6 Fighters, have Anti-Sensor Hull (immune to Mines), and are treated as CVs in all respects (a card that gives half maintenance to a CV would also give a BV half maintenance).

BVs can be equipped with Fast Technology if Fast 2 is researched. They get the React Ability at Movement 5.

BVs are equipped with Anti-Sensor Hull (see Unique Ships) which makes them immune to Mines. It does not make their Fighters immune to Mines.

4.6 MINERXs



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. 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.

4.7 RX

RX use the same counters as Rs. However, Rs may not be upgraded to RX. They 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, and Fast 2 Technology if researched.

Each RX may carry 1 ground unit and can be equipped with Drop Ships if Ground Combat 3 is researched.

The ground unit is deployed as if the RX was a Transport in all other respects.

If the Raiders stays in cloak to avoid combat the type and number of the carried ground units is not revealed.

4.8 SCOUTX (SCX)



When AC 3 is researched, the player may build the ScoutX Group (SCX #7). This acts as a normal Scout (SC) counter in every way, although it must be equipped with a Movement Technology 3 levels higher than the player has researched (to a maximum of Move 7). The original six SC Counters may still be used but the SCs in them may not be upgraded to SCXs. Until Move 7 is research SCXs must be new builds.

If the player has Move 7, the SCX #7 group confers no additional benefit and can be combined with the other groups normally.

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

4.9 ADVANCED FLAGSHIP



After AC 3 is researched, the player may upgrade his Flagship to an Advanced Flagship (A5-3-3). The cost is 3 CP (the normal cost of a full upgrade and normal upgrade rules apply)—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 the Unique Ship table (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.

4.10 FAST 2

Fast 2 costs 10CP and Allows DDX, RX, and BV to be equipped with Fast Technology.

4.11 STEALING ADVANCED TECH

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

Players may gain Attack/Fighter 1/Defense/Tactics/Scanners/Fast/PD/Movement(Exception SCX)/Cloak/ Exploration from Advanced/X ships by scrapping them normally.

The only Ship Size that you can gain from scrapping an Advanced/X ship is Ship Size 2 from a DDX.

Players may not gain any movement tech from a SCX.

Players may steal Tractor Beam/Shield Projector/Attack 4, but until you research AC1 you may not mount these techs on your ships.

5. New Alien Tech and Empire Advantage Cards

5.1 NEW ALIEN TECH CARDS

#56 On Board Workshop:

Each CV, BV, and Titan may be used to build one Fighter during the Economic Phase as long as there is room to store the Fighter built. This includes Fighter technology that has just been researched. The Fighter costs the same as if it was produced at an SY. No other ships that carry Fighters (like Unique ships) may do this. During a Movement Turn one Fighter may be refitted and the ship carrying it may move.

Reveal: At the end of the game.

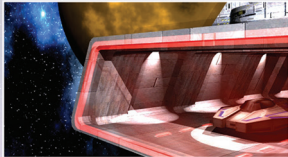
#57 Superhighway:

Each ship that spends its entire move on an MS Pipeline Chain, may move 2 extra hexes instead of 1.

The flavor text on the card comes from an old German slogan against speed limits on the autobahn—roughly, “Free roads for free citizens”.

Flavor Text: “*Freie Fahrt für Freie Bürger*”

Reveal: The first time it is used.

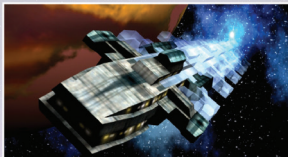


ON BOARD WORKSHOP

*“Lt, what happened to the gym?”
“—Fighter Squadron B needed another fighter”*

Each CV, BV, and Titan may be used to build one Fighter during the Economic Phase as long as there is room to store the Fighter built. This includes Fighter technology that has just been researched. The Fighter costs the same as if it was produced at an SY. No other ships that carry Fighters (like Unique ships) may do this. During a Movement Turn one Fighter may be refitted and the ship carrying it may move.

Reveal: At the end of the game. 56



SUPERHIGHWAY

“Freie Fahrt für Freie Bürger”

Each ship that spends its entire move on an MS Pipeline Chain, may move 2 extra hexes instead of 1.

Reveal The first time it is used. 57

5.2 NEW EMPIRE ADVANTAGE CARDS

#58 On the Move:

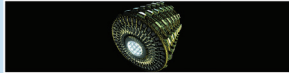
SYs and Bases have Move 1 and may attack and explore. They may not retreat from combat and they can never be upgraded to a higher Move technology. They may move an extra hex if using MS Pipelines or Black Hole Sling Shot.

SYs may only build ships during the Economic Phase if they are in the same hex with a friendly Colony that produced CP during the Economics Phase. However, they may be used to upgrade ships normally no matter where they are on the map.

All other rules for SYs and Bases are the same.

Reveal: The first time a revealed SY or Base moves or when one is revealed while not at a Colony.

This card is not used on any map where there are only 2 rows of Deep Space (or less) between players.



On the Move

“Impossible? Sounds like a challenge.”

SYs and Bases have Move 1 and may attack and explore. They may not retreat from combat and they never can be upgraded to a higher Move technology. They may move an extra hex if using MS Pipelines or Black Hole Sling Shot.

SYs may only build ships during the Economic Phase if they are in the same hex with a friendly Colony that produced CP during the Economics Phase. However, they may be used to upgrade ships normally no matter where they are on the map.

Reveal: The first time a revealed SY or Base moves or when one is revealed while not at a Colony. 58

#59 Longbowmen:

This race fights using long range torpedoes. All ships firing class is increased by one letter (C becomes B, B becomes A, etc). “A” class ships remain at “A” and get no benefit. Fighters and DDs with Long Lance stay at B and get no benefit.

Reveal: The first time a non-Fighter ship is in combat.

This card is not used on any map where there is only 2 rows of Deep Space (or less) between players.

Since a Longbowman BV will fire at A, if it is retreating (unless it is able to leave its fighters behind or there are no fighters remaining), it must declare its retreat as normal during A, but does not retreat until any fighters (surviving or not) would retreat in B.



Longbowmen

“Set torpedo targeting to....manual.”

All ships firing class is increased by one letter (C becomes B, B becomes A, etc). “A” class ships remain at “A” and get no benefit. Fighters and DDs with Long Lance stay at B and get no benefit.

Reveal: The first time a non-Fighter ship is in combat. 59

6. Resource Card Rules

6.1 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.

6.2 CREATING THE RESOURCE DECK

Create a Resource Deck for Each Player: Each player is dealt a face down deck of 20 Resource Cards playing with 2 players, 15 if playing with 3 players, 11 cards if playing with 4 players, or 9 cards if playing with 5 players.

Drawing Cards: Before the start of the game, each player draws the top three cards from their deck.

At the start of the Economics Phase each player may draw 1 and only 1 Resource Card from their deck until their deck is exhausted. After the player looks at their new card they may play one or more cards that are playable at the start of the Econ Phase in reverse turn order. Once every player has drawn and played then each player gets one chance to play cancel cards, again in reverse turn order. A player may choose to not draw a Resource Card in a turn (due to concern about hand limit), but may not look at the Resource Card before drawing and does *not* get to draw bonus cards in future turns. The deck is not reshuffled.

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

Hand Size Limit: A player may have no more than 5 Resource Cards in his hand after the completion of an Economic Phase. Discard any cards over the limit.

6.3 PLAYING RESOURCE CARDS

Each card can be played for its event at the appropriate time OR it may be discarded for the CP value on the card. Cards turned in for CPs can be played at the start of your player turn or during the Econ Phase. All Cards are played/discarded face up and seen by all. Face up cards can be examined by any player at any time.

Some cards have two values listed for CPs. Use the lower value if Replicators are in play.

Cards played for CPs during the Econ Phase and the Research Breakthrough card are discarded after turn order has been established. The other players will not know that you are using these cards during the Econ Phase. At this time hand limits are checked and any cards over 5 are discarded for no effect.

The value of cards turned in for CPs should be recorded on the Minerals Line of the Production Sheet.

Cancel Cards: Four of the cards in the deck are Cancel Cards. If played as an event, they may be used for that event or to cancel another card played. A cancel card cannot be canceled itself.

To play some cards an additional card must be discarded unused from your hand. The action of discarding is not done until cancel cards are resolved. A card that is canceled does not require a discard. An additional card does not need to be discarded if turning in the card for CP.

Sequence of Card Play: In cases where several players can play cards the sequence of when cards are played is determined by reverse player order. The 5th player always gets a chance to play cards first, then the 4th, then the 3rd, then the 2nd and then the 1st. Once each player has had a chance to play cards they then get one chance to play Cancel Cards. You may play multiple Cancel Cards at the same time, but must specify which cards you are canceling.

Replicator Resource Cards: 14 Cards have a specific event on them listed only for Replicators. **Important:** If a non-Replicator player plays one of these cards they can not use the Replicator event. Likewise the Replicator player can not use the non-Replicator event.

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 the cards.*)

- 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 the card is played in response to a specific event the other players get one chance to play a Cancel Card in reverse turn order.
- In cases where a card affects an attack it must be played when the attack is announced. Then the Defender can play any cards that affect the defense. Then Cancel Cards are played in reverse player 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. In the case of NPA ships they 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.” Pirate ships that have your Empire Control 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 may be played at the start of your turn after Exploration Tech 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 will now play Smuggler's Route to remove the marker from the board. Now the 4th player will have a chance to play 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.

- Please remember that 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.”

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

6.4 RESOURCE CARD LIST

#66-#69 Cards with Cancel Effects

Effect: Cancel any Resource Card just played for its effect. All Resource Cards, except for those played for CPs, other cancel cards played as cancel cards and the Research Breakthrough, may be canceled. Cancel Cards may also be played for the effect written on the card. This means that they have four playable options instead of the normal cards which have only three playable options.

- 1st option. Play to gain the CPs that the Card is worth.
- 2nd option. Play to gain the effect written on the card.
- 3rd option. Discard the card in order to play another card that requires a card to be discarded when it is played for its effect.
- 4th option. Play the card to cancel another card just played.

#66 Red Squadron – 1st Cancel Card

Effect: Play before the battle begins, but after ships are revealed. One FTR group currently in battle gets an additional +1 to attack for the remainder of the battle.

Value: 4/2

#67 Sensor Blind Spot – 2nd Cancel Card

Effect: Play before the battle begins, but after ships are revealed. A single unit with a cloak that has been nullified by scanners during combat may hide in the sensor blind spot of a unit with hull size x3 or greater. The Raider immediately makes a retreat from battle. This can be a hex that is further away from a friendly colony than the hex the battle was in.

Value: 4/2

#68 Self Destruct – 3rd Cancel Card

Effect: Play after one of your ships is captured. Immediately destroy it. The enemy gains no knowledge of your abilities from capturing this ship. The ship still counts as captured for the purpose of Ship Experience Promotion Rolls.

Value: 4/2

#69 Concealed Minefield – 4th Cancel Card

Effect: Play before the battle begins, but after ships are revealed. Before Enemy Minesweepers Sweep your Mines one of your Mines may detonate as normal, even against a Minesweeper.

Value: 4/2

#70-#73 Heroic Ship

#70 Heroic SC/X or DD/X

#71 Heroic CA or BD

#72 Heroic BC or R/X

#73 Heroic BB or BV

Effect: Play before the battle begins, but after ships are revealed, select one of the ships listed on the card (single ship, not group). It is Heroic for the rest of the game. Heroic Ships have one added to their Attack and Defense. They also take one more hit to destroy (this is cumulative with the Legendary bonus). They do not pay maintenance. Heroic status is lost if the ship is captured or destroyed. A separate counter must be used to track the ship. Instead of using a number counter under the ship, use one of the Heroic counters with a star on it. If the ship ever gets flipped face down again, it will look like any other ship. In the very rare case where a player may have 2 Heroic ships of the same type in the same hex, they may flip the Heroic counter to the 2-star side to free up a Group Counter.

Replicator Effect: Extra Hull. Play this card to build an extra hull on Homeworld. Only one of these cards may be played at the start of a single Economic Phase. This card may be combined with buying an extra hull and with the Replicator Capitol Empire Advantage so that up to four hull spaces could theoretically be produced in one Economic Phase. Since it only takes three Hull Size 1 ships to build a Type XIII or Type XV, in this extreme case the Replicator could theoretically build a Type XIII or XV AND another Hull Size 1 ship.

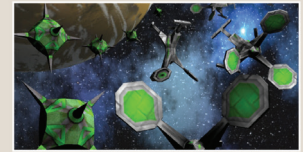
Value: 5/3

Flavor Text:

#70 “There will always be a Rodger Young in the Federation Fleet.” Inspired by Admiral Ernest J. King who stated that “There’ll always be an England in the United States Navy.” This was in response to DE-635 USS England’s sinking six Japanese Submarines between 18-27 May 1944.

#71 “All Hands to General Quarters! ECM to Maximum! Hard a Port! Prepare to engage a major portion of the enemy fleet.” Inspired by the orders given by Commander Evans aboard DD-557 USS Johnston at the Battle of Leyte Gulf.

#72 “The Empire expects every member of this crew to do his duty today!” Inspired by Admiral Nelson’s speech before the Battle of Trafalgar.



Concealed Minefield

“This will ruin someone’s day.”

Effect: Play before the battle begins, but after ships are revealed. Before Enemy Minesweepers Sweep your Mines one of your Mines may detonate as normal, even against a Minesweeper.

Value: 4/2

This card can be discarded to cancel a card just played.

69



Red Squadron

“Red 4, standing by.”

Effect: Play before the battle begins, but after ships are revealed. One FTR group currently in battle gets an additional +1 to attack for the remainder of the battle.

Value: 4/2

This card can be discarded to cancel a card just played.

66



Self Destruct

“To the last, I grapple with thee.”

Effect: Play after one of your ships is captured. Immediately destroy it. The enemy gains no knowledge of your abilities from capturing this ship. The ship still counts as captured for the purpose of Ship Experience Promotion Rolls.

Value: 4/2

This card can be discarded to cancel a card just played.

68

#74-75 Heroic Ground Unit

Effect: Play before the first round of a ground battle begins select one of your non-Militia Ground Units (one unit, not an entire group). It will be Heroic for the rest of the game or until it is destroyed. Heroic Ground units have one added to their Attack/Defense/Hull Size. This card may not be combined with Defending Familiar Terrain to create a Heroic Heavy Infantry Militia.

Replicator Effect: Extra Hull. See the explanation for Card #70 for details.

Value: 4/2

Flavor Text: #74 *"For the Honor of the Regiment!"* The art used for this card is the crest of the regiment that Oliver Upshaw, this game's developer, served in.

#76 Defending Familiar Terrain

Effect: Play before the first round of a ground battle to upgrade a planet's Militia to Heavy Infantry for the duration of the combat. May even be played if the defender is only at Ground Combat 1. May be played on NPAs. A counter is provided so that the players can keep separate any real defending Infantry/Heavy Infantry.

Replicator Effect: Extra Move. Play this card before movement to move one Replicator ship (not group), one extra space this turn. For each additional card discarded, one additional Replicator ship that is part of the same group can also move one extra space. Two of these cards can not be used in combination to make one Replicator ship move two extra spaces in one move.

Value: 3/1 CPs

#77 Research Breakthrough

Effect: Play this card to allow you to research two levels of the same technology in the same Econ Phase. At the combined cost of the Technologies in question plus 5 CP. If you are using IC/RC rules then the extra cost is 5 RPs. This card cannot be canceled and when you discard it you do not have to announce if it was played for its effect or for CPs.

Replicator Effect: Extra Move. See the explanation for Card #76 for details.

Value: 2/1

#78 Quick Study

Effect: Play before a friendly or enemy group rolls for experience. Shift the dice result by +/-2. This affects all experience die rolls made by that group this round.

Replicator Effect: Extra Move. See the explanation for Card #76 for details.

Value: 3/1



Heroic Ground Unit

"The Imperial Guard does not surrender!"

Effect: Before the first round of a ground battle begins, select one of your non-Militia Ground Units (one unit, not an entire group). It is Heroic for the rest of the game. Heroic Ground units have one added to their Attack/Defense/Hull Size. This card may not be combined with Defending Familiar Terrain.

Replicator Effect: Extra Hull.

Value: 4/2

75

#79 Discover Member of Ancient Race

Effect: Play at the start of an Econ Phase where you will roll on the Space Wreck Technology Table. After you roll, you may add or subtract up to 2 to the dice. For example, a 10 can be shifted to a 2 and a 2 can be shifted to a 10.

Replicator Effect: Extra Move. See the explanation for Card #76 for details.

Value: 4/2



Discover Member of Ancient Race

"He was frozen for millions of years, we could learn so much from him."

Effect: Play at the start of an Econ Phase where you will roll on the Space Wreck Technology Table. After you roll, you may add or subtract up to 2 to the dice. A 10 can be shifted to a 2 and a 2 can be shifted to a 10.

Replicator Effect: Extra Move.

Value: 4/2

79

#80 Overload Weapons

Effect: For this effect an additional card must be discarded unused from your hand. Play before one of your ships (not group) fires. When calculating the number needed to get a hit double the Attack Technology that is on the ship. *For example, a BC with Attack 1 would have an Attack Strength of 7.* If a hit is scored the target takes an extra 2 points of damage. So, yes, a SC could one shot kill a DN/BB/Base with this card. For the rest of the battle its installed Attack Technology does not count. You are also going to need a spare group counter when using this card and the Ship Selected must mount at least Attack 1.

Replicator Effect: Extra Move. See the explanation for Card #76 for details.

Value: 5/3

#81 Unconventional Boarding

Effect: For this effect an additional card must be discarded unused from your hand. Play this card instead of one of your ship's normal attacks. Select an enemy ship and attack it with a boarding strength of 5. Subtract the hull size of the targeted ship from this attack strength. Security has no effect on this die roll. We Still Carry Swords gives the +1/-1 bonus as normal. Experience, except for the extra Hull of a Legendary/Heroic Ship, has no effect on this roll. Add 2 to this Attack Strength if you have researched Boarding 1. Add 2 more if you have researched Boarding 2. This can only be used against ships that normally can be boarded. If you are not playing with Boarding Tech then this card cannot be played for its effect. This card cannot be used against Replicators. This card cannot be used by Immortals.

Replicator Effect: Extra Move. See the explanation for Card #76 for details.

Value: 5/3

Flavor Text: *"We have a captured shuttle to fly into their Docking Bay."* The development team wants to point out that this flavor text was written into this game years before any more recent movie may have done a similar thing. We left it in because it serves as a commentary for how predictable certain sci-fi tropes have become. :).

#82-83 Xeno-Archeology

Effect: If you spend an extra 10 CPs in the next Economic Phase you may keep the second Alien Technology Card that you drew when capturing a planet. Card must be played before discarding one of the Alien Tech cards. If played, the 10 CP must be spent in the next Economic Phase. If playing without non-player Aliens, the player must normally spend 10 CP to keep one Alien Tech Card. Xeno-Archeology could be played to allow the player to spend an additional 10 CP to keep the other card. If this card is canceled the 10 CPs does not have to be paid.

Replicator Effect: After having earned an Alien Tech Card, gain an RP instead of 10 CP. Replicator player plays this immediately upon earning an Alien Tech Card. If this card is canceled, the Replicator player still gets to turn in the Alien Tech Card for 10 CP.

Value: 2/1

#84 Missed Rendezvous

Effect: Play before ships are revealed at a battle. If the other side has units participating in this battle that entered the hex from at least two different hex sides or through reaction movement, designate one of the fleets (all ships entering through the same hex side) as not showing up until the second round of combat. These ships cannot retreat until the third round. For the units that are delayed, the second round is treated as the first round, the third round as the second, etc. in all respects (Fearless, Hive Mind, etc.)

Minesweepers that arrive on the second round of combat cannot sweep any remaining Mines. Ships with Shield Projectors that arrive on the second round of combat can only protect ships that also arrived in the second round of combat.

Value: 2

#85 Activate Space Monstrosity

Effect: Play before Domsday Machines move or Space Amoebas spread. Choose a Domsday Machine or Space Amoeba. You determine where it moves/spreads to, not the normal rules of the game. Though you cannot select a Black Hole hex for a Space Amoeba to spread to and you cannot move the DM/SA into a player's Home System hexes. The DM can still only move up to 2 hexes and the SA will still only spread to one hex. If not playing with either Domsday Machines or Space Amoebas, this card can't be used for its event.

Value: 4/2



Xeno-Archeology

"If sensor readings are correct, more than one intelligent species may have occupied this planet."

Effect: If you spend an extra 10 CPs in the next Economic Phase you may keep the second Alien Technology Card that you drew when capturing a planet. Card must be played before discarding one of the Alien Tech cards. If played, the 10 CP must be spent in the next Economic Phase.

Replicator Effect: After having earned an Alien Tech Card, gain an RP instead of 10 CP.

Value: 2/1

82

#86 Spawn Domsday Machine

Effect: For this effect an additional card must be discarded unused from your hand. This card must be played at the start of your turn prior to your movement. Place a Domsday Machine (see Base Game 17.2) in a deep space hex adjacent to one of your SC/Xs that does not contain any terrain or unit counters. This does not cause an unrevealed SC/X to become revealed. It is not under any player's control and will operate according to Rule 17. If not playing with DMs the card cannot be played for its effect. If this card is played successfully for its effect it does not go into your discard pile, but is set aside and is unusable the rest of the game. For this card Replicator Type 0, II, and IV ships are considered a SC/X.

Value: 4

#87-88 Spy Onboard

Effect: Play at the start of your turn or the start of an Econ Phase to flip over all the enemy units or NPA Aliens in one hex.

Value: 4

#89 Provide Cover

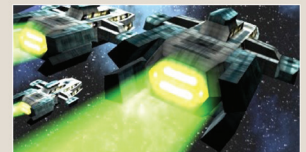
Effect: Play after an enemy group targets one of your groups. Designate another one of your groups as the target of the attack. The group you choose may not be a Titan, Base, SY, or CV/BV (if you have Fighters present). It must also be a legal target. All remaining ships in the enemy group must fire at the designated group for this round of battle. They gain a +1 to their attack. If your group is destroyed before the last enemy ship in the group has fired the remaining ships can pick new targets and do not get the +1. If the group that you selected has not fired yet and it survives it must fire at the enemy group that it blocked for this round. It will also gain a +1. If it destroys the enemy group it can switch remaining shots to new targets and does not get the +1.

Value: 3

#90 Alien Reinforcements

Effect: Play at the start of your turn, the start of an Econ Phase or the start of a battle before ships are revealed. Select one un-colonized Deep Space Planet that has at least one NPA Ship and randomly add 3 NPA Ships to it. If you are not playing with NPAs then this card cannot be played for its effect. If the Replicators are in combat with the NPAs, these added ships may make it possible for them to mark off having encountered a Fleet Size of 5 or greater.

Value: 2



Alien Reinforcements

"The Alien Gate is Down!"

Effect: Play at the start of your turn, the start of an Econ Phase, or the start of a battle before ships are revealed. Select one un-colonized Deep Space Planet that has at least one NPA Ship and randomly add 3 NPA Ships to it. If you are not playing with NPAs then this card cannot be played for its effect.

Value: 2

90

#91-92 Deep Cover Operative

Effect: Play at the start of your turn or the start of an Econ Phase. Choose an opponent when you play this card. You may look through that player's face up Resource Cards, pick one card, and add it to your hand. Removing the card from a player's face up cards does not change any of the effects that the card has already generated.

Value: 4

#93 Amazing Diplomats

Effect: Play when one of your ships enters a Deep Space planet's hex for the first time. The NPAs in this hex will treat you as if your Empire Advantage is Amazing Diplomats for the rest of the game.

If your Empire Advantage Card is *Amazing Diplomats* then the first time one of your ships goes to that hex place a Colony 5 marker on the planet.

Value: 4

#94-95 Forced System Shutdown

Effect: Play during combat, after fleets are revealed but before the first round starts. Select one enemy unit. For the first three battle rounds treat this unit as not having any Attack, Defense, and Tactics upgrades. If the enemy does not have a spare group counter then they have the choice of either destroying the effected ship or having this card effect the entire group. If played against Replicators, the ship gets -2 to its attack (min of 1) and defense (min of 0), Tactics is not affected.

Value: 4/2

#96-97 Smuggler's Route

Effect: Can be played in one of two ways. 1. At the start of your player turn or the start of an Econ Phase select any unrevealed Space Marker. Remove the marker from the board. 2. At the start of your player turn select one Nebula, Asteroid hex, or Black Hole. All of your ships that start their movement beside this hex this turn may move through it, provided they have enough movement, without having to stop or having to roll a Black Hole Survival Check. This card cannot be combined with a Black Hole Sling Shot Maneuver.

Value: 2

#98-99 Planetary Bombardment

Effect: Play before bombardment of a colony starts. If played by the Defender add 2 to all of the Attackers die rolls. If played by the Attacker subtract 2 from all of their die rolls. Titans are not affected by this card. Transports using Anti-Replicator Technology against a Start Level Replicator Colony are not affected by this card.

Value: 2

**Planetary Bombardment**

"If you say why not bomb them tomorrow, I say why not today? If you say today at five o'clock, I say why not one o'clock?"
—John von Neumann

Effect: Play before bombardment of a colony starts. If played by the Defender add 2 to all of the Attackers die rolls. If played by the Attacker subtract 2 from all of their die rolls. Titans and Transports using Anti-Replicator Technology are not affected by this card.

Value: 2

98

#100-101 Update Your Charts

Effect: Play at the start of your turn or the start of an Econ Phase. Can be played in one of two ways. 1. Select a hex that is beside an unrevealed Deep Space Marker and that does not contain a Space Marker or a player unit. Add an unrevealed Deep Space marker to that hex. 2. Select two unrevealed Deep Space Markers and exchange their positions on the board.

Value: 3

#102 Play dead

Effect: To play this card an additional card must be discarded unused from your hand. Play after one of your non-Titan ships is destroyed. Treat this ship as screened for the rest of the battle. It cannot be targeted for the rest of the battle. It cannot fire nor can it retreat. If you win the battle the ship recovers all damage and rejoins your other ships. If you lose the battle the enemy will destroy it at no cost. The enemy does get to roll for experience when they "kill" the ship during the battle. Experience gained by this roll is not lost if the ship survives the battle.

Value: 5/3

#103 Overconfidence

Effect: Play during combat, after fleets are revealed but before the first round starts.

Enemy ships in this battle may not retreat until one round later than normal (Round 3 for most ships, round 4 if combined with Missed Rendezvous, etc.).

Value: 3

#104 Hidden Power

Effect: Play at the start of your turn or the start of an Econ Phase. Immediately draw up to 3 Resource Cards.

Value: 3

#105 Sanctions

Effect: Play at the start of your turn. Choose one opponent, randomly select one Resource Card from his hand (without looking), and place it face up in their discard pile.

Value: 3

#106 Coup

Effect: Play on a player after a battle where they lost 6+ Hull Spaces of Combat Capable Ships in combat. In the next Econ Phase their Home World produces half income (round down).

The Hull Spaces must be lost in combat where dice are rolled to take out the ships. Ships lost to Mines do not count. Ships lost to DMs/SAs do count. Ships captured count. Bases/SYs count. Mines do not count. Ground Units do not count. For the purpose of counting hull spaces for this card, ignore all special rules, Empire Advantages, and Alien Tech Cards. Count the hull spaces as shown on the counter. In the case of Unique Ships count the Hull Size

**Overconfidence**

"Retreat in our moment of triumph? I think you overestimate their chances!"

Effect: Play during combat, after fleets are revealed but before the first round starts. Enemy ships in this battle may not retreat until one round later than normal (Round 3 for most ships, round 4 if combined with Missed Rendezvous, etc.).

Value: 3

103

that was paid for. When played against the Replicators there is no negative to the Replicators, but the player that destroyed the hull spaces has their Home World produce 50% greater income (round down) in the next Econ Phase. (*Representing a surge in loyalty and hope from getting an important victory.*)

Value: 4/2

#107 Retreat When Engaged

Effect: Play during a battle before ships are revealed. ALL of your mobile units MUST retreat. This includes Decoys, Mines, Titans, Miners, Colony Ships, Pipelines and your Bases/Ship Yards if they can move. If you have a colony in that space you may leave as many Fighters/ Ground Units as you wish at the colony.

Value: 3

#108 Collateral Damage

Effect: Play when a combat capable unit of either side is destroyed in space combat at a planet, drop the growth level of the planet by one (cannot drop below the colony side up “0”/“Start” marker or “5” for HW).

Value: 2

#109 Minerals +5/-3

Effect: Play at the start of an Economic Phase. Designate one Mineral on a planet or a Miner in a Nebula harvesting resources during the Econ Phase. That Mineral/Miner will be worth 5 more or 3 less than normal (your choice—you can either increase your own/teammates income or decrease your opponents). If played on Replicators, play this card when the Replicator Player picks up the Mineral.

Value: 2

#110 Splash Damage

Effect: Play when a combat capable unit is destroyed in space combat. Deal 1 damage to X other non-screened enemy combat capable units in this space battle. X is the hull size of the destroyed ship. For each ship that is damaged by this roll a die. On a 6-10 they ignore the damage. Titans, CVs/BVs protected by Fighters, Units protected by Shield Projectors, Doomsday Machine, and Space Amoeba cannot be selected as targets of the splash damage. Ships destroyed by Splash Damage do not generate an Experience Roll.

Value: 2



7. Replicators (Von-Neumann Machines)

7.1 GENERAL RULES

Von-Neumann Machines or Clanking-Replicators, are self-replicating machines that are called Replicators, for short. They behave, research, and reproduce differently than other empires. Only one player may play as the Replicators.

When playing a game with Replicators, the following rules are not used: Facilities, Terraforming 2, Unique Ships, Experience, Reaction Movement, Space Amoebas, Blood Brothers Alliances, and Galactic Capitol.

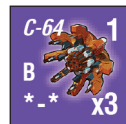
Replicators Characteristics:

- Replicator ships may not be boarded.
- Replicator colonies may not be attacked via Ground Combat.
- The Replicator Player may not use Colony ships, Bases, SYs, and MS Pipelines.
- Replicators are eliminated by destroying the Replicator Home World, but it is more likely that the outcome of the game will be obvious before then.

Homeworlds and Empire Advantage Cards: The non-Replicator players use the 30 CP Homeworlds. If Empire Advantages are being used, the human player draws 2 cards and keeps 1. The Replicator player draws 2 of the 6 unique Replicator Empire Advantage Cards and keeps 1.

Barren Planets: The barren planet in the non-Replicator players home space is not considered barren. The non-Replicator players, including Immortals also start with 10 CPs in the bank.

Replicator Starting Forces: Colony on their home planet (home planet on the FULL side), 1 Flagship (if playing with Flagships) and FIVE Type 0 ships.



Replicator Flagship: The Replicator Flagship (C-64) has the following stats at start B1-1x3, Tactics 1 (noted in the upper right corner of the counter), and Move 1. Its Movement Tech will increase with each

level of Movement Tech that the Replicator player buys. Its Attack Strength will increase with every Research Point that the Replicator gain after the first one. Its Defense Strength will increase with every 5 Research Points the Replicator gain. The Attack/Defense Strengths increase after any turn they are gained in.

EXAMPLE: The Replicator player has encountered an Enemy CA and has 3 RPs as a result. The Rep Flag is now a B3-1x3 unit. The Replicator Player now has a battle where the enemy has 2 BCs and 3 DDs. The enemy has Attack and Defense 1 on some of these ships. The Replicator Player will gain 4 RPs from this fight. One RP for Ship Size, Fleet Size, Attack 1 and Defense 1. After this battle is over the Rep Flagship will be a B7-2x3 unit.

The Flagship tops out at B15-4x3. The Replicator Player may not 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 destroyed or removed.

EXAMPLE: Turn order is Blue, Replicator and then Red. Turn 5.1.1 Blue goes first. Replicator has 3 RPs and Flagship is B3-1x3. Blue fights Replicators and Replicators gain 1 RP. At the very end of 5.1.1 the Replicator Flag will go up to B4-1x3. Turn 5.1.2 Replicator finds a Space Wreck and fights Red gaining 2 RPs from the combat. At the very end of 5.1.2 the Replicator Flag will go up to B7-2x3. Turn 5.1.3 Red attacks the Replicators and the Flagship will be B7-2x3 for the fight. The Reps gain no RPs from this fight and the Flag will fight any battles in 5.2.1 against Blue as a B7-2x3 unit.

7.2 MOVEMENT AND COLONIZATION

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



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 exactly 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.

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

Attacking Replicator Colonies: Replicator colonies can never be completely destroyed by other players without special technology. Replicator Planets can not be invaded. 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 a Replicator Colony.

Anti-Replicator Technology: A player may research Anti-Replicator technology (10 CP) during any Econ Phase. Once researched all Transports 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 that 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 rating and use its Anti-Replicator Tech on the same bombardment. A Transport can be equipped with Anti-Replicator Technology and still carry 6 Ground Troops.

The Replicator HW is treated the same as a Replicator Colony for all rules governing growth, blockade, bombardment and destruction.

7.3 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 with a hull size of 1 at that Colony that they are allowed to produce. At start, that will only be Type 0 ships. Colonies may produce even if blockaded as long as they are at Full. *(Replicators do not collect material to a central location to produce at SYs, but replicate where they are located.)*

EXAMPLE: The Replicator player has 7 Colonies at Full. They are 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 (RPs), they may produce an additional hull on their Homeworld (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 either the Replicator or the Blockading Player has taken a turn.

Replicators build ships of 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.

When doing production, in order to avoid confusion, 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 still growing.

Colony Depletion: 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. The Planet is no longer significant or useful in game terms to any player because all of the resources have been removed from it. The Replicator Home World is never Depleted.

If there are no Full Replicator Colonies, then the Replicator Colony closest to the Home World is Depleted, regardless of stage of growth.



The Replicator Home World is treated exactly like any other Colony, except for the fact that it is never Depleted and losing it will cost the Replicators the game. It does not produce more than other Colonies (barring the Empire Advantage, 12 RPs or paying 8 CPs).



Minerals: Replicator ships that enter the same hex as a Mineral, immediately gain the CP for the Mineral and the Mineral is removed. If enemy ships are in the hex the Replicators must win the combat in order to pick up the Mineral. The Replicators do not have to stop to pick up the Mineral.

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

7.4 COMBAT

Replicator Type XIII & XV ships require 3 hulls to build, but take 4 damage to destroy.



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 can get the Fleet Size Bonus, and a roll of a “1” results in a hit. They are not treated as fighters in any other game rule.

7.5 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 as noted in the rules.

Every time the Replicator player encounters something on their Research list, the appropriate box is checked off. Each box checked off is worth 1 Research Point (RP). Encountering Tactics 1 does not allow a RP Box to be checked off. ***Ships, technologies, and other things not on the sheet yield no Research Points.***

Space Pirates that are under Replicator control do not gain RPs for the Replicators unless a friendly Replicator ship/colony is also in that hex.

15 RP Max: The Replicators may only have a total of 15 RPs. 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 next Replicator turn (see Production). The player does not need to wait until the next Economic Phase to upgrade existing ships.

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 even applies to Attack Technology in Asteroids and Defense and Cloaking Technology in Nebulae.

Earning RPs: Replicators earn one RP the first time they have combat with Non-player Aliens or a Space Pirate. They also earn one RP the first time they have combat with a Doomsday Machine. They do not earn RPs for the Tactics Technology these units mount. The Replicator Player can only gain a total of 3 RPs from these sources and Space Wrecks. So if the Replicator Player has already encountered a Space Pirate and two Space Wrecks it would not

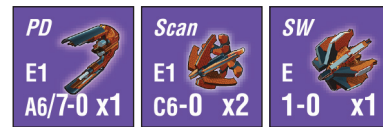
gain an RP from fighting a DM.

When a box is checked off in a row on the Replicator Research Point Table, all boxes to the left in that row may also be checked off.

EXAMPLE: The Replicators encounter a BC, but previously had only encountered SCs. The DD and CA box maybe checked off as well as the BC box.

Some Replicator ships may have a special ability depending on their Empire Advantage.

Alien Tech Cards and Replicators: If playing with Alien Tech Cards, when the Replicator player earns one of these cards, it is discarded, but is worth 10 CP. For play balance reasons, if playing with both the Replicators and Alien Tech Cards, you also must use non-player aliens occupying the Deep Space planets. As the Replicator only needs one card to turn in for CPs they only draw one card not two.



PD, Scan and Mine Sweeper: PD, Scan, and Mine Sweeper technologies/ships are handled differently. They are not based on Research Points (although encountering a Fighter, Raider, or Mine may give you a RP). They are technologies that 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. They may also be purchased. This allows 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 the Cloak to avoid combat will only allow the Rep Player to check off the Scan box.

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

PD ship type fires at A6 versus fighters and E1 versus all other ship types. This is improved to A7 against Fighters the Player Turn after a total of 3 Fighters have been killed by PD. They remain at A6 for the current battle and for any other battles that player turn. The destroyed Fighters can be marked off on the Rep Production Sheet. The Fighters destroyed by PD do not have to be destroyed in the same battle.

Scan ship type fires at C6 versus Raiders and Units that are equipped with Cloaking Technology and E1 versus all other ship types, is a Hull Size of 2, but is equipped with the equivalent of Scanner 2.

SW ship type is equivalent to a Mine Sweeper 1 ship. This is improved to Sweeper 2 the Player Turn after a total of 3 Mines have been swept. They remain at Sweeper 1 for the remainder of that player turn. The Swept Mines can be marked off on the Rep Production Sheet. The Mines swept do not have to be swept in the same battle. In the face of the Minesweep Jammer Alien Technology Card any two SWs at Sweeper 1 can sweep 1 Mine. Once 3 Mines are swept the SWs will be able to sweep one Mine per SW.

Movement Tech: All Replicator Ships have Move 1 Technology unless a higher level is purchased (see below).

The Replicators automatically gain an extra move technology during Economic Phase 8 and Economic Phase 16 at no cost. This does not prevent them from also buying an extra move technology during that phase.

7.6 CONSTRUCTION POINTS (CP)

Starting CPs: Replicators start with 0 CP.

Earning CPs: Minerals and turning in an Alien Tech Card are the only ways that the Replicators can earn CP. They get CPs for Minerals immediately upon entering a hex with one of them. Replicators gain 10 CP for earning (and discarding an Alien Tech Card).

Spending CPs: During the Economic Phase, they can spend this CP on:

- Turn order bid
- 30 CP for a Research Point, only once per Econ Phase. The Replicators may only purchase 5 RPs per game.
- 15 CP to research Exploration. Ship type EXP may be built. The Flagship will automatically be refitted with Exploration Technology if it is purchased. This cannot be researched until the Econ Phase after the last Replicator Home Space System Marker has been flipped over. This restriction is lifted if an enemy unit enters the Replicators Home Space. In a game where the player's Home Space and Deep Space System Markers are randomly mixed together this restriction does not apply.
- 15 CP to check off PD, Scan, or Sweep BEFORE encountering the technology.
- 8 CP once per Econ Phase for the Homeworld to build a second hull size 1 ship in the same Economic Phase OR to build 1 hull size 2 ship only during that economic phase. If combined with a Resource Card, Empire Advantage or 12 RPs this may allow up to 4 Hulls worth of ships at once. Four 1 Hull Size Ships. One 3 Hull Size Ship and One 1 Hull Size Ship. Two 2 Hull Size Ships. Two 1 Hull Size Ships and One 2 Hull Size Ship.
- 20 CP to increase Movement Technology by 1, only once per Econ Phase. All Replicators instantly upgrade to the new level.

There is no limit to the amount of CPs that the Replicators can carry over between Econ Phases.

8. Strategy Advice

A game with Replicators will play very differently ... um, that was actually the goal. :-) ***Each player will have two forces pulling him in opposite directions:***

- The non-Replicator player will want to hang back and hide his 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, he has to push forward to get RP. Some ships have to be sacrificed in order to get tech. 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 him 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 non-Replicator player of RP. This does not work in multi-player games and can be defeated by a Replicator player who maximizes RP purchase.

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.

9. Balancing

There are many scenarios within *Space Empires* with varying numbers of players and map sizes. While we did our best to create an empire that was completely different, but still balanced across all of 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 you 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. If you do that, WE STRONGLY SUGGEST that you give that player:

- 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. :-)

10. Replicator Empire Advantages

If playing with Empire Advantages, the Replicator player draws two of the 6 Replicator Empire Advantage Cards. One is kept and one is discarded face down. The card selected is kept secret until revealed.

#60 Fast Replicators

Replicators start with Move 2 Technology. Future levels of Movement Tech only Cost 15 CPs.

Reveal: At the end of the game.

Flavor Text: “The first step in making rabbit stew is catching the rabbit.” Isaac Asimov

#61 Green Replicators

Replicator Colonies do not begin to deplete until Economic Phase 13.

Reveal: Economic Phase 10.

Flavor Text: “You should call it entropy...no one really knows what entropy really is, so in a debate you will always have the advantage.” John von Neumann

#62 Improved Gunnery

The Replicator Flagship and all Type XIII and Type XV ships are equipped with Second Salvo. The Player Turn after they reach at least 4 RPs, all of their ships have their Tactics rating increased by 1. Type V ships have +1 Attack.

Reveal: When a Type V, XIII, XV or the Flagship is in combat for the first time or a ship reveals a higher Tactics rating.

Flavor Text: “Please cut off a nanosecond and send it over to me.” Grace Hopper



Green Replicators

“You should call it entropy...no one really knows what entropy really is, so in a debate you will always have the advantage.”
—John von Neumann

Replicator Colonies do not begin to deplete until Economic Phase 13.

Reveal: Economic Phase 10

61



Improved Gunnery

“Please cut off a nanosecond and send it over to me.” —Grace Hopper

The Replicator Flagship and all Type XIII and Type XV ships are equipped with Second Salvo. The Player Turn after they reach at least 4 RPs, all of their ships have their Tactics rating increased by 1. T5 ships have +1 Attack.

Reveal: When a Type V, XIII, XV, or the Flagship is in combat for the first time or a ship reveals a higher Tactics rating.

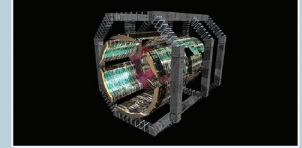
62

#63 Warp Gates

Replicator Exp Ships and the Flagship are equipped with Warp Gates. Explore ships still have a hull size of 2, but only take one hull to produce (and only count as one hull if converted to a different ship).

Reveal: The first time a Warp Gate is used, or a ship equipped with one is in combat.

Flavor Text: “Those who are not shocked when they first come across quantum theory cannot possibly have understood it.” Niels Bohr



Warp Gates

“For those who are not shocked when they first come across quantum theory cannot possibly have understood it.” —Niels Bohr
Replicator Exp Ships and the Flagship are equipped with Warp Gates. Explore ships still have a hull size of 2, but only take one hull to produce (and only count as one hull if converted to a different ship).

Reveal: The first time a Warp Gate is used.

63

#64 Advanced Research

Replicators begin the game with one additional Research Point. RPs cost only 25 CPs for this version of the Replicators.

Reveal: At the end of the game.

Flavor Text: “...the number of transistors in a dense integrated circuit has doubled approximately every two years.” Moore’s Law

#65 Replicator Capitol

The Replicator Home World may produce 2 hull spaces of ships every odd Economic Phase—either two 1-hull size ships or one 2-hull size ship. The Replicators also start with 10 extra CP.

Reveal: At the end of the game.

Flavor Text: “I think there is a world market for maybe five computers.” Thomas Watson, IBM President



Replicator Capitol

“I think there is a world market for maybe five computers.”
—Thomas Watson, IBM President

The Replicator Home World may produce 2 hull spaces of ships every odd Economic Phase—either two 1 hull space ships or one 2 hull space ship. The Replicators also start with 10 extra CP.

Reveal: At the end of the game.

65

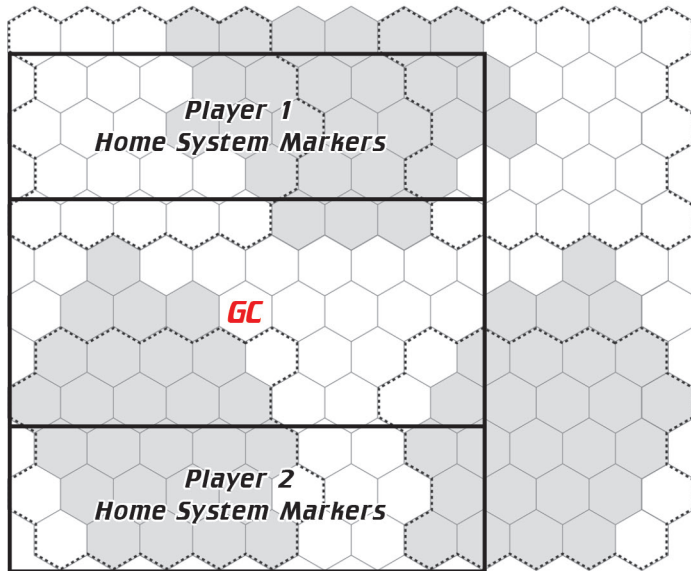
ADDITIONAL COUNTERS

There are 38 counters provided in the game that do not have rules for them. The 37 counters that are labeled DYO on their revealed side are to cover lost/damaged counters or to allow the players to add their own ship/terrain rules to the game. The 38th counter is the 2nd Replicator Control Marker. By the rules the Replicators will only ever need one of these markers as they cannot capture ships and can only hire one Pirate at a time. The 2nd is provided as a courtesy.

SCENARIOS

11. SCENARIOS USING THE SPACE EMPIRES MAP

11.1 GALACTIC CAPITOL



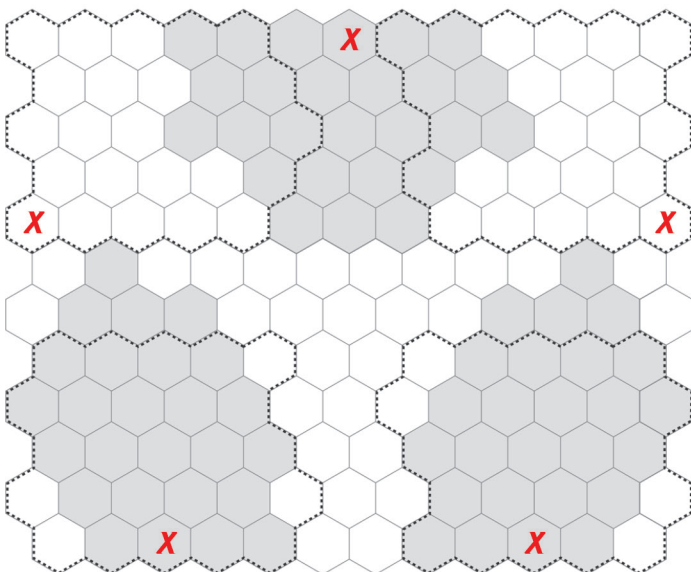
2 player game with 5 rows of Deep Space in between and the Galactic Capitol in the center.

GC = Galactic Capitol

Including the Galactic Capitol there are a total of 43 Deep Space markers.

There are 26 Home System markers on each side. This means that both players must choose one of the half hexes on the right edge of their playing area within their Home System. This half hex gets one of the System markers and is fully playable during the game.

11.2 FIVE PLAYER DEEP SPACE



Each Player places their home planet in any hex in the row of their Home System that is farthest from their opponent.

There are 11 Home System Markers used by each player. From his home system markers each player selects his home planet, 5 planets, and 5 mineral counters.

A Replicator player uses his home planet, 4 planets, 1 barren planet, four 10 mineral counters and one 5 mineral counter.

The home planet is placed on the "X" and the remaining 10 system markers are mixed and placed within 2 hexes of the home planet.

The rest of the hexes get Deep Space markers—95 will be used.

11.3 FIVE PLAYER TIGHT

This uses the same map.

There are 19 Home System Markers used by each player. From his home system markers each player selects his home planet, 8 planets, 1 asteroid, 1 nebula, and 8 mineral counters.

A Replicator player uses his home planet, 7 planets, 1 barren planet, 2 asteroid, 2 nebulae, four 10 mineral counters, and two 5 mineral counters.

The home planet is placed on the "X" and the remaining 18 system markers are mixed and placed within 3 hexes of the home planet.

The rest of the hexes get Deep Space markers—55 will be used.

One Player must play the Replicators.

When setting up this map at least one hex of Deep Space must be between each player's Home System Hexes.

There may be a turn or two where you will need to use Spare Numerical Markers to keep track of the colony growth for all five players.

11.4 FIVE PLAYER—3 VS 2

Use the same map as 5 Player Tight.

The Replicator Player must be part of the 3 player side. The 3 Player side draws no Empire Advantage cards. The 2 Player team draws 6 Empire Advantage Cards and decides together which of the four they will use. Each player gets the benefit of only two of the cards. Both teams operate as an Uneasy Alliance.

11.5 TWO PLAYER VS REPLICATORS

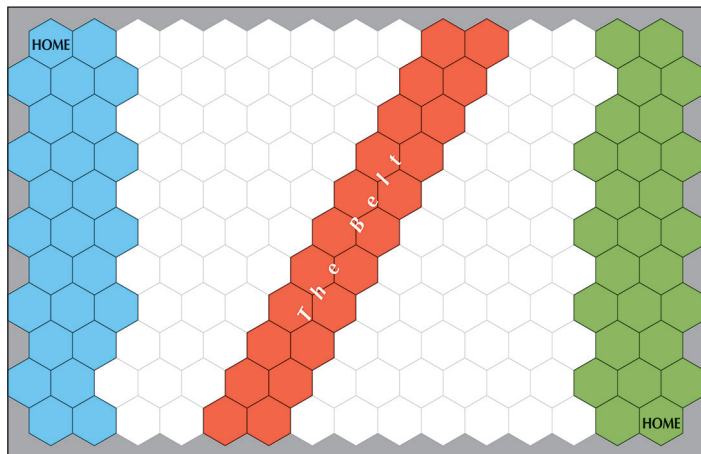
This uses the 3-Player Team Map.

In this game the Replicator's Colonies start at 1 CP instead of Start. They can still be bombarded to Start and will then grow to 1 CP – 3 CP – Full.

12. SCENARIOS USING THE TALON MAP

Talon is a game of tactical ship combat that was also designed by Jim Krohn. For those of you that also own that game, two extra scenarios have been included that use that map.

12.1 TWO PLAYER - “THE BELT”:



12.1.1 Setup

Two Empires set up on the opposite sides of the board as shown. Each player’s Home Planet is placed as marked.

The home system markers from a different Empire are placed in the red belt between the two empires. Remove the home planet, one non-barren planet, one asteroid counter, and one nebula before mixing them.

Deep Space system markers are placed on the remaining hexes.

12.1.2 Special Rules

- Partial hexes are not used.
- Do not play with the Amazing Diplomat Empire Advantage.
- Non-Player Aliens are on all Deep Space and Belt planets, including those that are not barren. It is possible that you will run out of NPAs in this scenario. If that happens, use a spare counter to mark which planets still have NPAs and draw specific ships when they are attacked.

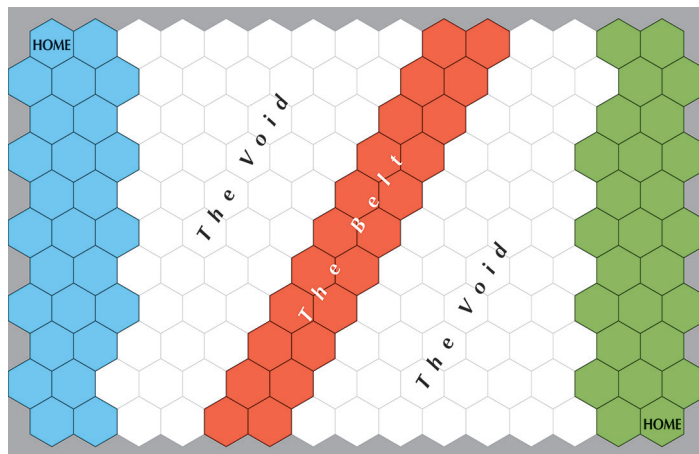
- All planets in Deep Space and the Belt give an Alien Tech Card when colonized. If you run out of Alien Tech Cards, reshuffle the discards to form a new draw pile.
- It is recommended that Doomsday Machines and Warp Points are NOT used.

12.1.3 Victory Conditions

In addition to the normal victory conditions, a player can also win by having a colony on six of the belt planets.

DESIGN NOTE: This is a longer game, not only because of the size of the map, but because any new colonies in the belt will be vulnerable. It will be harder for one side to take a dominating lead and both sides should end up deeper in the tech tree.

12.2 TWO PLAYER - “BELT AND VOID”



Everything is the same as *The Belt* scenario, except that in the deep space hexes (not Belt hexes), there are strange radiation and spatial properties that make it difficult for certain ships to enter. Only Decoys, SWs, SCs, DDs, Rs, Miners, Transports, Titans, and any advanced versions of those ships may enter. Fighters and ground units that may be carried by one of the above vessels (or on a colony) are also allowed. Space Pirates are allowed but captured Non-Player Alien ships are not allowed to move in the Void. Bases/Ship Yards can be built at colonies in the Void and can move in the Void if using On the Move.

It is not recommended that this scenario be played with Replicators.

DESIGN NOTE: Obviously, taking a planet and establishing SYs in the belt to build bigger ships is the key to the game. Ground troops will need to be used since Colony Ships can not enter the Void.

13. Sequence of Play during Combat and Movement

This is NOT meant to be used in normal game play. This is meant to resolve any disputes or confusion integrating all rules from both expansions into the Space Empires system. It is meant to be a final arbiter on any possible confusions. Honestly, you will probably never need this, but it is here if you do.

1. Determine Player Order

2. Turn One:

Player 1:

- a. **Movement.**
- b. **Combat.**
- c. **Exploration.** Note that if Exploration results in hostile forces in the same hex return to Step b. and resolve the combat now.

Player(s) 2-5: Same as Player 1.

After all players have had a turn any Doomsday Machines on the map move.

3. Turn Two: Same as turn one.

4. Turn Three: Same as turn two.

5. Economic Phase— All players conduct this phase simultaneously, not in player order. Exception to that is that Resource Cards that are played at the Start of the Econ Phase are played in Reverse Player Order.

MOVEMENT

Units may move from one hex to another at up to the maximum speed they are equipped with. This movement may be increased by MS Pipelines or Black Hole Sling Shots but not both. This movement may be reduced by entering various terrain types, hexes that contain enemy units and hexes that are beside enemy units equipped with Advanced Comm Array. Ships use Exploration Tech before moving.

Raiders v Scanners: When the Attacker moves into a hex with enemy units and the Attacker has Raiders present that they wish to continue moving then the following happens. (Note that though these rules refer to Raiders they also cover any other ships equipped with a cloak.)

- The Attacker states that they have Raiders and want to continue moving.
- The Defender states that they have Scanner 1 (and the Attacker must stop) or that they lack Scanner 1 (and the Attacker may continue moving).
- If the Defender stated that they had Scanner 1 the Attacker may declare Cloak 2.
- The Defender states that he has Scanner 2 (and that the Attacker must stop) or that they lack Scanner 2 (and the Attacker may continue moving).

The Defender has the option of not announcing their Scanner Level and allowing the Raiders to continue to move. Tech Levels have to be announced in combat (See Step H), but combat has not been declared at this point.

Black Hole Survival Checks: These happen before Reaction Movement is declared and before Non-Combat Ships are destroyed.

A ship with Advanced Comm Array can not React into a black hole hex if the enemy ship is attempting a Black Hole Sling Shot. That ship can still React to the next hex the enemy ship enters, if that hex is adjacent to the ship making the Reaction Movement.

If the attacker uses the Black Hole Sling Shot rule to move to another hex any Non-Combat Ships are destroyed before the attacking ships leave.

NON-COMBAT SHIPS SPECIAL MOVEMENT RULES

Units without an attack strength may not enter hexes that contain enemy units, enemy colonies or face-down system markers unless a friendly combat capable ship also enters the hex.

Units without an attack strength are destroyed if caught alone in a hex by enemy combat capable units. No information about the enemy units is revealed by this except for the fact that they are armed. There are two exceptions to this rule:

- Units without an attack strength are not destroyed if they are in a Black Hole hex and all of the enemy units fail their Black Hole Survival checks.
- Units without an attack strength and not in a Black Hole hex are not destroyed if friendly units declare that they will use Advanced Comm Array to react into the hex.

COMBAT

A

Combat Capable Ships or Colonies from two opposing sides are in the same hex after a player has finished moving.

B

Defender may move ships by Reaction Movement if they have the technology needed.

C

Attacker declares that they have Cloak 1 and wish to remain cloaked and avoid battle or gain the +1 in combat for the first round.

Defender declares that they have Scanner 1 or not.

- If Defender has Scanner 1 Attacker declares if they have Cloak 2 or not.
- If Attacker declared they have Cloak 2 then

Defender declares if they have Scanner 2 or not.

D

Defender declares that they have Cloak 1 and wish to remain cloaked and avoid battle or gain the +1 in combat for the first round.

- Attacker declares that they have Scanner 1 or not.
- If Attacker has Scanner 1 Defender declares if they have Cloak 2 or not.
- If Defender declared they have Cloak 2 then Attacker declares if they have Scanner 2 or not.

E

Play cards that are played before ships are revealed (Missed Rendezvous, Retreat When Engaged and Alien Reinforcements).

Raiders and Missed Rendezvous. If there are no ships with Scanner until the Second Round, there are three possibilities:

If the Raider side is nothing but Raiders and they were trying to avoid combat by staying in Cloak then the battle does not start until the Scanner Equipped Ship arrives and Round 1 will count as Round 2 for all purposes. The Raiders will be able to retreat at the first D Rated firing opportunity they get.

If the Raider side has Raiders that were trying to avoid combat by staying in Cloak and ships that were not Raiders then the First Round is fought as normal, but the Raiders cannot fire or be fired at. In the Second Round the Raiders can be fired at and can retreat or fire at the first D Rated firing opportunity they get.

If the Raiders had declared that they wanted to get the +1 in the First Round then the First Round is fought as normal. The Raiders will fire as A Rated Units with a +1 to their Attack Strength. In the Second Round the Raiders will be treated as D Rated Units.

F

Reveal ship types and numbers. Attacker first and then the Defender. At this point if a colony is present the Defender must state which of their Ground Troops are on the colony and which are on Transports.

G

Attacking Raiders that have not had their Cloak Nullified may retreat.

Defending Raiders that have not had their Cloak Nullified may retreat.

H

Both sides reveal what tech is on their units and some Empire Advantages are revealed.

Both sides reveal the Experience Levels that their units have.

Ground 2, Terraforming 1-2, Military Academy 1 is *not* revealed in space combat. All other technology is revealed.

All Special Abilities that Unique Ships mount must be revealed.

For **Alien Tech Cards** the following have to be revealed if a unit mounts them:

2, 3, 5, 10, 11, 12, 13, 14, 15, 16, 22, 24, 25, 26, *27*, *28*, 29, 30 & 56. Note for *27* only revealed if a mobile unit is in combat. Note for *28* only revealed if a ship that can mount Exploration is present.

For **Empire Advantages** the following have to be revealed if non-Ground Units from these Empires are in the battle: *31*, *32*, *33*, 34, *38*, *40*, *42*, 43, *44*, 45, 46, *47*, *50*, *51*, *52*, 53, *54*, *58*, *59*, *62* & *63*. Note for *31* & *32* Boarding Ships do not force a reveal. Note for *33* Bases and SYs do not force a reveal. Note for *38* Ground Units do force a reveal. Note for *40* Only Units that can gain experience force a reveal. Note for *42* only reveal if mobile units are present. Note for *47* only reveal if Boarding Ships are present from either side or Ground Troops including Militia are present from the And We Still Carry Swords side. Note for *50* a SC/DD/CA that mounts a Cloak must be in the battle to force the reveal. Note for *51* units that get the Empire Advantage must be in the battle to force the reveal. Note for *52* only reveal if Mines are present. Note for *54* a unit that mounts Exploration 1 must be in the battle to force the reveal. Note for *58* a SY or Base must be present to force the reveal. Note for *59* if only Fighters or A Rated Units are present then do not reveal this card. Note for *62* reveal if units that benefit from this card are present. Note for *63* reveal if units that benefit from this card are present.

I
The Attacker declares if any of their Raiders that were avoiding combat by staying in Cloak are going to now instead join in the combat. Any Raiders that do join the battle at this time also have to reveal their tech. The Attacker declares if any of his units with Anti-Sensor Hull are turning off that technology for this battle. The Attacker designates which units he is protecting with Shield Projectors.

J
The Defender declares if any of their Raiders that were avoiding combat by staying in Cloak are going to now instead join in the combat. Any Raiders that do join the battle at this time also have to reveal their tech. The Defender designates which units he is protecting with Shield Projectors. .

K
Play Cards after ships are revealed (Cancel Card – Red Squadron, Cancel Card – *SENSOR BLIND SPOT*, Cancel Card – *CONCEALED MINEFIELD*, 4

Heroic Ship Cards, 2 *FORCED SYSTEM SHUTDOWNS & OVERCONFIDENCE*).

L
Sweep Mines.

M
Mines detonate.

N
The player with more Units can determine which ones he wishes to screen this round. Note that the Shape Shifter Empire Advantage may be revealed at this time.

O
Tractor Beam equipped ships declare which ships they are tractoring this round. Attacking player declares first.

P
First Round of Combat is conducted as laid out in the rules.

“A” Rated Tactics 3 Defenders will fire first.

All Raiders that have an un-Nullified Cloak will get a +1 to their Attack Strength this round.

Units may only fire or not fire this round. No retreat is possible.

Q
Horsemen of the Plains may retreat.

R
Celestial Knights may declare a charge.

S
Screened ships are re-determined.

Tractors are re-determined.

Second Round of Combat is conducted as laid out in the rules.

“A” Rated Tactics 3 Defenders will fire first.

Units may fire, not fire or retreat this round.

T
The Attacker may drop troops onto an enemy colony if no Mines remain.

The Defender may drop troops onto a friendly colony.

U
Horsemen of the Plains may retreat.

V
Celestial Knights may declare a charge if they have not already done so.

W
Continue with **S T U V** until one side has no more space combat capable units. Then destroy any non-space combat units that do not have friendly space combat capable units remaining.

Play Coup card.

X
Play Planetary Bombardment Cards.

Y
Conduct Planetary Bombardment if no Mines remain.

All units that are not using Cloak to avoid combat must reveal their Tech/Empire Advantages as per step H if they have not already done so.

Z
Play Ground Combat Cards (Heroic Ground Unit x 2 and Defending Familiar Terrain).

AA
Conduct Ground Combat if no Mines remain.

BB
If the colony is captured reduce its CP Value by one step but not below the Colony Ship level. Remove one of the invaders ground units to form a garrison. Remove from the map any Minerals, Space Wrecks, IC/RC that were on the planet during the battle. Remove from the map any Fighters that were in the battle that the surviving ships cannot support. The player who lost the colony must reveal all of their Empire Advantage and Alien Tech Cards to the player who captured the colony. The player who lost the colony must reveal their production sheet to the capturing player. Based on where the planet is on the map the capturing player may steal one or two technologies that the other player has researched.

EXPLORATION:

Units that share a space with a face-down System marker must explore that system. Flip the marker over and reveal its identity to all players. Apply effects immediately.

ECONOMIC PHASE:

1. Depending on Turn and Empire Advantage the Replicators may have to remove a colony marker and the planet it is on from the map.
2. All players may draw one Resource Card as long as their Resource Card Deck is not exhausted.
3. In reverse Player Order the players may play Resource Cards.
4. In reverse Player Order the players may play cancel cards.
5. Players collect income.
6. Space Amoebas Spread. This may result in combat right now.
7. Players spend income.
8. Players place new units on the map.
9. Players adjust colony counters to reflect growth.
10. Players announce bids for turn order.
11. Players discard Resource Cards that were played for CPs and the Research Breakthrough Card.
12. Players discard Resource Cards that are over the hand limit of five cards.

REPLICATOR SOLITAIRE

S1 Set Up and General Information

The Replicators can be used as a solitaire opponent. Unlike some of the other solitaire games in Space Empires, this scenario does not require a special set up. Use the set up for either a medium or large map and play as the non-Replicator player normally, except as modified here.

Rules Not to Use: When playing with an AI running the Replicators, in addition to those rules normally not used with Replicators, do NOT play with Doomsday Machines, Warp Points, Resource Cards, Space Pirates, Regional Maps (flip and ignore if you do not sort them out), Unique Ships, or Decoys. These rules assume that you are playing with Non-Player Aliens on deep space planets.

Empire Advantages: If playing with Empire Advantages, the Replicator AI is dealt one Empire Advantage which is turned face up after the player Empire Advantages are selected. Do not play with the Warp Gates Replicator Advantage.

Alien Tech Cards: Do not play with the Minesweeper Jammer Alien Tech Card.

There is no hidden information. Player ships are always face up and the player's available technology is always known to the Replicator AI for the purposes of making AI decisions. However, they still do not get RPs for that technology until they encounter it in battle.

Replicator Flagship and Exploration ships are always face up. All other Replicator ships are face down until revealed. When face down, they represent hulls and are not assigned actual ships until revealed. If one of these ships ever enter a hex with one of its colonies, it is turned face down and converted back to hulls.

EXAMPLE: A face down Replicator ship has a 4 under it. The actual ship counter does not matter. This represents 4 hulls. When revealed, it could become 4 Type II ships, 2 Type V ships, etc. This is determined when they are revealed.

EXAMPLE: After combat, there is 2 Type V ships and 2 Type II ships remaining in a hex with a player colony. The colony is bombarded and eliminated. One Type II ship immediately colonizes the planet. The remaining ships are now at a Replicator colony and are replaced with one face down counter with a 5 under it.

Starting Technology: Replicators start with the technology for Mine Sweepers, Scanners, and Point Defense checked off, but they will rarely deploy them before seeing them. In effect, it is similar to them getting them for free when encountering them.

Starting Movement Rating: Replicators start with one level of Move checked off (they start with Move 2 at least, Move 3 if Fast Replicators).

When in Doubt: Whenever the rules are not clear on what the Replicators should do or two possible choices are equally valid,

roll randomly to determine what they do.

Hulls: These solitaire rules often compare the number of hulls. When counting hulls, count hull spaces.

EXAMPLE: A CA or Type V ship would each count as 2 hull spaces. A BB or Type XIII ship would each count as 3 hull spaces.

DIFFICULTY LEVEL:

Easy: The Replicators do not start with extra ships. The Non-Replicator player starts the game with 2 extra Colony Ships.

Normal: The Replicators start with one extra ship. The Non-Replicator player starts the game with 1 extra Colony Ship.

Hard: The Replicators start with two extra ships and 1 extra RP (mark off the first purchased RP).

Impossible: The Replicators start with three extra ships and 2 extra RPs (mark off the first two purchased RPs).

S2 Initiative

Initiative is handled differently. The Replicators have the Initiative after every Economic Phase that the human player does not spend 15 CP to gain it. The Replicators never spend CP on Initiative.

If the human player spends 15 CP to gain the Initiative, they will move first until the next Economic Phase. If they do not spend 15 CP again, then the Initiative reverts back to the Replicator player. If that happens, the human player may later spend 15 CP to gain it again.

S3 Exploration and Exploration Ships

S3.1 EXPLORATION PROCEDURE

Replicator Flagship and Exploration ships are always face up and will never colonize a planet. The Flagship follows the same movement priorities followed by other Replicator ships.

When playing against the Replicator AI, the Replicator Flagship does NOT get the Exploration ability.

The Economic Phase after the last Replicator Home System hex is explored, the Replicators get Exploration technology for free. Mark it off on the production sheet. They also get three Exploration ships—one each at the three Full colonies closest to unexplored space. If there is a tie on which colonies are closest, then an Exploration ship will be placed at the Full colony closest to unexplored space that is farthest from the Replicator Home planet. Those three colonies will not produce a normal hull this turn, but will only produce an Exploration ship (effectively producing 2 hulls for this turn).

If an Exploration ship has to be placed at the Replicator Home World, it counts as only one hull produced. Extra hulls gained at the Home World by spending or Empire advantage are not used on the Exploration ship.

While the human player explores normally, the Replicator AI's exploration has to be handled differently since any exploration will be known to the Human player. For that reason, when an Explo-

ration ship explores a system marker it is always flipped face up. The Exploration ship will enter the hex just explored unless it is a planet with alien ships, a Black Hole, Supernova, or a Fold in Space.

Exploration ships only explore by using Exploration technology and never by entering an unexplored system hex.

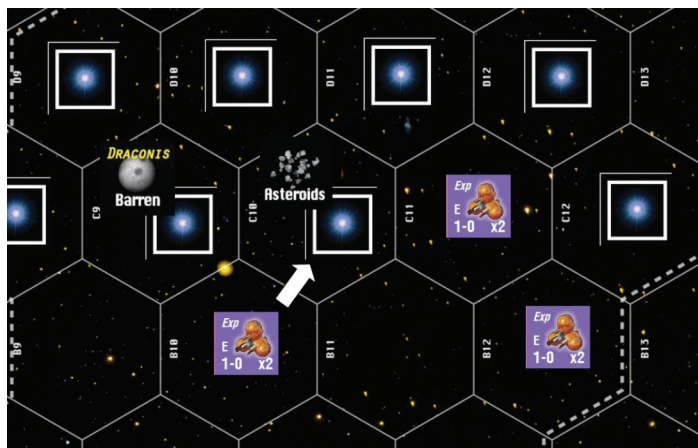
Replicator ships of any type never enter unexplored Deep Space system markers.

S3.2 EXPLORATION SHIP MOVEMENT

In General: This is tough to describe with a lot of possible exceptions. It will help you understand them, if you know what they are trying to accomplish. In general, all but one Exploration ship will explore system markers in the row closest to their space, moving side to side, and moving to the next row only when the closest row is fully explored. The other Exploration ship will explore toward the human player until a pathway is cleared to the human player and then will explore in an effort to widen that pathway.

Direction Guidelines: Use these guidelines for moving Exploration ships:

- Exploration ships are never part of fleets and always act independently.
- Exploration ships will move toward the closest unexplored Deep Space System Marker. If two are equally close, it will move toward the one closest to explored deep space (this makes them more efficient in exploration).
- The first Exploration ship that is able to move into the first row of deep space is the one that will attempt to explore toward the human player. The other two Exploration ships will attempt to clear the first row of deep space closer to the Replicators. If two or more Exploration ships both enter the first row at the same time, the one closest to the center of the board will be the one that will attempt to explore toward the human player.
- All Exploration Ships always move toward the closest unexplored marker. However, if tied, the one trying to explore toward the human player will always pick one farther away from Replicator space. The other two Exploration ships will always pick the one closer to Replicator space in the event of a tie.



EXAMPLE: The ship in C11 is the first to explore a deep space hex and so will attempt to create a path to the human player. Since both D11 and D12 are equally valid, it will roll randomly to see which it

will explore. The ship in B10 can explore either C9 or C10. Since C11 is a deep space hex that has been successfully explored, it will choose C10. It turns out to be an asteroid so the ship enters the hex. The next turn, it explores C9 and reveals a planet with aliens. Since it can not enter that hex, it will next explore D10. If it can enter that hex it will explore D9 because it is closer to Replicator space than E9. If it can enter D9, it will next explore C8 because that is closer to Replicator space than D8.

- Exploration ships will not enter the same hex as a human ship, but otherwise they ignore the presence of human ships when making movement decisions.
- Exploration ships will always retreat from combat as soon as possible.
- If there are remaining Deep Space systems to be explored, the Replicators will produce another Exploration ship if all three of their starting Exploration ships are eliminated. In the following Economic Phase, the Full Replicator colony closest to an unexplored Deep Space system will produce an Exploration ship instead of a normal hull (producing 2 hulls that turn instead of 1).
- Once all Deep Space systems are explored, surviving Exploration ships will move to the closest Replicator colony and will be converted to 2 hulls.

If, at any time, all remaining unexplored Deep Space systems can only be reached by the Replicator player by going through human space, immediately flip the remaining Deep Space systems to the explored side.

S4 Movement

S4.1 REPLICATOR SHIP/FLEET MOVEMENT — GENERAL GUIDELINES

- Replicator Ships/Fleets will not enter Black Holes or Supernovas.
- Revealed Replicator Ships/Fleets always prefer to be turned back into unrevealed hulls. If they can move through a Replicator colony without having to travel further than otherwise, they always will.
- Replicator Ships/Fleets destroying unescorted non-combat ships. If there is a choice between 2 hexes that both fulfill a movement priority equally, the Replicator will choose to destroy the ships.
- Replicator Ships/Fleets prefer Asteroids and Nebulae. If there is a choice between 2 hexes that both fulfill a movement priority equally, the Replicator will choose the Asteroid or Nebulae.
- If multiple hexes are equally viable according to the movement rules, roll randomly to determine the move.

S4.2 REPLICATOR SHIP MOVEMENT — UNTIL ALL THE HOME SYSTEM HEXES ARE EXPLORED

Each Replicator ship will do the following, in order:

1. Explore a home system hex this turn. If this system is a Mineral, it is absorbed as normal. If this system is a planet, the ship colonizes it immediately.
2. Move toward an unexplored home system hex, even if other ships are also moving toward that hex.

NOTE: This means that it is possible for the Solitaire Replicators to have an explored Home System planet discovered by the Flagship that is not colonized. The nearest Replicator ship will move toward and colonize that planet as its first priority.

S4.3 REPLICATOR SHIP MOVEMENT — AFTER ALL HOME SYSTEM HEXES ARE EXPLORED

Once all home system hexes are explored, non-Exploration ships will form into fleets. Normally, the Replicators will attempt to form 1-3 fleets depending on the board situation. Use the Replicator fleet markers on the board, not to stack Replicators ships off board, but to mark the location of these fleets. If you run out of Replicator fleet markers, use one of the other Replicator markers. In this case, one ship can be considered a fleet.

Having more than one Replicator hull in a hex does NOT make it a fleet. Replicator fleets are destination groupings/rallying points for Replicator ships (that are not part of a fleet) to move toward. Replicator ships are always moving toward Replicator fleets.

If there is more than one Replicator fleet on the board, a ship that is not part of a fleet should move toward the closest Replicator fleet. If tied, it should move toward the fleet that is closest to Replicator space.

S4.4 REPLICATOR FLEET FORMATION

During a Replicator move, do the following in order:

- A. Form Fleets, if necessary.
- B. Move Fleets
- C. Move ships not in Fleets

The first fleet to be formed is in the hex of the ship that is closest to the Exploration ship that is attempting to create a path to human space. That Replicator fleet will follow that Exploration ship until that path is created. After that path is created, that Replicator fleet will either attack through that path or will defend that path.

If the last home system is explored while there is still movement before the Economic Phase, the first fleet (destination point) is formed as normal where the Exploration ship will go to start to attempt to make a path to human space.

All Replicator ships will move to that fleet until one of the following conditions occurs:

- There is a separate explored path to human space. A separate path is a path that an existing ship can take that goes all the way from its location to human space, can be traveled by Replicator ships, and does not come within 4 hexes away from a current Replicator fleet. Example: A path that is 5 hexes away, but forces the Replicator to go through Non-Player Aliens or a Black Hole, is not a separate explored path. This condition is ignored if there is a Superior human fleet in Replicator space (they do not form a new attack fleet if there is a Superior human fleet in Replicator space).
- There is a human ship that is closer in hexes to a Replicator colony than an existing Replicator fleet and there is not already a Replicator Fleet in Replicator space and within 4 hexes of that human ship.

Once one of those conditions exist, another fleet will be created if Replicator ships are available that are not part of a fleet.

When creating a new fleet, place a fleet marker on the Replicator ship that is closest to that path or human ship - whichever caused the creation of this fleet. When creating this fleet because of Condition 2, if possible, create the fleet with a ship that is closer to Replicator space than the human ship.

DESIGNER NOTE: Similar to your fleets, each Replicator Fleet has a purpose – whether to attack/defend or hunt down a ship in their space. That purpose may change over time, but fleet creation should be considered with that purpose in mind.

Replicator ships, that are not part of a fleet, move toward the closest Replicator fleet. However, if they can not reach a fleet this turn, they will not move in such a way that a superior human force could attack them this turn.

With the Exception of Missions, Replicator fleets never split.

The only time Replicator fleets will combine is to attack in concert that turn (see Priorities 1 & 2 below).

S4.5 REPLICATOR FLEET MOVEMENT

A Replicator fleet moves according to the following priorities, in order:

1. This turn, attack an undefended human colony or a human colony defended by an Equal or Inferior fleet. If more than one colony can be attacked, attack the Equal or Inferior colony with the most SYs. If none have SYs, attack the Weakest.
2. This turn, attack an Inferior human fleet - limited by Self-Preservation. If more than one fleet can be attacked, attack the strongest that is still Inferior.
3. This turn, attack an Equal human fleet if that fleet could attack a Replicator colony on its turn.
4. This turn, attack a Non-Player Alien (NPA) world with a Replicator fleet of 12 hulls or more (do not count PD, Exploration, Scan, or SW ships) – limited by Self-Preservation.
5. Move toward/away from (through an explored path) a human colony or human ships—limited by Self-Preservation. If a Replicator fleet has a choice between a human colony or human ships, it will prioritize the human ships if the Replicator ships are closer to Replicator space than human space. If there is more than one fleet or colony from which to choose, move toward the closest. Again, this is limited by Self-Preservation. If the closest human fleet is Equal, attempt to move around that fleet if the Replicator fleet can move into human space this turn. Otherwise, move adjacent to that fleet.

The above priorities mean that Replicators will only move toward Replicator space because of Self-Preservation or to attack an Inferior fleet that turn.

When considering the movement of Replicator fleets, as well as evaluating fleet strength, always consider ALL of the Replicator ships on the board at once, whether part of a fleet or not.

EXAMPLE: Two Replicator fleets are both within range of a human planet guarded by a fleet. Even though, individually, the human fleet may be Superior, the Replicators will both attack if their combined

strength makes the human fleet Inferior (see Priority 1).

Fleet Comparison: When comparing fleets that can attack each other, add up the total number of hull spaces on each side. Do not count non-combat ships and do not count exploration ships. A human base counts double (6 hull spaces). Mines count as 1.5 hull spaces (don't round). The hull size of Insectoid and Giant Race ships count normally, but never less than one. For Example: An Insectoid DD and CA both count as 1 hull.

- If one side has 25% more hulls, that side is Superior and the other side is Inferior.
- If neither side has 25% more hulls, they are considered Equal.

EXAMPLE: The Replicators have 3 Type 0 ships, an Exploration Ship, and 5 hulls (total 8). The Human player has 2 Mines and 2 Cruisers (total 7). The fleets are Equal. If the Human player had one less Mine, their total would be 5.5 and would be considered an Inferior fleet because the Replicators would have greater than 25% more hull spaces. If, instead, the Human player had 2 more Mines (10 total), the Replicator fleet would be Inferior. It would not attack, but neither would it move away from that fleet because the mines cannot attack. The force that can attack the Replicators is only the 2 Cruisers and it is not inferior to it.

Self-Preservation: Priorities 2, 4, and 5 are limited by Self-Preservation. This rule means that the Replicators will only follow those priorities to the extent as they can not be attacked by a Superior force in the human's turn. Note: This rule means that, in general, the Replicator fleets will advance against colonies or fleets if they are Equal or Superior and will retreat out of range from fleets if they are Inferior. Replicators are always trying to get as close to human fleets and space as possible, without being crushed by a Superior force. As ships get added to each side, it could cause them to advance or retreat.

Replicator fleets will not fall back beyond the Home World. If faced by a Superior fleet in Replicator space, Replicator fleets will retreat toward the Home World. They will stop on the Home World, even if as Superior fleet can attack this turn.

The Replicators ignore the possibility of a Black Hole Sling Shot when calculating Self-Preservation.

S4.6 REPLICATOR FLEET MOVEMENT EXAMPLES

The human player has 2 DDs in one hex and 3 DDs in an adjacent hex. 2 spaces away from both is a Replicator fleet with 3 hulls. No colony can be hit this turn (Priority 1 is unavailable). Depending on other factors, the Replicators would do the following:

- If the Replicator fleet can move 2 this turn, it will attack the 2 DDs (Priority 2). It will not attack the 3 DDs because it is not Inferior. The fact that it might sustain losses in the attack so that it could be Inferior to the 3 DDs after the battle is not considered.
- If the Replicator fleet can move 2 this turn AND there was one more hull that could reach the hex with the 3 DDs, it will attack the 3 DDs. At that point both human fleets are Inferior, so it will attack the strongest.
- If the Replicator fleet can only move one this turn, it will not move into any hex where both human fleets can attack it together. 5

DDs is a Superior force than 3 hulls and Priority 4 is limited by Self-Preservation.

- If the Replicators can only move one this turn, but the humans can move two, the Replicator fleet will move to a hex that is at least 3 hexes away from one of the fleets because of Self-Preservation. Depending on the board, this may cause the fleet to retreat toward Replicator space. If an Asteroid hex was adjacent to the Replicator Fleet and the human player did not have an ability to enter it that turn, it would enter the Asteroid so as to stay as close as possible to human space without being attacked by a Superior fleet.
- If both the Replicators and humans can move 1 this turn and this is near human space, the Replicator will move to the hex closest to a human colony in which the fleet could not be attacked by both human fleets.

S4.7 MISSIONS

The rules for Missions take precedence over the normal ship/fleet movement rules.

NPA RP: If the Replicators have not earned an RP for encountering NPAs, the nearest hull in Replicator space, will be assigned the Mission to attack and earn that RP. This ship will not join a Replicator fleet, but will attack an NPA planet – limited by Self-Preservation (it will move in such away that it will attempt to survive until it reaches the Alien planet).

Human RP: If the normal movement rules will not result in an attack of the human player, but a Replicator ship has the capability of attacking a human fleet this turn that will earn the Replicators at least one RP, then one Replicator ship will make that attack. This ship can be split off from a fleet if necessary.

Colonize an Undefended Planet: If there is ever an undefended and uncolonized planet, the Replicators will send one ship to colonize that planet, limited by Self-Preservation. If it can be colonized this turn, it will always colonize the planet.

Conquering an NPA planet: Under certain circumstances, the Replicators will form a fleet to attack an NPA planet. Note: Priority 4 (under Fleet Movement) can result in an existing Replicator fleet attacking an NPA planet as a target of opportunity. This Mission is something different.

- This Mission will never be triggered on a small map.
- This Mission will never be triggered if there is more than one human combat ship outside of human space.
- This Mission will not be triggered unless the NPA planet can be attacked by Economic Phase 10. Note: The Replicators will still sometimes attack NPA colonies after Economic Phase 10 because of Movement Priority #4, but it will not be because of this Mission. Basically, late in the game, the Replicators will take these NPA planets if they are on the way to the human player, but are no longer going out of their way to attack them.
- At the start of the Replicator move, if there are 10 or more hulls (whether part of fleets or not) that are either in Replicator space or one hex outside of Replicator space and can attack the NPA planet before the next Economic Phase, they will attempt to do that.
- Do not form a fleet. Instead place a Fleet marker on the target

NPA planet and all Replicator ships in Replicator space or one hex outside of Replicator space will move toward that planet if they can make it before the Economic Phase. Ships that can not make it in time will move normally.

- The Replicators will wait to attack until they can have the maximum number of hulls before that Economic Phase. Example: If the Replicators can attack with 12 hulls on turn 3, they will not attack with 10 hulls on turn 2.

S5 Combat

S5.1 CONVERTING HULLS TO SHIPS

Replicator Flagship and Exploration ships are always face up. All other Replicator ships are face down until revealed. When face down, they represent hulls and are not assigned actual ships until revealed. If one of these ships ever enter a hex with one of its colonies, it is turned face down and converted back to hulls. This applies even to colonies that have been just started. The Replicators can destroy a fleet and a colony, immediately colonize that planet, and then convert back to hulls.

At the start of a battle, any Replicator unconverted hulls present must be converted to ships.

At the start of a battle, if a Replicator fleet of 5 or more hulls is fighting against either a lone Scout, DD, or Transport, roll a die. If the result is 6-10, the lone human ship is eliminated before combat and before converting any unrevealed hulls to ships. The Replicators would get RP from any technology on that ship normally. All Miners, Colony Ships, and MS Pipelines are removed before battle normally and do not cause Replicator hulls to convert to ships.

It is possible that there will be both Replicator ships and unconverted hulls in the same battle. While existing Replicator ships will not change, their presence should be considered when assigning hulls.

When answering the question of whether the Replicators have encountered something previously, answer “yes” only if they have encountered it on a previous turn.

Go through the following steps, in order, until all hulls are assigned. Roll a die for each table. The term "Raiders" in the following rules applies to all ships with Cloaking technology.

If Raiders try to fly through the Replicators or deny battle while in the same hex, the Replicators still roll on this table. The first time this happens, they would roll on Row 2. Regardless of whether there is a Scan ship or not, continue this process and convert the rest of the Replicator hulls to ships, even if the Raider is just flying through the hex.

On the next turn that this happens, they would roll on the third row of the table because the Raiders had been encountered previously by the Replicators.

Determine Mine Sweepers (roll one die)	No hulls assigned as SW	One SW hull present	Enough SW hulls present to sweep half (round up) the Mines	Enough SW hulls present to sweep all the Mines
Mines on the board? No	1-10			
Mines on the board? Yes Mines in the battle? No Replicators encountered previously? No	1-9	10		
Mines on the board? Yes Mines in the battle? No Replicators encountered previously? Yes	1-4	5-10		
Mines on the board? Yes Mines in the battle? Yes Replicators encountered previously? No	1-5	6-8	9-10	
Mines on the board? Yes Mines in the battle? Yes Replicators encountered previously? Yes		1	2	3-10

Determine Point Defense	No hulls assigned as PD	One PD hull present	PD hulls present equal to half (round up) the fighters	PD hulls present equal to the Fighters
Fighters on the board? No	1-10			
Fighters on the board? Yes Fighters in the battle? No Replicators encountered previously? No	1-9	10		
Fighters on the board? Yes Fighters in the battle? No Replicators encountered previously? Yes	1-8	9-10		

Determine Scan Ships (roll one die)	No hulls assigned as Scan Ship	One Scan ship	Two Scan ships
Raiders in the battle or within 3 hexes of the battle? No	1-10		
Raiders in the battle or within 3 hexes of the battle? Yes Replicators encountered previously? No	1-8	9-10	
Raiders in the battle or within 3 hexes of the battle? Yes Replicators encountered previously? Yes	1	2-9	10

Fighters on the board? Yes	1-7	8-9	10	
Fighters in the battle? Yes				
Replicators encountered previously? No				
Fighters on the board? Yes		1	2-5	6-10
Fighters in the battle? Yes				
Replicators encountered previously? Yes				

S5.2 REMAINING SHIPS

Convert all remaining hulls to the highest RP ships possible. RPs that will be gained from this battle will not count until the next player turn. See the Second Example under the Replicator Flagship rule for examples of the timing of this.

EXAMPLE: The Replicators have 5RP and are attacking. Their attack fleet has one SW, one PD, two Type II ships, and 10 unrevealed hulls. They are attacking 7 Mines, 3 Fighters, 1 CV, and 2 DD. However, there is a Raider within 3 hexes of the battle.

First they roll on the Scan ship table. They have encountered raiders before and roll a 9. Even though there are no Raiders in the battle, 2 hulls are converted to a Scan Ship. They have 8 unrevealed hulls remaining.

Next, they roll on the SW table. There are Mines in the battle and they have seen them before. They roll a 2. They need to have enough SW present to sweep half the Mines. They have SW 2 because they have swept 3 Mines already. They already have one SW present. Adding one more SW will allow them to sweep 4 Mines. They have 7 unrevealed hulls remaining.

Next they roll a 1 on the PD table. They have encountered Fighters previously. There is already a PD hull present, so no additional PD hulls are added.

The remaining 7 unrevealed hulls are converted to 3 Type V ships and 1 Type IV.

Their attack fleet is 1 Scan, 2 SW, 1 PD, 2 Type II, 1 Type IV, 3 Type V.

S5.3 ATTACK PREFERENCES

Use the following preferences when in ship combat:

- PD ships always fire at Fighters first. Scan ships always fire at Raiders first. After that, the Replicator player will always fire at ships with the lowest hull size first.
- Among ships of the smallest hull size, they will fire at ships with the lowest defense strength.
- Among ships with the lowest defense strength, they will fire at ships with the highest attack strength.
- Among ships with the highest attack strength, they will fire at ships that have not fired yet over ships that have.

No Screening: The Replicators do not screen ships. However, Replicator Scan and SW ships can only be fired at if the human player has more ships present as the Replicators. The Scan and SW ships can fire normally, regardless.

S5.4 RETREAT

They will retreat if, at the moment that they are eligible to retreat, the human player has 3x as many hulls in the battle (again, human bases count double).

The Replicator Flagship will always retreat if it has 2 damage.

S5.5 COLONIZING

Whenever colonizing a planet, the Replicators always use only 1 hull. If all they have is ships with more than one hull space, they will convert their ships back to unrevealed hulls before colonizing. DESIGNER NOTE: Making special rules for them to use single hull ships in the vicinity or when to just colonize with a larger ship was not worth the effort. This is much simpler.

S6 Economic Phase and Replicator Advantages

RS 6.1 PRODUCING SHIPS

Replicators produce hulls normally. Each full planet produces 1 hull (remember, do not choose the ship at this time).

The first three Economic Phases, the Replicators will spend CP, if available, to produce an extra hull on their Home Planet.

S6.2 STARTING WITH THE FOURTH ECONOMIC PHASE, DO THE FOLLOWING

Replicators can carry more than 30CP over per turn.

If they are Fast Replicators, buy the next level of Move Tech if they can afford it and they are currently at Move Tech 5 or lower.

If they are Advanced Research Replicators, buy an RP if they can afford it.

If they are Replicator Capitol, buy an extra hull if they can afford it.

If they are either Green Replicators, Improved Gunnery, or if not playing with Empire Advantages, in each Economic Phase that they have at least 8 CP, roll a die:

- 1-4: Buy an extra hull.
- 5-8: Buy an RP, if they can afford it.
- 9-10: Buy a Move Tech, if they can afford it.

If all of Deep Space is explored and there are no remaining minerals for the Replicator get AND they can not afford what they are supposed to buy, then they will instead spend any remaining CP on extra hulls.

SPACE EMPIRES

eXplore • eXpand • eXploit • eXterminate

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