

ECLIPSE

NEW DAWN FOR THE GALAXY

RULES



NEW DAWN FOR THE GALAXY

The galaxy has been a peaceful place for many years. After the ruthless Terran-Hegemony War (30.027–33.364), much effort has been employed by all major spacefaring species to prevent the terrifying events from repeating themselves. The Galactic Council was formed to enforce precious peace and it has taken many courageous efforts to prevent the escalation of malicious acts.

Nevertheless, tension and discord are growing among the seven major species and in the Council itself. Old alliances are shattering and hasty diplomatic treaties are made in secrecy. A confrontation of the superpowers seems inevitable – only the outcome of the galactic conflict remains to be seen. Which faction will emerge victorious and lead the galaxy under its rule?

The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!

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Publisher

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Extra Special Thank You for your help

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Thank You for playtests and advice

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Game rules and hexes use elements of images created by ESA/Hubble and released with their kind permission. ECLIPSE typeface is based on *Franchise* by Derek Weathersbee.

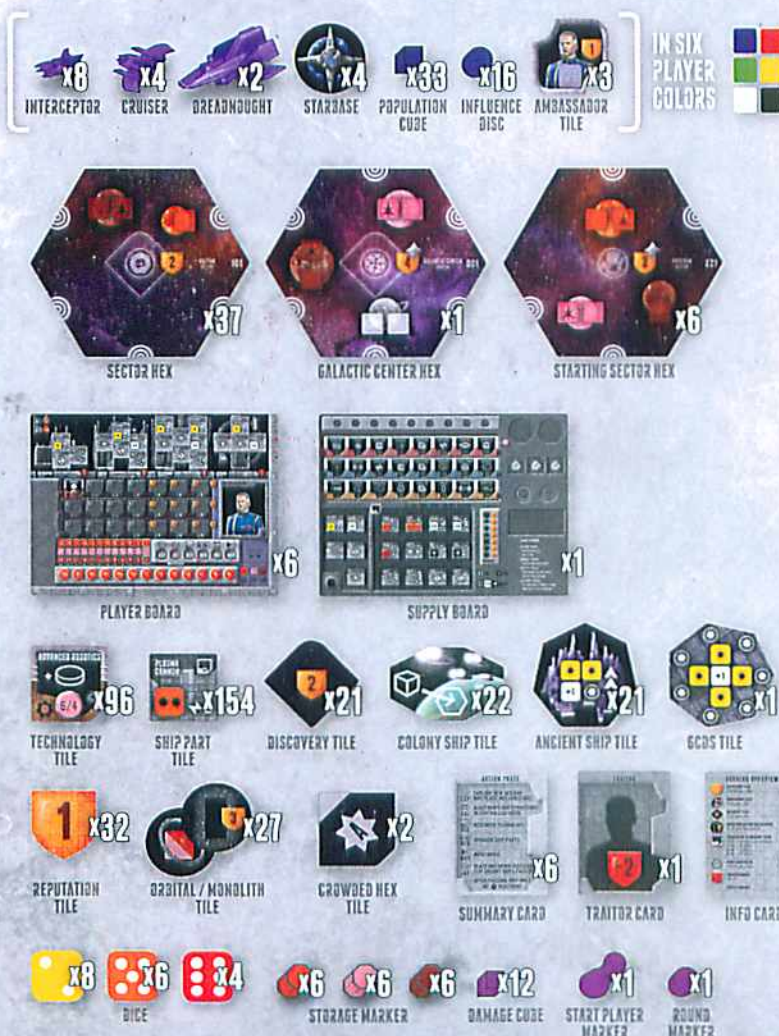
IDEA OF THE GAME

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals.

On each game round you expand your civilization by exploring and colonizing new areas, researching technologies and building spaceships to wage war with. The game ends after 9 rounds, and the player with most **Victory Points** wins. Victory Points are gained from controlling galactic sectors, fighting battles, forming diplomatic relations, researching technologies, making discoveries and controlling Monoliths.

There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species while paying attention to the other civilizations' endeavors!

GAME COMPONENTS



PLAYER MATERIALS In 6 player colors (blue, red, green, yellow, black, white), one color for each player: 14 plastic spaceship miniatures (8 Interceptors, 4 Cruisers, 2 Dreadnoughts), 4 Starbase Tiles, 33 Population Cubes, 16 Influence Discs, 3 Ambassador Tiles

HEXES 37 Sector hexes: 8 Inner hexes (numbered 101–108), 11 Middle hexes (#201–211), 18 Outer hexes (#301–318); 1 Galactic Center hex (#001), 6 Starting Sector hexes (#221–232)

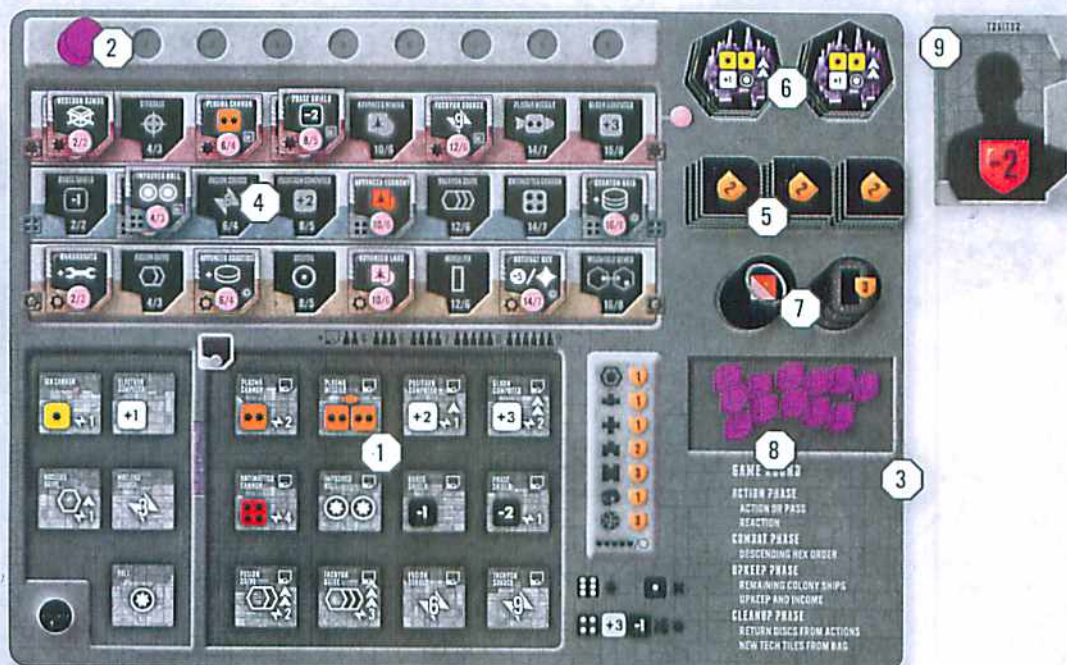
BOARDS 6 Player Boards (two-sided), 1 Supply Board

TILES 96 Technology Tiles (24 different), 154 Ship Part Tiles (18 different), 21 Discovery Tiles, 22 Colony Ship Tiles, 21 Ancient Ship Tiles, 1 Galactic Center Defense System Tile, 32 Reputation Tiles, 27 Orbital / Monolith Tiles, 2 Crowded Hex Tiles, 6 Summary Cards, 1 Traitor Card, 4 Info Cards

MISCELLANEOUS 18 6-sided dice (8 yellow, 6 orange, 4 red), 18 Storage marker octagons (6 each in orange, pink and brown), 12 purple Damage Cubes, 1 Starting Player Marker, 1 Round Marker, 2 cloth bags (for Technology Tiles and Reputation Tiles)

The punch sheets also contain some blank tiles (4 Ambassadors, 1 Technology, 1 Discovery, 1 Reputation and 6 Structures). These are not needed in the game.

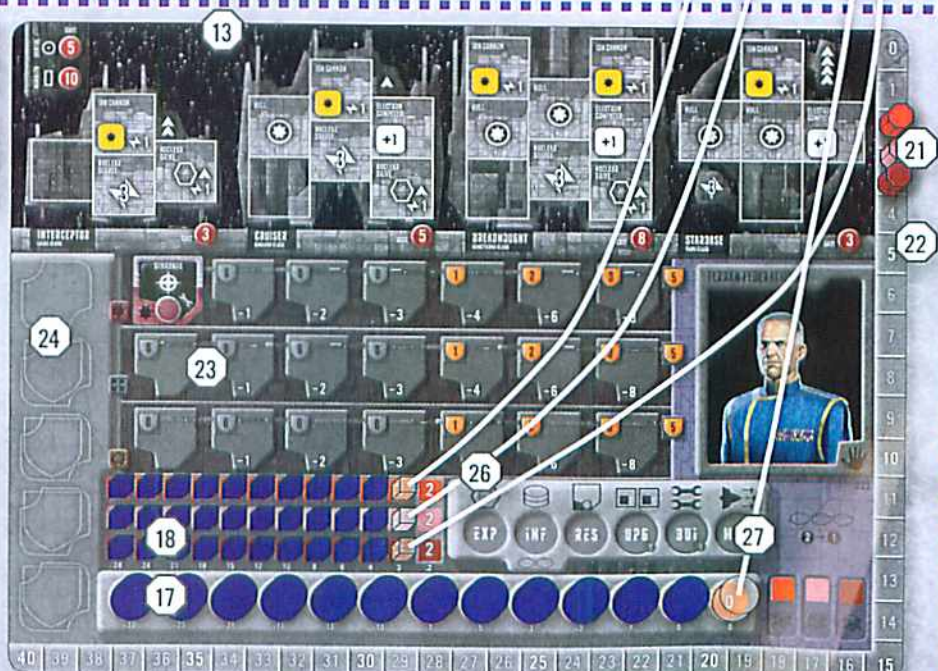
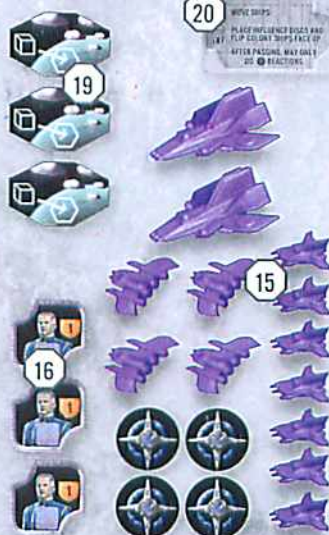
PREPARATIONS



- [1] Ship Part Tiles [2] Round Marker [3] Supply Board [4] Research track [5] Discovery Tiles
[6] Ancient Ship Tiles [7] Orbital and Monolith Tiles [8] Damage Cubes [9] Traitor Card
[10] Galactic Center hex [11] Galactic Center Defense System Tile [12] Sector hex stacks
[13] Player Board [14] Player starting hex [15] Ships [16] Ambassador Tiles [17] Influence Discs
[18] Population Cubes [19] Colony Ships [20] Summary Card [21] Storage Markers [22] Storage Track
[23] Technology Track [24] Reputation Track [25] Interceptor



BLUE PLAYER'S PLAY AREA





TECH TILES

2 players: 12
3 players: 14
4 players: 16
5 players: 18
6 players: 20



OUTER SECTORS

2 players: 5
3 players: 10
4 players: 14
5 players: 16
6 players: 18

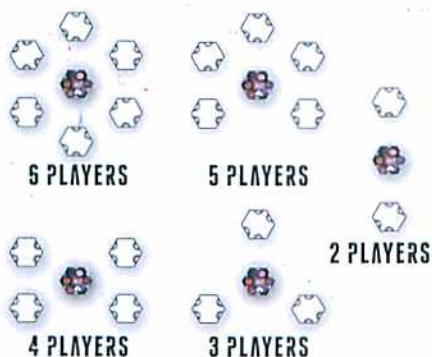


EXTRA DISCS?



Note that you have three extra discs that are only used if you Research the Advanced Robotics or Quantum Grid Technologies.

STARTING LAYOUTS



Set the **Ship Part Tiles** [1] and the **Round Marker** [2] on the **Supply Board** [3]. Put the **Technology Tiles** in the bag and shuffle them. Draw random Technology Tiles (according to the number of players) from the bag and set them on their spots [4] on the Research Tracks. Set similar tiles on top of each other. Put the **Reputation Tiles** in another bag and shuffle them. Shuffle the **Discovery Tiles** [5] and set them face down on their spot on the Supply Board. Set the **Ancient Ship Tiles** [6], **Orbital** and **Monolith** [7] Tiles, **Damage Cubes** [8] and the **Traitor Card** [9] likewise on the Supply Board.

Set the **Galactic Center** [10] hex in the middle of the table. Place a Discovery Tile face down on the Galactic Center hex and the **Galactic Center Defense System Tile** [11] on top of it. Place the Sector hex tiles face down in three stacks, **Inner (I)**, **Middle (II)** and **Outer (III)** sector hexes (according to the number of players) in separate stacks [12]. Give the **Starting Player Marker** to the player who has spent the least time on planet Terra, in the Sol system.

Beginning from the starting player and moving clockwise, each player chooses a starting hex and the accompanying **Player Board** [13]. He then places his **Starting Sector hex** [14] in one of the six starting spots in the Middle sector area (two hexes away from the Center hex; the illustration on left shows a three player setup). Place your hex in the starting spot closest to you. Put the rest of the starting hexes and boards back in the box – they are not used in the game.

Each player takes the following and puts them next to his board:

- all **Ships**, **Ambassador Tiles**, discs and cubes [15, 16, 17, 18] of one color
- 3 **Colony Ship Tiles** [19]
- a **Summary Card**, Action Phase overview side up [20]

Each player places on his Player Board:

- **one Influence Disc** on each circle of the Influence Track [17]
- **one Population Cube** on each square of the three Population Tracks (Money, Science and Materials) [18]; the rightmost square on each track (marked with a lighter background) is left empty.
- **one Storage marker** of each color [21] on his Storage Track [22]: Money marker at "2", Science marker at "3" and Materials at "3"

Each player then moves onto his starting hex:

- **one Interceptor Ship** miniature [25]
- **one Population Cube** on each of the Population Squares (not on the Advanced squares, marked with a star), taken from the corresponding Population Track [26]
- **one Influence Disc** on the Influence circle, taken from his Influence Track [27]

ALIEN SPECIES These rules apply for the Terran species and are written from their point of view. It is recommended that you play your first game using just them, and add the alien species in the next game. They mostly follow the same rules, but each has some slight differences, such as different starting Resources, number of Ships you may move with the Move action, etc. Please refer to pages 26–27 for the differences of each species.

If you decide to play with the alien species, players choose the species they play with. Beginning with the player on the right side of the starting player and moving counterclockwise, each player chooses a species and places the starting hex. Note that if you choose Terrans, you also effectively choose one alien species out of the game.

POPULATION CUBES Your civilization's population is represented by the small wooden **Population Cubes** in your player colour. When your civilization expands to a new sector, it may be colonized by moving the Population Cubes on your Player Board to the squares on the sector hex. The more cubes you move to the hexes, the more Resources (Money, Science, Materials) you produce. The leftmost visible square on each Population Track shows how many units you will produce in each round (in the picture above, 12 Money, 21 Science, 15 Materials).



RESOURCES Your hexes produce three kinds of Resources: Money, Science and Materials.

- Money** is needed for using Influence: controlling hexes and taking actions requires that you pay Money at the end of the round.
- Science** is needed for Research: researching new Technologies requires that you pay Science.
- Materials** are needed for Building: building new Ships and Structures requires that you pay Materials.

The amount of each Resource you have is marked with a Storage Marker on the Storage Track.

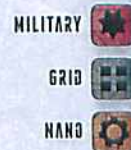


INFLUENCE DISCS Your civilization's influence is represented by the wooden **Influence Discs** in your player colour. Influence Discs are used to mark the hexes your civilization controls. Also, taking an action requires you to move an Influence Disc on the corresponding action space. The leftmost visible circle on the Influence Track shows how much Money you have to pay at the end of the round to keep your civilization functioning (in the picture above, 2 Money). Thus, the more hexes you control and more actions you take, the more Money you need to pay.



COMPONENT LIMITATIONS There is a limited amount of Ships, Population Cubes, Influence Discs, Technology Tiles, Discovery Tiles, Reputation Tiles and Ambassador Tiles. If they run out, they run out. Ship Part Tiles and Damage Cubes are unlimited, so in the unlikely case they run out, use a substitute.

TECHNOLOGY Researching Technologies gives your civilization advantages. Some Technologies are required for upgrading certain parts of your Ships or building new Ships and Structures, while others make your civilization more efficient (e.g. increasing your production or giving you more Influence Discs). The Technologies are divided in three categories: **Military**, **Grid** and **Nano Technologies**. Researching a Technology in a category gives you discount in further research of that category. Researched Technologies are placed on your Player Board.



SHIPS Ships are used for fighting against other players and the non-player Ancients, as well as occasional exploring. There are four kinds of Ships:

- Interceptors**; 8 available for each player
- Cruisers**; 4 available
- Dreadnoughts**; 2 available
- Starbases**; 4 available

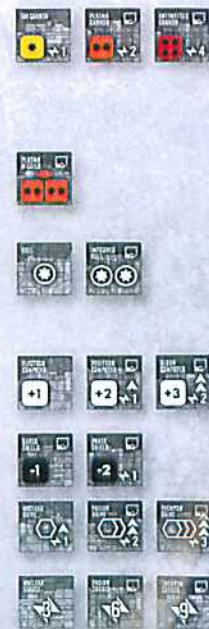


Bigger Ships cost more to build but have more space for Ship Parts. Starbases are immobile.

SHIP PARTS Each kind of Ship has its own blueprint on your Player Board. Players can customize their Ships during the game: the Ship Parts (pre-printed or gained with the Upgrade action) on the blueprint give the Ship its abilities. There are several different types of parts:



- Cannons** are used on each combat round to attack enemy Ships. Different Cannons make different amounts of damage: each star ★ is one point of damage.
- Missiles** are like Cannons, but used only in the beginning of the combat.
- Hull** absorbs damage. Hull's ability to absorb damage is marked with stars: each Hull symbol ★ absorbs one point of damage.
- Computers** make weapons hit more easily, and also give more Initiative.
- Shields** make your Ship more difficult to hit.
- Drives** make Ships move further with one move, and also give the Ships more Initiative.
- Energy Sources** produce Energy for other Ship Parts.



Some Ship blueprints have extra Ship Parts outside the Ship Part grid. These work just like the other Ship Parts, except that they cannot be replaced.



STRUCTURES Structures are colossal objects built on your controlled hexes. **Orbitals** provide your population a place to live in: each Orbital can hold a single Population Cube. **Monoliths** give you points at the end of the game. Structures are permanent objects which stay on the hex until the end of the game.



DISCOVERY TILES Some hexes contain a Discovery Tile which is awarded to you when you first take control of the hex by placing an Influence Disc there. Each Discovery tile is double sided: the face side has a benefit (extra Resources, new Technologies, Ancient Ship Parts..) and the back side has a 2 Victory Point value. When receiving a tile, you must immediately decide which side you use. The Discovery Tile benefits are:

3x +8 Money, 3x +5 Science, 3x +6 Materials: move your Storage marker and discard the tile.



3x Ancient Technology: you may take the cheapest Technology Tile you don't already have from the Supply Board and place it on your Player Board for free. Discard the Discovery Tile.



3x Ancient Cruiser: place one of your unused Cruisers in the hex and discard the tile.



6x Ancient Ship Part: you may place this part in any of your Ships (returning an existing part if needed); you may also keep the part next to your board and place it later with the Upgrade action; if you later want to replace an Ancient Ship Part, it is discarded.

Discovery Tiles kept as Victory Points are placed next to your Player Board back side up until the end of the game.

REPUTATION TILES You receive Reputation Tiles from combat. They are worth Victory Points at the end of the game.



AMBASSADOR TILES You can use your Ambassadors to form Diplomatic relations with other players. They increase your production and are worth Victory Points at the end of the game.



TRADE At any time, you may convert 2 units of one Resource (Money, Science or Materials) to 1 unit of any other.



CROWDED HEX TILE In the occasion you cannot fit all Ship miniatures in a hex, you may place them somewhere else on the table and mark the hex with a Crowded Hex Tile.



WORMHOLES Due to the galactical distances, star ships in Eclipse may move only using the wormhole network. Also, exploring the galaxy is possible only through a wormhole.

HEXES The game board is built from hexagonal tiles ("hexes") during the game. Each hex represents a sector of star systems and may contain a number of colored Population Squares which represent star clusters with worlds producing Resources.

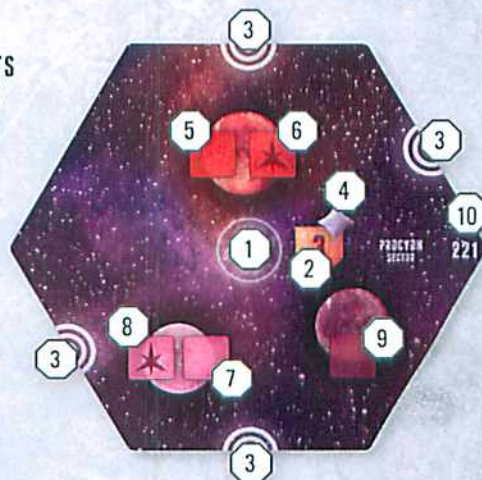
GAME BOARD LAYOUT EXAMPLE AT GAME END



Each sector (Inner, Middle and Outer) has its own hex stack. In the beginning of the game, only the Center hex and players' start sectors are placed on the table. The rest are placed during the game. The Inner and Middle sectors are laid out in concentric circles around the Center hex. Outer sectors may branch freely outwards.

Inner sectors are numbered 101–108, Middle sectors 201–211, Outer sectors 301–318, Starting sectors 221–232 and the Galactic Center is 001.

CONTENTS OF A HEX



[1] Influence circle [2] Victory Point value [3] Wormhole [4] Artifact [5] Population Square / Money [6] Population Square / Advanced Money [7] Population Square / Science [8] Population Square / Advanced Science [9] Population Square / Materials [10] Hex number

GAME ROUND

The game round consists of these four phases:

- ACTION PHASE** Players take actions clockwise, one action at a time
- COMBAT PHASE** Battles are resolved and sectors conquered
- UPKEEP PHASE** Civilization Upkeep costs are paid and Resources produced
- CLEANUP PHASE** Players move Influence Discs from the action spaces back to their Influence Track and new Technology Tiles are drawn

ACTION PHASE

ACTION PHASE

Starting from the player with the Starting Player Marker and moving clockwise, each player may **take one action or pass**. This continues around until all players have passed. The first player to pass gets the Starting Player Marker for the next round. When taking an action, move the rightmost Influence Disc from your Influence Track to your Action Space. You may choose an Action you have already taken. The more actions you take, the more Upkeep you have to pay at the end of the round, so remember to pass in time!

The possible actions are:

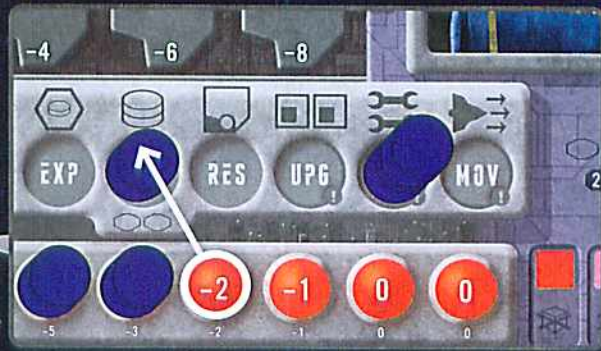
- EXPLORE**
- INFLUENCE**
- RESEARCH**
- UPGRADE**
- BUILD**
- MOVE**

ⓘ REACTION (UPGRADE, BUILD OR MOVE)

Players who have passed may not take any other actions than **Reactions**, which are weaker versions of Build, Upgrade and Move actions (see *Reactions on page 14*). When passing, flip your Summary Card so that the dark, game round overview side is face up. This will help other players to see who have already passed.

END OF ACTION PHASE After every player's Summary Card has been flipped dark side up, the Action phase ends **immediately**. No more Reactions may be taken.

COLONY SHIPS At any time during your action, you may activate one or more of your face up Colony Ships. For each activated Colony Ship, you may place one Population Cube to an empty Population Square in any hex where you have an Influence Disc. Each Population Cube you place must come from the Population Track that corresponds to the color of the Population Square on the hex. Activated Colony Ships are flipped face down. Using Colony Ships is **the only way to move Population Cubes to the hexes** and increase your production! In the example on the right, Blue activates two Colony Ships and flips them face down. He moves two Population Cubes to the hex.

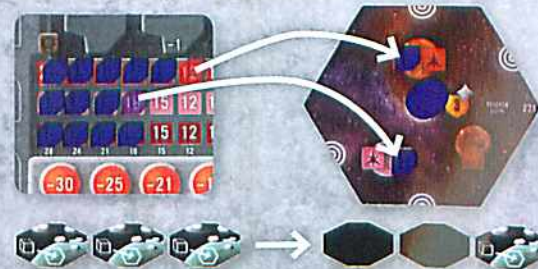


EXAMPLE! There is an example of a full Action Phase on pages 16–17.

GRAY SQUARES The gray planets represent worlds that are suitable for any production. The gray Population Squares may receive a Population Cube from any of the three Population Tracks. If you remove a cube from a gray Population Square, you may place it to any Population Track (ie. you don't have to remember which track it came from).

ADVANCED SQUARES Planets with a star symbol represent harsher worlds that are difficult to colonize. You may only place cubes in the squares marked with a star if you have researched the related Advanced Technology.

ORBITALS Orbitals are artificial living environments that players may build. An Orbital may only receive a Population Cube from the Money or Science track.





WORMHOLE GENERATOR

If you have the **WORMHOLE GENERATOR** Technology, you may place the hex so that there is only a half Wormhole connecting the placed hex and the hex you Explored from. In the diagram above, when using the Wormhole Generator, placements A, B, C and D would be legal, but E wouldn't.



DISCOVERY SYMBOL



ANCIENT SYMBOL



DISCOVERY TILE BACK



ANCIENT SHIP

IMPORTANT!



Remember that you may use your Colony Ships at any time during your turn.

EXPLORE action lets your civilization explore the uncharted regions of the galaxy.

EXPLORE



Choose one of the unexplored spaces **next to a hex where you have a Ship or an Influence Disc** and turn a hex tile from the corresponding stack (I, II or III) in it. If you Explore from a hex with only a Ship, it must not be "pinned" (see *Move on page 14*).

Choose to either place or discard the tile. If you discard the tile, your turn ends immediately. If you decide to place the tile, the following restrictions apply:

- the hex can be placed only to the spot that you explored
- the hex must be oriented so that at least one of the Wormholes on the hex connects with a Wormhole on one of the hexes where you have a disc or a Ship

In the diagram on the left, hexes marked with A and B would be legal placements.

Hexes in Areas I and II are laid in circles around the central hex; hexes in Area III may branch outwards (see *layout example on page 7*).

If the hex contains a **Discovery** symbol, put a Discovery Tile on it face down.

If the hex contains **Ancient** symbols, put that many Ancient Ship tiles on it. Put a Discovery Tile face down under the Ancient Ship(s).

After placing the hex, you may take control of the hex by placing an Influence Disc from your Influence Track on the hex. If the hex contains a Discovery Tile, you may take it when placing the Influence Disc. All Discovery Tiles are double sided: the tile back has a 2 VP value, and the face side has a bonus (see *page 7*). Look at the face side of the Discovery, and immediately decide which side to use. Tiles that are used as Victory Points are placed next to your Player Board with the side showing the Victory Point value face up.

Important! Ancient Ships must be destroyed (see *Combat Phase, page 18*) before the Influence Disc may be placed and the Discovery Tile taken. If there are Ships of several players competing for the same hex, the player who eventually gets to place the disc receives the tile.

The Center hex contains the **Galactic Center Defense System**, which must be destroyed (see *Combat Phase, page 18*) before an Influence Disc may be placed.

After placing the Influence Disc, you may activate your Colony Ships to place Population Cubes on the Population Squares on the hex.

If the hexes in a stack run out, shuffle the discarded hexes of that stack as a new stack. If there are no more hexes, the Explore action has no use.



INFLUENCE

inf

By selecting the Influence action, you may move up to two Influence Discs. These moves may be:

- from your Influence Track or from a hex where you have an Influence Disc to a hex that does not contain an Influence Disc or an enemy Ship and is adjacent to a hex where you have a disc or a Ship. The hex Influenced has to have a Wormhole connection to the hex where you have a disc or a Ship. In the example on the right, you could Influence hexes A and B.
- from a hex where you have an Influence Disc back to your Influence Track

After placing an Influence Disc, you may activate your Colony Ships to place Population Cubes on the Population Squares on the hex.

After moving the discs, you may also turn two Colony Ships face up.

REMOVING A DISC FROM A HEX If you remove an Influence Disc from a hex, you must also return all cubes from the hex to their respective Population Tracks on your board.

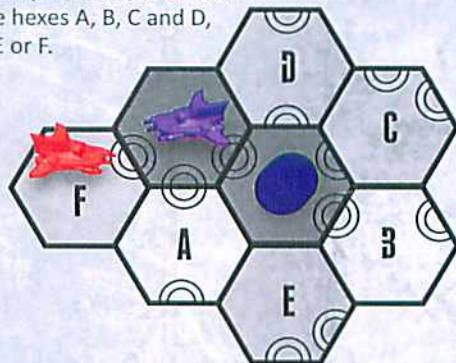
INFLUENCE action lets your civilization conquer vacant hexes or withdraw from hexes.

WORMHOLE GENERATOR

If you have the **WORMHOLE GENERATOR** Technology, you may Influence through a hex edge that has a Wormhole on just one side.



In the example below, Blue could Influence hexes A, B, C and D, but not E or F.



IMPORTANT!



Remember that you may use your Colony Ships at any time during your turn.

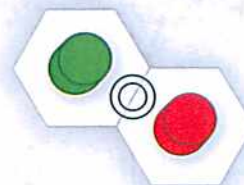
DIPLOMATIC RELATIONS

increase your production
and grant Victory Points.

DIPLOMACY

Players can form Diplomatic relations when their hexes connect. Diplomacy rules are **not** used in the two and three player games.

DIPLOMATIC RELATIONS If one of the hexes where you have an Influence Disc gets connected through a Wormhole to a hex where another player has a Disc, you and the other player may agree on forming Diplomatic relations with each other. If you both agree, give the other player one of your **Ambassador Tiles** and place one of your Population Cubes on top of it. The cube may come from any of the three Population tracks. The Tile is placed on one of the free spaces on the other player's Reputation Track. The other player also gives you an Ambassador Tile and a Population Cube. Place them on an empty space on your Reputation Track.



AMBASSADOR TILE

Diplomatic relations can be formed at any time on your turn. The connection may happen either by Explore or Influence actions, or at the end of the Combat Phase (see page 21).

Ambassador Tiles on your Reputation Track are worth 1 Victory Point at the end of the game. Note that your Reputation Track also holds your Reputation Tiles (see *Combat* on page 18). If the board is full when taking an Ambassador Tile, you may discard Reputation Tiles, returning them to the Reputation Tile bag.



You may not have more than one Ambassador Tile from each player. You may rearrange the tiles on your Reputation Track at any time, but you may not discard Ambassador Tiles. Note that the Terrans have one space that may only hold an Ambassador Tile.

BREAKING DIPLOMATIC RELATIONS Your Diplomatic relations stay in effect until the end of the game, unless you attack one of the players you have Diplomatic relations with, or they attack you. **Moving your Ships to a hex where the other player has a disc or a Ship is considered an attack.** Both players then return the Ambassador Tiles and cubes to the owner. The cube goes back to a Population Track, chosen freely by the owner.

Whenever you attack a player and thus break the Diplomatic relations, you receive the **Traitor Card** from its previous holder. The player holding the Traitor Card may not form new Diplomatic relations as long as he has the marker. **Whoever holds the Traitor Card at the end of the game receives a -2 VP penalty.**



May hold either an Ambassador
or a Reputation Tile



May hold only an Ambassador Tile



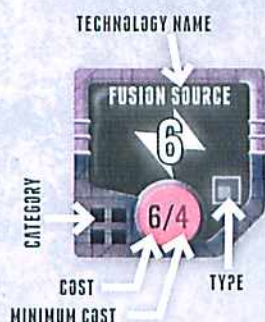
May hold only a Reputation Tile



RESEARCH

RES

By taking the Research action, you may choose one available Technology Tile from the Supply Board, pay its Science cost (move the Storage Marker backwards on the Storage Track) and put the tile on your Player Board on the track of its category (Military, Grid or Nano). For each Technology of that category you already have, you get a discount shown on the leftmost exposed space on the Technology Track.



However, note that for each Technology there is a minimum cost you have to pay regardless of the discount you have.

There are three special types of Technologies:

Ship Part: gives the ability to Upgrade this Ship Part.

Build: gives the ability to Build this Ship or Structure.

Instant: instant one-time effect when it is Researched.

EXAMPLE: You already have **Neutron Bombs** and **Plasma Cannon** Technologies and you research **Starbase**. Your Military Technology discount is -2, but you still have to pay 3 Science, since it is the minimum cost for Starbase.



You may not choose a Technology that you already have.

The Technologies are kept on your Technology Tracks until the end of the game. They may not be discarded.

RESEARCH action lets your civilization develop new technologies.



MILITARY TECHNOLOGIES

Neutron Bombs: If you have the Neutron Bombs Technology, you may destroy all the Population Cubes from the hex after the combat without rolling any dice (see *Combat Phase* on page 18).

Starbase: You may Build Starbases.

Plasma Cannon: You may Upgrade **PLASMA CANNON** Ship Parts.

Phase Shield: You may Upgrade **PHASE SHIELD** Ship Parts.

Advanced Mining: You may place Population Cubes in the Advanced Materials squares with your Colony Ships.

Tachyon Source: You may Upgrade **TACHYON SOURCE** Ship Parts.

Plasma Missile: You may Upgrade **PLASMA MISSILE** Ship Parts.

Gluon Computer: You may Upgrade **GLUON COMPUTER** Ship Parts.



GRID TECHNOLOGIES

Gauss Shield: You may Upgrade **GAUSS SHIELD** Ship Parts.

Improved Hull: You may Upgrade **IMPROVED HULL** Ship Parts.

Fusion Source: You may Upgrade **FUSION SOURCE** Ship Parts.

Positron Computer: You may Upgrade **POSITRON COMPUTER** Ship Parts.

Advanced Economy: You may place Population Cubes in the Advanced Money squares with your Colony Ships.

Tachyon Drive: You may Upgrade **TACHYON DRIVE** Ship Parts.

Antimatter Cannon: You may Upgrade **ANTIMATTER CANNON** Ship Parts.

Quantum Grid: You receive two additional Influence Discs, placed immediately in the leftmost empty circles on your Influence Track.



NANO TECHNOLOGIES

Nanorobots: You may Build one additional Ship or Structure (excluding Reaction Builds).

Fusion Drive: You may Upgrade **FUSION DRIVE** Ship Parts.

Advanced Robotics: You receive one additional Influence Disc, placed immediately in the leftmost empty circle on your Influence Track.

Orbital: You may Build Orbitals.

Advanced Labs: You may place Population Cubes in the Advanced Science squares with your Colony Ships.

Monolith: You may Build Monoliths.

Artifact Key: You must immediately take 5 Resources for each Artifact on your hexes. The Resources can be either Money, Science or Materials, in groups of five.

Wormhole Generator: You may Explore, Influence and Move through a hex edge that has a Wormhole on just one side.

UPGRADE action lets your civilization modify their Ships.

UPGRADE UPG

When choosing the Upgrade action, you may modify your Ships' blueprints by placing new Ship Parts there. Each of your Ships functions according to its blueprint described on your Player Board. If you upgrade the Ship's blueprint with new Ship Parts, all the Ships already built are considered to be instantly upgraded.

With the Upgrade action, return as many Ship Part Tiles to the Supply Board as you want. Then take up to **two** tiles from the Supply Board and place them on **any** of the squares on your Ship blueprints. When placing the tiles, you may place the tiles on top of any of the printed starting Ship Parts on your Ship blueprints.

The following restrictions apply:

- most Ship Parts (marked with the Technology symbol) require that you have researched the corresponding Technology (see *Research on page 12*) before they can be taken;
- the total Energy Consumption of the Ship's parts may not be higher than its total Energy Production; and
- Interceptors, Cruisers and Dreadnoughts must have a Drive, Starbases may not have a Drive.

Taking and returning Ship Parts costs nothing.

All values from the Ship Parts are cumulative. For example, if the Ship has two Fusion Drives, they will give it Movement Value 4, Initiative 4 and Energy Consumption 4.



CANNONS + MISSILES: For each colored square in your Ship, roll the corresponding colored die. The damage a hit inflicts is represented by the star symbols: each star ★ is one point of damage.

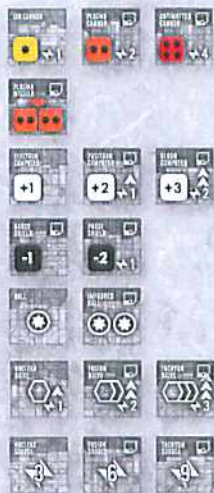
COMPUTERS: Make hitting easier by adding bonuses to your die rolls: your combined Computer value is added to your die rolls to hit.

SHIELDS: target's combined Shield value is subtracted from your die roll to hit.

HULL: each Hull symbol ★ absorbs one point of damage received.

DRIVES: each hex pictured increases the Ship's Movement Value by one.

ENERGY SOURCES: provide energy for other Ship Parts.




BUILD action lets your civilization build new Ships and Structures.

BUILD BUI

Build up to two Ships (Interceptors, Cruisers, Dreadnoughts and Starbases) or Structures (Orbitals and Monoliths). Pay their ● Material cost (move the Storage Marker backwards on the Storage Track) and place them in any of the hexes where you have an Influence Disc.

The following restrictions apply:

- the amount of Ships is limited to the miniatures and tiles you have, ie. 8 Interceptors, 4 Cruisers, 2 Dreadnoughts and 4 Starbases
- each hex may only have one Monolith and Orbital
- building Starbases, Orbitals and Monoliths require that you have the corresponding Technology (see *Research on page 12*)

		BUILDING COSTS ●
SHIPS		Interceptor 3
		Cruiser 5
		Dreadnought 8
STRUCTURES		Starbase 3
		Orbital 5
		Monolith 10

MOVE

MOVE action lets your civilization move its Ships.

The Move action allows you to move your Ships. By choosing the Move action, you may do up to three Ship movements. You may use the movements to move the same Ship consecutively. With each move, the Ship may move as many hexes as its Movement Value allows. Movement Value depends on its Drives (each hex pictured increases the Ship's Movement Value by one; in the case of multiple Drives, the Drive values are cumulative; see *Upgrade* on page 13). Starbases may not have Drives and therefore cannot move.

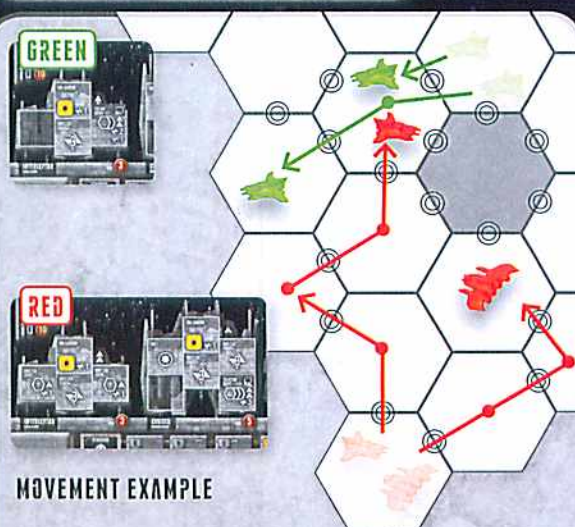
Note the restriction on Movement! The Ships may only move through a hex edge that has a Wormhole on both sides. In the example on the right, movement A would be legal.

You may only move to Explored hexes, not to empty space.

If the Ships move to a hex containing other player's or Ancient Ships, at least one Ship per each opposing Ship must stop (the Ship is "pinned") and engage in combat in the Combat Phase (see pages 18–21). The Ships exceeding the number of opponents may continue their movement.

The Galactic Centre Defense System ("GCDS") engages all the Ships in the central hex. The hex cannot be moved through before the GCDS is destroyed.

WORMHOLE GENERATOR If you have the **WORMHOLE GENERATOR** Technology, you may move your Ships through a hex edge that has a Wormhole on just one side. In the example below, movements A, B and C would be legal.



MOVEMENT EXAMPLE

Red's Interceptor has a Movement Value of 2 hexes (two Nuclear Drives combined) and Cruiser has a Movement Value of 3. Red has a total of three moves. He moves the Interceptor two times and the Cruiser one time.

Green's Interceptors also have a Movement Value of 2, and Green has three moves. When moving, his first Interceptor is pinned by the Red Interceptor. The second one may move through the hex. Finally, Green decides not to use his third move.

REACTION

REACTIONS can be taken after you have passed.

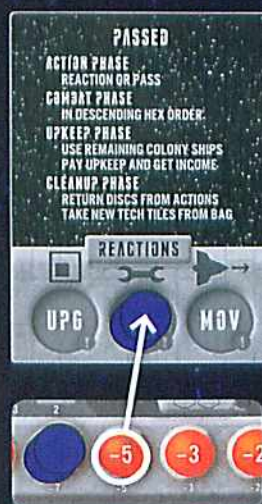
After passing, you may only take a **Reaction** action when it is your turn in the player order. A Reaction is essentially a weakened version of a Move, Build or Upgrade action.

Reaction can be either:

- UPGRADE:** you are allowed to take **one** Ship Part.
- BUILD:** you are allowed to build **one** Ship or Structure.
- MOVE:** you are allowed to move **only one** Ship **once**.

A Reaction is taken by placing an Influence Disc on the Reaction Track on your Summary Card.

The **Nanorobots** Technology (see *Research* on page 12) does not give you an extra build when taking a Reaction.





ACTION PHASE

EXAMPLE OF A FOUR PLAYER GAME IN PROGRESS

ACTION PHASE EXAMPLE

Alastair (Terran), Ken (Planta), **Iain** (Mechanema) and Vernor (Progress) have already played a few rounds, taking control of sectors and developing their civilizations. Alastair is the starting player for this Action Phase.

ACTION PHASE

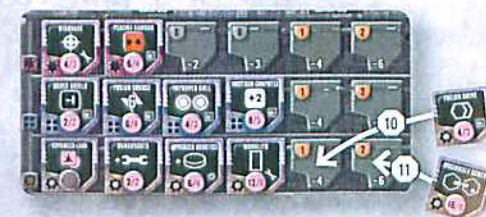
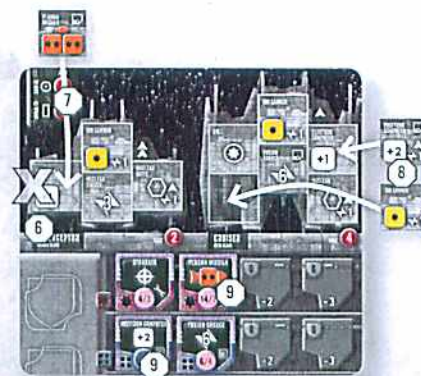
Alastair decides to **BUILD**. He moves the rightmost disc from his Influence Track to the Build space on his Action Track [1]. Alastair then builds one Cruiser and one Orbital. The cost is 10 Materials, so he moves the Materials marker 10 spaces backwards on his Storage Track. Alastair was allowed to build the Orbital since he has researched the Orbital Technology. He places the Cruiser and the Orbital on his hexes [2]. Alastair's turn is over, and it is Ken's turn, as he sits clockwise next to Alastair.

Ken **EXPLORE**s and moves a disc to the corresponding action space. He chooses an empty space he wishes to explore and then turns the top hex tile from the corresponding stack -- in this case, Middle Sectors (II). He decides whether to place the hex or discard it, and chooses to place [3]. He places the hex so that there is at least one full Wormhole connecting the new hex and one of his hexes. There is a Discovery symbol on the hex, so he also places a random Discovery Tile face down on it. Ken chooses to immediately place an Influence Disc on the hex, moving the rightmost disc from his Influence Track to the hex [4]. Placing the disc allows him to collect the Discovery Tile. He looks at the tile and decides to keep it as Victory Points, so he places the tile VP side up next to his boards. Ken also decides to colonize the Money and Science squares on the newly placed hex. He flips two Colony Ships face down and moves one cube from both Money and Science Population Tracks to the Population Squares on the hex [4]. Planta has a special ability which allows the player to explore two hexes with one action. Ken thus Explores another empty area [5], this time in Outer Sectors (III). The hex he turns from the stack isn't to his liking, so he discards it, placing it face up next to the pile. When the Outer Sectors stack runs out, its discards will be shuffled into a new Outer Sectors stack.

It's now **Iain's** turn, and he decides to **UPGRADE** his Ships, moving a disc to the Upgrade action space. Mechanema's special ability allows him to take three Ship Part Tiles instead of the regular two. He first returns a Electron Computer tile from the Interceptor blueprint on his Player Board [6] and then takes an Plasma Missile tile, a Positron Computer tile and a Plasma Cannon tile. He places the Plasma Missile on his Interceptor [7] and the Positron Computer and Plasma Cannon tiles on his Cruiser [8]. Iain is allowed to take Plasma Missile and Positron Computer tiles, since he has researched the related Technologies [9].

Vernor **RESEARCH**es: he moves a disc to the Research action space and chooses Fusion Drive from the Supply Board. He already has four Nano Technologies, which would grant him a discount of 4, but the minimum price for Fusion Drive is 3. He pays the Science cost, moving the marker 3 spaces backwards, and places the Fusion Drive Technology Tile on his Player Board [10]. Progress's special ability allows them to Research two Technologies with one action. Vernor decides to also research the Wormhole Generator. The discount is now 6, so the Science cost is 10. He pays the cost and places the Technology Tile on his Player Board [11].

This example uses some alien species. Their special abilities are presented in more detail on pages 26–27.



It is **Alastair's** turn again. He **EXPLOREs** in Outer Sectors and turns a hex with two Ancient symbols. After placing the hex, he places a random Discovery Tile face down on the hex and two Ancient Ship Tiles on top of it [12]. An influence disc may not be placed in the hex before the Ancient Ships are destroyed.

Ken **EXPLOREs** again. This time he goes for the Outer Sectors and decides to place the two hexes on the board [13]. He flips his remaining two Colony Ships face down and places a cube from the Money track and a cube from the Materials track on the first hex. He is allowed to place a cube on the the Advanced Mining square [14], since he has researched the Advanced Mining Technology [15]. The remaining Population Squares on the hexes remain empty, since he has no more Colony Ships available. Ken now also has a direct Wormhole connection from one of his hexes to one of Alastair's hexes [16]. He is thus able to propose Diplomatic Relations to Alastair. Alastair agrees, so they both give each other one of their Ambassador Tiles, along with one freely chosen Population Cube. The tiles are placed on their Diplomacy Tracks. Alastair's track is already full of Reputation Tiles, so he removes one of them [17] and puts it back to the bag.

Iain passes, turning his Summary Card over, showing the darker game overview side up [18]. Since he is the first player to pass on this round, he gets the starting player marker and will be the first to act in the Action Phase on the next round.

Vernor chooses **MOVE** and sets out to attack his neighbor Iain. He moves his two Interceptors to one of Iain's hexes and containing three Interceptors [19]. Vernor's Ships are allowed to move through a half Wormhole, since he has the Wormhole Generator Technology. Vernor and Iain had earlier established Diplomatic Relations, now broken by Vernor's attack. Both return the Ambassador Tile to the owner. The cube on the tile is placed on any of the owner's Population tracks. Vernor also takes the Traitor token. No-one may establish Diplomatic Relations with him as long as he holds it. Also, if he retains the token until the end of the game, he will be given a -2 Victory Point penalty.



It is **Alastair's** turn. He passes and flips his Summary Card over.

Ken chooses **INFLUENCE**. He is allowed to move two Influence Discs, and he decides to take back the discs from the two "empty" hexes (the hexes without Population Squares have little use besides their VP value). One disc [20] goes to the uncontrolled hex with two Population Squares and the other [21] back to his Influence Track. After this, he flips two Colony Ships face up. He immediately uses the Ships again, flipping them face down and placing two Population Cubes to his hexes [22].

Iain, having passed, may only do a **REACTION**. He decides that the three Interceptors in the hex are not enough against Vernor's attack, so he chooses **MOVE** (placing the Influence Disc on the Action track on his Summary Card [23]) and moves one Cruiser to the contested hex [24]. Reaction only allows one Move, so his turn is now over.

Vernor chooses **MOVE** and moves one more Interceptor and one Cruiser to the contested hex [25]. The Cruiser moves two hexes, allowed by its Fusion Drives.

Alastair doesn't feel the need to React and passes. **Ken** also passes, and so do **Iain** and **Vernor**. As all players' Summary Cards are now dark side up, the Action Phase ends immediately and Combat Phase begins. There is one battle to be resolved, between Iain and Vernor. (See *combat example* on pages 22–23.)

COMBAT PHASE

In the Combat Phase, battles are resolved. A battle will take place if a hex is occupied by more than one party (a party being either a player, the Ancients or the GCDS). If there is a battle in more than one hex, the battles are resolved in descending numerical order of the hexes (printed on one corner of each hex). The Center hex has the lowest number and will thus always be resolved last.

If a hex contains more than two parties, battles are first resolved among the players' Ships with the sole surviving player then engaging the Ancients or the GCDS in battle.

If the hex contains more than two players' Ships, battles between players are resolved two players at a time, in reverse order of entry into the hex.

Therefore, the two players who last entered the hex will battle each other first and the surviving player will then battle the player who entered before the two. The survivor of that battle will fight the next player in reverse order of entry and so forth. The last surviving player will battle the Ancients, if any.

In the example on the right, the Red player is already in the hex. Green moves there first, and then Blue. Green and Blue will battle first, and Red will then battle the survivor.

If the hex already has an Influence Disc and is thus controlled by a player, that player is always considered the defender and will fight last regardless of the entry order, even if his Ships actually moved there last.

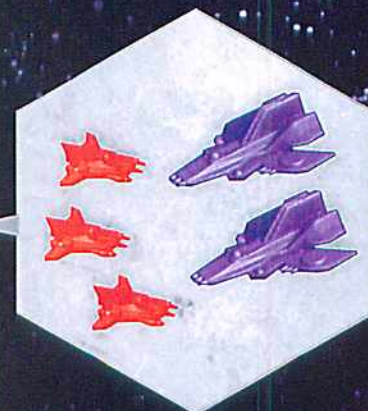
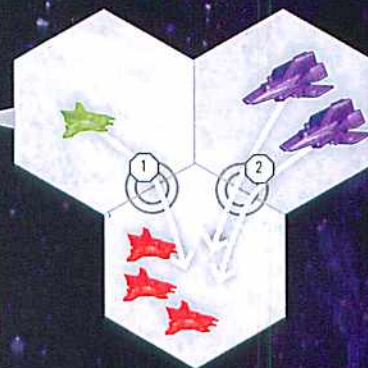
MAIN CONCEPT Each Ship type (Interceptor, Cruiser...) of each player are activated in Initiative order. The Ship type with the highest Initiative goes first. All Initiative ties are resolved in the defender's favor. The defender is always the player who has an Influence Disc on the hex. In the case of a hex with no disc, or a hex with more than two players, the defender is the player who moved there first.

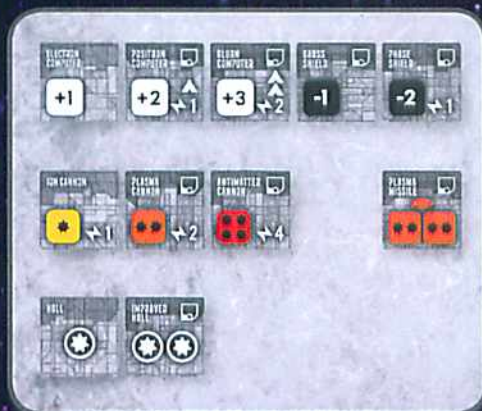
In the example on the right, the Red Interceptor's Initiative is 6: 2 for the Ship's default Initiative, +2 for the Computer and +2 for the Drive. The Blue Dreadnought's Initiative is 3: 0 for the Ship's default Initiative +1 +1 +1 for the three Drives.

You simultaneously roll dice for all your Ships of one type. Which dice are rolled is determined by the number of Ships and by the weapons they carry: for each die symbol in your Ship's blueprint, you are allowed to roll one die of the corresponding color. The dice of different colors allow you to roll for all the weapons in your Ships of the same type simultaneously. After rolling, you choose which enemy Ship you assign each die to (see combat example on pages 22–23). Several dice may be assigned to the same target.

In the example on the right (using the ship blueprints above), the Red player would roll three yellow dice, one for the Ion Cannon on each of his Interceptors. Blue would roll two yellow dice and two orange dice.

COMBAT PHASE





HITTING Rolling a 6 is always a hit and rolling an 1 is always a miss, regardless of any bonuses the Ships may have. For other die results, add the value of your Computers to the die roll and subtract the value of the target's Shields. If you end up with a value equal or greater to 6, the die is a hit.



DAMAGE Different weapons do a different amount of damage when they hit. Ion Cannon (yellow die) inflicts 1 damage, Plasma cannon (orange die) 2 damage and Antimatter Cannon (red die) 4 damage. The amount of damage a cannon inflicts is presented by ★ star symbols on the weapon tile.

COMBAT PHASE

By default, one point of damage will destroy a Ship. Each ★ Hull symbol on Ship Parts will absorb one point of damage. So, if a Ship has two Improved Hull parts, it will be destroyed by the fifth point of damage. Damage from one die (eg. Plasma or Antimatter Cannons) may not be split to several targets.

If a Ship sustains damage but is not destroyed, mark the damage by placing Damage Cubes next to the Ship.

ANCIENT SHIPS Each Ancient Ship has:

2 x Ion Cannon
Electron Computer
Hull
Initiative 2



GALACTIC CENTER DEFENSE SYSTEM The GCDS has:

4 x Ion Cannon
Electron Computer
7 x Hull
Initiative 0



FIGHTING THE ANCIENTS AND THE GCDS One of the other players rolls the dice for the Ancients and the GCDS. If possible, the dice are assigned so that your Ship(s) are destroyed, the largest possible first. If no Ships can be destroyed, the dice should be assigned to inflict as much damage as possible.

COURSE OF BATTLE

Every battle begins with Ships firing their Missiles (if any) **once** and continues with **repeated Engagement rounds** until only one of the sides remains in the hex.

MISSILES All Ship types of each player equipped with Missiles fire their Missiles in Initiative order. You roll two orange dice for each Missile Ship Part.



ENGAGEMENT ROUND Each Ship type of each player is activated in Initiative order. Each Ship type of a player may on its turn decide to either **attack** or **retreat**.

RETREAT If you decide to retreat one of your Ship types, all Ships of that type must **on their next turn** (on the next Engagement round) move to a neighboring hex where **you have an Influence Disc and which has no enemy Ships**. The normal Wormhole movement rules must be followed (see an example below). Retreating Ships may be shot at.

The Engagement round is repeated until one of the sides has been completely removed from the hex. Then the players return the destroyed Ships to their owners.

STALEMATE If a battle ends in a situation where it's not possible for either player to destroy the other (this only happens when all ships in a battle have only Missiles), the attacker may retreat. If not, his ships are destroyed.

ATTACKING POPULATION After all battles have been resolved, the remaining Ships may attack the population in the hex. Each Ship may attack once with all of its Cannons (Missiles may not be used), using the normal rules to hit. Population is considered not to have any shields. **Each point of damage destroys one Population Cube of your choosing.** If you have the Neutron Bombs Technology, you may destroy all the Population Cubes from the hex without rolling any dice.

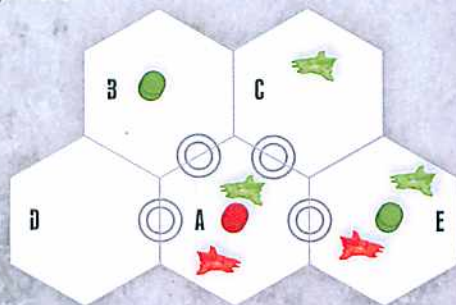


Destroyed cubes are returned to the defeated player's Graveyards of the corresponding color. The cubes are returned to their respective Population Tracks in Cleanup Phase (see page 24). If a cube is destroyed from a gray (wild) square, the owner may choose which Graveyard it goes to. Destroying Population Cubes does not grant Reputation Tiles (see next page).



Orbitals and Monoliths may not be attacked, nor are they ever removed from the hex. The population on the Orbital must be destroyed the same way as the other Population Cubes.

RETREAT EXAMPLE The **Green** Interceptor decides to retreat from hex A. It may retreat to hex B (only his own disc) but not to C (only his own Ship), D (empty) or E (contains an enemy Ship). **Red** cannot retreat anywhere.



ATTACKING POPULATION EXAMPLE The **Red** Interceptors attack Blue's population once with their Ion Cannons, rolling three yellow dice. Two dice hit (6 is always a hit, and $3+3=6$), but the third one misses. **Red** removes two of Blue's cubes, but since at least one of the cubes stays on the hex, so does the Influence Disc.



REPUTATION TILES

BATTLE		
INTERCEPTOR		
STARBASE		
CRUISER		
DREADNOUGHT		
ANCIENT		
GCDS		
MAX		

REPUTATION TILE DISTRIBUTION

4	x5
3	x7
2	x9
1	x11

REPUTATION TILES After all battles in a hex have been resolved, each involved player draws Reputation Tiles from the bag as follows:

- 1 tile for taking part in one or more battles
- 1 tile for each opposing Interceptor, Starbase and Ancient Ship destroyed
- 2 tiles for each opposing Cruiser destroyed
- 3 tiles for each opposing Dreadnought destroyed
- 3 tiles for the Galactic Center Defense System destroyed

You may not draw more than five tiles. Choose one of the tiles and place it face down on your Reputation Track. Put the rest of the tiles back in the bag. If the track is full, you may return any of your Reputation Tiles (including the one you just drew or one from the track) in the bag. The tiles are drawn in the order the players entered the hex, so that the player who first entered the hex will draw all his tiles first.



RETREAT PENALTY If all of your remaining Ships retreat from the hex, you get no Reputation Tiles for taking part in the battle, but you still get tiles from destroyed enemy Ships.

INFLUENCING HEXES If a hex has no population after all battles have been resolved and you have at least one Ship there, remove the previous controller's Influence Disc (returning it to his Influence Track). After this, you may place your own Influence Disc there. Also, if your Ship is in a hex without an Influence Disc after the Combat Phase, you may place a disc there.

REPAIR DAMAGE At the end of the Combat Phase, all the Damage Cubes are removed from the Ships.

PLAYER ELIMINATION In the unlikely event that you lose all of your Influence Discs and Ships from the game board, you may no longer place Influence Discs on hexes. You may continue to produce Resources each round (note that you get a minimum of 2 of each Resource, even if you do not have any Population Cubes on the board) and take Research actions, which may still grant a few Victory Points. It is very unlikely that your score will be high, as just the hexes will often grant you over 10 Victory Points. You may also give up the game, counting your score and returning all your game components to the game box.

COMBAT EXAMPLE

Iain and Vernor are engaged in battle. Iain is the defender.

The combat begins with the **PLASMA MISSILES**.

Iain will roll two orange dice for the Plasma Missiles in each Interceptor, hitting with a roll of 6.

Vernor will roll two orange dice for the Plasma Missiles in each Interceptor, hitting with a 6, and two orange dice for the Plasma Missiles in the Cruiser, hitting with a 6.

The Initiative order is:

- Vernor's Interceptors
Initiative 4 (Ship default 2 + Fusion Drive 2 = 4)
- Iain's Interceptors
Initiative 3 (Ship default 2 + Nuclear Drive 1 = 3; defender first)
- Vernor's Cruiser
Initiative 3 (Ship default 1 + Fusion Drive 2 = 3)

[1]: Vernor rolls 6, 6, 5, 4, 3 and 2 for the Plasma Missiles in his Interceptors. He decides to assign the 6's to Iain's two Interceptors. The rest of the rolls are misses. Iain's Interceptors both receive two points of damage from the Plasma Missile and are destroyed. Vernor takes the Ships and puts them next to his Player Board.

[2]: Iain rolls 6 and 6 for the Plasma Missiles in his remaining Interceptor. He assigns one 6 to one of the Interceptors and the other 6 to the Cruiser. Vernor's Interceptor receives two points of damage and is destroyed. Iain takes the Ship and puts it next to his Player Board. Vernor's Cruiser receives two points of damage, which is not enough to destroy it. Vernor places two damage markers next to the Cruiser.

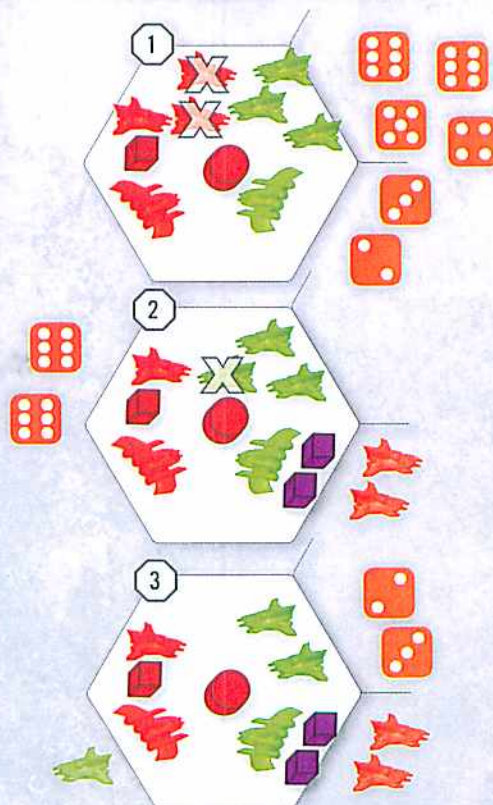
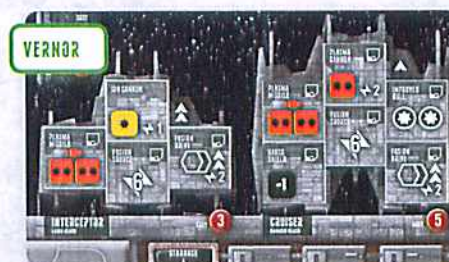
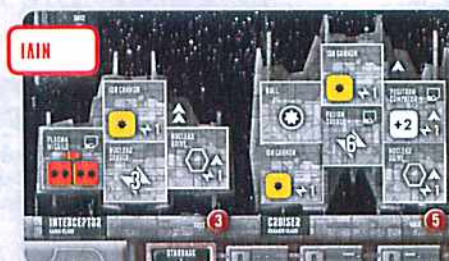
[3]: Vernor then rolls 3 and 2 for the Plasma Missiles in his Cruiser, which result in misses.

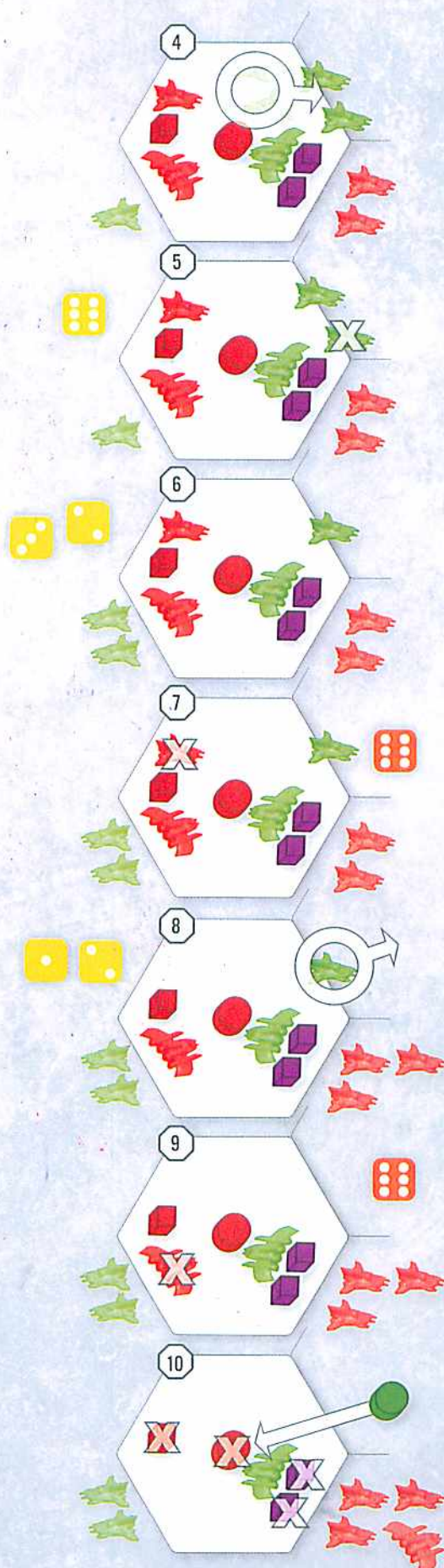
The battle continues with **ENGAGEMENT ROUNDS**.

Iain now has one Interceptor and one Cruiser left. Vernor has two Interceptors and one Cruiser.

In the combat, Iain's Interceptor attacks with one yellow die that hits either type of Vernor's Ships with a roll of 6. Iain's Cruiser attacks with two yellow dice, hitting Vernor's Interceptors (which have no shields) with a roll of 4 or higher, and Vernor's Cruiser with a roll of 5 or higher (Gauss Shield subtracts 1 from each die assigned to it).

Vernor will roll one yellow die for the Plasma Cannon in each Interceptor, hitting either of Iain's Ships with a roll of 6, and one orange die for the Ion Cannon in the Cruiser, hitting either Ship with a roll of 6.





The Initiative order is:

- Vernor's Interceptors
Initiative 4 (Ship default 2 + Fusion Drive 2 = 4)
- Iain's Interceptor
Initiative 3 (Ship default 2 + Nuclear Drive 1 = 3; defender first)
- Iain's Cruiser
Initiative 3 (Ship default 1 + Nuclear Drive 1 + Positron Computer 1 = 3; defender first)
- Vernor's Cruiser, Initiative 3 (Ship default 1 + Fusion Drive 2 = 3)

[4]: Vernor decides to retreat the Interceptors, moving them between the current hex and the hex he wants to retreat to.

[5]: Iain attacks with his Interceptor and rolls for the Ion Cannon: 6. He assigns the 6 to one of the retreating Interceptors, destroying it. He places the destroyed Ship next to his Player Board.

[6]: Iain attacks with his Cruiser and rolls for the Ion Cannons: 3 and 2, both misses.

[7]: Vernor attacks with his Cruiser and rolls for the Plasma Cannon: 6, which he assigns to one of the Interceptors. It is destroyed and Vernor puts it next to his Player Board.

The first Engagement round ends and next begins.

[8]: Vernor's remaining Interceptor retreats, moving to the neighbouring hex. Iain attacks with his Cruiser and rolls for the Ion Cannons: 1 and 2, misses.

[9]: Vernor attacks with his Cruiser and rolls a 6. He assigns it to the Cruiser, which receives two points of damage and is destroyed. Vernor places the destroyed Ship next to his Player Board.

[10]: The battle ends, as Iain's final Ship is destroyed. As there are no more enemy Ships in the hex, Vernor may now attack Iain's Population Cubes. He rolls a 6 for the Ion Cannon in his Cruiser, destroying Iain's Money Population Cube. The cube goes to Iain's Graveyard. As this was Iain's last cube on the hex, he also has to remove his Influence Disc, returning it to his Influence Track. Vernor may now place his own Influence Disc in the hex and does so. He also removes the Damage Cubes from his Cruiser.

Players return the destroyed Ships to each other and draw Reputation Tiles. Iain draws a total of three tiles: one tile for the battle, and two tiles for the two destroyed Interceptors. He looks at them and keeps the highest one, returning the rest to the bag. Vernor then draws five tiles: one tile for the battle, two tiles for the two destroyed Interceptors and two tiles for the destroyed Cruiser. Note that he only draws five tiles, even though he destroyed three Interceptors, as the maximum amount you may draw is five. He looks at the tiles and keeps the highest one, returning the rest to the bag.

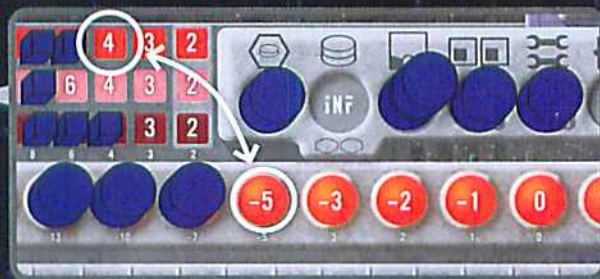
All battles have been resolved, so Combat Phase ends and Upkeep Phase begins.

UPKEEP PHASE

COLONY SHIPS First, you may activate one or more of your remaining Colony Ships (see *Colony Ships* on page 8) and move Population Cubes to hexes.



CIVILIZATION UPKEEP Collect your Income and pay your Civilization Upkeep cost. This is done by comparing your positive Money Income (the highest exposed number on your Money Population Track) with your Influence Cost for that turn (the highest exposed number on your Influence Track). The adjust your Money Storage marker on the Storage Track by this net amount (upwards by any excess Income and downwards by any deficit).



UPKEEP PHASE

BANKRUPTCY? The Money storage marker may not move below zero; if that would happen, you must give up control of some of your sectors by removing Influence Discs from the hexes and return them on your Influence Track until the Influence Cost is small enough, or trade other Resources (Science and Materials) for Money. All Population Cubes from these hexes are moved to their respective Population tracks on your Player Board. Note that if you have to return Money cubes from the hex, they return to the Money Population track, reducing the Income as well.

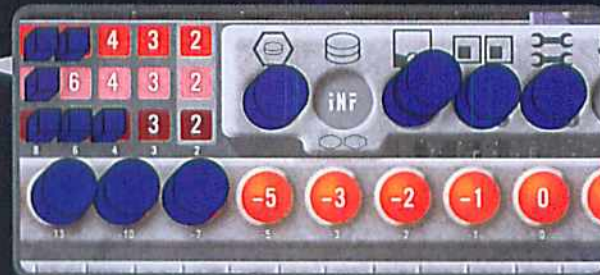
TRADE At any time, you may convert 2 units of one Resource (Money, Science or Materials) to 1 unit of any other.

Note that only Terrans have a 2:1 Trade rate. The rate depends on the species you play.

CLEANUP PHASE

In the unlikely event that you do not have enough Influence Discs to remove, your civilization has collapsed and your game ends here. Count your score and return all your game components to the game box.

In the example on the right, the Blue player's Income is 4 and Upkeep is -5. As the sum of these is $4 - 5 = -1$, he must pay 1 Money from his Storage. If he doesn't have Money in the Storage, he must either trade other resources to Money or return one Influence Disc from his hexes to the Influence Track. Returning a disc would bring the Upkeep to -3, which would bring the sum to $4 - 3 = 1$. He would then add 1 Money to his Storage.



SCIENCE AND MATERIALS PRODUCTION After paying the Civilization Upkeep cost, collect the Science and Materials Production and move the Storage Markers on the Storage Track accordingly. In the example on the right, Blue would collect 6 Science and 3 Materials.

CLEANUP PHASE

Draw new Technology Tiles (according to the number of players) from the bag and place them on their respective spots on the Supply Board.

Each player moves all the Influence Discs from his Action Track back to his Influence Track and all cubes (if any) from the Graveyards to the respective Population Tracks. If a Population Track is full, the cube must be moved to an another track.

Then each player flips all his Colony Ships face up and the Summary Card the Action overview side up.

Move the Round Marker one step forward. A new round begins with the Action Phase.

NEW TECH TILES

- 2 players: 4
- 3 players: 6
- 4 players: 7
- 5 players: 8
- 6 players: 9

GAME END

The game ends after the 9th round. The player with the most Victory Points is the winner.

VICTORY POINTS are gained from:



- Reputation Tiles (1–4 VP per tile)
- Ambassador Tiles (1 VP per tile)
- Hexes with an Influence Disc (1–4 VP per hex)
- Discovery Tiles (2 VP per tile that was kept VP side up)
- Monoliths on own hexes (3 VP per Monolith)
- Progress on the Technology Tracks:
4 Technology Tiles on a track = 1 VP,
5 tiles = 2 VP, 6 tiles = 3 VP, 7 tiles = 5 VP
- Traitor Card (–2 VP!)
- Species bonuses

In case of a tie, the total amount of Resources (Money, Science and Materials) in each tied player's Storage is the tie breaker.

GAME END

TWO PLAYER GAME

The two player game is strategically slightly different from the multiplayer game. Players should also be advised that the Descendants and Planta benefit from their species-specific fast expansion capabilities and are thus stronger than other species in a two-player setting. It is recommended not to use these species in a two player game.

TWO PLAYERS



ERIDANI EMPIRE



Epsilon Eridani, the capital system of the Empire in its heyday, was a sight yet unrivalled: whole moons – some records claim even planets – were shaped to celebrate the might and wisdom of the Forever Emperor. Their wealth was beyond anything ever documented. Yet, after surviving through what they call the Silent Era, the Empire has been reduced to rubble. The resources of the capital system have been depleted and most of their power disintegrated, yet the Heirs have not given up hope. The new dawn may rise in the uncharted systems.

DIFFERENCE FROM TERRANS



Draws two random Reputation Tiles in the beginning of the game



→ With the Move action may move up to two Ships, or one Ship twice

Two Influence Discs less (leave two right-most Influence Track circles empty)



Reputation Track

Different Ship blueprints

Initial Technologies: Gauss Shield, Fusion Drive, Plasma Cannon

3 → 1 Trade rate 3 : 1

Starting Storage:



222 Starting Sector number

HYDRAN PROGRESS



Never satisfied, never complete – the Progress are ever striving further. The Hydrans have long since embraced technology as their main interest, constantly evolving and augmenting their society and even themselves with new inventions. The speed of their technological progress is unparalleled among the Seven. Although very difficult to access by the layman, the universities and laboratories of Beta Hydri are held in very high esteem by the scientists species-wide.



With the Research action may buy two Technologies



→ With the Move action may move up to two Ships, or one Ship twice



Reputation Track

Initial Technologies: Advanced Labs

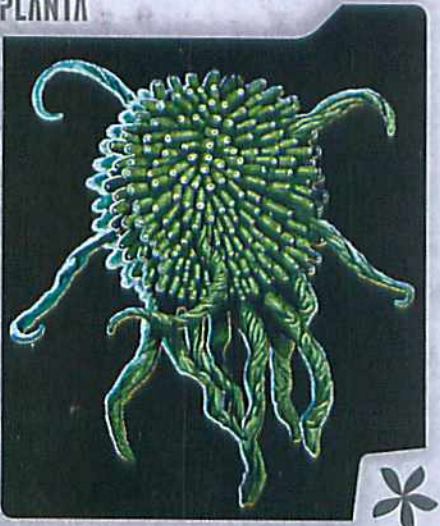
3 → 1 Trade rate 3 : 1

Starting Storage:



224 Starting Sector number

PLANTA



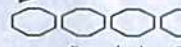
Even though they are by far the most different species of the Seven, the Planta have long been a steady Council member. Being a moss-like species with a distributed sentience, their intentions are sometimes difficult to decipher. After overgrowing most of the planets and moons in the Cygnus system, they seem to be content in just expanding their lush growth in new systems, fully co-operating with the other species, who mostly regard them as harmless companions. The Planta are phenomenal navigators, which makes them very respected in interspecies trading vessels.



With the Explore action may explore two hexes



→ With the Move action may move up to two Ships, or one Ship twice



Four Colony Ships



Population Cubes are automatically destroyed by an enemy Ship at the end of the Combat Phase



1 / 1 extra VP for each controlled hex at the end of the game



Reputation Track

Different Ship blueprints

Initial Technologies: Starbase

3 → 1 Trade rate 3 : 1

Starting Storage:



226 Starting Sector number

PLAYER BOARDS The species' abilities are marked on the Player Boards with these symbols.

DESCENDANTS OF DRACO



The Descendants are rumoured to be directly related to the Ancients. While there is no concrete proof on this, the statistics show that the survival ratio in the Descendant-Ancient contact is significantly higher for the Descendants than the other Seven. Hailing from the Draco system, the Descendants are a somewhat elusive species. While they are a fully recognized member of the Galactic Council, their Ambassadors still often cause discomfort among the other species.

DIFFERENCE FROM TERRANS

- May not battle Ancient Ships, but may place Influence Discs in hexes containing them; may not collect the Discovery Tiles from the Ancient hexes
- With the Explore action may turn 2 hexes and choose one, or discard both
- With the Move action may move up to two Ships, or one Ship twice
- 1 VP per Ancient Ship left on the game board at the end of the game
- Reputation Track
- Trade rate 3 : 1
- Starting Storage:
 2 4 3
- 228 Starting Sector number

MECHANEMA



After a long and difficult process, the Mechanema have only recently been accepted as a full member of the Council. Although they have been proven sentient in every legal way defined by the other Seven, and the Auriga system has been assigned as their sovereignty by the Council, there are still occasional disputes on the matter. The birth of the species dates back in the early days of the Galactic Center, when the artificial intelligences of various species were allowed to integrate. The Mechanema are quite respected for their technological advancements – in fact, the basic Ship types now commonly used among the spacefaring races were originally designed by them.

- With the Upgrade action, may take up to 3 Ship Part Tiles from the Supply Board
- With the Build action, may build up to three Ships or Structures
- With the Move action may move up to two Ships, or one Ship twice
- Cheaper Building costs
- Reputation Track
- Initial Technologies: Positron Computer
- Trade rate 3 : 1
- Starting Storage:
 3 3 3
- 230 Starting Sector number

ORION HEGEMONY



The Hegemony originally hails from the Orion system, but their fleets are known to have actively patrolled the general volume since the early times. The tragedy that fell upon the Terran Federation Dreadnought "Juri Gagarin" and its accompanying fleet may well have been due to a grave misunderstanding in interspecies communication – plausible enough in a mutual First Contact. The long war that followed and their seemingly overwhelming military power gave the Hegemony their commonly used name. After the peace was established and the interspecies collaboration took its first steps with the creation of the original Galactic Center, the Hegemony has now been recognized as a benevolent species, and their past as a ruthlessly efficient war machine has been reduced to a historical side note.

- Starts with a Cruiser instead of an Interceptor
- With the Move action may move up to two Ships, or one Ship twice
- Reputation Track
- Different Ship blueprints
- Initial Technologies: Neutron Bombs, Gauss Shield
- Trade rate 4 : 1
- Starting Storage:
 3 3 5
- 232 Starting Sector number

TERRAN FACTIONS

Although the species is still known as the Terrans, its different factions have long since left their home system and now call new, distant systems their home. After the wormhole drive technology was discovered, the six main factions set out to colonize the nearby systems, leaving the ruined and dying home planet behind. The Terrans have proven to be a surprisingly adaptable and versatile species. After surviving the near-disastrous First Contact and the subsequent war with the species they named the Hegemony, they have made rather steady development and are now more or less unanimously regarded as a reliable member of the Galactic Council. The main drawback of the Terran society, and probably the reason prohibiting them to rise to true greatness, is their inherent need to squabble and form miniature factions amongst themselves.

TERRAN DIRECTORATE



The Directorate governs the Procyon sector with a strong hand. A seat in the Inner Circle is only given to the very best, carefully chosen (and rumouredly even genetically programmed) to continue the line of the Directors. While there may be power struggles behind the scenes, the Directorate is determined to lead the rather well-off civilization toward a great future.

TERRAN FEDERATION



Terran Federation consists of numerous state systems with relatively similar ideals and histories. The Altair system is considered to be the most important of them, and it houses the Federal Parliament. The state systems enjoy quite a lot of freedom in their government, but in time of need they work efficiently together to protect the Federation.

TERRAN UNION



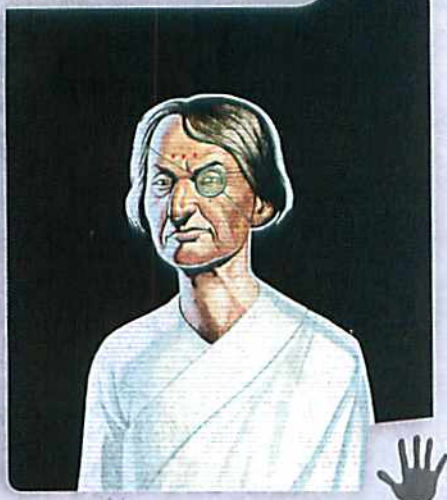
After the long diaspora, the Terran Union settled in the Eta Cassiopeiae system. Despite occasional internal struggles, the Union has stood tall during hard times, often through strong diplomatic efforts and by staying carefully neutral. This may soon change, however, as the home system will not be able to provide for the whole civilization..

TERRAN REPUBLIC



After having set their home in the Sirius system and doing their part in the Hegemony war, the people of the Terran Republic have built a democratically ruled society, enjoying a relatively stable and prosperous life.

TERRAN CONGLOMERATE



Unlike the other Terran factions, the Conglomerate was originally fully backed by corporations eager to invest in the deep space colonies. This is still reflected in the society all the way from the Board, the highest governmental body of the Conglomerate, to the most mundane details of life in the Tau Ceti system. The Conglomerate is a financial powerhouse and one of the key players in the Galactic Center business.

TERRAN ALLIANCE



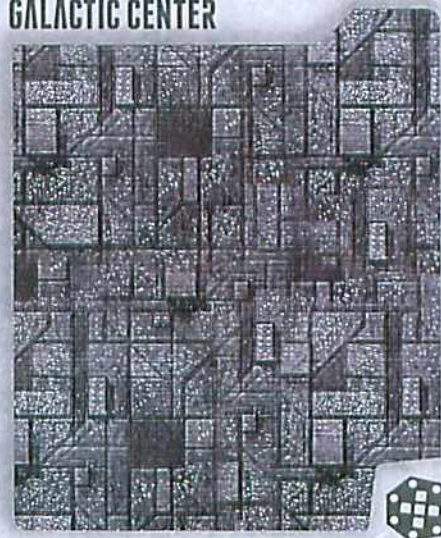
The Alliance was a major force in the Terran-Hegemony War, after the already dissolving faction united against the common enemy. After the decisive victory in the Battle of Delta Pavonis (33.142) and driving the Hegemony fleet out of the sector, the Alliance made Delta Pavonis their home system. They have come a long way since then, but the old treaties are still in effect and the Alliance holds strong.

ANCIENTS



There are no reliable documents regarding the seclusion of the Ancients. Most theories are based on the relics found in the systems believed to have been colonized by them. Some of the discoveries possess qualities previously unknown in the Galactic Library, but there is no solid theory on who or what the Ancients were, nor where they disappeared. Interestingly enough, folk tales of several different species allude to a similar, old evil. Recent messages from various sectors report of multiple contacts with something described as "Ships unlike any known design, with an unsettling feeling of Something hovering outside your field of vision" (Interceptor "Delirium of Disorder", Lambda Serpentis system, 43.393).

GALACTIC CENTER



Established at the end of the Terran-Hegemony War (30.027-33.364), the awkwardly named Galactic Center has since become the contact hub of known spacefaring species. Evolved around the diplomatic Ships that negotiated the peace (Terran Interceptor "Shelter from the Storm" and Hegemony Dreadnought "Viewpoint Adjustment"), the conglomerate of Ships and habitats is now the home for billions of entities, housing both the Galactic Council and the Library of the Galactic Center. The Council has representatives from the major species known colloquially as the Seven. While the Galactic Center acknowledges all the lesser spacefaring species as equals, only the Seven have a formal position in the Council. The minor species do occasionally play their part in the Council power struggles.

Even in times of fledgling peace, when alliances shatter and hasty diplomatic treaties are made, the Galactic Center is considered a demilitarized zone and protected by heavy defenses.

FREQUENTLY ASKED QUESTIONS

Q: Where can I get more Resources?

A: Place Influence Discs on sector hexes and use Colony Ships to move your Population Cubes on the Population Squares. Research the Advanced Technologies to be able to use the Advanced Population Squares. Build Orbitals to get more Population Squares. Collect Discovery Tiles.

Q: What do I need Money for?

A: You need Money to pay for the Upkeep of your civilization. The more actions you take and more sectors you control, the more you have to pay each round.

Q: That's all?

A: Yes. Well, you can also trade Money for other Resources, and vice versa.

Q: I don't have enough Influence Discs to do everything I want to. What now?

A: You can use the Influence action to return up to two discs from the sector hexes to your Influence Track. You can also research Advanced Robotics and Quantum Grid Technologies, which give you more discs. Finally, you often can deliberately bankrupt your civilization, by using more discs than you can pay for in the Upkeep Phase, and thus be required to return some of the discs from the sectors to your Influence Track.

Q: The best Technologies are terribly expensive. How can I ever afford them?

A: Having Technologies of the same category increases the discount you get when buying more. If you buy the Technologies in increasing price order, you get the maximum benefit of the discounts.

Q: My precious Ships keep getting blown to pieces. How can I win more battles?

A: You have an advantage if you get to shoot first, cannot be hit or can take some beating. Buy better Drives and Computers to increase your Initiative, and Missiles to attack before the close range combat. Buy Shields to render the opponent's Computers useless. Buy Hull parts to withstand more hits. Collect Discovery Tiles to get unique, powerful Ship Parts.

Q: Aren't Interceptors too small to be of any use?

A: Not really. For example, try upgrading them with a better energy source and they can pack quite a punch. They often work best when specialized somehow.

Q: Are the Shields of any use if my opponents don't have Computers?

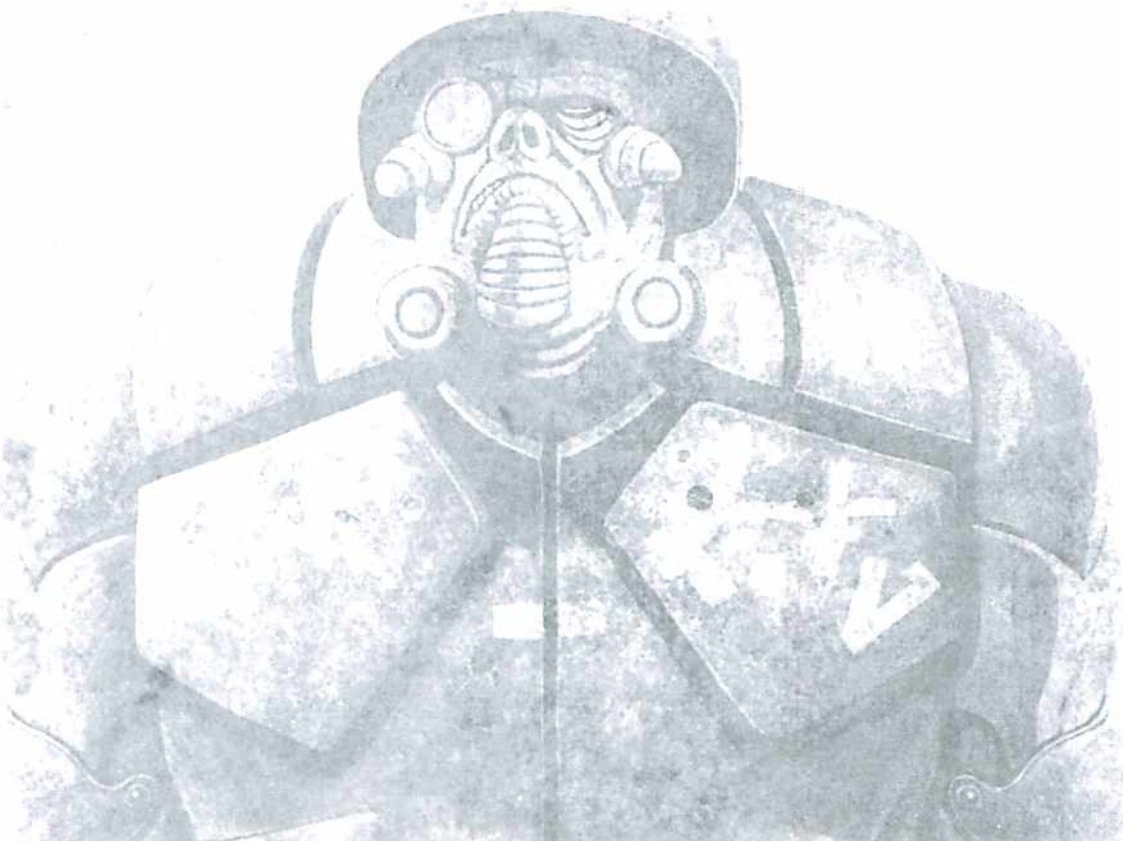
A: No. Then again, if they don't have Computers, they most likely won't hit you anyway. Use that to your advantage.

Q: What is the benefit of being the first player?

A: You get the first pick on the researching Technologies and exploring empty areas. You also often get to be the first player in a contested hex, giving you the edge on Initiative ties.

Q: If I have the Gluon Computer Technology, can I take Positron Computer Ship Parts?

A: No. Each Ship Part (apart from the default ones, ie. Ion Cannon, Nuclear Drive, Nuclear Source, Hull and Electron Computer) requires its own Technology.





MILITARY TECHNOLOGIES



Neutron Bombs You may destroy all the Population Cubes from the hex without rolling any dice.



Starbase You may Build Starbases.



Plasma Cannon You may Upgrade **PLASMA CANNON** Ship Parts.



Phase Shield You may Upgrade **PHASE SHIELD** Ship Parts.



Advanced Mining You may place Population Cubes in the advanced Materials squares with your Colony Ships.



Tachyon Source You may Upgrade **TACHYON SOURCE** Ship Parts.



Plasma Missile You may Upgrade **PLASMA MISSILE** Ship Parts.



Gluon Computer You may Upgrade **GLUON COMPUTER** Ship Parts.



GRID TECHNOLOGIES



Gauss Shield You may Upgrade **GAUSS SHIELD** Ship Parts.



Improved Hull You may Upgrade **IMPROVED HULL** Ship Parts.



Fusion Source You may Upgrade **FUSION SOURCE** Ship Parts.



Positron Computer You may Upgrade **POSITRON COMPUTER** Ship Parts.



Advanced Economy You may place Population Cubes in the advanced Money squares with your Colony Ships.



Tachyon Drive You may Upgrade **TACHYON DRIVE** Ship Parts.



Antimatter Cannon You may Upgrade **ANTIMATTER CANNON** Ship Parts.



Quantum Grid You receive two additional Influence Discs, placed immediately on your Influence Track.



NANO TECHNOLOGIES



Nanorobots You may Build one additional Ship or Structure.



Fusion Drive You may Upgrade **FUSION DRIVE** Ship Parts.



Advanced Robotics You receive one additional Influence Disc, placed immediately on your Influence Track.



Orbital You may Build Orbitals.



Advanced Labs You may place Population Cubes in the advanced Science squares with your Colony Ships.



Monolith You may Build Monoliths.



Artifact Key You must take 5 Resources of one type for each Artifact on your hexes.



Wormhole Generator You may Explore, Influence and Move through a hex edge that has a Wormhole on just one side.

PREPARATIONS



Technology Tiles on Supply Board

Players Tiles 12 14 16 18 20



Outer Sector hex stack

Players Tiles 5 10 14 16 18

ACTION PHASE

Starting from start player and going clockwise: take an Action or Pass

- EXP** Explore – place a hex next to a hex where you have a disc or a Ship, may discard
- INF** Influence – move Influence Discs and flip Colony Ships face up
- RES** Research – take a Technology, pay Science
- UPG** Upgrade – discard and take Ship Parts
- BUI** Build – build Ships or Structures in hexes where you have a disc, pay Materials
- MOV** Move – move Ships; may move same or different

At any time during action, you may use Colony Ships

Turn Summary Card dark side up when passing

After passing, you may only do Reactions (**MOV**, **BUI** or **UPG** — weaker actions)

COMBAT PHASE



Resolve battles in descending hex order

Score of 6 or more is a hit; a roll of 6 is always a hit, roll of 1 is always a miss

If a hex contains more than two sides, battles resolved in reversed entry order

GCDS, Ancients and player controlling the hex always battle last

Draw Reputation Tiles once per hex, keep one, placed on track

- 1 Tile for taking part in a battle (not if your last Ships retreated)
- 1 Tile for each opposing Interceptor, Starbase & Ancient destroyed
- 2 Tiles for each opposing Cruiser destroyed
- 3 Tiles for each opposing Dreadnought destroyed
- 3 Tiles for the Galactic Center Defense destroyed

UPKEEP PHASE

May use remaining Colony Ships

Pay Upkeep and receive Production

CLEANUP PHASE

Return Influence Discs from Action Track to Influence Track



Draw new Technology Tiles from bag

Players Tiles 4 6 7 8 9

GAME END SCORING

Reputation Tiles
1–4 VP per tile

Ambassador Tiles
1 VP per tile

Hexes controlled
1–4 VP per hex

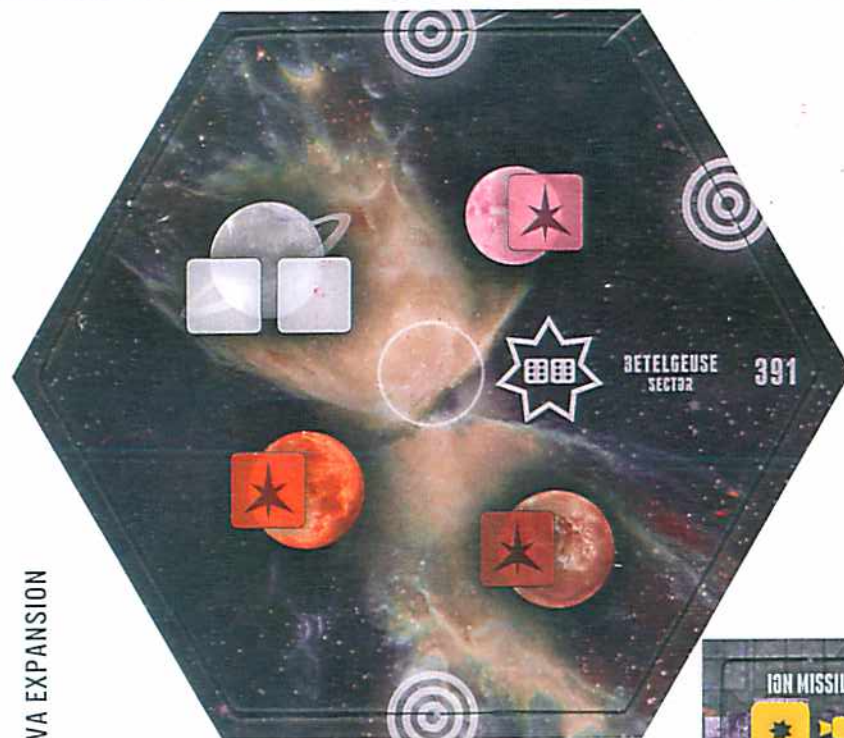
Discovery Tiles
2 VP per tile

Monoliths on controlled hexes
3 VP per Monolith

Progress on Technology Track
4 tiles on a track = 1 VP
5 tiles = 2 VP
6 tiles = 3 VP
7 tiles = 5 VP

Traitor Card
–2 VP

Species bonuses



ECLIPSE : SUPERNOVA EXPANSION

The Supernova is by its nature very unstable, and in constant risk of exploding. Technological advancement may help to keep the Supernova stable.

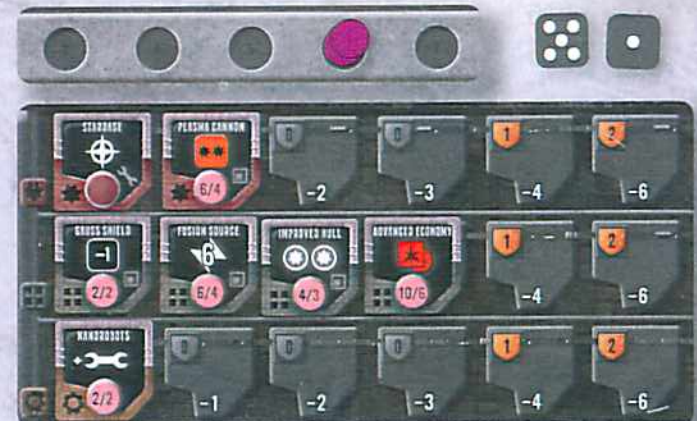
CONTENTS Two Supernova hexes and one Discovery Tile

PREPARATIONS Shuffle the two Supernova hexes with the other Outer Sector hexes before building the Outer Sector stack. Shuffle the Discovery Tile with the other Discovery Tiles.

RULES For each Supernova hex, roll two dice in the beginning of the Cleanup Phase. Add their values and the number of Technologies on the track where the hex owner has the least Technologies. If the hex does not have an Influence Disc, no Technology bonus is added.

If the result is **equal or less than the number of the current round**, the Supernova explodes. All ships and structures are removed from the hex, the Population cubes go back to the Population tracks, Influence disc goes back to the Influence track and the hex is flipped over. You may move to an exploded Supernova with the Wormhole Generator technology, using the normal rules.

EXAMPLE Iain has 2 Military Technologies, 4 Grid Technologies and 1 Nano Technology. It is round 6. Iain rolls 5 and 1, and adds 1 for the Technologies. The result is 7, just barely over the current round number, so the Supernova stays intact.





ECLIPSE

RISE OF THE ANCIENTS

EXPANSION RULES



RISE OF THE ANCIENTS

The Seven are still struggling with their efforts to dominate the galaxy. While the conflict escalates, the leaders receive discomforting reports from the newly discovered sectors, from Sigma Hydrae to Theta Ophiuchi. The systems previously thought to be empty are suddenly swarming with Ancients – whole worlds of them, with ship capabilities way beyond anything seen before.

They are not willing to negotiate.

The former adversaries need to find allies among themselves to face the rising threat. At the same time new factions are trying to get a foothold on the galaxy and even overthrow the Seven. The times are interesting indeed.

The Ancients are rising. Will your civilization rise above the others and emerge victorious?

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Publisher

© Lautapelit.fi 2012 >>> lautapelit.fi

Game rules and hexes use elements of images created by ESA/Hubble and released with their kind permission. **ECLIPSE** typeface is based on *Franchise* by Derek Weathersbee.

Thank You for ideas, playtests and advice

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x3
x3
x3
STORAGE
MARKER



STARTING



WARP



PLAY



RARE TECHNOLOGY
TILE



EXTRA REPUTATION
TILE



ALLIANCE
TILE



IDENTITY
wish to
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EXPANSION CONTENTS

This expansion introduces several new additions to the base game: **Ancient Homeworlds** and **Hives**, **Ancient Cruisers** and **Dreadnoughts**; **Rare Technologies** and **Developments**; **Warp Portals** and **Alliances**. There are also **four new alien species** to choose from – three unique ones and one identical species (*The Magellan*) on the flipside of the player boards.

The expansion is designed to be modular: **you can use all of these additions or just some of them** in any game of Eclipse, according to your play group's preferences and play style. Feel free to leave out even just single components you don't like.

The expansion contains components for additional players, allowing up to **nine players** in one session. To save your table space, the box also includes a Compact Supply Board that you can use instead of the original one.

GAME COMPONENTS

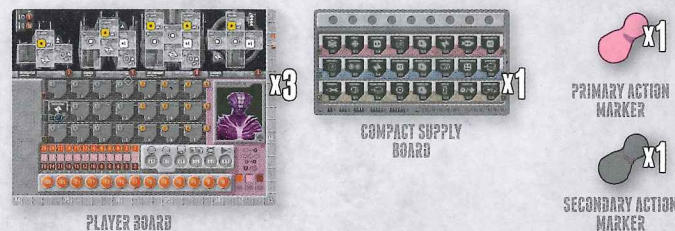
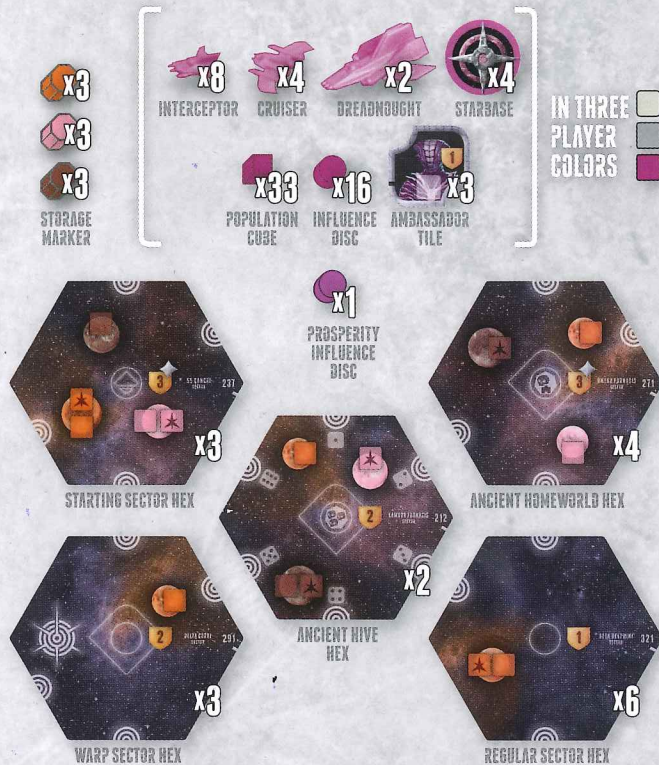
PLAYER MATERIALS In 3 player colors (natural, grey, magenta), one color for each player: 14 plastic spaceship miniatures (8 Interceptors, 4 Cruisers, 2 Dreadnoughts), 4 Starbase Tiles, 33 Population Cubes, 16 Influence Discs, 3 Ambassador Tiles

HEXES 18 Sector hexes: 3 Starting Sector hexes (#233–238), 4 Ancient Homeworld hexes (#271–274), 3 Warp Sector Hexes (#291, #393–394), 2 Ancient Hive Hexes (#212, #319), 6 regular sector hexes (#213, #320–324)

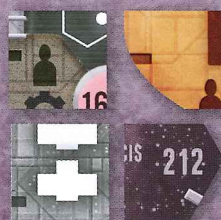
BOARDS 3 Player Boards, 1 Compact Supply Board (all two-sided)

TILES 10 Rare Technology Tiles, 18 Extra Technology Tiles, 9 Development Tiles, 9 Discovery Tiles, 8 Ancient Cruiser Tiles, 1 Ancient Dreadnought Tile, 9 Extra Reputation Tiles, 9 Colony Ship Tiles, 3 Summary Cards, 5 Info Cards, 1 Direction Card, 9 Alliance Tiles, 9 Shrine Tiles, 3 Shrine Bonus Tiles, 1 Warp Portal Tile, 1 Shellworld Tile, 72 Ship Part Tiles, 1 blank tile

MISCELLANEOUS 9 Storage Markers (3 each in orange, pink and brown), 1 Prosperity Influence Disc (purple), 1 Primary Action Marker (pink), 1 Secondary Action Marker (dark grey)



IDENTIFYING EXPANSION TILES If you wish to separate the expansion tiles from the base game ones, the relevant tiles are marked with a small notch symbol on one edge.



RARE TECHNOLOGIES

Rare Technology Tiles are acquired with the Research action. Some give you access to new Ship Parts, while some give new abilities. There is only one of each Rare Technology available (not including the species' starting Technologies).



RARE TECHNOLOGY TILE

PREPARATIONS Place all Rare Technology Tiles in the Technology bag.

DRAWING TECHNOLOGY TILES When drawing new Technology Tiles from the bag in the Setup or Cleanup Phase, place any Rare Technology Tiles you draw next to the Supply. They are ignored in the Technology Tile draw count, so **always draw as many regular Technology Tiles as the base rules say.**

BUYING RARE TECHNOLOGIES You may buy a Rare Technology Tile with the Research action, instead of a regular Technology Tile. The Rare Technology Tiles may be placed on **any of your Technology Tracks**. You get the discount on that track, just like with the regular Technologies.

You may not take a Rare Technology with the Ancient Technology Discovery.

SPECIES STARTING TECHNOLOGIES Some of the new species have Rare Technologies as their starting Technologies. They are not allowed to Research another copy.

NEW SHIP PARTS Several of the new Rare Technologies allow you to take new Ship Parts with the Upgrade action.



Interceptor Bay: Each Interceptor Bay Ship Part allows you to move up to two unpinned Interceptors in the ship bay with one Ship activation (see explanation on the right). After each activation, one or more Interceptors may leave the Interceptor Bay and then be moved by themselves with further Ship activations. When moving Interceptors in the bay, they do not affect pinning. The Interceptors are unloaded from the bay at the end of the Move action. Interceptors are not allowed to have Interceptor Bays.



Conifold Field: Creates a brane field, giving three Hull points and consuming two Energy.



Sentient Hull: Part of the hull is constructed of a sentient semi-autonomous substrate that provides +1 Computer and one Hull point.



Flux Missile: Two modified Ion Missiles capable of warping the flux grid, giving two Initiative.



Zero-Point Source: Taps into the quantum ground state, providing 12 Energy.

RARE TECHNOLOGIES provide new ways to build your Ship blueprints and counter enemies' abilities. They also offer more flexibility in Technology-based strategies.



RARE TECHNOLOGIES

Antimatter Splitter: Allows you to split damage from Antimatter Cannons freely over several targets (including Missiles if you have the Point Defense Technology). You need to be able to hit all the targets with the die roll.



Neutron Absorber: Enemy Neutron Bombs have no effect on you. Note: this does not affect Planta's species weakness.



Distortion Shield: Enemy missiles have a -2 modifier to hit.



Cloaking Device: Opponents need two ships to pin each of your ships.



Point Defense: After your opponent has rolled and allocated the dice for Missiles of one Ship type, you get to fire all your Cannons once against the incoming Missiles before they hit your fleet. Each die that hits destroys a Missile. Your Computers affect the Point Defense, but your opponent's Shields do not.



Conifold Field: Allows you to take **CONIFOLD FIELD** Ship Parts.



Sentient Hull: Allows you to take **SENTIENT HULL** Ship Parts.



Interceptor Bay: Allows you to take **INTERCEPTOR BAY** Ship Parts.



Flux Missile: Allows you to take **FLUX MISSILE** Ship Parts.



Zero-Point Source: Allows you to take **ZERO-POINT SOURCE** Ship Parts.

SHIP ACTIVATION One Move action consists of several Ship **activations**.



The number of arrows in your Move action symbol show the amount of activations per Move. For each activation, you may move one Ship as far as its Drives allow.

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DEVELOPMENTS allow you to score points and boost your production. The Warp Portal creates a more open galaxy when combined with the Warp hexes.



DEVELOPMENTS



Ancient Monument: 3VP at the end of the game.



Artifact Link: 1VP per Artifact at the end of the game.



Diplomatic Fleet: You may place one Ambassador or Reputation Tile on top of this tile.



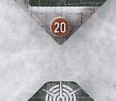
Mining Colony: Immediately take 12 Materials.



Research Station: Immediately take 12 Science.



Trade Fleet: Immediately take 12 Money.



Shellworld: Place the Shellworld tile on one of your controlled hexes. The Shellworld has a Science Population Square and is worth 5VP at the end of the game if controlled.



Warp Portal: Place the Warp Portal tile on one of your controlled hexes. The Warp Portal (see page 8) connects to all other Warp Portals and is worth 1VP at the end of the game if controlled.



TILE BACK



SHELLWORLD
TILE



WARP PORTAL
TILE

DEVELOPMENTS

Development Tiles are acquired with the Research action. Some of them are useful during the game and some give you Victory Points at the end of the game. All Development Tiles are unique.



DEVELOPMENT
TILE

PREPARATIONS Take random Developments (one more than the amount of players, to the maximum of 8, see below) and place them next to the Supply. Place the rest of the Development Tiles back in the box.



DEVELOPMENT TILES:

2 players	3 tiles
3 players	4 tiles
4 players	5 tiles
5 players	6 tiles
6 players	7 tiles
7+ players	8 tiles

BUYING DEVELOPMENTS You may buy a Development Tile with the Research action, instead of a Technology Tile. The Development Tiles are placed next to your Player Board. Unlike the basic and Rare Technologies, the Developments are often paid with Resources other than Science. For example, the Research Station Development (above) costs 5 Money and 5 Materials.



NEW ANCIENTS

ANCIENT HOMEWORLDS



OVERVIEW With fewer than six players, the Ancient Homeworlds can be used to fill the empty Starting Sector places. Each Homeworld is guarded by a powerful Ancient Cruiser.

PREPARATIONS Place a random Ancient Homeworld on each Ancient Homeworld place, according to the diagram on the right. Place a random Discovery Tile face down on each Homeworld and a random Ancient Cruiser face up on top of each Discovery Tile.



ANCIENT HOMEWORLD

RULES The Cruiser on the Homeworld must be destroyed before you may place the Influence Disc. When you destroy an Ancient Cruiser, keep the tile face down next to your Player Board. Each destroyed Ancient Cruiser is worth 1 Victory Point at the end of the game. Destroying Ancient Cruisers allows you to draw two Reputation Tiles.



ANCIENT CRUISERS

DESCENDANTS OF DRACO Following their own unfathomable logic, the Ancients do not tolerate even the Descendants of Draco in their Homeworlds. Contrary to the ordinary Ancient sectors, the Descendants of Draco must battle the Cruiser if they move to a Homeworld hex. Contrary to the basic Ancient Ships, the surviving Cruisers do not give the Descendants any Victory Points at the end of the game.

GALACTIC CENTER TAKEOVER

PREPARATIONS Before starting the game, place the Ancient Dreadnought in the Galactic Center hex instead of the GCDS, a randomly chosen side up.



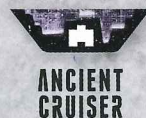
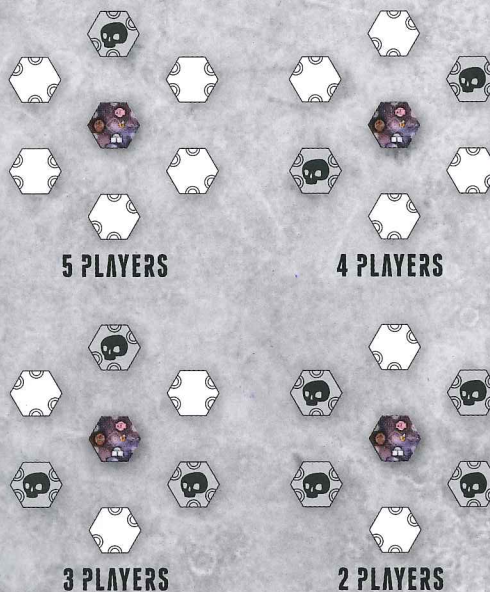
ANCIENT DREADNOUGHT

RULES The Ancient Dreadnought pins all Ships just like the GCDS. When you destroy the Ancient Dreadnought, keep the tile face down next to your Player Board. It is worth 1 Victory Point at the end of the game. Destroying the Ancient Dreadnought allows you to draw three Reputation Tiles.

DESCENDANTS OF DRACO Contrary to the ordinary Ancient sectors, the Descendants of Draco must battle the Dreadnought if they move to the Galactic Center hex. Contrary to the basic Ancient Ships, a surviving Dreadnought does not give the Descendants any Victory Points at the end of the game.

NEW ANCIENTS provide a military challenge. They require specialized Ship designs but give good rewards in return. The Homeworlds make the galaxy tighter as they block your expansion.

ANCIENT HOMEWORLD SETUP



ANCIENT CRUISER



ANCIENT DREADNOUGHT

SPECIAL ANCIENT ABILITIES Some Ancient Cruisers and Dreadnoughts have new special abilities:



Regeneration: After each Engagement Round, remove 1 Damage Cube from the Ship.



Distortion Shield: See the Distortion Shield Technology on page 4.



Point Defense: See the Point Defense Technology on page 4.

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ANCIENT HIVES are somewhat unpredictable in nature, creating unexpected situations and a new kind of tension.



ANCIENT HIVES

OVERVIEW There are two Ancient Hive hexes, one in the Middle (II) Sectors and one in the Outer (III) Sectors. Each hex contains three basic Ancient Ships that may move out of the hex to neighboring hexes.

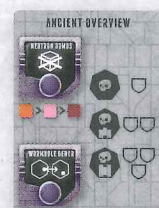


ANCIENT HIVE

PREPARATIONS During the game setup, shuffle the Ancient Hive hexes with the other Middle (II) and Outer (III) Sector hexes before building the hex stacks.

RULES Each Wormhole on the Hive is marked with a die result from 1 to 6. At the end of the Cleanup Phase, roll one die for each Hive. If there is an explored hex on the side indicated by the roll result, move one Ancient Ship to that hex. The Ancient Ships have Wormhole Generators, so they can move through half a Wormhole (*see the example on the left*).

The Ancients also have Neutron Bombs. Thus they will automatically destroy population **at the end of the battle**, just like the human players with the Neutron Bombs Technology. If the target has the Neutron Absorber Technology, the Ancients try to destroy the Population Cubes in this order: first Money, then Science, then Materials.



ANCIENT OVERVIEW
INFO CARD

The Ancient Ships are always the defenders, even when they moved to another hex from the Hive.

DESCENDANTS OF DRACO If the Descendants of Draco draw a Hive hex tile when Exploring, they must discard it and draw another one.

The Descendants may move to the Hive hexes and place an Influence Disc there but not collect the Discovery Tile if there are still Ancient Ships on the hex – just as with the ordinary Ancient hexes.

If the Ancient Ships move from the Hive to a hex containing the Descendants' Ships or Influence Disc, they will not battle the Descendants. Similarly, if an Ancient Ship moves from the Hive to an Ancient Homeworld, the Descendants may not have to battle it, only the Cruiser. Ancient Ships will never attack Descendants' population with the Neutron Bombs. Surviving Ancient Ships from the Hives give the Descendants Victory Points at the end of the game.

WARP PORTALS



OVERVIEW There are three Warp Sectors, one in the Middle (II) Sectors and two in the Outer (III) Sectors. Each hex contains a Warp Portal which connects to other Warp Portals.

PREPARATIONS During the game setup, shuffle the Warp Sector hexes with the other Middle and Outer Sector hexes before building the hex stacks.

RULES All hexes with Warp Portals are considered to be adjacent to each other and to have a full Wormhole connection between them. You may Move, Influence and form Diplomatic Relations through the Warp Portals.

Note that there are also Warp Portals in the new Developments and Discovery Tiles.



NEW DISCOVERIES



+3 Money, +2 Science, +2 Materials: move your Storage Markers and discard the tile.



Ancient Warp Portal: place in the hex where found. The Warp Portal connects to other Warp Portals (see *Warp Portals* above) and is worth 2VP at the end of the game if controlled.



Ancient Orbital: place in the hex where found. Note that the Orbital also contains an Artifact symbol.



Jump Drive: with the Move action, you may move the Ship to any neighboring hex, regardless of Wormholes. The Jump Drive may be used once per Ship activation (see *page 4*). If the same Ship is activated more than once during the same Move action, the Jump Drive may be used during each activation at any time. The Jump Drive may be the only Drive on a Ship.



Muon Source: the Ship Part is placed outside your ship blueprint grid.



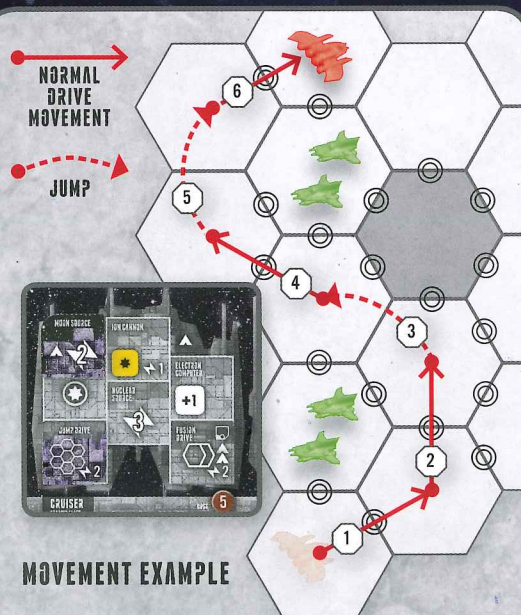
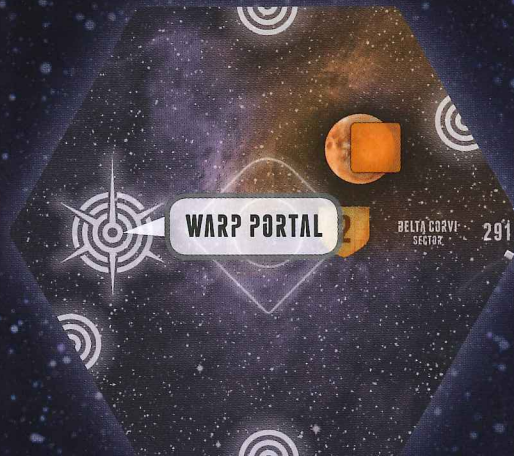
Morph Shield: after each Engagement Round, remove one Damage Cube from each Ship with this Ship Part.



Ion Disruptor: this Ship Part provides the Ship with one Ion Cannon and adds three Initiative.

RUNNING OUT OF DISCOVERIES If Discovery Tiles run out, shuffle the discarded Tiles as a new Discovery Tile stack.

WARP PORTALS open up the galaxy, making it often possible to connect and move to the other side of the galaxy. This offers new options for both offensive and diplomatic strategies.



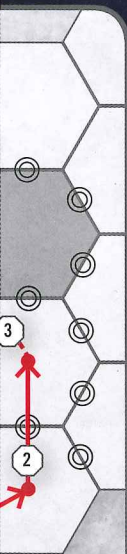
MOVEMENT EXAMPLE

Red's Cruiser is equipped with the Jump Drive and one Fusion Drive. It can thus move two hexes and make one jump with one activation. Red is playing the Magellan, so he has two activations per one Move action. He uses the whole Move action to move one Cruiser.

For the first activation, he first moves two hexes [1 & 2] and then jumps [3]. For the second activation, he moves one hex [4], jumps [5] and moves one hex [6].

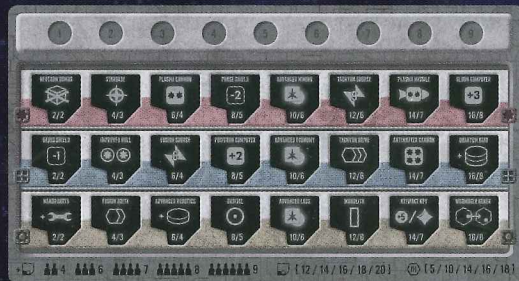
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OFFICIAL VARIANTS

Some or all of these variant rules can be used in a game session. Agree before the game which variant rules are used.

PREDICTABLE TECHNOLOGIES If you want the Technologies to be more predictable (and thus also encourage passing first), you can also draw the Technology Tiles for the round after the upcoming one, both in the Cleanup Phase and in the game preparation. Place the Tiles face up next to the Supply.

DIRECTION OF PLAY If you want to encourage passing after the first player has passed, you can let the second player to pass choose the turn order direction for the next round. He places the Direction of Play Card in front of him when passing. At the end of the Cleanup Phase, he chooses either clockwise or counterclockwise order and places the Direction Of Play Card the appropriate side up next to the Supply.



SMALL GALAXY If you want the three player game to be tighter, use only 7 Outer (III) Sector hexes.

SECRET HOMEWORLD VARIANT If you want to have more surprises when Exploring, you can also shuffle one or more Ancient Homeworld hexes in the Middle Sector hex stack during the game setup and then play with the base game layout.

SUPPLEMENTARY COMPONENTS

COMPACT SUPPLY BOARD The Compact Supply Board can be used to save table space. The board is two-sided: one side shows the setup and Technology Tile draw for 2–6 players and the other for 7–9 players.

EXTRA SHIP PARTS Some of the Ship Parts in the base game may occasionally run out. The expansion contains 40 extra base game Ship Parts.

ALLIANCES

OVERVIEW Players may decide to join their efforts and found an Alliance. Allies may move in each others' hexes and they battle together against their enemies. At the end of the game, the Allied players will share their points and win or lose together.

PREPARATIONS Alliances are **not** used in two or three player games. In the four and five player games, only two players may belong to the same Alliance.

FOUNDING AN ALLIANCE Two players, who have Diplomatic relations with each other, may agree on founding an Alliance at **any time** during either player's action in the Action Phase. They both take an Alliance Tile of one yet unfounded Alliance and place them face up next to their Player Boards. In a game of six or more players, a third player may join the Alliance if he has Diplomatic Relations with either of the two Allies and if both founders agree. You can only be part of one Alliance.

EFFECTS OF THE ALLIANCE The players in the same Alliance are **not allowed to attack each other**. They are allowed to **move in and through their Allies' hexes**. Allied Ships do not pin each other. They are added together when checking whether they are pinned by opponents.

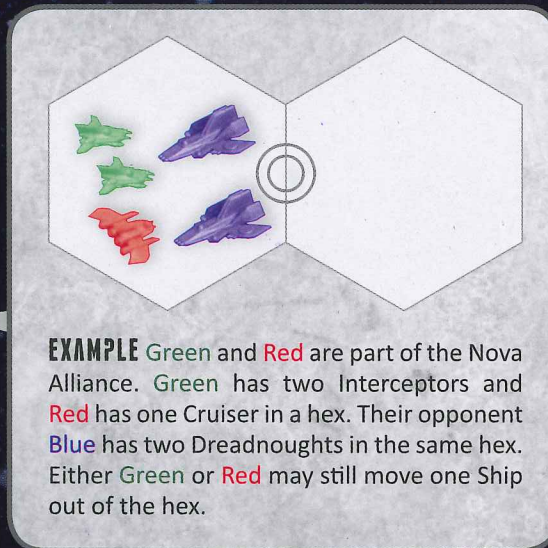
Combined battle: In combat, the players of the same Alliance battle together on the same side in the same battle, instead of fighting separate battles. If one of the Allies is the defender, all other allies are also considered defenders and win Initiative ties.

Ancient targeting priority: If the Ancients have multiple similar targets (for example, their die roll allows them to destroy a Dreadnought from two different Allies), they attack the player who entered the hex last. Following the base rules, the Ancients will always try to destroy the largest Ship, or inflict as much damage as possible, regardless of the Ship owner.

Reputation Tiles: All Allied players will draw Reputation Tiles for the battle and for the Ships they personally destroyed, in the order they entered the hex. You may show Reputation Tiles to your Allies, but do not have to.

Influence priority: At the end of the Combat Phase, if several Allies are in a hex where an Influence Disc can be placed, the player who entered the hex first has the first priority to place the disc; if he doesn't want to, the player who entered next may place the disc, and so on.

ALLIANCES create an another layer of diplomacy. They are especially recommended if you enjoy fighting against a common enemy and plotting complex military campaigns.



EXAMPLE Green and Red are part of the Nova Alliance. Green has two Interceptors and Red has one Cruiser in a hex. Their opponent Blue has two Dreadnoughts in the same hex. Either Green or Red may still move one Ship out of the hex.

EXAMPLE
Alliance
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EXAMPLE Alastair, Iain and Ken form the Nova Alliance. At the end of the game they score 26, 44 and 30 points respectively. Their opponents Vernor, Isaac and Larry score 32, 31 and 30 points and are not allied. The Nova Alliance scores $(26+44+30)/3 = 33 \frac{1}{3} \rightarrow 33$ points and enjoys a shared victory!

LEAVING THE ALLIANCE You can leave the Alliance during any of your actions in the Action Phase by flipping your Alliance Tile the Betrayer side up before taking the action. The other players in the Alliance keep their Alliance Tiles face up.



BETRAYER
SIDE

Leaving the Alliance does **not** affect your Diplomatic Relationships nor give you the Traitor Card. However, if you leave the Alliance while you have Ships in a hex with your former Allies' Ships or Disc, you are considered to have attacked them and receive the Traitor Card. You may not re-join an Alliance you have once left.

ALLIANCE TILE POINTS At the end of the game, a face up Alliance Tile is worth 2 Victory Points. An Alliance Tile with the Betrayer side up is worth -3 Victory Points.

LAST ROUND RESTRICTION Alliances may **not** be founded or left on the last round of the game.

SCORING At the end of the game, all players of the same Alliance will **add up their points and divide them between the players** (rounding down). They share the win if their score is the highest. For a possible tiebreak, their Resource totals are divided in the same way.

DESCENDANTS OF DRACO If you're allied with the Descendants of Draco, you still have to battle the basic Ancient Ships. Your Descendant allies are not allowed not battle them.



7-9 PLAYER GAME

OVERVIEW In the 7-9 player game the players start from the Outer Sectors. It's also possible to use a simultaneous play variant (*see next page*) to speed up the game.

PREPARATIONS The setup follows the basic rules, with the following changes:

Add the 18 Extra Technology Tiles in the Technology Tile bag and the Extra Reputation Tiles in the Reputation Tile bag. Build the Middle and Outer Sector stacks according to the number of players. Place the Inner (I) and Middle (II) Sector hexes face down in concentric rings around the Center. This will help you find the locations for the Starting Sectors (*see the diagrams on the opposing page*). Make note of the starting player sector location [1].



The player on the right side of the starting player chooses a species and places their Starting Sector hex in the first Starting Sector location **counterclockwise** from the starting player's sector [2]. He may orient the hex freely, provided at least one of the wormholes on the hex is connected to a Middle Sector hex. Then the next player counterclockwise does the same, and so on. Finally, the starting player may orient his hex, following the same restrictions as the other players.

Finally, each player **removes one Population Cube** from a **freely chosen Population Track**. The cube is removed from the game.

CLEANUP PHASE The amount of new Technology Tiles drawn in the Cleanup Phase depends on the number of players (10 new tiles with 7 players, 11 tiles with 8 or 9 players).

ANCIENT HOMEWORLDS Ancient Homeworlds (*see page 6*) can also be used in 7 and 8 player games. Use the 9 player layout and place the Homeworld hexes according to the number of player before the starting player chooses his species (*see the diagram on the right*). Galactic Center Takeover (*see page 6*) can also be used.

NOTES ON GAME PLAY Note that the Middle and Inner Sectors are much more contested than in the base game, so it is often vital to secure a position at least in the Middle Sectors. In the setup phase, pay attention on the orientation of your neighbors' Starting Sectors and note possible threats and Diplomatic opportunities. Also, to compensate for the highly contested Inner and Middle Sectors, discarding one Population Cube in the beginning of the game gives you some flexibility.

The starting positions are not completely equal (some have a possibility to access two Middle Sector hexes from

7-9 PLAYER GAME is meant for experienced players. The game is tighter and more unforgiving, but also allows for grander strategies and more intricate tactical situations.

EXTRA REPUTATION TILES

2x 4, 3x 3, 2x 2, 2x 1 VP



MIDDLE SECTORS

7 players: 12
8 players: 12
9 players: 12

TECH TILES

7 players: 22
8 players: 24
9 players: 26

OUTER SECTORS

7 players: 22
8 players: 24
9 players: 24

NEW TECHS IN THE CLEANUP PHASE

+ 7 players: 10
8 players: 11
9 players: 11

ANCIENT HOMEWORLD SETUP



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TILES

ayers: 22
ayers: 24
ayers: 26

IN THE UP PHASE

ayers: 10
ayers: 11
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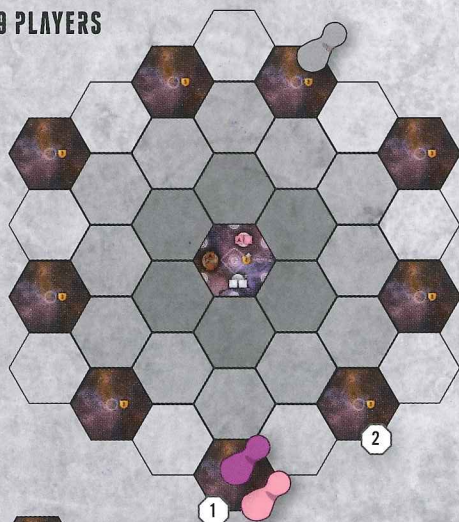
7 PLAYERS



8 PLAYERS



9 PLAYERS



START SECTORS

STARTING PLAYER
SECTOR



PRIMARY ACTION
MARKER



SECONDARY ACTION
MARKER

the start). Make note of this when placing and orienting your Starting Sector. Due to the more crowded board, the Extra Tech Tiles contain one Wormhole Generator. If you are locked out of expansion, they may offer you a way to gain more ground.

Planta and Descendants are not recommended for the 7–9 player game.

SIMULTANEOUS PLAY VARIANT

OVERVIEW When playing with the Simultaneous Play variant, the game follows the basic rules, with the following changes.

PREPARATIONS Give the Primary Action Marker to the starting player and the Secondary Action Marker to the player opposite of the starting player (see the diagrams on the left).

RULES The players holding the Primary and Secondary Action Marker **take actions simultaneously**. Only the player with the Primary Action Marker may take the Research Action. After taking an action, immediately give the marker clockwise to the next player. If the next player is still holding the other Action Marker, wait until he gives it forward – a player may not hold two markers at the same time. **Important: the markers move independently of each other!** You need not wait for the other player to finish his action.

First player to pass gets the Primary Action Marker and the Starting Player Marker. The Secondary Action Marker goes to the player opposite (4 steps from the Starting Player in the 7–8 player game, 5 steps in the 9 player game), as in the beginning of the game.

CONFLICTING INTERESTS If neither player is willing to do an action (due to conflicting interests) and the game stalls, the player who last received either Action Marker may force the other player to take and complete his Action first.

NOTES ON GAME PLAY To ensure that the game flows smoothly, announce clearly the action you are taking and proceed with it. No backtracking should be allowed unless everyone agrees it does not affect the other players.

Warp Portals (hexes, Development and Discovery) are not recommended for the Simultaneous Play Variant.

SIMULTANEOUS PLAY VARIANT can be used to speed up the game considerably. Note, however, that this variant can cause some timing issues which some players may feel uncomfortable with. Therefore each group should weigh the upsides and downsides of this variant when deciding whether to use it.

ALIEN SPECIES

WARDENS SENTINELS KEEPERS OF MAGELLAN



The Magellan are forever travelling between galaxies in their enormous worldships, collecting and exploiting relics of civilizations long gone. Their ships synthesize resources from the cosmic debris and are able to sustain the worldship during the long aeons spent in the void. Several Magellan factions have specialized in tracking the Ancient relics, looking for their source. Just as the Ancients are rising, the great worldships arrive on the fringes of our galaxy. The Council informants claim that the pattern of their appearance suggests that the Magellan are here not just to explore and exploit, but to seek a long-standing galactic dominance.

REVELATION The first time a Technology is placed on the fourth space on any of your Technology tracks, you receive a free Discovery Tile. You receive the tile only once, not for each Technology track. If the tile allows you to place something in a hex (such as Ancient Cruiser or Ancient Orbital), you place it in your Starting Sector. If you do not control your Starting Sector, you have to take the tile as 2VP.

THE EXILES



When the Cataclysm Wars swept through the galaxy, one of the civilizations was exiled from the core. The Exiles were forced to live in the outer rims of the galaxy and had to adapt to the harsh void. They found their new habitat in the Orbitals, capable of supporting their civilization even in systems with low resources. The Orbital technology was eventually adopted – some would claim stolen – by many of the Seven, and while the Exiles still are superior in Orbital design, this causes friction between the Council and the Exiles. The latter are demanding to be considered a full member of the Council, so far to no avail.

ORBITAL SHIPS Orbitals that have your cube are considered to be your Ships in all aspects, having their own blueprints. They are not allowed to have Drives. When an Orbital is destroyed in battle, place your cube to the Graveyard but never remove the tile. A destroyed Orbital allows your opponent to draw 1 Reputation Tile.

The relative balance of the Seven has shifted considerably with the arrival of the Exiles and their strong lobbying to be allowed in the Council. While the Magellan and Enlightened mostly follow their own agenda and the Syndicate live outside the galactic rules, they also play a big part in the recent events of the galaxy.



Receive a free Discovery Tile from Technological advancement (see Revelation below)



With the Move action may move up to two Ships, or one Ship twice



With the Influence action may flip one Colony Ship face up



At any time, may flip unused Colony Ships and receive one free Resource per Colony Ship



1 VP at the end of the game for each Discovery Tile you discarded or used as a Ship Part; keep the discarded tiles next to your Player Board



Reputation Track

Initial Technologies: Fusion Source



Trade rate 3 : 1

Starting Storage:



2 2 3

233 235 237 Starting Sector numbers



With the Move action may move up to two Ships, or one Ship twice



1 VP for each Orbital you have a cube on at the end of the game



Reputation Track

Orbital in the Starting Sector hex

Different Ship blueprints; may not construct Starbases

Orbitals function as Ships (see Orbital Ships below)

Initial Technologies: Cloaking Device, Orbital



Trade rate 3 : 1

Starting Storage:



2 3 4

234 Starting Sector number

RHO INDI SYNDICATE



The Terran-Hegemony War (30.027–33.364) tore the Rho Indi sector apart, leaving whole planetary systems in ruin. After the war, shady individuals and factions of all known species began to gravitate towards the lawless haven of The Desolation, as it soon became known. These days the sector is controlled by the Syndicate, a ruthless faction whose ships have recently raided many unsuspecting systems. Their fleets appear unexpectedly, striking fast and causing fear and terror with their stealth attacks. The Syndicate are known to occasionally ally with whoever pays the most, but also regarded fickle allies at best.

PILLAGE You receive Money for opposing Ships you destroy. After drawing Reputation Tiles, take 1 Money less than the number of tiles you drew. For example, if you drew four tiles, move your Money Storage Marker forward three steps.



Starts with two Interceptors instead of one



With the Move action may move up to four Ships (four activations)



Two Colony Ships



Two Ambassadors



No minus points for the Traitor Card at the end of the game



Money for destroyed Ships (see Pillage below)



Reputation Track

Different Ship blueprints; may not construct Dreadnoughts

Initial Technologies: Starbase, Gauss Shield



Trade rate for Money 3 : 2



Trade rate for others 3 : 1

Starting Storage:



236 Starting Sector number

ENLIGHTENED OF LYRA

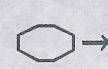


The Enlightened preferred the reclusion of the Lyra system, slowly expanding their elaborate Shrine grid into the neighboring star systems and subliming their minds into it. The Enlightened were only recently contacted by the Seven, when the edges of the growing grid were discovered. As the Shrines connect in the mind sublimation process, they form powerful Trinities that reshape the base manifold structure, allowing for significant leaps in the civilization's progress. The Enlightened colonisation fleets have reportedly tapped into the grid, causing minor warping of the causality continuum and turning the tide of several battles.

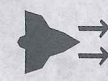
SHRINES In the beginning of the Upkeep Phase, you may construct one Shrine on any hex you control. Shrines cost Resources. A Shrine may only be placed next to a planet of the same color. Each planet may only hold one Shrine, and each hex may hold several Shrines. Any color may be placed next to a grey planet. If you build all three Shrines of the same cost, you immediately receive the related Shrines Bonus Tile. *Shrines of Freedom* (cost 2) tile gives you all the abilities of the Wormhole Generator Technology. *Shrines of Prosperity* (cost 4) tile gives you an extra Influence Disc (take the purple Prosperity Influence Disc). *Shrines of Enlightenment* (cost 6) tile gives you 3VP at the end of the game.



May construct Shrines (see Shrines below)



In Combat Phase, may flip an unused Colony Ship to reroll one own die; may do this as long as there are unflipped Colony Ships



With the Move action may move up to two Ships, or one Ship twice



1 VP for each Shrine you control at the end of the game



Reputation Track

Initial Technologies: Distortion Shield

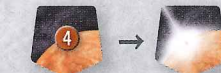


Trade rate 3 : 1

Starting Storage:



238 Starting Sector number



DESCENDANTS OF DRACO Note that the base game species Descendants of Draco have new special rules regarding the new Ancients. These are explained on pages 6, 7 & 11.

ACTION PHASE EXAMPLE

Alastair (Magellan), **Ken** (Exiles), **Iain** (Syndicate) and **Vernor** (Terran) have already played a few rounds, using the Warp Hexes [1], Ancient Homeworlds [2] and the Galactic Center Takeover [3]. Ken and Vernor have founded the Flare Alliance. Alastair is the starting player for this Action Phase.

Alastair decides to **RESEARCH**. He wants to Research the Zero-Point Source Rare Technology. Placing the Technology on the Military Technology Track [4] gives a -3 discount, but Alastair only has 10 Science in Storage. He flips two Colony Ships [5] and takes two Science. He then pays 12 Science and places the Zero-Point Source on the Military Technology Track. As it is his first Technology Track to reach four Technologies, he also takes a Discovery Tile – an Ancient Orbital. He decides to keep it and places the tile on his starting sector [6].

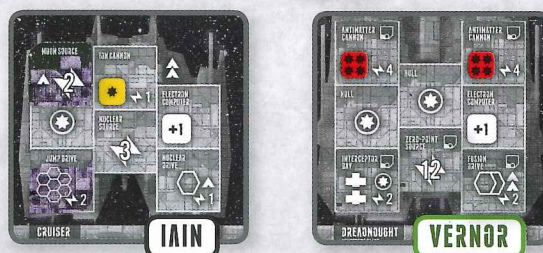
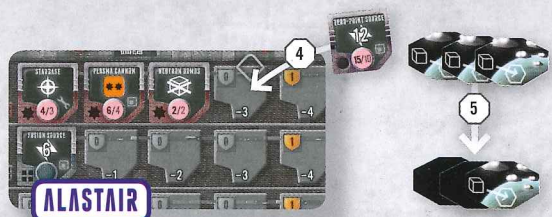
Ken also **RESEARCH**es. He takes the Warp Portal Development, pays 8 Materials, places the Development tile next to his Player Board and the Warp Portal tile in one of his controlled hexes [7]. The Portal connects to Alastair's Warp Portal hex [8], so Ken proposes Diplomatic relations to Alastair. He agrees and they exchange Ambassadors.

It's now **Iain**'s turn, and he decides to **MOVE** his Ships. Iain's Cruisers have Jump Drives in addition to the Nuclear Drives, and he uses them to launch a surprise attack on Ken's systems. He activates both Cruisers once, moving [9] and then jumping [10] into Ken's starting sector. Syndicate's Move action allows four activations, so he also moves both his Interceptors once [11].

Vernor decides that Ken is no longer a useful ally. Before taking his action he leaves the Flare Alliance, flipping the tile the Betrayer side up [12]. He then **MOVE**s two Dreadnoughts to Ken's hexes. On an earlier round, Vernor has Researched the Cloaking Device Technology, and this now comes in handy. One of Dreadnoughts is pinned in the first hex by the Interceptor and Orbital [13], but the second may move through due to the Cloaking Device. The Dreadnoughts have the Interceptor Bay Ship Part, so the second Dreadnought carries the two Interceptors with it, moving through the Warp Portal [14] into Alastair's sector [15]. Vernor and Ken return each other's Ambassadors and Vernor takes the Traitor Card. Ken keeps the Flare Alliance tile face up.

The Action Phase continues until all players have passed. The game then moves to the Combat Phase.

These examples use the new alien species. Their special abilities are presented in more detail on pages 14–15.



COMBAT AND UPKEEP PHASE EXAMPLE

In another game, **Alastair** (Enlightened), **Ken** (Terran), **Iain** (Syndicate) and **Vernor** (Exiles) are in the Combat Phase. Alastair and Vernor have founded the Vortex Alliance. In the Action Phase, Iain's Syndicate attacked one of Vernor's hexes, and Alastair later moved in to help his ally.

The battle begins with the **Missile Phase**, and **Iain** fires his Flux Missiles. He rolls the dice and assigns three of them to hit Vernor's Orbital [1] and two to Alastair's Cruiser [2]. One roll is a miss. Alastair has the Point Defense Technology, so he fires his Antimatter Cannon against the incoming missiles. He rolls a 4, which aided by the Computer is enough to hit the missiles. He then uses his Antimatter Splitter Technology to split the damage, destroying the two missiles targeting his cruisers [3]. Three of the missiles assigned to Vernor's Orbital hit their target, destroying it [4]. Vernor moves the cube from the Orbital to his Graveyard, leaving the Orbital empty. The battle continues with the **Engagement Rounds**.

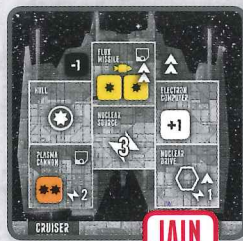
Alastair's Cruiser attacks first. His roll misses, so he decides to flip one Colony Ship and reroll a die [5]. The roll is still a miss, so he flips another Colony Ship for a reroll [6]. This time the roll is a 5, enough to hit and Alastair again uses the Antimatter Splitter to destroy two of Iain's Cruisers [7].

Iain's remaining Cruisers fire their Plasma Cannons and hit Alastair's Cruiser [8], destroying it.

Iain has got the Neutron Bombs Technology, but it is negated by Vernor's Neutron Absorber Technology. Iain has to attack the population with his Cannons, and scores only one hit, removing two of Vernor's Population Cubes [9]. One cube is left, leaving also Vernor's Influence Disc on the hex.

The battle is over and all three players draw Reputation Tiles. Vernor goes first and gets to draw one Tile for the battle. Iain draws four tiles (one for battle, one for the Orbital and two for the Cruiser). He also receives three Money for his Pillage ability. Alastair draws five tiles (one for battle and four for the destroyed Cruisers). The game moves to the Upkeep Phase.

In the beginning of the **Upkeep Phase**, Alastair builds his remaining *Shrine of Prosperity* [10], paying 4 Money. He immediately receives the Shrines of Prosperity Bonus Tile [11], takes the Prosperity Influence Disc and places it on his Influence Track [12]. Vernor has unused Colony Ships but is not allowed to place Population Cubes in the hex since his opponent Iain has Ships there.



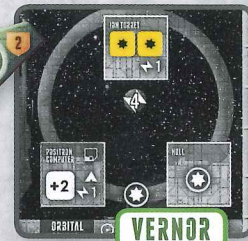
IAIN

INITIATIVE ORDER

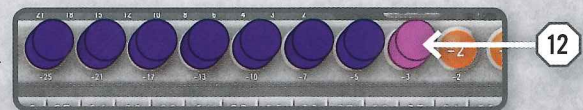
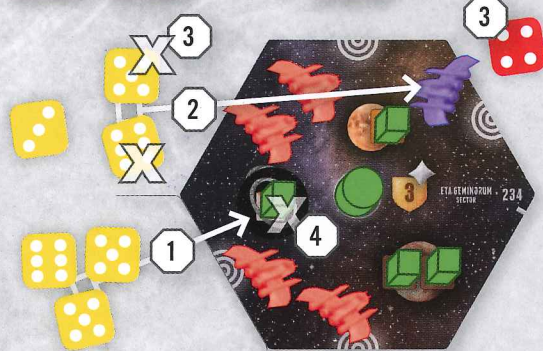
Alastair 5 (defender)
Iain 5
Vernor 1



ALASTAIR



VERNOR



Q: Are Planta allowed to Research the Neutron Absorber Rare Technology, even though they do not benefit from it? Likewise, may the Exiles Research Starbase, or the Enlightened the Wormhole Generator if they already have the Shrines of Freedom?

A: Yes, even though it does not give them any benefit (except possible Technology Victory Points).

Q: Can Enlightened Shrines be destroyed? What about Shellworlds or Warp Portal tiles?

A: No.

Q: Do the Enlightened lose the bonus tiles and their bonuses if they lose control of the related Shrines?

A: No.

Q: What if the Magellan receive the Ancient Orbital from the Revelation bonus and they have already built an Orbital in their Starting System? Are they allowed to have two Orbitals on that hex?

A: No. They will have to take the Discovery as 2VP.

Q: Doesn't the 7-9 player simultaneous play variant actually make the game run slower, as the player who last received an Action Marker can control the game pace?

A: If the players are constantly "invoking their rights" to force the other player to move first and thus slowing down the game, the variant is most likely not for them. The normal rules can always be used, and a nine player game is still easily played in one evening if the players take their actions swiftly.

Q: Isn't the combination of Antimatter Cannon, Antimatter Splitter and Point Defense extremely strong against Missiles?

A: It is very strong. If you are relying on a Missile-only fleet, make sure you do not make enemies with that player – or do not let him get all three Technologies.

Q: Can the Interceptor Bay be used when jumping with the Jump Drive?

A: Yes. The Jump Drive is in all respects just like all other Drives: it may be the only Drive on a Ship, and it cannot be placed on Starbases or Exile Orbitals.

Q: Can Point Defense be used against Missiles assigned to your Allies' Ships?

A: No, only against Missiles assigned to your own Ships.

Q: What if my opponent has several Ship types with missiles – can I use Point Defense against each Ship type?

A: Yes. The base combat rules state that dice are rolled and resolved separately for each Ship type.





RARE TECHNOLOGIES



Antimatter Splitter: Allows you to split damage from Antimatter Cannons over several targets.



Neutron Absorber: Enemy Neutron Bombs have no effect.



Distortion Shield: Enemy missiles get a -2 modifier to hit.



Cloaking Device: Opponents need two ships to pin each of your ships.



Point Defense: Allows you to fire your Cannons against incoming Missiles.



Conifold Field: Allows you to take **CONIFOLD FIELD** Ship Parts.



Sentient Hull: Allows you to take **SENTIENT HULL** Ship Parts.



Interceptor Bay: Allows you to take **INTERCEPTOR BAY** Ship Parts.



Flux Missile: Allows you to take **FLUX MISSILE** Ship Parts.



Zero-Point Source: Allows you to take **ZERO-POINT SOURCE** Ship Parts.



DEVELOPMENTS



Ancient Monument: 3VP at the end of the game.



Artifact Link: 1VP for each Artifact controlled at the end of the game.



Mining Colony: Immediately take 12 Materials.



Research Station: Immediately take 12 Science.



Trade Fleet: Immediately take 12 Money.



Shellworld: Immediately place the Shellworld Tile on any of your controlled hexes. The Shellworld has a Science Population Square and is worth 5VP at the end of the game if controlled.



Warp Portal: Immediately place the Warp Portal Tile on any of your controlled hexes. The Warp Portal connects to all other Warp Portals and is worth 1VP at the end of the game if controlled.



Diplomatic Fleet: You may place one Ambassador or Reputation Tile on top of this tile.



DEVELOPMENT TILES

2 players: 3
3 players: 4
4 players: 5
5 players: 6
6 players: 7
7+ players: 8



EXTRA REPUTATION TILES

7–9 players:
2x 4, 3x 3, 2x 2, 2x 1 VP



MIDDLE SECTORS

7 players: 12
8 players: 12
9 players: 12



OUTER SECTORS

7 players: 22
8 players: 24
9 players: 24



TECH TILES IN SETUP

7 players: 22
8 players: 24
9 players: 26



NEW TECHS IN THE CLEANUP PHASE

7 players: 10
8 players: 11
9 players: 11



ECLIPSE : PULSAR EXPANSION

The Pulsar is a rotating neutron star, born from a collapsing Supernova. Its regular pulse can help with your tactical timing.

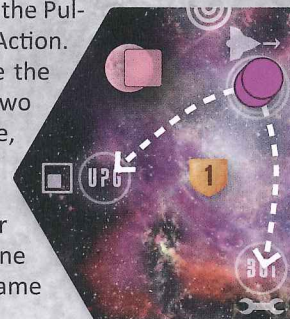
CONTENTS Two Pulsar hexes and one Discovery Tile

PREPARATIONS Shuffle the two Pulsar hexes with the other Outer Sector hexes before building the Outer Sector stack. Shuffle the Discovery Tile with the other Discovery Tiles.

PULSAR RULES When you place your Influence Disc on the hex (when Exploring or later on with the Influence action), place the disc on the Move action space on the hex.



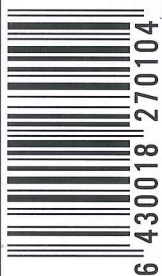
Once per round, you may activate the Pulsar instead of taking a normal Action. When activating the Pulsar, move the Influence Disc to either of the two free action spaces (for example, from the Move action to the Build or Upgrade action) and take that action. The actions are weaker versions of the regular actions (one Move, one Build, one Upgrade), same as the normal Reactions.



The Pulsar may not be used after you have passed.

You may not place more than one Influence Disc on the Pulsar.

NOVA BURST DISCOVERY Place the Nova Burst tile next to your Player Board. The Nova Burst may be activated by removing the tile from the game before the battle begins or at any time during a battle when it is your turn in Initiative order. This causes 1 damage to every opposing Ship in the battle. The tile is worth 1VP if still held at the end of the game. The Magellan do not receive their species bonus for the Nova Burst if it is removed from the game.



ECLIPSE : SHIP PACK ONE EXPANSION

NEW COMPONENTS

CONTENTS



PLAYER MATERIALS 1 Player Board (two-sided), 1 Starting Sector Hex (#239/240), 3 Ambassador Tiles

SHIP MODELS Full set of Ship models (18 Ships) for each of the six base game Alien species

HEXES 1 regular Outer Sector hex (#325)

TILES 1 Rare Technology Tile, 1 Development Tile, 2 Discovery Tiles, 1 Advanced GCDS Tile, 6 +40 Storage Markers, 10 Turn Order Markers, 9 Next Turn Order Markers

BOARDS 2 Turn Order Boards (for 3-6 players and an extension for 7-9 players), 2 Crowded Hex Boards



Example: On this round the turn order is Terran, Hydran, Planta, Draco. Planta has already passed. Hydran now passes, and places the "2" tile below his tile. Planta will be the starting player on the next round.

The new components can be freely mixed with components from the base game and other expansions.

ANCIENT INTERCEPTOR DISCOVERY Place Interceptors with a maximum total Cost of 6 Materials in the hex. For example, The Rho Indi Syndicate can only place one Interceptor, as their Interceptors cost 4 Materials.

TRACTOR BEAM RARE TECHNOLOGY When you have the Tractor Beam Rare Technology, your opponents cannot retreat from a battle against you.

SECURITY COUNCIL DEVELOPMENT At the end of the game, score 1VP, plus 1VP per Ambassador on your Reputation Track.

ADVANCED GCDS Choose a random side of the Advanced GCDS tile and place it in the Galactic Center hex instead of the base game GCDS.

NEW SPECIES The Terran Separatists and the Guardians of Magellan are identical to the base game Terrans and Rise of the Ancients Magellans.

NEW OUTER (III) SECTOR HEX A new Hex tile for the Outer sectors.

CROWDED HEX BOARDS These are counterparts for the base game Crowded Hex Tiles.

+40 STORAGE MARKERS Use the +40 Storage Markers to help track Storage of Resources over 40 units.

TURN ORDER VARIANT

OVERVIEW With this variant, the player order is determined by the **order the players passed** on the previous round.

PREPARATIONS Set the Turn Order Marker of each player on the Turn Order track. The marker of the starting player is placed in the leftmost circle, the marker of the second player clockwise in the next circle, etc.

RULES In Action Phase, take actions in the order shown on the track, from left to right, instead of regular clockwise order. When you **pass**, place the lowest available Next Turn Order Tile below your marker on the track. At the end of the Cleanup Phase, reorder the Turn Order Markers so that the marker that has the tile "1" below it goes in the leftmost circle, etc. Remove the Next Turn Order Tiles from the board.

TERRAN SEPARATISTS



EN The Separatists started originally as a small rebel movement against the ruthless Directorate. Despite the Directorate's swift acts to take down any insurgence, a strong faction emerged to stand against the Inner Circle. After a long Civil War, the Terran Separatists finally managed to leave the Procyon oppression and were joined by like-minded forces from other Terran factions (and rumoredly even some alien ones). They have now settled in the Mu Arae system to start anew.

DE Die Separatisten begannen ursprünglich als kleine umstürzlerische Bewegung gegen das übermächtige Direktorat. Trotz zügiger Maßnahmen des Direktorats, jedweden Aufruhr zu unterdrücken, bildete sich ein starker Widerstand gegen den Inneren Kreis. Nach einem langen Bürgerkrieg gelang es den Separatisten schließlich, die Procyon-Diktatur zu verlassen, und sich mit anderen, gleichgesinnten Terranischen Kräften zu vereinen (Gerüchten zufolge auch einigen Aliens). Sie siedeln nun im Mu Arae System, um neu zu beginnen.

FR En dépit des agissements du Direktorat pour étouffer toute insurrection contre le Cercle Intérieur, les Séparatistes, au départ simple parti rebelle, se sont révélés être une faction des plus résistantes. Après une longue période de guerre civile, les Séparatistes ont réussi à se libérer de l'oppression du secteur Procyon, et ils ont été rejoint par d'autres membres de factions terriennes (et selon la rumeur, aliens) aux vues similaires. Ils se sont maintenant installés dans le système de Mu Arae pour un nouveau départ.

GUARDIANS OF MAGELLAN



EN Oldest of the known Magellan factions, the Guardians are thought to be the one with the greatest wisdom and determination. They ponder their plans thoroughly but seldom diverge from them once fully committed. Whether the reason is the high Ancient activity or the continuing power struggle in our galaxy, the High Guardians have now launched the mobilization and the worldships are closing in...

DE Als älteste der bekannten Magellan-Fraktionen gelten die Beschützer als die weisesten und entschlossensten. Sie brüten lange über ihren Plänen, weichen dann aber nur selten von einem einmal gefassten Entschluss ab. Entweder ist es die vermehrte Aktivität der Ältesten, oder der fortlaufende Machtkampf in unserer Galaxie – jedenfalls haben die Beschützer ihre Mobilisierung begonnen, und die Weltenschiffe kommen näher ...

FR Les Gardiens représentent la plus ancienne des factions Magellan connues et sont réputés pour leur sagesse et leur détermination. Ils prennent leurs décisions sans hâte, mais rares sont ceux à les contredire une fois qu'ils agissent. Que cela soit face à l'activité des Anciens ou pour la lutte éternelle dans notre galaxie, les Gardiens ont maintenant commencé la mobilisation et leurs vaisseaux se rapprochent...

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Publisher

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Starbase | Interceptor | Cruiser | Dreadnought
Sternenbasis | Abfangjäger | Kreuzer | Schlachtschiff
Base Stellaire | Intercepteur | Frégate | Croiseur

