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Game: **EMPIRE OF THE STARS**

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Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

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EMPIRE OF THE STARS

SETUP

Place the board on the table. It is made up of 10 sectors, each with 4 regions (a circle where an exploration tile can be placed).

Separate the technologies by cost: 1, 2 and 3. Shuffle them separately and deal 3 cost 1 cards to each player as their starting hand. Place the 3 decks facedown and flip over the top card of each to create a faceup discard pile next to each deck.



Place a galaxy token on each of the 8 far space locations on the board. Place the remaining galaxy tokens in a pile near the board.

Place the 4 market tiles resource side up, pushed to the right edge of the market table, in any order.

Place the credit tokens in a supply next to the board.

Set aside the 3 wormhole tiles and one 2-polymer tile per player. Shuffle the remaining tiles into 3 roughly equal stacks. Place 1 wormhole tile in the middle of each stack and put all 3 stacks together into a single facedown stack. Flip over a number of tiles equal to the number of players plus 1 to form a faceup display.

If there are no planets in this display, remove an empty space tile, place it on the bottom of the stack, and flip over a replacement tile. Repeat as necessary until at least 1 planet is in the display.

Each player chooses a color and takes the corresponding player board, 3 resource markers, home world tile, 2-polymer tile, ship models (8 fighters, 4 cruisers, 2 dreadnoughts), colony tokens, combat dial and a slotted throne.

Make 8 stacks of 2 colony tokens each on your player board.

Shuffle the player powers and deal 3 out to each player. Players secretly choose one and put the others back in the deck. Finally, all players reveal their player power simultaneously and take turns reading both sides out loud.

Starting with the player with the lowest numbered power and continuing to the highest, each player takes a turn placing their home world tile in any region, and 1 fighter on this home world (unless otherwise indicated by your power). Then place your 2-polymer tile adjacent to your home world tile (it does not have to be in the same sector).

Your player power indicates your starting resources and credits. Each player marks up their resources (polymers, metal, and energy) on their resource track and takes their starting credits from the supply. If you have a player power that depends on opponents, wait until everyone else has collected their resources.

Then, starting with the lowest number player power and continuing to the highest, collect your resources.



Give the Chaos edict, scepter and the monolith to the player with the highest numbered player power. Set the other 6 edict tiles off to the side.

The starting player is the Emperor.

CAMELPLAY

There are 7 roles in the center of the board. When you choose a role, it grants you a special privilege, and everyone takes a turn with the role.

To begin the first round, the starting player places the monolith on any role to select it.

Each round thereafter, the player with the scepter must move the monolith to select a role. You can move it any number of spaces, but must drop 1 credit on each role passed over. If you have no credits, you can only move to a role adjacent to the monolith.

After moving the monolith, if your chosen role has any credits on it, take all those credits.

In a round, each player takes a turn, going clockwise around the table. When all players have taken a turn with the role, pass the scepter to the next player on their left and a new round begins with that player choosing a new role.

Placing colony tokens on a planet or far space location represents the expansion of your empire. However, you may also score tokens with technologies, player powers, or by destroying opponent's colonies.

If ever a rule, technology or player power says 'score a token', the token goes into the slot of your throne, hidden from all players. If you run out of colony tokens on your player board, you may score a galaxy token instead. No one may examine tokens in a throne during play.

ROLES

EXPLORER +●|○

1. SCORE A TILE

Starting with the player who chose EXPLORER, each player must choose a tile and place it in any region.

Privilege: The player who chose EXPLORER may immediately place a colony token on the tile they place (assuming it has a planet) and claim ownership.

When placed, the region cannot already have a tile. If there are ships in the region, place them on top of the tile. Empty space tiles, wormholes, and asteroid fields are placed like other exploration tiles, but cannot be colonized.

If there are not enough tiles for all players, place as many as are available (some players may not get to place a tile). If the last tile is placed or the galaxy is full, EXPLORER has no effect for the rest of the game.

2. REFILL THE DISPLAY

After all players have placed tiles, refill the display: 1 exploration tile per player plus 1.

If there are not enough tiles, fill the display as much as possible. If there are no planets in the display, remove an empty space tile, place it on the bottom of the stack, and flip over a replacement tile. Repeat as necessary until at least 1 planet is in the display.

3. CHECK FOR NEW WORMHOLES

If any new wormholes were added to the galaxy, all players flip their player power over to the surge side. It is immediately available for use. If a power was already surged, it is left surged.

STEWARD +●|+●

A planet is owned (colonized) by a player if it has their colony token on it (with either side showing). Produced resources are marked up on your resource track and can later be spent to buy ships and technologies, or sold for credits. If there are no market tiles showing resources, the STEWARD role has no effect.

1. CHOOSE A MARKET TILE

Privilege: The player who chose STEWARD selects 1 of the resource tiles and immediately collects 1 of each resource on that tile, marking them on their resource track. The market tile determines which type of resources are produced from all colonized planets.

2. PRODUCE RESOURCES

All players may simultaneously produce resources and mark them on their player board. All colonized planets produce the resources indicated on the planet, but only the resources that match the chosen market tile. Any excess resources that cannot be marked up are lost.

3. SET THE MARKET

Flip the chosen market tile over to show 1 or more credits. Then, push all credit tiles to the left edge of the market table, and push all resource tiles to the right edge of the market table. The revealed column of numbers sets the value of resources during MERCHANT.

MERCHANT +●|+●

The current market price is determined by the market table. Prices are high with few market tiles chosen by STEWARD, but lower with many tiles chosen.

1. COLLECT CREDITS

Privilege: The player who chose MERCHANT gains credits from the supply equal to those shown on all tiles on the credit market tiles.

2. BUY AND SELL RESOURCES

Players may buy and sell simultaneously. The value of resources is indicated by the column *not* covered by a market tile. Sold resources are deducted from your track and credits are taken from the supply. Credits spent to buy are returned to the supply and bought resources are added to your track.

3. INVEST IN FAR SPACE

The player who chose MERCHANT invests first, then others may invest in turn order. You may invest in one or more of the 8 far space locations. The cost ranges from 5 credits to 10 credits. You may invest a maximum of 2 times on your turn.

- If a galaxy token is on the location, pay the credits indicated and score the galaxy token.
- If there is no galaxy or colony token on the location, pay the credits indicated and place 1 of your colony tokens on it. This makes it worth 1 point.
- If your colony token is on the location, pay the credits indicated and flip your colony over to a starbase (black background). This makes it worth 2 points.

Only 1 token may be placed on a far space location; once you own a far space location, no one can take it from you.

4. RESET THE MARKET TILES

After all players have finished investing, flip all market tiles to their resource side and push them to the right edge of the market table. The order of the tiles does not matter.

ENGINEER +▲|+1▲

Players build and deploy space ships to their starbases. You can only have 3 ships per region. You may change a colony into a starbase (black background) during REGENT.

1. BUILD SHIPS

All players can build ships simultaneously.

Privilege: The player who chose ENGINEER may build 1 fighter for free if one is available in their supply. If you have no ships in your supply, you cannot build any ships.

Fighters cost 1 polymer and 1 metal.

Cruisers cost 2 polymers, 2 metal and 1 energy.

Dreadnoughts cost 3 polymers, 3 metal and 2 energy.

Deduct resources from your track. Place all built ships in your staging area on your player board.

2. DEPLOY SHIPS

Starting with the player who chose ENGINEER, all ships in your staging area must be deployed to one or more of your regions with a starbase (you cannot deploy ships to a colony or to far space). Your home world is always a starbase.

After deployment, any ships still in your staging area must be put back into your supply.

SCIENTIST +●|+●

There are 3 types of technology: Science & Culture which costs polymers, Industry which costs metal, and Military which costs energy. Once you buy a technology, you keep it for the entire game. They are usually used before, during or after a role. If a technology ever contradicts the rules, the technology is correct. If technologies ever conflict, the player with the lower player power resolves first.

Starting with the player who chose SCIENTIST, each player does the following:

1. DRAW 1 TECHNOLOGY

You may draw the top card from any facedown deck or faceup discard pile into your hand of technology cards. You do not have to draw a card. You may keep your drawn cards hidden. If a discard pile is empty, draw and display a new card.

2. BUY 1 TECHNOLOGY

You may buy 1 technology from your hand of cards, paying the cost from your resources. Place it faceup in front of you; it is immediately available for use.

Privilege: The player who chose SCIENTIST pays 1 less resource for their technology. In addition, all players pay 1 less resource for each owned technology matching the type they are purchasing (to a minimum cost of 0).

3. DISCARD DOWN TO 3 CARDS

You may only hold 3 cards in your hand. Discard extra cards faceup in the discard pile matching their cost.

WARLORD =>>

Privilege: The player who chose WARLORD goes last, so turns begin with the player to the left of that player.

On your turn, you can move, battle, and colonize as follows:

1. MOVE SHIPS

Move any or all of your ships, in any order, but each ship may only move once.

Ships move from one region to an adjacent region: each counts as 1 movement. Fighters may move 4 regions, cruisers move 3, and dreadnoughts move 2. Colonies and starbases cannot move. You do not have to move the full distance.

Ships can move into regions with no exploration tile.

The maximum number of ships in a region is 3. You can never stop on a region with 3 ships, but you may move through it. Opponent's ships do not block movement.

You can never stop on an opponent's home world. If your ship moves into an asteroid field, you must stop moving the ship. However, you may continue movement when WARLORD is chosen again. You may move from a wormhole to any other region in the galaxy as if it were adjacent to the wormhole.

2. RESOLVE BATTLES

After you move your ships, you may optionally start a **battle** in any sectors with your ships, colonies or starbases (your **units**) and an opponent's units.

On your turn, you may declare battles in any order, but only once per sector.

The battle includes all 4 regions.

3. COLONIZE PLANETS

After all your movements and any battles, if you are the only player with ships on an empty planet, you may place 1 of your colony tokens on the planet. If there is more than 1 player on the planet, nothing happens.

REGENT + ☺

1. GAIN INFLUENCE

All players take 2 colony tokens from their player board to use as political influence. If a player has less than 2 colony tokens, they use what they have.

In turn order starting with the player who chose **REGENT**, each player decides whether to buy 1 additional token to use as political influence. **Players may only buy 1 additional token.**

The cost for this extra influence starts at 2 credits, but the cost rises 1 credit each time influence is purchased (i.e. if a player does not buy an extra influence, the cost does not go up).

2. PLACE INFLUENCE

In turn order starting with the player to the left of the player who chose **REGENT** (the player who chose **REGENT** will go last), each player decides where to place all of their influence.

Each token you place counts as 1 influence, just as colonies already on the board do. **A starbase already on the board counts as 2 influence.**

You may spread your influence around or put it all on 1 planet. You may expand your empire by putting influence on uncolonized planets. You may not place influence on far space locations.

You may put influence on your own planets to upgrade them to starbases. You may influence enemy planets to downgrade an enemy starbase to a colony, or eliminate an enemy colony.

You may also place influence on the Galactic Throne at the bottom of the game board to become Emperor.

3. RESOLVE CONFLICTS

If 2 or more players have influence on a planet or the Galactic Throne, the conflict must be resolved.

Remove influence from each player evenly until only 1 player has influence left. If both players have the same amount of influence, the planet or Galactic Throne will be left empty. The removed tokens are returned to the player's board.

If you have 1 influence left on a planet, leave your colony token on the planet to show control. If you have 2 or more influence left, flip 1 colony token over to a starbase (black background) and take back any excess tokens.

4. CLAIM THE THRONE

If you have 1 or more influence left on the Galactic Throne, return the tokens back to your player board: you are the new Emperor. If no one has influence left on the Galactic Throne, the player who chose **REGENT** becomes Emperor.

5. SET AND SCORE THE EDICT

The Emperor must choose one of the 7 **edict tiles** and place it faceup in front of their player board.

You may have only 1 edict in effect. If you were previously the Emperor, you may keep your edict or choose a new one.

The Emperor calls all players (including himself) to score a colony token from their player board. The token must be scored if possible. Then the player who meets the condition on the edict also scores 1 galaxy token. If 2 or more players tie in this condition, no one scores the token.

BATTLES

A. DECLARE OPPONENT AND CALL FOR ALLIES

You are the **attacker**. Declare 1 opponent in the sector as the **defender**.

1. Announce which players you wish to have as **allies**. Then the defender announces which players they wish to have as allies.
2. Starting with the player to the left of you and continuing around the table, each accepts or declines the invitation of either attacker or defender. If they accept, they may move 1 or more ships into the sector following normal movement rules.

Before the battle begins, an ally must have at least 1 unit in the sector (ship, colony, or starbase). An ally's technologies apply only to their units unless otherwise stated on the technology.

B. DETERMINE COMBAT STRENGTH

Both attacker and defender add up the **strength** of all their units and their allied units in the sector.

Your home planet always has 1 starbase.

Each **fighter** = 1

Each **colony** = 1

Each **starbase** = 2

Each **cruiser** = 3

Each **dreadnought** = 6

C. SET BATTLE PLAN

Using their combat dials, the attacker and defender secretly distribute their respective total combat strength among **tactics**, **weapons**, and **shields**.

Players reveal battle plans simultaneously.

D. TACTICS WINNER MOVES SHIPS

The player with the higher **tactics** may move ships equal to the difference in tactics values. Any ships in the battle from either side can be moved according to normal movement rules. **The tactics winner and their allies score 1 galaxy token each.**

It can be advantageous to move ships from either side. If you move your own ships out of the sector, they cannot be hit in this battle and might be used in a next battle. If you move enemy ships out of a region, it may be easier to destroy a colony because there is less protection.

E. DETERMINE HITS

Both players compare their **weapons** against their opponent's **shields**. For each weapon not deflected by a shield, the player of the firing ships makes a hit, and decides which opposing unit in the sector is destroyed. You may only hit units in the sector.

A **fighter** or **colony** is destroyed by 1 hit, **cruisers** by 2 hits, and **dreadnoughts** by 3 hits. A **starbase** is flipped to a colony by 1 hit or destroyed by 2 hits. Home world starbases can never be destroyed. You cannot destroy an enemy colony if there are any enemy ships in its region.

F. RETURN DESTROYED SHIPS & SCORE COLONIES

All destroyed ships are returned to their owner's staging area (not their supply). These ships can be deployed again during **ENGINEER**. However, if you destroy an opponent's colony, it is not returned to them; it is instead scored in your throne.

Each of your allies score 1 galaxy token for each colony you score.

PLAYER POWERS

Each player has a unique power with 2 sides: **core** and **surge**. All players begin the game with their power on the core side. This side can be used each time anyone selects the role as specified on the card. You are never compelled to use your power.

If a power says 'before' a role, it may be used before anyone takes a turn with that role. If it says, 'after' a role, it may be used after everyone has taken a turn with that role. If it says 'during' a role, it can be used any time during the role.

If powers ever conflict, the power with the lower number is resolved first. If a power seems to contradict the rules, follow the card's rules.

All players flip their power to the surge side after **EXPLORER** when a new wormhole is placed in a region.

When you use your surge power, you must then flip the power back to the core side. Usually this happens at the end of the role in which the power is used. If you cannot or do not want to use the surge side, you may instead at any time flip it back to the core side.

There are only 3 wormholes in the game, so you can only use your surge power 3 times.

THE EMPEROR AND ENDING THE GAME

During the game, one player is the Emperor and has an edict in front of them to remind them how the game is scored each round of the game.

When the Emperor receives the scepter, they must do the following before choosing a role:

1. SCORE THE EDICT

The Emperor calls all players (including themselves) to score a colony token from their player board. The token must be scored if possible. Then the player who meets the condition on the edict also scores 1 galaxy token. If 2 or more players tie in this condition, no one scores the token.

The game begins with the **Chaos** edict which does not score any galaxy tokens (do not score the **Chaos** edict before the first turn of the game).

2. CHECK FOR GAME END

The Emperor asks if any player (including themselves) has no colony tokens left on their player board or if there are no galaxy tokens left in the supply. If so, the game immediately ends.

When the game ends, all players reveal and count their tokens in their throne: **each colony and galaxy token scores 1 point.**

Then each adds their tokens on planets and far space locations to this total: **each colony token scores 1 point** and each **starbase scores 2 points.** Tokens left on your player board are not counted toward your final score.

The player with the highest total wins. If there is a tie, the tied player with the most planets wins. If there is still a tie, the Emperor determines the winner among the tied players.

VARIANTS

PLAYING WITH 2 PLAYERS

There are a few changes for 2 players. Roles are selected differently. Also, substitute the following set up steps.

Exploration tiles: Set aside the 3 wormhole tiles and one 2-polymer tile per player. Shuffle the remaining tiles and remove 16 tiles. Choose 4 sectors adjacent to each other and fill all the regions with the 16 facedown tiles. These sectors are now blocked from play. Divide the remaining tiles into three roughly equal stacks. Place 1 wormhole tile in the middle of each stack and combine all three stacks together into a single facedown stack. Flip over 3 tiles to form a faceup display. Replace a tile if all tiles have no planets.

Playing the game: When the game begins, the starting player may place the Monolith on any role. Each player takes a turn as indicated by the role. The scepter is then handed to the other player.

However, from this point forward, each player chooses 2 roles, one after the other, resolving and moving the Monolith between each selection before handing the scepter to their opponent.

SET UP FOR FIRST TIME PLAYERS

You can play the games without player powers to make it easier for first time players. For starting resources, each player begins with 3 polymers, 2 metal, 1 energy and 5 credits. Do not deal powers out and ignore the rule for flipping powers to surge after a worm hole appears.

EMPIRE OF THE STARS



ROLES

EXPLORER +●|○

1. SCORE A TILE

Starting with the player who chose **EXPLORER**, each player must choose a tile and place it in any region. **Privilege:** Place a colony token on the tile you place (not empty tiles, wormholes, or asteroid fields) and claim ownership. If the last tile is placed or the galaxy is full, **EXPLORER** no longer has any effect.

2. REFILL THE DISPLAY

Refill the display: 1 exploration tile per player plus 1. If there are not enough, fill the display as much as possible. There must be at least 1 planet in the display.

3. CHECK FOR NEW WORMHOLES

If any new wormholes were added, all players with a player power on the **core** side flip it to the **surge** side.

STEWARD ☺|+1

A planet is owned (colonized) by a player if it has their **colony token** on it (either side showing). If there are no market tiles showing resources, the **STEWARD** role has no effect.

1. CHOOSE A MARKET TILE

Privilege: The player who chose **STEWARD** selects 1 of the resource tiles and collects 1 of each resource on that tile.

2. PRODUCE RESOURCES

All players may simultaneously produce resources. All colonized planets produce the resources indicated on the planet, but only those that match the chosen market tile.

3. SET THE MARKET

Flip the chosen market tile over to show 1 or more credits. Then, push all credit tiles to the left edge of the market table, and push all resource tiles to the right edge. The revealed column of numbers sets the value of resources during **MERCHANT**.

MERCHANT ±P|+☙

The current market price is determined by the **market table**.

1. COLLECT CREDITS

Privilege: The player who chose **MERCHANT** gains credits from the supply equal to those shown on all credit market tiles.

2. BUY AND SELL RESOURCES

Players may buy and sell simultaneously. The value of resources is indicated by the column *not* covered by a market tile.

3. INVEST IN FAR SPACE

The player who chose **MERCHANT** invests first, then others may invest in turn order. You may invest in the far space locations. You may invest a maximum of 2 times on your turn.

- If a galaxy token is on the location, pay the credits and score the galaxy token.

- If there is no galaxy or colony token on the location, pay the credits and place a colony token on it. This makes it worth 1 point.

- If your colony token is on the location, pay the credits and flip your colony over to a **starbase**. This makes it worth 2 points.

Only 1 token may be placed on a far space location; once you own a far space location, no one can take it from you.

4. RESET THE MARKET TILES

Flip all market tiles to their resource side and push them to the right edge of the market table. Their order does not matter.

ENGINEER +▲|+▲

You can only have 3 ships per region.

1. BUILD SHIPS

All players can build ships simultaneously. **Privilege:** The player who chose **ENGINEER** may build 1 fighter for free if available.

Fighters: 1 polymer and 1 metal.

Cruisers: 2 polymers, 2 metal and 1 energy.

Dreadnoughts: 3 polymers, 3 metal and 2 energy.

Place all built ships in your staging area on your player board.

2. DEPLOY SHIPS

Starting with the player who chose **ENGINEER**, all ships in your staging area must be deployed to one or more of your regions with a starbase. **Your home world is always a starbase.** Any ships still in your staging area must return to your supply.

SCIENTIST +P|+P

Starting with the player who chose **SCIENTIST**, each player:

1. DRAW 1 TECHNOLOGY

You may draw the top card from any facedown deck or faceup discard pile into your hand of technology cards.

2. BUY 1 TECHNOLOGY

You may buy 1 technology from your hand, paying the cost from your resources. Place it faceup in front of you; it is immediately available for use. **Privilege:** The player who chose **SCIENTIST** pays 1 less resource. All players pay 1 less resource for each owned technology matching the type they are purchasing.

3. DISCARD DOWN TO 3 CARDS

WARLORD →→

Privilege: The player who chose **WARLORD** goes last, so turns begin with the player to the left of that player. On your turn:

1. MOVE SHIPS

Move any or all of your ships, in any order, but each ship may only move once. Each move to an adjacent region costs 1 movement. Fighters move 4 regions, cruisers 3, and dreadnoughts 2. **Colonies and starbases cannot move.** Ships can move into regions with no exploration tile.

The maximum number of ships in a region is 3. You can never stop on a region with 3 ships, but you may move through it. Opponent's ships do not block movement.

You can never stop on an opponent's home world. If your ship moves into an asteroid field, you must stop, but you may continue movement when **WARLORD** is chosen again. You may move from a wormhole to any other region in the galaxy.

2. RESOLVE BATTLES

After you move your ships, you may start a **battle** in any sectors with your ships, colonies or starbases and an opponent's units.

3. COLONIZE PLANETS

After all your movements and any battles, if you are the only player with ships on an empty planet, you may place 1 of your colony tokens on the planet. If there is more than 1 player on the planet, nothing happens.

EMPIRE OF THE STARS



ROLES

EXPLORER +●|○

1. SCORE A TILE

Starting with the player who chose **EXPLORER**, each player must choose a tile and place it in any region. **Privilege:** Place a colony token on the tile you place (not empty tiles, wormholes, or asteroid fields) and claim ownership. If the last tile is placed or the galaxy is full, **EXPLORER** no longer has any effect.

2. REFILL THE DISPLAY

Refill the display: 1 exploration tile per player plus 1. If there are not enough, fill the display as much as possible. There must be at least 1 planet in the display.

3. CHECK FOR NEW WORMHOLES

If any new wormholes were added, all players with a player power on the **core** side flip it to the **surge** side.

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2. DEPLOY SHIPS

Starting with the player who chose **ENGINEER**, all ships in your staging area must be deployed to one or more of your regions with a starbase. **Your home world is always a starbase.** Any ships still in your staging area must return to your supply.

SCIENTIST +P|+P

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Privilege: The player who chose **WARLORD** goes last, so turns begin with the player to the left of that player. On your turn:

1. MOVE SHIPS

Move any or all of your ships, in any order, but each ship may only move once. Each move to an adjacent region costs 1 movement. Fighters move 4 regions, cruisers 3, and dreadnoughts 2. **Colonies and starbases cannot move.** Ships can move into regions with no exploration tile.

The maximum number of ships in a region is 3. You can never stop on a region with 3 ships, but you may move through it. Opponent's ships do not block movement.

You can never stop on an opponent's home world. If your ship moves into an asteroid field, you must stop, but you may continue movement when **WARLORD** is chosen again. You may move from a wormhole to any other region in the galaxy.

2. RESOLVE BATTLES

After you move your ships, you may start a **battle** in any sectors with your ships, colonies or starbases and an opponent's units.

3. COLONIZE PLANETS

After all your movements and any battles, if you are the only player with ships on an empty planet, you may place 1 of your colony tokens on the planet. If there is more than 1 player on the planet, nothing happens.

REGENT +

1. GAIN INFLUENCE

All players take 2 colony tokens from their board to use as political influence. In turn order starting with the player who chose **REGENT**, each player decides whether to buy 1 additional token (only) to use as political influence. The cost starts at 2 credits, but rises 1 credit each time influence is purchased.

2. PLACE INFLUENCE

In turn order starting with the player to the left of the player who chose **REGENT**, each player decides where to place their influence. Each token you place counts as 1 influence, just as colonies already on the board do. **A starbase already on the board counts as 2 influence.**

You may not place influence on far space locations. You may put influence on your own planets to upgrade them to starbases. You may influence enemy planets to downgrade an enemy starbase to a colony, or eliminate an enemy colony. You may also place influence on the Galactic Throne at the bottom of the game board to become Emperor.

3. RESOLVE CONFLICTS

If 2 or more players have influence on a planet or the Galactic Throne, the conflict must be resolved. Remove influence from each player evenly until only 1 player has influence left. If both players have the same amount of influence, the planet or Galactic Throne will be left empty. If you have 1 influence left on a planet, leave your colony token on the planet to show control. If you have 2 or more influence left, flip 1 colony token over to a starbase (black background) and take back any excess tokens.

4. CLAIM THE THRONE

If you have 1 or more influence left on the Galactic Throne, return the tokens back to your player board: you are the new Emperor. If no one has influence left there, the player who chose **REGENT** becomes Emperor.

5. SET AND SCORE THE EDICT

The Emperor must choose one of the 7 **edict tiles** and place it faceup in front of their player board. You may have only 1 edict in effect. If you were previously the Emperor, you may keep your edict or choose a new one.

The Emperor calls all players (including themselves) to score a colony token from their player board. Then the player who meets the condition on the edict also scores 1 galaxy token. If 2 or more players tie in this condition, no one scores the token.

BATTLES

A. DECLARE OPPONENT AND CALL FOR ALLIES

You are the **attacker**. Declare 1 opponent in the sector as the defender.

1. Announce which players you wish to have as **allies**. Then the defender does the same.
2. Starting with the player to the left of you and continuing around the table, each accepts or declines the invitation of either attacker or defender. If they accept, they may move ships into the sector following normal movement rules.

Before the battle begins, an ally must have at least 1 unit in the sector (ship, colony, or starbase). An ally's technologies apply only to their units unless otherwise stated on the technology.

B. DETERMINE COMBAT STRENGTH

Both attacker and defender add up the **strength** of all their units and their allied units in the sector. Your home planet always has 1 starbase.

Fighter 1, Colony 1, Starbase 2, Cruiser 3, Dreadnought 6

C. SET BATTLE PLAN

Using their combat dials, the attacker and defender secretly distribute their respective total combat strength among **tactics, weapons, and shields**. Reveal battle plans simultaneously.

D. TACTICS WINNER MOVES SHIPS

The player with the higher **tactics** may move ships equal to the difference in tactics values. Any ships in the battle from either side can be moved according to normal movement rules. **The tactics winner and their allies score 1 galaxy token each.**

E. DETERMINE HITS

Both players compare their **weapons** against their opponent's **shields**. For each weapon not deflected by a shield, the player of the firing ships makes a hit, and decides which opposing unit in the sector is destroyed. You may only hit units in the sector.

A **fighter** or **colony** is destroyed by 1 hit, **cruisers** by 2 hits, and **dreadnoughts** by 3 hits. A **starbase** is flipped to a colony by 1 hit or destroyed by 2 hits. Home world starbases can never be destroyed. You cannot destroy an enemy colony if there are any enemy ships in its region.

F. RETURN DESTROYED SHIPS & SCORE COLONIES

All destroyed ships are returned to their owner's staging area. If you destroy an opponent's colony, it is not returned to them; it is instead scored in your throne. **Each of your allies score 1 galaxy token for each colony you score.**

PLAYER POWERS

When you use your **surge power**, you must then flip the power back to the core side.

THE EMPEROR AND ENDING THE GAME

When the Emperor receives the scepter, they must do the following before choosing a role:

1. SCORE THE EDICT

The Emperor calls all players (including themselves) to score a colony token from their player board. The token must be scored if possible. Then the player who meets the condition on the edict also scores 1 galaxy token. If 2 or more players tie in this condition, no one scores the token.

The game begins with the **Chaos** edict which does not score any galaxy tokens (do not score the **Chaos** edict before the first turn of the game).

2. CHECK FOR GAME END

The Emperor asks if any player (including themselves) has no colony tokens left on their player board or if there are no galaxy tokens left in the supply. If so, the game immediately ends.

When the game ends, all players reveal and count their tokens in their throne: **each colony and galaxy token scores 1 point.**

Then each adds their tokens on planets and far space locations to this total: **each colony token scores 1 point** and each **starbase scores 2 points**. Tokens left on your player board are not counted toward your final score.

The player with the highest total wins. If there is a tie, the tied player with the most planets wins. If there is still a tie, the Emperor determines the winner among the tied players.

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