# A NEW FRONTIER

## A GAME BY
## JONAS DICKSEN

Over the centuries Earth's various companies have consolidated into Mega Corporations. Where once there were clear boundaries between countries and corporations, we now have Corporate Republics, an amalgamation of both. As competition kept rising and resources dwindled, these Corporate Republics started looking to other planets in the Solar system for new sources of revenue. In the late 22nd century a major breakthrough was made by making the Einstein-Rosen Bridge stable and safely traversable. No longer hindered by the vast distances of interstellar travel, humanity set out to explore and colonize Space outside the Solar system. Though many new systems were explored and colonized, arguably the most lucrative of these systems is the Alpha system.

Many corporations have tried, but only the largest Corporate Republics have had the capabilities to successfully establish themselves in the system and exploit the Ore resources there. As time passed the different factions soon extended their rivalries on Earth into the Alpha system with some corporations being more successful than others. Thanks to global advancements in education, infrastructure and energy, Earth has become a prosperous and peaceful planet, where conflicts are deemed barbaric and as such, a thing of the past. In space however, things are less clear cut, and eventually the more successful corporations were starting to experience ore thefts, something that led to an ever-increasing number of security forces being added to the system by all present factions.

No one really remembers who fired the first shot, and not that it matters. The Alpha system has become the new frontier for competition, the way it was back in the 22nd century, and tensions have reached an all-time high. As 2243 is nearing its end you have been assigned as CEO of one of the leading factions and you must now prepare a strategy that will lead your organization to dominance over the competition and ensure ever-increasing fortunes for your shareholders.

Special Thanks to

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# INTRODUCTION

A New Frontier is a highly interactive conflict game for 3-5 players. The goal of the game is to become the most dominant Corporate Republic in the Alpha System, which is achieved by having the most Victory Points by game's end. There are different ways to gain Victory Points, with some being more peaceful than others.

Players can interact with all other players, regardless of position, and consequently, conflicts are plentiful, but also quite undramatic. There is no player elimination, and you also cannot "gang-up" on another player, at least not from a conflict perspective. Conflicts are multi-phased, with ample opportunity for trickery. A New Frontier has little hidden info (the obvious exception being player fleets) and few random elements, and with only 5 turns every decision counts.

The game is centered around four ore-rich planets, and each player is present at every planet. This is where players harvest ore for income, build ships and upgrade mines, as well as carry out attacks against each other. In addition, there are four support areas/phases, where players can choose to diversify in order to gain further advantages and Victory Points. Each Turn starts with a Planning Phase where players hiddenly set their strategic plan for the whole turn by using the resources to their disposal. Players then make tactical decisions during each Action Phase within the framework of their strategic plan (see right-hand image).

In addition to Actions and Credits, players must balance their Prestige, which basically is their organization's goodwill and reputation, and is essential for certain aspects of the game, most notably during Exploration and Politics.

Once you know the game it usually takes ca 2 – 3 hours, depending on number of players.

**Planning Phase**

**Action Phases**

**Planets x 4**
Conduct Attacks
Harvest & Build

**Exploration**

**Politics**

**Marketing**

**R & D**

# ICONS AND TERMINOLOGY

## GENERAL GAME CONCEPTS

Customized Dice = 1st Stretch Goal

**2 D 6** 🎲🎲 = All dice rolls in the game = Roll two dice and take the difference between the two but count results of 5 as 4. Ex. Dice A = 6 and Dice B = 1, so total is 4 (p.7)

**End Game Scoring** $\Omega$ = All type of scoring mentioned in conjunction with this symbol takes place after Turn 5, during End Game Scoring (p.12)

**Influence** 🏛️ = Represents a Corporation's ability to influence other parties and is mainly used during Exploration (p.8) and Politics (p.9). There are 20 physical 🏛️-Tokens

**Prestige** ⭐ = Represents a Corporation's reputation and goodwill. Unless otherwise stated, all players start with 9 ⭐. Max ⭐ is 22.
If a player's ⭐ ever reaches 0 the Company's employees go on strike. That means that the player loses 6 VP and all of their remaining Attacks that Turn are cancelled. At the end of that Turn their ⭐ is then reset to 4.
A player's ⭐ is translated into 🏛️ at the start of a Phase, according to the 🏛️-Track (see right). For example, 3 ⭐ would translate into 1 🏛️. Once 🏛️ is established for the Phase it won't change even if ⭐ were to change. 🏛️ is always reset at the end of each Phase.

⭐- and 🏛️-Tracks

| | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| ⭐ | | | | | |
| 🏛️ | 1 | | | | |

**Victory Points** VP = Represents a Corporation's dominance. The player with the most VP after End Game Scoring wins the game.
Each time a player earns VP, move their 🔶 on the VP-Track. Once a player reaches 10 or more VP, give the player a 🔟-Token (there are 12 of these) and deduct 10 VP from their current score on the VP-Track. Note that there are 6 x 20–Tokens that can be traded for 2 x 🔟–Tokens to hide a player's true VP-count.

## CONFLICT GAME CONCEPTS (P.6F)

**Conflict** = Occurs when Corporation(s) Attack a Corp. Each Corp is fighting for themselves against all other participants; **Opponent** = Each Corp that you fight at a Planet

**Attack Value** 🔴 = Used only when Attacking; **Defense Value** 🔵 = Used only when Defending; **Strength Value** 🔴🔵 = Used both when Attacking and when Defending

**Might** 🔴 = Decides winner of Conflict; **Casualties** 💥 = Ships lost in Conflict; **Target** = Player being attacked in a Conflict; **Steal** 💰 = Amount of 💰 you Steal

## GAME COMPONENTS – CARDS

1️⃣ **Conflict Cards** = 5 sets x 5 diff Strategy Cards + 5 sets x 15 diff Tactics Cards (p.7)

2️⃣ **Politics Cards** = 2 sets (black divider & white divider) x 7 different Policies (p.9)

3️⃣ **Marketing Cards** = 3 sets x 8 different Marketing Missions + 1 x 5-player Mission (p.10)

4️⃣ **Faction Cards** = 1 x 6 different cards. Describes each Faction's background story, starting Technologies and Special Abilities (p.12)

## GAME COMPONENTS – LARGE ITEMS

1️⃣ **Player Aids & Scripts** = 4 unique Player Scripts + 2 x Player Aids for newish players

2️⃣ **Storage Area** = (2 ex) Stores all neutral Ships and 💰. Back = *Organizing the Game* (p.3)

3️⃣ **Planning Board** = (1 x 6) Used to plan each Turn from a Strategic perspective (p.5)

4️⃣ **Player Screen** = (1 x 6) Used to shield your planning. Contains info on game flow, important rules and End Game Scoring (left), Tech Tree (middle) and Facilities (right) (p.5)

# GAME COMPONENTS - TOKENS (ACCORDING TO WHEN IT IS FIRST ENCOUNTERED)

**Ship Token** = (150 ex) 39 x Stingray, 32 x Barracuda, 29 x Hammerhead, 11 x Kraken, 13 x Leviathan, 8 x Behemoth, 6 x Piranha & 4 x (= Adv Ship Prototypes )

**Mine Token** = (4 x 6) Indicates a player's "Area" on each Planet, as well as income. Starts at lvl 3 (p.4, 6)

**Technology Token** = 10 Branches x (4 x lvl 1A, 3 x lvl 1B, 2 x 2A, 2 x lvl 2B, 1 x lvl 3) = 120 Tech Tokens (p.4, 11)

**Electrical Storm Token** = Blocks a Planet from all interaction, unless *specifically* stated otherwise. Moves in clockwise order until turn 5, when it disappears (p.4, 6, 12)

**Power-up Planet Token** = When reaches the Planet with this Token, players can start utilizing their faction's Advanced Abilities (from turn 3 and onward) (p.4, 12)

**Prosperity Victory Point Planet Token** VP = After Alpha Security has been decided, all players with Attacks on a Planet gain +1 VP for every VP on that Planet (p.4, 6)

**Player Token** = (7 x 6) Is used throughout the game to indicate your stats and choices. Each player normally has 5 dedicated Tokens and 2 spare Tokens (p.4)

**Credit Token** C = (78 ex) 1 x 33 + 3 x 28 + 5 x 13 + 11 x 4  Is the currency of the game and is used to build, bid and bribe (p.5)

**Action Token** = (40 ex) Is used to plan for Actions during the Planning Phase. Each Faction normally has 8 Actions (p.5)

**Attack Dice** = (15 ex) Is used to plan Attacks on other Corporations during the Planning Phase (p.5)

**Electrical Storm PB Token** = (7 ex) Can be used on Planning Board to indicate on which Planet the is, in order to avoid planning mistakes (p.5)

**Turn Order Token** = (1 x 6) Is used to indicate Turn Order on the Turn Order Track and thereby who wins all ties, barring bribes (p.5)

**Loan Token** = (2 ex) Used when a player cannot pay maintenance costs. Must be cleared before the end of the Planet Phase (p.6)

**Reminder Token** = (4 ex) Can be placed on Boards and/or Fleets as a reminder for the player to check their Techs and/or Abilities during a certain Phase/Conflict

**Exploration Token** = (3 x 6) Represents one of three Corporate Exploration Fleets, which is used to move on the Exploration Board (p.8)

**Archaeotech Token** = (24) Represents lost or new tech which can be gained via Colonies during the Exploration Phase (p.8)

**Voting Token** A = (A x 5 + B x 5) Is used to vote on Agendas during the Politics Phase (p.9)

**Agenda Divider** = (4 ex) Used to cover the unwanted Agenda on each Policy. *OBS: The 4th Divider is for the expansion, which will allow 6-player games* (p.9)

**Agenda Planet Token** = (1 x 3) Used to indicate which Planet is affected by a Planet Specific Agenda (p.9)

**Facility Token (Orbital)** = (4 x Space Docks, 2 x Satellites) All Facilities are acquired through R & D and their effects can be found on each Player Screen (p.12)

**Facility Token (Planet)** = 6 x Def Systems, 4 x (Refineries, Factories, Shield Generators, Planetary Councils, Research Facilities, Exploration Centers, Broadcast Towers) (p.12)

**Faction Tokens (p.12)** Trade deal - *Trade Deal*; - *This is not a Bribe*; - *War of Attrition*; - *Warp Drives*; - *Contingency Plans*; Vendetta - *Expansion!*

# ORGANIZING THE GAME

Before packing up the game, the Ships need to be divided up into Starting Fleets, according to the right-hand image. In total, there will be 5 such Fleets. If playing with fewer than 5 players, the extra Starting Fleets should be left in the Tray. Each Faction has its own Ziplock Bag and the contents of each such bag are also displayed on the right, in addition to any Faction specific Tokens, like Piranhas. All this info is available on the backside of the Marketing Board (p.4). The Starting C in each bag (6 pieces) can be left in the bags that are not used. The 7th bag should then contain all Tokens that are not placed in the game Tray, which are the bigger Tokens that are used during Politics and on the Planets. The remaining 2 bags are used to store all the 45x68 Cards in the game. When packing up, the Planet Boards should be placed at the bottom, with the Tech Tray on one side. The smaller game Boards, together with all Large Items (p.2) and the smaller Tray should be placed on top of each other on one side of the box, with the other side containing all the Bags.

*Backside of Storage Area*

## A NEW FRONTIER APP

The App is available for download from the App-store free of charge. It is by no means necessary to use this App to play and enjoy the game, but it is a great tool to, not only ensure a smooth game experience, but also add that extra bit of tension that elevates the game in critical moments. The App works as a timer for the various parts of the game that have potential to lead to Analysis Paralysis and provides sound notifications at the following intervals (sec): 90/75/60/45/30/20, as well as a count-down for the final 10 seconds. Rules and settings can be found in the App. A tip for newish players is to give them 3 time-outs during the game, meaning they could pause the timer at 3 times during the game.

## NEW PLAYERS - SOME TIPS

New players should automatically be placed higher on the Turn Order Track. For example, in a 4-p game with two newbies, they will always be 1st and 2nd on the Turn Order Track regardless of when they actually finish their Planning Phase (veterans can still bid to bypass the Turn Order Track). Good (easy) newbie Factions are *Meridian League* and *Alpha Venture*. Finally, having too many choices can be a bit overwhelming, so it may be beneficial to remove Tactics: *Decapitation Strike, Fleet Superiority, Force Dispersal, Fighting Withdrawal* and *Echelon Formation,* as well as Political Policies: *Planet Policy, Corporate Policy* and *Support Policy.*

# SETTING UP THE GAME



**Player Area**

**Tech Area**
A player's Tech must be clearly visible to all Opponents

Marketing Missions
Archaeotechs

**Tech Area**
A player's Tech must be clearly visible to all Opponents

Marketing Missions
Archaeotechs

**Player Area**

1. **R & D Tray** – Line up the R & D Tray with the Exploration Board so it's centered. For 4-player games, remove 1 x lvl 1A and 1 x lvl 1B for every Branch. For 3-player games, remove (in addition to previous) 1 x lvl 2A and 1 x lvl 2B for every Branch

2. **Exploration Board** – Take the (Archaeotech Tokens) from the Game Tray and place them on the Icon. Take all the Facility Tokens and non-Politics Tokens from the Game Tray and place them on the Factory Area, incl the (the are mainly used on Turn 5 and during End Game Scoring)

3. **Planet Boards (x4)** – Give each player their Starting Fleets from the Game Tray *Important! Players may NOT rearrange the Ships in each Starting Fleets, e.g. put all the strongest Ships in one Fleet.* Each player places a (Mine Token) from their Ziplock bag on each Planet, together with a Starting Fleet of their choice. Factions that start with Facilities must place these before placing Fleets. Finally, place 1 (Prosperity VP) on and on , then place on and on

4. **Turn Order Track & Conflict Resolution Table** – Each player places their at the end of the T O Track, and also one of their at the start of the C R Table

5. **Storage Areas (x2)** – From the Game Tray, take all (Credits) and Ships not part of the Starting Assets and divide them up between the two Storage Areas

6. **-, & -Tracks** – Place 10 & 20 face up, with 10 on top. Each player places a on 0 for the VP-track, on 9 for the -track, and on 1 for the -track

7. **Politics Board** – Place both Policy Card Decks, the (Agenda Divider Tokens) and the (Agenda Planet Tokens) here

8. **Marketing Board** – Place Marketing Cards with *First* on the back at the top of the deck. 3p = 4 Missions (remove White suite); 4p = 6 Missions; 5p = 7 Missions *OBS: there must be at least 2 Missions of each type/suite available to choose from.* Finally, each player places a at one of the edges of the Marketing Board

Each Player should have left in their Player Area (in addition to any Faction specific Tokens): 8x , 3x , 2x , 1x , 3x , 4x , 2x , 1x , 1x , 2x , 3x

## PLAYER SEATING

Since there is no in-game benefit from sitting before, or after a certain player, the seating should be entirely pragmatic. Based on familiarity with the game if may be beneficial to have players seated in certain positions (see right-hand image).

- Since it is facing their direction, Newbies can more easily read the most important information, including the Conflict Resolution Table, active Political Agendas, -Track and active Marketing Missions
- Newbies will also have easy access to the R & D Board. Even though the R & D Board is depicted on the mid panel on each Player Screen, experience shows that new players seldom have the wherewithal to utilize this info
- The Owner is ideally placed to manage the VP-, - and -Tracks
- From Turn to Turn, whomever doesn't play Strategic Relocation and goes last in R & D Turn Order between the Owner and the Veteran should manage Marketing Missions

*Example of player seating in a 5p-game*

Newbie / Owner / Neutral / Newbie / Veteran

# PLANNING PHASE

*During the Planning Phase the Organization's greatest minds come together to device an overall Company Strategy that will hopefully give you the best possible conditions to dominate the Alpha System. This is a daunting task, where you must direct the vast resources of the organization while taking into consideration important factors like Political Agendas, Marketing Missions, Fleet compositions etc. So do you focus intently on a few areas at the expense of other areas, or do you try for a more balanced approach? What is the competition up to, and what should your response be? There are no easy answers, but whatever you choose to do, do so expediently because time is ticking and the last thing you want to do is lose the initiative due to indecisiveness.*

The Planning Phase is the first Phase of each Turn, and it officially begins when all players have indicated that they are ready. Players must first put up their player screens and then plan out what they want to focus on during the Turn.

### Bribes will bypass Turn Order

By placing 🪙 on any Support Area (e.g. R & D) players bypass the normal Turn Order for that particular Area/Phase. If several players place the same amount, the Turn Order Track decides who among them that will go first:

Turn Order Track | | Marketing Turn Order
---|---|---
Trans-Nordic Alliance — 1st | | 1st — Sub-Saharan Confederation
Sub-Saharan Confederation — 2nd | Places 1 🪙 on Marketing | 2nd — MTS Group
Trans-Oceanic Consortium — 3rd | | 3rd — Trans-Nordic Alliance
MTS Group — 4th | · Places 1 🪙 on Marketing | 4th — Trans-Oceanic Consortium

### Designer's note

*There is nothing stopping a player from planning their next Turn during the current Turn, but a player may never place anything on their Planning Board before the next Turn officially begins.*

1️⃣ **Marketing** – Each Action allows you to take a Marketing Mission. If there are no available Marketing Missions left when it is your 2nd Round, your 2nd Action is wasted, with no compensation (p.10)

2️⃣ **Alpha Security** – Bid 🪙 to bribe Alpha Security in case of a tie in 🎲 between Planets (p.6)

3️⃣ **R & D** – The 1st Action allows you to take 4 Tech lvls worth of Tech. The 2nd Action allows you to take an extra 1-3 Tech lvls during the 2nd Round, with each Tech lvl costing 3 🪙. Bids should be placed separately from Tech costs. Ex. 2 Actions and 6+1 🪙 = 1 🪙 bid for R & D Turn Order + 6 Tech lvls (4 lvls 1st Round + 2 lvls 2nd Round). (p.11)

4️⃣ **Planets** – You can play 1 Attack Action and/or 1 Build Action on each Planet. An Attack Action allows you to Attack another Corporation. Use a 🎲 to indicate which Corporation you plan to Attack. You can at most Attack at 3 Planets. A Build Action allows you to upgrade your Mine (at no cost) and also build 0-2 Ships. Take the Ships you want to build from the Storage Area and add the necessary 🪙 from your own private bank. There is a limited number of Ships available and when a certain Ship type runs out no more Ships of that type can be built (players are free to take Ships from either Storage Area) (p.6f)

5️⃣ **Politics** – The 1st Action allows you to initiate a Political Agenda and use 🗳 when voting. The 2nd Action allows you to bid 2 🪙 (add 🪙 at Pol Phase) for potentially +3 VP (p.9)

6️⃣ **Strategic Relocation** – Pay 3 🪙 to move Ships (hiddenly) between two Planets after the Planet Phase, but before the R & D Phase (p.7)

7️⃣ **Exploration** – Each Action allows you to take a step on the Exploration Board (it takes two steps to ally with a Colony). Once you have allied with a Colony you may, during later Planning Phases, put 2 🪙 on Exploration to trade for a maximum of 1 💎/Turn. No Action is needed for trading. Bids should be placed separately from Trading (p.8)

Once a player is finished, they should state out loud that they are finished, whereupon they take their [Sub-Saharan Confederation] and place it on the first available spot on the Turn Order Track. Once a player has announced that they are finished, they may not reverse that decision (obvious and honest mistakes like forgetting to pay for Ships should be the exception). *Important! Turn Order decides all ties in the game.* Thus, it's quite beneficial to be high on the Turn Order Track.

### Optional Rule!

Bid at least 3 🪙 to become 1st on the Turn Order Track. Place bid on the 🔵-Planet on your Planning Board.

## SEIZE THE INITIATIVE

By focusing all their attention on one Planet, a Corporation may *Seize the Initiative* from the opposition. While this is quite resource intensive, it may be well worth the investment if used at the opportune time. A player may place 3 🪙 on top of 1 🎲 per Turn. This makes the player 1st in Turn Order for that Planet. In effect, this works in a similar fashion as, for example a Satellite (= Count as being 1st in Turn Order). During Alpha Security (p.6), place the 3 🪙 on top of every Fleet that has chosen to *Seize the Initiative.*

*Important! You can never count as being 1st in Turn Order more than once at a Planet, so if you have a Satellite at a Planet there is no point to* Seize the Initiative, *you already count as being 1st in Turn Order.*

*If two players Count as being 1st in Turn Order due to Facilities or for having paid to* Seize the Initiative *at a Planet, the Turn Order Track decides who is 1st among them in Turn Order (see example at right). If a Conflict gets cancelled by Alpha Security (p.6) the 3 🪙 used to* Seize the Initiative *are lost.*

### Example of establishing Turn Order at a Planet

Turn Order Track shows the overall Turn Order for all players

Trans-Nordic Alliance — 1st
Sub-Saharan Confederation — 2nd
Trans-Oceanic Consortium — 3rd
MTS Group — 4th

1st = 🟧 due to A) Satellite and B) Position on Turn Order track

2nd = 🟩 due to A) *Seize the Initiative* and B) Turn Order pos.

3rd = ⬜ due to Turn Order pos.

4th = 🟦 due to Turn Order pos.

# PLANET PHASE

During the Planet Phase players attack each other, build Ships and upgrade Mines. The first step of the Planet Phase is to determine the focus of Alpha Security, which is the Alpha System's peace keeping force. Its only task is to prevent the different factions from resorting to violence, but unfortunately the organization has suffered from multiple budget cuts and is currently severely under-funded. Consequently, Alpha Security is a bit of a Paper Tiger and tends to focus on the smaller Conflicts in the system and leave the larger Conflicts to... sort themselves out.

## DETERMINE FOCUS OF ALPHA SECURITY

1. All players take their Attack Dice and place them by their Fleet at each Planet where they Attack

2. Alpha Security will target the Planet with least 🎲 (do not forget Political Agendas and Techs [Strategy 2B]), even if that Planet has no 🎲. All players who placed an 🎲 on that Planet are convinced (or rather bribed) by Alpha Security to cancel their Attack. Players lose their Attack, but gain 3 🟡. If there is a tie in number of Attacks, randomize which Planet is cancelled, unless someone has bribed Alpha Security (p.5). Note that the player that has the highest bribe can only determine which Planet is cancelled if that player is affected by the outcome, meaning they either Attack or are getting Attacked at one of the Planets in contention. If that is not the case, then see if the player with the 2ⁿᵈ highest bribe qualifies to decide etc. If two players are tied for bribing Alpha Security and cannot agree on the Planet to cancel, randomize the Planet

3. A Planet without strife or 🔵 (Electrical Storms) will Prosper! Consequently, place a 🆅🅿 on every Planet without 🔵 and Conflict

4. Since Conflict is deemed barbaric and frowned upon, each player loses 1 ⭐ for every Attack they have that is still on the Board. In addition, each player with an Attack at a Planet with 🆅🅿, gains +1 🆅🅿 for every 🆅🅿 on that Planet. All 🆅🅿 are then removed from that Planet

5. As a final step, players with certain facilities (Shield Generators, Research Facilities, Exploration Centers) should check if they qualify for the benefits of those facilities (see right-hand panel on each Player Screen)

## PLANET RESOLUTION ORDER

Start with the 1ˢᵗ *Planet without Conflict* after 🔵-Planet and go in clockwise order. For Planets without Conflict, jump straight to:

### 6. Receive 🟡 from Mines
The current Mine lvl is the one pointing towards the Planet center

### 7. Resolve Build Actions
Upgrade the Mine by turning it so the next higher number points to the Planet center. Maximum Mine lvl is 5. Only by researching Production 1B (Technology) may a player flip their Mine Tokens to reach lvls 6-8.

Place the built Ships with your Fleet and place the 🟡 on the Storage Area. *Important! Players must announce out loud what type of Ships they're building, so the other players can take note without having to watch!* (failure to do this may result in the player being asked to reveal all their newly built Ships in each Fleet)

The max Fleet size is 9 Ships. A player who builds more must return excess Ships built and regain the corresponding 🟡.

### 8. Pay maintenance 🔧
2 🟡 per Ship above 4 Ships. A player who lacks 🟡, takes a loan of 4 🟡 from the Storage Area and places a 🔶 (Loan Token) on that Fleet. This loan must be repaid before the Planet Phase is over. A player unable to repay the loan must remove enough excess Ships at this Fleet to cover the loan, at 2 🟡 per Ship (e.g. by removing 2 Ships you gain 4 🟡).

For the Planet with 🔵 no Actions are allowed and no income is received, but players must still **Pay maintenance** 🔧.

### Suggested optional Rule!

To save the biggest Conflicts for last, resolve Planets accordingly:
1. Planet(s) without Conflict;
2. Planet with 🔵
3. Planet with least player Attacks
4. Planet with most player Attacks
If there is a tie, go clockwise from Planet without Conflict

### Tips from the Coach

Players that often forget to pay 🔧 and/or find it hard to count the size of Fleets may want to put Ships 5-9 into an adjacent stack. E.g. 1ˢᵗ stack = 4 Ships, 2ⁿᵈ stack = 2 Ships

# CONFLICT

*Conflict in the Alpha System is just as much about maneuvering and demonstrating strength as it is actual combat. After all, purposefully killing each other like was done back in the 22nd century is deemed very barbaric. Naturally, some "collateral damage" is expected, but as long as the proper safety measures are observed then "what happens in the Alpha System stays in the Alpha System". Therefore, conflicts are resource intensive, drawn-out affairs and the bigger the fleet, the more resources are needed. Hence, the most successful Security Officers are those who apply just the right amount of force to accomplish their goals.*

## 1 Determine Conflicts

- There are as many Conflicts at a Planet as there are different colors on the 🎲 (Attack Dice) placed there
- Each Conflict has only one Target, and all players who attack that Target count as being in the same Conflict
- A player can at most be involved in two Conflicts at a Planet; one where they are Attacking and one where they are being attacked.

### Mobilizing your Fleet

By placing an 🎲 by your Fleet you have mobilized it, meaning shields and weapons systems are powered up and the crew is set on high alert. This allows you to use your Ships' Attack values 🗡. It also mean that you *Count as Attacking* at that Planet, even if you yourself are Attacked by someone else. Players who don't have an 🎲 *Count as Defending* and use their Ships' Defense values 🛡. A player must never mix 🗡 and 🛡.

### Example of determining Conflicts

**Conflict A**
White > Green

**Conflict B**
Orange + Green > Blue

**Conflict C**
Blue > Orange

All players *Count as Attacking* since they have mobilized their Fleets via Attack Dice

## 2 Choose Strategy Card

Without knowing the strength of your Opponents (=All players involved in the same Conflicts at the Planet as you), you must hiddenly decide on a Strategy Card. This will determine which Tactics Cards will be available in Step 4. Note that the same Strategy Card (and Tactics Card) is used for all Conflicts you are involved in at the Planet.

## 3 Indicate Strength 🎲

Next step is for all players to indicate their 🎲 on the Conflict Resolution Table by using their 🎲 (see image below). A player's 🎲 is calculated by adding the values of their Ships (either 🚀 or 🚀), as well values from Techs (incl Facilities), Abilities, Political Agendas and Conflict Cards (these sources are used in all Conflict Steps). If a player forgets to indicate 🎲 from a source, that 🎲 is forfeited. Opposing players must be able to see the total 🎲 before choosing Tactics Card. Once players have indicated 🎲, their Fleet composition is open information, so any player may do a control check of the Fleet. However, this should only be done sparingly to avoid slowing down the game.

## 4 Choose Tactics Card and roll 🎲🎲

Choose an eligible Tactics Card for your Strategy (see right-hand image). Once all players have decided on a Tactics Card, reveal the Cards and roll 🎲🎲. Thereafter adjust your 🎲 accordingly. After 25 🎲, for every 2 🎲 🚀 and 💥 will increase by 1. All Conflict Cards are restored to the player's hand after the Conflict, ready to be used again at another Planet the same Turn.



Force Concentration -2 🎲 +1 🎲 & +1🎲 if you win a Conflict

Indicates which Strategies that can be combined with this Tactic. If your Tactic doesn't include the color of the Strategy you just chose, it may not be played

## 5 Determine winner(s) and outcomes

1. The Winner is the player with the most 🚀 (Might). Ties in 🚀 are decided by: 1. Conflict Cards; 2. Policies; 3 Turn Order. This means, for example, that *Defensive Strategy* will win ties vs *Frontal Assault* regardless of any Political Agendas in play

2. Start with the overall winner and give that player 🔷 and 🌑 according to the same sources as in Step 3. Then go down in player 🚀 order until all 🔷 and 🌑 have been rewarded. Note that all players, regardless of whether they win a Conflict or not, gain +1 🔷 for every Opponent they defeat (all this info is available on the left panel of each Player Screen)

3. Where on the CRT you end up in 🚀 determines how many 🚀 (Casualties) you get. Follow the column down one row on the CRT and add and/or deduct any 🚀 from the same sources as in Step 3. Most Ships aren't really destroyed by enemy fire, but rather break down through wear and tear, so the owner chooses which Ships to remove (i.e. "cannibalize" for spare parts). A Fleet must always have at least 1 Ship, so if a player loses all Ships in their Fleet, they automatically counts as having played *Defensive Strategy + Fighting Withdrawal* (recalculate their 🎲 and reverse the outcome of any Conflicts accordingly)

4. Next, determine if Attackers Steal 🪙 from their Targets. Only Attackers can Steal, and only from their Targets, meaning that even if a Defender defeats an Attacker, they may not Steal. Attackers 🪙 (Steal) 2 🪙 +1 🪙 per difference in 🚀. E.g. an Attacker who ends up with 5 🚀 Steals 4 🪙 from a Defender with 3 🚀. Don't forget to add and/or deduct 🪙 from Step 3 sources. If several players attack the same target, the Steal order is according to 🚀. Attackers may never Steal more than the Mine currently produces, which means that there might not be any 🪙 left to Steal for an Attacker that Steals after other Attackers

5. An Attacker who Steals at least 1 🪙 from their Target will try to Destroy the Target's Facilities 🚫 by rolling 3+ on 🎲🎲. If an Attacker steals at least 2 🪙 they can forego 2 stolen 🪙 to add +1 to the roll. Example: Attacker Steals 5 🪙 in total. However, the Target only has a lvl 4 Mine, meaning that if the Attacker foregoes 2 🪙 to Destroy on 2+, they only Steal a total of 2 🪙. OBS: Forgone 🪙 can be Stolen by a 2nd Attacker! If the Attacker is successful, the Defender chooses which Facility is Destroyed and the Attacker gains +2 🔷. It costs 2 🪙 to repair a Facility and this must be done immediately, or the Facility is removed from play. A Facility cannot be destroyed twice during the same Turn.

Once all Conflicts are resolved, (6) Receive income from Mines, (7) Resolve Build Actions and (8) Pay maintenance

### *Conflict Resolution Table (CRT)*



### *Rock, Paper, Scissors*

On rare occasions, a situation can occur where there is no winner in a Conflict. The following example will illustrate such a case:

🟧 attacks 🟦, plays *Frontal Assault* and is 1st in Turn Order

🟩 attacks 🟦, plays *Force Dispersal* and is 2nd in Turn Order

🟦 attacks 🟩, plays *Counter Attack* and is 3rd in Turn Order

All end up on 6 🚀 so 🟧 defeats 🟩, who defeats 🟦, who defeats 🟧. Consequently, no one is *Undefeated* and no one *Wins a Conflict*.

🟧 = +1🔷; 🟦 = +1🔷 & +1🌑

🟩 = +2🔷, +1🌑 & Steals 2🪙 from 🟦

## CONFLICT CARDS FAQ

All Conflict Card effects are cumulative, and in addition to effects from Techs and Abilities etc. All effects on a Conflict Card affects only the person who played the Card, unless specifically stated. A Green Card only affects players targeting the person who played it.

| | | | | | | |
|---|---|---|---|---|---|---|
| **Fighting Withdrawal** -2🚀 -1🚀 -4🚀 +2🚀 if you win a Conflict +1🔷 if undefeated | Undefeated = winning all your Conflicts at the Planet | **Defensive Strategy** -0.5🚀 -2🚀 Win ties vs Frontal Assault | -2🪙 means you Steal 2🪙 less if you defeat your Target | **Planetary Assault** -1🚀 Ignore negative Steal modifiers by Conflict Cards | Planetary Assault + Frontal Assault = You Steal ±0🪙 Planetary Assault vs Planetary Def = You Steal ±0🪙 | **Denied Flank** Opponents Steal -2🪙 Supersedes Planetary Assault | Planetary Assault + Frontal Assault vs Denied Flank = Attacker Steals -2🪙 | **Vanguard Assault** +3🚀 Steal first | Steal before Opponents with higher 🚀 get to Steal from Target | **Search & Destroy** +0.5🚀 +2🚀 Roll twice with +1 to Destroy | May Destroy 2 Facilities in one Attack. If you forego 4🪙 you gain an extra +1 on both rolls |

# STRATEGIC RELOCATION

Once the Planet Phase is over players who have planned for Strategic Relocation may start acting. Strategic Relocation enables players to move 0-2 Ships from one Planet ("X") to another Planet ("Y") and 0-2 Ships from Planet "Y" back to Planet "X" (Planet with 🌑 is not eligible). Ex. you could move 2 Ships from Planet "X" to Planet "Y" and 1 Ship from Planet "Y" to Planet "X". *Important! Strategic Relocation is a parallel activity that must not slow down game play*. Thus, a player whose Action it is must pause doing Strategic Relocation and focus on their Action. Only when other players are acting can they do their Strategic Relocation. A player must finish Strategic Relocation before taking their R & D Techs, meaning the player next in Turn Order can choose Techs if a player has not finished with Strategic Relocation by then.

# EXPLORATION

*Scattered outside the immediate Alpha System are human colonies; independent entities that have survived internecine wars, food shortages and external threats. Reconnecting with these Colonies and bringing them back into the fold of Corporate space is an overarching goal of most organizations in the Alpha System. After all, expanding humanity in space is a noble goal, although there are those who seem more motivated by the very tangible rewards such alliances would bring. But beware, allying with these colonies is not an easy task and it takes lots of influence, and sometimes even bribes, to sway them to your cause.*

**Exploration Token**
Represents 1 of 3 player Exploration Fleets

**Colony**
The Colony lvl is indicated by the number

**Wormhole**
Always the 1st step
(2nd step = a Colony)

1 Mine = +2 lvls.

+1 Tech'lvl
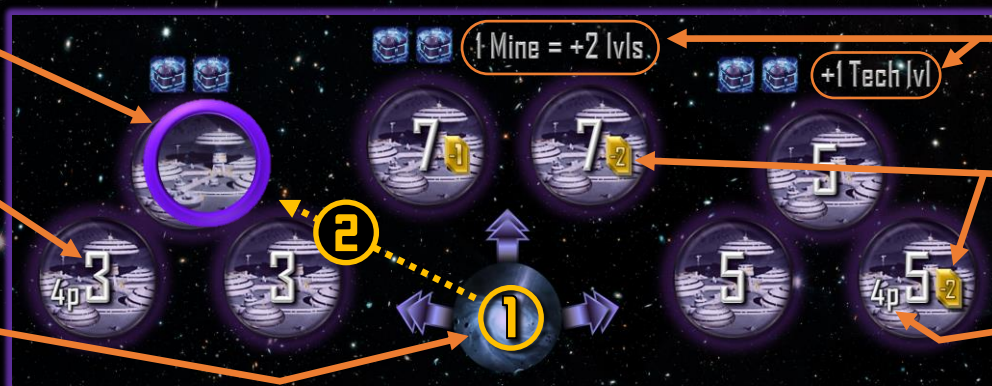
**Colony Utility**
1-time benefit during the Turn you ally

**Bribes needed**
It costs -2 🄲 to ally with this specific Colony (in addition to 👁)

**4 Players**
Only available with 4 players

## WHAT DOES THE PROCESS LOOK LIKE?

The 1st player with an Exploration Action takes one of their Exploration Tokens 🛸 and places it on the Wormhole (the Wormhole is always the 1st step). Then the next player takes their turn etc. Once all players with Exploration Actions have made a move, players with 2 Exploration Actions may make their 2nd move (this is the 2nd Round). When a player is going for a Colony the player needs to check their 👁 (Influence) to see what Colony lvl they can reach. The Colony number must be matched by the player's 👁. If the player lacks enough 👁 they can choose to permanently sacrifice ⏱ (Prestige) and 🄲 for an Influence boost to reach the Colony they want. Up to 2 ⏱ and 2 🄲 can be sacrificed to add up to 2 👁. Remember that 👁 is established at the start of a Phase, so losing ⏱ like this will not have a negative effect on a player's 👁 during the Phase. This represents the Corporation's exertion to sway the Colony by bribing and utilizing all it's Good Will by calling in favors, making promises of future aid, making threats etc. In the unfortunate event of a player being unable to ally with a Colony, the Exploration Action is wasted with no compensation received.

## WHAT HAPPENS ONCE I ALLY WITH A COLONY?

When a player allies with a Colony they receive 2 🎴 (Archaeotechs) in accordance with the Exploration Board. If this brings the player's total Archaeotech above 3 they must discard down to 3 🎴 (may discard old Archaeotech). In addition, higher lvl Colonies give players a 1-time Utility during the Turn they ally with these Colonies; a lvl 5 Colony gives you +1 Tech lvl during the upcoming R&D Phase, and a lvl 7 Colony gives either +1 Tech lvl OR +2 Mine lvls for one Mine of choice:

- ◆ R&D - Add a 🎲 to your R&D Area as a reminder. The extra level can be used either in the 1st Round or in the 2nd Round
- ◆ Production - Immediately upgrade one of your Mines +2 steps. Note that this allows you to bypass the normal restrictions, meaning you do not need Production 1B to upgrade a Mine past lvl 5

*Example of boosting 👁*

*Blue has 10 ⏱, which corresponds to 4 👁. Blue decides to sacrifice 1 ⏱ & 1 🄲 to gain +1 👁 for a total of 5 👁. Blue can then take a lvl 5 Colony. At the start of the upcoming Politics Phase Blue will have 9 ⏱, which equals 3 👁.*

## Ω END GAME SCORING

Each of your Colonies gives you +3 🆅🅟 at the end of the game.

*Tips from the Coach*

*If there is no player already on the Wormhole, players with 2 Exploration Actions can go straight to Colonies. In fact, players should be able to act in parallel during most Turns.*
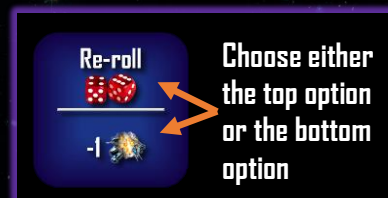
# ARCHAEOTECH

Archaeotech represent novel technology that allows a Corporation immediate and temporary benefits, which can be crucial if used at the opportune moment. All 🎴 are play and discard, and for most 🎴 there is a choice to use them in one of two ways. They can be used at any time and multiple 🎴 can be used at the same time, meaning for example that a certain dice roll can be re-rolled many times, both by re-rolls from the owning player as well as forced re-rolls by Opponents. The number of 🎴 a player has is open information and their 🎴 should be placed in a position where they are visible to other players. Once a player has committed to use an 🎴, the decision to do so may not be reversed. Used 🎴 are placed face-up in the Discard pile on the Exploration Board.

Re-roll 🎲🎲 / -1 🚀

Choose either the top option or the bottom option

## ARCHAEOTECH F A Q

- ◆ When re-rolling 🎲🎲, you always re-roll both 🎲
- ◆ You may only force the re-roll of 🎲🎲 by players that are your Opponents, and only the owner of a Facility may force a Destroy 🔴 re-roll
- ◆ Players who wish to re-roll their original 🎲🎲-roll must do so before other player(s) use "Force Opponents to re-roll"
- ◆ The Build 🔲 (including Ships etc) must still be planned for during the Planning Phase
- ◆ To get *an extra* +1 🆅🅟 or +1 ⚔ you must already be in a position to receive at least 1 🆅🅟 (during Politics) or 1 ⚔ (during a Conflict) respectively
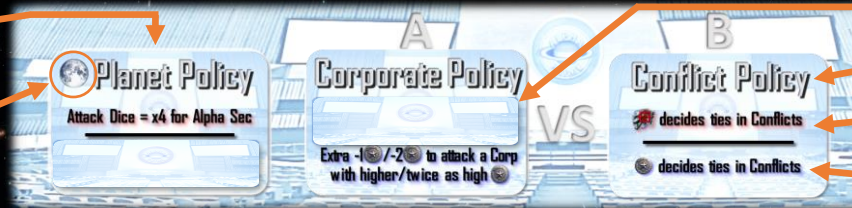- ◆ +1 🎲 is added after Tactics 2B

# POLITICS

On Alpha Prime is located the Grand Assembly, wherein the various Factions come together to discuss Policy and decide on various Agendas. In a society where Conflict is frowned upon, Politics has become a powerful tool for imposing one's will, and to gain the admiration of your peers. By skillful political maneuvering, a Corporation can bring success to its shareholders and gain precious benefits for future endeavors and only the very courageous, or perhaps foolhardy, dare eschew Politics altogether and leave their fate in the hands of others.

This Agenda was approved during the 1st round

Icon indicates that the Agenda only affects the chosen Planet Place a 🪐 on chosen Planet

**Planet Policy** — Attack Dice = x4 for Alpha Sec

**Corporate Policy** — Extra -1 🌑 /-2 🌑 to attack a Corp with higher/twice as high 🌑

A VS B

**Conflict Policy**
🔴 decides ties in Conflicts
🔵 decides ties in Conflicts

Token used to cover unwanted Agenda

Policy (has option of two diff Agendas)

Aggressive (red) Agenda

Passive (blue) Agenda

## WHO GETS TO PROPOSE AN AGENDA?

All Players who have placed an Action on Politics get to propose an Agenda. The one exception to this rule is in 5-player games where all players have placed an Action on Politics, in which case the last player won't get to play an Agenda. If less than 4 players have played Politics, some player(s) get(s) to propose 2 Agendas, based on Turn Order:

- If 3 players have played Politics, the 1st player will propose two Agendas
- If 2 players have played Politics, both players will propose two Agendas each
- If 1 player has played Politics, that player chooses who to challenge each Round (must be different player)
- In the unlikely event that no player has an Action on Politics, the Phase is skipped altogether

> **Optional Rule!**
> Players are allowed to exchange 🟡 at any time, resulting in a longer game with more (cut-throat) negotiations. (Normally this is only allowed if a rule explicitly says so)

## RESTRICTIONS ON 🏛 (INFLUENCE)

Players' 🏛 is established at the start of the Phase based on 🌟 and represents lobbying efforts. There is only so much you can do, and consequently a player may never "vote" more than 4 🏛 on a particular agenda. Once a player has used 🏛 to vote, that player's 🏛 will be deducted by the same amount. When a player's 🏛 reaches 0 that player can only vote with their Voting Tokens. *Important! All Players get to vote during both Rounds, but only players who have an Action on Politics get to use their 🏛.*

## WHAT DOES THE PROCESS LOOK LIKE?

The 1st player decides which players with Politics Actions should start squaring off. One player takes one deck and the other takes the other (identical) deck (one deck has a black divider on each card, separating the two Agendas, and the other deck has a white divider). Whenever a player has decided on a Policy that player places it on either A or B (whichever is closer), thereby blocking that Policy from being proposed by the other player. A Policy can only be proposed once each Turn, regardless of Agenda chosen. Once both players have decided on an Agenda (cover the alternative Agenda), all players vote by hiddenly adding their Voting Token (🔵) and any 🏛-Tokens they want to bid in their fists. Each 🏛-Token and Voting Token, counts as 1 towards deciding the winning side. Once votes are revealed, decide winning Agenda and deduct voted 🏛. Once the 1st Round is over, the process is repeated for the 2nd Round.

- Winners! Players who initiate Agendas get +1 🆅🅿 if voting successfully, even if they vote against their own Agenda
- Stand-off! If no one wants to propose an Agenda first, the player who is last in Turn Order must go first
- Ops! If a player adds 0 or 2 Voting Tokens to their bid, the bid is forfeited and any 🏛 that was bid is lost

> **Tips from the Coach**
> When a Policy is proposed from a deck, remove that Policy from the other deck, to hinder players from accidently proposing the same Policy twice

## 2ND POLITICS ACTION

Players with 2 Politics Actions may bid 2 🟡 for extra 🆅🅿. A player does this by taking 2 🟡 from their own private bank and add it to one of their closed bids. If the player bids for the successful Agenda they gain +3 🆅🅿 but must also pay 2 🟡 (if bid fails, keep the 🟡). Bidding 2 🟡 represents the Corporation raising the stakes for a certain Agenda, which can give great reward, but also means that necessary bribes must be paid. *Important! When bidding 🟡 you are never allowed to bid against your own proposed Agenda.*

## POLITICAL AGENDAS - F A Q

*Conflict Policy* – If there is a tie in ⚔️/🌟, Turn Order decides who wins (barring any Conflict Cards). Beware that a player's 🌟 may change depending on prior Conflicts

*Contract Policy* – If you win 2 Conflicts you still only get +1 🆅🅿. Each 📋 at Planet counts as 2 📋 when determining Alpha Security

*Corporate Policy* – Ex. Target = 12 🌟 & Attacker = 10 🌟 > Attacker loses an additional 1 🌑. Ex. Target = 12 🌟 & Attacker = 6 🌟 > Attacker loses an additional 2 🌑. Start deducting 🌑 from the player with the least 🌟 and work you way up to the player with the most 🌟

*Planet Policy* – Orbital Facilities are not Planet based Facilities

*Support Policy* – You gain +1 🆅🅿 for voting on this Agenda, even if Agenda is unsuccessful (if successful, also add 🆅🅿 from the Winners! rule above). Players vote hiddenly using 🔵, and you may not vote for yourself. The player with most votes is rewarded 6 🆅🅿, and all who voted for the winner get 1 🆅🅿. If two players tie for 1st, they both get 3 🆅🅿 each and all others get 0 🆅🅿. If all players receive 1 vote each, do a revote, with the restriction that no player may vote for the same player twice. If the 2nd vote is a tie no 🆅🅿 is rewarded

*System Policy* – One Attack = +2 🌟; two Attacks = +3 🌟 (excl the 🌟 lost for Attacking). -1 🛡 is valid for both Attackers and Defenders during all Conflicts

# MARKETING

*When information is readily available to anyone at any time and competition is extremely fierce, Marketing has become one of the most important functions in most large organizations. Marketing Missions are high-profile tactical missions that are used to boost brand awareness, which in turn generates prestige and additional revenue. It is not unusual that organizations make the mistake of acting too opportunistic by focusing on the easiest Missions. However, the most successful Marketing Executives know that true success lies in choosing a single theme and focus on said theme over and over and over...*

**Upcoming Missions** →

| Steal 3 from a richer Mine | Fight two Corporations | Attack a Facility | Support a successful Agenda |

**Active Missions** →

| Support a successful Agenda | Attack and defeat the Exploration Leader | Attack a Fleet of equal or larger size |

**Fight Two Corporations**

→ **Marketing Mission** Must be completed during upcoming Turn

→ **Type**

→ **Immediate reward that is gained upon completion**

## PREPARING THE MARKETING DECK

- Place all cards marked *Last* (on the back) at the bottom of the deck and all cards marked *First* on top
- With 5 players, use 7 Missions per turn
- With 4 players, use 6 Missions per turn
- With 3 players, use 4 Missions per turn and remove the White Type/Suite from the deck

### Tips from the coach

Since the 5-player cards are clearly marked, they can be left in the draw deck and just be discarded when they show up in 4-player games. The same can of course be done with the White Suite in 3-player games

## WHAT DOES THE PROCESS LOOK LIKE?

If you haven't already done this, remove all failed Missions. The 1st player then chooses a Mission by moving it from the top row to the first available spot on the 2nd row and placing one of their ⬛ (Player Token) on that Mission. Then the next player takes their turn etc. Once all players with Marketing Actions have taken a Mission, players with 2 Actions on Marketing may take their 2nd Mission. If there are no Marketing Mission left for all players, the last player(s) lose their 2nd Action Tokens, with no compensation. After all Actions have been resolved new Missions are drawn, preferably by a player who doesn't go 1st in R & D and doesn't need to execute Strategic Relocation.

*Important! When drawing new Missions, there must always be at least two Missions of each type/suite.*

## COMPLETING MISSIONS

A Marketing Mission must be accomplished before the next Marketing Phase. Failure to do so will result in the Mission getting discarded. Players should place completed Missions where they are visible to the other players (only the type/suite is of interest). It is up to each Player to keep track of when they have completed a Mission, and thus earn the reward. Players forgetting to collect rewards should be allowed to collect them at any time before the upcoming Marketing Phase, as long as there is no doubt that the Mission was successful. Players may choose if they want to try to complete a Mission or not. Normally one would try to complete a Mission as soon as possible, but sometimes a Technology or Facility might give you benefits that you'd rather utilize at a different Planet. A player must clearly state if this is the case before Strategy Cards are chosen. Otherwise, the default state is to always try to complete Missions as soon as possible.

## Ω END GAME SCORING

- Each completed Mission gives you VP at the end of the game. The 1st Mission of each type gives you 1 VP
- The 2nd Mission of each type gives you 2 VP
- Each Mission after the 2nd gives you +3 VP

### Example of scoring Missions

Blue has completed 4 green Missions and 2 yellow Missions. The End Game scoring Ω will yield:
1 + 2 + 3 + 3 (green)  &  1 + 2 (yellow) = 12 VP

## MARKETING MISSIONS – F A Q

*Exploration Leader* - The Exploration Leader is established by 1) No. of Colonies; 2) Combined lvl of the Colonies. If tied, both Corporations are eligible targets

*R & D Leader* – The R & D Leader is the Corporation with the highest R & D Tech (e.g. 2B is higher than 2A). If there is a tie, both Corporations are eligible targets

*Stealing (general rules)* – If you Steal 2 but forego 2 you have not Stolen. Unless is specifically mentioned, Stealing will always fulfill a Steal Mission

*Attack at a Planet and gain 1+ of each* - Only , and VP gained through Conflict Cards and/or Techs count towards completing this Mission

*Build 4 Ships* – Can be accomplished by building Ships at several Planets

*Fight 2 Corporations* – Can be accomplished by fighting one Corporation at one Planet and a second Corporation at another Planet. Defending is also fighting

*Steal 3 Credits from the richest Mine* – If Target Mine only has 2 left for you to Steal you fail this Mission. If there is a tie for richest, both Mines are eligible targets

*Steal from Opponent with most Facilities on and at a Planet* - Maximum number is three Facilities. If there is a tie, both Corporations are eligible targets

# RESEARCH & DEVELOPMENT

*Scientific development has come a long way in the 23rd century and those Corporations who have failed to invest sufficiently into R & D have invariably seen their fortunes come to an end. As such, most R & D departments of today are quite large, as befits their status. This brings with it challenges, of which the most important is creating a clear roadmap for the many scientists who, if left to their own devices, often start to dabble in the most diverse fields with little to no thoughts of the overall company strategy. The most successful Research Directors are usually those who think long term by having a clear, but still somewhat flexible, strategy that takes into account more than the immediate short-term needs of the Organization.*



**Technology level**
Each Technology level requires one Tech lvl
E.g. 2B = 2 Tech lvls

**R & D 2B**
⚡ Build two Research Facilities
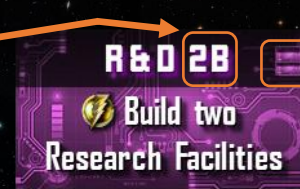
**Prerequisite**
Indicates the number of Techs needed from that Branch to take this Tech (see image below)

**Tech Branch**

*Navigating a Tech Branch*



**R & D 1A**
Count as having bid 1 for R&D Order

**R & D 1B**
Flip for +2 Tech lvls 2nd R&D Round

**R & D 2A**
Pay 1 for each 2nd Round Tech lvl

**R & D 2B**
⚡ Build two Research Facilities

**R & D 3**
Ω 2 /lvl 3 Tech

## WHAT DOES THE PROCESS LOOK LIKE?

The 1st player chooses Technologies for a combined worth of 4 Tech lvls. Then the next player takes their turn etc etc. Once all players with R & D Actions have taken 4 Tech lvls, players with 2 Action Tokens on R & D may take Tech lvls according to how many 🄲 they have spent (p.5) for a maximum for 3 additional Tech lvls. The following rules apply:

- ◆ You must follow the prerequisites on Techs, meaning you always start with 1A as the 1st Tech in a new Branch (see right-hand image)
- ◆ Players that start the game with a lvl 2 Tech in a Branch need to take a lvl 1 Tech before taking any other Tech in that Branch
- ◆ All Techs take effect at the start of the next Turn. The exception are Techs with the ⚡-Icon, which take effect instantly
- ◆ You can never research the same Technology twice

Example: **Alpha Venture** starts with Exploration 1 and Politics 2A. During the 1st Round they choose Production 1A, Politics 1B and Exploration 2A

## R & D TECHS – F A Q

**XYZ 1** (Counts as a lvl 1 XYZ Tech) — XYZ-1 – For the relevant Branch ("XYZ") you may skip 1A and go directly for 1B or 2A (see example above with **Alpha Venture** )

**R&D** — R & D 1B – Flip means turn over to other side. Requires a 2nd Action on R & D (for a potential +5 Tech lvls 2nd Round)
R & D 2A – Requires a 2nd Action on R & D to be used. Example, three 2nd Round Tech lvls cost 3 🄲

**MARKETING** — Mark 1B – Instantly take a discarded Mission and place it as active. If none is available, you forfeit this perk. At Ω you may change type of one of your Missions
Mark 2A - Only if you actively try to, and actually can, complete a Mission will you count as trying

**EXPLORATION** — Expl 1A – ⚡ means instantly. May not be placed on Planet with 🌐. This is not a Facility
Expl 1B – Archaeotech is not a Utility. Lvl 7 Colonies can choose +1 Tech lvl OR +2 Mine lvls

**POLITICS** — Pol 2A - 1 successful vote = +1 ✦, 2 successful votes = +3 ✦

**ENGINEERING** — Eng 1A – Orbital Facilities are eligible. A tip is to place this Tech on Exploration (PB) as a reminder

*Designer's note*

*Although it is the responsibility of each player to remember to utilize their Techs and Faction Abilities, players should help remind each other and obvious mistakes should be corrected retrospectively. Only mistakes that would have impacted the decisions of other players should not be rectified afterwards.*

**OPERATIONS** — Op 1B – You may move Ships between 3 Planets. A Fleet may not end Strategic Relocation with more than 2 extra Ships, e.g. from 4 to 7 Ships
Op 2A – During Planning, place Tech Token on Planning Board to indicate 2 🃏. Once the Phase starts, take 3 🄲 from Storage Area for the bid. May be used Turn 5

**STRATEGY** — Strat 1B – First 2 Barracudas per Fleet; Strat 2B – A.S. = Alpha Security. Ex. Strat 2B + *Contract Policy* (red) gives the player the equivalent of 4 🃏.
Strat 3 - +2 🗡 is valid all Turns. T5 = Turn 5 only. If you Attack a Corp that Attacks you, and no other Corps are involved, winning will only give +2 VP

**TACTICS** — Tac 1A – Winner decides first whether to reduce 🎲 or not; Tac 1B – There is no choice to use this Tech, it is always in play; Tac 2A – If there is 🄲 left to Steal
Tac 2B – Include 🗡 from Strategy Cards when determining if someone is Stronger; Tac 3 - +1 🗡 per Opponent is valid all Turns. T5 = Turn 5 only

**LOGISTICS** — Log 1B – When placing a Build Action, you may build 3 Ships. Allows utilization of Factories without Build Action
Log 2A – 🔧 (maintenance) for a Fleet of 6 Ships = 1 🄲 (with Log 1A); Log 3 – Choose Planet to exempt each Turn when you are about to pay 🔧 (maintenance)

**PRODUCTION** — Prod 2A – Upgrade Mines 2 lvls instead of just 1 lvl when playing Build Actions
Prod 3 – Round down, e.g. total Mine lvls of 29 will give 5 VP

# END OF TURN & TURN 5

Once all players have taken all their Techs the Turn is over. Move 🜨 in clockwise order to the next Planet. If this Planet contains 💠, all Advanced Faction Abilities kick in. If the upcoming Turn is Turn 5 (meaning 🜨 has been on all Planets), remove 🜨 from the Board. During Turn 5, players are limited to 3 🗄 each, with only the Planning and Planet Phases being played, and since there is no 🜨 there will potentially be Conflict on 3 Planets. Once Turn 5 Planet Phase has been resolved, go to End Game Scoring.

# FACILITIES

Facilities are gained via R & D and must be placed at different Planets as soon as the player has used up all their Tech lvls for the Round, i.e. you may never have 2 of the same type on a Planet. There is also a limit of 2 Planet based Facilities and 1 Orbit based Facility at a Planet. If a placement is blocked by 💠, place that Facility on Planning Board R & D for placement next R & D Phase. You still gain any immediate affect from the Facility (e.g. +2 🌐). The effects of all Facilities are listed on the right panel of each Player Screen. The effect listed is for a single Facility and only applies to the Planet where the Facility is located. OBS: Facilities have icons on one side to help new players.

## FACILITIES – F A Q

**Defense Systems**
-0.5 💥 is in effect also when you Attack

**Refinery**
Ex. During Turn 4 2 VP costs 4 🪙

**Space Dock**
An orbital Facility is placed near the Fleet

**Factory**
Ex. 2 Leviathans = 12 – 2 – 3 = 7 🪙

**Shield Generator**
Gain VP after Alpha Security has been decided. Is not affected by Planetary Assault

**Planetary Council**
Only Policies with a Planet Icon (🌐) are valid for +2 VP
Gain +1 🌐 per Defensive Conflict, i.e. no 🌐 is gained if you Attack at Planet

**Research Facility**
Take the 2 lvl 1 Techs instantly (normal restrictions apply). Once Alpha Security has been resolved, take Tech(s) you have earned and place them on Planning Board R & D (to take effect next Turn)

**Exploration Center**
Gain +1 🌐 after Alpha Security for each Planet with an Exploration Center and an Attack or Build Action

**Broadcast Tower**
Only if you actively try to, and actually can, complete a Mission will you count as being 1st in Turn Order. You can never gain more than 1 🌐 & 1 🪙 through 1 Mission unless Action *is needed* at both Planets where you have a Broadcast Tower, i.e. if you can *Fight 2 Corporations* on just one Planet you must do so for the purpose of gaining 🌐 & 🪙.

**Satellite**
Only if your Attack remains after Alpha Security does it count for VP purposes

## FACTIONS – F A Q

**Alpha Venture**
*Deep Space Exploration* – You are not allowed to start the game with Archaeotech +4 🪙 *for 2nd Round R & D*, meaning you must discard this and draw another
*Warp Drives* – You may never move to or from the Planet with 💠. Place the 🌀 (Warp Drive Token) on Marketing as a reminder to utilize this Ability

**Trans-Nordic Alliance**
*Political Savviness* – You may not add 1 🗳 if you do not have any 🗳 left
*Contingency Plans* – Place the 🎲 (Contingency Plans Token) on Exploration as a reminder to utilize this Ability

**Meridian League**
*Basilisk* – You gain +1 🌐 (during Step 5) regardless of whether you Attack or Defend, win or lose. Also note that (-1) ⚔ (Attack) is only used when Attacking
*Manticore & Centaur* – You must place the Ships before you set up your Player Screen. A tip is to consider where you want the Ships as soon as Politics is done

**MTS Group**
*A sound Investment* – A tip is to let the 3 🪙 stay on the Turn Order Token each Turn (until you stop investing) and just collect 3 🪙 from the Storage Area
*Trade Deal* – A tip is to place the Deal Token on Marketing as a reminder, and once a Deal has been struck, on top of an Agenda Divider on a successful Agenda

**Sub-Saharan Confederation**
*Master of Logistics* – If you run out of Piranhas you forfeit the Ability;   *War of Attrition* – This Ability is used after Tactics 2B
*Relentless* – This Ability can be used during Turn 5 to enable you 3 Attack Actions and 1 Build Action. If this Attack is cancelled by Alpha Security you gain 3 🪙

**Pan-Pacific Consortium**
*Operational Excellence* – Moving Facilities is in addition to moving Ships and the same restrictions apply (0-2), incl benefits from Operations 1B
*Economies of Scale* – You gain -2 🪙 in total per Planet. Two Planets can build different Ships as long as each Planet builds 2 Ships of the same type

# Ω END GAME SCORING

The most dominant Corporation is the Corp that has amassed the most VP at the end of the Turn 5. Usually, 40-60% of a Corporation's total VP is added during the End Game Scoring, with the rest having been amassed during each Turn in the form of VP-Tokens. To start End Game Scoring, follow the order on the left panel of each Player Screen, meaning you start by establishing which Corporation that has the most 🪙. Flip the *Marketing Board* over to find the *End Game Scoring Board,* which will more easily help with counting each player's total score. Below are some clarifications of the left panel on the Player Screen:

- ◆ **4 VP/2 VP** – Winner gains 4 VP and runner-up gains 2 VP. If there is a tie for 1st all players get 2 VP, with 0 VP for 2nd. If there is a tie for 2nd none of those Players receive any VP

- ◆ *Largest Fleet* – The Largest Fleet (number of Ships) at each Planet gains +1 VP. If there is a tie, no one gains any VP

- ◆ *Production* – Gain 1 VP for each lvl 6 Mine, 2 VP for each lvl 7 Mine, and 3 VP for each lvl 8 Mine

- ◆ *Exploration & Marketing* – These Areas are explained under each respective section (p.8 & p.10)

- ◆ *Tiebreakers* – 1st Tiebreaker = 🌐; 2nd Tiebreaker = 🪙

*Tips from the Coach*

> Add VP for lvl 3 Techs when you establish the corresponding title. For example, Add VP for Logistics 3 when resolving *Most Powerful Corporation*