

SOLARION

FOUNDATION OF EMPIRES™



TAHSIN SHAMMA

CONCEPT

It is the far future. Newly emergent spacefaring factions have outgrown their star systems. A new energy source, Solarion, delivers a thousand times more power than anything before. Now, these galactic powers have an eye on new worlds and the acquisition of star systems to expand their civilizations. They will soon come into conflict with unsuspecting aliens who are no match for these rising stellar empires.

Solarion: Foundation of Empires is a game for 1 - 4 players who take the roles of empires seeking to dominate the galaxy. As one of these civilizations, players will need to extend their control over Sectors, take control of planets from aliens, and crush opposing factions who seek to thwart them. To accomplish this, players will use a deck of cards representing their empires' technology and strategies to produce resources, move ships, attack, and colonize planetary systems.

Players will try to win by accumulating Victory Points (VP) from buying and archiving cards, occupying planets, controlling Sectors of space, and keeping an eye on the scoring opportunities of the three galactic Phases. The player with the most VP at the end of the game becomes the new supreme overlord of the galaxy.

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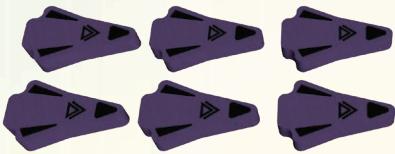
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This game is dedicated to my son Samir, my fellow tyrant.

COMPONENTS



Main Game Board (1)
Double Sided



Ersalian Interceptors (6)



Ersalian Freighters (2)



Ersalian Dreadnoughts (2)



Oceanus Interceptors (6)



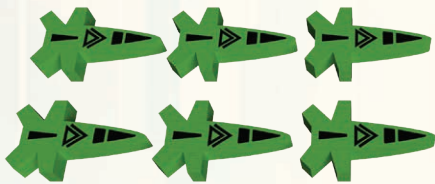
Oceanus Freighters (2)



Oceanus Dreadnoughts (2)



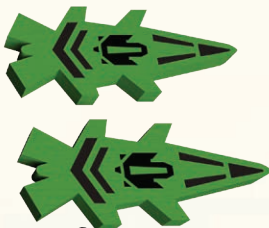
Oceanus Leviathan Dreadnought (1)



Terran Interceptors (6)



Terran Freighters (2)



Terran Dreadnoughts (2)



XES Interceptors (6)



XES Freighters (2)



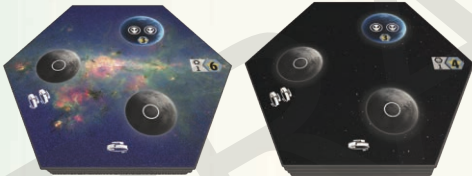
XES Dreadnoughts (2)

COMPONENTS



Technology Market Board

Sector Tiles



Ring Hexes (9)

Outer Hexes (9)



Nucleus Hexes (2 double sided)



Victory Point 1 Tokens (44)



Victory Point 5 Tokens (11)



Victory Point 10 Tokens (14)



Victory Point 20 Tokens (12)



Planet Resource Tokens (16)



Exploration Tokens (24)



Discovery Tokens (12)



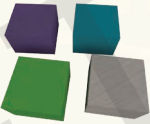
Planet Tokens (12)



Stargate Token (1)
(Used exclusively with the modular Sector layout)



Player Starting Planet Tokens (4)



Player Command Trackers (4)



Player Starbase Pieces (8)



First Player Token



Player Boards (4)



Ersalian Colonies (16)



Oceanus Colonies (16)



Terran Colonies (16)



XES Colonies (16)



Alien Colonies (50)



Credit 1 Tokens (45)



Credit 5 Tokens (24)



Credit 10 Tokens (8)



Scoring Cards (11)

- Phase 1 (3)
- Phase 2 (5)
- Phase 3 (3)

- Cards (133 Total):
- Faction Cards (64, 16 per faction)
 - Rare (6)
 - Reconnaissance (4)
 - Resources (8)
 - Maneuvers (12)
 - Labor (16)
 - Prosperity (8)
 - Fusion Drives (8)
 - Automa XES (7) (For solo play)

GENERAL CONCEPTS

Play Overview

A game of Solarion: Foundation of Empires proceeds over the course of three game time periods called Phases. During each Phase, players take turns continuously until the card deck for the current Phase is depleted or the end of the game is triggered. At that point, players add a one-time Scoring Phase to the end of their turn, and, if it was the last Phase, a Final Scoring Phase for all players.

When a Scoring Phase occurs, the Scoring Card for the just completed Phase indicates the criteria for scoring VP. When Final Scoring occurs, players will score VP for control of the non-nucleus galactic Sectors, Colonies they have destroyed, Solarion planets they control, cards they have Archived (see Deck Thinning below), and cards in their deck.

Deck Building

Each player in the game maintains their own personal deck and discard pile of cards which provide actions and/or resources; players draw their hand of cards from this deck. If they need to draw a card and their deck is empty, they immediately take their personal discard pile, shuffle it, and place it face-down as their new deck. The player then continues drawing cards, as needed.

During a turn, players play cards for actions to an open area of the table in front of them. When their turn is complete, their played cards are placed on their personal discard pile.

Players will have the option to purchase cards from two sources: Common cards which are available every turn until their supply runs out and Technology cards of five different types in an ever-changing market. Technology cards are placed on the Technology Market spaces of the Market board. Each time a player purchases a card, they take the purchased card and place it in their personal discard pile.



Card Types

Starter: Players will have these cards in their deck at the start of the game.

Common: These are standard cards that continuously available until their stacks run out. They are the easiest way to access Credits and Command, the two resources in the game. These cards are not considered part of the Technology Market row.

Rare: These are valuable advanced applications of process and technology.

Conflict: The strategies on these are primarily associated with attacking opposing units and colonies.

Logistics: Players who want to move their ships or organize their galactic positions will value the flexibility these cards provide.

Production: Useful for gaining Credits and Archiving cards for end game Victory Points, these cards excel at deck manipulation.

Operations: These cards are exceptionally useful for various actions with Freighters and complex board interactions.



Card Type

Deck Thinning

During play, players will have the option to **Trash** or **Archive** cards. These are two ways to remove a card from their deck resulting in fewer turns before valuable cards are drawn from their deck. In addition, Archived cards are worth a higher number of points for the player at the end of the game.



GENERAL CONCEPTS

Resources



Credits - As a universal currency of the galaxy, Credits are used for purchasing most units and cards.



Command - Representing fuel and logistical energy, Command is spent to perform actions and colonize planets.

Card Layout

- 1 Title/Name
- 2 Cost in Credits
- 3 Faction Cost in Credits - This overrides the normal cost when purchased by a player of the indicated Faction. For this card, the cost is 5 Credits for the Ersalian player instead of the normal 6 Credits.
- 4 Main Effect
- 5 Type
- 6 Faction - This icon shows the Faction a card belongs to and is only present when the card is from a Faction deck.
- 7 Trash Value - The value in Credits if this card is moved to the Trash pile with a Trash action. If this symbol is not on the card, the card may not be Trashed.
- 8 Archive Victory Points

1

Coordinated Assault

2

6

3

5

4

In a Sector, **Attack** a Planet or Attack Ships in that Sector and choose one:

- With only your Dreadnought(s) :
- With only your Interceptor(s) :
- With both your Dreadnought(s) and Interceptor(s):

6

Conflict

5

7

8

5

Sectors

- 1 Warp Gate
- 2 Planet worth 4 VP during a Scoring Phase. It has 3 colony spaces occupied by Aliens at the game start
- 3 Open space
- 4 Barren planet location with 1 empty Colony space
- 5 Stargate (connects to another Stargate)
- 6 Final Scoring VP value
- 7 Sector Identifier

N (Nucleus)

R (Ring)

O (Outer)

The game play area is divided into Sectors using hex tiles. There are 3 types identified by a number and letter: **Nucleus (N)**, **Ring (R)**, and **Outer (O)**. In every galaxy layout, there is always one Nucleus Sector.

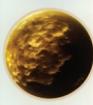
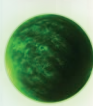
Sectors also have planet locations and the edges can have a variety of Warp Gates configurations connecting to adjacent Sectors.



GENERAL CONCEPTS

Planets

There are five types of planets. Each planet has spaces for Colonies, some occupied by aliens at the start of the game or when first revealed (the alien face symbol surrounded by a circle).

-  **Ancient** - These planets provide Victory Points during the Scoring Phase of a galactic Phase.
-  **Solarion** - Providing a wealth of VP at Final Scoring, players should carefully time the colonization of these planets.
-  **Organic** - As a strong source of Command points used to fuel an empire's logistical and combat needs, controlling these planets is useful for consistent galactic conquest.
-  **Mineral** - Rare ores on these planets provide Credits to the controller for purchases of ships and cards in the game.
-  **Barren** - When an Exploration token reveals a Discovery, it is removed from a planet. Afterwards, not much else can be found there resulting in a Barren planet. It still provides a space for a Colony aiding in Sector control. In addition, some cards or Scoring criteria may benefit from these Colonies.

Units

Units are divided into two basic types, those which are **placed on a planet** (Aliens and Colonies) and those which are **placed in the open space area of a Sector** (Ships and Starbases).

Player Boards show a Unit's value (cost). This number is also referenced for various game rules.

Aliens and Colonies

One Alien Colony or Player Colony may occupy a single circular space on a planet.

-  **Colony Space** - These are spaces for settlements of a player's empire on a planet.
-  **Aliens** - Some colony spaces are occupied by Aliens at the start of the game or when they are revealed. Aliens are considered a neutral (non-player) faction in the game with their own colonies. If an effect targets a "colony" this includes Alien Colonies. If an effect targets an "opponent colony," only a Colony belonging to an opposing player is valid. When an Alien colony is defeated the Colony is removed and a player may then colonize the space.



Planet with an open colony space



Planet with 2 initial Alien Colonies

Ships and Starbases

Ships and Starbases are placed in the open space of a Sector and never occupy planet spaces. Ships may move between Sectors, but Starbases stay in the Sector where they are built.

Ships - Each faction has unique pieces to represent their ships: Freighters, Interceptors, and Dreadnoughts. Each type of ship has a different purpose.

 **Starbases** - Each faction can build up to two starbases which allow a faction to deploy ships in the Sector where they are located. They also have a high Control value to help have the highest points for control of the Sector.



Sector with Terran Starbase and Interceptor

GENERAL CONCEPTS

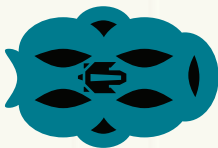
Ships

Interceptor - As a small defensive ship, this ship's primary role is to protect Colonies and Starbases. They may also be used to attack but at a weaker value than Dreadnoughts.

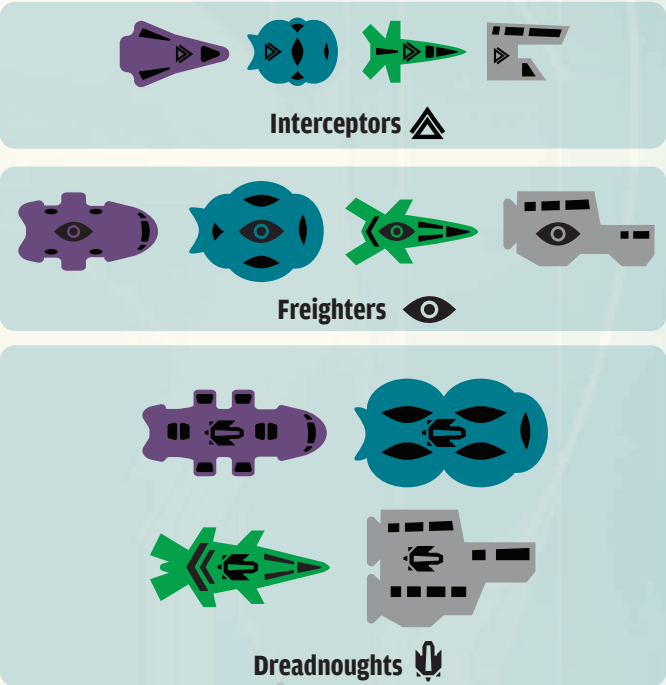
Freighter - These are stealthy ships used for Exploration and are also required for colonizing planets. Some additional card abilities require the presence of a Freighter.

Dreadnought - These are heavily armored offensive ships used for patrolling the galaxy and are especially good for control and combat. They are not capable of defending planets due to their large size and slow speed.

Using the optional Faction Abilities, Oceanus has a third unique Dreadnought, the "Leviathan". This ship may not be deployed at the start of the game as Oceanus' starting bonus Dreadnought.



Leviathan Dreadnought



Attack Ships

Any time the rules refer to an "Attack Ship", they are referring to ships that must be present for an attack. Specifically these are **Interceptors** and **Dreadnoughts**.

Controlling Sectors

A player controls a Sector if they have the highest number of Control points in the Sector amongst all factions present in the Sector. Most Control points come from **Ships, Starbases, and Colonies**.

- Attack Ships have an amount of Control points equal to their value (Dreadnought = 2, Interceptor = 1).
- Freighters provide 0 (zero) Control points towards control of their Sector.
- Starting Planet Planets provide the owning player 4 Control points towards control of their Sector.
- Player Colonies provide 1 point of Control per Colony.
- Alien Colonies each provide 1 point of Control for Aliens. With enough Alien Colonies, the Aliens could control a Sector.

If two or more factions tie for the highest number of Control points in a Sector, no one controls the Sector.

Controlling Planets

A player always controls their Starting Planet. Players control other Planets if they have the highest number of Control points on the Planet amongst all factions present there. Control points come from Alien Colonies and player Colonies with each Colony providing 1 point of Control to the owner.

If two or more factions tie for the highest number of Control points on a Planet, no one controls the Planet.

Immediately after a player obtains control of a Mineral or Organic Planet, they may take an appropriate Planet Resource Token and place it on an empty Planet Resource space on their Player Board. If there is no empty space for the token, they may return another token to the Supply to make room for the new token.

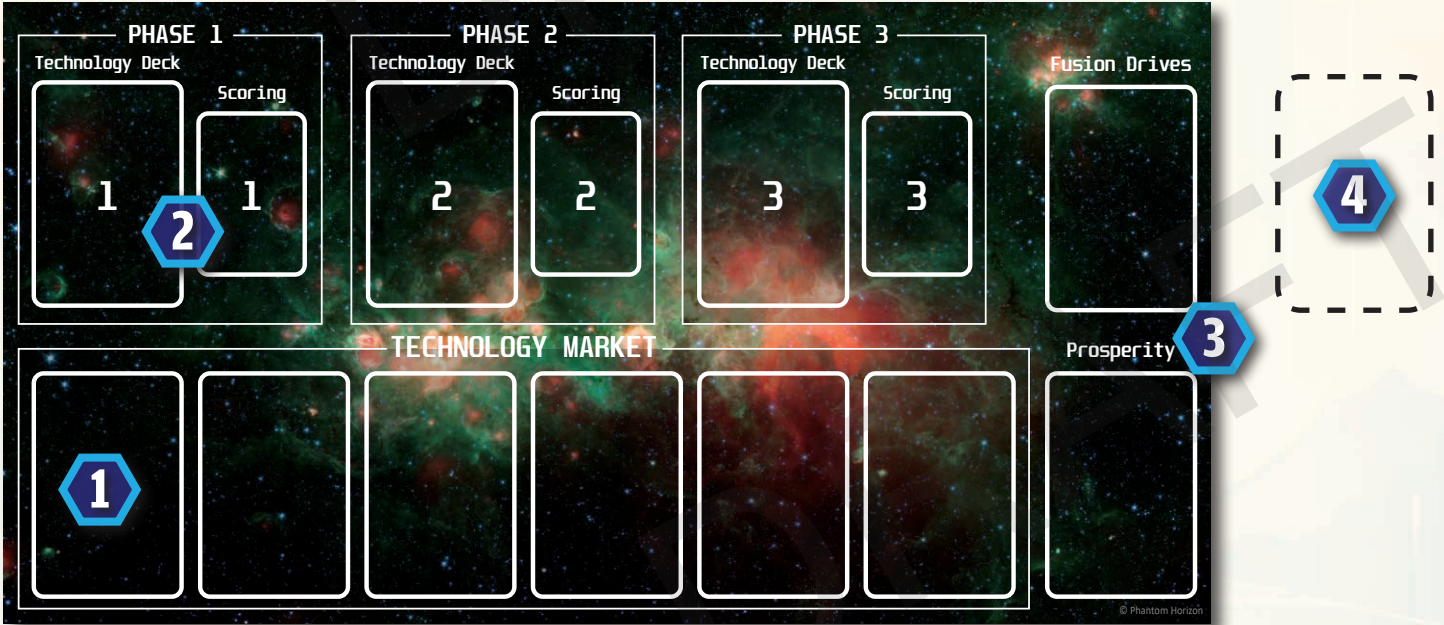


PLAYER BOARD DIAGRAM



- 1 Command Track
- 2 Draw Deck area
- 3 Discard Pile area
- 4 Archived cards area
- 5 Planet Resource Token Spaces
- 6 Table with Unit Values
- 7 Faction Icon
- 8 Starting Bonus
- 9 Faction Specific Ability (Optional)
- 10 Actions Summary
- 11 Turn Structure Reference

TECHNOLOGY MARKET BOARD DIAGRAM



- 1 Spaces for Technology Market row cards
- 2 Row of spaces for Phase Technology Decks and Phase Scoring Cards
- 3 Space for Common Technology cards
- 4 Trashed cards area

SETUP

Faction Selection and First Player

Determine a first player by any means the players agree with. That player takes the First Player Token.

Beginning with and then clockwise from the first player, each player chooses a faction, takes the player components of the appropriate color, and places the Player Board of that faction in front of them.



First Player Token

Technology Market

- 1 Place the Technology Market board near the main game board. Make sure there is space for a pile of Trashed cards next to the board.
- 2 Place the Fusion Drives and Prosperity cards on their spots on the Technology Market board.
- 3 Shuffle together the Technology cards for each player faction participating in the game, along with 6 Rare Technology cards (the ones with the Rare type) to form the Technology Deck. Split this deck into 3 roughly equal decks.
- 4 Place one of each of these Technology card decks face-down onto the Technology Deck spaces (1, 2, and 3)
- 5 For the tutorial game, take the following Phase Scoring cards: 1a, 2a, and 3a. Place them face-up in the appropriate scoring card spaces matching their card number. For a standard game, choose an Phase 1 Scoring Card at random and place it in the Phase 1 Scoring Card space face-up. Repeat this with the Phase 2 and Phase 3 Scoring cards and their spaces on the board. Place the remaining Scoring cards back in the box.
- 6 Draw 2 cards from the second Technology deck and 4 cards from the third Technology deck (6 cards in total). Place these cards face-up in the Technology Market spaces.



Credits and Victory Points Supply

- 1 Create a Supply of Credit tokens and Victory Point tokens to the side of the play area within reach of the players. Whenever a player gains Victory Points (VP) they should take appropriate tokens equal to the value gained.
- 2 Place the Planet Resource Tokens near the play area as a Supply.



SETUP

Tutorial Setup

1. The game board features two sides. The side with the predefined galaxy is meant as a Tutorial Setup for new players. The “official” galaxy layout follows the Modular Sector Tile Layout featured later in these rules. When using the Tutorial Setup with 2 or 3 players, cover the indicated Outer Sectors with unused Sector Tiles. The covered Sectors are not accessible in the game.

Then, beginning with the last player and proceeding counter-clockwise, each player places their faction’s Starting Planet token on a Barren planet with one of the specified Starting Planet location icons, depending on the number of players.

Starting Planet Locations:

2 players - R5 ⦿, R3 ⦿

Cover Sectors: 02, 03, 04, 05

3 players - R5 ⦿, R3 ⦿, R1 ⦿

Cover Sectors: 03 and 04

4 players - R5 ⦿, R3 ⦿, R1 ⦿, R2 ⦿



Ersalian Starting Planet Token



Terran Starting Planet Token



Oceanus Starting Planet Token



XES Starting Planet Token



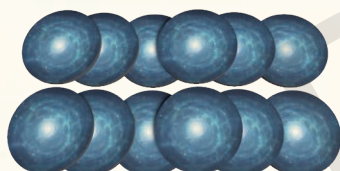
Starting Planet Location Icons



2. Collect the Exploration tokens and shuffle them face-down.

3. Place one Exploration token face-down at random on every Barren planet location which is not occupied by a Starting Planet token. Return any remaining Exploration tokens to the box; they will not be used.

4. Shuffle the Discovery tokens face-down and leave them near the play area as a Supply. Do the same with the Planet tokens.



5. For each visible planet space with an Alien symbol, place an Alien Colony on the space. Place the remaining Alien Colonies near the play area as a Supply.



Exploration Tokens



Alien Colonies
(not to scale)



Faction Setup

1 Place their tracking token on the 0 space of their Command track on their Player Board.

- 2 Place 1 Freighter in the Sector with their Starting Planet.
- 3 Place their colonies, ships, and Starbases near their Player Board.
- 4 Take the following Starter cards and shuffle them to form a starting deck. This deck is placed on the left side of their Player Board.

- 1x Reconnaissance
- 2x Resources
- 3x Maneuvers
- 4x Labor

- 5 Draw an initial hand of 5 cards (except the XES player).
- 6 Gain their Starting Bonus as indicated on their Player Board. (see below)

 **Terran** - Place an Interceptor in the Sector with your Starting Planet and gain 3 Credits.

 **Oceanus** - Place a Dreadnought in the Sector with your Starting Planet and gain 2 Credits. If you are using the optional Faction Specific Abilities on the Player Boards, this initial Dreadnought may not be the Leviathan.

XES M.LXXIII - Place an Interceptor in the Sector with your Starting Planet and choose your starting hand of 5 cards from your Starter cards.

 **Ersalians** - You begin your first turn with 2 additional Command.

- 7** Play begins with the first player and proceeds clockwise.

Terrans

Starting Bonus:
 + Interceptor

3

\$

Refuges from their own ruined homeland, the adaptable nature of the Terrans aid them as they seek a new beginning.

Faction Specific Ability:
Aggressive Capitalism

When the Terran player uses the **Investment** action, it gives the player 3 Credits instead of 1.

Units

* Attack Ship

Interceptor ¹ \$	Freighter ² \$
(Zero for control)	
Dreadnought ² \$	Colony ¹ \$
Starbase ³ \$	
(Requires Colony)	

Actions

Purchase a Card	\$ Cost
Build a Unit	\$ per Unit Value
Colonize	\$ • Freighter in Sector
Add to Colonized Planet	\$
Attack	\$ • Attack Ship
Return Opponent Freighter	\$ • Sector Control
Move Attack Ship	\$ • Warp Gate
Move Freighter	\$ • Sector
Investment (once per turn)	\$ • \$

Turn

1. Gain Resources
2. Actions and play cards

Once per turn you may Recycle a Card

3. End of turn

Discard Played Cards • Draw Cards • Dispose of a Technology Market Card (if one wasn't purchased)

Command Track

1

2

3

4

5

6

7

8

9

10

PLANET RESOURCES

Archives

1

2

3

4

5

6

7

8

9

10

Discard

1

2

3

4

5

6

7

8

9

10

1

3

x20

x1

x6

x2

2

5 6

[illegible]

In this example, the Terrans get to place an inteceptor from their Supply in the Sector with their Starting Planet.

TURN STRUCTURE

A player's turn is divided into three steps:

1. Gain Resources
2. Take Actions
3. End of Turn

Gain Resources

Players gain any resources based on their controlled Mineral and Organic planets represented by Planet Resource Tokens on their Player Boards. They gain 1 Credit for each Mineral planet token and 1 Command for each Organic planet token.

When gaining Credits from any source, players should take Credit tokens from the Supply. Credits gained will accumulate from turn to turn until spent. Players spend Credits by returning these tokens to the Supply.

Any Command gained may be tracked with the Command track on Player Boards. Command which is not spent before the player's End of Turn step is lost.

Take Actions

The main activity players take each turn are Actions. Often this involves playing one or more cards, but players may also take certain actions without a card, as shown on their Player Boards. Unless specified with the action text, all actions only allow a player to manipulate units the player owns, not opposing player units.

The only mandatory action on a player's turn is to play at least one card. They may take as many other actions as they like as long as they have cards in hand or resources to spend.

For the full list of Actions, **see the detailed list in the Actions section** of the rules.

Action Keywords

Certain words used on cards are bold to indicate they have specific meanings for game mechanisms. These are explained below.

Move: The unit is relocated to a Sector adjacent to its current Sector as long as the two Sectors are connected by 1 or more warp gates; this does not cost Command.

Return: Place the unit back in its owner's Supply. If it is an Alien Colony, it goes back to the Supply of Alien Colony tokens.

Destroy: The unit is removed from the Sector as if it was destroyed in an Attack per Step 5 of the Attack procedure. If it was a unit of an appropriate type, the acting player gains Victory Points.

Replace: The unit is removed from the Sector, as if it was destroyed in an Attack per Step 5 of the Attack procedure. Then, place a unit of the same type from the acting player's Supply into the previously occupied location. If this was a Dreadnought or Starbase, this does not gain Victory Points for the acting player. If this was a colony, the acting player should place the colony that was replaced next to their Player Board, as if it was destroyed.

Scrap: The acting player moves one of their own indicated units from a Sector Tile back to their Supply.

Trash: Place the card into the Trash pile and gain the Trash value of the card.

Archive: Place the card face-down into your Archive pile next to your Player Board.

TURN STRUCTURE

End of Turn

This step has three parts:

- 1. Discard Played Cards:** Any cards played on the current player’s turn are moved to their discard pile.
- 2. Draw Cards:** The current player draws cards from their personal deck until they have 5 cards in hand. If they already have 5 or more cards in hand, skip this.
- 3. Dispose of a Technology Market Card:** If the current player did not purchase a card from the Technology Market, move the rightmost card in the Technology Market (closest to the Common card Supply) to the Trash pile. Then move any cards currently in the row to the right to fill in the empty space. Draw a new card from the current phase’s Technology Deck and place it in the leftmost empty space.

If the current phase’s Technology Deck is depleted, continue with any needed card draws from the next phase’s Technology deck. If the depleted deck was the Phase Technology 3 deck, do not replace the card.

Scoring Phase

A Scoring Phase will occur for each player on their turn when the deck for the current Phase is depleted. The active player completes their turn and then proceeds with the steps below. At the end of their next turn, each subsequent player also completes the steps below.

- 1. Score points for the criteria on the current Phase Scoring card:** These vary by card. Follow the card’s instructions for what to score.
- 2. Score Ancient Planets:** Players gain the points for any Ancient planets they control.
- 3. Score the Indicated Sectors:** For each of the indicated Sectors that the player controls, they gain the Victory Point value for that Sector.



Phase 1 Scoring Card Example



Phase 2 Scoring Card Example



Phase 3 Scoring Card Example

PLAYER ACTIONS

Card Actions

Play a Card: Players must play at least one card from their hand during their Take Actions step. They may play additional cards as they wish as long as the card is available in hand.

Played cards are placed face-up in front of a player into an area above their Player Board. During their End of Turn step, played cards are moved to their personal discard pile.

There are two ways to play a card: Use the card's main effect or, once per turn, Trash a Card (below).

Use the Main Effect: Players must check to make sure a card's effects can completely resolve from top to bottom. If a card's effects cannot be completely resolved, the card cannot be played.

Resolve the card's effects from top to bottom without interruption. The only exception to this are Credit actions the player takes which may pause the resolution of a card. For example, if a card allows for 2 steps, a player may complete a Credit Action in between the first and second step of the card.

If a card has a ► symbol, it means there is a cost to the left of the symbol and an effect to the right of the symbol. The cost must be paid in order for the effect to occur. This cost is not required to gain other effects on the card not associated with this cost.

For each Credit symbol that appears on a card with a + sign, the player gains 1 Credit. These are taken as tokens from the Supply. Credits are not removed at the End of Turn step.

For each Command symbol that appears on a card with a + sign, the player gains 1 Command tracked on their Player Board. All Command not spent before the player's End of Turn step is lost.

Trash a Card: Once on their turn, a player may place a card from their hand onto the Trash pile to the side of the Technology Market board. The player then gains the card's Trash value in Credits. Some cards instructions may allow a player to Trash cards on their turn in addition to this.

Important!

A player cannot both play a card for its main effect AND trash for its value.

Credit Actions



Purchase a Technology Market Card: Select a card from the six available in the Technology Market row. Pay the card cost (or Faction Cost if your Faction is indicated) in Credits and place the purchased card in your discard pile. Move any cards currently in the row to the right to fill in any empty space. Draw a new card from the current phase's Technology Deck and place it in the leftmost empty space.

If, after drawing and placing a card in the market, the current phase's Technology Deck is depleted, continue with any needed card draws from the next phase's deck. If the depleted deck was the Phase 3 Technology Deck, do not replace the card.

Purchase a Common Card: Pay the card cost in Credits and place the purchased card in your personal discard pile. For either of the Common Card decks, if that deck is empty, those cards are no longer available to be purchased.

Build a Ship: Pay the cost in Credits for the Ship as shown on the Player Board. However, if a player is completing this action from a card's effect, no Credit is required. Place the Ship in a Sector with your Starting Planet or in a Sector with one of your Starbases.

If a player has no more ships of the desired type in their Supply, they may not build a ship of that type.

Build a Starbase: In order to build a Starbase, the player must have a Colony on a planet in the target Sector location. This may not be the Nucleus Sector. Pay the cost in Credits for the Starbase. If a player is completing this action from a card's effect, no Credit is required to be spent. Place the Starbase in the open space area of the target Sector. If a player has no more Starbases in their Supply, they may not build a Starbase.

PLAYER ACTIONS

Command Actions

Move a Ship: A ship can be moved from one Sector to a neighboring Sector by crossing Warp Gates located on the tile edges that connect both Sectors. At least 1 Warp Gate must be present on the border between the two Sectors for any ship to move between them. If there are no Warp Gates, this action is not possible by any means.

Cost of Movement

Card Effect: If the action is part of a card's effect, the ship movement is free.

Command Points: A player can also choose to take this action by spending Command points equal to the total number of Warp Gates on the tile edges that connect the two Sectors. However, moving a Freighter from a Sector to an adjacent Sector across Warp Gates always costs 1 Command point, regardless of the number of Warp Gates connecting the two Sectors.

If the player is moving a Freighter, the cost is always 1 Command, no matter how many Warp Gates connect the two Sectors, however, at least 1 Warp Gate must still be present. If there are no Warp Gates bordering the two Sectors, direct movement is not possible at all between the Sectors for any unit.



Special Stargate Movement: To move a ship from one Stargate to another Stargate costs 1 Command per ship. This functions the same as a Warp Gate for any game effects.

Colonize a Planet: To colonize a planet, the following conditions must be met:

- The player has a Freighter in the Planet's Sector.
- An empty Colony space is available and the planet is visible (Exploration token has been removed and/or the planet token is face-up).
- The player has a Colony in their Supply.

To complete the action, the player pays 1 Command and places a Colony from their Supply on the available empty space on the planet.

If the player has colonized a Mineral or Organic planet, they should now check if they control the planet. If they do, they should take a Planet Resource Token of the appropriate (Mineral/Organic) type and place it on their Player Board in the relevant space.

If all the Planet Resource spaces on their Player Board are full, they may remove one token to take the new one. At no time may a player have more tokens than is allowed for by the number of spaces on their Player Board, nor may they have more tokens for a planet type than they have control of planets of that type.

Build a Colony: This action is the same as Colonize a Planet but is only available if the player already has a Colony on the planet where they wish to build another one. For this action, having a Freighter in the Sector is not required.

Movement Example



Amir wants to move a Dreadnought and a Freighter from Sector R5 to R4. There is 1 Warp Gate on the R5 side and 2 Warp Gates on the R4 side. Therefore, Amir must pay 3 Command to move his Dreadnought. To move his Freighter, he only pays 1 Command.

PLAYER ACTIONS

Attack: This action is used to destroy opponent and/or Alien units. See the Combat section on the relevant pages following this section.

Return a Freighter: If another player's Freighter is in a Sector a player controls, the player controlling the Sector may spend 2 Command to place the Freighter back in its owner's Supply.

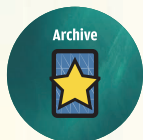
Investment: Once per turn, a player may spend 1 Command to gain 1 Credit.

Other Actions

Archive: This action allows a player to remove a card from the location indicated and place it face-down in their personal Archive. Cards placed in a player's Archive pile are worth VP during Final Scoring.

Explore (only from card actions): If the player has a Freighter in a Sector with one or more face-down Exploration tokens, they choose one of these tokens and flip it face-up. Depending on the reverse side of the Exploration token, they do the following:

- **Planet:** The exploring player takes a random Planet token from the face-down Supply and places it face-up on top of the location where the Exploration token was. Place Alien Colonies on any of the planet spaces with Alien symbols. Discard the Exploration token to the game box.
- **Discovery:** The exploring player takes a random Discovery token from the face-down Supply and places it face-up next to their Player Board. It may be spent immediately or on one of their future turns to gain the token's effect. See below for the token abilities. From now on, the revealed Barren planet can be Colonized like any other planet. Discard the Exploration token to the game box.



- **Archive Token:** Immediately Archive a card from your hand, deck, play area, or discard pile. If a player chooses to look through their deck, they must shuffle their deck afterwards. A card Archived from a player's hand with this token is not replaced.



- **Attack Token:** Using this token initiates an Attack that does 1 damage. There is no cost in Command required to make the Attack, but an Attack Ship must be present, as normal.



- **Draw Token:** Draw the indicated number of cards from your personal deck.



- **Move Token:** You may perform two Move actions. For each arrow, the player may Move a ship once. This movement functions the same way a card moves a ship; there is no Command cost for Warp Gates crossed.

Use a Discovery Token: At any time during their turn, a player who has a Discovery token next to their Player Board may spend it to gain its effect. Used tokens are returned to the game box.

COMBAT

1. There are two ways an Attack can be initiated. A player may either declare an Attack by playing a card with the Attack keyword or paying 2 Command per Attack Ship that will be delivering damage.

In either case, the requirements for an Attack are:

- An Attack Ship belonging to the Attacking player must be in the Sector where the Attack takes place.
- Unless already indicated by the played card, the Attacker specifies one of the following as a target:

Planet - The Attack targets colonies from one or more players on a specific planet in a Sector. If any players with Colonies on the planet have Interceptors in the Sector, the Interceptors must be destroyed first before that player's Colonies may be destroyed.

Ships in the Sector - The Attack targets Attack Ships and/or Starbases belonging to one or more players in the Open Space area of a Sector. If the Attack targets a Starbase, Interceptors belonging to the Starbase owner must be destroyed before the Starbase may be destroyed.

Important!

Freighter may never be the target of an Attack. See the Return a Freighter action instead.

2. The Attacker calculates damage in one of the following ways depending on how the Attack was initiated. Damage is indicated by the following icon: 

If the Attack was initiated from a card, any damage provided by the card is gained.

OR

If the Attack was initiated by the player paying 2 Command per Attack Ship, each attacking ship delivers damage:

-   for each Dreadnought.
-  for each Interceptor.

3. The Attacker allocates damage to eligible units in the targeted zone. A Starbase or Colony on a planet belonging to the Defending player is only eligible to be targeted once all of the Defending player's Interceptors have been removed or destroyed. Freighters may never be the target of an Attack.

4. Units with allocated damage are removed if the unit received damage equal to or greater than its unit value (Interceptors/ Colonies = 1, Dreadnoughts = 2, Starbases = 3). Depending on the destroyed unit, do the following:

Interceptor - Return the unit to its owner's supply.

Dreadnought / Starbase - Return the unit to its owner's Supply and the Attacking player gains VP tokens. Destroying a Dreadnought awards 1 VP to the Attacker. Destroying a Starbase awards 2 VP to the Attacker.

Aliens / Colonies - Place these next to the Attacking player's board. They will score VP during Final Scoring.

Damage does not persist between attacks. A unit must be allocated damage equal to or greater than its value during a single attack to be destroyed.

5. If a player's Colonies on a Mineral or Organic planet were destroyed, they should reconfirm control of the planet. If they no longer have enough Colonies to control the planet, they should return to the supply the appropriate Planet Resource Token.



COMBAT

5. Units with allocated damage are removed if the unit received damage equal to or greater than its unit value (Interceptors/Colonies = 1, Dreadnoughts = 2, Starbases = 3). Depending on the destroyed unit, do the following:

- Interceptor** - Return the unit to its owner's Supply.
- Dreadnought / Starbase** - Return the units to its owner's Supply and the Attacking player gains VP tokens. Destroying a Dreadnought awards 1 VP. Destroying a Starbase awards 2 VP.
- Aliens / Colonies** - Place these next to the Attacking player's board. They will score VP during Final Scoring.

Damage does not persist between attacks. A unit **must** be allocated damage equal to or greater than its value during a single attack to be destroyed.

6. If a player's Colonies on a Mineral or Organic planet were destroyed, they should reconfirm control of the planet. If they no longer have enough Colonies to control the planet, they should return to the supply the appropriate Planet Resource Token.

Designer's Note: New players may be taken off-guard by the combat in Solarion: Foundation of Empires. For example, ships are allowed to share a Sector with an opponent. In addition, another design feature more common in wargames is the separate roles of primary attacking units (Dreadnoughts) and primary defending units (Interceptors). New players may not anticipate this and may have a false sense of security if they build Dreadnoughts to defend a Sector or to protect Colonies. Players will only score a small amount of VP from ship-to-ship combat, but the real accumulation of VP comes from a variety of sources. Combat is merely a means to an end in the harsh universe of Solarion.

Combat Example 1

Amir (Terran) is completing an attack from a card which is delivering 3 damage. He is now allocating this damage to a planet with 1 colony owned by Brianne (Ursalians). The Sector contains 2 Interceptors belonging to Brianne and also 1 Interceptor belonging to Chan (XES). In order to destroy the colony of Brianne, Amir must allocate 2 damage to Brianne's Interceptors and then another 1 damage to Brianne's colony.



Combat Example 2

Amir (Terran) is initiating an Attack with 3 Ships (2 Interceptors and 1 Dreadnought). Chan has a Starbase in the Sector and 1 Interceptor. Amir pays 6 Command (2 Command per Attacking ship) to begin the Attack. This creates 4 damage (Dreadnought: 2 + Interceptor: 1 + Interceptor: 1). Amir first allocates 1 damage to the defending Interceptor. The remaining 3 damage is used by Amir to destroy Chan's Starbase. As a result of this, Amir is awarded 2 VP.



END OF THE GAME

The game ends when one of the following occurs:

- **The last card from the Phase 3 Technology Deck is placed in the Technology Market.** If this occurs during play, the active player finishes their turn and then completes the Scoring Phase for Phase 3. Each following player completes one final turn and then completes the Phase 3 scoring. After all players have taken this final turn, players proceed to calculate Final Scoring.
- **A player plays their last Colony onto a planet.** The active player finishes their turn and then completes their Scoring Phase for the current Phase as normal. Each other following player completes one final turn and then completes a Scoring Phase. After all players have taken this final turn, players proceed to calculate Final Scoring.

If the end of the game is triggered by a player during a turn in which they are completing a Scoring Phase, that turn is their final turn. Each other player completes a final turn (with a Scoring Phase if required by the end of an Phase) and then players proceed to calculate Final Scoring.

FINAL SCORING

In addition to points from their Scoring Phases during play, players gain additional VP for the following criteria below:

1. Solarion Planets: Players gain VP for Solarion planets they control according to the chart below. If they control more than this, they gain 5 extra VP per Solarion planet beyond the 5th.

Solarion Planets Controlled					
	1	2	3	4	5
VP	4	10	18	28	40

2. Battle Glory: All players gain 1 VP for each Colony (Alien or opponent) next to their board.

3. Archived Cards: All players gain the Archive VP value for all Archived cards next to their Player Board.

4. Technology Cards: Each player combines all their cards in their deck, discard pile, hand, and any remaining cards in their play area (not Archived cards). They then separate any Common or Starter cards. Players gain 1 VP for each Common or Starter card and 2 VP for each other remaining card (Conflict, Logistics, Operations, Production, and Rare).

The player with the highest final score is the new overlord of the galaxy!

If two or more players are tied for victory, the player who controls the most Solarion planets is the winner. If players are still tied, the player with the most points from Technology Cards wins. If they are still tied, they must share the victory or fight a new space war!

SECTOR TILES

Modular Sector Tile Layout

Once players are experienced with how the movement of ships through Warp Gates and the location of Sectors affects play, it is recommended they use this Modular Sector Tile Layout. The rules below replace Step 1 of the Tutorial Setup process. The back of the Tutorial Layout Board may be used to aid in Sector tile placement.

1. Select and place a Nucleus (N) Sector tile of the group's choice in the middle of the table.
2. Shuffle the Ring (R) Sector tiles face-down into one stack. Starting with the first player and proceeding clockwise, each player draws a Ring Sector tile and places it adjacent to the Nucleus Sector. Each tile placement must result in at least one Warp Gate connection to adjacent tiles. This is repeated until 6 Ring Sector tiles are adjacent to the Nucleus.
3. Shuffle the Outer (O) Sector tiles face-down into one stack. Continuing clockwise with the next player in placement order after Step 2, each player draws an Outer Sector tile and places it adjacent to ANY two existing tiles.

When placed, the new tile must be rotated so that it's own Warp Gates connect to existing Sector Tiles on the maximum number of sides possible.

If drawn, the first Stargate Sector is placed normally. If the second Stargate Sector is later drawn, it must be placed at the farthest possible location away from the first Stargate Sector. If two or more locations are possible, the player may choose between them.

If players are using the hex grid on the back of the Tutorial Layout Board to guide Sector placement, players should take note that a Sector may legally extend beyond the edge of the board as long as the Sector placement is valid. The hex grid exists more to guide players rather than constrain Sector placement.

Continue placing Outer Sector tiles until each player has placed two Outer Sectors. This should result in a galaxy map with the following total Sector counts:

- 2 players - 11 Sectors
- 3 players - 13 Sectors
- 4 players - 15 Sectors

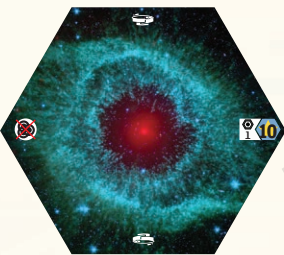
4. Place the leftover Sector tiles back in the box. They will not be used.
5. If there is only one Sector with a Stargate, place the Stargate token in a Sector directly opposite and as far as possible from the Sector with the Stargate. If there is more than one possible location, the first player chooses.
6. Beginning with the first player and proceeding clockwise, each player places their Home Planet token on an empty Barren planet location. Players may not place their Home Planet token in the same Sector with another player's Home Planet token.

Nucleus Tiles

N0 - Event Horizon



N1 - Great Nebula



N2 - Oberworld



N3 - Elderworld





Starbases cannot be built in Nucleus Sectors due to the high Cosmic radiation. As such, there is a reminder on each tile.

- If you control Oberworld, at the end of your End of Turn step, draw a card from your deck.
- Elderworld is considered an Ancient planet for scoring.

If players prefer predefined galaxy layouts, they may forgo the galaxy construction during setup and use one of the following example layouts. These are additional good options for your first few games of Solarion.

4 Players



4 Players



3 Players



2 Players



2 Players



FREQUENTLY ASKED QUESTIONS

Is an Alien considered a Colony?

Yes. If the effect targeting a colony specifically says “opponent” colony, then the effect may not target an Alien. See the description of Aliens in the General Concepts > Units section.

What happens if I use a “Return a Colony” effect on an Alien?

Return the token to the supply of Alien tokens.

Can a card be played for its main effect and then Trashed for its Trash value?

No. When a card is played, the player must make the choice to Trash it or play it for its effect at that time.

Can I do something else while in the middle of resolving a card?

Generally, all of a card’s effects must be completed before another action is taken. However, actions costing Credits may interrupt a card’s completion to (usually) allow for the purchase of a Unit or card. Command actions, such as moving a ship, are not allowed to be taken during the resolution of a card action.

If I just gained a Discovery token, can I use it immediately?

Unless you are playing with the Variant with face-up tokens, yes, you may use the Discovery immediately.

Is a player’s Starting Planet considered a Colony?

No. In addition, no game effect can ever cause a player to lose control of their Starting Planet.

The Player Board shows a Command track with a maximum of 10. Is that the limit?

No. Players gain as much Command as they acquire from various sources regardless of the track limit. Gaining more than 10 Command on a turn is not common, but definitely possible. The track is presented on Player Boards for the convenience of players to track gaining and spending of Command. The highest value of 10 on the Player Board is not a limit.

Can I build a Starbase in a Sector with another player’s Starting Planet?

Yes. If you have a Colony in the Sector you may build a Starbase there like any other Sector.

What happens if a player wants to Trash a card with no Trash value?

If a player is considering to use their once-per-turn Trash action on a card, they must choose a card with a value next to the Trash symbol, even if that value shows a 0. If another game effect is allowing a player to Trash a card, they may not choose a card with no Trash symbol.

What type of planet is a Starting Planet planet?

A Starting Planet planet is of type “Starting Planet” and does not count for any scoring or effect that requires an Ancient, Mineral, Organic, or Solarion planet.

Does a Stargate (token or preprinted) count as a Warp Gate?

Yes.

Is a card with an Archive ability capable of using that ability on itself?

No.

What happens if because of Archiving and/or Trashing cards, I no longer have any cards in my deck, play area, hand, or discard pile?

This can happen if players are aggressively deck thinning without caution. Unless you have at least 1 card in hand at the beginning of your next turn, you have consigned your empire to history. All your future turns are skipped. Ships, Colonies, and other components remain in play and may still be destroyed by opponents. You may still gain a score at the end of the game, but it is highly unlikely to be a winning score.

OPTIONAL VARIANTS

V01 - Faction Asymmetric Abilities (Optional)

Players may decide as a group whether or not to play with the Faction Specific Abilities, found on their player boards.

V02 - Phase 1, 2, 3 Technology Card Distribution

During Setup, when creating the Technology Market, instead of following the listed steps, follow the procedure below.

1. Take the Technology cards for each faction in the game and shuffle them separately.
2. Divide each faction deck into 3 even piles of cards. Shuffle and do the same with the 6 Rare Technology Cards.
3. Take one pile of each faction and Rare Technology Cards and shuffle them together. This is now the Phase 1 Technology Deck. Repeat this for the Phase 2 and Phase 3 Technology Decks.

This ensures the Rare and Technology Cards are evenly distributed throughout the three phases of the game.

V03 - Revealed Exploration

Level 1

To setup this variant, after placing Exploration tokens, flip them face up. Players can then have an idea of what types of objectives to pursue.

Level 2

In addition, and if they wish even more visibility, as indicated by each Exploration token, players may then replace the Exploration tokens with face-up planets (populated with Aliens as normal) and Discoveries drawn randomly from the Supply. Then, on every Ring Sector with a Discovery token, randomly place an additional face-up Discovery token.

Modifications to the Explore action: With an Explore action, a player may take a single Discovery token in a Sector with one of their Freighters. Any claimed Discovery tokens are placed in a player's Supply and are not immediately usable. During the player's future turns they may be used as normal.

V04 - Scoring Card Selection Before Faction Selection

During Setup, players may elect to perform the Scoring card selection before each player selects a Faction. Knowing the scoring opportunities in advance could advise their faction selection.

V05 - Chosen Technology Disposal

This variant enables more player choice when disposing of a card from the Technology Market and is suggested to be used after players know how the various cards affect player strategy.

Instead of disposing of the rightmost card, do the following:

Dispose of a Technology Market Card: If the current player did not purchase a card from the Technology Market row, they must choose and move a card from the Technology Market into the Trash pile. This is not considered the same as Trashing a card.

When doing so, there is no need to shift cards to the right. The new card drawn to replace the disposed card is placed in the newly vacated space.

Designer's Note: This variant was the original means for players to dispose of cards from the Technology Market row, but it was often seen that new players did not know the relative value or strategic options that certain cards provide. This resulted in a lot of time spent on card analysis. As such, the current means of disposing a card was added to speed play.

The Galaxy of Solarion

 Terran

It's been a long and difficult road for the Terran civilization. After the privatization of half the world's governments in the 21st century, humanity sought to find new common ground by colonizing the Solar System. What resulted was the Corp Wars, a series of conflicts that decimated large areas of Earth just as they advanced civilization to orbital, Lunar, and Martian colonies. After another five centuries of war and the complete destruction of the remaining Earth ecology, the Terran civilization moved permanently off-world.

The Terrans have only mythical tales of a blue and green world that was once theirs. As they venture forth into more Sectors of the galaxy, they seek new worlds to call home and fiercely defend what they find. Their flexible nature gives them just the tools they need to adapt to a variety of environments.

 Oceanus

For eons, the watery world of Oceanus slumbered peacefully in the twilight of a red giant star, harboring a nascent intelligent species. This awakening soon spawned an age of astronomical curiosity when they discovered that their own star would soon die in a fiery supernova.

The objective was clear. The Oceanites began a massive effort to research not only space travel, but also to learn as much as they could about their own world to increase their chances of surviving elsewhere.

After leaving their undersea homes, their determination and drive brought them into conflict with Terran settlements who often colonized the same worlds. Even though the two species may not require the exact same habitat for survival, an intolerance of Terran progress and an innate arrogance drives a hostility toward other species.

 XES M.LXXIII

Centuries ago in the Terran system of Sol, the pioneering work of a group of quantum computing and automation specialists managed to convince a small corporation to back a project to create a self-sustaining space probe. The device would be able to repair itself, and by harvesting raw materials from asteroids and comets, construct replicas of itself. The small probe was even able to improve upon its own design due to the genius work of the original AI programmers.

Over the centuries, the probe, originally known as the eXoplanet Exploration System, Mark I, has exceeded all expectations of performance. By the second year of operation, the device had manufactured new drive systems and immediately left the Sol System in search of new worlds. It was never heard from again.

In recent years, Terrans have encountered huge automated machines bearing the signature XES M.LXXIII which seem to swarm over worlds. This evolved XES is a formidable opponent that has no tolerance for biological organisms and believes only in passionless conquest of the systems it surveys.

 Ersalian

The Ersalians are a unique biological species. Hailing from a dark rogue planet, they operate as a collective with each member a perfect clone of the others. With a communal drive only for survival, Ersalians dispassionately seek the dominance of their form of life.

As Ersalians evolve, they collectively adapt to each new environment making consciously selected genetic optimizations. New bio-units are born and the genetically obsolete are consumed as food or fuel. This ability has even allowed Ersalians to grow biological ships and manipulate Solarion in deadly ways granting the species almost unlimited potential. Despite lacking subtlety and finesse in their dealings, they are a species designed for dominance, dangerous to any world.

AUTOMA FOR SOLO AND MULTIPLAYER

Overview

The Automa XES cards are used as an additional AI player in multiplayer games or as an opposing player for solo games. In general, the AI's turn consists of drawing and resolving a card from an AI Action Card Deck. This card will instruct the human player how to take a turn for the AI to activate/deploy units and possibly score for other criteria.

The AI player does not use Command or Credits, nor does it purchase cards. However, on some turns, the AI will add a new Action Card to its deck and even archive its own Action Cards for Final Scoring.

When playing with the Automa cards, it is imperative that players understand how the game's actions work so that they can make appropriate decisions (necessary at times) on behalf of the AI. The Automa cards and listed actions have a set of Priorities (provided further in this section) with some necessary calculations based on the XES faction personality. Future factions and Automa cards might bring different priorities and challenges.



Game Setup

Depending on the type of game being played, either a Solo Game with an AI Opponent or a Multiplayer Game with an AI player, the setup will vary slightly. An AI player may only be used when playing with 2 or 3 human players. A game with 4 human players and an AI player (5 players total) is not possible. Be aware of the instructions below before proceeding with game setup.

Solo Game

AI Action Card Supply

Shuffle the Level 3 Automa Cards and place them face-down.
Shuffle the Level 2 Automa Cards and place those on top of the Level 3 cards. Together this stacked set of cards is the AI Action Card Supply.

AI Action Card Deck

Shuffle the Level 1 Automa Cards and place those face-down as the AI's Action Card Deck.

Technology Market

Before beginning this stage of the Setup, do the following:

1. Return 3 Rare cards at random to the box; they will not be used.
2. Use only 6 Prosperity and 6 Fusion Drives cards.
3. Do not use the full deck of XES Faction Technology cards for the Technology Market cards. Randomly select 6 XES Faction cards from the XES Faction deck and return the remaining 10 XES Faction cards to the box. This limited set of 6 cards is the XES Faction deck to be shuffled with other faction cards for the Technology Market row setup.

Scoring Cards

Depending on the desired game difficulty, select Phase I, II, and III Scoring cards as normal. This selection will have an impact on the difficulty of defeating the AI. Players are encouraged to experiment to see how combinations affect the difficulty. For an easier game, select 1b, 2d, and 3c.

Sector Tile Setup

Whether using the Tutorial Layout or the Modular Sector Tile Layout (preferred), always use the Nucleus 0 Sector. If using the Tutorial Layout Board, place the Nucleus 0 Sector on top of the pre-printed Nucleus 1 Sector.

Tutorial Layout: Place the XES Starting Planet on the Starting Planet location in the Ring 2 Sector. The human player may select any Starting Planet location as per the Tutorial Layout setup.

Modular Sector Layout: When placing tiles, make sure to place Sector tiles so that each Sector has the most Warp Gate connections to any other Sectors it connects to. This means to try to have the highest number of Warp Gates on either side of adjacent Sectors. For example, if a Sector could be placed with connections to 3 different Sectors with only 1 Warp Gate connecting to each or if a Sector could be placed with connections to 2 different Sectors with 2 Warp Gates connecting to each, then the latter placement is required. Tile placement should still obey all normal rules for the Modular Sector Layout.

Place the XES Starting Planet on any Barren planet in a Ring Sector in this priority order: a Sector with an Ancient Planet, or if none are available, then a Sector with a Mineral Planet. The human player then places their Starting Planet but must choose a Ring Sector as well.

Faction Setup

Place a Freighter as normal in the XES Starting Planet Sector. The AI does not get a Starting Bonus as normal.

Multiplayer Game with AI Player

AI Action Card Supply

Remove the number 7 Level 3 Automa card from the game.

Place the number 6 Level 3 Automa card face-down in the AI's play area.

Shuffle the Level 2 Automa Cards and place those on top of the Level 3 card. This stacked set of cards is the AI Action Card Supply.

AI Action Card Deck

Shuffle the Level 1 Automa Cards and place those face-down as the AI's Action Card Deck.

Technology Market

Before beginning this stage of the Setup, do the following:

1. Return 1 Rare card at random to the box; it will not be used.
2. Use only 9 Prosperity and 9 Fusion Drives cards.
3. Do not use the full deck of XES Faction Technology cards for the Technology Market cards. Randomly select 6 XES Faction cards from the XES Faction deck and return the remaining 10 XES Faction cards to the box. This limited set of 6 cards is the XES Faction deck to be shuffled with other faction cards for the Technology Market row setup.

Scoring Cards

Depending on the desired game difficulty, select Phase I, II, and III Scoring cards as normal. This selection will have an impact on the difficulty of defeating the AI. Players are encouraged to experiment to see how combinations affect the difficulty. For an easier game, select 1b, 2d, and 3c.

Sector Tile Setup

Whether using the Tutorial Layout or the Modular Sector Tile Layout (preferred), always use the Nucleus 0 Sector. If using the Tutorial Layout Board, place the Nucleus 0 Sector on top of the pre-printed Nucleus 1 Sector. During Sector tiles placement during Setup, human players should alternate taking the role of placing a tile for the AI.

The human players place their Starting Planets first. Afterwards, place the XES Starting Planet on a Ring Sector Barren planet location directly opposite/across the Nucleus Sector from human players. If multiple locations are possible, the First Player chooses.

Faction Setup

Place a Freighter as normal in the XES Starting Planet Sector. The AI does not get a Starting Bonus as normal.

Play begins with all the human players starting with the First Player (this should be a Human player Faction). The AI always takes a turn last in turn order.

AI Priorities

As the Human Player takes a turn for the AI Player, the choices that the AI will make depend upon a set of **Priorities** which are determined by its Faction and the Unit Actions on the Action Card. Priorities represent the preferences the AI has for various game objectives. The included Automa deck and Activation instructions contained here refer to the XES Faction Priorities with potential for others to be released later.

Taking an AI Turn

Draw the top card of the AI's Action Card Deck and place it face-up in the AI's play area. If the Action Card Deck is depleted, shuffle the Action Card Deck discard pile and place it face-down as the refreshed Action Card Deck.

Each card lists a series of Unit Activations and/or Actions the AI will take in order. Once all actions are complete (or skipped if not possible), the card is placed in the Action Card Deck discard pile.

Described in the following section are the Priorities of the AI with specific actions. The decisions will often require that the AI choose a target, and, frequently, the human player will need to make a decision for the AI if different options are being considered. In these cases, the **First Priority** variable is that the AI always prefers the option with a higher number of targets based on its listed Priorities. After this it prefers targets worth more VP. If still equal, the human player decides.

In games with more than one human player, if all opportunities for the AI are equal, the player with the Starting Planet closest to the AI Starting Planet (based on Freighter Distance below) makes decisions for the AI. If players are equally close, the player with the fewest VP decides. If still tied, the earlier player in turn order decides.

Freighter Distance and Potential Targets

To make decisions easier when taking an AI turn, a calculated value called **Freighter Distance** is used. It's a measurement between a unit's current position and potential targets. It's based on the number of Sectors and the number of Warp Gates that would be traveled as if the unit moving to the target was a Freighter. As an example, if a moving Freighter would enter into 2 Sectors through a total of 5 Warp Gates, the Freighter Distance for this would be 2 Sectors & 5 Warp Gates. For this calculation, if multiple different paths through Warp Gates are viable, always use the distance for the path with the lowest total number of Warp Gates. To simplify this when comparing options on a turn, multiply the number of Sectors entered into by 10 and then add the total number of Warp Gates crossed. In the example above, the number would be 25 (2 Sectors entered x 10 + 5 Warp Gates crossed).

Example Decision

In the illustration to the left, if the XES Freighter travels from Sector R2 to NO through R9 via the green arrows, the Freighter Distance would be 22 (2 Sector moves x 10 + 2 total Warp Gates crossed). If the Freighter took the path via the red arrows, this is a legal move, assuming the 2 Command is paid, but when calculating the Freighter Distance, this path is considered longer (24 Freighter Distance).

If the Freighter was trying to decide between the Exploration token in O9 vs the tokens in R3 as a target, it would choose the tokens in R3. Even though the token in O9 is closer because its Freighter Distance is 11 vs the R3 tokens which are 12, it also obeys the **First Priority** decision and moves to the Sector with more Exploration tokens.

Scoring Phase and Final Scoring

Complete the steps of a Scoring Phase as normal. The AI scores for all opportunities, just as a Human player does. In Final Scoring, VP for Technology Cards for the AI is equal to the AI's Action Deck size multiplied by 2. If the AI has Archived cards, those cards are worth a number of points per the Archive value on each specific Action card.



AI Action Types

Unit Activations: Depending on the type of unit listed on the Automa card, the AI takes actions with ALL units on the board of that type. The AI places or moves units without cost since the AI does not use resources.

Interceptor, Dreadnought, Freighter: The AI will first try to place a unit of the type indicated in the AI's Starting Planet Sector or, if closer to a priority target, in a Sector with one of its Starbases. If there are no units left in the AI's Supply of that type, it scores points equal to the unit's value.

Next, each ship of the specific type is activated and takes actions. See the following section for details on the specific ships. In all cases, when a ship is activated and it performs a **Move**, the player completes the action without paying resources. This same rule applies for any Attacks the AI makes.

Since the AI does follow some scoring opportunities, any Colonies destroyed by the AI or Discovery tokens acquired by the AI are placed in its play area. In addition, if the AI destroys a Dreadnought or Starbase, it gains points as normal.

Colony: The AI attempts to place a single Colony on each planet where it already has a Colony and then place a single Colony for each Freighter it has in a Sector. Use the XES Colony Priority (below) to determine the preference between multiple valid options.

Starbase: The AI places a Starbase in a non-Starting Planet Sector containing an AI Colony. If there are none in the AI's Supply, it scores 3 points instead. Use the AI specific Colony Priority (XES Colony Priority below) to determine the preference between multiple valid options, but, instead of First Priority, equal options are decided in favor of the Sector's endgame VP value.

Add a New AI Card: Take the top card of the AI Action Card Supply and place it on the AI Action Card Deck discard pile. If the AI Action Card Supply is empty, the AI gains 1 VP and this action is skipped.

Archive: If the AI has 4 or more total Action cards between its Action Card Discard pile and Action Card Deck, it will archive a card from the Action Card Discard pile. The card's instructions will say to Archive either the "Lowest" or "Highest" card. This means to search the AI Action Card Discard pile for the Lowest or Highest numbered card. Place this card face-down in the AI's Archive pile to the side of its play area. Then, reshuffle the AI's Action Card Discard pile into its Action Card Deck and place it face-down as the refreshed Action Card Deck. If the AI has 0 cards in its discard pile when it attempts to Archive a card, the AI gains 1 VP and this action is skipped.

Score: Some actions will instruct the AI to score points based on units it has deployed or Sectors it occupies. Follow the instructions on the card and score points for the AI as indicated.

XES Ship Activations

The Priorities of XES ships may vary depending on the current Phase of the game. XES ships evaluate all priorities for the current Phase to find a target in their current Sector. If they find none, they start looking farther. Ships prefer targets with the lowest Freighter Distance value and start evaluation at the closest Sector. After this, if the Ship still cannot find any targets, it skips the rest of its activation.

XES Colony Priority

This Priority governs a few decisions about where XES ships move, attack, and colonize. When evaluating a Sector as a possible target, unrevealed planets (those under an Exploration token) are considered not to exist. This Priority is referenced in the various unit activations that follow.

- Closest Ancient Planets
- Closest Mineral Planets
- Closest Solarion Planets
- Closest Organic Planets

XES Freighter Activation

The role of AI Freighters is to primarily collect Discoveries and, secondarily, help establish Colonies. However, the AI places Colonies only during a Colony activation when a Freighter is present in the Sector. For each Freighter that activates, do the following:

1. Move the Freighter 1 Sector towards a target Sector unless the Freighter is already in a prioritized Sector.
2. Reveal an Exploration token in the Freighter’s Sector.
3. If the Freighter did not move during Step 1 and if the Freighter has no more available targets in its current Sector, move the Freighter 1 Sector towards a target.

Priorities
Phase I

- Sectors with Exploration Tokens

Phase II, Phase III

- Sectors with Exploration Tokens
- Sectors with open Colony locations following XES Colony Priority

XES Interceptor Activation

As small ships meant to defend from and aid attacks, Interceptors will try to protect Colonies and assist in Dreadnought attacks.

Interceptor activations differ slightly from other ships. The AI will always activate any Interceptors in the XES Starting Planet Sector first. For each Interceptor that activates, do the following:

1. Move the Interceptor 1 Sector towards a target Sector unless the Interceptor is already in a prioritized Sector.

Priorities
Phase I, Phase II, Phase III

- Sectors with XES Colonies and without XES Interceptors
- Sectors with XES Colonies and fewer XES Interceptors than XES Colonies
- Sectors with XES Dreadnoughts
- Nucleus Sector

XES Dreadnought Activation

A Dreadnought’s first priority is to attack and damage Alien or opposing player units per its Priorities. For each Dreadnought that activates, do the following:

1. Move the Dreadnought 1 Sector towards a target to Attack (Colony/Ship/Starbase per its Priorities) unless the Dreadnought is already in a Sector with a prioritized target.
2. The Dreadnought Attacks and deals 2 damage to a target in the Sector. If an XES Interceptor is also present in the activating Dreadnought’s Sector, add 1 to the damage dealt. If necessary, the AI destroys defending Interceptors first as in a normal attack.
3. If the Dreadnought did not move during Step 1 and if the Dreadnought has no more available targets in its current Sector, move the Dreadnought 1 Sector towards a priority target.

Priorities
Phase I

- Alien Colonies

Phase II

- Opponent Colonies
- Opponent Dreadnoughts
- Opponent Starbases
- Alien Colonies

Phase III

- Opponent Colonies
- Opponent Starbases

REFERENCE

Units

* Attack Ship			
Interceptor*	1	\$	Freighter 2 \$
Dreadnought*	1	\$	(Zero for control)
Starbase	2	\$	Colony 1
(Requires Colony)			

Planets

Ancient

Solarion

Organic

Mineral

Barren

Planet Resource Token (Both Sides)

Discoveries

• **Archive Token:** Immediately Archive a card from your hand, deck, play area, or discard pile. If a player chooses to look through their deck, they must shuffle their deck afterwards. A card Archived from a player’s hand with this token is not replaced.

• **Attack Token:** Using this token initiates an Attack that does 1 damage. There is no cost in Command required to make the Attack but an Attack Ship must be present as normal.

• **Draw Token:** Draw the indicated number of cards from your personal deck.

• **Move Token:** You may perform two Move actions. For each arrow, the player may Move a ship once. This movement functions the same way a card moves a ship; there is no Command cost for Warp Gates crossed.

Final Scoring

- **Sector Control:** Sector VP for each Outer and Ring Sector (not Nucleus) you control.
- **Battle Glory:** Points for destroyed colonies on your Player Board.
- **Archive Cards:** Points from cards in your Archive.
- **Technology Cards:** For each Common or Starter card in your deck, hand and discard pile, score 1 VP. Other cards score 2 VP.
- **Solarion Planets:** Points for your total number of controlled Solarion Planets.

Solarion Planets Controlled					
	1	2	3	4	5
VP	4	10	18	28	40

Stargates

To move a ship from one Stargate to another Stargate costs 1 Command per ship. This functions the same as a Warp Gate for any game effects.

Starbases

Starbases - Each faction can build up to two Starbases. These allow a faction to deploy ships in the Sector where the Starbase is located.

Starbases cannot be built in Nucleus Sectors.