

Winning

Winning the game can be achieved in one of 3 ways:

- Destroying every enemy Command Center
- Obtaining enough Stars
- Capturing the enemy Command Center(s) using invading troops

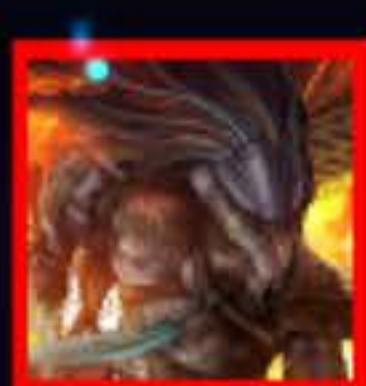


Every Command Center starts the match with 20 Stars. Every time a Command Center is attacked, its Star count is reduced. You will lose the game if your Command Center reaches 0 Stars.

You earn Stars by colonizing Sectors. The number of Stars required to win will be further adjusted by the map's size; the larger the map, the more Stars required to win. Whoever reaches the map's Star goal first wins the game.



Player Info



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6

Your Star count and Resources generated per turn are displayed on the top left of your screen.



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5 11



The opponent's Star count, cards in hand, and cards remaining in their deck are visible at the top right of your screen.

Hand Size

Your hand is limited to 7 cards, including your colony Ship.



Once you have reached the max number, you will be unable to draw anymore cards from your deck.



However, you can discard cards either by dragging cards to the discard pile, or by selecting a card and selecting the "trash" button to free up space.

Keep in mind the Colony Ship in your hand can never be discarded.

The blue plus markers beside your deck refer to how many cards you will draw at the Start of your turn. If your hand is full, they will blink red until you make some space in your hand.



Resources do not accumulate, so spending them all each turn is encouraged. Resources not spent during the explore phase can be spent during the Battle phase. Any resources you have left at the end of your Battle phase are lost.



Your Command Center generates Resources each turn. Additional Sectors you control generate more Resources for you each turn.

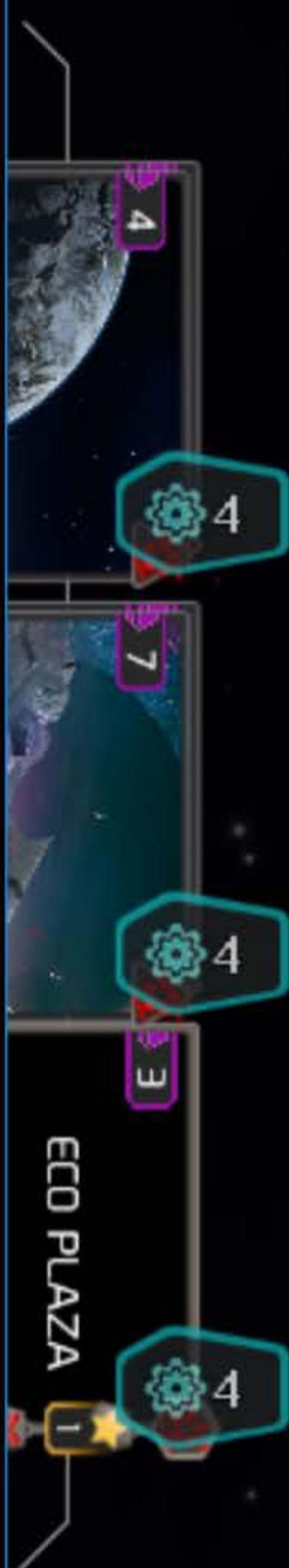
Pay 2 Research to Draw a Card



14 During the explore phase you can pay Resources to draw cards. Click on your main deck to draw a card at the cost of 2 Resources.



12



Every turn you get one new technology card offered to you from a predefined pool of cards.

You can determine a card's tech level by examining the number of yellow stripes on the bottom left of a card.

You may open the tech pool by clicking the blue button on the bottom left side of the screen. The tech pool gives you the option to purchase powerful tech cards using resources. You can tell the number of copies you will receive by looking at the stack.

Purchasing Tech

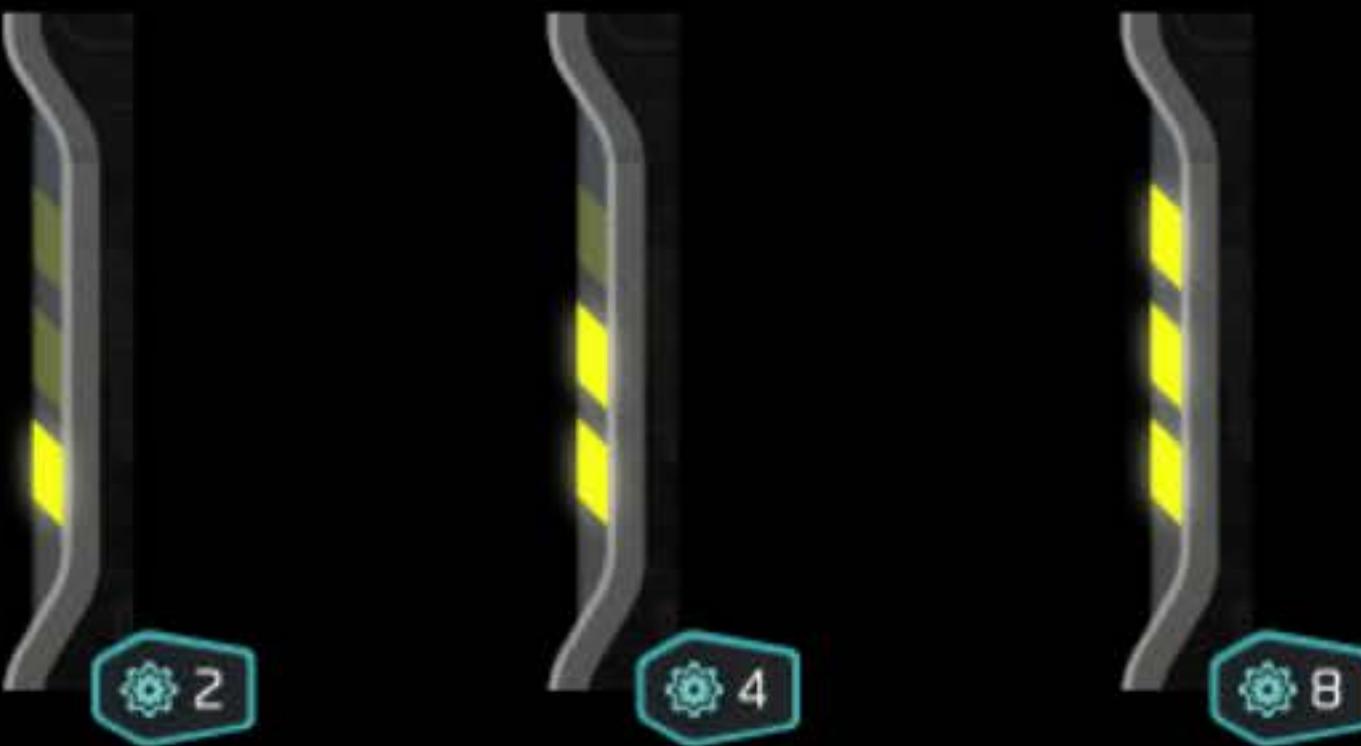
Every turn the bottom-most option is replaced with a new one if no other tech card is purchased. The number above the tech pool is how many slots remain before it is reshuffled. (example: the number "12" seen in the top left corner of this image)

Tech 1 cards cost 2 Resources

Tech 2 cards cost 4 Resources

Tech 3 cards cost 8 Resources

Buying a card from your Tech Pool will add one or more copies of it to your discard pile, meaning they will be available for draw the next time your discard pile is shuffled into your





Explore Phase

Each player turn is divided into two phases: Explore and Battle.

The majority of your decisions will be done during the Explore phase. This is the phases where you generate resources and draw from your deck (Exploit), colonize and invade planets (Expand), build and move your units (Explore), and purchase cards from your tech pool.

The Battle Phase is where combat takes place. This involves attacking enemy Ships, Bombing enemy developments, or attacking the opponent's Command Center.

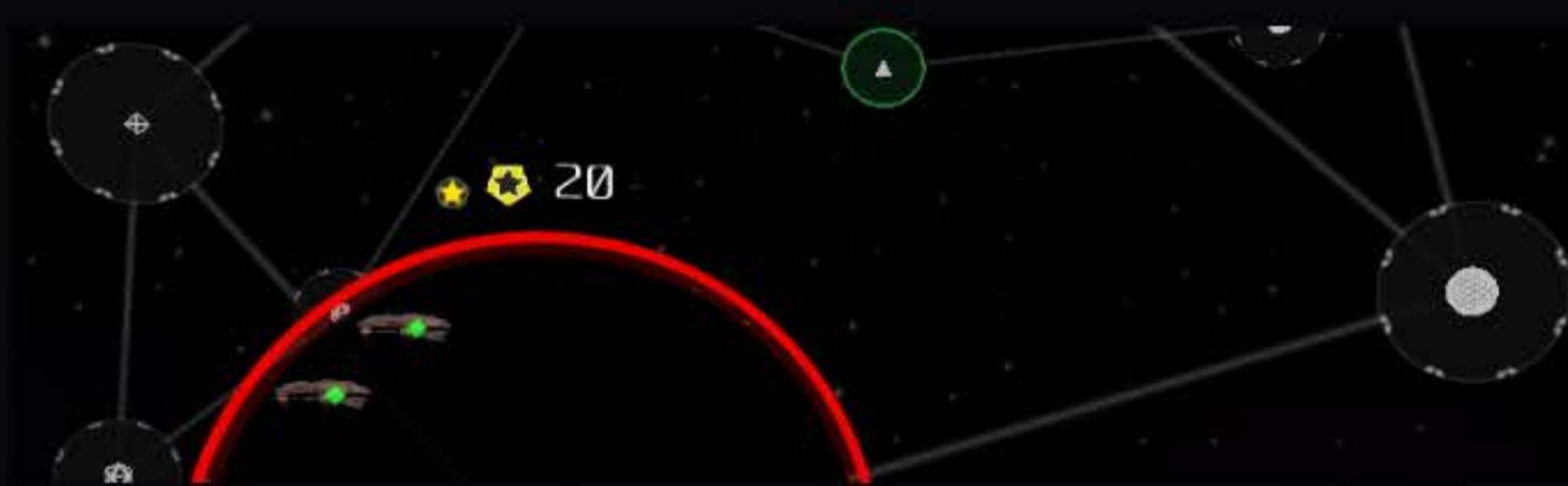
At the start of each turn, you draw 1 card from your main deck and generate resources equal to the total production on all Sectors you control.

Any Sector you obtain (via colonizing or invading) during your turn will instantly generate its resources, and can be used in the same turn. Any Developments that increase your resource production will be applied on the Sector itself giving you more Resources to use on subsequent turns.





Moving Ships



Ships that start their turn on the map can move (indicated by a blinking diamond). Drag the Ship from its current location to a connected Sector (indicated by lines on the Starmap) to relocate it.

To move a Ship you must pay its move cost in Resources. Some Ships can move more than 1 Sector at a time, and must pay the Resource cost for each individual move.

When a Ship moves into a Sector, you won't see the Sector card until you end your current Explore phase. A Sector will remain visible to you for the rest of the game once it has been revealed.



Ships generally cost Resources equal to its size (1, 2, or 3), though some Ships are more energy efficient and can move for less.





Colonizing

To colonize a neutral Sector, you must move a colony Ship to an uncontested Sector. On the next turn, you may colonize the Sector by selecting your colony Ship and clicking the Colonize button.

Select your colony Ship, then select the neutral Sector once to select it, and again to colonize it (dragging and dropping the colony ship also works). Alternatively, you can also press the colonize button after you select your colony Ship.

COLONY SHIP



Invasion

To invade an enemy Sector, you must have more troops deployed in that Sector than the enemy's infantry defense score plus any additional infantry defense present.



To add troops, select a Ship with the invasion ability, and then click the red invasion button. Once you end the Explore phase, the planet will shift to your control if you have more troops in the Sector than your opponent.

Any troops used in an invasion are lost. Ships do not currently replenish any of their troops. Spend them wisely!





Command



Ships come in 3 classes:

Frigates [1 Command]

Cruisers [2 Command]

Dreadnaughts [3 Command]

The amount of Command a sector has dictates how many ships can be present based on their class.

Just to the left of your Sector, a white number displays how much





Building

Ships can be built on your Command Center or at Sectors where you build a Shipyard / Enclave provided you have enough command available.

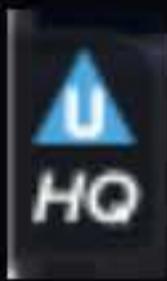


You will see a wrench icon to let you know you can build Ships in the Sector

Developments can be built on any Sector you control. You are limited to 0 - 3 Developments per Sector. Each Sector has hexagons below the 3D Sector, showing how many developments can be built there.



Your Command Center can have Developments built on it even while contested by an enemy Ship. Any other Sectors you control cannot have Developments built on



Each Sector can only have one Development with the HQ icon. If you build another HQ Development on that Sector, the previous one is destroyed. Additionally, some Developments are unique (blue U triangle). You can only have 1 unique Development of a given name on the map at any time.



Contesting

Any Sector, except a Command Center, that has an enemy Ship present is considered contested.

A contested Sector can't build Ships or Developments. You can tell a Sector is contested by the spinning gray teeth highlighting the Sector.

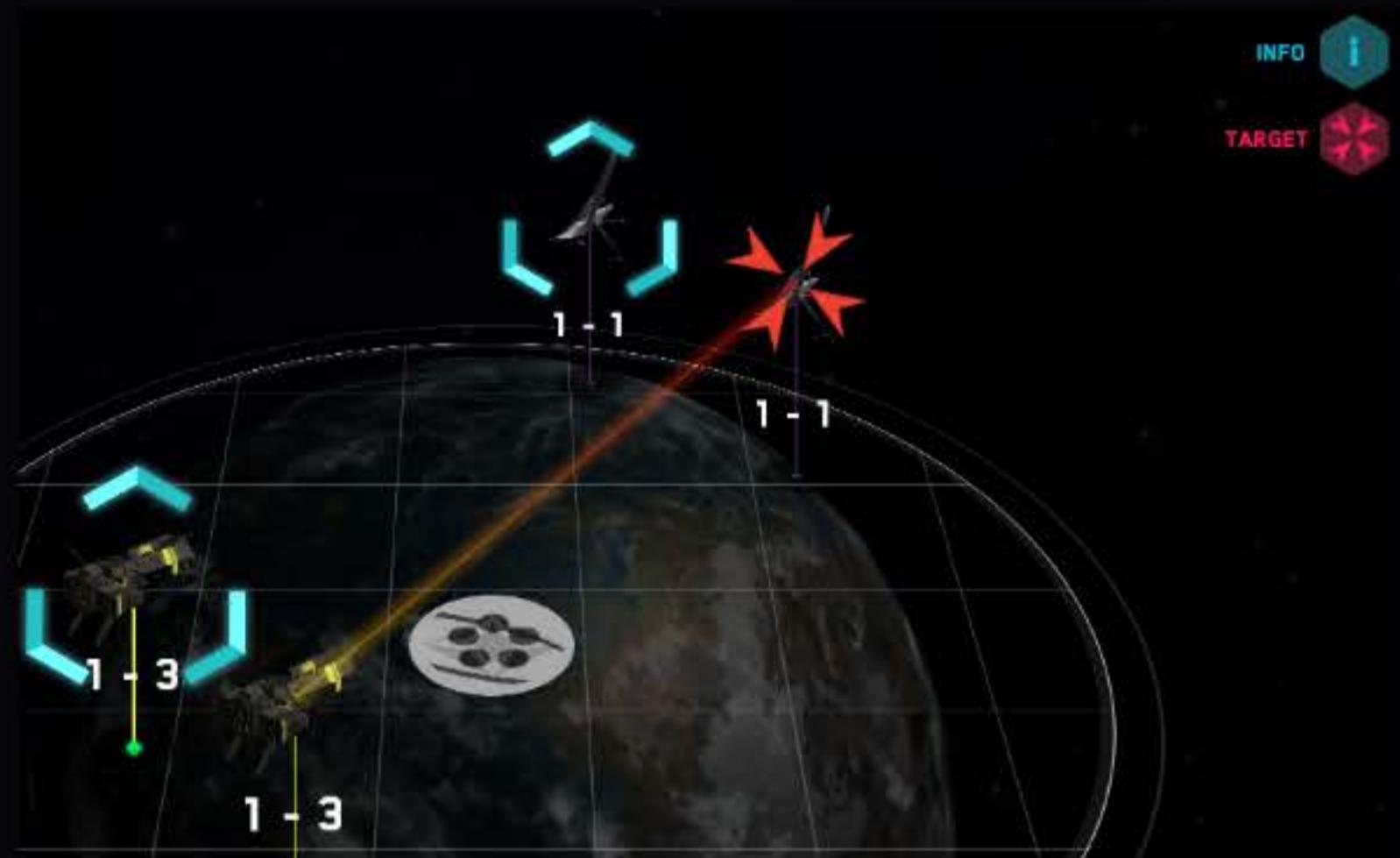


The second phase of a turn is the battle phase. The game will highlight all systems in conflict so you can resolve battles.

A Sector is considered in conflict when opposing units are in the same Sector. The battle phase will only occur if conflict is present somewhere on the map.

Attacking

In order to select an enemy to attack, select your Ship and then click the red crosshair button. The enemy's ships, developments, and command center are all targetable. Once all attack targets have been selected, click the 'END BATTLE' button and all Ships will fire at their targets. All damage accumulates until a Ship, Development, or Command Center reaches zero Hull and is destroyed.



Ships that have shots remaining will show blinking diamonds.



The damage a Ship does is indicated in the red circle at the bottom of the card. The triangular blue number along the bottom is a Ship's Hull points.

Each offensive unit or structure can only attack once per turn.



Offensive Developments

- Some Developments can fire at Ships, indicated by a yellow crosshair icon with an attack value at the base of the development.

Don't forget to use them to fire at ships!



Even when you don't have complete information about a Sector, you can still see the number of enemy Ships and Developments present. Ships appear as triangular blips, and Developments appear as hexagonal blips. This gives you a preliminary idea of your opponent's status.



Like the Sector card, enemy blips won't be revealed until you move a Ship onto that Sector and end your Explore phase there, or use a card or ability that directly reveals the Sector.



Operations



Operations are one-time effect cards. They have special text, and indicate whether they can be played during the battle or explore phase. Once played, operations are either discarded (indicated by the infinity symbol) or voided, removed from the game entirely (indicated by a red X symbol).



Ship cards become a 3D model of the Ship on the board, and are built during the explore phase. From the top left edge of the card, moving down, Resource cost to build the Ship, the number of spaces it can move each turn, as well as the Resource cost to move are all visible.

The Tech Level is represented by yellow stripes below the Resource Cost. The Grey icons in the middle of the card are the Ship's modules.

Along the bottom of the card, the red circle indicates the Ship's attack value (damage it can inflict), and the blue square indicates its Hull value (damage it can withstand).



Modules

Some Ships will have modules that give them bonus damage in combat against certain card types.



Bombard deals extra damage to Developments and Command Centers.



Nukes deal extra damage to Dreadnaughts and Command Centers.



Pulse deals extra damage to enemy Frigates.



Torpedos deal extra damage to Cruisers and Dreadnaughts.



A colony Ship card is 'locked' to your hand, so you can build them at any time during the explore phase, and you will draw a new one immediately. However, as you build more colony Ships their cost slowly increases.

When a colony Ship is either destroyed or has colonized a planet, it is removed from the game rather than being sent to the discard pile.





Sectors

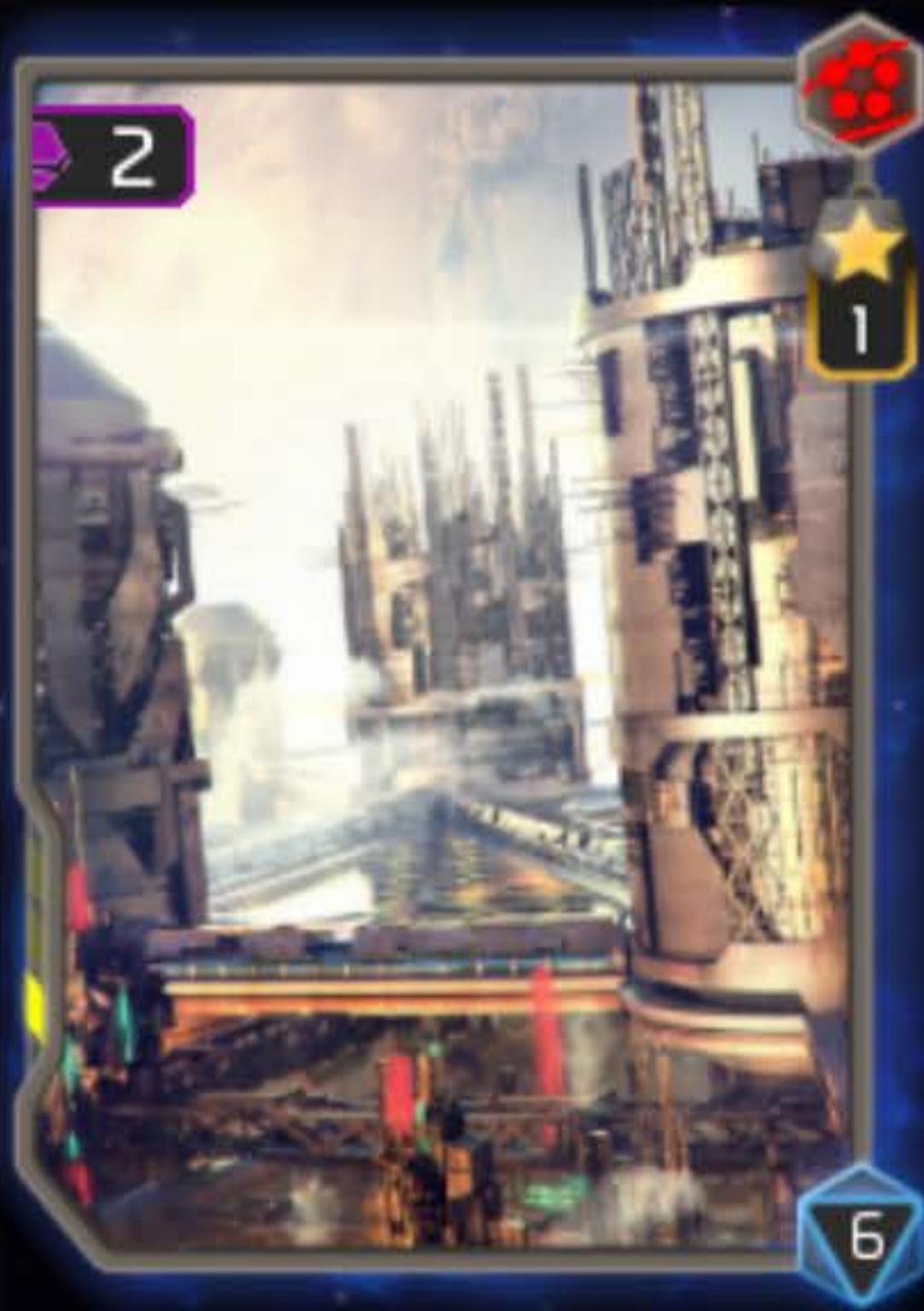
Each Sector has an accompanying Sector card. These could be from a random pool, predetermined, or seeded by players.

Sector cards list Resources they generate, how many Developments they can support, their Star value, and whether they have any infantry defense.

Some Sectors have additional effects including extra Stars gained per turn. The extra Star icon can be found on the top right of the Sector card.



Developments



Developments are planetary installations and structures, built during the explore phase. Once built, they cannot be moved. A Development's structure points (the amount of damage they can withstand) is indicated by the blue hexagon on the bottom right of the card.

Developments give Stars when built, and can have other





Commanders



Each faction has a Command Center where they start at the beginning of each game.

Command Centers give more resources and Stars than other Sectors, as well as one Star at the start of every turn (excluding the first). Further, they cannot be contested. They also give you the unique ability that only your given faction

