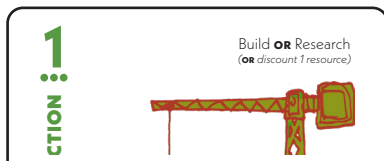


# Playing a Round

**In a round**, each player takes one turn, starting with the player who has initiative.  
**When the round ends**, discard played cards and see whether initiative changes.  
**Keep playing rounds** until everyone has run out of cards!

## First, the player with the initiative marker takes a turn...

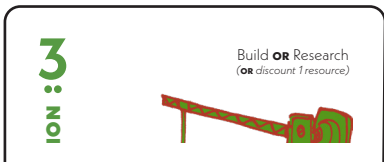
If you have no cards, or you do not want the initiative, pass the marker to your left! That player takes the first turn.



### Play Lead Card

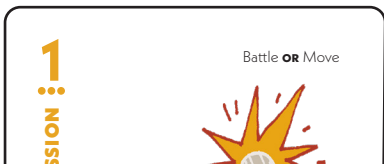
You must play one action card as the lead card. You may take one action per icon on the card.

## Second, each other player in clockwise order takes a turn...



### Follow

Play an action card face up, matching the lead suit with higher number. You may take one action per icon on your played card.



### Pivot

Play an action card face up, not matching the lead suit. You may take one action on your played card (*not the lead card*).

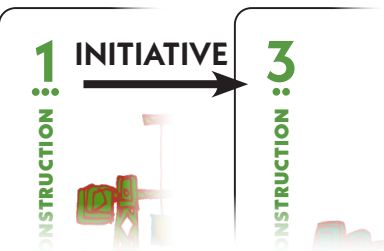


### Copy

Play an action card face down. You may take one action of the lead card.

Along with your first card, you can play a second action card face down to **seize initiative**—take the initiative marker and flip it to its seized side.

## Third, discard played cards and see if initiative changes...



### Not Seized?

Give the initiative marker to the player who Followed with the highest number, if any.

### Seized?

Flip the initiative marker to its unseized size. Do not give it to another player!

# Action Summaries

## Extract (icon)

Gain resource from an extractor.

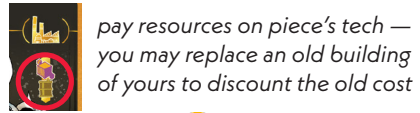


choose an extractor  
– each can only be  
used once per turn

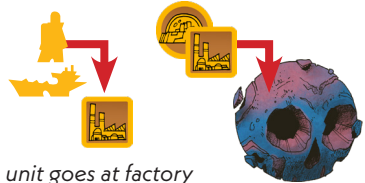
gain resource of  
the planet's type

## Build (icon)

Place unit or building onto map.



pay resources on piece's tech —  
you may replace an old building  
of yours to discount the old cost



unit goes at factory  
building fills slot on planet you control

## Move (icon)

Move units to an adjacent system.

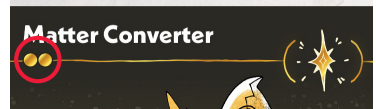


must control start  
or end system      fill planets in empty  
systems with blight

may move any  
number of units

## Research (icon)

Place tech from Hold onto board.



pay cost with  
resources of  
different types

Place tech in slot  
of matching icon  
— star icon can  
go anywhere

## Repair (icon)

Flip damaged unit or building.



anywhere on galaxy map

## Influence (icon)

Place an influence on Market space.



resolve the Market when  
everyone runs out of cards

## Battle (icon)

**Destroy an enemy's pieces and steal their cards.**

**1. Choose Battle System:** Choose any system where you have any armed pieces. (*Armed pieces have an exploding border around on their tech. Ships start armed.*)

**2. Choose Defender:** Choose one player who has any pieces in the battle system. If any Blight pieces are there, you may choose the Blight instead.

**3. Collect Dice:** For each of your armed pieces in the battle system, you may collect 1 raid, strike, or bombard die.

- **Assault Dice** damage the defender quickly but are risky.
- **Bombard Dice** damage the defender slowly but are safer.
- **Raid Dice** steal cards from the defender and deal damage to them, but threaten you with higher losses.

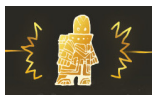
You may collect dice of different types, but not more than 6 dice of a type.

**4. Roll and Resolve Dice:** Roll and resolve the collected dice as follows:

1. The attacker takes hits equal to the number of <D> rolled.

2. The attacker steals 1 card from the defender's Hold for each <RAID> rolled, limited to 1 card **plus** the number of defending buildings.

3. The defender takes hits equal to the number of <A> rolled plus half the number of <HA> rolled, rounded down.



**Armed  
Border**



**Assault**



**Bombard**



**Raid**



**Half Hit  
Hit**



**Steal Card  
Take Hit**

## Taking Hits

Whenever you take a hit, you may either **damage** one of your undamaged pieces in the system, flipping it to its damaged side, or you may **remove** any of your damaged pieces there.

**The player taking the hit assigns it, not the player who dealt the hit!**

**Gaining Power:** You gain 1 Power each time an enemy building or Blight is removed because of you.



**Battling the Blight:** When battling Blight, allocate hits first to undamaged Blight in the battle system, then to damaged Blight if there are no undamaged ones there.

## Stealing Cards

The attacker steals 1 card from the defender's Hold for each <RAID> rolled, limited to 1 plus the number of defending buildings in the battle system. To do this, the attacker must have at least 1 armed piece left in the battle system after taking hits.



**Stealing from the Blight:** When battling the Blight, you may steal 1 resource card matching the planet in the battle system from the supply for each <RAID> you rolled, limited to 1 card plus the number of Blight there.

# Ending a Hand

## Step 1: Resolve Market

Resolve all Market spaces along the edge of the galaxy map.

For each space, the player with the most influence resolves it and returns all influence there to players' supplies. On a tie, do not resolve it and keep all influence on it.

- **All Factories:** Build 1 unit using each of your factories.
- **All Extractors:** Extract 1 resource using each of your extractors.
- **Acquire:** Take the card here. If it is a tech or intrigue card, put it in your Hold. If it is a breakthrough card, resolve it immediately and then discard it.



## Step 2: Score and Shift Objectives

Score the 2 Active objective cards.

- **First place:** Gain Power on left. For tie, gain Power on right instead.
- **Second place:** Gain Power on right. For tie or if first place is tied, gain no Power.



Then, shift all objectives left—discard the leftmost and draw one for the Next Hand.

## Step 3: Check for Game End

The game ends after hand six. If the game is not over, advance the hand marker.

If the game ends, score the **final objective**. After scoring, the player with the most Power is the winner!

## Step 4: Refill Market

First, discard cards in the Market with no influence.

Second, draw breakthrough cards to fill empty Acquire slots equal in number to the cards shown under the hand marker.

Finally, draw market cards to fill any remaining empty Acquire slots.

## Step 5: Draw Cards

Shuffle the action cards. Each player draws action cards as follows:

- **3 players:** Draw 6 action cards.
- **4 players:** Draw 5 action cards.

The last player draws and discards 2 extra action cards.

With 4 players, the third player draws and discards 1 extra action card.

