



NOVA SOLIS

EXPAND. EXPLORE. EXPLOIT. EXTERMINATE!

ADDITIONAL RULES

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STOP!

This booklet only contains OPTIONAL and unnecessary additional rules for alternate gameplay modes and expansion content.

DO NOT read this booklet unless you have already read and understood the *Core Rules* necessary to play the standard *Survival Mode* game.

If you are familiar with the standard rules of *Nova Solis* then feel free to experiment with any of the additional rules presented here to enhance your enjoyment of the game.

All expansion content is modular so that individual components can be added as desired.

SURVIVAL MODE

Overview

In *Survival Mode* games the players must together obtain the required victory point total and control the required number of ancient artifacts before they are either overwhelmed by the Entity's forces or destroyed in the supernova explosion.

In the *Core Rules*, although the players are working together against the Entity, they are still individually working towards their own goals to become the game's overall winner.

A.1 Co-Operative Play

Nova Solis can be relatively simply transformed into a fully co-operative experience by the following:

- There is no longer an overall winner. The players win and lose together.
- Players no longer tally their individual scores when they obtain ★ and ☆ are no longer awarded. Each ★ awarded only increases the co-operative victory track.
- Combat is no longer allowed between player forces. Players cannot move into sectors with other player's forces and cause them to become contested.
- All secret objectives are revealed after objective selection so that the other players are aware of which objectives everyone is working towards. Only the player who owns the objective may actually complete it.

All other aspects of the game are exactly the same as in the *Core Rules* and players are NOT allowed to share resources or team up to engage in combat against the Entity. The players can, of course, maneuver their empires to indirectly help one another out.

A.2 Solo Play

The single player experience is essentially the same as the co-operative variant except that the solo player assumes control of 2 or more separate empires. The direct transfer of resources is still NOT allowed even though they are controlled by the same player.

In solo play, the number of empires replaces all references to player count such as those displayed on the victory requirement and entity track.

Key Concept - Victory Points

The players can obtain 2 types of victory points:

- ★ **Co-Operative VP** is added to BOTH the player's individual total and the co-operative victory track.
- ☆ **Individual VP** is only added to the player's total and NOT to the co-operative victory track.

The primary change between the different game modes is how these are allocated to the players.

EXPLORATION MODE

Overview

This is the competitive player versus player mode of Nova Solis where the only aim is for the players to obtain the most victory points before the game ends when the supernova Entity action card is drawn.

B.1 Gameplay Differences

Unlike *Survival Mode* games, the players do NOT work together against the Entity and there are no co-operative victory objectives. All ★ obtained only increases individual player scores as though it was ☆ and the co-operative victory track is NOT used.

B.1.1 Place Entity Forces

Use the galactic core central sector and place a 10★ token inside. Place Entity forces into this sector and ALL anomaly sectors to match the printed icons. Do NOT place any Entity warp gates.

B.1.2 Choose Initial Entity Power.

For your first *Exploration Mode* game it is suggested to choose the relatively weak Entity power Level I.

B.1.3 Prepare Entity Action Deck

A reduced Entity action deck is used made up of only the action cards marked with a black hole icon and yellow ribbon. All other cards are set aside.

B.1.4 Entity Actions

Only one action card is drawn for each Entity phase.

If a standard action card is drawn, place Entity ships equal to the number of ship icons on the card into the central sector and ALL anomaly sectors. There is no limit to how many ships can be placed onto the board.

The game ends ONLY when the Supernova card is drawn.

B.2 No Entity Option

If the players would prefer to play a purely competitive game without the Entity then do not place any Entity forces and ignore the effects of ALL action cards except the supernova.



EXPANSION

Alliances, Diplomacy and More...

The Nova Solis expansion is an optional purchase with additional rules and content which extends the base gameplay. Players can choose to add some or all of the components from the different expansion modules below to customise their experience.

Flagships

Powerful player ships able to install special technology which affects the sector they are deployed.



6x Flagship Tokens (1 per player)
6x Race Flagship Module (1 per player)
12x Flagship Module Technologies

Destroyers

Fearsome Entity ships which systematically destroy location tiles inside of the player's sectors one by one.



5x Entity Destroyer Tokens
4x Entity Destroyer Action Cards
12x Destroyed Location Tiles

Trade

Engage in negotiations and sign trade contracts with other players for strategic resources, commodities and even shared technology...



Find new ways to exploit sectors with advanced mining, trade, commerce and Race technologies and bargain your way to victory!

5x Basic Technologies
18x Trade Contracts
1x White Cloth bag
50x Diplomacy Tokens
60x Trade Tokens (10 per player)
6x Race Technologies (1 per player)

Diplomacy

Forge alliances to share warp networks and support joint combat actions.



1x White cloth bag
18x Alliance contracts to denote membership
50x Diplomacy tokens
60x Trade tokens (10 per player)

Void Tech

Harness the power of dark matter to unlock the chaotic energies of the void...



12x Dark Matter
1x Ancient Technology
4x Void Technologies
9x Void Tech Combat Tiles

X1. FLAGSHIPS

Overview

This first expansion module introduces the players to the unique and powerful flagship unit.

- Each player takes a flagship token that matches the colour of their chosen race and places it in their reserves.
- Each player takes the matching flagship race technology and places it in their archive.
- Shuffle the 12 flagship module technology cards into the basic technologies deck.



Unlike normal ships, Flagships can only be built within player homeworld sectors.

X1.1 Build Flagship - 2

Using the Build action, players can build their flagship for the cost of 2 energy. Flagships can only be built within player homeworld sectors. (Maximum 1 flagship per player)

X1.2 Moving Flagships

Flagships are moved using the Move action in the same manner as normal ships. Each flagship counts as only a single ship for movement purposes.

X1.3 Flagship Combat

Combat with a flagship is initiated and proceeds in the normal manner except for the following:

- Each flagship rolls 2 combat dice.
- Hits can only be applied to flagships once ALL of the player's other forces in the sector have been eliminated.
- A flagship must sustain 2 HITS in the SAME combat action before it can be destroyed and captured. Any single hits from previous combat actions are absorbed.

X1.3.1 Kill Bonus

Whenever a player manages to destroy another player's flagship they gain 1★.

Key Concept - Flagship Combat

In the example below the flagship rolls 2 combat dice.

During combat blues forces sustain a total of 4 hits. The first 2 destroy the ships and the 3rd, the station.

The 4th hit will be absorbed by the flagship as a total of 2 hits are needed in 1 combat for it to be destroyed.



X1.4 Flagship Modules

Modules are unique technologies that can be installed onto player flagships providing them with unique functionality within the sector in which the flagship is deployed. Modules can be easily identified and differentiated from standard technologies by the large flagship icon in the background of the technology.

X1.4.1 Researching Modules

All module technologies are researched and acquired in the same way as any other race or basic technology.

X1.4.2 Module Activation

Flagship modules are activated in the same manner as regular technologies by allocating the appropriate strategic resources during the player's Logistics action. Similarly, once they have been activated, they will remain in effect until the player's next Logistics action.

X1.4.3 Module Limits

Each player can only activate a SINGLE flagship module technology at any time regardless of whether or not it is a race or common module. Activated common modules still count towards the player's limit for BASIC technologies while race modules do not.

X1.4.4 Module Effect Range

Unless stated otherwise, the effect of all modules is limited to the sector which the player's flagship is currently deployed and combat which involves the flagship directly.

Key Concept - Race Modules

The expansion race technologies are double sided but each side can only be used with the correct expansion.

The module side can ONLY be activated if the flagship expansion is currently in play.



Module Side

Likewise the side with the trade technology can ONLY be utilized with the trade and diplomacy expansion components.



Technology Side

BOTH expansions are required to be in play in order for the players to be able to use both sides of the expansion race technologies.



Example: With the colonization module active the blue player will gain 1★ if they settle a sector with their flagship rather than with a ship.

X2. DESTROYERS

Overview

The second expansion module introduces the players to the Entity destroyer... a powerful flagship unit that can destroy locations within sectors.

- Place the 5 destroyer tokens into the reserve.
- Shuffle the 4 Entity Destroyer action cards into the correct stage of the Entity action deck.
- Set aside the 12 destroyed location tiles.

X2.1 Deployment

Destroyers are deployed in the same way as normal Entity ships into the sector with the currently active Entity warp gate before cycling to the next gate.

Just like Entity malice cards, only certain destroyer cards will be active depending on the number of players in the game as shown by the icons on the side of the card.

X2.2 Moving Destroyers

Once deployed within a sector, an Entity destroyer will not move to another sector until ALL locations within the sector have been completely destroyed. If there is more than 1 destroyer in a sector, each randomly moves to a DIFFERENT sector.

X2.2.1 Destroyer Targets

While destroyed location tiles remain in the supply, destroyers will ONLY move to sectors which have locations that can be destroyed. They will NOT move into a sector without any locations or one in which all the locations have been destroyed prior.

X2.2.2 Destroyer Escorts

Entity ships within the same sector as a destroyer remain to guard the destroyer. When the destroyer moves to a new sector they will follow as long as the move will not bring the total above the SECTOR LIMIT. If more than one destroyer is in a sector, the escorts are divided equally between destroyers in the order that they are moved.



X2.3 Destroyer Combat

Destroyers are flagship class units which have the following effects in combat:

- Each rolls 2 combat dice.
- They can only be hit once ALL other Entity forces in the sector have been eliminated.
- They must sustain 2 HITS in the SAME round of combat to be destroyed.

X2.3.1 Kill Bonus

Whenever a player manages to destroy an Entity destroyer they will gain 1★.

X2.4 Destroying Locations

During the Entity attacks portion of the Entity Phase, each Entity destroyer will destroy ONE location in the sector that they are deployed if that sector does not contain any player combat forces. If the sector does contain player combat forces, they will be attacked normally and no locations will be destroyed.

X2.4.1 Destruction Complete

Once the maximum number of locations have been destroyed and no destroyed location tiles remain in the supply, Entity destroyer fleets will begin to randomly move to nearby sectors using the standard rules for Entity ship movement.

Key Concept - Destroyed Locations

Locations which have been destroyed by an Entity destroyer are marked with a destroyed location tile. The players will be unable to Reveal location tiles into these for the rest of the game.

Any pre-existing location tiles inside the destroyed location are discarded and returned back to the supply.

Once all destroyed location tiles have been placed into sectors, the Entity will not destroy more locations.

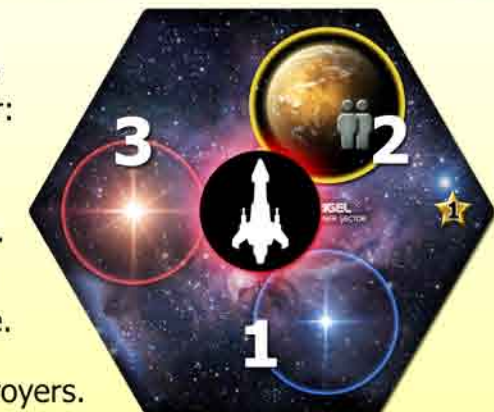


Key Concept - Destroyer Target Order

Destroyers use the following rules to determine which location will be targeted and destroyed inside a sector:

1. Target blue → yellow → red star locations first.
2. Prioritize empty locations over locations with tiles.
3. Choose randomly by rolling a die if there is more than 1 location of the same star colour with a tile.

Anomalies are immune and can't be targeted by destroyers.



X3. DIPLOMACY

Overview

The Diplomacy expansion allows players to enter into alliances with other player empires in order to co-operate against the Entity and against non-allied players.

To use this expansion:

- Place ALL diplomacy tokens into the white cloth bag.
- Give each player 5 TRADE tokens of their corresponding colour.
- Set aside all alliance contracts.

X3.1 Alliance Membership

Joining an alliance requires a large resource investment in exchange for the benefits it provides including:

- Free movement within sectors under allied control.
- Free use of allied warp gates.
- Ability for allies to support each other in combat.

X3.1.1 Creating an Alliance

On their turn, a player can choose to create a new alliance by placing a 🗳️ onto a new alliance contract and taking the creation cost of 2 🗳️ as shown on the LEFT side of the card. The alliance is now available for other players to join on subsequent turns.

X3.1.2 Joining an Alliance

A player can request to join an existing alliance on their turn. If the OTHER MEMBERS of the alliance agree, then the player places their 🗳️ onto the alliance contract and takes 🗳️ equal to the entry cost on the RIGHT based on the number of existing players in the alliance.

Example: Yellow took 2 🗳️ to create a new alliance which blue joined for the cost of 2 🗳️. If BOTH yellow and blue agree, Red can join this alliance by placing their own 🗳️ and taking the third player cost of 3 🗳️.

Key Concept - Diplomacy Tokens

All diplomatic relations between players lead to the accumulation of DIPLOMACY TOKENS.

These represent the effort spent and concessions your empire has agreed upon during negotiations.

Each diplomacy token obtained will reduce both the player's OWN score AND the combined total.



Key Concept - Trade Tokens

Trade tokens represent the total available pool of transports and freighters in the player's empire.

Each player empire starts with a total of 5 TRADE TOKENS which can be further increased with technology. Trade tokens are used to join Alliances and create Trade Contracts.



X3.1.3 Expelling an Alliance Member

On their turn, any member of an alliance can call for a vote to expel another member. If ALL players agree, the expelled member must remove their 🗳️ from the alliance contract and all of the remaining members take 1 🗳️ EACH.

X3.1.4 Withdrawing from an Alliance

A player can voluntarily withdraw from an alliance at any time during their turn by removing their 🗳️ from the alliance contract as long as they have NO TOKENS remaining within the sectors of their previous allies. Attacking an ally while in an Alliance or on the SAME TURN as withdrawing from an alliance causes that player to take a penalty of 2 🗳️.

X3.2 Movement Benefits

Being a member of an alliance provides the player with the following movement benefits:

- The player can move their forces into or through sectors owned by alliance members WITHOUT them becoming contested.
- The player can move through allied member warp gates as though they were their own. Players can move through their own gate and exit an allied gate and vice versa.
- For the purposes of movement, allied sectors can support allied ships within range.

X3.2.1 Out of Support Range

When a player is removed from an alliance, their ships and flagship may no longer be within support range. Until returned to a sector in support range, 1 ship (or flagship) will be lost from each unsupported destination sector the player moved into during that Move action.

X3.3 Combat Support

If a player attacks or is attacked in a sector with allied forces, allied players may choose to commit some or all of their combat forces to the conflict.

- All combat dice are rolled and allocated by the initiating/attacked player. The supporting players may make suggestions but not decisions.
- Hits are applied to ALL allies in the usual order (ships → stations → flagships) EVENLY.
- All allies share any combat rewards as evenly as possible in order based on combat strength.



The Entity is attacking blue, red decides to support scoring 2 1/2 stars. The hits and stars are shared evenly between red and blue.

X4. TRADE

Overview

The trade expansion allows the players to share empire resources, strategic resources and even technologies with other player empires.

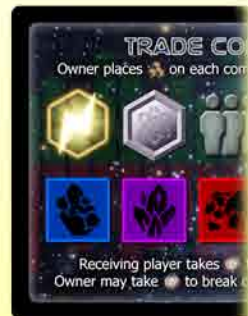
To use this expansion:

- Place ALL diplomacy tokens into the white cloth bag.
- Give each player 5 TRADE tokens of their corresponding colour.
- Set aside all trade contracts.
- Each player places their expansion race technology into their archive.
- Shuffle the 5 trade expansion technology cards into the basic technologies deck.

Key Concept - Trade Contracts

Trade contracts are used to transfer both empire and strategic resources between players.

The player trading the resources puts a trade token on the resources being traded and passes the contract to the receiving player.



X4.1 Trade Contracts

During Logistics, a player can open trade negotiations with the other players. They can all make offers to the active player but can NOT attempt to trade with each other. Players can only trade if they have free 🧑 and there are contracts available in the supply.

Each player making a trade takes a contract and places a 🧑 on EACH resource that they are trading. The contract is then passed to the receiving player who takes 1 🧑.

X4.1.1 Empire Resources

The trading player immediately reduces the corresponding track on their command board for the traded resource while the receiving player increases the corresponding track.

X4.1.2 Strategic Resources

The trading player removes a resource from their supply and hands it to the receiving player. The new resources can only be allocated by the currently active player performing their Logistics action. Any loss of resources will cause ONLY the active player's technology to be deactivated and will NOT affect the other players until their next Logistics action.

X4.1.3 Victory Points

The receiving player gains 1★ from the trading player's SUPPLY immediately upon receiving the contract AND during EVERY Logistics action they perform while the contract is active.

X4.1.4 Rescinding a Trade Contract

During their Logistics action, the player can rescind any or all contacts they have with other players for the cost of 1 🧑 for EACH contract rescinded. Any affected receiving players can immediately choose to rescind any contracts that they have with the active player for 1 🧑. Both players will immediately gain all of their resources and 🧑 back.

X4.2 Technology Agreements

Similarly, a player can also attempt to trade technologies with the other players during their Logistics action. The trading player places a 🧑 onto each technology to be traded while the receiving player takes 1 🧑 for each technology received.

X4.2.1 Limitations

Only BASIC technology can be traded. Race, ancient and void tech can NEVER be traded.

X4.2.2 Technology Activation

The trading player immediately loses all technology benefits upon transferring it to another player. The technology will remain inactive until receiving player can allocate resources to it during their Logistics action.

X4.2.3 Regaining Technology

A player can regain any of their traded technologies during their Logistics action by taking 1 🧑 for each technology that they ask to be returned.



It is Blue's Logistics action, Blue decides to trade with Red. Blue agrees to trade 2 strategic resources for a scanner technology and energy resource from Red. Blue and Red each place trade tokens on contracts and adjust their command board energy tracks accordingly. The trade costs each player 2 🧑, Blue takes 2 🧑 while Red takes only 1 🧑. Blue can now choose to activate the scanner technology if possible.

X5. VOID TECHNOLOGY

Overview

The final expansion module allows the players to recover Dark Matter from the wreckage of the Entity's forces in order to power the chaotic entropy based void-technologies.

To use this expansion:

- Set aside all Dark Matter tokens.
- Place the expansion ancient technology with the other ancient technologies.
- Place the 4 void technologies next to the ancient technologies
- Set aside the 9 expansion void tech combat tiles.

X5.1 Recovering Dark Matter

At the start of each Entity phase, a SINGLE unit of Dark Matter will be available for the players to compete against each other in order to be the one to recover it.

1. Each player scores the total number of Entity forces that they have defeated since the last Entity phase. Entity SHIPS and STATIONS count as 1 kill while DESTROYERS each count for a total of 3 kills.
2. Subtract each player's current Dark Matter total (*stockpiled AND allocated*) from their total score for killing Entity forces.
3. The player with the highest POSITIVE score claims the Dark Matter. If there are no players with a positive score then NO Dark Matter is awarded.

In the event of a tie between players, the player who killed the most destroyers followed by the player with the least total Dark Matter is awarded the resource. If there still isn't a clear winner after this then NO Dark Matter is awarded.

Example: At the start of the Entity phase this player had defeated an Entity destroyer (+3) 2x Entity ships (2x +1 = +2) and had 2 dark matter stockpiled (-2) and 2 allocated to technology (-2) for a total score of 3 + 2 - 2 - 2 = +1

+3 **+2** **-2** **-2** **Total +1**

Key Concept - Dark Matter

Dark Matter is an extremely rare resource that can only be obtained in significant amounts from the wrecks of Entity forces.

Dark Matter is a highly sought-after material that is used to power the unpredictable and chaotic void technology.



Unlike the other strategic resources, Dark Matter cannot be re-allocated once it has been used to power a technology.

X5.2 Void Technology

Like any other technology, void technology can only be acquired with the Discover option of the Science action. Just like ancient technology, void technology is always available and consists of double sided cards which the player can only ever choose a SINGLE side.

Void technology can be claimed by the players if they can pay the discovery cost AND have the required Dark Matter resources stockpiled. Upon claiming, the player must choose a side and the Dark Matter is allocated to the technology PERMANENTLY from their stockpile.



Example: The player can choose either side of the technology by spending 6 research credits and 1 Dark Matter. This choice is PERMANENT and cannot be undone!

X5.3 New Combat Powers

This expansion introduces a number of new combat dice faces with specialized powers:

X5.3.1 Re-Roll Power

A few combat tiles will have the re-roll power marked by the re-roll icon. As soon as a combat die is allocated to one of these tiles, the player will apply the effect of the tile and then immediately re-roll the die for re-allocation on another turn.



X5.3.2 Increasing Power

Combat tiles with this type of power will EACH increase in strength proportional to the TOTAL number of dice that have been allocated to this combat tile at the end of allocation.

Each 1+N
N=2
(1+2) x 2 = 6

Example: Plasma beams cause 1 damage +1 for each allocated. If 2 are allocated the total damage is (1+2) x 2 = 6!

X5.3.3 One-Time Power

A few combat tiles will have an effect that only occurs ONCE per combat the FIRST time the tile is allocated. The one-time power does NOT have any effect with repeated allocation.

Example: +1 armour the first time it is allocated during combat.

X5.3.4 Minimum Power

These combat tiles have no effect themselves but for every die allocated to this tile, the minimum strength of other tiles is increased by 1. Tiles stronger than this are NOT affected.

x2 **2**

Example: If 2 void shields are allocated, all other shields will block 2 damage. Ultra shields (3 block) are not boosted.

SYMBOL REFERENCE



Energy



Reactor



Any Basic Resource



Population



Scan Location



Neutronium Ore



Research



Keep Location



Pteracnium Crystal



Fleet



Reveal Location



Hadron Archeolith



Colony



Move Capacity



Boson Condensate



Ship



Move Range



Antimatter



Station



Combat Ability



Omega Particle



Warp Gate



Reset Ability



Dark Matter



Flagship



Co-Op Victory Points



Trade Token



Ancient Artifact



Individual Victory Points



Diplomacy Token