

The background is a vibrant space scene. In the upper right, a bright, multi-colored galaxy (red, orange, yellow) is visible. In the lower right, a blue and white planet (Earth) is shown from space. On the left, a large, circular, metallic structure with a glowing blue light emanates from its center. The overall color palette is dominated by blues, whites, and the fiery colors of the galaxy.

NOVA SOLIS

EXPAND. EXPLORE. EXPLOIT. EXTERMINATE!

CORE RULES

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INTRODUCTION

Nova Solis... The legendary home of the Ancients...

A tiny pocket reality containing untold treasures untouched since the Ancients' departure from our universe.

When a functioning gate was first discovered it became a race for the great races of the galaxy to be the first to mount an expedition and claim the riches of Nova Solis. In our greed we did not stop to consider why the Ancients abandoned their home until we encountered the Entity...

Its attacks came from out of nowhere and decimated our defenses... Great fleets of ships made from shadow pouring out of enormous tears in the fabric of space.

Its power is growing and the black hole is becoming more active... Even worse, many of the stars near the Nova Solis gate are becoming unstable... We have to get out of here but we can't let this thing enter into our universe... Our only hope is to recover the ancient knowledge and to seal it inside!

Nova Solis is a 4X (eXpand, eXplore, eXploit, eXterminate) space adventure game for 1 to 6 players. Unfortunately, the players are not alone as their incursion into Nova Solis has attracted the attention of the Entity, a powerful and malevolent being responsible for the Ancients' departure from our universe...

During the game, the players will explore new stars, colonize distant planets and obtain rare resources in order to discover ancient artifacts and research ancient technology while resisting the Entity in an attempt to seal it away and make their escape.

As the game proceeds, the Entity will grow in power and its attacks will become stronger until eventually causing a supernova explosion that will annihilate the players!



IMPORTANT!

The rules for Nova Solis are divided into three separate booklets:

Core Rules - This booklet which contains all the rules required to play a complete game of Nova Solis in the way in which it was meant to be played... **READ THIS FIRST!**

Additional Rules - Provides rules for alternative game modes such as solo and co-operative play and other optional content including trading, flagships and alliances expansions.

Technology Reference - Which explains all of the technology effects in detail.

COMPONENTS

OVERVIEW

Player Components (6 Sets in 6 colours)



Entity Components



Sector Tiles



Location Tiles



Common Technology



Victory Objectives



Strategic Resources



Combat Components



Object of the Game

In the standard *Survival Mode*, the aim is for the players to survive the Entity's assaults long enough to be able to seal it inside and escape from Nova Solis.

To do this the players must reach 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 by the supernova explosion caused by the Entity.

Gameplay

During a game of Nova Solis, players take turns to spend energy from their supply to perform one of the following actions:

- Settle** to colonize new sectors, improve their value or abandon unwanted sectors.
- Explore** to scan and reveal resource producing locations inside their sectors.
- Build** to place new player ships, stations and warp gates into their sectors.
- Move** to move player ships between sectors or through warp gates and wormholes.
- Combat** to attack other players or Entity forces within sectors.
- Science** to research and discover new technologies and synthesize resources.
- Logistics** to regain energy, RESET costs and allocate resources to technology.

Each time a Logistics action is performed, the counter on the Entity track is progressed. When the nova space is reached, an Entity phase occurs and the cycle begins again.

Victory

The players can declare victory once they are able to meet the conditions specified for their chosen level of difficulty. If the players are successful, the player who obtained the most victory points during the game becomes the overall winner.

Defeat

The game ends immediately and the players lose if either of the following occur:

1. The players are overwhelmed by the Entity's forces when they are directed to place Entity ships onto the board when the supply has been exhausted.
2. The supernova Entity action card is drawn and the players are annihilated in the resulting explosion along with the rest of Nova Solis.

There is no winner when the players are defeated, however, the player who accumulated the most victory points can be considered to be the most valuable player (MVP).

1. SETUP

1.1 Determine Player Order

Agree or roll dice to determine the starting player. For the rest of the game, play will always pass from left to right from this position.



1.2 Choose Player Races

Starting with the start player, each player selects one of the six available race command boards to determine their chosen race. Alternatively, player races can be assigned at random by dealing out one of the homeworld sector tiles to each player.



1.3 Gather Player Components

Players now take all the following components that match the colour of their chosen race.

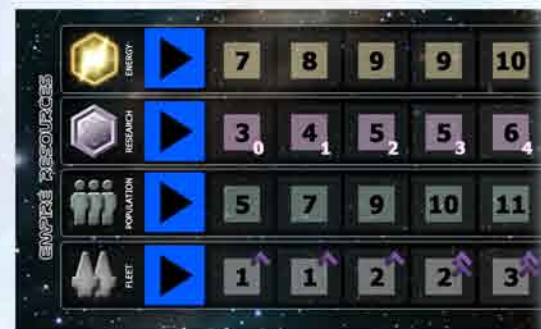
- 1x Player Homeworld
- 3x Race Technology Cards
- 5x Upgrade Tokens
- 15x Colony Tokens
- 10x Ship Tokens
- 5x Station Tokens
- 3x Warp Gate Tokens



Each player also takes 1 discovery token, flips it to its ACTIVE side and places it in front of them.

1.4 Setup Player Command Boards

Each player sets their command board in front of them and places their Empire upgrade tokens onto the starting positions marked with an arrow so that each Empire resource track shows the default value to the RIGHT of the token. Do NOT place any tokens onto the synthesis track yet.



1.5 Obtain Player Action Boards

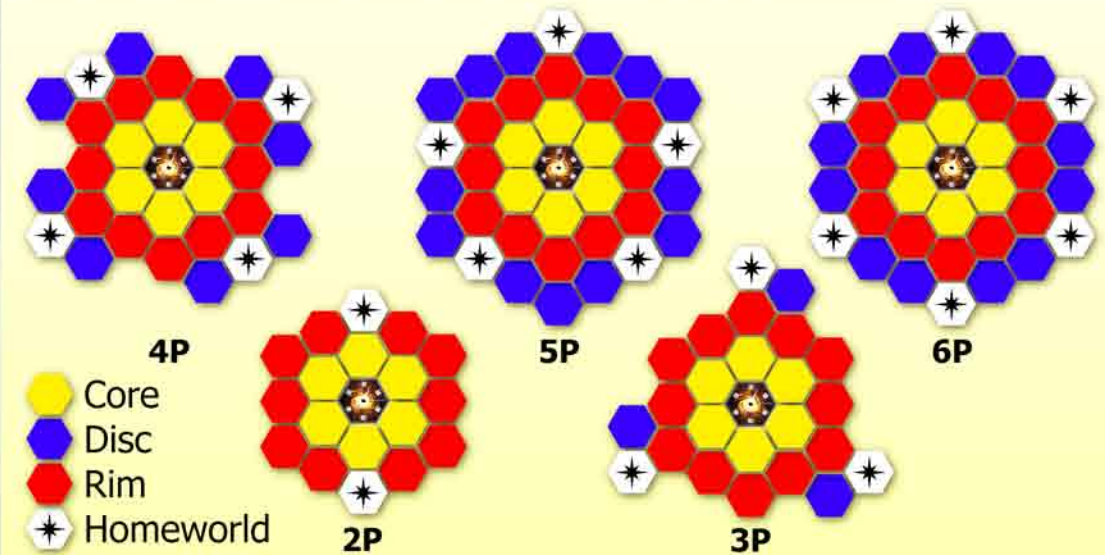
Each player takes an action board and an initial supply of 7 energy tokens.



1.6 Create Game Board

Place the central sector into the middle of the play area with the central black hole side facing upwards. Sort the common sectors by location (Core, Disc, Rim) and shuffle each group of sector tiles separately. Randomly place the sectors face-up into the positions as indicated by the diagram below. Finally, in reverse player order, the players take turns to place their homeworld sector into one of the designated positions below. Set the rest of the sector tiles aside and all other unused player components.

KEY CONCEPT - INITIAL MAP SETUP FOR 2-6 PLAYERS



1.7 Place Player Forces

Each player takes two ship tokens from their reserve and places them into their homeworld sector.

1.8 Draw Starting Location Tiles

Place all the location tiles into the supplied cloth bag and shuffle it thoroughly. Set the bag aside within easy reach of all the players.

Each player now draws 3 location tiles at random to form their starting allocation.



1.9 Select Secret Objectives

Starting with the start player, each player will shuffle the secret objective deck before drawing 5 cards from it. They will then choose either a single gold objective or a bronze and a silver objective.

After the player has made a selection, the remaining unchosen cards are returned to the deck before it is passed to the next player in turn.



1.10 Setup Technology

Basic Technologies

Gather all the basic technology cards and shuffle them into a single deck. Place the deck face down so that it is within easy reach of all the players.

Race Technologies

Each player takes their own set of 3 double-sided race specific technology cards and archives them for later by sliding them partly underneath their command board.

Ancient Technologies

Place the 3 double-sided ancient technologies into a row next to the deck of basic technologies. The side which is facing upwards does not matter.



1.11 Reset Victory Track

Place a 1★ token on each of the three zero starting spaces on the track. Don't place any tokens on the ancient artifacts track yet.



1.12 Setup Entity Track

Position the Entity track next to the Victory track and place the track token onto the NOVA space. From this position, the token will ALWAYS move to the position that corresponds to the total number of players and follow around the track in the direction indicated by the arrow.



1.13 Choose Game Difficulty

Select one of the co-operative victory objective cards and place it next to the victory track. Although you are free to choose any difficulty, for your first game it is suggested to choose *Moderate Difficulty*.



1.14 Choose Initial Entity Power

Sort the Entity power cards face up by power level in ascending order (I - XII) so the weakest cards are on top. Discard the top card of the deck until the desired Entity power level is displayed. For your first game it is suggested to choose power *Level III*.



1.16 Prepare Entity Action Deck

Separate the Entity action cards into individual stages and shuffle each stage separately. Place each stage face-down on top of the following stage so that the first stage (*) is on the top followed by the second stage (**) and finally the last stage (***) on the bottom of the deck.



1.16 Place Entity Forces

Place a 25★ token along with 5 Entity stations and the "A" Entity warp gate into the central sector.

Next create a reserve of Entity ships based on the total number of players and set the remainder of the Entity ships aside.

Key Concept - Entity Ship Reserve

The number of Entity ships that can be placed onto the board is determined by the number of players. The players are defeated if they are ever directed to place Entity ships on the board when the reserve is empty.

	2P	3P	4P	5P	6P
	20	25	30	35	40







Example: In a four player game place 30 Entity ships into the reserve.



2. RESOURCES & ICONS

2.1 Empire Resources

These are the most important commodities the players will manage during the game and represent the overall capabilities of their empire.

-  **Energy** is the primary resource in the game. It is used by the players to power their turns and perform actions. Energy is restored by performing the Logistics action.
-  **Research** determines the rate at which players acquire new technology as well as the number of technologies they may have active and resources they can synthesize.
-  **Population** determines the maximum number of colonies that a player can place onto the board and therefore the maximum number of sectors they can control.
-  **Fleet** determines the rate at which you can build new ships as well as the maximum number of ships that can be moved with a single standard Move action.

Players start the game with limited empire resources but may increase them by controlling sectors with locations tiles which generate these commodities or by researching certain technologies which increase their availability.

Whenever a player's supply of an empire resource changes they must immediately update their command board to reflect the new total and deal with any deficits accordingly.

Key Concept - Empire Resource Tracks

Available empire resources are tracked on the player's command board using the individual tracks for each resource. At the start of the game, the tracks are set to the minimum value and increase when an upgrade is obtained. The current resource value is the number to the RIGHT of the track's counter token. It is not possible to increase empire resource levels above the maximum value.

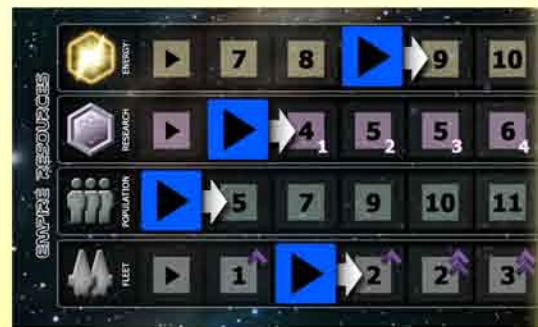
Example: This player has the following resources available to their empire.

ENERGY - Produces 9 units of energy on reset.

RESEARCH - Produces 4 research credits, maximum 4 technologies active, synthesize 1.

POPULATION - Maximum of 5 colonies available.

FLEET - Production capacity 2 ships per Build action
Move capacity 1 ship per action.








2.2 Strategic Resources


Strategic resources are required by the players to activate their researched technologies. They are obtained by controlling resource producing locations but can also be synthesized in limited amounts using the Science action. Unlike empire resources, strategic resources can only be allocated to technologies by using the Logistics action.

2.2.1 Basic Resources

There are 5 different types of basic resources in Nova Solis:



-  **Neutronium Ore** an incredibly dense material that is formed deep within the hearts of neutron stars. It is used primarily in the manufacturing of shields and armour.
-  **Pteracnium Crystal** these crystals are prized for their harmonic resonance capability making them a key component in jump drives to generate and sustain warp fields.
-  **Hadron Archeolith** a remnant from the early universe, rich in heavy isotopes. This mineral is used to power most high-energy weapon and missile based technologies.
-  **Boson Condensate** a rare gas with peculiar ability to manipulate matter at the sub-atomic scale. It is a key resource for sensors, bio and nano-technology applications.
-  **Antimatter** an unstable and volatile compound that releases tremendous amounts of energy. It is commonly used in manufacturing, research and energy generation.

2.2.2 Omega Particle (Wild Resource)

-  An advanced resource utilized by the ancients. It can be adapted to power any type of technology and is often used as a substitute for the other basic resources.


2.3 Victory Points (VP)

These are a measure of the players' progress towards winning the game. The type of victory points awarded depends on the individual activity.

-  **Co-Operative VP** is awarded for activities that work towards the common goal of defeating the Entity. Points are added to both player totals AND the victory track.
-  **Individual VP** is awarded for activities that do not work towards the common goal or involve direct player conflict. Points are ONLY added to the player's individual total.

2.4 Ancient Artifacts

Required to win the game, these provide both increasing amounts of VP, as well as the rare omega resource required to power ancient technology.

-  These repositories of ancient knowledge and technology are the key to defeating the Entity. Our ability to study and learn from them increases the more that we obtain.

3. ACTION BASICS

3.1 Actions

The action is the basic unit of gameplay in Nova Solis. On a player's turn, they will choose to perform only ONE of the seven available actions: Settle, Explore, Build, Move, Combat, Science or Logistics. Once the player has completed their action, play passes to the next player in turn.

Key Concept - Sub Actions

Most actions consist of a few different but related options called SUB-ACTIONS. On a single turn, a player can only choose ONE sub-action from their chosen action. To perform a different sub-action, the player must choose that action again on one of their subsequent turns.

Example: The player chooses to perform the Explore action. They can either Scan or Reveal but can't do both this turn.

3.2 Energy

Energy is the resource which is used to power all player actions. To perform an action, the player must be able to pay the action's energy cost with energy tokens from their supply. When the player's energy supply has been exhausted, they won't be able to perform any further actions until they use Logistics to perform a RESET.

The cost to perform most actions is variable depending on the player's choices. Many actions will give the player the option to spend additional energy in order to perform a more powerful but generally less energy efficient action.









3.2.1 Zero Cost Actions

These actions do NOT require players to spend energy from their supply and consequently they do NOT place an energy token onto their action board after performing them.

Key Concept - Action Board

At the end of performing an action, players MUST place a spent energy token onto their action board into the space that corresponds to the action that was just performed.

Example: After Exploring, the player puts a spent energy token onto the Explore space.

ACTION	CHOOSE 1 SUB-ACTION
	Colonize: Place colonies to claim a sector.
	Improve: Increase the value of a sector.
	Abandon: Reclaim colonies and tokens.
	Scan: Draw location tiles then choose to keep 1 or more tiles.
	Reveal: Place location tiles into sectors to gain resources and upgrades.
	Ships: Build at homeworld or warp gate.
	Stations: Build in any owned sector.
	Warp Gate: Build limit 1 per owned sector.
	Standard: Move ships to sector in range.
	Warp-In: Move all ships to warp gate.
	Warp-Out: Move all ships from warp gate.
	Attack opponent or Entity forces in sector. Roll and allocate combat dice to attack or defense, determine hits. Gain victory points for destroyed forces.
	Research: Produce research credits.
	Discover: Gain technology with research.
	Synthesize: Create a strategic resource.
	Perform RESET. Restore energy to max. Allocate resources to activate technologies. Refresh all activated abilities. Progress the Entity turn counter.



3.3 Repeat Actions

Although the players are limited to a SINGLE action and sub-action with each turn, there is no limit to the number of times that a player may repeat a given action or sub-action on subsequent turns. It becomes increasingly costly and inefficient however for the players to repeatedly perform the same action over and over again as the minimum action cost rises with each use of the action.

Key Concept - Minimum Action Cost

Each time a player performs an action, the player MUST place an energy token onto their action board on the space that corresponds to their chosen action. The number of tokens within each action's space determines the MINIMUM energy the player must expend in order to perform that action again.

If the cost to perform the action is less than the number of tokens on that action's space then the player must pay the minimum cost. When the player spends more than the minimum cost to perform an action, no additional costs are incurred.

Example: The player has previously performed the Build action twice and the move action once. The NEXT time that the player wants to use the Build action it will cost them a minimum of 2 energy tokens to perform. After performing the action they will add another token to the Build space on their action board increasing the minimum cost to 3 energy the NEXT time the player tries to Build something.



3.4 Reset

When the player runs out of energy tokens, or when their minimum action costs become so high that they are unable to perform any actions, they will need to use the Logistics action to perform a RESET and do the following:

- Refill their energy supply back to full capacity and restore their research token.
- Remove all spent energy tokens from their Action Board to return their minimum energy costs back to baseline.
- Regain all captured forces and reactivate their disabled ships.
- Refresh technologies, abilities and re-allocate resources.
- Progress the Entity phase counter track.

Because players will RESET at different times, the duration of their technology abilities and the time when they expire or refresh will be different for every player.

4. SETTLE ACTION

Settle Action Overview

Players expand and improve their empire using the Settle action. The Settle action focuses on allocating population to colonies in order to control sectors.

Each time a player selects the Settle action they may do any ONE of the following options:

- Colonize a sector
- Improve a sector
- Abandon a sector

4.1 Colonize - 1 per

In order to colonize and claim a new sector the following conditions must be met:

1. At least 1 active player SHIP must be within the sector.
2. The sector must be ADJACENT to another sector OWNED by the player.
3. The player must have enough COLONIES available to claim the sector.
4. The sector must NOT be contested or claimed by another empire.

If the above requirements have been met, the player places colonies from their available reserve into the sector to claim it for the cost of 1 ENERGY PER COLONY.

If the sector has previously revealed location tiles, the player will gain the bonus from ALL revealed location tiles within the newly colonized sector.

4.1.1 Contested Sectors

Any sector containing non-allied player or Entity tokens is contested. Sectors that are under attack from forces in an adjacent sector are NOT considered to be contested and can still be colonized by the player.

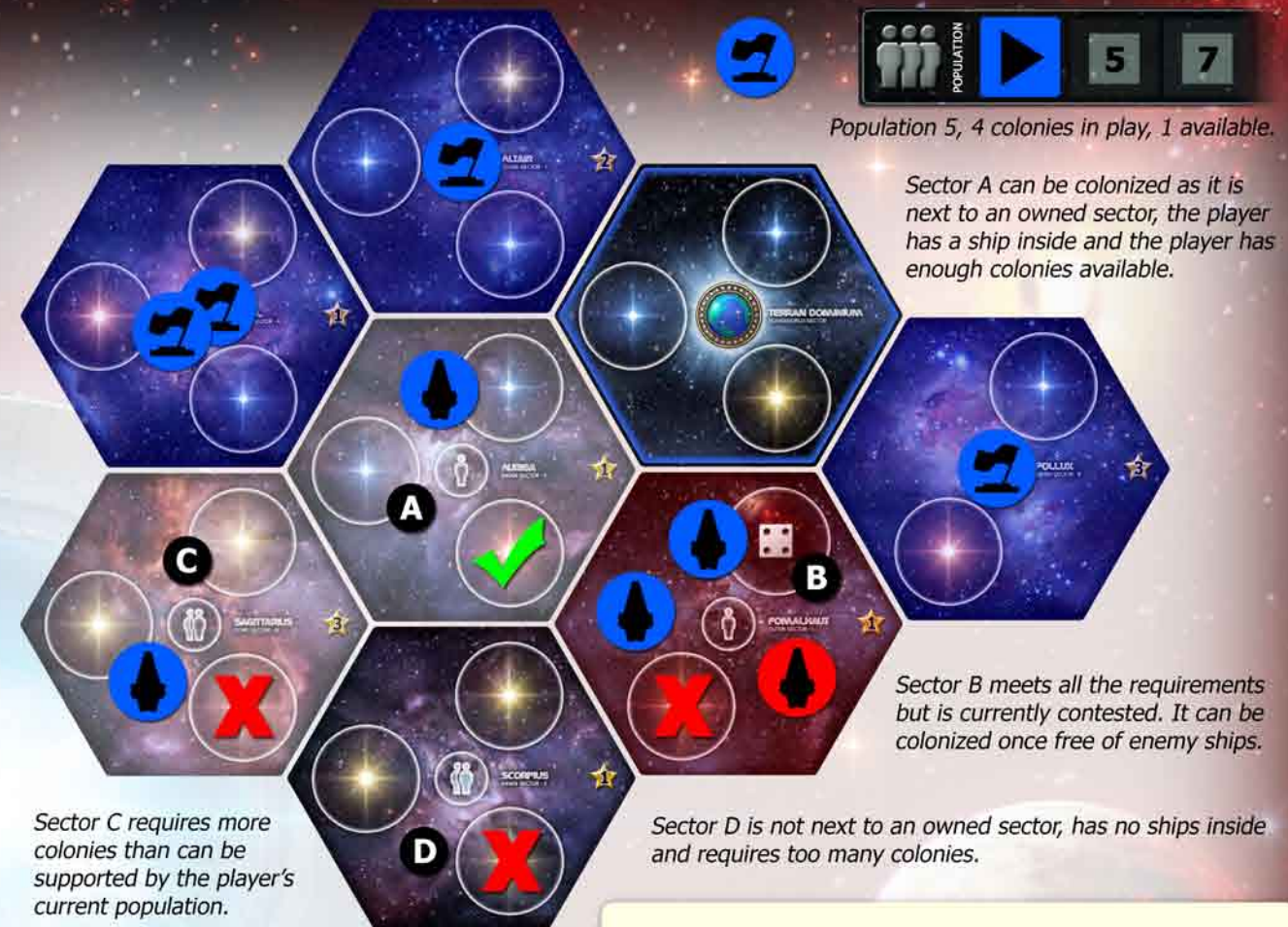
4.2 Improve - 1 (Once per RESET per sector)

For 1 energy, the player may place a 1  improvement token into any sector they own. Each sector can only be improved ONCE per reset and if the owner ever loses control of the sector then all existing improvement tokens will be removed from the sector.

Key Concept - Population

Population is required to create colonies which are needed to claim sectors. You can increase your population through research or finding habitable planets. Your population track shows the total number of colonies that you can have in play at any time.

Example: This player's population track shows a limit of 5. They may have only 5 colonies in play across all sectors.



Example: Colonization using the Settle action.

4.3 Abandon - 1

For 1 energy, a player may remove any or all of THEIR tokens within any sector of their choosing.

If they choose to remove colonies from the sector, they MUST give up the sector and also remove any stations or warp gate tokens that they have constructed.

Unlike constructions, any player ships may still remain inside the sector after it has been abandoned by the player.

Key Concept - Colonies

The population icons within the centre of the sector show the number of colonies that are required to retain control the sector.

If your population should ever decrease and cause you to have more colonies in play than your population limit, you must immediately remove colonies from the board and abandon your sectors until you are once again within your limit.

Example: This sector requires a total of 2 colonies for players maintain it under their control and costs 2 energy to colonize.



5. EXPLORE ACTION

Explore Action Overview

The Explore action allows the players to search for and draw new location tiles. During subsequent Explore actions, the players can choose to reveal and place these tiles into empty locations within their sectors to claim the tile's bonus.

On a single Explore action, players can choose to either Scan OR Reveal locations.

Key Concept - Location Tiles & Sector Locations

Location tiles represent each of the different star systems that the players can explore in Nova Solis. Each tile is double-sided showing a star on its BACK side and a location bonus on its FRONT side (face).

As a general rule, red stars will have the best bonuses and blue stars the worst with yellow stars having a mix of the two.

In order to claim the tile's bonus, the players must match and place these tiles into empty LOCATIONS inside their sectors.



5.1 Scan - 1 Energy + 1 Energy per EXTRA stored Location Tile

It costs 1 energy to initiate a new scan.

The player draws 3 location tiles from the bag plus any additional tiles allowed by their scan technology. Players may also choose to discard tiles they scanned on previous Explore actions to draw an additional +1 tile per discard.

After scanning, the player may keep 1 tile plus any additional tiles allowed by their technology. The player may also choose to keep extra tiles at a cost of +1 ENERGY PER TILE.

At the end of the scan, any remaining unselected tiles are discarded back into the bag.

Example: Scan with Explore Action

The player chooses to discard a blue star scanned previously

They draw 3 tiles +1 for the discard.

1 tile is kept +2 additional tiles for +1 energy each.

Final cost: 3 Energy (Base 1 + 2 extra tiles)

5.1.1 Tile Limit

Each player may store up to a maximum of 6 scanned location tiles at any one time. Once this limit has been reached, the player must discard old tiles to be able to keep new ones.

5.1.2 Discarded Tiles

At the completion of an Explore action, all discarded tiles are returned to the cloth bag.

5.2 Reveal - Variable Cost

Once the player has stored location tiles, they can be placed FACE UP into empty locations within an owned sector by paying the reveal cost. When a tile has been revealed inside a sector, it remains there for the duration of the game and cannot be moved.

5.2.1 Multiple Reveal

If you are allowed to reveal multiple tiles in a single action, they do not have to be revealed in the same sector.

5.2.2 Tile Bonuses

Revealing a tile will have the following effects:



Victory Points increase sector value and increment the co-operative victory track.



Strategic Resources the owner gains +1 resource for each icon revealed. A Logistics action is required before the new resources can be allocated to any technologies.



Empire Resources the owner moves the corresponding empire resource track token one position along the track to the right for each new icon that they reveal.



Ancient Artifacts the owner gains 1 omega resource and 1 artifact to add to BOTH the owner's total and the combined artifact total. When a sector already contains an artifact tile, the new tile increases the owner's individual artifact total by an additional +1.

Key Concept - Reveal Cost

Each type of star has a different cost for it to be placed into sector locations



1x Red Giant : 2 Energy

Red star locations only
Old, cool stars containing remnants of the Ancient's civilization.



1x Yellow Star : 1 Energy

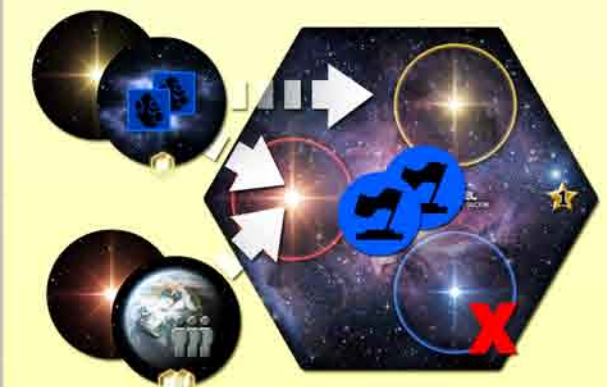
Red and Yellow star locations
Resource rich middle-aged stars likely to support habitable planets.



2x Blue Dwarf : 1 Energy

Any available star location
Young, hot stars rich in scorched asteroids and energetic gases.

Example: The resource nebula orbiting the yellow star can be placed into either the red or yellow star locations within the sector for 1 energy.



For 2 energy, the planet orbiting the red giant can be placed into the red giant location. Neither tile can be placed into the blue dwarf star location.

6. BUILD ACTION

Build Action Overview

Players construct and place their forces onto the board with the Build action. The energy cost is variable depending upon the type and quantity of the units that are being built.

With a single Build action the player may choose to build only ONE of the following types of units:

- Build Ships
- Build a Station
- Build a Warp Gate

Construction can only take place in a sector owned by the player and NEVER within a CONTESTED sector.

6.1 Build Ships

Ships are mobile units that are used to attack, defend and explore.

In a single Build Action, the player may choose to build ships equal to the total production capacity shown on their fleet track. These ships can be placed in the player's homeworld sector or within any owned sector which contains a warp gate.

The TOTAL energy cost to build ships depends upon the number of ships that player will have on the board at the END of their Build action.

- 1-4 Ships: 1 energy
- 5-7 Ships: 2 energy
- 8+ Ships: 3 energy

In this example the player has a ship production capacity of 2.

With 4 ships in play, building 2 new ships would bring their total to 6 for a build cost of 2 energy

The new ships can be placed inside the player's homeworld sector (A) or owned sector with a warp gate (B) but not sector (C).



Key Concept - Fleet Track

Improving your fleet logistics allows you to build and move more ships on a single action. You can increase this through research or by establishing bases on low-gravity asteroids within your sectors.

Example: This player's fleet track shows a ship production capacity of 1 (Red) and a base movement capacity of 1 (White) based on the number of icons that are shown on the space.



6.2 Build Stations - 1 energy + 1 energy per STATION in sector.

Instead of building ships, the player may choose to build a SINGLE station. Stations are strong static defenses with much greater firepower than ships.

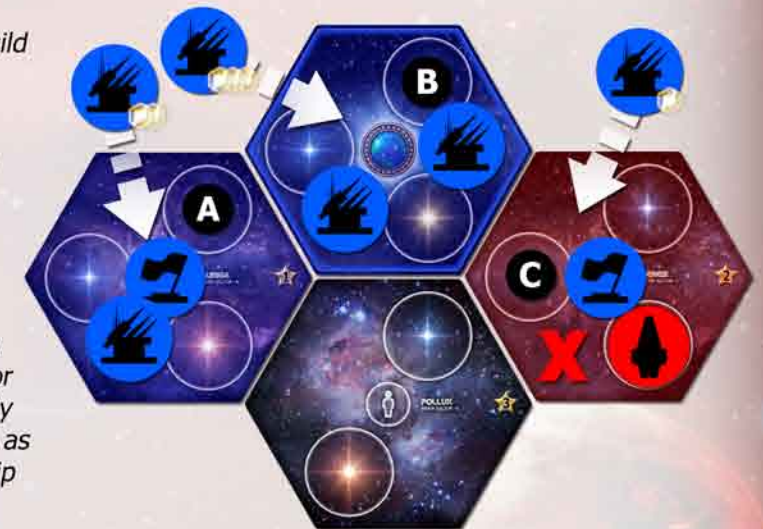
Stations have a base cost of 1 energy to build and can be placed within any owned sector. Although there is no limit to the number of stations that can be built within a single sector, the cost of building subsequent stations increases by +1 energy for EACH station that has been previously built within the sector.

In this situation the player wants to build another station.

As sector A has an existing station it would cost 2 energy (1 + 1) to build a new station in this sector.

Similarly, with 2 stations in sector B it would cost 3 energy (2 + 1).

As sector C does not have any existing stations, building a station in this sector would cost only 1 energy. Unfortunately the player cannot currently build there as the sector is occupied by an enemy ship and is contested.



6.3 Build Warp Gates - 2 energy

For the cost of 2 energy, a player may build a warp gate within any sector that they own. Although costly, warp gates provide significant mobility advantages to your forces as well as operating as secondary ship production centres.

6.3.1 Multiple Warp Gates

Each sector can only support a SINGLE warp gate or wormhole. You may NEVER place a warp gate into a sector with an existing warp gate or wormhole.

6.4 Unit Limits

It is not possible for a player to build more ships, stations or warp gates than their total number of tokens. The player must Abandon some of their existing units to remove them from the board before they are allowed to produce more. If a player's ship production would bring them above this limit then the excess production capacity is lost.

7. MOVE ACTION

Move Action Overview

Players can move their ships across the game board using the Move action. Constructing warp gates provides the player with additional Move options.

7.1 Standard Movement - 1 ⚡ + 1 ⚡ per EXTRA ship moved.

For 1 energy, the player can move ships up to their total move capacity to a destination sector within movement range of their origin. Additional ships can be moved at a cost of +1 energy for EACH ship moved over this.

7.1.1 Support Range

Player ships must ALWAYS remain within movement range of an OWNED sector.

7.1.2 Contested Sectors



Players can move their ships into, but NOT through, a sector with enemy forces.

7.1.3 Homeworld Sectors


Player homeworlds are protected sectors, enemy forces cannot be moved into them.

Key Concept - Movement Capacity

This is the number of ships that a player can Move in a single action for 1 energy. Additional ships can be moved with the same action for +1 energy each!

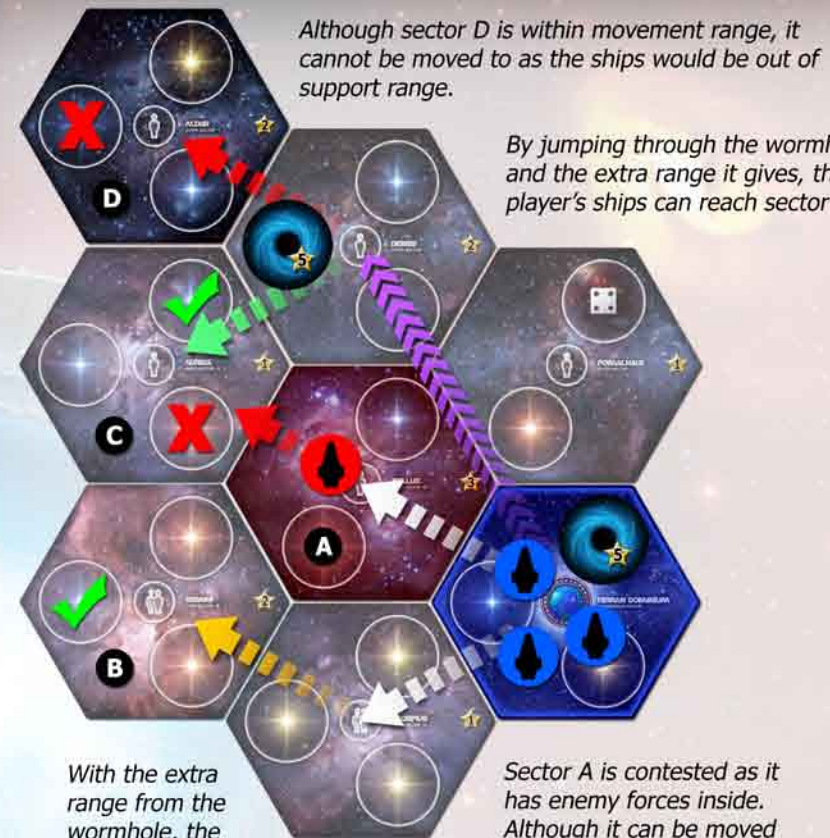
Each  icon shown on your current fleet track level will allow you to move 1 ship. Research drive technology to improve this further.  Move Capacity 2

Key Concept - Movement Range


This is the maximum number of sectors that each individual ship can move through with a SINGLE Move action.  1
The initial move range for all the players without any upgrades is 1 SECTOR. Player's can only Move their ships to a sector that is WITHIN movement range of one of their currently owned sectors.


7.2.1 Wormholes

These are naturally occurring warp gates that players can Reveal in sectors without an existing warp gate. All players can freely move their ships through one wormhole to any other and those within owned sectors will also function as player-owned warp gates.

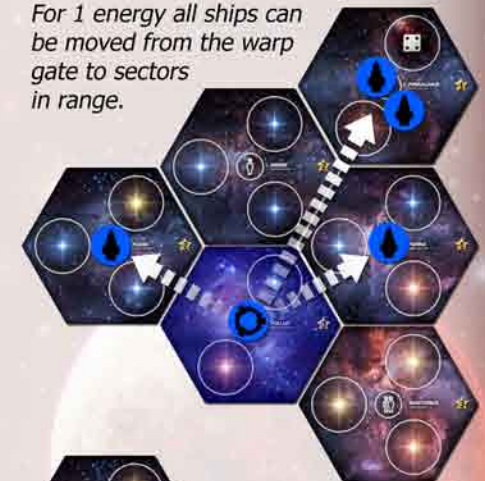


Move Action Examples:

 Movement Capacity 2
Up to 2 ships can be moved for 1 energy. Moving 3 ships costs 1 + 1 = 2 energy.

 Movement Range 1
Wormhole in homeworld sector increases move and support range +1 to 2.

Warp Out:
For 1 energy all ships can be moved from the warp gate to sectors in range.



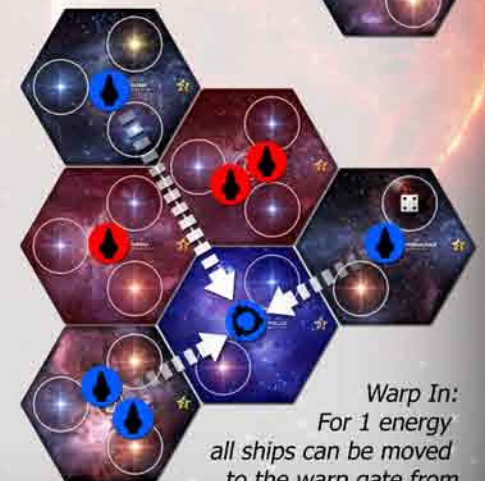
7.3 Warp In - 1 ⚡

For the cost of 1 energy, the player may move ALL of their ships that are in range of an owned warp gate or wormhole directly to the sector that contains the jump point IGNORING any intervening contested sectors.

7.4 Warp Out - 1 ⚡

For the cost of 1 energy, the player may ignore normal movement capacity limits and move ALL ships inside a sector with an owned warp gate or wormhole to any number of sectors in range.

All of the other normal rules for movement still apply.



Warp In:
For 1 energy all ships can be moved to the warp gate from sectors in range.

8. COMBAT ACTION

Combat Action Overview

Conflict between the players and Entity forces is resolved using the Combat Action. The combatants simultaneously roll dice for all their forces involved in the conflict then take turns to allocate their dice to attack or defense before determining the final outcome.

Key Concept - Combat Tiles & Combat Panel

Each player's command board contains a combat panel consisting of a row of dice faces with slots for attack (above) and defense faces (below).

For each die rolled in combat, the player matches the result of the roll to their combat panel and chooses either the attack or defense option that corresponds to the die face that was rolled.

Many technologies will allow players to gain new combat tiles which can be installed into empty slots in their panel or can replace existing tiles to improve the results of their combat dice rolls.



8.1 Initiate Combat - 1

It costs 1 energy to initiate combat in a sector.

The player chooses any contested sector which they have ships or stations deployed inside or, if they have access to attack range upgrades, any sector in range with opponent ships or stations.

Each Combat action can only target either Entity forces or a single player opponent. To target a different opponent, the player needs to perform another combat action on a subsequent turn.

8.1.1 Homeworld Sectors

Player homeworlds are safe sectors which may NEVER be attacked by other players or Entity forces directly or by ranged attacks.

Key Concept - Ranged Attacks

Certain technologies can increase the attack range of your ships or stations to enable them to attack opponent forces in adjacent sectors.



When attacking at range, your forces still roll the same number of combat dice but they can ONLY be allocated to attack and NOT defense.

Although ranged attacks can destroy opponent ships and stations, players can't claim the sector without having supporting ships deployed inside.

8.2 Roll Combat Dice

At the beginning of combat, each player rolls dice for all their forces involved in the conflict. Each unit rolls the following combat dice:

- Ships - Roll 1 Die
- Stations - Roll 2 Dice

Once combat dice have been rolled, the players may choose to activate any combat technology powers BEFORE they proceed to allocate dice.

8.3 Allocate Combat Dice

Starting with the attacker, players take turns to select one of their combat dice and MATCH it to their combat panel. They then choose either the attack OR defend result or can optionally choose to spend additional energy to overcharge the die for both the attack AND defend result.

Once a die has been allocated to a particular result it may not be changed. Whenever a player runs out of dice, the other player continues to allocate all of their remaining dice.

Key Concept - Overcharge

When allocating their combat dice, players can choose to spend extra energy to allocate an individual die roll to both attack AND defense. The cost to overcharge is +1 energy for EACH die that is overcharged.

Eg: The player spends 1 energy to overcharge a one for both a heavy shield and basic attack that causes 1 damage and blocks 2.



Offensive Faces



Standard basic, heavy and ultra attacks cause 1 damage for each blast icon shown on the face.



Ion attacks cause 1 damage and cause your opponent to discard 1 un-allocated combat die of their choice.

Against the Entity, you instead choose to negate its weakest allocated standard attack or shield.



Tachyon attacks cause 1 unblockable damage and negate your opponent's strongest allocated standard shield.



Missile attacks cause 2 damage but can be negated by opponent point defenses which prevents all damage.

Defensive Faces

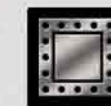


Standard basic, heavy and ultra shields block 1 damage for each stripe shown on the face.



Reflective shields turn your opponent's strongest allocated standard attack against them, adding it to your attack faces.

Reflect can be discarded to immediately reflect an ion attack just allocated by your opponent.



Armor increases the amount of damage that is required to score a hit against your forces by +1 for each segment.



Point Defenses negates 1 opponent missile. If corresponding attack slot has a basic attack, its damage is increased +1.

Example: The blue player is under attack by a red ship supported by ranged weapons fire from a station in the adjacent sector due to red having a technology upgrade that increases station attack range.

Red - Rolls 3 combat dice: 1 for the ship in the sector and 2 attack dice for the station's ranged attack.
Blue - Rolls 2 combat dice: 1 for each of the defending ships in the sector.



1. As the attacker, red will allocate dice first. Red chooses to allocate the three as a missile attack to cause 2 damage.
2. Knowing red must also use the six as a missile, blue allocates the one as a point defense.
3. Because of the station's ranged attack red must attack with 2 dice. As blue's defense will negate the missile from the six, red decides to overcharge that die at the cost of +1 energy so it blocks 1 damage.

4. Blue must allocate the three to a heavy attack for 2 damage.
5. Finally red allocates the five to a basic shield blocking 1 damage.

Final Summary:

In the final count blue takes 2 damage from the unblocked missile while red's 2 basic shields absorbed all the damage that would have been done by blue's heavy attack.

8.4 Calculate Hits

Once all the dice have been allocated, players determine unblocked damage by subtracting their shield strength from their opponent's weapon power.

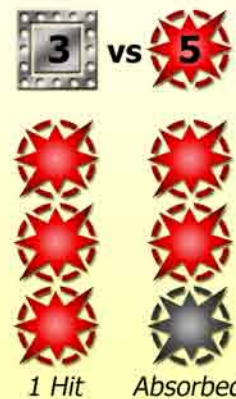
The unblocked damage is compared to their armour to calculate the total hits scored. Each hit destroys 1 ship or station inside the target sector.

Leftover damage that is insufficient to cause a hit is absorbed by armour.

Key Concept - Armour

Your hull armour determines the damage required to cause a HIT and destroy ONE of your ships or stations.

Divide the unblocked damage from your opponent by your armour to determine the hits you've sustained. Your armour absorbs the leftover damage.



8.5 Combat Bonuses

At the end of the conflict, all tokens which take a hit are destroyed and CAPTURED by the other player. Captured tokens are unable to be rebuilt until the owner reclaims them by performing a RESET with the Logistics action.

8.5.1 Kill Bonus

Each player gains a ★ for each ship or station that they destroy in combat ROUNDED DOWN to the nearest whole number. The player also gains 1★ whenever they destroy a warp gate.

8.5.2 Win Sector

If a player manages to destroy ALL opponent ships and stations in the sector they gain 1★.

If the player has ships remaining in the sector then they will also destroy and capture all opponent colonies and warp gates in the sector. If this is the first time the central sector has been cleared, the player claims any ★ tokens inside.

8.5.3 Retreating

You gain 1★ whenever another player moves their ships away and retreats their forces from a contested sector which you have ships or stations deployed inside.

8.6 Entity Combat

Combat against the Entity is similar to player combat but with the following differences:

- After rolling the Entity's combat dice, line them up in the order they fell from LEFT to RIGHT. It will allocate its dice in this order starting from the leftmost die.
- Entity combat dice are allocated to BOTH attack AND defense according to the current Entity power card.
- Entity warp gates are NOT captured when destroyed. They are instead moved 2 sectors away at RANDOM. (See section on Entity movement)



For its combat turn, the Entity allocates a five resulting in a basic attack and heavy shield.

8.6.1 Entity Combat Bonuses

Unlike player combat, combat against the Entity ALWAYS gains ★ instead of ☆.

Key Concept - Target Order

For EACH hit that the player's forces sustain in combat, one of their ships or stations WITHIN the target sector will be destroyed. Forces attacking at range cannot be destroyed.

Hits are always applied to ships in the sector first followed by stations and finally warp gates.

Example: The player sustains 2 hits. Both ships are targeted and are destroyed before the station.

9. SCIENCE ACTION

Science Action Overview

The Science action allows the players to obtain and stockpile research credits. These are used on subsequent Science actions to discover and obtain new technologies. The Science action also allows the players to synthesize a limited number of strategic resources.

The player may choose ONE of the following options:

- Perform research
- Discover technology
- Synthesize a resource

9.1 Research - 1

This is the standard Science action. The player gains research credits equal to their current RESEARCH CAPACITY as shown on their track and adds them to their stockpile.

9.2 Discover - Free 1x per RESET

Once per reset cycle the player can spend research credits to discover technologies that they DO NOT own.

The player flips their discovery token to its INACTIVE side to draw 2 basic technology cards from the deck. They can also choose to draw additional cards for 1 research credit per card.

With their remaining research credits, the player can pay the discovery cost to claim any of the technologies that they have drawn or have stored in their ARCHIVE from previous turns.

Once complete, any unclaimed technology cards are discarded to a common discard pile. When the deck is depleted, a new deck is created by shuffling the discard pile.

Key Concept - Research Track

Improving your research ability increases the number of research credits you produce per action, number of basic technologies that you can activate and total resources that you can synthesize. Distant nebulas and frozen planets make great research outposts.

Example: This player's research track shows a capacity of 3 and a synthesis limit of 0. They produce 3 research credits per action and can activate 3 basic technologies but they cannot synthesize a strategic resource yet.



Key Concept - Research Credits

During the Science action, new technologies are acquired by paying their discovery cost with research credits.

Research credits can also be spent to increase your draw by +1 each in order to search the deck for a specific technology.

You may not stockpile more than 20 research credits at any time.



In the example above, the player spends 1 research credit to draw 2 basic technology cards plus 1 additional card. They spend 3 research credits in order to claim the fusion reactor technology and choose to archive the plasma cannon under their command board for a subsequent turn. The remaining unclaimed armour technology is placed into the discard pile.

9.2.1 Archiving Technology

Each player may store a up to ONE basic technology in their archive for research during a subsequent turn by placing it partly beneath their command board. If the player wishes to archive a new technology, they must either claim or discard their archived technology.

9.2.2 Race Technology

Each player starts with 3 double sided race-technologies in their archive which the player can claim by paying their discovery cost. Upon claiming a race technology, the player will select ONE side and place it face up in front of them. During the Logistics action, players can FLIP their race technologies over by paying the discovery cost AGAIN.

9.2.3 Ancient Technology

These powerful double sided technologies can be claimed by players if they can pay the discovery cost AND have the required OMEGA particle resources stockpiled. Players may only obtain ONE ancient technology card and must choose ONE side upon claiming.

9.3 Synthesize - Variable Cost

By paying the energy cost on their synthesis panel, players can create a BASIC resource of their choice.

After creation, the resource is added to the player's stockpile and the synthesis counter is incremented.

Players can't create more resources than their current SYNTHESIS LIMIT as shown on their research track.

Key Concept - Synthesis Panel

The synthesis panel keeps track of the number of resources you've created with the Science action and the cost to synthesize your next resource.



Example: The player has previously synthesized 2 resources. It will cost the player 2 energy to create a 3rd resource. With a synthesis limit of 3 they cannot yet create a 4th resource.

10. LOGISTICS ACTION

Logistics Action Overview

When the players have run out of energy or they can no longer afford to perform any actions, they must use the Logistics action to perform a RESET. Although this provides them with more energy and options, it also brings them closer to the end of the game...

10.1 Logistics Requirements

Players can only perform Logistics once their energy supply has been depleted to the point that:

1. Their energy supply is EMPTY.
- OR
2. There is LESS energy within their supply than on their action board.



Example: This player has 4 energy tokens remaining in their supply and a total of 3 energy tokens on their action board. They cannot perform a Logistics action this turn.

10.2 Action Bonus

The player scores 1★ for every TWO energy tokens that are present on their action board at RESET. Subtract 1★ for every UNUSED energy remaining in the player's supply.

Example: The player has 4 energy tokens on their action board and 1 unused energy remaining within their supply. The player scores a total of $2 - 1 = 1$ ★ during Logistics.



10.3 Restore Energy

The player removes all energy tokens from their action board to reset their minimum action costs back to baseline. The player also restores their supply of energy tokens to the current value shown on their energy track.

10.3.1 Unspent Energy

Players may retain 1 unspent energy token from the previous cycle. The other unspent tokens are discarded.

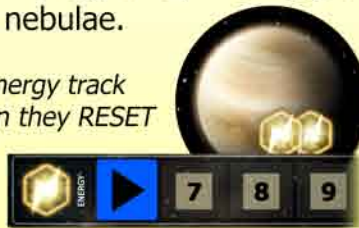
10.3.2 Energy Bonus

If a player used all their energy in the previous cycle they gain 2★.

Key Concept - Energy Supply

Every action in Nova Solis requires energy to perform. The Logistics action allows players restore their energy supply back to the value shown on their energy track. You can increase your energy with technology or by finding gas giants and energetic nebulae.

Example: This player's energy track shows a value of 7. When they RESET with the Logistics action their supply is restored to 7 energy tokens.



10.4 Allocate Resources

The Logistics action is the ONLY time that players can allocate resources to activate the technologies that they have claimed. Only ACTIVATED technologies will have effects during the next cycle, inactive technologies are IGNORED.

10.4.1 Technology Limits

The total number of BASIC technologies that the player can have active at once is equal to their RESEARCH CAPACITY. Ancient and race technologies do not count towards this limit.

10.4.2 Combat Upgrades

When a player activates a technology which provides a combat tile, it can be placed it into ANY combat panel slot for the face type. (Eg. attack or defense) Players may use these tiles to cover the initial printed faces on their combat panel and can freely move tiles around during the Logistics action. When a technology which provides tiles becomes inactive, they MUST be removed from your combat panel and returned to the supply.

Key Concept - Activating Technology

Once researched, a technology requires ALL of its resource slots to be filled with the correct strategic resources before it becomes active.

Coloured slots indicate a requirement for a specific resource while grey slots can be filled by any type. White slots can only be filled by Omega resources which can fill any slot.

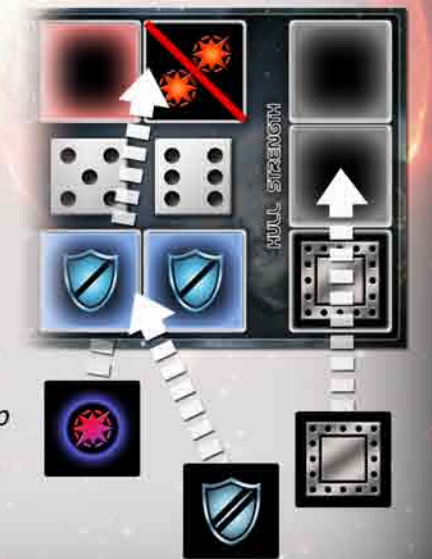


Once active, the technology remains active until your NEXT Logistics action even if the required resources have been lost during the cycle.



Example: The player has a research capacity of 3 so they can activate up to 3 Basic technologies by allocating strategic resources to them.

They gain an ion attack, heavy shield and armour combat tiles from the activated technologies which they can place into their combat panel. As the plasma cannon is no longer active, the heavy attack must be removed.



11. ENTITY PHASE

10.5 Refresh Technology

Some technologies have active abilities you can pay energy to use. Performing a Logistics action refreshes all of your active abilities allowing them to be used once again.

10.5.1 Race Technologies

During the Logistics action players can choose to flip their race technologies over to the other side by paying the discovery cost of the technology again. The new side of technology will take effect immediately as long as it has been activated with resources.



Key Concept - Abilities

The cost to perform an ability is shown by the energy icons next to the ability.



The icons under the card title place limits on how the ability may be used.

Combat abilities can be used once per combat and their effects expire at the end of combat.

Reset type abilities cannot be re-used until the next time the player performs a Logistics action.

Abilities with the ACTION keyword will take the place of your normal turn. If the ability upgrades an action (Eg. Combat Action), the energy cost of the ability replaces the usual base action cost.

You must still place a spent energy token on your action board like normal afterwards and minimum and additional costs still apply.

10.6 Restore Tokens

The player regains all their captured tokens and restores all of their disabled ships back to working status. They also return their discovery token back to its active side to allow them discover technology with the Science action again.



10.7 Progress Entity Track

At the end of the Logistics action, move the Entity track token to the NEXT space indicated by the direction arrow. When the token reaches the NOVA space, the Entity phase commences. From this space, the token will next move to the space that corresponds to the total NUMBER of players. Play now returns to normal and passes to the next player.

Example: in a 4 player game, the Entity track token will move to the space showing 4 players when it is on the nova space.



Entity Phase Overview

The Entity phase commences when the Entity track counter reaches the nova space. The Entity will perform the following actions in order before gameplay returns to normal.

1. Anomaly production
2. Restore captured Entity forces
3. Attack player sectors
4. Move ships in empty sectors
5. Draw and perform actions

11.1 Anomaly Production

At the start of the Entity phase, anomaly sectors may produce ★. Roll 3 dice and compare the results to each Anomaly.

- 2★ for a single matching roll.
- 5★ for a matching double.
- 10★ for a matching triple.



In this example, a double was rolled which matches the anomaly. As it is unclaimed, it gains a 5★ token which can be claimed by any player.

In this case, the anomaly is within a claimed sector. The blue player gains 2★ for the single matching face but nothing for any of the other faces.

The owner of the sector automatically gains any ★ produced. In an unclaimed sector, the produced ★ remains inside the sector. Players can claim it by escorting it back to their homeworld with ships before another player intercepts them to try and take it from them!

11.2 Restore Entity Forces

The players return all Entity ships and stations that were captured since the last Entity phase to the Entity's reserve. Any disabled Entity ships are also restored to working order.

11.3 Attack Player Sectors

The Entity will initiate a combat action and attack in ALL sectors with player forces which it has ships or stations inside. The Entity will ONLY ever attack ONE player per sector. If the sector contains forces from more than 1 player, the Entity will always attack the owner of the sector first followed by the player with the most ships inside that sector.



This sector is under attack by Entity forces. As blue owns the sector, the Entity will attack blue first even though yellow has more ships inside.

11.4 Move Entity Ships

Roll 1 die for all sectors with Entity ships that do not contain player forces.

Move ALL ships into the new sector specified by the die. Do not move ships which would bring the total number of ships in the sector over the Entity's SECTOR LIMIT.

Unless the new sector contains player forces, Entity ships will not move from:

- The central sector.
- Sectors containing anomalies.
- Sectors containing ancient artifacts.

Entity ships will never move off the board or into player homeworld sectors.

Key Concept - Sector Limit

The maximum number of Entity ships a sector can contain depends on the total amount of players. The Entity will never deploy more ships into a sector than this number.

	2P	3P	4P	5P	6P
	6	7	8	9	10

11.5 Entity Actions

Draw 2 Entity action cards +1 for each presence card which has been revealed previously.

There are 2 types of action cards:

- Event cards (White icons)
- Standard Actions (Black icons)

All action cards are resolved in the order that they were drawn from the deck. Event cards do NOT take effect until resolved.

Key Concept - Movement Directions

The movement of all Entity forces across the board is determined by dice roll. The final movement direction corresponds to the dice faces printed around the edges of the central sector.



The Entity is directed to move 3 sectors and place 2 ships at the end. A die roll is made for each sector of movement and the warp gate moved in the specified direction according to the central sector.



Example: The malice card increases the number of ships placed for all cards drawn AFTER. The first card is not affected.

11.5.1 Event Cards

Each event cards changes the behaviour of the Entity.



Solar Flares cause each player to lose and disable ships. The Entity also increases in power causing the current power card to be discarded revealing the one underneath.



Presence cards cause the next Entity warp gate to be placed on the board in the central sector. The Entity will draw an additional action card from now on.



Malice cards increase the number of Entity ships that are placed into sectors with each card. Ignore any malice cards which do not correspond to the number of players.

The game immediately ends once the supernova card is drawn and the players proceed to final scoring.

11.5.2 Standard Actions

Each standard action card will direct the players to move the active Entity warp gate randomly across a number of sectors and, at the end of movement, to place a number of Entity ships into the destination sector.



For each **Sector** icon, roll 1 die and move the active warp gate 1 sector in the specified direction ignoring any player forces encountered. Return the warp gate to the central sector if it moves off the board or into a player homeworld.



For each **Ship** icon and each active MALICE card in play place 1 Entity ship from the reserve into the destination sector at the END of movement. Do not place ships into the central sector while the 25★ token remains inside.

Do not place a new Entity ship into the destination sector if it would violate the SECTOR LIMIT. If a ship cannot be placed because the reserve is empty then the players are defeated and the game ends immediately.

11.6 Entity Phase Conclusion

Once all action cards have been resolved, play returns back to normal. The currently active Entity gate remains active for the start of the next Entity Phase and play will pass to next player in turn.



Example: The current level III power card is discarded revealing level IV beneath.



Example: This malice card has no effect in 2 or 5 player games but will in games with 3, 4 and 6 players...

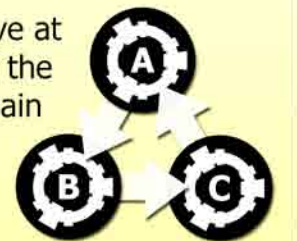
Key Concept - Disable

Disabled ships cannot be used to perform actions until the player restores them with Logistics. In Combat, disabled ships do not roll combat dice and are destroyed after the player's active combat forces.

Key Concept - Active Gate

After each standard action card is resolved, the active Entity gate cycles to the next gate in order A→B→C→A...

Gates active at the end of the phase remain active for the next phase.



12. VICTORY & SCORING

12.1 Declaring Victory

Once BOTH the victory and artifact conditions, have been met, ANY player can declare victory on their turn instead of choosing to perform an action. The declaring player gains 5 ★ and the game immediately ends.

12.2 Final Scoring

Every player will total the following sources of both ★ and ☆ to determine their final scores.

12.2.1 Tokens

Score the total value of all tokens produced or claimed by the player during the game.



12.2.2 Secret Objectives

Score the printed value for all completed objectives. Players can only reveal these on their turn if the requirements have been met. Once revealed they remain complete even if player circumstances later change.



12.2.3 Sectors

Each player scores the combined value of all of sectors which they own at the end of the game. The score for each sector is calculated by adding the following:

- The printed value of the sector tile.
- The printed value of any locations that have been revealed within the sector.
- The total value of any improvement tokens within the sector.

Any unclaimed ★ from anomalies is not scored.

Key Concept - Victory Requirement

Each difficulty specifies a ★ amount multiplied by the number of players. The players must obtain enough ★ to bring the victory track total to equal or greater than this. Any ☆ obtained does not count towards this total.

Example: In a 3 player game the victory requirement for this card is $60 \star \times 3 \text{ players} = 180 \star$. There is no individual ★ requirement that the players need to meet.



Key Concept - Artifact Requirement

As a group, the players must reveal a combined artifact total equal or greater than the amount specified by the current difficulty level.



Only artifacts currently within player controlled sector count towards this.



Example: This sector has a printed value of 2 ★ and contains 2 ★ worth of improvement tokens and a location tile worth 3 ★. The total value of this sector is $2 + 2 + 3 = 7 \star$.

12.2.4 Technology

The player scores the printed value of all activated technologies. ONLY technologies which were ACTIVATED before the end of the game can be scored.

Technologies which have been researched but were inactive at the end of the game do NOT contribute to the final score.

Example: This crystal extraction technology will be worth 1 ★ for every crystal resource that you own but only if it has been activated before the end of the game. With 4 crystal resources stockpiled it will be worth 4 ★.



Key Concept - Scoring Ancient Artifacts

The value of ancient artifacts increases the more of them that the players are able to obtain. Initially each artifact recovered is worth 5 ★ but from 6 artifacts this will increase by +1 a maximum of 10 ★ per artifact!

Example: If 7 artifacts were recovered, each artifact would be worth 7 ★ for a total score of $7 \times 7 = 49 \star$!

★	1	2	3	4	5	6	7	8	9	10
★	5	10	15	20	25	36	49	64	81	100

12.3 Ancient Artifacts

The score provided by ancient artifacts differs between individual player scores and the total combined score for determining victory.

12.3.1 Combined Scoring

During the game, the combined ★ score will depend on the total number of artifacts owned by ALL the players based on the table above.

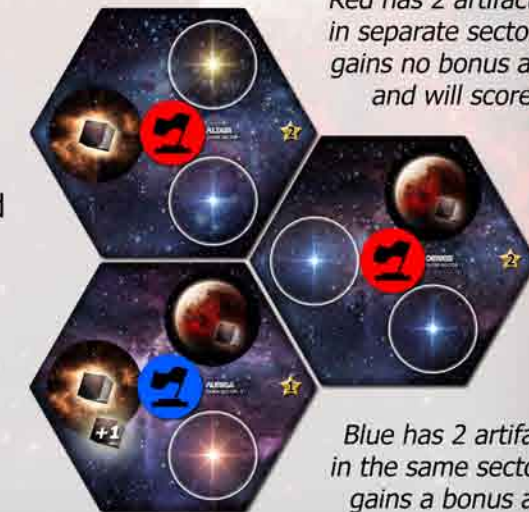
12.3.2 Individual Scoring

At the end of the game each player scores ★ based their own separate artifact total.

Where the players have revealed more than 1 artifact in a sector, they gain a bonus artifact from EACH additional artifact that has been revealed within that sector.

The players control a total of 4 ancient artifacts. Their combined score for victory is 20 ★.

Red has 2 artifacts each in separate sectors. Red gains no bonus artifacts and will score 10 ★.



Blue has 2 artifacts all in the same sector. Blue gains a bonus artifact.

Blue has a final total of $2 + 1 = 3$ artifacts and therefore scores 15 ★ because of the bonus.

SAMPLE GAMEPLAY

Blue - Turn 1 - Explore (Scan)

Blue chooses to Explore and Scan to obtain new location tiles. They draw 3 locations tiles and choose to keep the energy planet for 1 and the research nebula for an extra +1. The remaining asteroid tile is discarded.

The blue player places a spent energy token onto the Explore space of their action board and ends their turn.



Red - Turn 1 - Move (Standard)

The red player chooses to spend 1 to let them to Move 1 ship up to 1 sector away.

Red moves a ship to the disc sector adjacent to their homeworld and then places the spent energy token onto the Move space on their action board.



Blue - Turn 2 - Explore (Reveal)

Blue chooses to Explore again but this time wants to Reveal location tiles.

For 1 blue can choose to Reveal up to 2 blue dwarfs location tiles in their homeworld sector; the previously scanned research nebula and a red resource nebula from Blue's starting supply of location tiles.

Blue increases the research track on their command board by +1 to 4 and adds the new red resource to their stockpile.

Finally blue adds the spent energy token to the Explore space on their action board which increases the minimum cost of Blue's future Explore actions to 2.



Red - Turn 2 - Settle (Colonize)

This turn red decides to Colonize the sector that Red's ship moved to last turn using the Settle action.

As the sector requires 2 colonies, red must pay 2 to claim this sector. Red places 1 of the spent energy tokens onto the Settle space of their action board.



Blue - Turn 3 - Explore (Reveal)

Blue decides to Explore yet again, this time to Reveal the energy planet into the yellow star location within Blue's homeworld.

Normally the cost would be 1 but because there are 2 energy tokens on the Explore space of blue's action board, blue must spend 2 to perform the Explore action this time.

After the planet is revealed, blue's command board energy track is increased by +2 to 9 and yet another spent energy token is placed on the Explore space of blue's action board increasing the cost for blue to Explore again to 3!



Red - Turn 3 - Build (Station)

Red decides to Build a station within the sector that was just colonized. As this has no other stations the cost is only 1.

Red places the spent energy token on the Build space of their action board.



Blue - Turn 4 - Science (Research)

Blue chooses to Research with the Science action to gain 4 research credits. The spent energy is placed on the Science space on Blue's action board.



Red - Turn 4 - Build (Warp Gate)

Red also decides to Build a warp gate in the sector where the station was previously built.

Red spends 2 and places the spent energy token on the Build space of their action board increasing Red's build costs to 2 now.



Blue - Turn 5 - Science (Discover)

With a stockpile of 4 research credits, blue now chooses to Discover new technology using the Science action.

Blue's discovery token is flipped to its inactive side and blue draws 2 basic technology cards from the deck. Blue chooses to spend all 4 research credits to claim the ion cannon technology and discards the fusion reactor.

As this is a free action, blue does not place an energy token on their action board.



Red - Turn 5 - Logistics

Instead of performing an action, red decides to perform a RESET using the Logistics action.

Red removes all 4 energy tokens from off their action board scoring 2 for the action bonus and resetting Red's minimum action energy costs back to their baseline values. Because red had 1 unused energy remaining from the last cycle, this total is reduced by 1 to a final total of 1 .

Red's supply of energy is restored back to the baseline value of 7 plus an additional 1 (bringing the total to 8) because of the unused energy.

Finally red progresses the token on the Entity track from the nova space to the 2P space.



Blue - Turn 6 - Science (Synthesize)

Blue wants to be able to activate the new ion cannon technology during the next Logistics action so blue chooses Science to Synthesize the missing purple resource.

As this is blue's first synthesized resource it costs 1 . Blue updates their synthesis track and places the spent energy on the Science space of their action board.



Red - Turn 6 - Build (Ships)

With the reset Build costs and warp gate in the colonized sector, red can now use the Build action to build additional ships in that sector.

Red has a build capacity of 1 and 2 existing ships on the board. It costs red 1 to build a third ship and the spent token is placed on the build space of red's action board.



Blue - Turn 7 - Logistics

With no energy left, blue has no other choice except to perform Logistics and RESET.

Blue flips their discovery token to its active side and removes the 5 spent energy tokens from their action board scoring 2 plus another 2 for having no unspent energy. As blue's energy track value is 9, blue's energy supply is restored to the new maximum of 9.

Blue allocates the red and purple resources to the ion cannon technology to activate it, gaining an ion attack combat tile which can be placed into any attack slot on blue's combat panel.

After progressing the Entity track, the token is now on the nova space and Entity Phase begins...





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