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Game: **FORBIDDEN STARS**

Publisher: **Fantasy Flight Games (2015)**

Page 1: **Rules summary** front

Page 2: **Rules summary** back

Page 3: **Player reference** front x2

Page 4: **Player reference** back x2

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Forbidden Stars

Setup

Each player chooses 1 **faction** and takes its **faction sheet**, **tokens**, **event cards**, **upgrade cards**, **combat cards**, and **units**, plus a **materiel dial** with the number set at 6.

Each player takes the components listed in the *Initial Forces* box on the back of their faction sheet. Then flip your faction sheet faceup and place these components on top of it.

Mix one of each player's structure control markers and draw one randomly. That player takes the **first player token**.

Place all **reinforcement tokens**, **cache tokens**, **forge tokens**, **dice**, and **plastic structures** in separate piles within reach of all players.

Construct the board

Each player takes the **system tile** that has their faction icon on it. Then, the first player takes all system tiles that do not have faction icons on them, randomizes them by shuffling them under the table, and deals 2 to each player.

Each player gives 2 of their **objective tokens** to each other player and returns any remaining tokens to the box.

Starting with the first player and going clockwise, each player places 1 system tile in the play area:

a. *Place a System Tile:* The player chooses 1 of their system tiles and places it adjacent to at least 1 other system tile.

b. *Place Units and Structures:* The player may place any number of the components from their *Initial Forces* on the tile they just placed.

c. *Place Objective Tokens:* The player must place 1 of their opponent's objective tokens on each objective token space on the system tile they just placed, obeying the following restrictions:

- A player cannot place 2 tokens from the same faction on the same system tile.
- A player cannot place an objective token that belongs to one faction if they have more objective tokens that belong to another faction.
- After they have placed all tokens received during step 2, he does not place any more objective tokens.

Repeat this process until each player has placed all of their system tiles and all of their *Initial Forces* components.

Starting with the player who placed the last system and going anticlockwise, each player places 1 **warp storm** along any system tile edge (this may include the outer edges of the board).

Placing system tiles When placing a system tile, a player can place either their faction tile or any of their other tiles. It can be placed either side faceup and in any orientation; however, after the first player places their first system tile, all other tiles must be placed adjacent to another tile.

A player cannot place a tile in such a way that it violates the maximum board size depending upon the number of players:

2 Players: 3 tiles by 2 tiles
3 Players: 3 tiles by 3 tiles
4 Players: 3 tiles by 4 tiles

The orientation of the game board is not determined until the maximum number of tiles are placed in one row or column.

Place the **round track** near the board with the **round marker** on the 1 space.

Create event, combat, and upgrade decks

Each player shuffles their **event cards** and places them in a facedown deck in their play area. Then, find the 10 **combat cards** with your faction symbol (upper left corner) and shuffle them to form your **combat deck**.

Form 2 **upgrade decks** using all of your faction's **order upgrade cards** and your remaining combat cards (these decks do not need shuffling). Place them faceup next to your faction sheet making sure not to mix them with your combat deck.

Game Round

1. Planning Phase

Starting with the first player and going clockwise, **each player places 1 of their order tokens facedown on the order token box of a system tile**.

Repeat this process until each player has placed 4 order tokens on the board.

Place order tokens facedown so the type of order is hidden, and on top of any order tokens already in that system. The token on the top of the stack is always the token that was placed in that system most recently.

You cannot place an order token in a system if you do not have a unit or structure either in or adjacent to that system. Each system is adjacent to the systems with which it shares an *edge*.

2. Operations Phase

Starting with the first player and going clockwise, **each player reveals 1 of their order tokens on top of a stack, resolves its effect, then removes it from the board**.

The phase ends when players have resolved all order tokens on the board.

The active player may choose to either resolve the token's effect or place it faceup on top of their event deck. **Each token on their event deck allows him to draw 1 event card during the Refresh phase**.

If you do not have any order tokens on the top of any stack, you must skip your turn. You must resolve an order during your next turn if you have one on top of a stack at that time.

3. Refresh Phase

Each player resolves the following steps in order:

1. Collect Objectives

Each player collects any of their objective tokens that are on friendly worlds and places them on the *Objective Token* box of their faction sheet so that all players can see them.

2. Collect Materiel

Each player gains **materiel** equal to the **materiel value** of each friendly world (increase your materiel dial by the appropriate amount). You may have a maximum of 14 materiel.

3. Rally Routed Units

Each player **rallies** all of their routed units by standing the units back up.

4. Draw Events and Move Warp Storms

Each player draws a number of cards from their **event deck** equal to the number of order tokens on top of it, returning the order tokens to their supply of unused order tokens.

Then, starting with the first player and going clockwise, each player chooses 1 event card from among those they just drew. They move 1 **warp storm** on the board following the warp storm movement icon depicted on their chosen card. Then, they may resolve the event card's ability.

After resolving a **tactic** event card, shuffle it back into your event deck. **Scheme** event cards remain faceup next to your faction sheet, and their effects can be used in the future as described on the card.

After resolving your event card, shuffle all unchosen event cards from your hand back into your deck.

Moving warp storms

To move a warp storm, choose one that has not moved this phase. Move the token in one of the 2 directions indicated by the warp storm movement icon on the right side of your event card, and then flip it facedown. At the end of the round, flip all warp storms back to their pink side. You cannot move a warp storm token onto another warp storm or off the board, but they can move to the edge of the board.

When choosing both a warp storm and a direction, you must always make choices that result in a storm moving, if able.

If you did not draw any event cards, you must still move a warp storm. Reveal the top card of your event deck and move 1 warp storm using the icon on that card. Then shuffle the event card back into your deck without resolving its ability.

5. End of Round

Pass the first player token to the player on your left. Then, advance the round marker 1 space on the round track. If the round marker would advance off the 8 space, the game ends and the player with the most objective tokens wins.

Orders

When you resolve an order during the Operations phase, the system tile on which the order was placed is the **active system**.

Deploy

To resolve a Deploy order, perform these steps:

1. Purchase units

If you have a factory in the active system, you may purchase units. Spend materiel equal to the **materiel cost** for that unit as shown on your faction sheet (decrease your materiel dial). Then place the unit on any **friendly or uncontrolled area** (not containing any units or structures) in the active system.

Some units cost a **forge token** in addition to their materiel cost. To spend a forge token, take a forge token from your play area and place it in the supply.

You can only place ground units on worlds and ships on voids. You must also adhere to command level restrictions.

A factory is not required if you purchase a unit or structure as a result of a card or faction ability effect.

Command level: Your command level indicates which units and upgrades you can purchase, and is **equal to the number of cities you control**. Each unit and upgrade card has a command level requirement. You can only purchase units and upgrades with a requirement equal to or less than your command level.

The maximum number of units you can purchase with 1 Deploy order is your **deploy limit**. This is equal to the combined unit capacity (**skulls** on a world's banner) from all friendly worlds in the active system that contain a factory.

2. Purchase structure

You may purchase 1 **structure** (city, bastion, or factory) by spending materiel equal to the materiel cost for that structure as shown on your faction sheet. Structures are not units.

Place the structure on any **friendly world** in the active system on top of one of your **structure control tokens**. The token underneath each structure indicates who owns that structure.

You cannot place a structure on a world that already has one.

Dominate

To resolve a Dominate order, perform these steps:

1. Gain assets

Gain the assets granted by each friendly world in the active system (right corner of a world's banner). Take the corresponding tokens from the supply. If the world provides multiple assets, collect all of them. **You cannot have more than 3 of each asset token**.

Forge: Some units require you to spend a forge token to purchase them (this is shown on the faction sheet below the unit's materiel cost).

Alternatively, **you may spend 1 (and only 1) forge token when purchasing a unit to reduce its command level requirement by 1**.

Cache: When purchasing a unit or structure, you can spend 1 (and only 1) cache token to reduce the materiel cost of that unit or structure by 2.

Reinforcement: During the reinforce step of combat, the attacker and then the defender may place some of their reinforcement tokens into the contested area.

A reinforcement token remains for the duration of the combat and is treated as the corresponding faction's ground unit or ship at command level 0. While in an area, it follows all rules and restrictions that apply to units.

Prosperity: When you gain this asset, gain 1 asset token *of your choice*.

2. Resolve faction ability

You may resolve the special ability on your faction sheet.

Strategize

To resolve a Strategize order, if you have a unit or structure in the active system, you may look through all cards in your upgrade decks. Then, **you may purchase 1 order upgrade and/or 1 combat upgrade** if you meet each card's command level restrictions.

After resolving this order, place the order token on top of your event deck, which allows you to draw an event card during the Refresh phase.

To purchase an upgrade, spend materiel equal to the materiel cost shown on the upper left of the upgrade card (decrease your materiel dial).

Order upgrades: Order upgrades increase the functionality of order tokens. After purchasing an order upgrade, place it next to your faction sheet. Each order upgrade corresponds to one of the 4 orders (*Deploy, Strategize, Dominate, Advance*) and provides you with a benefit when resolving that order.

Combat upgrades: Combat upgrades are more powerful combat cards that you shuffle into your combat deck.

Purchasing combat upgrades

You purchase combat upgrades in pairs. When you purchase 1 combat upgrade card, you receive both copies. **A combat deck always contains 2 copies of 5 cards for a total of 10 cards.**

When you purchase a pair of combat cards, you must remove 2 copies of any other card from your combat deck and place them both into your combat upgrade deck. Then, add both copies of the purchased upgrade to your combat deck and shuffle it.

Advance

To resolve an Advance order, perform these steps:

1. Move ships

You may move your ships in the active system and 1 adjacent system to any voids in the active system.

2. Move ground units

You may move your ground units in the active system and 1 adjacent system to any worlds in the active system. The legal paths of movement for ground units are determined before *any* ground units move.

If you moved ships from an adjacent system, you cannot move ground units from a *different* adjacent system.

3. Resolve combat

Resolve a combat if there is a **contested area** (an area that contains both friendly and enemy units or structures).

If there is not a contested area, you may resolve an **orbital strike** instead.

You can create a **maximum of 1 contested area** while resolving an Advance order.

A player may move any number of units and exceed each area's unit capacity while resolving this order, but can **never end the movement with more than 5 units in a single area**.

Movement

Ships are moved from the void they currently occupy to any void in the active system, even if the two areas are not adjacent. They do not require a path to move.

Ground units are moved from the world they currently occupy along a **path** (a series of contiguous, non-diagonal, friendly worlds and/or voids) to a destination world in the active system. All ground units move simultaneously.

Ground units can move from one world to an adjacent world without the use of a ship.

Units cannot move through warp storms.

There is no limit to the number of units that a player can move through a friendly area.

Unit capacity

Voids have a unit capacity of 3, and each world has a unit capacity equal to the number of **skull icons** on its banner.

An area's unit capacity indicates the **maximum number of units** that can exist on an area after resolving an order.

After resolving an order, including any combat triggered by that order, you must destroy any of your units that exceed an area's unit capacity. Structures do not count.

ORBITAL STRIKE

After resolving an Advance order, if there are no contested areas (and therefore no combat started), the active player may resolve an orbital strike.

You cannot resolve an orbital strike against a world containing a **bastion**.

Choose an enemy world in the active system. Then, choose 1 void in the active system that is orthogonally adjacent to it.

Roll a number of dice (up to a maximum of 8) equal to the combined combat value of all of your unrouted ships in that void.

Enemy units on the chosen world suffer an amount of damage equal to the number of **offence icons** rolled.

When suffering damage during an orbital strike, any units that are not destroyed do not become *routed*.

COMBAT

After you move units using an Advance order, you must resolve a combat if you have units in a **contested area** (an area containing both friendly and enemy units or structures).

During combat, the player who moved units into the contested area is the **attacker** and the other player is the **defender**.

Combat icons ( ) on a combat card's left side function like the icons on dice and persist until the end of the combat.

Combat dice ( ) may be gained from abilities. When you gain a combat die, take one from the supply and place it by your other dice with the indicated icon faceup. When you lose one, return 1 of your dice with the matching icon to the supply.

If a game effect allows you to gain a , take a die from the supply, roll it, and place it with your other dice.

The attacker and the defender are each limited to 8 dice during combat.

Combat tokens ( ) are provided by some combat card abilities. When you gain a combat token, take one from the supply and place it with the appropriate side faceup near your dice. When calculating offence or defence during combat, add your combat tokens to your final value. All combat tokens are temporary and are returned to the supply at the end of the execution round in which they were gained.

To resolve a combat, perform these steps in order:

1. Preparation

a. **Roll dice:** Attacker and defender simultaneously roll a number of dice equal to the combined **combat value** (shown on faction sheets) of all of their unrouted units in the combat. Each player organizes their rolled dice into groups of identical icons so both players can easily evaluate the results.

b. **Draw combat cards:** Each player draws **5 combat cards** from the top of their combat deck.

c. **Reinforce step:** First the attacker and then the defender may place some of their **reinforcement tokens** near their units in the contested area. The number of reinforcement tokens that a player can place is equal to the number of units they have in the combat (bastions do not count).

2. Execution

Players resolve up to 3 **execution rounds** by playing combat cards from their hands. During *each* execution round, players perform the following steps:

a. **Choose a combat card:** Attacker and defender simultaneously choose 1 combat card from their hands and place them facedown in front of them.

b. **Resolve a combat card:** The attacker reveals and resolves their combat card. Then, the defender reveals and resolves their combat card.

When resolving a combat card, first resolve all general abilities (green box), then resolve all unit abilities (brown box). Resolve each ability in the order in which it is listed, from top to bottom. Unit abilities are always preceded by at least 1 unit name. To use a unit ability, you must have at least 1 of the listed units in the combat, and that unit must be unrouted.

If an effect forces you to discard a faceup combat card, you can no longer use any of its abilities, even if they normally last until the end of the round. A discarded card is revealed to all players and immediately shuffled back into your deck.

Played combat cards stay in play until the end of combat.

c. **Assess damage:** Starting with the attacker, both players suffer damage equal to their opponent's total **offence icons** from dice, combat tokens, and faceup combat cards.

Each **defence icon** that a player has (from dice, combat tokens and their faceup combat cards) reduces the amount of damage suffered by 1.

After both players have suffered damage, if only 1 player has units and/or bastions remaining in the area, they win the combat and proceed to the *Capture Structures* step.

3. Resolution

After resolving the third execution round, players finish resolving the combat by following these steps:

a. **Determine winner:** The player with the highest total **morale value** wins the combat (defender wins ties), and the enemy units must retreat.

Determine your total morale value by adding the number of your **morale icons** on your dice and faceup combat cards as well as the amount of morale on your faction sheet that correspond to each of your bastions and unrouted units in the combat.

b. **Capture structures:** If the attacker wins the combat, they take control of any structures on the world by removing their opponent's structure control tokens and replacing them with their own.

c. **Clean up:** Each player discards any reinforcement tokens he used to the supply and shuffles all of their combat cards back into their combat deck.

Suffering Damage

When you suffer damage, you must choose any 1 friendly bastion or *unrouted* unit in the area to suffer the damage.

You can assign damage to routed units only if all of your units in the combat are routed and you do not have a bastion.

If the damage equals or exceeds the chosen unit's or bastion's **health value**, it is **destroyed** and removed from the board.

If the damage is lower than the health value of a chosen unit, that unit is **routed**. Bastions cannot be routed.

Any units that suffer damage during an orbital strike and are not destroyed do not become routed.

If the damage *exceeds* the health value of the chosen unit or bastion, any damage that exceeds its health must be applied to another friendly unit or bastion. Repeat this process until no more damage remains or no more units or bastions remain.

Damage suffered by a unit or bastion does not carry over to future execution rounds or future combats.

If both sides lose all their units and bastions, combat immediately ends and neither player wins or loses. If the defender has a city or factory on the planet, they keep control of the structure(s) and the planet.

Routed Units

Units can be routed by combat card abilities, by retreating, or by suffering damage that is less than their health value. Place the routed plastic piece on its side. If the unit is represented by a reinforcement token, flip it to its red routed side.

Routed units do not add their **morale** when determining the winner of a combat and cannot be used to fulfil a unit requisite on a combat card. You cannot assign damage to a routed unit if you have 1 or more unrouted units or bastions in the area.

If you enter a contested area and all defending units are routed, combat still occurs, but skip directly to the *Resolution* step with the attacker automatically winning. The defending units are forced to retreat, and are destroyed if they cannot.

Bastions

Bastions are not units and cannot be targeted by effects that refer to units, but they do contribute dice and morale during a combat. They do not count as a unit when spending reinforcement tokens.

If a bastion suffers damage equal to its health value, it is removed from the board and returned to the supply. **Bastions cannot be routed nor can they retreat**. If an attacker wins through morale, the bastion is captured.

Retreating

Units must **retreat** when they lose a combat, and some combat card abilities can force units to retreat.

Ships must retreat to a void and ground units must retreat to a world along a legal movement path, and all retreating units must move to the same area (which need not be adjacent).

After a unit retreats, it is routed. If there is no area for a unit to retreat to, it is destroyed.

Attacker retreats

If any units moved into the contested area via an Advance order, they must move to an (uncontested) area that at least 1 unit moved from to start the combat. If all units were placed in the contested area by any effect other than an Advance order, the units cannot retreat and are destroyed.

Defender retreats

Retreating units must move to a friendly area. If there are no friendly areas they can move to, they must move to an uncontrolled area. The areas must either be in the active system or in an adjacent system. Defending units cannot retreat to an area or adjacent system from which attacking units moved.

OTHER RULES

Areas

Friendly: An area is friendly if it contains at least 1 of your units or structures and none of an opponent's units or structures.

Enemy: An area is enemy if it contains at least 1 of an opponent's units or structures and none of your own units or structures.

Uncontrolled: An uncontrolled area does not contain any units or structures from any faction; it may contain an objective token.

Contested: A contested area is any area that contains units or structures belonging to 2 factions. An area becomes contested whenever units are moved or placed onto an enemy area.

Component limitations

Components are limited to the number in the game, except for combat tokens, which are unlimited. If you need to use a component but there are none, you cannot use that component.

If you need a structure control token and one is not available, you cannot build more structures. If you acquire a new structure by winning a combat but do not have an available structure control token, that structure is immediately destroyed.

WINNING THE GAME

A player wins the game when they have collected a number of objective tokens equal to the number of players in the game.

The game ends at the end of the eighth round. If no player has won then, or multiple players win at the same time, the player that has collected the most objective tokens wins the game. On a tie, the tied player who has the most friendly worlds wins. On a further tie, the player with the most units on the board wins. If still tied, the tied players share the victory.

A player and all their components are eliminated from the game if they do not have any friendly worlds.

Forbidden Stars

GAME ROUND

1. PLANNING PHASE

Starting with the first player and going clockwise, **each player places 1 of their order tokens facedown on the order token box of a system tile**.

Repeat this process until each player has placed 4 order tokens on the board.

Place order tokens facedown so the type of order is hidden, and on top of any order tokens already in that system. The token on the top of the stack is always the token that was placed in that system most recently.

You cannot place an order token in a system if you do not have a unit or structure in or adjacent to that system.

2. OPERATIONS PHASE

Starting with the first player and going clockwise, **each player reveals 1 of their order tokens on top of a stack, resolves its effect, then removes it from the board**.

The Operations phase ends when players have resolved all order tokens on the board.

The active player may choose to either resolve the token's effect or place it faceup on top of their event deck.

3. REFRESH PHASE

Each player resolves the following steps in order:

1. Collect Objectives

Each player collects any of their objective tokens that are on friendly worlds and places them on the *Objective Token* box of their faction sheet.

2. Collect Materiel

Each player gains **materiel** equal to the materiel value of each friendly world.

3. Rally Routed Units

Each player **rallies** all of their routed units.

4. Draw Events and Move Warp Storms

Each player draws cards from their **event deck** equal to the number of order tokens on top of it, returning the order tokens to their supply.

Starting with the first player and going clockwise, each player chooses 1 event card from among those they just drew. Move 1 warp storm on the board following the warp storm movement icon depicted on the chosen card.

Then, they *may* resolve the event card's ability.

After resolving a tactic event card, shuffle it back into your event deck. Scheme event cards remain faceup next to your faction sheet.

After resolving your event card, shuffle all unchosen event cards from your hand back into your deck.

To move a warp storm, choose 1 warp storm that has not moved this phase. Move the token in one of the 2 directions indicated by the warp storm movement icon on the right side of your event card. You cannot move a warp storm token onto another warp storm.

If you did not draw any event cards, you must still move a warp storm. Reveal the top card of your event deck and move 1 warp storm, then shuffle the card back into your deck without resolving its ability.

5. End of Round

Pass the first player token to the left.

Advance the round marker 1 space on the round track. If the marker would advance off the 8 space, the game ends and the player with the most objective tokens wins.

COMBAT

The attacker and defender are each limited to 8 dice during combat.

1. Preparation

a. **Roll dice:** Attacker and defender roll dice equal to the combined **combat value** of each of their unrouted units in the combat.

b. **Draw 5 combat cards**

c. **Reinforce step:** Attacker, then defender may place some of their **reinforcement tokens** near their units.

2. Execution

Resolve up to 3 **execution rounds**:

a. **Choose 1 combat card**

b. **Resolve a combat card:** Attacker first. First resolve all general abilities, then all unit abilities.

c. **Assess damage:** Attacker first. Both players suffer damage equal to opponent's total number of . Each reduces damage suffered by 1.

3. Resolution

a. **Determine winner:** Highest total wins and the enemy units must retreat.

b. **Capture structures:** If the attacker wins, they take control of any structures on the world.

c. **Clean up:** Discards any reinforcement tokens used and shuffle combat cards back into your combat deck.

ORBITAL STRIKE

After resolving an Advance order, if there are no contested areas, the active player may resolve an **orbital strike**.

Choose an enemy world in the active system that does not have a **bastion** structure on it. Then, choose 1 void in the active system that is adjacent to this world. **Roll a number of dice (max 8) equal to the combined combat value of all of your unrouted ships in that void**.

Enemy units on the chosen world suffer damage equal to the number of **offence icons** rolled.

Forbidden Stars

GAME ROUND

1. PLANNING PHASE

Starting with the first player and going clockwise, each player places 1 of their order tokens facedown on the order token box of a system tile.

Repeat this process until each player has placed 4 order tokens on the board.

Place order tokens facedown so the type of order is hidden, and on top of any order tokens already in that system. The token on the top of the stack is always the token that was placed in that system most recently.

You cannot place an order token in a system if you do not have a unit or structure in or adjacent to that system.

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The Operations phase ends when players have resolved all order tokens on the board.

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1. Collect Objectives

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Each player **rallies** all of their routed units.

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After resolving your event card, shuffle all unchosen event cards from your hand back into your deck.

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If you did not draw any event cards, you must still move a warp storm. Reveal the top card of your event deck and move 1 warp storm, then shuffle the card back into your deck without resolving its ability.

5. End of Round

Pass the first player token to the left.

Advance the round marker 1 space on the round track. If the marker would advance off the 8 space, the game ends and the player with the most objective tokens wins.

COMBAT

The attacker and defender are each limited to 8 dice during combat.

1. Preparation

a. Roll dice: Attacker and defender roll dice equal to the combined combat value of each of their unrouted units in the combat.

b. Draw 5 combat cards

c. Reinforce step: Attacker, then defender may place some of their reinforcement tokens near their units.

2. Execution

Resolve up to 3 execution rounds:

a. Choose 1 combat card

b. Resolve a combat card: Attacker first. First resolve all general abilities, then all unit abilities.

c. Assess damage: Attacker first. Both players suffer damage equal to opponent's total number of . Each reduces damage suffered by 1.

3. Resolution

a. Determine winner: Highest total wins and the enemy units must retreat.

b. Capture structures: If the attacker wins, they take control of any structures on the world.

c. Clean up: Discards any reinforcement tokens used and shuffle combat cards back into your combat deck.

ORBITAL STRIKE

After resolving an Advance order, if there are no contested areas, the active player may resolve an orbital strike.

Choose an enemy world in the active system that does not have a bastion structure on it. Then, choose 1 void in the active system that is adjacent to this world. Roll a number of dice (max 8) equal to the combined combat value of all of your unrouted ships in that void.

Enemy units on the chosen world suffer damage equal to the number of offence icons rolled.

ORDERS

When you resolve an order, the system tile on which the order was placed is the **active system**.

Deploy

To resolve a Deploy order:

1. Purchase units

If you have a factory in the active system, you may purchase units. Spend materiel equal to the **materiel cost** for that unit as shown on your faction sheet (decrease your materiel dial by the appropriate amount). Then place the unit on any **friendly or uncontrolled area** (not containing any units or structures) in the active system.

Some units cost a **forge token** in addition to their materiel cost. To spend a forge token, take a forge token from your play area and places it in the supply.

You can only place ground units on worlds and ships on voids, and you must adhere to command level restrictions.

Command level: Your command level indicates which units and upgrades you can purchase, and is **equal to the number of cities you control**. Each unit and upgrade card has a command level requirement. You can only purchase units and upgrades with a requirement equal to or less than your command level.

The maximum number of units you can purchase with 1 Deploy order is your **deploy limit**. This is equal to the combined unit capacity (**skulls**) from all friendly worlds in the active system that contain a factory.

2. Purchase structure

You may purchase 1 **structure** (city, bastion, or factory) by spending materiel equal to its materiel cost (as shown on your faction sheet). Place the structure on any **friendly world** in the active system on top of one of your **structure control tokens**.

You cannot place a structure on a world that already has one.

Dominate

To resolve a Dominate order:

1. Gain assets

Gain the **assets** granted by each friendly world in the active system (right corner of a world's banner). If the world provides multiple assets, collect all of them. **You cannot have more than 3 of each asset token.**

Forge: Some units require you to spend a forge token to purchase them (shown on the faction sheet below the unit's materiel cost).

Alternatively, **you may spend 1 forge token when purchasing a unit to reduce its command level requirement by 1.**

Cache: When purchasing a unit or structure, you can spend 1 cache token to reduce the materiel cost of that unit or structure by 2.

Reinforcement: During the reinforce step of combat, the attacker and then the defender may place reinforcement tokens into the contested area.

A reinforcement token remains for the duration of the combat and is treated as the corresponding faction's ground unit or ship at command level 0. While in an area, it follows all rules and restrictions that apply to units.

Prosperity: Gain 1 asset token *of your choice.*

2. Resolve faction ability

You may resolve the special ability on your faction sheet.

Strategize

To resolve a Strategize order, if you have a unit or structure in the active system, you may look through all cards in your upgrade decks. Then, **you may purchase 1 order upgrade and/or 1 combat upgrade** if you meet each card's command level restrictions.

After resolving this order, place the order token on top of your event deck, which allows you to draw an event card during the Refresh phase.

To purchase an upgrade, spend materiel equal to the materiel cost shown on the upper left of the upgrade card (decrease your materiel dial by the appropriate amount).

Order upgrades: Order upgrades increase the functionality of order tokens. After purchasing an order upgrade, place it next to your faction sheet. Each order upgrade corresponds to one of the 4 orders (*Deploy, Strategize, Dominate, Advance*) and provides you with a benefit when resolving that order.

Combat upgrades: Combat upgrades are more powerful combat cards that you shuffle into your combat deck.

Purchasing combat upgrades

You purchase combat upgrades in pairs. When you purchase 1 combat upgrade card, take both copies.

When you purchase a pair of combat cards, you must remove 2 copies of any other card from your combat deck and place them both into your combat upgrade deck. Then, add both copies of the purchased upgrade to your combat deck and shuffle it.

A combat deck always contains 2 copies of 5 cards for a total of 10 cards.

Advance

To resolve an Advance order:

1. Move ships

You may move your ships in the active system and 1 adjacent system to any voids in the active system.

2. Move ground units

You may move your ground units in the active system and 1 adjacent system to any worlds in the active system.

If you moved ships from an adjacent system, you cannot move ground units from a *different* adjacent system.

3. Resolve combat

Resolve a combat if there is a **contested area** (containing both friendly and enemy units or structures). If there is not a contested area, you may resolve an **orbital strike** instead.

Units cannot move through warp storms, and you can create a **maximum of 1 contested area** while resolving an Advance order. You may move any number of units, but **a maximum of 5 units can end their movement in each area.**

Ships are moved from the void they currently occupy to any void in the active system, even if the two areas are not adjacent. They do not require a path to move.

Ground units are moved from the world they currently occupy along a **path** (a series of contiguous, non-diagonal, friendly worlds and/or voids) to a destination world in the active system. All ground units move simultaneously.

Ground units can move from one world to an adjacent world without the use of a ship. There is no limit to the number of units that a player can move through a friendly area.

Voids have a **unit capacity** of 3. Each world has a unit capacity equal to the number of skull icons on its banner.

ORDERS

When you resolve an order, the system tile on which the order was placed is the **active system**.

Deploy

To resolve a Deploy order:

1. Purchase units

If you have a factory in the active system, you may purchase units. Spend materiel equal to the **materiel cost** for that unit as shown on your faction sheet (decrease your materiel dial by the appropriate amount). Then place the unit on any **friendly or uncontrolled area** (not containing any units or structures) in the active system.

Some units cost a **forge token** in addition to their materiel cost. To spend a forge token, take a forge token from your play area and places it in the supply.

You can only place ground units on worlds and ships on voids, and you must adhere to command level restrictions.

Command level: Your command level indicates which units and upgrades you can purchase, and is **equal to the number of cities you control**. Each unit and upgrade card has a command level requirement. You can only purchase units and upgrades with a requirement equal to or less than your command level.

The maximum number of units you can purchase with 1 Deploy order is your **deploy limit**. This is equal to the combined unit capacity (**skulls**) from all friendly worlds in the active system that contain a factory.

2. Purchase structure

You may purchase 1 **structure** (city, bastion, or factory) by spending materiel equal to its materiel cost (as shown on your faction sheet). Place the structure on any **friendly world** in the active system on top of one of your **structure control tokens**.

You cannot place a structure on a world that already has one.

Dominate

To resolve a Dominate order:

1. Gain assets

Gain the **assets** granted by each friendly world in the active system (right corner of a world's banner). If the world provides multiple assets, collect all of them. **You cannot have more than 3 of each asset token.**

Forge: Some units require you to spend a forge token to purchase them (shown on the faction sheet below the unit's materiel cost).

Alternatively, **you may spend 1 forge token when purchasing a unit to reduce its command level requirement by 1.**

Cache: When purchasing a unit or structure, you can spend 1 cache token to reduce the materiel cost of that unit or structure by 2.

Reinforcement: During the reinforce step of combat, the attacker and then the defender may place reinforcement tokens into the contested area.

A reinforcement token remains for the duration of the combat and is treated as the corresponding faction's ground unit or ship at command level 0. While in an area, it follows all rules and restrictions that apply to units.

Prosperity: Gain 1 asset token *of your choice.*

2. Resolve faction ability

You may resolve the special ability on your faction sheet.

Strategize

To resolve a Strategize order, if you have a unit or structure in the active system, you may look through all cards in your upgrade decks. Then, **you may purchase 1 order upgrade and/or 1 combat upgrade** if you meet each card's command level restrictions.

After resolving this order, place the order token on top of your event deck, which allows you to draw an event card during the Refresh phase.

To purchase an upgrade, spend materiel equal to the materiel cost shown on the upper left of the upgrade card (decrease your materiel dial by the appropriate amount).

Order upgrades: Order upgrades increase the functionality of order tokens. After purchasing an order upgrade, place it next to your faction sheet. Each order upgrade corresponds to one of the 4 orders (*Deploy, Strategize, Dominate, Advance*) and provides you with a benefit when resolving that order.

Combat upgrades: Combat upgrades are more powerful combat cards that you shuffle into your combat deck.

Purchasing combat upgrades

You purchase combat upgrades in pairs. When you purchase 1 combat upgrade card, take both copies.

When you purchase a pair of combat cards, you must remove 2 copies of any other card from your combat deck and place them both into your combat upgrade deck. Then, add both copies of the purchased upgrade to your combat deck and shuffle it.

A combat deck always contains 2 copies of 5 cards for a total of 10 cards.

Advance

To resolve an Advance order:

1. Move ships

You may move your ships in the active system and 1 adjacent system to any voids in the active system.

2. Move ground units

You may move your ground units in the active system and 1 adjacent system to any worlds in the active system.

If you moved ships from an adjacent system, you cannot move ground units from a *different* adjacent system.

3. Resolve combat

Resolve a combat if there is a **contested area** (containing both friendly and enemy units or structures). If there is not a contested area, you may resolve an **orbital strike** instead.

Units cannot move through warp storms, and you can create a **maximum of 1 contested area** while resolving an Advance order. You may move any number of units, but **a maximum of 5 units can end their movement in each area.**

Ships are moved from the void they currently occupy to any void in the active system, even if the two areas are not adjacent. They do not require a path to move.

Ground units are moved from the world they currently occupy along a **path** (a series of contiguous, non-diagonal, friendly worlds and/or voids) to a destination world in the active system. All ground units move simultaneously.

Ground units can move from one world to an adjacent world without the use of a ship. There is no limit to the number of units that a player can move through a friendly area.

Voids have a **unit capacity** of 3. Each world has a unit capacity equal to the number of skull icons on its banner.