

4X Game

Player Reference

Objective Card Symbols (Card Types)



Gold Card (of any type)



Quest Card (of any suit)



Gold System (area on board)



Pink Card (of any type)



Crew Card (of any suit)



Pink System (area on board)



Blue Card (of any type)



Relic Card (of any suit)



Blue System (area on board)

R Resources

Actions

(You may not take actions that are Restricted on your Tactics Card)

Buy Cards: Buy 1-5 cards. **R**2 per card. You may buy from either deck.

Buy Ships: Buy any number of Ships at one base/home planet. **R**3 for Fighters, **R**7 for Behemoths.

Recruit: You may play a card, paying any costs (Not Including Objectives)

Move: You may move any number of ships from one system/card to another adjacent system/card. If the Planet token is face down, flip it face up.

Attack: Choose a system/card with your Ships/Spies on them and any rival pieces. All players with pieces there may play a number of cards up to the number of Ships/Spies in that space. Then each player deals hits based on that space's suit for each **1 Matching Card**, or **2 Non-Matching cards** of the battle's suit to remove Rival pieces equal to the number of your Ships/Spies in that space.

The Supernova is all suits, and any card is a hit. Rival home spaces are wild for that Rival, but have no suit for you. Resolve all hits starting to the left of the attacker (the attacker always resolves hits last).

Exploit: Choose any system with your ships on it, or a card in your syndicate. Add a Spy/Rival to that space, then Gain resources equal to the highest number on your Bases/Spies track.

At the End of Your Turn:

1. You may claim up to 1 Public Objective & 1 Personal Objective

(Personal Objectives are played face down in your Syndicate and cannot be removed.)

(The Supernova is always taken as a Personal Objective)

2. You must Discard to hand size

(The starting hand limit is 7 cards)

3. Select your Tactics card for the next round

(Always select your tactics card Face Down)

If a Rival claims an Objective on their turn, all of your Discarded Tactics cards then become Available. If you have selected a tactics card for next round

(Your Active Tactics card, and does not change.)

After all players have taken their turns Start a new Round:

If the player with the Initiative Order is not the Speaker, they give it to the new Speaker, who then chooses a direction for the next round.

Each player Discards their Tactics card from the previous round, then reveals their new Tactics Card for the round. All players reveal their cards, **gaining a number of R equal to the number of Rivals with the same Tactic** and starting with the Speaker, each player takes their turn.

Any player whose tactics card is *unique* Doubles their Bonus that round.

Card Examples

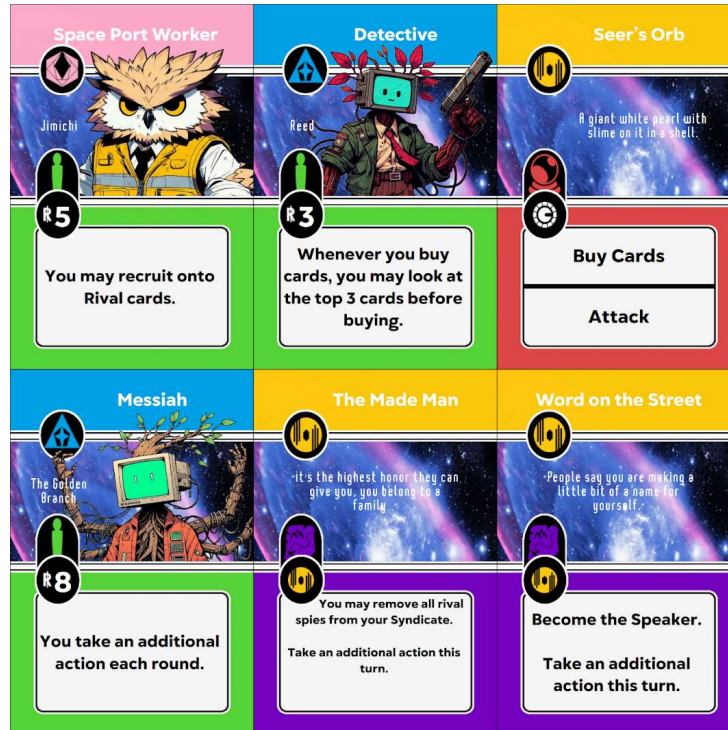
Combat Cards have two important pieces of information.

The **TOP** of each card is the suit. (Pink, Blue, Gold)

This is used for **Combat** (spending cards from hand) and **scoring Objectives** (spending spies on cards in your tableau)

The **BOTTOM** of each card is the type of card.

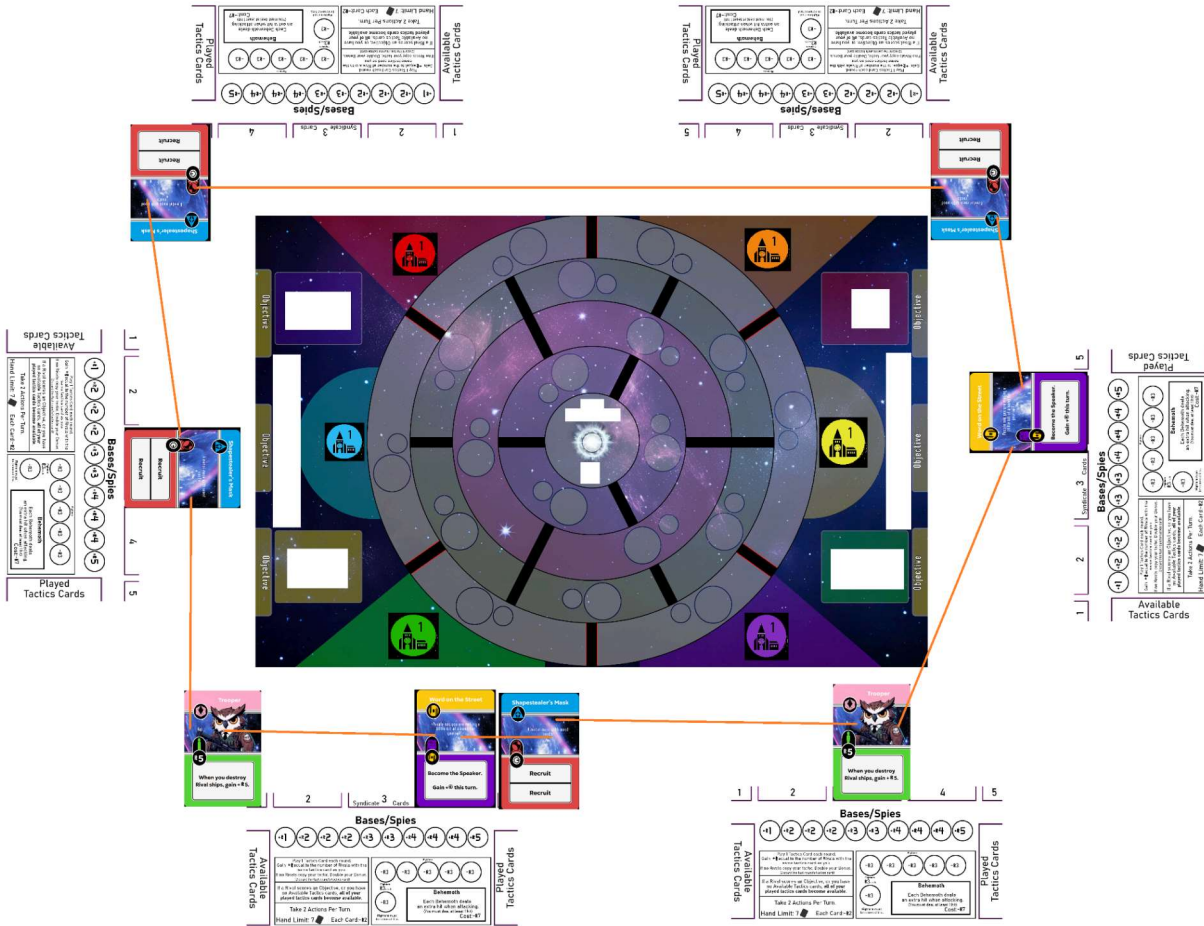
Green are crew members that give passive upgrades, Red are relics that give compound actions, Purple are quests that give one time bonuses for controlling certain territory on the central board.



Greedy Gain +\$5.	Cunning Draw A Card Your cards cost \$1 less.	Impatient The first time you Move each turn, you may Move again.												
<table border="1"> <tr> <td>Buy Cards</td> <td>Buy Ships</td> <td>Recruit</td> </tr> <tr> <td>Move</td> <td>Attack</td> <td>Exploit</td> </tr> </table>	Buy Cards		Buy Ships	Recruit	Move	Attack	Exploit	<table border="1"> <tr> <td>Buy Cards</td> <td>Buy Ships</td> <td>Recruit</td> </tr> <tr> <td>Move</td> <td>Attack</td> <td>Exploit</td> </tr> </table>	Buy Cards	Buy Ships	Recruit	Move	Attack	Exploit
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Wrathful Your attacks deal an additional hit. Your Fighters cost \$1 less.	Boastful You become the Speaker. Draw an objective card.	<table border="1"> <tr> <td>Buy Cards</td> <td>Buy Ships</td> <td>Recruit</td> </tr> <tr> <td>Move</td> <td>Attack</td> <td>Exploit</td> </tr> </table>	Buy Cards	Buy Ships	Recruit	Move	Attack	Exploit						
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The cards on their side are Tactics cards. These dictate what you can do in a round. For example, on these Cunning cards shown here, when you play this card, your cards are free for the round, but you cannot use the Exploit action (even if it's on a relic). All players start with the same 5 tactics cards.

The Board



All players play cards into their tableaux, which also makes up a map of “influence”. Spies are placed on cards when you recruit, and can be moved like units from card to card based on adjacency to other cards. (Empty slots are treated like they do not exist until a card is played into them)