HEGEMONIC

Player Aid

Objective + Scoring

Earn points based on relative Power of your Bases on *each* galaxy board

6 Pts	Player with the 1st most Base power on the board
3 Pts	Player with the 2nd most Base power on the board
1 Pt	Other players with a Base on the board
+2 Pts	If a player has exclusive Base power on the board
+1 Pt	For having a Base on the Core galaxy board

If ties for 1st (or 2nd) most power occur, each receives 3pts (or 1 pt)

End Game Bonus: +2 Pts per Tier of each Advanced Tech.

Turn Sequence (All players move through phases together)

Phase 1: Collection – Collect highest CAP Gain for each base type.

Phase 2: Explore – Each player, starting with Arbiter and going left:

1. Adds 1 sector tile to the pool; then plays 1 sector tile to the board.
2. Draws 1 Tech from the *draw pile, top discard, or an adv. tech.*
3. Discards or Advances 1 Tech card.

Phase 3/4/5: Action Phases – In each action phase:

1. All players choose and simultaneously reveal 1 action card.
2. Resolve cards in numerical order. For tied numbers, the Arbiter chooses then first player, then go clockwise for remaining ties.
3. After resolving all action cards, return them to their owners' hand.

Phase 6: Arbitration

1. The player with the most CAPS takes the arbiter token.
2. Players discard CAPS down to their lowest exposed retention limit.
3. Score points for the current turn (see Objective + Scoring above).

Power + Range

Base/Unit	Power	Range	Notes
Complexes	1*	1	Complexes "grouped" in a sector
Embassies	1-3*	1	One embassy per location
Outposts	1-3*	0-2*	Power/Range by number stacked
Agents	1	0	
Fleets	1-3*	0	Fleet power varies by Martial Tier
Gates	0	0	

Gates: Create adjacency for *ALL players and for ALL purposes.*

Resolving Actions

BUILD: May build ANY amount of bases/units within range of existing or newly placed bases/units ***as a single action***.

- **Relocation:** If no un-built bases remain on a players' board, they may move already placed bases for the lowest CAP cost.
- **Gate Construction:** Build or *Move* a gate pair. One gate must be placed at your complexes. The other must be in any sector within *gate range* (varies by industrial tier) and with an industrial location.

MOVEMENT: Conflict actions may allow Agents/Fleets to first move.

- Attacking after moving an Agent or Fleet is ***optional***.
- Agents move to any sector. Pay 2 CAPS per galaxy board crossed.
- Fleets move 1-3 sectors. Pay 1 CAP for the entire move.

DESTROY/TAKEOVER Actions: Initiate a *Conflict.*

- *Gate/Agent/Fleet only targeted if no corresponding base in sector.*
- Destroy/Takeover costs depend on the *target base's Power.*
- Cannot target bases in a player's home sector.
- *An Agent, Fleet, or complex group may only act once per phase.*

Conflicts (use the procedure below)

1. Determine initial Attacker/Defender conflict strength:
   Complexes: Complexes in sector **+** other complexes in range.
   Embassies: Power of all embassies in faction **+** present agents
   Outposts: All outposts with overlapping range **+** present fleets
   Gates: Other complexes with range extending to the Gate.
   Agents: Agent power **+** your power in 1 faction* (all embassies)
   Fleets: Fleet power **+** the power of 1 outpost in range of the fleet*
   * *Each faction or outpost can only lend power once per phase.*
2. Other players lend political power; *1 per embassy in same faction.*
3. Players choose and reveal a Tech card, add power to your strength.
4. **Determine outcome.** Defenders bases are destroyed or taken-over per action. On attacker loss, attacking *Agents/Fleets* destroyed. On defender loss, present agents/fleets destroyed. On ties, present Agents and Fleets on both sides are destroyed.
   * *Winner chooses whether to destroy the loser's present gates.*
5. Played Tech cards: Put in *Inactive Pile* or discard and draw tech card to put in the inactive pile. **Inactive cards** return to hand if:
   - The player runs out of Tech cards in their hand; or the player uses the RESEARCH action; or the turn ends.

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