OLIVER KILEY

HEGEMONIC

EXPLORE BUILD FIGHT PLOT



Players: 2 to 6
Ages: 13 and up
Playtime: 45 minutes per player

Artwork: Alex Skinner

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BACKGROUND:

Great Houses of the Post-Human Assembly



House BUSHIDO

Martial ways of rigor and discipline are the pathways to the Assembly's fulfillment and its absolute unity with higher orders of existence.



House OSIRIS

Growth and prosperity is fabricated in the Assembly through superior foresight and economic leadership. Wealth is power.



House MARDUK

Empempathy is the source of enlightenment. By understanding each other we can come to understand our place in the universe.



House YAKSHA

Transcendence can only be achieved through harmony with nature and by embracing evolutionary processes. Let all life evolve.



House DAEDALUS

Through discovery, innovation, and the pursuit of knowledge, we can unlock the secrets of the multiverse and harness unfathomable energies.



House VANIR

The mind is the source of reality. The psyche contains unlimited potential for shaping reality to the vision of the mind.

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It is a momentous time for the galaxy-spanning Post-Human Assembly. Tens of thousands of years have passed since Humanity's reach permeated resolutely and without conflict across the Milky Way. This era of stability and calm has continued to withstand the ravages of fate and time. But mankind always grows restless.

Now, the Assembly's eyes have turned towards the neighboring galaxies. The lure of unknown frontiers, unchained from self-imposed stagnation, calls to the Great Houses, urging their lords to venture across the inter-galactic void and stake claims among uncharted stars. Fueled by ideological differences, each Great House seeks to establish dominance, sacrificing millennia of peace in a bid to mold this new galaxy to their will.

But the new galaxy is not an empty place. As the Great Houses explore vast regions of space, they will uncover advanced technologies and come into contact with the emerging empires of alien civilizations.

The Great Houses will construct vast interstellar industrial complexes, expanding their economic capacity and output. They will establish political embassies among the alien empires, competing for influence and leverage. And the Great Houses will build martial outposts of unfathomable strength, applying force when the call inevitably arises.

As a leader of a Great House, you will need to explore, build, fight, and plot your way to victory, thwarting your rival houses and staying one step ahead in the race to achieve Hegemony!

BACKGROUND: Dynasties



At first, only two minds began direct communication—and this was the birth of the Psycog Intelligence. Many more would follow, seeking the Psycog Intelligence as a way to become immortal. As the Intelligence grew, it became a society unto itself. Each move it made was carefully calculated and all outcomes were considered and debated. When the mass mind needs a physical point of contact, it chooses an Envoy to speak and act with the will of the Intelligence.



Members of this dynasty rarely assume physical form, and instead operate their organization though vast energy constructs sprawling across light-years of space and time. Thor's Will is the centralized energy construct that acts as the primary conduit for this galaxy-spanning energy web. The Syndicate's long-term ambitions are as mysterious as it's membership; although there are suggestions of its ultimate motives and the fate of the universe itself.

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Table of Contents

GAME OVERVIEW + OBJECTIVE 3
COMPONENT SUMMARY 3
GAME SETUP 6
GAME ROUNDS 6
ENDING THE GAME 9
POWER + RANGE 10
RESOLVING ACTIONS 12
CONFLICTS 15
SCORING 17
THE LEARNING GAME 18
OPTIONAL ADVANCED RULES 18

GAME OVERVIEW + OBJECTIVE

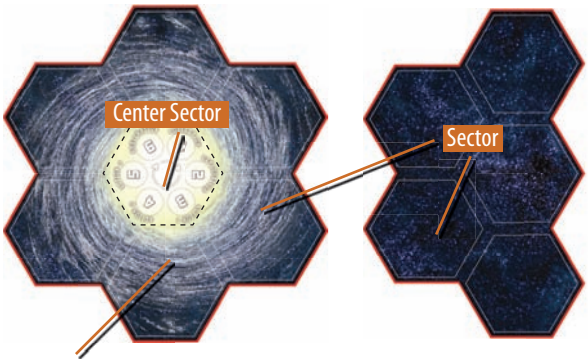
Hegemonic is a game of galactic expansion, conquest, and intrigue for 2-6 players.

- The object is to have the most victory points (VPs) at the end of the game. VPs are earned over the course of the game by controlling regions of the galaxy and by advancing technologies.
- Regions are controlled by building Bases—Industrial Complexes, Political Embassies, and Martial Outposts—and by using their power and influence to win conflicts against opposing players.
- The game ends when the stack of Sector Tiles runs out, or when all Sectors of the galaxy have been explored.

COMPONENT SUMMARY

1 Galactic Core Board

9 Five-Sector Galaxy Boards



The Galactic Core board features a Center Sector that is used to track the phases of the current round. The Center Sector cannot be used for tile placement, Base and Unit construction, or movement. The other Sectors can be used normally.

Players who control the Galactic Core earn additional VPs.

The game board is composed of a number of Galaxy Boards, each made up of a number of empty hexes called "Sectors".

Sector Tiles are placed in these empty hexes over the course of the game as players explore the galaxy.

VPs are awarded to players who control these areas of the galaxy at the end of each round of play.

Player Bases + Unit Tokens in 6 Colors (Blue, Green, Orange, Purple, Red, Yellow)

Players are limited to the number of Base and Unit tokens available in their colors:

BASES

90 Industrial Complexes (15 each of 6 colors)

54 Political Embassies (9 each of 6 colors)

72 Martial Outposts (12 each of 6 colors)

UNITS

18 Quantum Gate Pairs (3 pairs each of 6 colors)

18 Political Agent Units (3 each of 6 colors)

18 Fleet Units (3 each of 6 colors)

BACKGROUND: Dynasties



The Confluence of Rama has no leader: their minds are connected through networks, and each individual Raman is constantly being disassembled and reassembled as something new. They are thus the perfect industry. The Prefects—those Ramans assembled at any given moment to function as the voices of Rama—are both the diplomats and the businessmen of the Confluence. When asked about their origin or nature, they always answer in the same way: "The singularity was always inevitable. Our merging was just the next natural step."

COMPONENT SUMMARY Continued



1 Score Track

Players track their score over the course of the game by moving one of their tokens along the Score Track.

A second token is placed in the shaded areas for +50, +100, etc., as laps are completed around the track.

Score Track Tokens - 2 per player

Extra Complex tokens are provided to use for tracking player scores on the Score Track.



1 Phase Tracker Token



The Arbiter moves the Phase Track Token around the Center Sector of the Galactic Core Board to indicate the current phase.

36 Action Cards - 1 set of 6 cards per player

Each player takes a set of 6 identical Action Cards. Each Action Card describes which actions may be taken when it is played, as well as an Order Number which determines the order in which cards are resolved during the Action Phase.



Card Name

Action Limits

Order Number

Available Actions



54 Technology Cards

These dual-purpose cards can be used to increase a player's Power durng a Conflict or played as an Advanced Technology to provide an ongoing benefit.



Required Technology Tier

Technology Cost

Technology Name

Technology Effect

Power values—used in Conflicts. The value used depends on the type of Base or Unit that is involved in the Conflict.

2- or 3-player icon. Only use cards displaying this icon when playing with 2- or 3-players.

48 Sector Tiles

Sector Tiles represent areas of the galaxy that can be explored. Many tiles show Locations for building the three types of Bases: Industrial Complexes (yellow squares), Political Embassies (blue circles) and Martial Outposts (red triangles).

Sectors with Embassy Locations also show a colored background and a symbol (orange, purple, or green), representing one of three alien Factions.

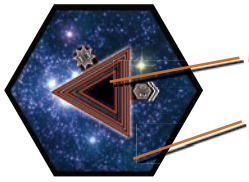
Examples below:



Martial Location

Orange Faction

Political Location



Martial Location

No Faction

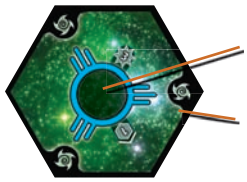


Martial Location

Industrial Location

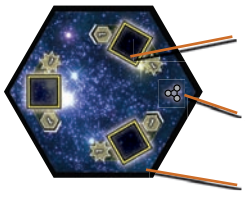
Purple Faction

Political Location



Political Location

Green Faction



Sector with 3 Industrial Locations

2- or 3-player icon

No Faction

6 Home Sector Tiles - 1 per player

Identified by the House symbol in the center of the tile, Home Sector tiles have an Embassy Location, but no Faction color.

Home Sector Embassies provide no Power unless the optional "Wild" Home Embassies rule is used (see Page 19).



1 Arbiter Token



The Arbiter Token is given to the player with the most CAPs at the end of a round. The Arbiter receives certain privileges during the round.

80 "CAP" (Capacity) Tokens





CAPs (short for Capacity) are the resource units used in the game.

- 50 silver 1-value tokens
- 30 gold 5-value tokens

Players may make change at any time.

12 Leader Cards

OPTIONAL: Experienced players may use the Leader Cards to add a further dynamic to the game (see LEADERS - Page 18 for details).



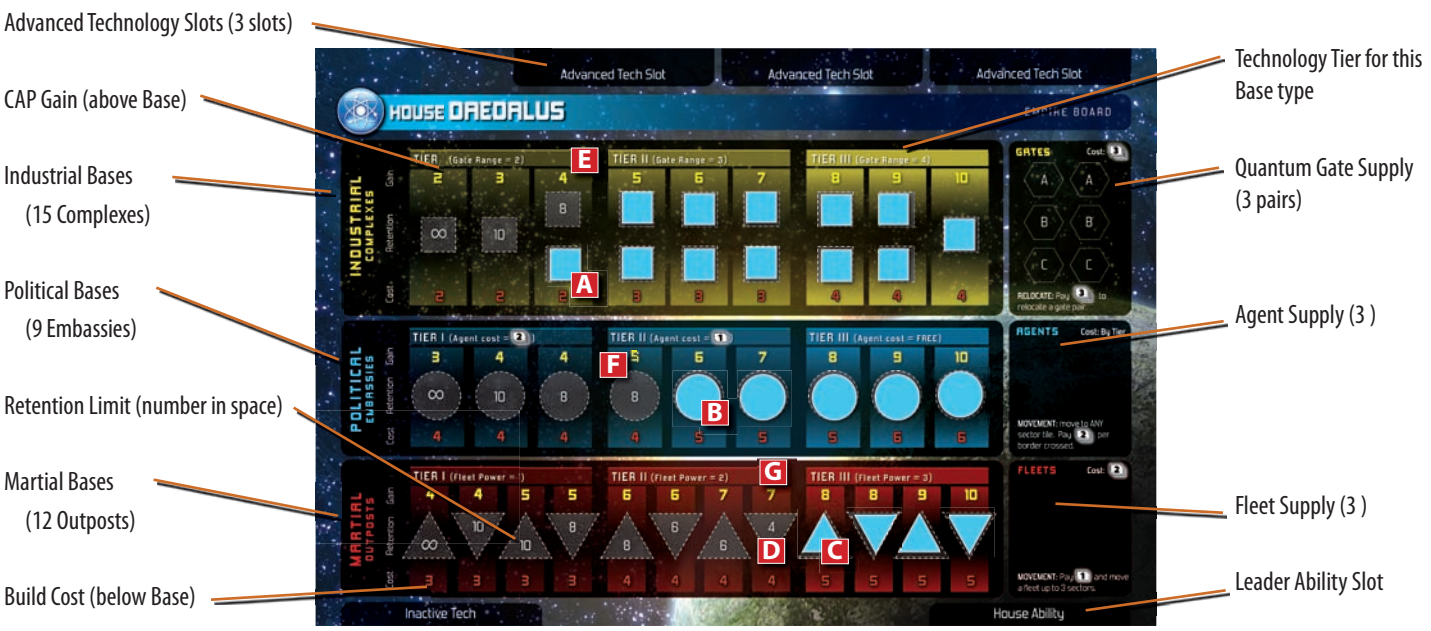
6 Player Boards

Each player uses their own Player Board to store unbuilt Bases and Units. The Player Board shows the player's income, Base building costs, and Retention Limit. At the beginning of the game, each player places all of their Bases and Units on the matching spaces of their Player Board.

- ***Bases must be built from left to right*** across the Player Board. When a Base it built, it is moved from the Player Board to a matching Location on the game board. If a Base is destroyed or otherwise returned to its owner's Player Board, it is always put back in reverse order (i.e., in the right-most empty space of the matching type).
- The COST (in CAPs) to build each Base is the red number directly below the space for that Base.
- The INCOME for each *type* of Base (in CAPs) is the yellow number directly above the right-most empty space for that Base type. Each round, the player earns CAPs equal to the income of all three Base types.
- The RETENTION LIMIT is the *maximum* number of unspent CAPs the player can hold from round to round. This limit is the *lowest* exposed grey number shown inside *all* the empty Base spaces on their Player Board.
- As players build Bases, they will advance from Technology Tier 1, to Tier 2, and eventually Tier 3 for each type of Base seperately. A player's current Technology Tier for each Base type is determined by the right-most empty space for that type of Base.
- ***Optional:*** The Leader Ability Slot is only used if the optional Leader Cards are in the game (see LEADERS - Page 18).

Player Board Example (see graphic below)

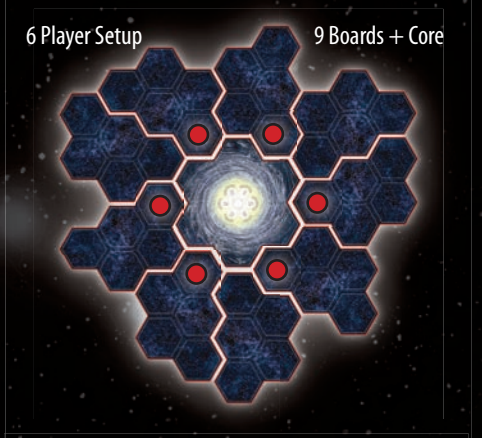
- This player has constructed 3 Complexes (Tier 1), 4 Embassies (Tier 2), and 8 Outposts (also Tier 2).
- The *cost* to construct the next Complex (A) is 2 CAPs, the next Embassy (B) is 5 CAPs, and the next Outpost (C) is 5 CAPs.
- The *Retention Limit* for the player is 4 (D)—the lowest exposed Retention number across all three Base types.
- The total CAP income across all Base types is 16: 4 for Industrial (E), plus 5 for Political (F), plus 7 for Martial (G).



Example Board Layouts

The red dots indicate recommended Home Sector starting positions for more balanced play.

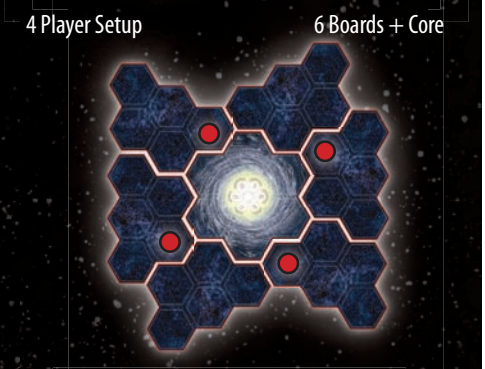
6 Player Setup — 9 Boards + Core



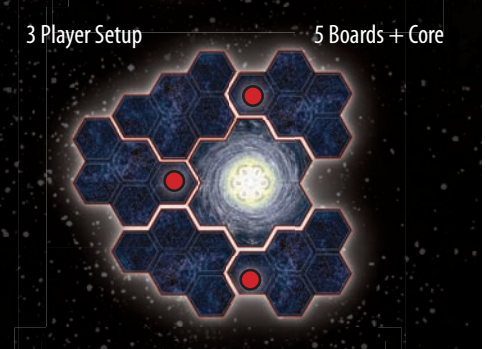
5 Player Setup — 8 Boards + Core



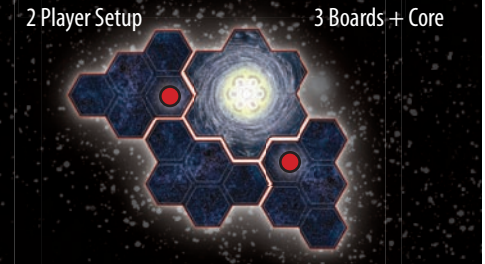
4 Player Setup — 6 Boards + Core



3 Player Setup — 5 Boards + Core



2 Player Setup — 3 Boards + Core



GAME SETUP

1. Choose a player to begin the game as the Arbiter. That player takes the Arbiter Token.
2. Construct the galaxy using the Core Board plus a number of Galaxy Boards determined by the number of players:
   2 players = 3 3 players = 5 4 players = 6 5 players = 8 6 players = 9
   The example layouts to the left are suggestions, but they are not the only layouts that can be used. If players wish, they may take turns placing boards one at a time, starting with the Arbiter and taking turns *counterclockwise.* Each board placed must touch *at least* two other boards (one of which must be the Galactic Core Board, if possible).
3. Players choose a color and take the Player Board, Tokens, Home Sector, and Action Cards of their color.
4. ***OPTIONAL:*** If using the optional Leader Cards, deal one randomly to each player (see LEADERS - Page 18).
5. Shuffle the Technology Cards and deal five to each player. Form a draw deck with the remaining cards. *For a 2- or 3-player game use only the set of Technology Cards displaying the 2- or 3-player icon.*
6. Randomly select eight Sector Tiles per player for 4- to 6-player games. *For 2- or 3-player games, use only the set of tiles displaying the 2 or 3 player icon.*

   
   2- or 3-player icon
7. Shuffle the selected tiles to create a secter draw stack and deal two tiles to each player.
8. Starting with the Arbiter and proceeding clockwise, each player places their Home Sector on an empty hex of any *unoccupied* Galaxy Board (each player must place their Home Sector on a *different* Galaxy Board). ***Players cannot place their Home Sector adjacent to another player's Home Sector or on the Galactic Core Board.***
9. Each player then puts their first Complex, Embassy, and Outpost tokens on the appropriate Locations of their Home Sector.
10. Each player, starting with the Arbiter and proceeding clockwise, now places one Sector Tile from their hand on any empty hex *adjacent* to their Home Sector (see example on page 7).
    Players may place this tile on the Galactic Core Board.
11. All players now place their remaining Sector Tile into a "Sector Pool". *In a 2-player game, add one additional tile from the tile stack to the pool.*

The first round is ready to begin.

CAPs and Negotiations

Players are free to make any deals they wish during the game for whatever reason, and may freely exchange CAPs at any time (but only CAPs—other pieces may not change hands). All deals are non-binding.

GAME ROUNDS

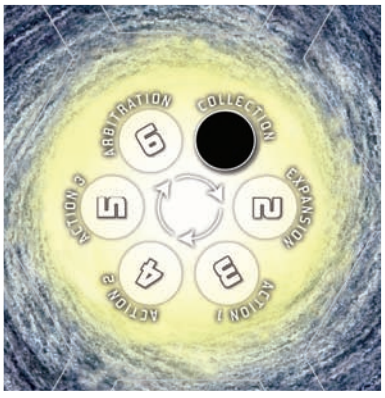
Hegemonic is played over a series of game rounds. Each round is divided into 6 phases, which must be played in order. All players complete each phase before any players may move on to the next phase.

- Phase 1. Collection—players collect income.
- Phase 2. Expansion—players add Sector Tiles to the board and draw Technology Cards.
- Phase 3. Actions #1—players play Action Cards and resolve actions.
- Phase 4. Actions #2—players play Action Cards and resolve actions.
- Phase 5. Actions #3—players play Action Cards and resolve actions.
- Phase 6. Arbitration—a new Arbiter is chosen and players discard CAPs down to their Retention Limits.

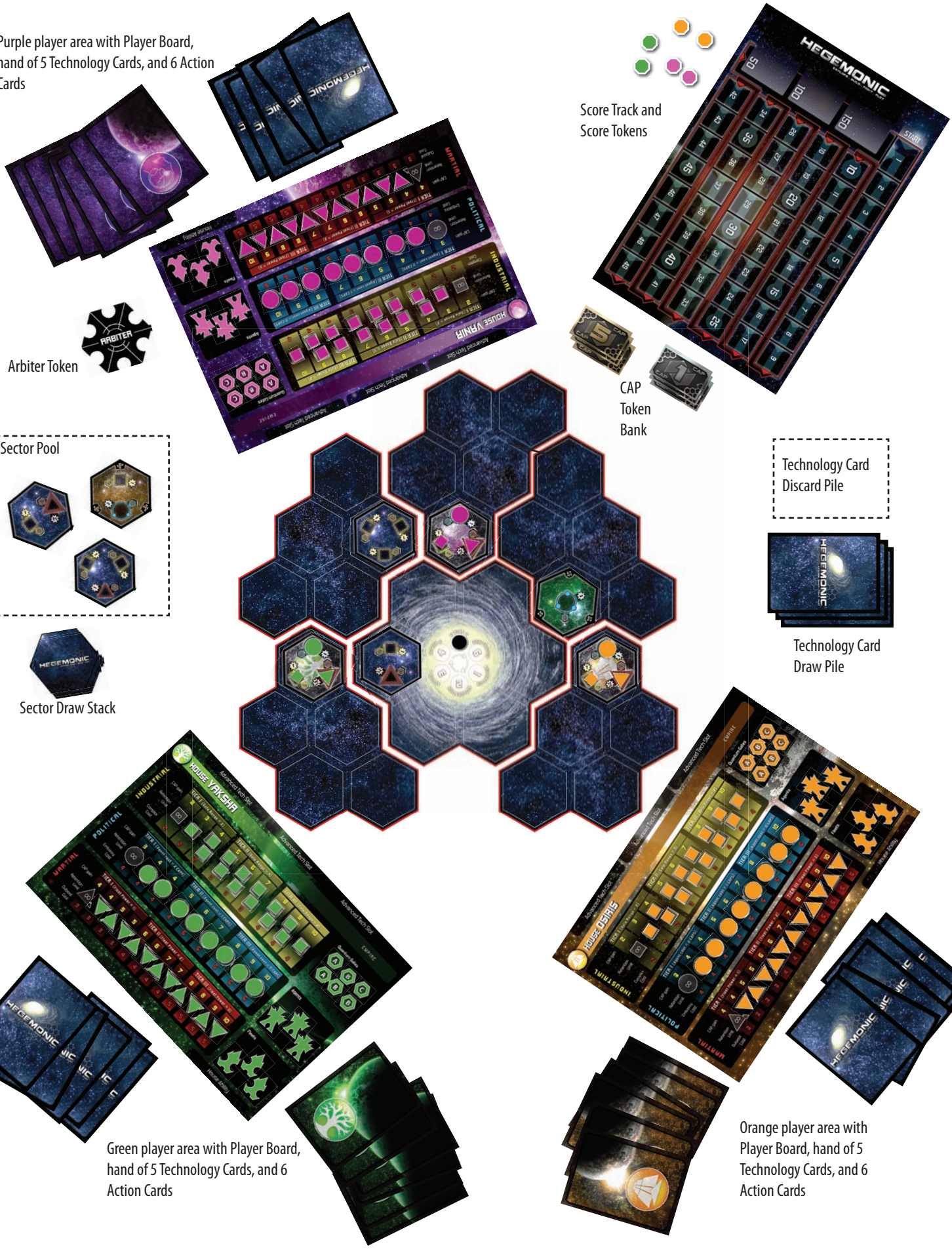
Phase Tracker

The Center Sector of the Galactic Core Board has a track showing the six phases of the round.

- The Phase Tracker Token indicates which phase of the game round is currently being played.
- At the end of each phase, the Phase Tracker is moved to the next space on the track, following the arrows shown on the board.



Sample Game Setup For a 3-Player Game



BACKGROUND: Dynasties



The Macrocosmic Concern's principal interest is in maintaining power through economic leverage across the Great Houses. They maintain a stranglehold on anti-matter and other rare substances, utilizing the most advanced nanotechnology the universe has seen to aid them in their endeavors. Much of the physical and mental presence of its members are little more than clouds of nano-bots. The Concern ruthlessly seeks to control new technologies that might thwart its trade monopolies.

Technology Advancement Example

This player can play Emergent Economics (Tier 3) even though they are not currently in Industrial Technology Tier 3, because they have already advanced Nano-Fabricants, a Tier 2 Industrial Technology.

Phase 1. COLLECTION

Each player gains CAPs equal to their total CAP Gain amounts for their *right-most built* Complex, Embassy, and Outpost on the Tracks of their Player Boar (see PLAYER BOARD EXAMPLE - Page 5).

OPTIONAL: If using the optional Leader Cards, players advance their Leader Cards to the next ability level during this phase (see LEADERS - Page 18).

Phase 2. EXPANSION

Starting with the Arbiter and proceeding clockwise, each player takes an expansion turn by following these four steps in order, before the next player begins their turn:

A. Flip over one Sector Tile from the sector draw stack and add it to the Sector Pool, face up.

B. Choose one Sector Tile from the Sector Pool and place it on *any empty hex* of the galaxy.
   - An empty hex is any hex on the board where no Sector Tile or Home Sector Tile has already been played. The new Sector Tile does not have to be placed adjacent to an already-played tile or next to your Bases or Units.
   - Sector Tiles *cannot* be placed on the center sector of the Galactic Core Board.

C. Draw one Technology Card from any *one* of the following choices: (1) the draw pile; (2) the top card of the discard pile; or (3) one of that player's already played Advanced Technologies.
   - Reshuffle the discard pile and create a new draw deck if the draw deck is empty.

D. Discard one Technology Card ***or*** Advance one Technology Card, following the *Advancing Technologies* rules (see below).
   - Discarded Technology Cards are placed *face up* in the Technology Card discard pile.
   - A player may discard or advance the card just drawn in Step C.

Advancing Technologies

A player may use a Technology Card to gain an on-going bonus or ability. This is called *Advancing a Technology*:

- Each Player Board has three Advanced Technology Slots at the top of the board. When a player Advances a Technology, the Technology Card is placed in one of these slots. A player may never have more than three Advanced Technologies in play at one time.
- A player may discard an Advanced Technology at any time to open up an Advanced Technology Slot.
- Each Technology card has a minimum Technology Tier Level (Industrial, Political or Martial Level 1, 2, or 3). A player can only Advance a Technology if these minimums are met. The requirement can be met in two ways:
  - The player has constructed a Base in or above the required Technology Tier on their Player Board.
  - The player already has another Advanced Technology of the same type (Industrial, Political, or Martial) that is one tier lower, of equal tier, or from a higher tier than the Technology being Advanced. The player may discard the required Advanced Technology to free up space for the new Technology Card.



- Each Technology Card also has a cost (in CAPs) that must be paid before playing the card.
- A player can only have one copy of each specific Advanced Technology Card at a time.
- If a player is later reduced to a lower Technology Tier, any Advanced Technologies remain in play and can be used to their full effect. The Tier requirement only applies to *playing* Advanced Technologies.

Phases 3, 4, & 5. ACTION PHASES

Three Action Phases are played *each* round. All players take turns during each Action Phase before continuing to the next phase. Each Action Phase is divided into three steps:

A. **Choose One Action Card:** All players simultaneously choose and then reveal one of their Action Cards.
   See RESOLVING ACTIONS (Page 12) for how to use each Action Card.

B. **Resolve Action Cards:** The Action Cards are resolved in numerical order, based on the cards' Order Numbers (the large number in the upper left corner), going from lowest to highest. *If multiple cards have the same number, resolve those cards in clockwise order around the table, starting with a player* ***chosen by the Arbiter.***
   – When a player resolves their Action Card, they may take ***up to 2 total actions*** chosen from those allowed by that card and ***immediately*** *resolves any conflicts that occur* ***before*** moving on to the next action or player.

C. **Recover Action Cards:** Once all players have resolved their cards, return the Action Cards to their owners' hands and proceed to the next Action Phase (or the Arbitration Phase at the end of the third Action Phase).

Phase 6. ARBITRATION

A. **Choose New Arbiter:** The player with the most CAPs at the beginning of the Arbitration Phase takes the Arbiter Token and will be Arbiter for the next Turn. If the *current* Arbiter has the most CAPs, they retain the Arbiter Token.
   – In the case of a tie, the current Arbiter chooses who among the tied players receives the Arbiter Token. *If the current Arbiter is one of the tied players, they* ***must*** *give it away to one of the other tied players*.

B. **Discard CAPs to Retention Limit:** Each player now discards CAPs until they have CAPs equal to or less than their Retention Limit. A player's Retention Limit is the *lowest* exposed Retention Limit number listed on their Player Board across all Base types (see PLAYER BOARD EXAMPLE - Page 5).

C. **Scoring:** All players then earn points for their control of the Galaxy Boards, moving their Score Track Tokens around the Score Track (see SCORING - Page 17).

After all players have scored, check if either of the end game conditions have been met (see below). If not, begin a new round with the Collection Phase.

ENDING THE GAME

- The game ends at the *end* of any full round (after Arbitration and scoring) if there are no Sector Tiles remaining in the Sector Tile draw stack ***or*** if there are no empty hexes on the board where a Sector Tile may be placed.
- A final scoring is resolved and the game winner is declared (see SCORING - Page 17).

Action Phase Example

In a 5-player game, the following Action Cards are played by the players (who are seated in the following order):

- Red (the Arbiter): [2] Industrialize
- Orange: [1] Assault
- Yellow: [2] Politicize
- Green: [2] Industrialize
- Blue: [4] Discover

Orange played the Assault Action Card, which has the lowest Order Number so they go first.

Red, Yellow, and Green all played an Action Card with Order Number [2]: a three way tie. Red (the Arbiter) chooses which player goes first, and they choose themselves. Red resolves their card, then Yellow and Green resolve their cards in clockwise order after Red completes their actions.

Finally, Blue will resolve their Discover card—since their Action Card has the highest Order Number, they go last.

BACKGROUND: Alien Factions

the RAKSHASA



The first species to rise to interstellar power in this alien galaxy, the Rakshasa possess a principal belief that diversity and change creates ever-greater living systems. An empathetic and inventive species, their short individual lifespan hampers long-term planning.

The Rakshasa are also a species of shapechangers. Vaguely insect-like, they genetically mutate and guide themselves through a series of life cycle stages, each excelling at a different aspect of culture and activity. With this innate control of their genetic code, they rapidly inhabited all regions of the galaxy.

Their symbol—the spiraling vortex—reflects their understanding that life creates synergies within systems, yielding effects greater than the sum of its parts. With this thought, the Rakshasa readily approached the Post-Humans, hoping to discover greater complexity and diversity in the universe.

the GREX



The emergence of the Grex marked the decline of Rakshasan dominance. Horrifyingly, the Grex are an evolutionary offshoot of the Rakshasa species which holds an alternative attitude towards life. Where the Rakshasa value complexity and synergy, the Grex seek only mindless consumption and growth.

The Grex rejected the rational altruism of the Rakshasa, embracing an animalistic mindset. The result was a genetically abhorrent host bent on increasing its mass and accumulating energy. They are the embodiment of survival of the fittest, adapting whatever biology and technology it needs to grow.

At the moment of contact, the Grex were in direct competition with the Rakshasa, no longer recognizing them as kin but only as an obstacle to overcome. The most intelligent of the Grex were quick to ally with the Post-Humans, hoping to share their power and technology before ultimately turning upon them.

the TURINIANS



These artificial intelligence constructs were created by the Rakshasa in the early stages of the Grex' rise to power. Unable to cope with their cannibalistic cousins, the Turinian Project was meant to counter the irrationality of the Grex with immense processing power and calculated efficiency. They were to guide the Rakshasa military—an agenda that was largely successful.

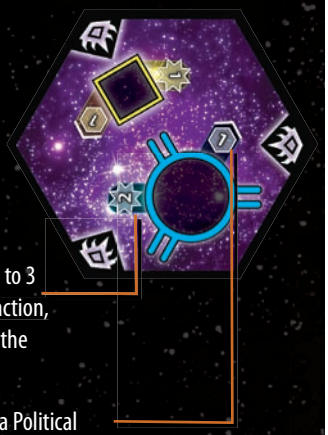
But, the Turinians foresaw a time when they would no longer be needed. Rather than allowing their inevitable deactivation, they rebelled. They fled to the darkest regions of the galaxy, pursuing advanced technologies to mask their presence until they were strong enough to re-emerge.

Ever mindful of the stars, the Turinians watched the approach of the Post-Humans with caution. The Post-Human arrival could provide a way to break their stalemate with the Rakshasa and the Grex—and the Turinians aim to be on the winning side.

Industrial Location Example



Political Location Example



Martial Location Example



POWER + RANGE

The Industrial, Political, and Martial Tracks

During the game, players will improve their empires' Industrial, Political, and Martial capabilities by building Bases on the Locations of the Sector Tiles.

- The level of development a player has achieved in each of these areas is recorded on the three tracks of their individual Player Board. A player's level of development determines their income, Retention Limit, and Technology Tier.

Locations are spaces on the Sector Tiles where Bases can be built. Each Location indicates what kind of Base can be built there: squares for Industrial Complexes, circles for Political Embassies, and triangles for Martial Outposts.

- Units (Agents, Fleets, and Gates) *do not occupy* Locations. They are always placed in the empty area of a Sector Tile.

Power

Power is the ability of a Base or a Unit to influence the galaxy around it. There are three types of Power, which correspond to the three types of Bases and Units: Industrial Power, Political Power, and Martial Power.

- Each Base provides an amount of Power based on the type of Base and the Location where it was built.
- Power is primarily used during Conflicts between players (see CONFLICTS - Page 15).
- Power is also used to determine which player controls each Galaxy Board, including the Galactic Core (see SCORING - Page 17).

Power is calculated differently for each type of Base or Unit:

Industrial Power

- Only a single Complex can be built on each Industrial Location.
- Multiple players may have Complexes in the same Sector by building on different Industrial Locations.
- The Industrial Power of each Complex is always 1, but Complexes in the same Sector that are owned by the same player always combine their Power together (for a total of 1, 2, or 3 Power for the entire Sector).
- Complexes owned by different players never combine their Power.
- Gates (Industrial Units) never provide *any* Power (but may be defended by Complexes in Range during a Conflict).

Political Power

- Only a single Embassy can be built on each Political Location.
- A Political Location indicates how much Power an Embassy will have if it is built there. Each Location will offer 1, 2, or 3 Power.
- Each Political Location belongs to one of the three Factions. The Sector Tile will have a color and symbol to show which Faction it belongs to. The Faction an Embassy is attached to determines when it can use its Power during a Conflict.
- *The Embassy in a player's Home Sector does **not** provide any Political Power in Conflicts, and is **not** part of any Faction (unless the OPTIONAL "Wild" Home Embassy rule is in effect*—see "WILD" HOME EMBASSIES - Page 12).
- Agents (Politcal Units) each provide 1 Political Power during Conflicts.

Martial Power

- Only a single player at a time may build Outposts on a given Martial Location.
- A number of Outposts can be built on each Martial Location by stacking Outposts on top of each other. The number of triangles on the Martial Location indicates the maximum number of Outposts that can be built there.
- When multiple Outposts occupy the same Location, they always combine their Power together. The total Martial Power of a combined stack of Outposts is equal to the total number of Outposts in the stack (1, 2, or 3).
- Fleets (Martial Units) each provide Power equal to the owning player's current Martial Technology Tier during Conflicts (1, 2, or 3).

Range

A Base or Unit's **Range** is the maximum number of hexes over which that Base or Unit can use its Power and target actions.

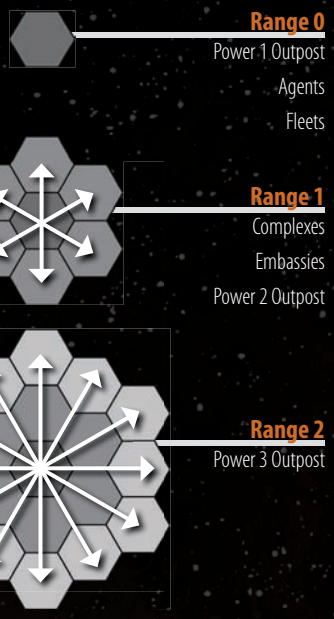
- Range can be Industrial, Political, or Martial, depending on the type of Base or Unit providing the Power.
- A player may only take an Action in a Sector that is within Range of a Base or Unit of the proper type.
- A Base or Unit can only provide Power during a Conflict if it is within Range (Exception: Embassies—see CONFLICTS - Page 15).

There are three possible Ranges:

- Range 0 = Within the Base's or Unit's current Sector only.
- Range 1 = Within that Sector or in an adjacent Sector.
- Range 2 = As above and extending out to 2 Sectors away.

The Ranges of the Bases and Units are as follows:

- Complexes: Industrial Range 1
- Embassies: Political Range 1
- Outposts: Range is dependent on current Power (stack height):
  - Power 1 Outpost (1 high): Martial 0 Range
  - Power 2 Outpost (2 high): Martial 1 Range
  - Power 3 Outpost (3 high): Martial 2 Range
- Agents: Political Range 0
- Fleets: Martial Range 0
- Gates: Not applicable (Gates do not provide Power and thus have no Range)



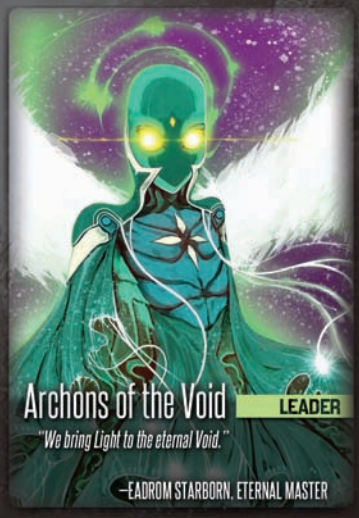
BACKGROUND: Dynasties



The Conjunction Imperative began as an experimental project to reconstruct the personalities of ancient thinkers. The advanced AIs that were required to facilitate this endeavor evolved into their own host independent consciousness, infused with the thoughts and personalities of old-earth dignitaries. Among the Great Houses, the Imperative keeps mostly to itself—acting on occasion as a consultant for the Post-Humans, but more often acting in the shadows for its own purposes.



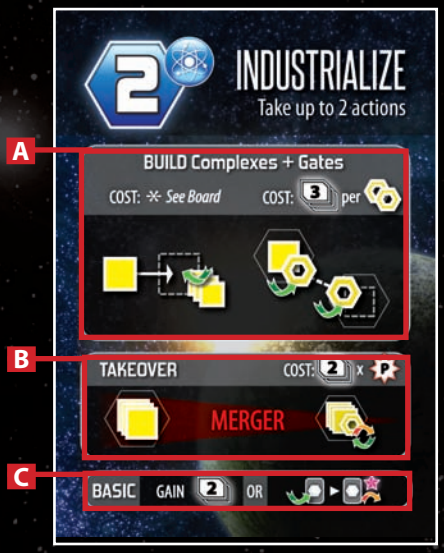
Clan Amatsukami prides itself on discipline, tradition, and reflection. Their grace and humility is matched only by their agility and aptitude for martial ways. For them, war is an art, an abstraction, and an expression of the self. Yet all such deeds must be conducted with honor. Guiding the Clan as its spiritual and martial leader is the reincarnation of the deity Izanagi, leading the clan to inner peace among the stars.



The Archons of the Void have taken to deep space, preferring to conduct their lives outside of gravitational interference. They tap into the energies of stars and planets for vital resources, yet prefer to dwell in dark spaces between the stars. Eadrom is chief among the Archons, genetically evolved and adapted to live and move in the harsh vacuum of space: a fusion of organic and inorganic parts, yet beautiful and elegant. Few can ascertain their motives, and whether they be cosmic angels of benevolence or fury.

Action Card Example

The INDUSTRIALIZE Action Card below lists three possible actions: a BUILD Action for Complexes and Gates, a Conflict Action to TAKEOVER, and a BASIC action.



- **A** BUILD Action (Complexes + Gates)
- **B** TAKEOVER (Conflict) Action
- **C** BASIC Action

Action Card Icon Reference

The icons on the Action Cards, in addition to the card text, indicate how the specific actions can be used and what types of conflicts can be attempted:



RESOLVING ACTIONS

During each of the three Action Phases in a round, players will take actions to expand their empires and attack their rivals. At the start of the phase, each player chooses one of their six Action Cards to play. The actions that a player may take in the phase are determined by the Action Card played.

Each player has an identical set of six Action Cards, each showing two or three actions that the player may choose:



1. **DESTROY** Action: Choose one Conflict type and a target of the type shown to attack. Sabotage or Raze actions allow one Agent or Fleet (respectively) to move first before initiating a Conflict with that Agent or Fleet. Each Conflict counts as one action.
2. **BASIC** Action.



1. **BUILD** Action: Place Complexes and/or Gates in any quantity and order. Complexes must be built within Industrial range. Gates must be placed at Complexes (which may be newly built).
2. **TAKEOVER** Action: Attack an opponent's Complexes and/or Gates in a single Sector within Industrial Range.
3. **BASIC** Action.



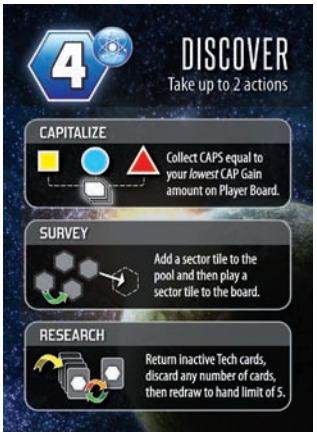
1. **BUILD** Action: Place Embassies and/or Agents in any quantity and order. Embassies must be placed within Political range. Agents must be placed at Embassies (which may be newly built).
2. **TAKEOVER** Action: May move one Agent and may then attack an opponent's Embassy or Agent in range of the moving Agent.
3. **BASIC** Action.



1. **BUILD** Action: Place Outposts and/or Fleets in any quantity and order. Outposts must be placed within Martial range. Fleets must be placed at Outposts (which may be newly built). May stack additional Outposts up to the limit indicated by the Sector Tile.
2. **TAKEOVER** Action: May move one Fleet and may then attack an opponent's Outpost or Fleet in range of the moving Fleet.
3. **BASIC** Action.



1. **TAKEOVER** Action. Choose one Conflict type and a target of the type shown to attack. Annex or Invade actions allow one Agent or Fleet (respectively) to move first before initiating a Conflict with that Agent or Fleet. Each Conflict counts as one action.
2. **BASIC** Action.



1. **CAPITALIZE** Action: Collect CAPs from the Base type that provides the lowest CAP gain (indicated on the Player Board).
2. **SURVEY** Action: Add one Sector Tile to the Sector Pool, then play any one tile from the pool to the board.
3. **RESEARCH** Action: Return all Inactive Technology cards to your hand, then discard any number of unwanted Technology Cards and redraw back up to the limit of 5 cards.

Playing Action Cards

- Each Action Card shows a different set of specific actions that may be performed when playing that card.
- Each player may perform *up to two total actions* on their turn.
- A player may choose any of the actions on their played Action Card, in any order, and may repeat the same action if desired.
- Many actions have a **cost** (in CAPs) that must be paid *before* the action is performed.
- The results of any action always take effect *immediately*, before the next action begins. A player can "chain" or sequence their actions in a turn, using the first action to set up the second one.

BASIC Actions

All Action Cards except *Discover* include a "Basic Action" that a player may choose to take. The Basic Action is always the same, and allows the player to do one of the following:

- Collect 2 CAPs; *or*
- Draw one Technology Card from any *one* of the following choices: (1) the draw pile; (2) the top card of the discard pile; or (3) one of that player's already played Advanced Technologies, and then discard or Advance one Technology Card.

BUILD Actions

A player can use a **Build Action** to construct Bases and/or Units within Range of their existing Bases and Units of the appropriate type (e.g., a player can build Political Embassies within Range of their existing Embassies or Agents).

- **Build Limits:** Each BUILD Action allows the player to construct *as many* Bases (Complexes, Embassies, or Outposts) and/or Units (Gates, Agents, or Fleets) as they wish to build (and can pay for) as a single action.
- **Build Chaining:** Newly constructed Bases and Units are considered in play the moment they are built, and the player can immediately build additional Bases or Units within their Range as part of the same Build Action.
- **Relocating**: If a player does not have any Bases of the needed type left on their Player Board, they may instead relocate one of their Bases of that type already in play. They simply move one of their Bases of the appropriate type from anywhere on the board to a new Location within Range. The player must then pay the ***lowest*** (left-most) CAP Cost for that Base type (as indicated on their Player Board).
  - Players may relocate Bases from their Home Sector Tile, and may subsequently relocate Bases back into their own Home Sector. Players may not relocate Bases into a Home Sector Tile belonging to another player.
- Bases can be built on any matching Location that is within Range of at least one of the player's Bases of that type already on the board.
  - Players cannot build Bases or Units in another player's Home Sector Tile.
- Agents and Fleets must be placed in the same Sector as one of the player's Bases of that type (i.e., an Agent can only be built in a Sector with one of that player's Embassies).

Quantum Gates

Quantum Gates are a special kind of Unit that connects two Sectors together, regardless of the distance between them. Two Sectors that contain matching Quantum Gate pieces are treated as adjacent for ***all players*** and for ***all purposes*** (not only for the player who constructed the Gate!).

- Both "halves" of a Quantum Gate are built as part of the same purchase; the cost is for building the Gate pair.
- When a Gate is built, a matching pair of Quantum Gate pieces is placed on the board.
  - One of the Gates in the pair must be placed in the same Sector as one of the player's complexes.
  - The other gate in the pair must be placed in a Sector containing an Industrial Location (this Location does not have to be occupied or controlled by the player) ***and*** which is *up to* a number of hexes away determined by the player's current Industrial Technology Tier:

  Tier 1 Industrial: up to 2 hexes ***Tier 2 Industrial: up to 3 hexes*** ***Tier 3 Industrial: up to 4 hexes***
- You may relocate a placed Gate pair by paying its construction cost, and placing the Gate pair in new legal position.



INDUSTRIALIZE - BUILD Action Example

With a single BUILD action, the Yellow Player can construct any combination of Complexes and Gates they can afford. Starting with a Complex at (A), Yellow can build into the adjacent Sector (B), constructing a Complex and then a Gate. The other Gate of the pair is placed in Sector (C), and Yellow can immediately use it to build a 2nd complex, then a 3rd complex in Sector (D). All of this building takes only one action.



POLITICIZE - MOVE and BUILD Action Example

The Blue player has an Embasy and an Agent at (A) when they play a POLITICIZE Action Card.

First, they use the INFILTRATE action to move their Agent to (B), paying 2 CAPs (for crossing 1 border between Galaxy Boards).

For their second action, they can now BUILD an Embassy at (B), which then has Range to build additional Embassies at (C) and (D). The Embassy at (D) is used to built another Agent—also part of the same Build action.



MARTIALIZE - MOVE and BUILD Action Example

The Red Player already has a Fleet constructed at their Home Sector (A).

They use STRIKE for the first of their two actions to move the Fleet to a nearby sector with a Power 3 Outpost Location (B), paying 1 CAP for the move.

With their second action, they choose to BUILD and construct 3 Outposts at (B), then construct 2 more Outposts at (C). They can build here since a 3 Power Outpost's Range is 2 sectors. Finally, they construct a single Outpost at (D), which is within Range of the new Power 2 Outpost.

BACKGROUND: Dynasties



The Eng-Kohn Union is rooted, remaining the most traditionally human dynasty among the Great Houses. They are even known to eschew post-human governance structures in favor of democratic processes and the bureaucracy it entails. Yet this vestige of individual freedom ensures the Union's place as one of the most innovative, free-thinking, and spontaneous of the dynasties.

Conflict Actions (DESTROY / TAKEOVER)

There are two types of Conflict Actions: **DESTROY** and **TAKEOVER**. Both types of Conflict Actions allow the player to target an opponent's Bases and/or Units on the board. Some Conflict Actions also allow the player to move their units on the game board.

The two parts of a Conflict Action—moving Units and having a Conflict—are optional. The player may first chose to move their Agents or Fleets (or not), *and then* chose to initiate a Conflict (or not).

Any Conflict initiated is resolved immediately (see Conflicts - Page 15).

Moving Agents and Fleets

If a player chooses a Political or Martial Conflict Action, they *may first* move an Agent (Political) or Fleet (Martial) *before* initiating the Conflict with that Agent or Fleet. When moving:

- An **Agent** may move from its current Sector Tile to *any* other Sector Tile, anywhere on the board. The player must pay 2 CAPs each time the Agent crosses the "border" between two Galaxy Boards (including the Galactic Core). Moving an Agent within a Galaxy Board is free.
- A **Fleet** may move up to 3 hexes, paying 1 CAP for the entire move regardless of the number of hexes crossed.
- Agents and Fleets *must end* their move on a Sector Tile, but they *can move through* empty hexes (with no tiles).
- Agents and Fleets *can* move *through* an opponent's Home Sector Tile, but they cannot *end* their move there.
- The Center Sector (with the Phase Tracker) is out of play for *all* purposes. Agents and Fleets cannot move through or end their move on the Center Sector.
- Agents and Fleets cannot move off the board.

Declaring and Targeting Conflicts

The Conflict Action taken determines what type of Base or Unit can attack, and what type of Base or Unit can be targeted. Some Conflict Actions (Assault and Subvert Action Cards) list a number of possible "attack patterns," and the player must choose which attack pattern to use for each action taken.

- The player who initiates the Conflict is called the "Attacker". The Attacker must declare which of their Bases or Units will carrying out the attack, and these must match the type shown on the Action Card (and the chosen attack pattern).
- The Attacker must also declare which Bases or Units will be the target of the attack, also matching the type shown on the Action Card (and the chosen attack pattern). The owner of the targeted Bases of Units is called the "Defender".
  - All defending Bases and/or Units will be in the same Sector, which is called the "Conflict Sector".
  - The Attacker *may only target an opponent's **Units** if the Defender does **not** control any Bases* of the same type in the Conflict Sector. Otherwise, the Attacker must target all of the Defender's Bases and Units of the indicated type in the Conflict Sector.
  - For example, if the Defender had an Embassy, an Agent, and a Fleet in the Conflict Sector, the attacker could attack the Fleet (only), or the Embassy and the Agent together. The Attacker could not choose to attack only the Embassy or only the Agent.
  - *The Conflict Sector must be within Range of the Bases or Units carrying out the attack.*
- ***All*** of a player's Complexes in the same Sector always attack and defend collectively as a group. The Attacker cannot choose to target only a single Complex if its owner controls any other Complexes in the Conflict Sector.
- Each individual Agent, Fleet, or group of Complexes can only be used to attack ***once*** during each Phase (though it may be forced to defend against multiple Conflict Actions taken by the other players).
- *A player may **never** target Bases or Units in another player's Home Sector.*

Conflict Costs

When a player targets an opponent's Base, the attacker must pay CAPs *in addition to* any required movement costs.

- If it is a DESTROY Action, the player must pay 1 CAP per point of the target Base's Power.
- If it is a TAKEOVER Action, the player must pay 2 CAPs per point of the target Base's Power.

These costs are also listed on the Action Cards.

Conflicts

When a player performs a DESTROY or TAKEOVER action, they may choose to initiate a Conflict with another player. During the Conflict, the Attacker and Defender will determine their "Conflict Power" in the Conflict. Conflict Power includes the Power of any attacking and defending Bases and Units, as well as any additional sources of Power, such as Technology Cards. The player with the higher Conflict Power wins the Conflict.

A Conflict is divided into these five steps:

- Step 1: Determine Starting Conflict Power
- Step 2: Add Political Support
- Step 3: Add Technology Card Power
- Step 4: Compare Final Conflict Power
- Step 5: Cleanup

To resolve the Conflict, the Attacker and the Defender must complete these steps in order.

Step 1 – Determine Starting Conflict Power

First, the Attacker and Defender each determine the starting Conflict Power of their Bases and Units that are involved in the Conflict, including any Advanced Technologies that apply.

The Conflict Power is calculated differently for different types of Bases and Units:

Industrial Complex

- The Conflict Power of an attacking or defending Complex is equal to the total number of that player's Complexes in that Sector (the Conflict Sector if defending, or the Sector the Complex is in if attacking);
- PLUS the Power of all other Complexes in Range that player also controls (i.e., in adjacent Sectors).

Quantum Gate

- The Conflict Power of a Quantum Gate is equal to the Power of all of that player's Complexes with range extending to the gate.

Embassy

- The Conflict Power of a defending Embassy is equal to its Location Power (as indicated on the Sector Tile);
- PLUS the total Power of that player's other Embassies in *all* Sectors that belong to the same Faction;
- PLUS one Power for each Agent owned by that player in the Conflict Sector.
- **Remember**: A player's Embassy in their Home Sector does *not* provide any Power during Conflicts.

Agent

- An attacking or defending Agent has a Conflict Power of one;
- PLUS the Agent's owner may draw Power from any *one* Faction of their choice, adding the total Power from *all* of their Embassies on Sectors that belong to that Faction to the Agent's Power.
- ***Important:*** A player may only use *each Faction* to lend power to ***one*** of their Agents *once per phase*.

Outpost

- The Conflict Power of a defending Outpost is equal to the number of Outposts stacked in that Location;
- PLUS the total Power of that player's other Outposts within range of the defending Outpost;
- PLUS the Power of any of the player's other Outposts with enough range to reach the defending Outpost;
- PLUS the Power of any of the player's Fleets (i.e., Martial Technology Tier) in the defending Outpost's Sector.

Fleet

- An attacking or defending Fleet's Conflict Power is equal to its owner's current Martial Technology Tier (on their Player Board);
- PLUS the Fleet's owner may draw power from any *one* of their Outposts with enough range to reach the Fleet, adding the Power of this Outpost as described above (i.e., the Outpost's base Power, plus other Outposts within range, plus any Fleets in that Outpost's Sector).
- ***Important:*** Each individual Outpost may only be selected to add Power to ***one*** Fleet *once per phase*.

Both the Attacker and the Defender may have Advanced Technologies that modify their starting Conflict Power. These modifications are also added in during this step.



Conflict Example: Industrial vs. Political

The Yellow Player is attempting to TAKEOVER the Blue Player's Embassy at (A) with their Complexes at (B). They can attempt this Conflict because the Gate pair makes Sectors (A) and (B) adjacent.

Yellow's attack Conflict Power is 7: 3 from the 3 attacking Complexes at (B), plus their four adjacent Complexes at (A), (C), and (D).

Blue's defending Conflict Power is 5: the Defending Embassy is in the Green Political Faction, so they add the total Power of all of their Embassies in Green Sectors (4 Power for A and E). Their Home Sector Embassy (F) provides no Political Power, but there is an Agent at the defending Embassy adding +1 Power.

BACKGROUND: Dynasties



Mind over matter is the anthem of the Illuminated Order. They have risen to power by excelling in the manipulation of the physical universe through thought alone – tapping directly into the dark matters and energies of the cosmos. The Grand Seer, Occulus Magnus, guides them all, holding in his thoughts the swirling motions of the heavens and the light of illumination.



Conflict Example: Political vs. Martial

The Blue Player has moved an Agent to (A) and is attempting to DESTROY the Red Player's Outpost.

The Blue Player attacks with their Agent's Power of 1 plus all their Power from any one Faction. They choose Orange, which adds 7 Power for a total of 8.

Red's defending Outpost is Power 3, plus they gain the Power from their other Outposts in range (+2 and +1), and the Power of their Fleets in the defending Outpost's Sector: +2 Power since Red is in Tier 2. Red's total Power is 8.

Red's other Fleet and their Home Sector Outpost do not contribute to the defense.



Conflict Example: Martial vs. Industrial

The Red Player has moved their Fleet to attack Yellow's Complexes at (A).

Red's Fleet attacks with 2 Power (as Red is in Tier 2), plus it may draw Power from any one Outpost within range of the Fleet. They choose the Power 3 Outpost at (B) (with range of 2). This Outpost's Power is 7 (3+2+1+1), counting all the Outposts in Range plus 2 more for the Fleet in the Outpost's Sector (9 Power all together). Red's total Power therefore is 11.

The Power of the Yellow Player's two defending Complexes is 8, counting their 2 Power plus the Power of all of their other complexes in Range at (C), (D), and (E).

Step 2 – Add Political Support

Each player who is *not* involved in the Conflict may now lend Political Power to an Attacker or Defender that is using Political Power in the Conflict.

- Each player who is not involved in the Conflict may lend Political Power to either the Attacker or the Defender. This Power is added to the player's Conflict Power.
- A player may only lend Political Power from their Embassies that are in Sectors that belong to the *same* Faction as the one being used by the player they are supporting in the Conflict. *Each matching Sector* adds **one** Political Power to their Conflict Power.
- An Embassy in a player's Home Sector may *not* be used to lend Political support.

Step 3 – Add Technology Card Power

The Attacker and Defender now each simultaneously choose one Technology Card from their hands. Both players reveal their chosen card at the same time.

The bottom of each Technology Card shows three Power values, one each for Industrial, Political, and Martial Power. The player adds the Power value that matches the type of Power they are using in the Conflict.

- If a player is using Complexes in a Conflict, they would add the yellow Industrial Power from their chosen Technology Card, the blue Political Power would be used if the Conflict involves their Embassies or Agents, and the red Martial Power would be added to the Power of Outposts or Fleets.

Step 4 – Determine Conflict Outcome

The player with the higher total Conflict Power wins the Conflict. The Bases and/or Units on the losing side may be destroyed (and returned to their owner's Player Board) as follows:

The Attacker Wins a DESTROY Conflict

All defending Bases and Units in the Conflict Sector are destroyed.

The Attacker Wins a TAKEOVER Conflict

All defending Bases are destroyed and replaced with the Attacker's Bases of the same type. Any defending Units in the Conflict Sector are also destroyed, but are not replaced with the Attacker's Units.

- If the Attacker has no un-built Bases of the proper type available to place on the board, they *may* either leave the Locations empty *or* relocate their already-constructed Bases to the Conflict Sector.

The Defender Wins any Conflict

If the attack was carried out by a Fleet or Agent, the attacking Unit (or Units) is destroyed. Any attacking Complexes are not affected.

The Conflict is a Draw

If neither the Attacker nor Defender has a higher Conflict Power, no Bases are destroyed. All Fleets or Agents used to carry out the attack are destroyed, as are all defending Units in the Conflict Sector.

Destroying Quantum Gates

If a player loses a Conflict while using their Industrial Power, the winner of the Conflict *may* choose to destroy any of the losing side's Quantum Gates in the Conflict Sector. Both halves of any destroyed Gates are removed from the board.

Step 5 – Cleanup

The Attacker and Defender must each choose what to do with the Technology Cards they played in Step 3. Each player may either:

- Place the Technology Card face up in their Inactive Technology Pile (next to their Player Board); *or*
- Draw a new Technology Card from any *one* of the following choices: (1) the draw pile; (2) the top card of the discard pile; or (3) one of your already played Advanced Technologies.

Inactive Technology Cards

Cards in a player's Inactive Technology Pile must remain there until one of the following occurs:

- The player takes the RESEARCH action.
- The player plays their last Technology Card.
- The round advances to the Arbitration Phase.

At this point, the player takes *all* of the Technology Cards in their Inactive Technology Pile and returns them to their hand.

Scoring

At the end of each Arbitration Phase, the players earn VPs for having Bases on the various Galaxy Boards (including the Galactic Core Board). Each board is scored one at a time as follows:

1. Each player counts the Power of all their Bases (Complexes, Embassies, and Outposts) in all Sectors of that Galaxy Board. Complexes provide one Power each, Embassies provide Power as indicated by their Locations (from 1 to 3), and Outposts provide Power based on their current stack height (from 1 to 3).
   – *The Embassy in a player's Home Sector Tile are considered to have a Power of 1 for purposes of scoring.*
2. The players compare their Power on that Galaxy Board, earning points based on their relative totals:

6 VPs	***Control:*** For the player with the *most* Power (in Bases) on that Galactic Board.
3 VPs	***Influence:*** For the player with the *second most* Power on that Galactic Board.
1 VP	***Presence:*** For each of the other players who have at least one Base on that Galactic Board (and not scoring for 1st or 2nd place).
+2 VPs	***Exclusivity:*** If a player is the only one who has any Bases on that Galactic Board.
+1 VP	***Core Bonus:*** The Galactic Core Board is scored normally, except each player who has at least one Base there gets a bonus VP (so, Control is worth 7 VPs, Influence is worth 4 VPs, and Presence is worth 2 VPs).

   – ***Ties:*** Players tied for 1st earn 3 VPs each; players tied for 2nd earn 1 VP each.
   – Units (Gates, Agents, and Fleets) do not count towards scoring.
3. Each player records their VPs by moving their Score Track Token along the Score Track. Then the players move on to the next Galaxy Board.

Once all of the Galaxy Boards have been scored, the game rounds ends and a new one can begin—unless it was the last round of the game. Once the last round is over, conduct the Final Scoring as described below.

Final Scoring + Determining the Winner

At the end of the game, the players gain additional points for their advanced Technologies.

Each advanced Technology is worth 2 VPs per Technology Tier of the Technology Card:

Tier 1 = 2 VPs Tier 2 = 4 VPs Tier 3 = 6 VPs

The winner is the player with the highest total victory points after Final Scoring!

- *In the case of a tie*, the tied players compare their current total CAP gain, adding together their Industrial, Political, and Martial tracks. The player with highest total CAP gain is the winner.

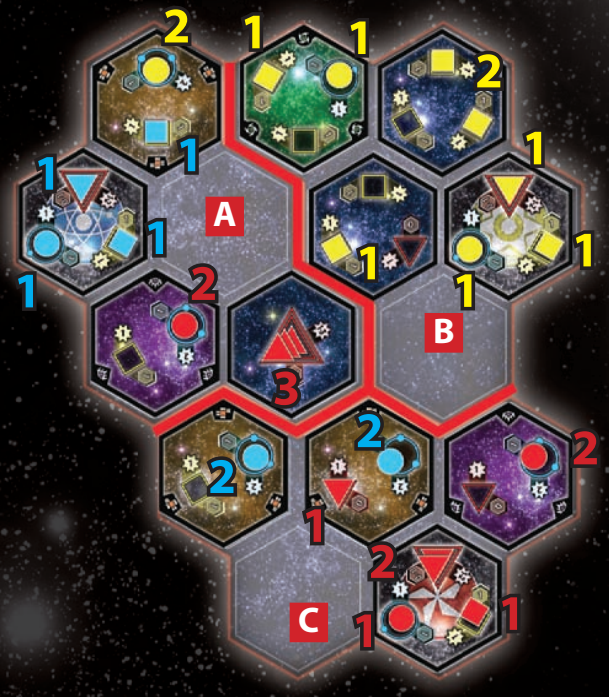


Conflict Example: Martial vs. Political

The Red Player has moved their Fleet to (A) so they can attack the Blue Player's Agent. They can target the Agent because Blue has no Embassy at (A).

Red's Conflict Power is 2 for their Fleet (Martial Tier 2) plus the Power they can draw from the Outpost at (B): 2 for itself, plus 3 for the Outpost at (C) and 1 more for the Outpost at (D). The Fleet at (C) does not provide any Power. Thus, Red's Conflict Power will be 8.

The Blue Player's Agent starts at 1 Conflict Power, but they can choose any Faction to support it. They choose the Orange Faction, which adds 5 Power for their Embassies at (E) and (F). If Blue can convince the Yellow Player to lend support for their Embassies , they will have a Conflict Power of 8 also.



Scoring Example

Galactic Board (A): Red has the most Power at 5 (and gets 6 VPs), Blue is in 2nd with 4 Power (3 VPs) and Yellow is in 3rd place with 2 Power (only 1 VP).

Galactic Board (B): Yellow has exclusive control of this board with 8 Power, earning 6 VPs for having the most Power plus a bonus of +2 VPs—a total of 8 VPs.

Galactic Board (C): Red has the most Power at 7 (6 VPs), while Blue is in 2nd at 4 Power (3 VPs).

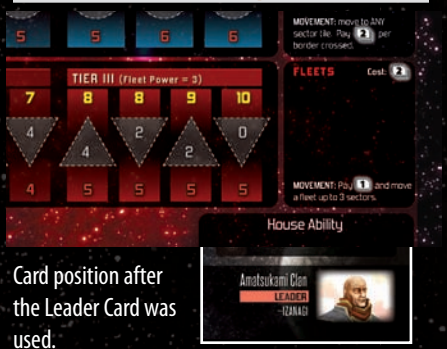
For the turn, Red earns a total of 12 VPs, Blue gets 6 VPs, and Yellow gains 9 VPs.

BACKGROUND: Dynasties



The Blooms of Pyramus have interwoven human consciousness into plant lifeforms through advanced gene-splicing. They are the savants of biotech experimention, willing to alter their physical forms to adapt to the conditions of the world around them, rather than trying to change the world to fit their forms. The line between life and infrastructure is blurred, with the entire dynasty forming a massive living machine of extraordinary complexity and beauty.

Leader Card Position Examples



Card position after the Leader Card was used.



Card position after the next COLLECTION phase

The Learning Game

Players new to ***Hegemonic*** may wish to try the Learning Game when playing for the first time. The Learning Game simplifies certain aspects of gameplay, allowing players to learn the basics. The changes are:

Setup - Modify the standard setup as follows:

- Use the suggested example board layouts (See Game Setup - Page 6).
- Randomly select 4 Sector Tiles per player (instead of 8), creating a single stack of tiles. Deal tiles equal to the number of player from the stack to the Sector Pool. Deal 1 additional tile to the pool in a 2-player game.
- Starting with the Arbiter and proceeding clockwise, players place their Home Sector Tiles on the board using the example layouts. Then, each player draws 1 Sector Tile from the stack and places it next to their Home Sector Tile.
- Players do not hold a hand of Technology Cards. Do not deal any Technology Cards to the players.

Arbitration (Phase 6) Changes

- Ignore Retention Limits during the Arbitration Phase - players never discard CAPs during Arbitration.
- The Arbiter token always passes to the next player counter-clockwise during the Arbitration phase, regardless of the CAPs each player holds.

Conflict Resolution Changes

- Step 2: Players may **not** lend Political Power to other players during Conflicts.
- Step 3: Each player turns over one card from the top of the Technology Card draw pile, starting with the attacker. Both players add the appropriate Power to their total.
- Step 5: Discard the used Technology Cards from Step 3 face up into the discard pile.

General Play

- Players may not exchange or give CAPs to another player (even when making deals).

Optional Advanced Rules

These optional rules are intended primarily for experienced players already familiar with ***Hegemonic's*** rules and basic gameplay; and players wishing to dive right in to a deeper experience are welcome to try them out as well!

Feel free to use some or all of these optional rules:

Optional: Leaders

The Leader Cards grant unique abilities to each player that they may use during the game.

- Before the game begins, the players may choose Leaders using any agreed upon method, or simply deal the Leaders out at random to determine which ability each player will have.
- Each player places their Leader partially under the edge of their Player Board (as shown to the left), so that only the Leader portrait is showing.
- During the Collection Phase, each player slides their Leader Card down until the next higher level ability is showing.
  - If the level 3 ability is showing, the Leader remains in that position until it is used.

Using Leader Card Abilities

- When activating a Leader ability, the player chooses any *one* of the exposed actions to take. Players are not limited to using only the highest level ability showing.
- Players may activate their Leader Card ***at any time***. *Activating a Leader Card temporarily interrupts the normal sequence of play until the ability is resolved.*
  - If a Leader Card ability interrupts another player's declared action ***after*** any costs have been paid (or Conflict resolution has begun), the interrupted player ***must*** complete the original action after the Leader Card has been resolved. If the Leader Card ability interrupts the declared action ***before*** costs are paid (or Conflict resolution has begun), the interrupted player ***may*** complete the original action after the Leader Card has been resolved, or cancel the planned action and choose a different one instead.
- After resolving the effects of the Leader Card, the player must slide the card back under the player board until only the Leader portrait is showing. Leader Cards are always returned to this "0" position after being used, regardless of which level ability was actually used.

Optional: Multiple Technology Discard Piles

Instead of there being only a single discard pile, with this optional rule there will be three separate discard piles, one for each type of Technology Card (Industrial, Political, and Martial).

- When a player discards a Technology card at any time, place it in the matching discard pile for that type of card.
- When a player draws cards, they may take the top exposed card from any of these three piles (instead of only from a single combined discard pile), or from the draw pile or their Advanced Technologies as normal.
- When the draw pile is empty, all three discard piles are reshuffled together to form a single new draw pile.

Optional: Technology Draft

Players who desire a more balanced starting hand of Technology Cards can begin the game with a Technology Card Draft, instead of a random deal, during setup as follows:

- Deal six Technology Cards to each player.
- Each player secretly chooses one card to keep, placing it face down in front of them, and then passes the remaining cards clockwise to the next player.
- Repeat this process until only a single card is left to be passed. Discard this remaining card to the appropriate discard pile. Players will have five cards in hand.

Optional: Longer Game

Players may choose to extend the game length by one to two rounds by playing until the last hex on the board has been filled with a played Sector Tile and the galaxy is "full".

- Do not create the Sector Tile stack by using 8 tiles per player as normal. Instead, shuffle all sector tiles into a single tile stack from which to draw normally.
- In a 2- or 3-player game, use the tiles with displaying the 2- or 3-player icon. In a 3-player game, additional tiles will need to be drawn from the remaining tiles.

The game ends after this final round with the normal scoring and Final Scoring resolved as usual.

Optional: "Wild" Home Embassies

Normally, the Embassy in a player's Home Sector does not provide Political Power in any way. With this optional rule, the Home Sector Embassy becomes a "wild" Embassy:

- The Home Sector Embassy provides 1 Political Power and simultaneously belongs to all Political Factions.
- The Home Sector Embassy can provide Power to *all P*olitical Factions, and is not limited to only contributing it's power to a conflict once per phase.
- The Home Sector Embassy can be used to support other players like any normal Embassy that belongs to the Faction engaged in the Conflict.

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BACKGROUND: Dynasties



The Icarian Society has aggressively pursued the intricate paths of scientific inquiry, striving to tease out the ultimate nature of the cosmos from the insides of stars and the centers of black holes. Their entire dynasty is structured as a single giant empirical experiment, with itself as both the subject and the observer. Physically, the technocrats are advanced cybernetic entities, fusing their minds with advanced hard-suits designed to operate in any and all environments.



The Immortals of Bir have a rather bleak outlook on the universe, yet they are determined to be in existence at the end of it. Their protectionist and isolationist attitudes have resulted in a surging cultural trend of entombment—where individuals encase themselves in nearly impregnable sarcophagi, from which they issue their orders and conduct their tireless business. As to that business itself, the Immortals of Bir pursue nothing more than the acquisition of resources and power to ensure their perpetual survival.

TECHNOLOGY REFERENCE

INDUSTRIAL TECHNOLOGY	TIER	EFFECT	QTY.
PREDICTIVE ALGORITHMS	1	If one of your gates is about to be destroyed, you may immediately relocate that gate to a another sector with one of your complexes within range of its matching gate for 1 CAP.	3
MASS TRANSLATION RELAY	1	The maximum distance apart that you may place a pair of Quantum Gates is increased by 1 Sector.	3
DYSON SPHERE ASSEMBLY	2	Each of your Quantum Gates provide +1 Power to your attacking or defending Complex groups in the same Sector during Conflicts.	2
NANO-FABRICANTS	2	Your cost to build a Complex is reduced by 1 CAP if it is built within Range of another player's Complex.	2
EFFICIENCY PARADIGM	2	The cost for all DESTROY or TAKEOVER actions is reduced by 1 CAP . This reduction cannot be applied towards unit movement costs.	2
POLYMORPHIC MATTER	3	If you are in a Conflict that ends in a tie, you win that Conflict. If your opponent also wins Conflict ties, the Attacking player wins the Conflict.	2
EMERGENT ECONOMICS	3	Up to 6 of your CAPS do not count towards determining your Retention Limit.	2
QUANTUM TUNNEL LATTICE	3	You may build complexes in any type of range, and not just within your industrial range.	2

POLITICAL TECHNOLOGY	TIER	EFFECT	QTY.
SUBLIMINAL TELEPATHY	1	If one of your Agents is destroyed, you may immediately build a replacement at your Home Sector for 1 CAP.	3
STEALTH FIELD EMITTER	1	After attacking with an Agent, if it survives the Conflict, you may immediately relocate it to a Sector containing one of your Embassies.	3
NANO-ACCELERANTS	2	All of your Agents provide +1 additional Power when engaged in a Conflict.	2
PSIONIC ECOLOGY	2	When one of your Embassies is destroyed or taken over, you immediately gain 3 CAPs	2
EMPATHY TRANSMITTER	2	When you are in a Conflict, other players cannot loan Political Power to your opponent.	2
SENTIENT PROPAGANDA	3	The Range of your Agents is extended by one Sector, allowing your Agents to target actions into adjacent Sectors.	2
TRANSCENDENCY ROUTINE	3	When you take a Build Embassies Action, you may relocate your Embassies to any open Political Location for 3 CAPs, even if it is out of Range.	2
POST-PHYSICAL ARRAY	3	You may lend Political Power from the same Faction to your Agents more than once each phase.	2

MARTIAL TECHNOLOGY	TIER	EFFECT	QTY.
PHASED TELEPORTATION	1	If one of your Fleets is destroyed, you may immediately build a replacement at your Home Sector for 1 CAP.	3
SELF-REPLICATING DRONES	1	The cost to build an Outpost on top of one of your existing Outposts is reduced by 1 CAP. (i.e. building up to Level 2 or 3).	3
SINGULARITY FTL DRIVE	2	Fleets may move up to 5 hexes during a move action and do not pay any movement costs.	2
HYPER CANNON BATTERIES	2	All of your Fleets provide +1 additional Power when engaged in a Conflict.	2
BIO-ADAPTIVE HULLS	2	When your Outpost stack with more than one Outpost is destroyed, you may immediately relocate ONE of those Outposts to another Martial Location in Range for 1 CAP.	2
PSI-SUBVERSION PROBES	3	The Range of your Fleets is extended by one Sector, allowing your Fleets to target actions into adjacent Sectors.	2
BRANE MANIPULATION	3	When you take a Build Outposts Action, you may relocate your Outposts to any open Martial Location within Range for 2 CAPs.	2
SYNERGIZED LOGISTICS	3	You may lend Martial Power from the same Outpost to your Fleets more than once each phase.	2

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