ECL|PSE

SHADOW OF THE RIFT
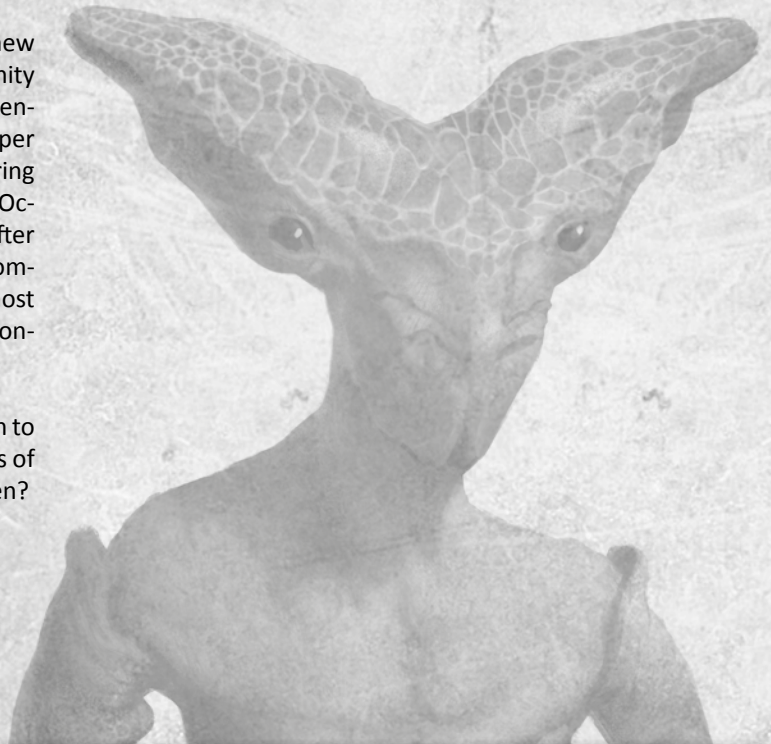
EXPANSION RULES

lautapelit.fi

SHADOW OF THE RIFT

The Ancient Uprising has been put down. A fragile peace again holds in the galaxy. The major factions bide their time, waiting for the others to to make a move. The Seven still remain in power and the major species lead a relatively prosperous life.

All of a sudden everything changes. Several new factions rise to disturb the status quo. The Unity nanomachines sweep through the systems as energy and matter bend to their will. The Shaper ships tear the spacetime fabric apart, appearing impossibly from the folds. The insignificant Octantis factions take a developmental leap after leap forward. Amidst the chaos move the Anomalies, leaving whole systems desolate. It almost seems like the base laws of the universe no longer apply.

Prepare to face challenges previously unknown to your kind. As the shadows unfold from the rifts of spacetime, can your civilization stand unbroken?

x1
WARP NEXUS SECTOR HEX

x3
REGULAR SECTOR HEX

x3
DEEP WARP SECTOR HEX

x2
STARTING SECTOR HEX

x2
PLAYER BOARD

x6
RARE TECHNOLOGY TILE

x3
DEVELOPMENT TILE

x9
DISCOVERY TILE

x27
DISTORTION TILE

x34
EVOLUTION TILE

x6
ANOMALY TILE

x9
SPECIAL REPUTATION TILE

x16
VOID TILE

x6
AMBASSADOR TILE

x27
SHIP PART TILE

x2
TURN ORDER MARKER

40 x9

x8 x4 x1 x3 x1

IDENTIFYING EXPANSION TILES If you wish to separate the expansion tiles from the base game ones, the relevant tiles are marked with three small notch symbols on one edge.

This expansion is about change – evolution of species, transformation of materials and distortion of time and space. It introduces new mechanics that change the species' abilities and even allows them to act in the future or send benefits to the past.

Two new main mechanics are introduced: **Time Distortion** and **Evolution**. There are also **three new alien species** to choose from – two unique ones *(Pyxis Unity* and *Shapers of Dorado)* and one species with two identical factions *(Octantis Autonomy and Vanguard)* on the flipside of the player boards.

The expansion is designed to be modular: **you can use all of these additions or just some of them** in any game of Eclipse, according to your play group's preferences and play style. Feel free to leave out any components. It will not break the game!

The punch sheets also contain blank tiles that can be used for your own creations or as replacements for lost components.

GAME COMPONENTS

HEXES 9 Sector hexes: 2 Starting Sector hexes (#241–244), 3 Deep Warp Sector hexes (#189, #289, #389), 1 Warp Nexus Sector hex (#989), 2 Inner hexes (#109–110), 1 Middle hex (#214)

BOARDS 2 Player Boards (two-sided)

TILES 6 Rare Technology Tiles, 3 Development Tiles, 9 Discovery Tiles, 27 Distortion Tiles, 34 Evolution Tiles, 6 Anomaly Tiles, 9 Special Reputation Tiles, 16 Void Tiles, 6 Ambassador Tiles, 27 Ship Part Tiles, 2 Turn Order Markers, 9 +40 Storage Markers, 6 blank Technology Tiles, 3 blank Development Tiles, 9 blank Ship Part tiles, 3 blank Ambassador Tiles, 2 blank Evolution Tiles, 3 Proof of Purchase tiles

DICE 8 blue Soliton Cannon dice, 4 purple Rift Cannon dice, 1 grey Anomaly die

MISCELLANEOUS 3 Mutagen Storage Markers (green), 1 Transmatter Storage Marker (grey), 1 Evolution Tile bag (green), 1 Distortion Tile bag (purple)

TIME DISTORTION ⟫

Time Distortion is used to manipulate things in and from the future. Failing to keep the time and space continuum intact creates paradoxes and penalizes you. By default, Time Distortion is only available to the *Shapers of Dorado* species, but it can also be partially obtained via new Discoveries.

PREPARATIONS When playing the *Shapers,* place the Distortion Tiles in the Distortion bag. Draw **two Distortion Tiles** and place them face up on the track on your Player Board as your **Distortion Pool**.

DISTORTION TILE
FACE UP

PLAYING DISTORTION TILES On any of your turns, before you take an action, reaction or pass, you may play one or more Distortion Tiles from your Distortion Pool to the Round Track. Upon playing the Distortion Tile, resolve the effect granted by the tile. Then look at the number printed on the tile and place the Distortion Tile that many rounds forward on the Round Track. Tiles act as reminders of that you must **fulfill** their requirements on that round. You can never play Distortion Tiles that would need to be placed beyond the last round (round 9).

TO AND FROM FUTURE When sending a Ship or Structure to the future, you must have it at your disposal at the time of sending. Receiving something from the future requires you to pay for it in the future. For example, receiving Ships requires that you build them in the future (take the action and pay the resources).

FULFILLING DISTORTION TILES You can fulfill the requirements of a Distortion Tile on your turn during the round that the tile was placed to. If fulfilling a Distortion Tile requires you to do exactly one thing (such as Build a Ship) and your action allows you to do several things, you can use the remainder of the action freely. This applies to all actions giving you multiple things, such as Builds, Upgrades, etc.

FAILING TO FULFILL A DISTORTION TILE All requirements of a Distortion Tile must be met completely before the Upkeep Phase of the round that the tile was placed to. A failure to do so will create a paradox that results in a

DISTORTION TILE
PENALTY SIDE

penalty: you must place the Distortion Tile face down next to your Player Board. These tiles give you negative VP at the end of the game. You need to **fulfill the tile completely** to avoid the penalty. For example, if the tile requires you to place two Ships, placing just one is not enough.
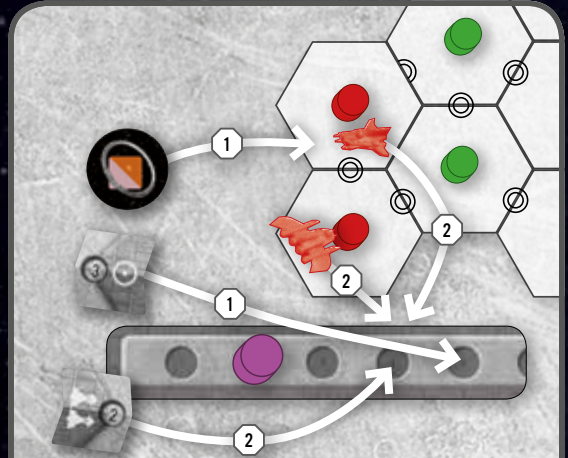
GAINING NEW DISTORTION TILES In the Cleanup Phase, if you have less than three Distortion Tiles in your Distortion Pool, draw one tile from the bag and place it face up in the Distortion Pool.

TIME DISTORTION is a means to gain advantages that must be paid back, and a way to improve your tactical situation with temporal and spatial surprises.

EXAMPLE: It is round 2. You play the *Orbital from Future* Distortion tile, which allows you to immediately place one Orbital on any of your hexes. You place the tile three rounds forward to the Round Track, to round 5 [1]. You also play the *Ships to Future* Distortion tile, which allows you to send two ships to the future. You immediately remove any two ships from the board and place them onto the Round Track along with the Distortion tile [2].
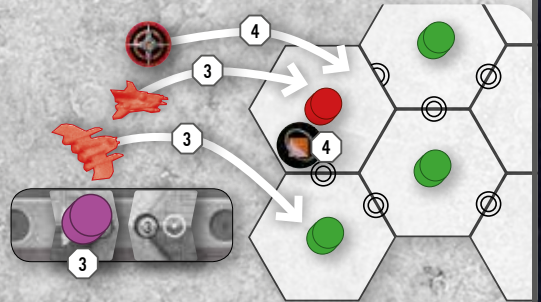
On round 4, at the start of any of your own turns, you take the *Ships to Future* Tile and the two Ships from the Round Track. Discard the tile and place the two Ships on any hex where you have a disc or on any hex that is connected by a full wormhole to such hex. You have fulfilled the Distortion Tile by legally placing the two Ships on the board [3].

Then, on round 5, it is time to pay for the Orbital you received earlier. You take a Build action allowing you to build two Ships or Structures. However, because you already placed the Orbital onto the board, you do not get to place a new one now – you only pay the resources. You have fulfilled the Distortion Tile. You then decide to spend the remaining build to construct a Starbase [4].

DISTORTION TILE EFFECTS

TO FUTURE

PLAY Remove one of your Ship models from the board and place it with the tile next to the Round Track.
FULFILL Before you take one of your actions, place that Ship on any hex where you have an Influence Disc, or on any hex connected to a hex where you have an Influence Disc.

PLAY Remove exactly two of your Ship models from the board and place them with the tile next to the Round Track.
FULFILL Before you take one of your actions, place those Ships on any hex where you have an Influence Disc, or on any hex connected to a hex where you have an Influence Disc.

PLAY Remove one of your Starbases from the board and place it with the tile next to the Round Track.
FULFILL Before you take one of your actions, place that Starbase on any hex where you have an Influence Disc, or on any hex connected to a hex where you have an Influence Disc.

PLAY Take one hex from any stack and place it with the tile next to the Round Track.
FULFILL Take an Explore action and place that hex.

FROM FUTURE

PLAY Take this turn's action without placing an Influence Disc on the Action Track.
FULFILL Instead of taking an action, place one Influence Disc on the tile. Return the disc to the Influence Track in Cleanup Phase.

PLAY Place one Orbital on any hex where you have an Influence Disc.
FULFILL Pay for that Orbital by taking a Build action and spending the Materials.

PLAY Place one Starbase on any hex where you have an Influence Disc.
FULFILL Pay for that Starbase by taking a Build action and spending the Materials.

PLAY Place one Cruiser on any hex where you have an Influence Disc.
FULFILL Pay for that Cruiser by taking a Build action and spending the Materials.

PLAY Place one Dreadnought on any hex where you have an Influence Disc.
FULFILL Pay for that Dreadnought by taking a Build action and spending the Materials.

PLAY Get the upper Resources shown at the top of tile.
FULFILL Before you take one of your actions, pay the Resources shown at the bottom of the tile.

PLAY Place one Plasma Missile Ship Part on one of your blueprints.
FULFILL Take the Upgrade action and spend one upgrade without placing a Ship Part.

PLAY Place one Positron Computer Ship Part on one of your blueprints.
FULFILL Take the Upgrade action and spend one upgrade without placing a Ship Part.

PLAY Place one Gluon Computer Ship Part on one of your blueprints.
FULFILL Take the Upgrade action and spend one upgrade without placing a Ship Part.

PLAY Place one or two Tachyon Source Ship Part on your blueprints.
FULFILL Take the Upgrade action and spend one or two upgrades without placing Ship Parts.

PLAY Place one or two Tachyon Drive Ship Part on your blueprints.
FULFILL Take the Upgrade action and spend one or two upgrade without placing Ship Parts.

FULFILLING DISTORTIONS FROM FUTURE

If fulfilling a Distortion Tile requires you to build a Ship or Structure, or to Upgrade a Ship Part, you must have researched the relevant Technology by the time you fulfill the tile. For example, in order to fulfill the *Orbital from Future* Distortion, you must have the Orbital Technology. Similarly, for the *Gluon Computer from Future,* you must have the Gluon Computer Technology.

EVOLUTION

Evolution allows you to boost your species' actions and other abilities. By default, the Evolution ability is only available to the *Octantis* species, but it can also be obtained via a new Rare Technology.

PREPARATIONS Place the Evolution Tiles in the Evolution bag. When playing the *Octantis,* draw **five Evolution Tiles** and place them price side up next to your Player Board as your **Evolution Pool**. Place the **Mutagen** Storage marker on the appropriate spot on your Storage track. Note that since Mutagen is not one of the basic resources, it has a different symbol and Storage marker.
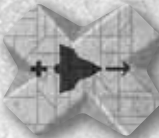
EVOLUTION TILE PRICE SIDE

EVOLUTION ABILITY You can research an Evolution Tile instead of a Technology or a Development when taking the Research action. Choose one of the tiles in your Evolution Pool, pay its Mutagen cost and flip the tile active side up. The bonus shown on the tile is **permanent** and active **immediately** after this action. After flipping the tile, draw a new Evolution tile from the bag and place it in your Evolution Pool. The amount of tiles in the bag is limited. You are **not** allowed to research the same Evolution twice.

EVOLUTION SYMBOL

EVOLUTION TILE ACTIVE SIDE

The *Octantis* produce **two Mutagen per round**. Other Resources can also be **traded** to Mutagen resources at a **3:1** rate, regardless of your species' trade rate or any trade bonuses gained from the Evolution tiles. Mutagen resources can be traded to other Resources using your species' trade rate. The *Magellan* cannot use their Colony Ship ability to take Mutagen resources. Mutagen resources cannot be taken with the *Artifact Key* technology.

ADVANCED GENETICS RARE TECHNOLOGY Researching this Technology gives you the **Evolution** ability. If you do not already have an Evolution Pool when you Research this, draw five Evolution Tiles from the bag as your Evolution Pool. **Advanced Genetics** gives you 3 Mutagen Resources when researched and produces 1 Mutagen Resource in the Upkeep Phase. The *Octantis* are allowed to research this Technology as well.

REACTIONS Bonuses gained from Evolution (such as *+Build*, *+Move* and *+Upgrade* do **not** affect your **Reaction** actions. If you use the *Advanced Reaction* Special Reputation Tile *(see page 13)* the bonuses are in effect, as you are taking a normal action.

TRADE At any time, you may convert 3 units of one Resource (Money, Science, Materials or Transmatter) to 1 unit of Mutagen.

6

EVOLUTION TILE EFFECTS

+ 🔧 With Build action, you can build one Ship or Structure more.

+ 📋 With Research action, you can research one Technology Tile more *(see example below)*.

+ ✖ With Research action, you can research one Evolution Tile more *(see example below)*.

+ ◼ With Upgrade action, you can take one Ship Part Tile more.
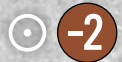
+ ➤→ With Move action, you can activate one Ship more.
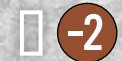
— **-1** The cost to build Interceptors is reduced by 1 Material.

— **-2** The cost to build Cruisers is reduced by 2 Materials.

— **-3** The cost to build Dreadnoughts is reduced by 3 Materials.

◉ **-2** The cost to build Orbitals is reduced by 2 Materials.

▯ **-2** The cost to build Monoliths is reduced by 2 Materials.

3→2
3→2
3→2
Trade rate for the resource shown is increased (for example, three Money to two units of other basic resource).
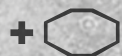
Additional Population Square where you can place a Population Cube by using a Colony Ship.

+ 🛡 You may draw one additional Reputation Tile (to the maximum of five tiles) whenever you draw Reputation Tiles.

+ 🛡 You may place one Ambassador or Reputation Tile on top of this tile.

+ ⬡ Extra Colony Ship.

1 / ⊙ 1VP at the end of the game for each Orbital you control.

1 / ▯ 1VP at the end of the game for each Monolith you control.

1 / ✖ 1VP at the end of the game for each active Evolution you have.

1 / ⬡ 1VP at the end of the game for each two hexes you control (rounded down).

1 / 🛡 1VP at the end of the game for each regular Reputation Tile you have.

1 / ✦ 1VP at the end of the game for each Artifact you control.

3 / ⬡ 3VP at the end of the game if you control the Galactic Central hex.

EXAMPLE:

The *Octantis* player has researched the *+Technology* Evolution. When he takes the Research action, he may research one Technology or Evolution Tile (as his species' ability allows) **and** an additional Technology Tile, in any order.

The *Hydran Progress* player has researched the *+Evolution* Evolution. When he takes the Research action, he may research one or two Technology Tiles (as his species' ability allows) **and** an additional Evolution Tile, in any order.

RARE TECHNOLOGIES

Rare Technology Tiles are acquired with the Research action. Some give you access to new Ship Parts, while some give new abilities. There is only one of each Rare Technology available (not including the species' starting Technologies).

RARE TECHNOLOGY TILE

PREPARATIONS Place all Rare Technology Tiles in the Technology bag.

DRAWING TECHNOLOGY TILES When drawing new Technology Tiles from the bag in the Setup or Cleanup Phase, place any Rare Technology Tiles you draw next to the Supply. They are ignored in the Technology Tile draw count, **so always draw as many regular Technology Tiles as the base rules say**.

BUYING RARE TECHNOLOGIES You may buy a Rare Technology Tile with the Research action, instead of a regular Technology Tile. The Rare Technology Tiles may be placed on **any of your Technology Tracks**. You get the discount on that track, just like with the regular Technologies.

You may not take a Rare Technology with the Ancient Technology Discovery.

STARTING TECHNOLOGIES The *Shapers* have the Soliton Cannon Rare Technology as a starting Technology. They are not allowed to Research another copy.

RARE TECHNOLOGY LIMITATION If you include the Rare Technologies from the *Rise of the Ancients* expansion, it is recommended to use a maximum of **12 Rare Technologies** per game.

NEW SHIP PARTS Several of the new Rare Technologies allow you to take new Ship Parts with the Upgrade action.

Soliton Cannon: The Cannon uses subdimensional particles that induce 3 damage per hit.

Absorption Shield: The Shield absorbs the force flux around the ship, providing −1 Shield and creating four Energy.

Transition Drive: The Drive utilizes the spatial transition fold, allowing the ship to move three hexes but reducing its Initiative by one. The initiative may be negative.

Rift Cannon: Uses a special Rift Cannon die *(see die faces on the right)*. The Cannon ignores all Computers and Shields. It may deal 1–3 damage to the opponent, miss or damage you.

RARE TECHNOLOGIES provide new ways to build your Ship blueprints and counter enemies' abilities. They also offer more flexibility in Technology-based strategies.

RARE TECHNOLOGIES

Advanced Genetics: Gives you the Evolution ability, 3 Mutagen Resources, and a production of 1 Mutagen per round.

Metasynthesis: You may place Population Cubes in **any** Advanced Population squares with your Colony Ships.

Rift Cannon: Allows you to take RIFT CANNON Ship Parts.

Soliton Cannon: Allows you to take SOLITON CANNON Ship Parts.

Absorption Shield: Allows you to take ABSORPTION SHIELD Ship Parts.

Transition Drive: Allows you to take TRANSITION DRIVE Ship Parts.

RIFT CANNON DICE

Deal **one damage** to the target.

Deal **two damage** to the target.

Deal **three damage** to the target and **one damage** to **any one of your Ships in the hex**.

Deal **one damage** to **any one of your Ships in the hex**.

DEVELOPMENTS allow you to score points and boost your production. The Rise of the Ancients expansion contains many more Developments.

DEVELOPMENTS

Quantum Labs: The tile functions as an extra slot for a researched Technology. The tile researched is placed on top of this tile. Quantum Labs gives a 6 Science discount for the tile being researched. The minimum price for the Technology still applies. The Technology can be of any category (Military, Grid, Nano, Rare). If a Technology Tile is placed on the Development, it gives 1VP at the end of the game.

Genetics Labs: Immediately draw Evolution tiles from the bag until you have drawn 4 tiles that cost 5 or less. Place one of the four tiles active side up next to your player board. It is immediately and permanently active. Return the rest to the bag. You can use this Development even if you don't have the Evolution ability.

Ancient Labs: Immediately draw one Discovery Tile.

Development Tiles are acquired with the Research action. Some of them are useful during the game and some give you Victory Points at the end of the game. All Development Tiles are unique.

PREPARATIONS If you have the *Rise of the Ancients* expansion, shuffle the new Development Tiles with the old ones and play using the rules provided with that expansion. Otherwise, place all the Development Tiles next to the Supply.

BUYING DEVELOPMENTS You may buy a Development Tile with the Research action, instead of a Technology Tile. The Development Tile is placed next to your Player Board. Unlike the basic and Rare Technologies, the Developments are often paid with Resources other than Science. For example, the Quantum Labs Development costs 7 Materials.

DEEP WARP PORTALS

OVERVIEW The Warp Nexus Sector is located in a different galaxy, far away. The only routes to it lead through the Deep Warp Portal hexes. Although it is a rich and highly useful one, the Nexus also contains a previously unknown danger, the Anomalies.

PREPARATIONS Shuffle the Deep Warp Portal Hexes in their respective stacks in game setup. Place the Warp Nexus Sector Hex to the side. Shuffle the Anomaly tiles the Immobile side up. Take **four** tiles and place them in a stack on the Warp Nexus Hex, the Immobile side up. Put the remaining two back in the box without looking at them.

FINDING THE WARP NEXUS SECTOR When you for the first time explore a hex containing a Deep Warp Portal, place the Warp Nexus Sector Hex in play, beside the main galaxy. It is not part of the galaxy formed by the Inner, Middle and Outer Sectors and is never physically connected to them. An Anomaly immediately wakes up *(see Anomalies below)*.

SECTORS AND WARP PORTALS The Warp Nexus Sector Hex contains a Warp Nexus Portal that links to **all three** Deep Warp Portals (one hex each in Inner, Middle and Outer sectors). Each Deep Warp Portal links **only** to the Nexus Portal. You may Move, Influence and form Diplomatic Relations through the Warp Portals. The Warp Portals from *Rise of the Ancients* expansion do **not** connect to the Deep Warp Portals or the Nexus Portal.

ANOMALIES

OVERVIEW The Warp Nexus Sector is home to four hostile Anomalies that lurk in the extreme depths of space and move to our galaxy when awoken.

WAKING UP THE ANOMALIES When you explore a Deep Warp Portal hex, immediately take the top Anomaly tile from the Warp Nexus hex and place it on that Portal hex. Choose whether it is placed with the Immobile or Mobile side up *(see Placing the Mobile Anomalies on the next page)*. You are allowed to look at the Mobile side of the tile before choosing the side.

The Anomalies on the Warp Nexus Sector are always kept the Immobile side up. They will attack any Ships that are in the hex in the Combat Phase.

DEEP WARP PORTALS create new spatial links between the systems.

ANOMALIES are strong and unpredictable enemies that move from the portals.

DEEP WARP PORTAL HEX

DEEP WARP PORTAL

ADVANCED GREY PLANET
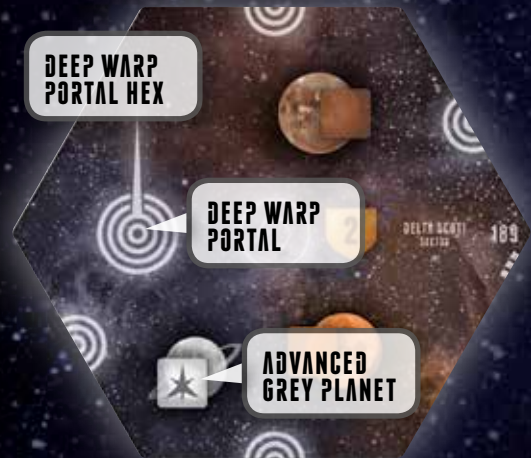
ADVANCED GREY PLANETS

You may place a Population Cube in a grey Advanced Population square if you have any of the three Advanced (Mining, Economy or Labs) Technologies or the Metasynthesis Rare Technology. The cube may come from any track for which you have the advanced Technology.

WARP NEXUS SECTOR HEX

WARP NEXUS PORTAL

IMMOBILE SIDE

MOBILE SIDE

SHIP SIZE The amount of Ship Part slots on the Ship blueprint determines how big the Ship is. This is needed when assigning the Anomalies' dice in combat. The order from biggest to smallest is:

DEATHMOON
DREADNOUGHT
CRUISER
STARBASE
INTERCEPTOR
ORBITAL (EXILES)

For example, the Cruiser above has six Ship Part slots.

Exception: Unity Deathmoon is considered to be the biggest Ship, even though it has only six slots.

If you need to choose between similar sized Allied Ships in the hex, the Anomalies will target the player who entered the hex last.

ANOMALY DIE

Destroy a planet and deal **one damage** to the Anomaly.

Destroy a planet and deal **two damage** to the Anomaly.

Destroy a planet and deal **three damage** to the Anomaly.

Jump to a neighboring hex.

Do **nothing.**

FIGHTING THE ANOMALIES The Anomalies are Ships, but they **do not pin other Ships.** They are armed with Rift Cannons and lots of Hull but have little or no Initiative.

You battle the Anomalies in the Combat Phase just like players and Ancients. One of the other players rolls the dice for the Anomalies. If possible, the dice are assigned so that your Ship(s) are destroyed, the largest possible first. If no Ships can be destroyed, the dice should be assigned to inflict as much damage to your Ships as possible, the largest possible first.

The Anomalies will not battle the Ancients or the GCDS if they end up in the same hex. If the hex contains more than two parties (players, Ancients or Anomalies), battles are resolved two parties at a time, in **reverse order of entry** into the hex.

Each destroyed Anomaly is worth 1 Victory Point at the end of the game. Destroying Anomalies allows you to draw three Reputation Tiles. Destroying a Mobile Anomaly also gives you one Discovery Tile, in addition to the Reputation.

The damage the Anomaly receives from any source is **never repaired**.

PLACING THE MOBILE ANOMALIES The player who explored the Portal hex places the Anomaly. Align the tile with the hex and rotate it any way you like.

ACTIVATING THE MOBILE ANOMALIES The Mobile Anomalies are activated in the Cleanup Phase. Roll the **Anomaly Die** at the beginning of the phase for each Mobile Anomaly and execute the action the die shows. If there are several Anomalies in the same hex, roll first for the Anomaly that entered the hex first.

Destroy a planet: The Anomaly destroys a planet of its color (shown on the tile). Place a Void Tile on top of the planet. If there are Population cubes on the planet, place them

VOID TILE

on the owner's Graveyard. The Anomaly also receives 1 to 3 damage, depending on the die roll. If the Anomaly cannot destroy a planet of its color, it destroys a grey planet. If it cannot destroy that either, it receives 2 additional damage. Each Void Tile reduces the VP value of the hex by 1VP.

Jump: Roll a regular 6-sided die and jump the Anomaly to the neighboring hex indicated by the die. The Anomaly jumps to the neighboring hex even when there is no wormhole connection. If the Anomaly moves outside the game board, it is removed from the game.

NEW DISCOVERIES

Rapid Mutation: Draw Evolution Tiles from the bag until you have drawn **3 tiles that cost 4 or less**. Place one of the three tiles active side up next to your player board. It is **immediately and permanently in effect**. Return the rest to the bag. You can use this Discovery even if you don't have the Evolution ability.

Accelerated Evolution: +5 **Mutagen** Resources or +5 any one basic Resource; Mutagen Resources can only be taken if you have the Evolution ability.

Transmatter Quantifier: Place the tile next to your Player Board. When taking a **Build action**, you may convert one **Interceptor** to one **Dreadnought** for free and remove the tile from game.

Inversion Shield: This Ship Part provides the Ship with −2 Shield and produces two Energy.

Rift Turret: This Ship Part provides the Ship with two Rift Cannons and consumes one Energy.

Plasma Turret: This Ship Part provides the Ship with two Plasma Cannons, consuming three Energy.

Soliton Turret: This Ship Part provides the Ship with two Soliton Cannons, **reducing** the Initiative by two and consuming two Energy. The Initiative of a Ship may be negative.

Rift Orbital: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately place an Orbital in one of your hexes, and pay for it three rounds in the future. You gain 2VP if you fulfill this tile. *(See Time Distortion on page 4.)*

Rift Movement: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately send two Ships to two rounds in the future. You gain 3VP if you fulfill this tile. *(See Time Distortion on page 4.)*

The **Rift Orbital** and **Rift Movement** function just as their **Distortion Tile** counterparts *(see Time Distortion on page 4)*. They can be played on **any** of your turns, before you take an action or pass. You can use them even if you don't have the Time Distortion ability.

RUNNING OUT OF DISCOVERIES If Discovery Tiles run out, shuffle the discarded Tiles as a new Discovery Tile stack.

SPECIAL REPUTATION TILES

Re-roll: Simultaneously re-roll up to any two own dice in combat (including attacking Population).

Resource Gain: Gain 1 unit of any one basic Resource (Money, Science or Materials).

Double Action: At the end of your action, take an additional action.

Priority Action: At the start of game round, take one action before the starting player (even when it's you).

Advanced Reaction: Take any of your normal actions when you take a Reaction.

Bonus targeting: Add +2 to one of your rolls in combat. Rolling a 1 is still always a miss.

Bonus Move: One additional Ship activation when taking a Move action.

Bonus Upgrade: Place one additional tile when taking an Upgrade action.

Bonus Build: Build one additional Ship or Structure when taking a Build action.

If the **Eridani Empire** draws Special Reputation Tiles in the beginning of the game, they are returned to the bag until the Eridani has two regular Reputation Tiles.

SPECIAL REPUTATION TILES

Special Reputation Tiles give you single-use bonuses when discarded.

PREPARATIONS Place the Special Reputation Tiles in the Reputation bag.

DRAWING SPECIAL REPUTATION TILES When drawing Reputation Tiles after combat, keep any Special Reputation Tiles you draw next to your player board face up. They are ignored in the Reputation Tile draw count, so always draw as many regular Reputation Tiles as the base rules say. You may keep **one** Special Reputation Tile per draw, **in addition to** the one regular Reputation Tile you keep. Return the rest to the bag.

PLAYING SPECIAL REPUTATION TILES The tiles can be played at any time. Return the tile to the game box after it is played.

SUPPLEMENTARY COMPONENTS

EXTRA SHIP PARTS Some of the Ship Parts in the base game may occasionally run out. The expansion contains 30 extra Ship Parts for the base game and 6 extra Ship Parts for the *Rise of the Ancients* expansion.

+40 STORAGE MARKERS Use the +40 Storage Markers to help track Storage of Resources over 40 units.

TURN ORDER MARKERS The Turn Order Markers are used with the Turn Order Variant included in the *Ship Pack One* expansion.

ADJUSTING THE GAME

This expansion, just like *Rise of the Ancients* before it, is designed to be modular. As different players' and groups' preferences and play styles can be very varied, it is easy to leave out a module (for example Special Reputation Tiles, or even one species) or just a single component you don't like. It will not break the game!

For example, some players may feel that using the *Priority Action* Special Reputation Tile and taking that crucial Technology is too harsh for the player who passed first just to get hold of it. If this is the case in your play group, you may consider leaving that tile in the box. Similarly, if you prefer more predictable non-player opponents, you can decide to always place the Anomalies the Immobile side down.

OCTANTIS AUTONOMY
OCTANTIS VANGUARD

The Octantis were a minor species, generally ignored and often exploited by the Seven. Lacking the resources and technology, they did not have a chance to rise to the level of the major galactic operators. The discovery of an Ancient artifact cache deep in the outer edge of Theta Octantis (44.562) changed all this. Even though the technology was beyond their comprehension, they found a way to warp and splice their genes, rapidly rising the Octantis among the major civilizations. The astonishing rate of growth also encouraged a large splinter to relocate, causing some friction between the new Vanguard and the original Autonomy.

Evolution special ability *(see Evolution on page 6)*

Evolution Pool Update *(see below)*

2 Produces 2 Mutagen per round.

With the Move action may move up to two Ships, or one Ship twice

Reputation Track

Initial Technologies: Fusion Drive

3 → 1 Trade rate 3 : 1

Starting Storage:

2 3 3 4

MUTAGEN STORAGE MARKER

241 243 Starting Sector numbers

EVOLUTION POOL UPDATE Colony Ships can be used to change the Evolution Pool at any time during your turn. For each flipped Colony Ship, discard one tile from the pool and draw a new one from the bag. Discarded tiles are then returned to the bag.

SHAPERS OF DORADO

They should not be here, yet they are. The Zeta Doradus sector had been surveyed in 45.174 and classified empty. Still, something happened: recent probe flyby suddenly revealed that the system is bustling with life. What makes this even stranger is that all verified data shows that the Doradians have in fact inhabited Zeta Doradus for millennia. There have also been reports of Shaper ships and structures flickering in and out of spacetime fold, their unique technologies allowing them to bend the laws of reality to conform with their will. It is as if they appear from a rift in time... perhaps they already have.

Time Distortion special ability *(see Time Distortion on page 4)*

Distortion Pool Update *(see below)*

Draw one new Distortion Tile in Cleanup Phase (if there are less than three tiles in the Pool)

1 / 1VP per fulfilled Distortion Tile at the end of the game

With the Move action may move up to two Ships, or one Ship twice

Reputation Track

Different Ship blueprints

Initial Technologies: Soliton Cannon

3 → 1 Trade rate 3 : 1

Starting Storage:

3 4 2

244 Starting Sector number

DISTORTION POOL UPDATE Colony Ships can be used to change the tiles in the Distortion Pool at any time during your turn. For each flipped Colony Ship, discard one tile from the pool and draw a new one from the bag. Discarded tiles are then returned to the bag.

PYXIS UNITY

The giant stars of Kappa Pyxidis make the system uninhabitable and previously it was mainly recognised for its strategic location. The primal energy of the suns was however exactly what the Unity were looking for as their nanomachine clouds drifted through the void, searching for the right place. Capable of transforming matter and energy, they rapidly colonized the system and made it their home. The Unity are constantly shaping and transforming the very fabric of space, making them a civilization able to adapt to almost any conditions. Their fleets are a source of great fear, as they can suddenly transform between a swarm and a gigantic machine of destruction.

Combination actions: may do the actions shown, in any order

During the Build action, may convert two Ships in one hex to one Ship of the next type, or vice versa, by paying 1 resource; can be used several times per action

With the Move action may move up to two Ships, or one Ship twice

Reputation Track

Two Colony Ships

Initial Technologies: Advanced Robotics

Only one resource type *(see Transmatter below)*

Different Ship blueprints
Not allowed to construct Starbases
Starbase tiles / miniatures represent Deathmoons

Deathmoons are worth 4VP at the end of the game. Destroying a Deathmoon allows you to draw three Reputation Tiles.

Starting Storage:

8

242 Starting Sector number

TRANSMATTER STORAGE MARKER

TRANSMATTER The Unity only have one basic resource type, *Transmatter*. All Population Cubes come from the same Population Track, regardless of the target planet's type. All Discoveries, Technologies and Developments giving basic resources (Money, Science and Materials) are worth 5 Transmatter, regardless of what the tile says. *Artifact Key* gives 5 Transmatter per Artifact. *Resource Gain* Special Reputation Tile gives 1 Transmatter. Transmatter cannot be used as Mutagen, but it can be traded for Mutagen in a 3:1 ratio.

ACTION PHASE EXAMPLE

Vonda (*Octantis*), **Connie** (*Unity*), **Lois** (*Shapers*) and **Ursula** (*Terran*) have already played a few rounds. It is now round 4.

Vonda is the starting player and begins the round. She **RE-SEARCH**es, and decides to take an **Evolution Tile** instead of a Technology. She pays 5 **Mutagen** resources and flips the *+Evolution* tile [1] the active side up. She immediately draws a replacement tile, so that she has 5 tiles in her **Evolution Pool**. The replacement is *+Ship Activation*, a tile she already has, so she decides to update the pool. She flips a Colony Ship tile, places the tile aside, draws a replacement and then places the *+Ship Activation* tile back in the bag.

Connie takes the **EXP/MOV** action. She first **MOVE**s her Interceptor to an empty hex [2] and then **EXPLORE**s from there. She draws and places a **Deep Warp Portal** tile [3]. She then immediately places the **Warp Nexus Sector** in play [4] and draws the top **Anomaly** tile. She decides to place it the Mobile side up [5], aligning it as she wishes.

Connie then discards her **Double Action Special Reputation Tile** [6], which allows her to take another action. She takes the **BUI/MOV** action. First she **BUILD**s an Interceptor [7], paying 2 **Transmatter** for it. She then pays one Transmatter to combine her two Interceptors to a Cruiser [8] and another Transmatter to combine the two Cruisers to a Dreadnought [9]. She then **MOVE**s the Dreadnought and the Interceptor [10]. The Interceptor (equipped with a Fusion Drive) can move through the Deep Warp Portal, since the Anomaly does not pin any Ships.

Lois decides to **fulfill** her *Money from Future* Distortion [11] before she takes an action. She pays 8 Money and places the fulfilled Distortion Tile face up next to her player board. She also plays a new **Distortion Tile**. Lois chooses the *Action from Future* Distortion from her Distortion Pool and places the tile on the Round Track, two rounds into future [12]. She then takes her action without placing an Influence Disc on the Action Track. The action is **EXPLORE**, and she uses it to **fulfill** her *Explore to Future* Distortion Tile by placing the tile kept by the Distortion Tile [13].

Ursula **RESEARCH**es. She takes the **Genetics Labs Development**, paying 5 Science and 3 Materials [14]. She draws **Evolution Tiles** until she has four tiles that cost 5 or less (discarding the 1VP / Artifact Evolution). She keeps the *Science Population Square* Evolution and places it the active side up [15]. She then immediately colonizes it by flipping a Colony Ship [16].

It is again **Vonda**'s turn, and she also **RESEARCH**es. As her *+Evolution* Evolution is now active, she can take both an Evolution Tile and a Technology Tile. The round continues.

These examples use the new alien species. Their special abilities are presented in more detail on pages 14–15. Note that the example uses *Octantis*, *Shapers* and *Unity* in the same game. While this setup is not possible in a real game, they are used here to help explain the new species abilities.

COMBAT, UPKEEP AND CLEANUP PHASE EXAMPLE

In another game, **Isaac** (*Shapers*), **Arthur** (*Octantis*), **Frank** (*Unity*) and **Larry** (*Terran*) are in the Combat Phase.

Isaac and **Arthur** battle for hex #110 [1]. Isaac's Cruisers' Initiative is 1, and Arthur's Interceptors' Initiative is 0 (due to their Transition Drives' negative Initiative). Isaac begins and fires his Soliton Cannons. One hit [2] destroys one of Arthur's Interceptors. Arthur then fires his Rift Cannons [3]. He does a total of 6 damage to Isaac, but also 3 damage to his fleet. Both fleets are obliterated, much to Arthur's dismay.

Frank's Deathmoon defends the Unity home sector [4] from **Larry**'s Dreadnought. Larry rolls one hit with the Plasma Turret and one with the Ion Cannon [5], which is just not enough to destroy the Deathmoon. Frank rolls a 2 for the Antimatter Accelerator and 3 for the Ion Cannon [6]. He discards the *Re-roll* Special Reputation Tile and rolls both dice again [7]. He rolls a 6 and a 4 – hit for the Antimatter Accelerator, miss for the Ion Cannon. He then discards the *Bonus Targeting* tile and adds 2 to the 4, turning it to 6 and a hit [8]. The Dreadnought is destroyed.

Players draw Reputation Tiles. The game then moves to **Upkeep Phase**.

At the beginning of the phase **Isaac** states that he failed to fulfill his *Orbital from Future* Distortion Tile, as he was unable to build an Orbital during this round. He flips the tile over next to his Player Board [9]. It is worth –2VP at the end of the game.

Later, in **Cleanup Phase**, the Mobile Anomalies are activated. The Anomaly Die roll for the Anomaly in hex #289 [10] shows a *Move* symbol. A regular die is then rolled and the Anomaly moves to the direction indicated by the die [11]. Then, a *Destroy a Planet* symbol is rolled for the Anomaly in hex #389 [12]. There are no suitable planets in the hex, so it gets 2 damage, plus 3 damage from the die [13]. Adding this to the previous damage it has, the Anomaly is destroyed and removed from the game.

Finally, **Isaac** draws one Distortion Tile from the bag and adds it to his Distortion Pool [14].

Q: What happens if an Anomaly destroys all the player's Ships <u>and</u> itself with the Rift Cannon? What does the player receive?
A: You receive all the rewards: the Reputation for killing the Anomaly and the tile for 1VP, plus the Discovery Tile if it was a Mobile Anomaly.

Q: Can Rift Cannon be used with Point Defense?
A: Yes.

Q: Can you choose to use just some of the Rift Cannons that your Ships have?
A: No. When it is the Rift Cannons' turn to fire, you have to roll for all of them. Note that this may occasionally lead to some of your own Ships getting destroyed even without the enemy getting to fire a single shot.

Q: Can you fulfill the *Orbital from Future* Distortion Tile with the Ancient Orbital Discovery, or *Cruiser from Future* with the Ancient Cruiser?
A: No.

Q: Can you use the Wormhole Generator when fulfilling the *Time Distortion* Distortion Tile?
A: Yes.

Q: Can you use the Deathmoon's Antimatter Accelerator to attack population? What about Rift Cannons?
A: Yes to both.

Q: If the Discovery Tile you get from Ancient Labs allows you to place something in a hex (such as Ancient Cruiser or Ancient Orbital), where do you place it?
A: You place it in your Starting Sector. If you do not control your Starting Sector, you have to take the tile as 2VP.

Q: What if the *Octantis* use the Genetics Labs Development or Rapid Mutation Discovery and draw only Evolution Tiles they already have?
A: The Development or Discovery was useless, then. They are primarily meant as a means for other species to evolve.

Q: Why would I want to take the Mining Colony, Research Station or Trade Fleet Developments with the *Unity*, paying 10 Transmatter to receive 5 Transmatter?
A: You wouldn't, unless you really want to keep someone else from taking them.

Q: If a Mobile Anomaly moves to a Nebula, where do you place the Anomaly?
A: To the subsector bordering the hex where the Anomaly came from.

Q: How many Ship Part Tiles there are in the base game and expansions?
A:

	base	RotA	SotR
Ion Cannon	6	2	2
Hull	6	3	-
Nuclear Drive	4	-	-
Electron Computer	6	2	2
Nuclear Source	6	-	-
Plasma Cannon	18	4	4
Antimatter Cannon	10	2	2
Plasma Missile	14	4	4
Improved Hull	18	6	6
Fusion Source	12	2	2
Tachyon Source	8	1	-
Fusion Drive	8	-	-
Tachyon Drive	8	-	-
Positron Computer	8	6	6
Gluon Computer	8	2	-
Gauss Shield	7	1	2
Phase Shield	7	1	-
Flux Missile	-	9	-
Sentient Hull	-	8	6
Zero-Point Source	-	5	-
Conifold Field	-	8	-
Interceptor Bay	-	6	-
Soliton Cannon	-	-	10
Rift Cannon	-	-	8
Transition Drive	-	-	9
Absorption Shield	-	-	9

DISCOVERIES ◇

Rapid Mutation: Draw Evolution Tiles from the bag until you have drawn **3 tiles that cost 4 or less**. Place one of the three tiles active side up next to your player board. It is **immediately and permanently in effect**. Return the rest to the bag. You can use this Discovery even if you do not have the Evolution ability.

Accelerated Evolution: +5 Mutagen Resources or +5 any one Resource; Mutagen Resources can only be taken if you have the Evolution ability.

Transmatter Quantifier: Place the tile next to your Player Board. When taking a **Build action**, convert one **Interceptor** to one **Dreadnought** for free and remove the tile from game.

Inversion Shield, Rift Turret, Plasma Turret, Soliton Turret: You may place this part in any of your Ships (returning an existing part if needed). You may also keep the part next to your board and place it later. If you replace this part, it is discarded.

Rift Orbital: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately place an Orbital in one of your hexes, and pay for it three rounds in the future. You gain 2VP if you fulfill this tile.

Rift Movement: Place the tile next to your Player Board. On **any** of your turns, before you take an action or pass, you may play the tile. Immediately send two Ships to two rounds in the future. You gain 3VP if you fulfill this tile.

DEVELOPMENTS

Quantum Labs: Extra slot for researched Technologies. It gives a 6 Science discount for the tile being researched, plus 1VP if a Technology tile is placed on it.

Ancient Labs: Immediately draw one Discovery Tile.

Genetics Labs: Draw 4 Evolution Tiles that cost 5 Mutagen or less. Keep one of the tiles. It is permanently active.

RARE TECHNOLOGIES

Advanced Genetics: Gives you the Evolution ability, 3 Mutagen Resources, and a production of 1 Mutagen / round.

Metasynthesis: You may place Population Cubes in **any** Advanced Population squares with your Colony Ships.

Soliton Cannon: Allows you to take SOLITON CANNON Ship Parts.

Rift Cannon: Allows you to take RIFT CANNON Ship Parts.

Transition Drive: Allows you to take TRANSITION DRIVE Ship Parts.

Absorption Shield: Allows you to take ABSORPTION SHIELD Ship Parts.