

## **Consolidated Rules Clarifications (Edits as of July 30 2020)**

See latest updated list here: <https://boardgamegeek.com/thread/2432502/consolidated-clarifications-and-faq>

**Sec 2.2.1** World cards that are not added to worlds are discarded back into the deck, not removed from the game.

**Sec 2.3.5** Missions: For scenarios, remove missions for world tiles not in the game and draw from those remaining. If a new mission is added based on the decade and there is no public mission remaining, make the new mission the public mission. If there already is a public mission but some players have no missions remaining to be earned, give the mission to the player who does not have a mission to be earned and who has earned the lowest total mission victory point value (roll off for ties).

**Sec 2.6** Ships: You can voluntarily destroy your own ships at any time except during the combat phase.

**Sec 2.6.9** Severe Radiation: For the Mercury tile, severe radiation applies to the entire tile, including the transfer boxes (so, e.g., it prevents **CVs** from going there and flyby **REs** exploring suffers the +10% penalty).

**Sec 2.7.1** Facilities: Facilities are destroyed if they sustain damage equal to their shield icon, and their cost to build is indicated by their printed resource icons. You can also voluntarily destroy your own facilities at any time.

**Sec 2.8** Fleets & Stacking: Change "A single ship or stack of ships, plus up to one base" to "A single ship or stack of ships and/or up to one base" (A single base alone also counts as a fleet, e.g., for combat purposes.)

**Sec 2.8.1** Space Elevators: These also work for other worlds where you have bases, not only Earth (e.g., Mars, Titan, etc.). (As implied by the Tech Chart.)

**Sec 3.1.4** Support Limits: **CV** and Base support limits are counted separately. For example, if you are one **CV** above your support limit and one base above your support limit, you would pay \$4B + \$4B = \$8B, not \$4B + \$6B = \$10B.

**Sec 3.1.5** Resource Transportation: Resource transportation can be done between Earth and a base (in either direction), or between two other bases. (The rules could be read to imply ONLY between Earth and a base but not between two bases.)

**Sec 3.1.6** Only add trade markers to NPF bases, and also player bases that have at least one settlement (not all bases as the rule implies).

**Sec 3.3.2** Delete "or iii) load or unload resources". (No game change here but technically this note is not needed since per **2.8**, ships can only load or unload resources at the start of any phase or step).

**Sec 3.3.3** Heliocentric Transfers: Transfers must start in a flyby box and always take a minimum of 1 turn (you can never move directly to the flyby box in another planetary system, the lowest you can go is the '1' box). **REs** can only make a heliocentric transfer using a launch vehicle, except the automatic heliocentric transfer after flyby exploration (see 3.5.1).

**Sec 3.3.4** Moving with Launch Vehicles: Each **LV** can only carry one ship (or **RE** which itself is carrying a probe). **LVs** accompany any ship or cargo they are carrying only as far as the nearest flyby box (or all the way if their destination is in the same planetary system), and can be intercepted along the way (see 3.3.6). After this, they are destroyed (or, if recovered, automatically placed back at the location they departed from and can't be intercepted on the way back).

**Sec 3.4.4** Resolve Tactics Points: You cannot spend 3 tactics points to avoid combat if your fleet contains a base.

**Sec 3.4.5** Drone squadron allocation: you can choose to fly some drones as fighters and others as bomber (as in the combat example).

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**Sec 3.4.6** For losing a base, you earn one engineering marker (not specified).

**Sec 3.4.7** Blockades: **Add text** -> Furthermore, blockading fleets must have combat values at least equal to that of Defense Networks the base they're blockading **plus half the combat value of defending ships stacked with that base.** (This allows ships to provide some defensive benefit to prevent blockades, but not a full strength.)

**Sec 3.5.1** Flyby REs are not forced to explore on the turn they reach a flyby box, but even if they don't, they must still make an outward heliocentric transfer after they would normally explore. Additionally, flyby REs can never be launched or move beyond the Scattered Disk (i.e., they can't move or be launched to Alpha Centauri). Destroy them if they are forced to make a heliocentric transfer beyond the Scattered Disk. (It was too easy to earn the points for Alpha Centauri with a Flyby and a Flyby in our solar system would take way too long to reach Alpha Centauri.)

**Sec 3.5.3** Depletions: REs should earn a depletion on a marker value of 3+ (i.e., 3 or 5, not just 3). (REs earn a Depletion if any individual marker is 3 or more while CVs earn a Depletion if the total of all markers is 3 or more.)

**Sec 3.5.4** Signs of life: A player who does not yet have the Signs of Life tech and finds Signs of Life on a world that already has Signs of Life is eligible to draw the biology, politics, and victory markers for finding it (clarification).

**Sec 3.5.6** CVs that explored cannot also produce resources this turn. You can produce resources at a world that does not yet have a world card, but the production value comes only from world resource modifiers. If the world production value is greater than 10, treat earned resources similar to exploration. For example, if producing FUEL on Jupiter with a resource value of 11 and your production die roll is a '1', you would earn 4 FUEL (1 base + 1 for the full 10 production value + 1 for rolling 1 or less on the resource value above 10 + 1 for rolling a '1'). But, if you rolled a '2', you would only produce 2 FUEL (unless you had the tech *Space refining*, where you would treat your '2' roll as a '1' and earn 4 resources).

**Sec 3.6.1** All ships in a fleet must be unreserved to trade (already says this in sec 2.6.6, but a good reminder here).

**Sec 3.6.2** You must repair damaged facilities before they can be upgraded.

**Sec 4.0** Solo Campaign: The point modifier per year should be if the game lasts past 2145, not 2045. (i.e., -3 points for 2146 or -6 for 2147).

**Sec 4.0** Campaign Setup: The South American RE Sabato should be in the Kuiper Belt '6' box (rules say "Pluto transfer box" but Pluto's transfer box is the Kuiper Belt). The Chinese RE "Gan Dei" should be "Gan De".

**Sec 8.0** Examples of play: The Economic Phase example on page 26 says Sally buys *Ultra Heavy Launch vehicles* for 23 ENG points (25-2 for NA). This should be 20-2 = 18 for North America.

**Sec 11.0** Combat Table: The direct fire 24-25 row should just be "24" (25 was duplicated on two rows.)

**Policy Track:** South America should start with the policy *Space Diplomacy*.

**Player aid card:** Transfer modifiers should say 0.2 to 0.9, not 0.02 to 0.09.

**Scenarios:** All the scenarios with the victory condition of a specific number of settlements (*Race for the Red Planet*, *Clash at Titan*, *Olympus Mons*) have no limit to the number of **Settlements** that can be built each turn (normally you can only build one facility level per turn). If playing solo, if you have within 5 settlements of the specified victory condition (e.g., 15-19 settlements by the end of 2069 in *Race for the Red Planet*, it should be considered a minor victory).

**World tiles:** Ganymede and Triton should have explore type physics, not engineering (as indicated by their icon and player aid).

**Tech chart:** Terraforming points should be purchased in SUP, not physics tech.

## **FAQ**

**Q:** When can you convert politics markers to cash/tech? **A:** Any time, but ideally before buying techs or else tech points you buy will be halved.

**Q:** Does the cost for buying diplomatic shifts increase even if you are attempting to influence more than one faction? **A:** Yes; i.e., 2 shifts in Russia and one in Europe would cost  $1+2+3=6$  markers.

**Q:** Is the North American LV counter mix intended to be different (an extra LV-4, one less LV-3)? **A:** Yes.

**Q:** What is the purpose of the Deep Space Astronomy tile? **A:** It can only be explored by Space Telescopes, and yields physics research (as with all space telescopes, its exploration value is halved before modifiers).

**Q:** What is the main difference between direct-fire and strike combat? **A:** Direct-fire is short-range line-of-sight combat (you can't use drones). Strike is a longer-range attack with drones and missiles, and doesn't require a line of sight.

**Q:** Does a pirate search for a CV if the CV remains in a Flyby box and doesn't try to leave? **A:** No, pirates only intercept when ships try to leave. A ship can "hang back", avoiding to approach the system and the pirate won't search.

**Q:** How does **CV** range work if a supply station has been lost? **A:** Per 2.6.6, if at any time a CV is not currently within range of either A) Earth or B) a supply station/spaceport large enough to unreserved that CV, it must immediately be reserved. However, you can pass through a region of space without reserving as long as you have a suitable supply station/spaceport at your destination. E.g., you can send a CV from Earth to a base in the Saturn system, even if you have lost your base in the Main Belt that allowed you to get out to Saturn originally.

## **New Optional Rules**

**Improved engine reliability:** Each player at the start of the game receives two rerolls that they can apply to any of their engine failure rolls at any point during the game, after seeing the result (not malfunction/recall). You can even reroll a reroll. *Note: This will help mitigate early game extreme bad luck and is recommended for new players.*

**More realistic solar system movement:** 1.) Any RE/CV traveling to another world in the same planetary system must stop for the turn when moving if it enters a flyby box (e.g., between Earth and the Near-Earth Asteroids). 2.) When traveling **between** and combination of the Jupiter, Saturn, Uranus, Neptune, and Kuiper Belt systems, double the time it takes before any other modifiers (e.g., traveling between Jupiter and Saturn takes a base value of 4 turns instead of 2). *Note: This helps account for the misalignment of worlds in the outer solar system as they travel around the Sun at different rates, and is a more realistic representation of the actual average transfer time.*

**Orbital bases:** Instead of or in addition to building a base at a world, you can build a base in orbit of any world where you could build a base. The cost is the same as for at the world's surface and the base functions in exactly the same way except that it cannot produce resources at that world until you have the Tech *Space Elevators* (it can produce research from the world even without *Space Elevators*). In addition, to produce resources, you would need the tech *Pressure Shells* at worlds with severe atmospheres.

**Servicing Allied ships:** You can service (repair and unreserve) an Allied ship at one of your bases if both you and your ally agree and you have the required facilities. Your ally must immediately reimburse you with cash equal to the resources you spend (if they can't, you can't service the ships). You can also service your own ships at an allied NPF base by paying them cash in a similar manner. Allied bases count to extend CV range if they have the required facilities (NPF bases are always assumed to have a large spaceport for this purpose). *Note: this will extend CV range significantly, may deplete the solar system faster, and may also allow allies to "gang up" a little more on other players in terms of exploration.*

**Expanded trade opportunities:** You can't deny the ability of another player who is at Collaboration or Alliance from trading with one of your bases (but they must still pay you \$1B to do so).

**Hail of Comets:** Once the comet is fully depleted, move it out to the Main Belt (connected to the flyby box), reset its exploration value to '4', and roll to determine if it will provide biology or engineering tech (50/50). Then, once fully depleted at the Main Belt, move it out to connect it to the Jupiter flyby box and roll to see which of the tech types it will provide that it did not provide at the Main Belt. Keep doing this (moving the comet farther out when depleted, resetting to '4', and rolling for tech type) until the comet would leave the Scattered Disk, at which point it is removed from the game. Remove any signs of life or life markers every time the comet moves.