ECLIPSE

SETUP REMINDER

Draw random (player/tiles): 2/12, 3/12, 4/16, 5/18, 6/20. (players/hexes): 2/5, 3/10, 4/14, 5/16, 6/18. Start with 3 . Place on your starting hex: 1 interceptor, 1 on each , and 1 . At any time you can convert units 2→1.

PHASES

The first player to pass gets the Start Player Marker for the next round. Players who have passed, may not take any other actions than Reactions. When you pass, flip your Summary Card. After every player's Summary Card has been flipped, the Action phase ends immediately. At any time during your action, you may activate 1 or more of your face up . For each activated , you may place 1 to an empty ,in any hex where you have an .

EXPLORE - Choose 1 of the unexplored spaces next to a hex where you have a Ship or an and turn a hex tile from the corresponding stack (I), (II) or (III) in it. If you Explore from a hex with only a Ship, it must not be pinned (pinned is in the Move phase). Show the hex tile and choose to either place or discard it. If you discard the tile, your turn ends immediately. Discards are placed face up. If you decide to place the tile, the following restrictions apply: the hex can be placed only to the spot that you explored; the hex must connect Wormholes next to the hex where you have a or a Ship. If the hex contains a , put a on it face down. If the hex contains , put that many Ancient Ship tile on it, on top of the . You may take control of the hex by placing an on the hex. **Important!** Ancient Ship must be destroyed before the may be placed. You may take the once you place a . Reveal the , and immediately decide which side to use. that are used as are placed next to your Player Board with the side showing the value face up. After placing the , you may activate your .

INFLUENCE - You may move up to 2 . These moves may be: from your Influence Track, **or** from a hex where you have a . To a hex that does not contain an **or** an enemy Ship and is adjacent to a hex where you have a or a Ship, **or** to a hex where only you have a Ship, **or** back to your Influence Track. The hex Influenced has to have a Wormhole connection to the hex where you have a or a Ship. If you remove a from a hex, you must also return all from the hex to their respective on your board. If a is returned from a gray square, you may choose which Track it goes to. **During the Influence action, you may turn 2 of your used face up, even if you choose not to move** .

RESEARCH - You may choose 1 available from the Supply Board, pay its cost 6/4 (cost/min cost), and put the on your Player Board in its category. Each in a category will reduce the cost of the next in that category (to its min cost). You may not choose a that you already have. The are kept on your Technology Tracks until the end of the game. They may not be discarded.

Ship Part: gives the ability to Upgrade this Ship Part.
Build: gives the ability to Build this Ship or Structure.
Instant: gives a one-time effect when it is Researched.

UPGRADE - You may modify your Ships' blueprints by placing new . If you upgrade the Ship's blueprint with new , all the Ships already built are considered to be instantly upgraded. Return as many to the Supply Board as you want. Then take up to 2 from the Supply Board and place them on any of the squares on your Ship blueprints. When placing the , you may place the on top of any of the printed starting on your Ship blueprints, but not on top of other tiles. The following restrictions apply: most (marked with the) require that you have researched the corresponding Technology before they can be taken; the total Energy Consumption of the Ship's parts may not be higher than its total Energy Production; and Interceptors, Crusiers, and Dreadnoughts must have a Drive, Starbases are not allowed to have a Drive. Taking and returning costs nothing. All values from the are cumulative.

Cannons + Missiles: Roll the corresponding colored die. Each is 1 point of damage.
Computers: Your combined +2 is added to your die rolls to hit.
Shields: Targets combined -2 is subtracted from your die roll to hit.
Hull: each absorbs 1 point of damage received.
Drives: each increases the Ship's Movement Value by 1.
Energy Sources: each provides energy for other .

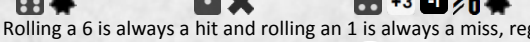
BUILD - Build up to 2 Ships or Structures (Orbitals and Monoliths). Pay their Material cost and place them in any of the hexes where you have a . The following restrictions apply: the amount of Ships is limited to the miniatures and tiles you have, each hex may only have 1 Monolith and Orbital, building a Starbase, Orbitals and Monoliths require that you have the corresponding .

MOVE - You may do up to 3 Ship movements (individually or same ship). Movement value depends on its . Starbases are not allowed to have and therefore cannot move. Ships may only move through a hex edge that has a Wormhole on both sides. If your Ships move into a hex, or out from a hex, containing other players' or Ancient Ships , at least 1 Ship per each opposing Ship must stay (pinned) and engage in combat in the Combat Phase. The Ships exceeding the number of opponents Ships may move. If you later on move or Build more Ships to the hex, you may change which Ships are pinned. The original Ships may move, as long as 1 Ship per each opposing Ship stays pinned. The Galactic Center Defense System (GCDS) engages all the Ships in the central hex. The hex cannot be moved through before the GCDS is destroyed.

REACTION - After passing, you may only take a Reaction action when it is your turn in player order.
Upgrade: you are allowed to return as many to the Supply Board as you want, and then take 1 .
Build: you are allowed to build 1 Ship or Structure.
Move: you are allowed to move only 1 Ship once.
A Reaction is taken by placing an on the Reaction Track on your Summary Card. The Nanorobots does not give you an extra build when taking a Reaction.

COMBAT

A battle will take place if a hex is occupied by more than 1 party. If there is a battle in more than 1 hex, the battles are resolved in descending numerical order of the hexes. If the hex contains more than 2 players' Ships, battles between players are resolved 2 players at a time, in reverse order of entry into the hex. The last surviving player will battle the Ancients , if any.
If the hex already has an and is thus controlled by a player, that player is always considered the defender and will fight last regardless of the entry order, even if his Ships actually moved there last. The Ship type with the highest Initiative goes first. All Initiative ties are resolved in the defender's favor. You simultaneously roll dice for all your Ships of 1 type. After rolling, you choose which enemy Ship you assign each die. Several dice may be assigned to the same target.



Hitting: Rolling a 6 is always a hit and rolling an 1 is always a miss, regardless of any bonuses the Ships may have. For other die results, add the value of your +2 to the die roll and subtract the value of the target's -2. If you end up with a value equal or greater to 6, the die is a hit.
Damage: Different weapons do a different amount of damage when they hit. Ion Cannon inflicts 1 damage, Plasma Cannon and Plasma Missile 2 damage and Antimatter Cannon 4 damage. The amount of damage a weapon inflicts is presented by . By default, 1 point of damage will destroy a Ship. Each on a will absorb 1 point of damage. Damage from 1 die may not be split to several targets. If a Ship sustains damage but is not destroyed, mark the damage by placing next to the Ship.
Fighting the Ancients and the GCDS: 1 of the other players rolls the dice for the Ancients and the GCDS. 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.

Diplomatic Relations: If 1 of the hexes where you have an gets connected through a Wormhole to a hex where another player has a , you and the other player may agree on forming Diplomatic relations with each other. Diplomatic relations can be formed at any time on any of your turns. The connection may happen either by Explore or Influence actions, or at the end of the Combat Phase. There must be a full Wormhole connection (cannot use the Wormhole Generator). You may not form Diplomatic relations if your Ship is in a hex with an opposing player's Ship or , or vice versa.

If you both agree, give the other player 1 of your Ambassador tiles and place 1 of your on top of it. The may come from any of the 3 Population tracks. The tile is placed on 1 of the free spaces on the other player's Reputation Track. The other player also gives you an Ambassador tile and a . Place them on an empty space on your Reputation Track. Ambassador tiles on your Reputation Track are worth 1 at the end of the game. Note that your Reputation Track also holds your . If the board is full when taking an Ambassador tile, you may discard , returning them to the Reputation tile bag. You may not have more than 1 Ambassador tile from each player. You may not discard Ambassador tiles.

Breaking Diplomatic relations: Your Diplomatic relations stay in effect until the end of the game, unless you attack 1 of the players you have Diplomatic relations with, or they attack you. Moving your Ships to a hex where the other player has a or a Ship is also considered an attack. Both players then return the Ambassador tiles and to the owner. The goes back to a Population Track, chosen freely by the owner. Whenever you attack a player and thus break the Diplomatic relations, you receive the Traitor Card from its previous holder. The player holding the Traitor Card may not form new Diplomatic relations as long as he has the card. Whoever holds the Traitor Card at the end of the game receives a -2 .

COURSE OF BATTLE (Count on to determine Initiative order.)

Missiles: All Ship types of each player equipped with Missiles fire their Missiles in Initiative order.

Engagement Round: Each Ship type of each player is activated in Initiative order. Each of your Ship types may on its turn decide to either attack or retreat. The Engagement round is repeated until 1 of the sides has been completely removed from the hex.

Retreat: When you decide to retreat your Ships, move them to the edge of a neighboring hex. The hex to which you retreat must contain your and must not contain enemy Ships. The normal Wormhole movement rules must be followed (can use Wormhole Generator). While the Ships are on the edge of the hex, they are retreating and can still be shot at. The next time it is the retreating Ships' turn, all of them must move to the neighboring hex. They have now fully retreated and can no longer be shot at.

Stalemate: If a battle ends in a situation where it's not possible for either player to destroy the other, the attacker may retreat. If not, his Ships are destroyed.

Attacking Population: After all battles have been resolved, the remaining Ships may attack the population in the hex. Each Ship may attack once with all of its Cannons (Missiles may not be used), using the normal rules to hit. Population is considered not to have any shields. Each point of damage destroys 1 of your choosing. If you have the Neutron Bombs Technology, you may destroy all the from the hex without rolling any dice. Destroyed are returned to the defeated player's. If a is destroyed from a gray square, the owner may choose which Graveyard it goes to. Destroying does not grant .

Orbitals and Monoliths: Orbitals and Monoliths may not be attacked, nor are they ever removed from the hex. The population on the Orbital must be destroyed the same way as the other .

Reputation Tiles: After all battles in a hex have been resolved, each involved player draws from the bag as follows: 1 tile for taking part in 1 or more battles, 1 tile for each opposing Interceptor, Starbase, and Ancient Ship destroyed, 2 tiles for each opposing Crusier destroyed, 3 tiles for each opposing Dreadnought destroyed, 3 tiles for the Galactic Center Defense System destroyed. You may not draw more than 5 tiles. Choose 1 of the tiles and place it face down on your Reputation Track. Put the rest of the tiles back in the bag. If the track is full, you may return any of your in the bag. The tiles are drawn in the order the players entered the hex, so that the player who first entered the hex will draw all his tiles first.

Retreat Penalty: If all of your remaining Ships retreat from the hex, you get no for taking part in the battle, but you still get tiles from destroyed enemy Ships.

Influencing Hexes: At the end of the Combat Phase, if you have at least 1 Ship in a hex that has no population, remove the previous controller's . After this, you may place your own there. Also, if at the end of the Combat Phase your Ship is in a hex without an , you may place a there.

Repair Damage: At the end of the Combat Phase, all the are removed from the Ships.

Player Elimination: In the unlikely event that you lose all of your and Ships from the game board, you may no longer place on hexes. You may continue to produce Resources each round and take Research actions, which may still grant a few .

UPKEEP

Colony Ships: First, you may activate 1 or more of your remaining and move to hexes. You may not move to hexes containing enemy Ships.

Civilization Upkeep: Collect your income and pay your Civilization Upkeep cost. This is done by comparing your positive money income with your Influence Cost for that turn. Then adjust your Money Storage marker on the Storage Track by this net amount.

Bankruptcy: The Money Storage marker may not move below zero; if that would happen, you must trade other Resources for money, or give up control of some of your sectors by removing from the hexes and returning them on your Influence Track until the Influence Cost is small enough. All from these hexes are moved to their respective Population tracks on your Player Board. from gray squares may go on any track. In the unlikely event that you do not have enough to remove, your civilization has collapsed and your game ends here.

Science and Materials Production: After paying the civilization Upkeep cost, collect the Science and Materials production and move the Storage Markers on the Storage Track accordingly.

CLEANUP

Draw new (player/tiles): 2/4, 3/6, 4/7, 5/8, 6/9 from the bag and place them on their respective places on the Supply Board. Each player moves all the from his Action Track back to his Influence Track and all from the Graveyards to the respective Population Tracks. If a Population Track is full, the must be moved to another track. Then each player flips all his face up and the Summary Card the Action overview side up. Move the Round Marker 1 step forward. A new round begins with the Action phase.

GAME END

The player with the most is the winner. Victory Points are gained from:

- Reputation Tiles
- Ambassador Tiles
- Monoliths on own hexes
- Hexes with an Influence Disc
- Discovery Tiles
- Traitor Card -2
- Progress on the Technology Tracks: 4 = 1 , 5 = 2 , 6 = 3 , 7 = 5

In case of a tie, the total amount of Resources in each tied player's Storage is the tie breaker.

Military Technologies:

Neutron Bombs You may destroy all the from the hex without rolling any dice.
Phase Shield You may Upgrade phase shield .
Starbase You may Build Starbases.
Advanced Mining You may place in the advanced Materials squares with your .
Tachyon Source You may Upgrade tachyon source .
Plasma Cannon You may Upgrade plasma cannon .
Plasma Missile You may Upgrade plasma missile .
Gluon Computer You may Upgrade gluon computer .

Grid Technologies:

Gauss Shield You may Upgrade gauss shield .
Positron Computer You may Upgrade positron computer .
Improved Hull You may Upgrade improved hull .
Advanced Economy You may place in the advanced Money squares with your .
Antimatter Cannon You may Upgrade antimatter cannon .
Fusion Source You may Upgrade fusion source .
Tachyon Drive You may Upgrade tachyon drive .
Quantum Grid You receive two additional , placed immediately on your Influence Track.

Nano Technologies:

Nanorobots You may Build one additional Ship or Structure.
Orbital You may Build Orbitals.
Fusion Drive You may Upgrade fusion drive .
Advanced Labs You may place in the Advanced Science squares with your .
Artifact Key You must take 5 Resources of one type for each Artifact on your hexes.
Advanced Robotics You receive one additional , placed immediately on your Influence Track.
Monolith You may Build Monoliths.
Wormhole Generator You may Explore, Influence and Move through a hex edge that has a Wormhole on just one side.