# HEXPANSE

## RULEBOOK

# 1. INTRODUCTION

The year is 2244 AD. The continuously expanding universe is on the brink of the most devastating war ever.
The galactic clash cannot be avoided; the bloody reckoning has already started on some planets.

After the long, peaceful years of economic boom, the Earth-Mars Empire was torn apart by the conflict between humans and cyborgs. However, in the war that is scorching the formerly collaborative worlds, they are not the only ones opposing each other. From the galaxy's hundreds of nations, 4 factions ascended into the 23rd century.

The **Terran Empire**, which wants to restore the unified galaxy ruled by humans. The **Cyberian Collective,** which is preparing for the final reckoning against humans. The **Union of Trade Worlds**, which wants to maintain its independence. And the outlaw **Interstellar Nomads**, dream on the dawn of freedom.

**The war has already begun, and the armies are standing in line. Everyone is looking for allies, blackmailing vassals, hiring mercenaries. The decision is yours: which faction will You join?**

# 2. THE HISTORY OF FACTIONS

## 2.1. The Terran Empire

The Terran Empire modelled its existence from former paragons of civilizations: The Roman Empire, The Holy Roman Empire, and the cult of outstanding historical figures. The head of state is the First Consul, general Ramius, who oversees the army personally, and who is accused of dictatorial intentions by his enemies. Probably not without a reason…

In the early times of colonization, the Terran Empire was continuously superior in economy and technology due to the population of Earth. Its only challengers were the technologically highly advanced Martians, who propagated the advent of a new, post-human era. However, the technology of the portals temporarily ended the conflict of the two worlds. The two states wanted to exploit the opportunity of occupying the colonies together.

As time went on, the newly colonized planets wanted more and more economic independence. Although Earth managed to keep its political role due to its military advantage, it fell behind the colonies in economic terms. The growing tension slowly tainted the Earth-Mars Alliance, which led to the annexation of Mars after the Luddite movement on Earth.

The Terran Empire is currently boosting its economy by military expenses and aims to retrieve as many colonies as possible and defeat the settling Martians – Cyberians with its growing military potential. The time is short, since the resources of the Earth are less and less sufficient for the maintenance of the former position of power.

## 2.2. The Cyberian Collective

Mars was the first chance for mankind to seize a new, mysterious planet. The first researchers of Mars were quickly followed by masses of adventurous people. The conflicts among people brought from Earth disappeared after the first few decades, giving way to a new Martian identity, which defined itself as independent from Earth.

The Martians put more and more emphasis on cybernetics and robotics later on. Thanks to this resolution they became increasingly self-sufficient and competitive with Earth. The Martians got their nickname at that time: "Cyberians". The continuously growing conflict between Earth and Mars lead to a series of wars until the second half of the 21st century,

when their relationship was softened by the discovery of the portal technology. The two rivaling worlds exploited this opportunity together, ultimately leading to the takeover of the colonies.

However, the Earth-Mars relationship was never free of tensions, not even in the era of prosperity. The low point came in 2242, when the armies of Earth attacked Mars and wreaked carnage among the people as a result of the Luddite movement. Although the surface of Mars was obliterated, the Cyberians and the Cyberian-loyal part of the fleet was not. The Martian resistance, led by lady Alita, is waiting for a counter-strike opportunity, which, according to their plans, will be the last attack on Earth.

## 2.3. Interstellar Nomads

The Nomads are descendants of the first wave of settlers, who lived peacefully until the explosive developments of space technology. After the Earth-Mars Alliance developed in terms of space travel, it could easily dominate the dwellers in the colonies with its technological superiority.

Many living on the colonies could not accept the direct domination, so they left the territories that were under the control of the Alliance. They started a nomadic, pirate lifestyle on the verge of the known universe, while the Earth-Mars Alliance was continuously pursuing them.

Through one and a half centuries, out of the discords of smaller factions and due to the pressure from the Alliance, the Interstellar Nomads were born.

When the era of bloody chaos arrived after the long-lasting dominance of the Earth-Mars Alliance, the Nomads realized that it was time for them to retrieve their planets, and expand them with new ones. Their ambitious and fearless warlord, Temud Yin can count on tens of thousands of soldiers on this mission, who are willing to sacrifice their lives without thinking twice about this command.

## 2.4. The Union of Trade Worlds

The core of The Union of Trade Worlds consists of three highly advanced colonies, the population of which includes various people from the different waves of colonization. The three planets that provide the foundation of the union were originally territories of the Earth-Mars Alliance.

The role of the three planets became increasingly more significant due to their advanced technology and their special relation to the mother worlds. In addition, these colonies soon played a decisive role in the rapidly developing galactic trade. These motives gave more and more latitude to the three planets.

When the Earth-Mars Alliance came to a bloody end, the three planets immediately declared their independence, and almost instantly formed an autonomous economic union, thanks to careful background preparations. Today, the union is rapidly expanding, with a little financial or military influence of course…

The Union of Trade Worlds wants to be seen as the protector of the independent colonies, for which purpose they have sufficient funds, and their gorgeous leader, Zoe Venetia.
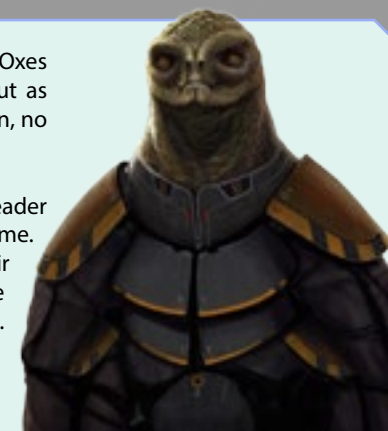
## 2.5. The Ox *(only available in the Alien expansion)*

After humanity initiated longer voyages into space in the first half of the 21st century, they soon met the ancient and gentle people of Oxes. But human nature tends to dominate and exploit: Oxes found themselves soon in the depths of the hexilium mines, where their unmatched strength, stamina and tranquility resulted in amazingly productive harvest of the precious material.

The people, who called themselves Xhladtkom in their own language, got the "Ox" cognomen, because humans treated them like farmers treated the oxen.

As long and hard decades passed, some brave Oxes tried to break out of the quasi slave yoke, but as humans could deal with these cases in isolation, no significant mass revolts could be organized.

At least until recent times, when a new Ox leader decided to end this situation once and for all time. Slowly, they began to modify and arm their miner ships. The war of 2242 brought them the opportunity they were waiting for a long time...

## 2.6. The Mantacle *(only available in the Alien expansion)*

Many rumors were spreading that in the universe growing by the rapid expansion of humans, there were some territories where alien races were spotted. But these were not confirmed by anyone except the oxes, despite the photos and other documents, because these were called hoaxes and conspiracy theories, and some well-paid scientists could bring up some credibly looking contra arguments.

Still, by the 23rd century most of the population was convinced that they exist. More and more rumors spread that the in the depths of the artificial labyrinths of distant moons' deep craters such enormous underground laboratories were constructed, where they have been experimenting on aliens for a

long time. Moreover, some scientists ran hazardous gene manipulation experiments in order to cross aliens and humans: to create a hybrid that has exceeding mental abilities.

These rumors were naturally not confirmed officially by the true financial supporters like the Union of Trade Worlds; on the contrary, they fiercely denied them. Then, in 2245 something happened that changed the official standpoint quickly: tricking their creators, many hundreds of Mentacles escaped from the research facilities, conquering some outer planet, thus gaining control of a greater fleet. Their intentions are unknown...

# 3. THE GOAL OF THE GAME

In the game, you take on the role of an interstellar faction warlord that fights for various planets. During the game, a battle is played out, which can be won by (see in details at chapter 5.):

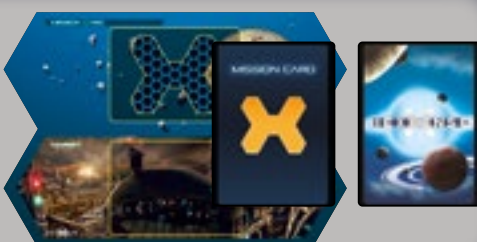**1. Building the formation that is needed to capture the planet.**

**- OR -**

**2. Having the only warlord on the board after all the enemy warlords are defeated during battle.**

## Contents

# 4. COMPONENTS

## Market

Market board with mission cards (15), action cards (25), and mercenary cards (25).

## Player's guide (4×1)

## Recovery Ship

This is where injured normal and minor units are placed.

## Double sided game board
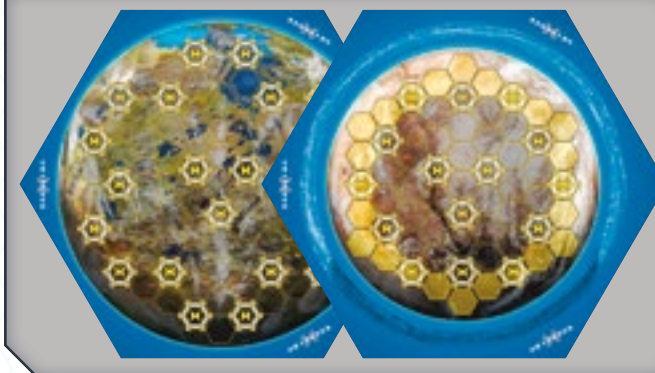
## Income and currency markers (8)

## Minor mats (11)

## Units

If in the rules we refer to "units", this applies all types of units.

**Normal units (4×12)**
*Units belonging to player factions.*

**Elite units**
*Units belonging to minor factions.*
*Only for the "Elite troops" game play.*

**Minor units (4×3)**
*Units belonging to minor factions.*

**Warlords (4×1)**
*Units that Representing the player's warlord.*

**Mercenary units (27) and plastic frames (4×5)**
*Units that can be hired by purchasing cards.*

## Warlord dice (4×1)

These D12 dice representing the warlord's health.

## Faction boards (4)

1. **Reserve (mothership)**
2. **Place for the warlord die**
3. **Action icons**
4. **Warlord ability**
5. **Income**
6. **Hexilum** *(the currency used in the game)*

# 5. GAMEPLAY

If you want not just to read but watch the rules, check our how-to-play video here:

**hexpansegame.com**

## 5.1. Game modes

### Game difficulty

Before starting the game, the players may decide on which difficulty to play based on the chart to the next:

The **Seaman** difficulty is recommended for beginners to get to know the game.

**Captain mode** is the normal mode, could also be used for the first game; here the minor factions also come into play.

In **Admiral mode**, the players can also win the game by completing their own secret mission cards.

| Difficulty | Normal units | Minor units | Mission |
|---|---|---|---|
| **Seaman** | 12 | 0 | 1 common |
| **Captain** | 9 | 3 | 1 common |
| **Admiral** | 9 | 3 | 1 common and 1 own |

### Teamplay

This game mode enables two teams to fight against each other. The members of the teams play by the original rules, but they can form the victory formation together. A team can also win if the warlords of both opponents are eliminated. The smaller board is recommended for this mode, so the team can build the mission pattern together. In the case of odd numbered players, one player controls two factions at the same time. In the case of 6 players, 3 teams can play against each other.

Team members are seated diagonally across from each other.

*For example: Team 1, Player A goes first, then Team 2, Player B goes second, then Team 1, Player C takes a turn followed by Team 2, Player D.*
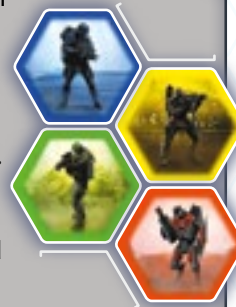
### Elite troops - *alternative gameplay*

Elite troops serve as an alternative game mode that extends the standard game rules. Elite troops are special units that were trained to fight battles with guaranteed success, without any losses.

**Setup**

Players start with a set of 12 units (see 4.1) that are placed on the ship during setup. In this game mode, players can place elite troops on their ship in exchange for any normal units in equal numbers for all players.

**Gameplay**

The rules of normal units are applied to elite troops as well, but when they attack, they do not get destroyed during the combat. However, they can be destroyed by any normal attack against and then place to the recovery ship.

### Expert game mode - *alternative gameplay*

We recommend this game mode for more experienced players.

The game rules are like in a standard game. The difference is that each player start with two minor factions and 6 normal faction units altogether (elite troops may be included).

**Set up**

Each player draws or picks (from the face up cards) 3 minor factions. They pick one, then pass it to the next player on the right. Then they pick one of the two cards and passes the remaining one. Then all the players reveal their 3 minor factions, of which the player on their left chooses one to discard.

If it is a 4-player game with 11 minor factions, one of the players obviously draws or picks one less, so the player with two factions remaining in their hands do not have to discard.

Each player is controlling two factions during the game, using both their special abilities. To mark the second faction's units, use three of the normal units face down.

## 5.2. Setup

**1.** **Choose the first player:** the person who last saw a sci-fi movie, or just draw randomly.

**2.** Each player chooses a faction in clockwise order, starting with the first player.

**Each player gets the starting kit:**
a faction board, own units, the die indicating life force of the warlord and the income and hexilum markers.

**3.** Set the **income level to 1** and the **hexilum to 0** on the faction board and place the units.

**4.** If the minor factions also take part in the game, draw and reveal as many minor factions as the number of players plus one.

Players choose minor factions in reverse order; the last player who chose a faction card gets to choose a minor faction first. *(For a description of minor factions, see 6.4.)*

**5.** Shuffle the market deck. The market deck consists of mercenary and action cards.

**Draw and reveal 5 cards to form the market.**

**6.** **Draw a mission card** and put it next to the board in its place.

*In **Admiral mode**, the **number of players +1 mission cards** are revealed and each player selects a card in reverse order to become **his/her secret mission card**. These cards won't be public after chosen by a player. The remaining card will be the common mission card.*

Building the formation on either of the mission cards (common or own secret) will count as a win.

**Token frames:** Ownership of neutral tokens (like mercenaries) can be marked with token frames.

Before placing a neutral token onto the board, put that token into a token frame that matches the color of the faction.

## 5.3. The game board

The board changes based on the number of players: One side of the board is used for 2-3 players, the other side for 4 players.

**1** **Board for 2 players:**
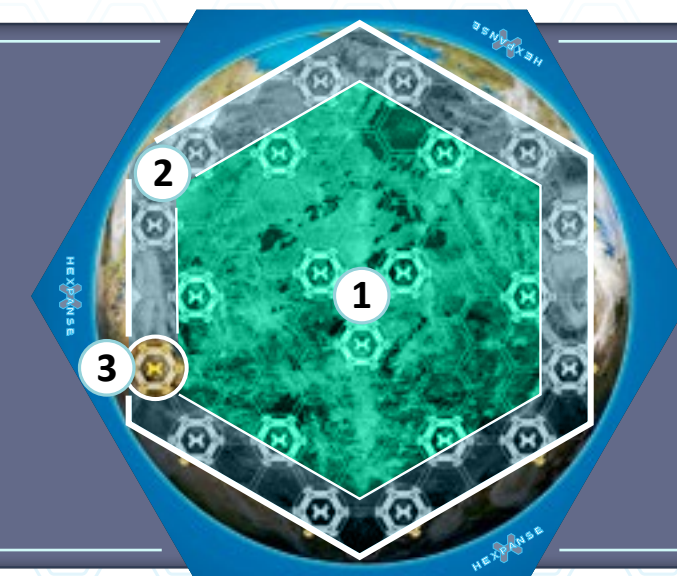Players can only place units on the normal transparent territories.

**2** **Board for 3-4 players:**
Players can place units on the shaded territories on the edge as well.

**3** **Territories giving currency ( ✖ - hexilum):**
Players obtain hexilum if they place or move their unit, or warlord there.

## 5.4 Unit description

Rules applied to all units:
- Use the placement rules of normal units (see 4.4.2).
- All units on the board count as parts of the victory formation.

### Normal unit

Normal units serve as the main body of a player's forces. Players start with 6-12 normal units based upon the game mode being played (see 4.1).

If a normal unit is involved in an attack, either attacking or defending, they are placed on the recovery ship. A player can move a unit from the board or the recovery ship to their reserve for an action point.

Before the game begins, place normal units on the upper part of the character sheet, on the spaceship.
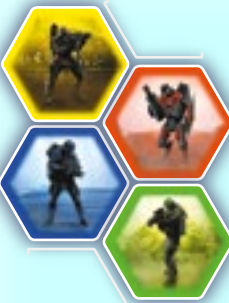
### Elite troop unit

Players can start the game with 1-3 elite troop units. These are specially trained units that do not get removed from the board when they attack.

If they are attacked, they are moved to the recovery ship as normal. In exchange for an action point, a player can move them from the board or the recovery ship to the reserve. Before the game begins, place elite troop units on the upper part of the character sheet, on the spaceship. Elite troop units are unaffected by Reserve Attacks (see 6.1).

### Mercenary unit

Mercenary units can be purchased from the Market Deck. Each mercenary card has a corresponding token (except Heinlein's Squad/mercenary card number C023), which the player marks with the token frame of the major faction's color. Mercenary's abilities activate instantly as they are placed on the board.

Some mercenaries have abilities that can be re-used each turn in exchange for an action point. Mercenaries that have already been placed on the board cannot be taken back.

Mercenaries can attack according to the rules of normal unit attack. Whether they attack or get attacked, mercenaries are not placed on the recovery ship; they are removed from the game. Mercenary units are placed on their card after being purchased so are unaffected by Reserve Attacks (see 6.1).

### Minor unit

Before the game begins, place minor units onto the minor unit sheet next to the character sheet. Minor units are unaffected by Reserve Attacks (see 6.1).

Some minor units' abilities activate when they are placed on the board, and some others activate when they are removed from the board. Minor units can only be placed on the board after the player has placed the warlord on the battlefield.

Some minor units are able to attack while others cannot initiate an assault. Whether they attack or get attacked, they are placed on the recovery ship. In exchange for an action point, a player can move a unit from the recovery ship to the reserve. A minor unit cannot be taken back from board.

### Warlord

The unit representing the leader of the faction, marked by a token and a 12-sided die. Before the game begins, the die must be placed on the bottom part of the character sheet, next to the warlord. A player can place either the warlord token or the die on the board in exchange for an action. There is no special condition of placement, they can be put anywhere on board including territories with hexilum.

Each warlord starts with 6 life points at the beginning of the game, the big ⬡ icon indicates it on the dice. These life points can change throughout the game. A warlord can have a maximum of 12 life points. Warlords can be damaged, even destroyed during the game. If the warlord is attacked (e.g. by card effect or normal unit attack), it is not removed from the board, but its life points decrease by one. The warlord can be damaged while it stays on the mother ship (character sheet) due to the effect of cards and abilities. If the life points of the warlord decreases to 1, the dice must be turned to the skull icon. If the warlord gets another damage, the player is eliminated from the game (they leave their units on the board as neutral units).

Each warlord ability (healing, moving, unique ability) can be activated once per turn, but only if the token/die representing the warlord is on the board. Minor units can only be placed after the warlord is placed on the board.

Though the warlord can move by itself, it cannot be moved on the board by cards or other abilities, and it cannot be taken back to the ship during the game. Special cards can affect the warlord on the mothership as well.

## 5.5 The overview of a turn

The players take turns starting with the first player as determined during setup. Players take turns in a clockwise rotation until one player wins the game. A player's turn consists of three phases: **Income Phase, Action Phase,** and **Market Phase.**

### 1. INCOME PHASE

During the **Income Phase**, the player **gains hexilum reserve** by their current income level amount.

### 2. ACTION PHASE

During the **action phase**, the player may **execute two actions** – even the same ones- in any order the player wishes.

The following actions may be chosen:

**Place a unit on any empty territory on the board:**
Units may be placed onto the board from…
…the Reserve for regular and minor faction units.
…a card for mercenary units.

**Replace a unit back to reserve:**
A player may take a normal unit from the board to place in the reserve.
The mercenary, minor units and warlords cannot be taken back.

**Attack:**
- A player's unit may remove another unit from an adjacent territory, or deal one damage to an adjacent warlord. In exchange, the attacking unit is also removed from the board.
- A warlord may remove a unit from an adjacent territory, or deal one damage to an adjacent warlord. In exchange, the attacking warlord takes one damage.

Faction and minor faction units taking part in an attack go in the Recovery Ship.
Mercenary units are removed from the game.

**Move a unit from the Recovery Ship to reserve:**
A player may take an unit from the Recovery Ship, and put it back on their reserve.
Mercenaries cannot be taken back; they are removed from the game permanently.

**Play** an action card.

**Activate a mercenary's card, that is on the board:**
The mercenary executes its repeatable ability, which is indicated on the card.

**Gain 1** hexilum.

**Increase your income by 1 level:**
You have to pay the price of the next income level.
*For example: You have to pay 2 to level from level 1 to 2 and pay 3 to level from 2 to 3.*

The maximum level of income is 4.

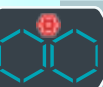**The Warlord's actions** *(Warlord actions can only be carried out **once per turn and only if it is on the board** ):*

**Heal your warlord for 1.**
Your warlord's life force increases by 1.

**Move your warlord to an adjacent and empty territory:**
Your warlord takes one damage for movement.

**Use your warlord's special ability** *(See Faction descriptions)***:**
Your warlord takes one damage for using the ability.

**Hint:** If you prefer a more aggressive game mode, you may place or later move your warlord to the center of the board; otherwise, it is not recommended!

| Attack | Healing | Increase income |
|---|---|---|



**LVL 2 -> 3 = -3**

## 3. MARKET PHASE

During the **market phase**, the player can **buy cards from the market.** A player may choose from any of the five revealed cards in the market. Any number of cards can be bought, if the player has the necessary currency (hexilum).

New cards will be placed in the market after this phase, in order to fill the market up to exactly five cards again. (You do not replenish market cards until the end of this phase.)

⚠ **IMPORTANT**

Cards are always placed facing up in front of the players, so other players can see what they have.

When a player finishes all three phases (income, action and market) of their turn, then play passes clockwise to the next player.

## 5.6 Card abilities

Two types of cards can be bought: mercenary and action cards.

| Action card | Mercenary card |
|---|---|

1. Cost of the card
2. Card type
3. Card code
   (You can find the card in the card list based on this code)
4. Card ability
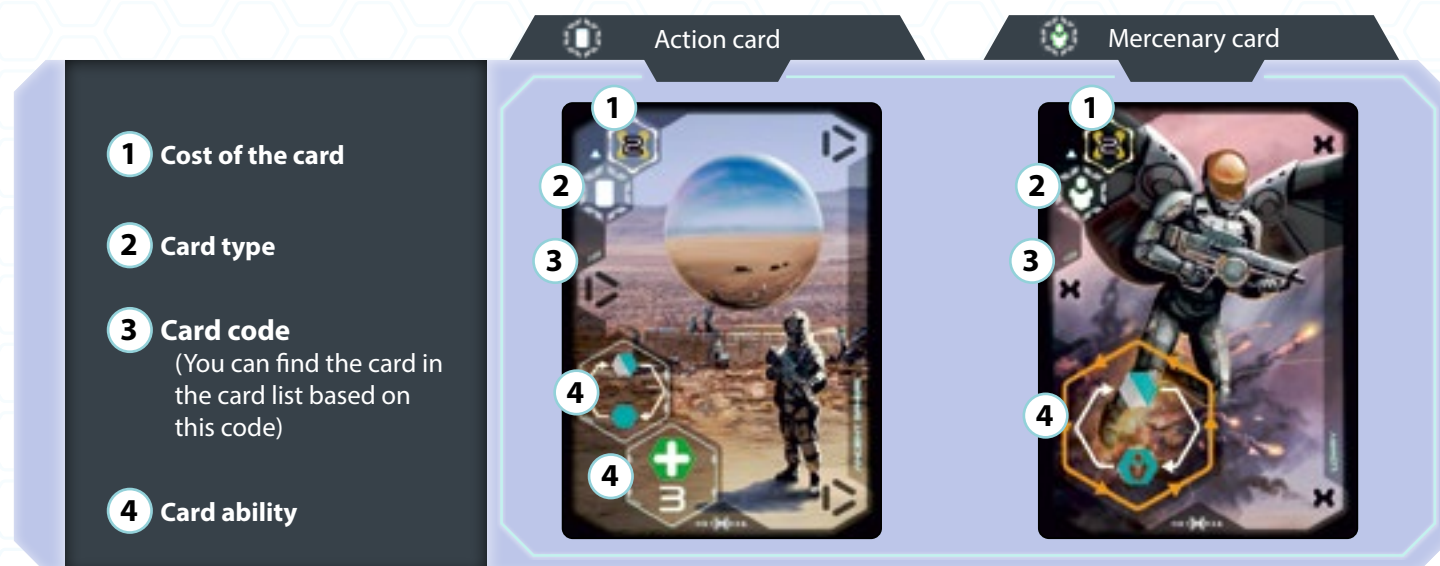


### Action card

Action cards may only be played once. After being played they are discarded.
The icon system, detailed explanation and card descriptions can be seen in the Appendix, points 6.1-6.2.

### ◉ Mercenary card

The **mercenaries** are units that can be hired by purchasing cards.

The tokens with their pictures are placed on the token frames of the faction that purchased them, the token is placed on the board when the card is activated.

All mercenaries can use their abilities when initially placed on the board, however, mercenaries with an orange recycle sign may reuse their abilities any turn in exchange for an action.

⚠ **IMPORTANT**

If a mercenary is removed from the board, the corresponding card must be discarded! It won't come back in this game.



A reusable (left) and a normal (right) mercenary

### 5.7 Combinations of cards

During a game, there are times that can occur that an action card or a mercenary ability may bring another card or mercenary into play that also executes an ability. In this case the abilities are executed in a chain within a single action. Therefore, a combination counts as a single special action, the smart use of which can easily decide the outcome of the game.

The different abilities are executed one after the other. The effects of the first cards must be fully completed, then you continue with the effects of the next card.

### Example of a chain reaction

**Step 1**

We brought **The Baron (C09)** mercenary and a normal unit into play with the **Cheyen (A17)** card. We place the unit and **The Baron (C09)** mercenary on the board to the 2 designated territories.
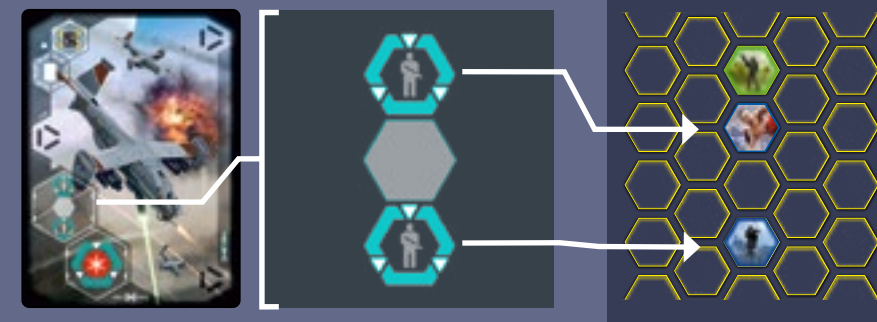


**Step 2**

After we fully executed the abilities of the **Cheyen (A17)** card, we continue with the ability of the **The Baron (C09)**card. We attack a territory with it –, where an enemy unit is destroyed and gets on the **Recovery Ship** - and we place a normal unit and a **Kama Tron (C05)** mercenary.



**Step 3**

After the **The Baron (C09)** card, we execute the abilities of the **Kama Tron (C05)**.
It places 2 normal units and a minor unit on the board. Since we did not play any other mercenaries with special abilities, the chain reaction ends.
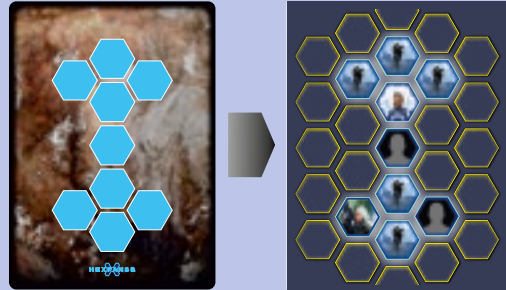
# 6. VICTORY

## One mission card completed
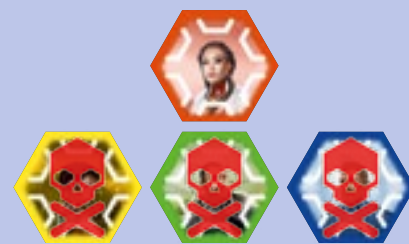
**or**

## All enemy warlords defeated

The game ends immediately if a player **manages to build the pattern** on the mission card drawn at the beginning of the game. Any type of own unit can be part of this pattern.



The other way for a player to achieve victory is by having the only warlord on the board after **all other enemy warlords are defeated** during battle.



The game continues until one of these conditions is achieved.

If a **player is eleminated**, he/she is out of play, their units remain on the board until someone removes them, and their cards are immediately sent to the discard pile.

# 7. APPENDIX

## 7.1. Icons

### Card and token types

**Card types**

| Mercenary | Action |
|---|---|

**Token types**

| Warlord | Mercenary token | Unit | Minor unit |
|---|---|---|---|

### Icons on the cards and boards

#### Moving

**Placement**
You may put a unit in an empty territory.

**Warlord movement**
You may move your warlord to an adjacent empty territory.
The warlord takes one damage from movement.

**Return**
You may take a normal unit back from the board to your reserve, but not a mercenary or minor unit.

#### Healing

**Replacement from the Recovery Ship to board**
You may place one of your units from the Recovery Ship to the board.

**Warlord healing**
Your warlord heals.
The life force of a warlord can be increased up to 12.

**Unit return from the Recovery Ship**
You may take your unit back from the Recovery Ship to your reserve.

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#### Attacking

**Unit placement to an occupied position**
You may place your unit in an occupied position. The unit formerly in that position is destroyed and sent to the Recovery Ship, the mercenary is removed from the game.

**Warlord damage**
Target warlord takes a certain amount of damage.

**Attacking a territory**
Target location is attacked. The unit in that position is destroyed, or if a warlord is in that position, they takes one damage. The attack must be completed at all times, even if it means attacking your own units.

**Reserve attack**
You may send as many units from one of your enemies' reserve to the Recovery Ship as the number of explosions you have on the

**Action card attack**
You may remove one of your enemies' action cards from the game.

**Currency destruction**
You may destroy a certain amount of hexilum from one of your enemies.

**Attacking with a unit**
Sacrifice one of your units and attack an adjacent territory. Units go on the Recovery Ship, mercenaries are removed from game.

**Destruction**
The unit's ability is activated when it is sent to the Recovery Ship from the game board.
You cannot attack with these units.

**Zombie ability**
The removed unit returns straight away to reserve.

#### Stealing

**Stealing a mercenary card**
You may take one of your enemie's mercenary card. The mercenaries unit may remain on the board under your control or may be taken back and played again at a later time.

**Stealing an action card**
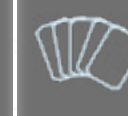You may take one of your enemies' action cards.

**Stealing currency**
You may take a certain amount of hexilum from one of your enemies.

#### Other symbols

**Empty territory**
Standard territories are marked with a grey hexagon. They show the relative positions of various events taking place on the board.

**Extra cards**
You may buy from a certain amount of extra cards during the market phase. These unbought cards are discarded after buying.

**Receiving currency**
You receive the amount of hexilum marked on the icon. You also receive one hexilum if your unit was placed on this symbol on the gameboard.

**Exchange**
Exchange 2 units or move a unit to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency they receive 1 hexilum. Other players do not receive currency in the same case.

**Exchange of mercenaries and minor units**
Exchange this mercenary/ minor unit with another unit, or move it to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency, they receive 1 hexilum.

**Increasing income**
You may increase your income. You always have to pay an amount equal to the level of income you want to reach.

⚠ **IMPORTANT**

It is always obligatory to completely execute the ability of attacking a territory if it is written on the card, even against own units. However, placement is only an option, it is not necessary to execute every possible placement on a card.

## 7.2. Faction abilities and tactics

### Terran Empire

#### Ability

You may place your unit in an occupied position next to the warlord.

The enemy unit formerly in that position is sent to the Recovery Ship, the mercenary is removed from the game.
After this the Terran warlord takes 1 damage.

#### Tactical tips

The Terran Empire offers the most aggressive strategy out of the factions. Placing its warlord in a good position – the center of the board - , it can build its own formation and destroy the enemies' simultaneously. The faction's ability is powerful at all stages of the game.

The Terran player should be careful with their warlord's life points, because due to the effective use of their ability, they will mostly be in the conflict zone. The Terran Empire is most recommended for beginner players.

### Cyberian Collective

#### Ability

You may place two units next to the warlord as seen in the picture for an action and takes 1 damage on the warlord.

#### Tactical tips

The Cyberian Collective is the fastest building faction, therefore it is the easiest to start building the formation with. The player commanding this faction should be aware that they can put up to 2 units on the board with using a single action. The ability is mostly effective in the first stage of the game, but it can be efficient later on with the combination of territory attacks.

A Cyberian player should pay attention to their number of tokens, because they can decrease quicker than other factions due to the fast placement, and life of their warlord can also diminish faster. The Cyberian Collective may also be a great choice for beginner players.

### Interstellar Nomads

#### Ability

You may exchange two units or you can move a unit to an empty territory for an action by dealing one damage on the warlord.

#### Tactical tips

The Interstellar Nomads offer the most challenging gameplay out of the factions. The ability of exchanging allows the player commanding the faction to seize key territories without using valuable cards or units – whether on the board or from their reserve. Besides, in 3-4 player mode they can trick their opponents by interfering with both players' formations. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The ability requires a tactical, political playstyle, so it is recommended for more experienced, more advanced players.

### The Union of Trade Worlds

#### Ability

You receive 2 hexilum for an action and takes 1 damage on the warlord.

#### Tactical tips

The UTW is the wealthiest faction of the game. It has the opportunity to gain 4 hexilum even at the worst of times, when all sources of raw materials are occupied. Thanks to this, the UTW player can always buy from the market, easily creating their own, unique tactics. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The advantage of the UTW is the very same as its disadvantage. It has easy access to cards on the market, but this is not enough for victory; the cards also have to be used tactically. The UTW is recommended for more experienced, more advanced players.

### The Ox

#### Ability

In exchange for one warlord damage, you can take back 3 units at a time from the recovery ship.

#### Tactical tips

The Ox are grand masters of long-term play and destructive kamikaze strategy. This faction can make use of its ability by slowing the building of the opponent, as it can place huge pressure on them with constant attacks, while it can bring back its own units from the recovery ship instantly. This faction is basically for experienced players who think in long-term strategies, who like to defeat their enemies bit-by-bit, and then make use of any small opportunity appearing in the second half of the game in order to win by surprise.

### The Mentacle

#### Ability

In exchange for one warlord damage, you can place 2 enemy units from the reserve onto the recovery ship.

#### Tactical tips

The Mentacles are experts in the world of sabotage. The player controlling them can easily access their opponents' reserves, causing instant and critical disruptions to their attacks, thus slowing and disturbing the opponents' play. The other players will be forced to spend their precious actions for taking units back from the recovery ship. This faction is recommended for patient players who tend to assume open confrontations. They know how long they should wait in order to make this suffocating tactic the most painful, to strike the exhausted enemy with decisive force and be able to achieve victory.

## 7.3. The list of cards

In any unforeseenable case of a conflict between a card and the normal rules, the card's ability overwrites the rules.

### Mercenaries

The **mercenaries** are units that can be hired by purchasing cards.

All mercenaries can use their abilities when initially placed on the board, however, mercenaries with an orange recycle sign may reuse their abilities any turn in exchange for an action.

### C01 | Lowry
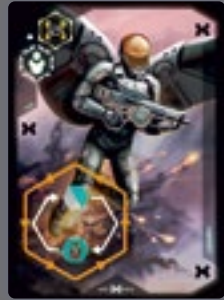
**In exchange for an action:**

Exchange it with another unit or move it to an empty territory.

*Reuseable*

### C02 | Lorenzo Kroisos

**In exchange for an action:**

Gain 2 hexilum.

*Reuseable*

### C03 | Motoko

You may place 3 units according to the pattern.

### C04 | Kama Tron

You may place 3 units according to the pattern.

### C05 | R.C. Headhunter

**In exchange for an action:**

Deal 1 damage to any enemy warlord.

*Reuseable*

### C06 | Ray Struga, the Scout

You may place a unit according to the pattern.

### C07 | Steel Scythian
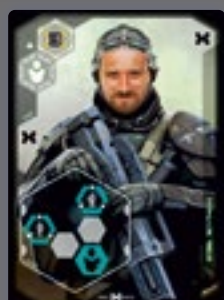
You may place 2 units according to the pattern.

### C08 | Gabe Tyrell

You may place 3 units according to the pattern.

### C09 | The Baron

You must attack a territory and may place 2 units according to the pattern.

### C10 | Maria Murdock
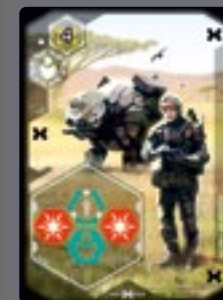
You must attack 2 territories and may place a unit according to the pattern.

### C11 | Jake, the Contractor

You may place 2 units according to the pattern.

### C12 | Lilith
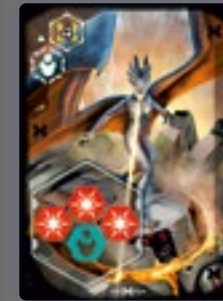
Attack 3 territories according to the pattern.

### C13 | Smiling Killer

You must attack 3 territories and may place 3 units according to the pattern.
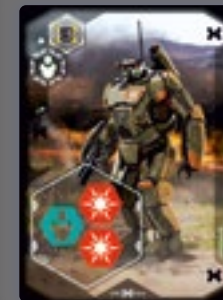
### C14 | Svanakin

Attack 3 territories according to the pattern.
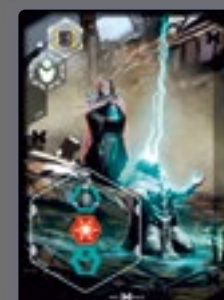
### C15 | Kaneda

Attack 2 territories according to the pattern.

### C16 | J.H.O.N.5

Attack 2 territories according to the pattern.

### C17 | Herbert

You must attack a territory and may place a unit according to the pattern.

### C18 | Lady Cha'li

**In exchange for an action:**

Take back 2 units from the Recovery Ship.

*Reuseable*
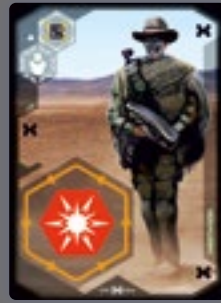
## C19 | T.A.X. 1138

**In exchange for an action:**

Your warlord heals for 2.

*Reuseable*

## C20 | Contessa Carmilla

**In exchange for an action:**

You may send 2 units from a player's reserve to the Recovery Ship.

*Reuseable*

## C21 | Westwood

**In exchange for an action:**

Attack a territory, any unit is sent to the Recovery Ship from the board.

*Reuseable*

## C22 | Master of Puppets

**In exchange for an action:**

Exchange a unit with another unit or move a unit to an empty territory.

## C23 | Heinlein's Squad

Gain 3 mercenary units. They may be placed on the board later with no special abilities.

## C24 | Canaris Carmilla

When this card is placed, it deals 3 damage to an enemy player's warlord on an adjacent territory.

## C25 | The Librarian

**In exchange for an action:**

You may buy from additional 5 cards in the market phase. You don't have to show these cards to any other player, and send them to the waste (used pile) after buying.

*Reuseable*

## A01 | Ancient Sphere

Exchange 2 units or move a unit to an empty territory.

- OR -

Take back 3 units from the Recovery Ship.

## A02 | Ancient Monolith

Exchange 2 units or move a unit to an empty territory.

- OR -

Heal your warlord for 3.

## A03 | Mobile Army Surgical Hospital

Take back 2 units from the Recovery Ship.

- OR -

Heal your warlord for 2.
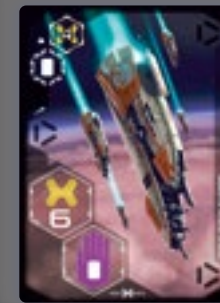
## A04 | Xalielt merchant

Take back 3 units from the Recovery Ship.

- OR -

Heal your warlord for 3.

## A05 | Semiramis Station

Take back 5 units from the Recovery Ship.

- OR -

Heal your warlord for 5.

## A06 | Ching Shih's Raiders

Gain 6 hexilum.

- OR -

Steal an action card from your enemy.

## A07 | Cypher's Offer

Gain 6 hexilum.

- OR -

Steal a mercenary from your opponent. If the mercenary was on the board, you may decide to leave it under your control or remove it and put it in front of you in order to play it later.

## A08 | Space Truckers

You may buy from additional 5 cards in the market phase. You don't have to show these cards to any other player, and send them to the waste (used pile) after buying.

- OR -

Take back 2 units from the Recovery Ship.

## A09 | Corona Salvage Shuttle

Take back a unit from the Recovery Ship which you may then put on the board immediately.

- OR -

Heal your warlord for 2.

## A10 | Project 1502

You may send a unit from a player's reserve to the Recovery Ship.

- OR -

Destroy 3 hexilum from one of your enemies.

### A11 | Dark Side of the Moon

You may send 2 units from a player's reserve to the Recovery Ship.

- OR -

Steal 2 hexilum from one of your enemies.

### A12 | Strike of the Valkyrs

You may send 3 units from a player's reserve to the Recovery Ship.

- OR -

Place 3 units on the board according to the pattern.

### A13 | Merle

You may buy from additional 5 cards in the market phase. You don't have to show these cards to any other player, and send them to the waste (used pile) after buying.

- OR -

Take back a unit from the Recovery Ship then place this unit on the board.

### A14 | Odin's Eye

Gain 2 hexilum.

- OR -

You may buy from additional 5 cards in the market phase. You don't have to show these cards to any other player, and send them to the waste (used pile) after buying.

### A15 | Salvagers

Gain 2 hexilum.

- OR -

Take back a unit from the Recovery Ship then place a unit on the board.

### A16 | Parasite
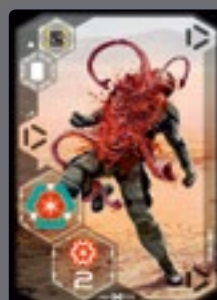
You may destroy a territory and place a unit there.

- OR -

Deal 2 damage to an enemy warlord.

### A17 | Cheyen

Place 2 units according to the pattern.

- OR -

You may destroy a territory and place a unit there.

### A18 | Attack of the Shah's Guard

Place 2 units according to the pattern.

- OR -

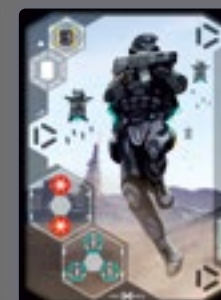Deal 2 damage to an enemy warlord.

### A19 | Spider Tank

Attack 2 territories according to the pattern.

- OR -

Deal 3 damage to an enemy warlord.

### A20 | Appache dropships

Attack 2 territories according to the pattern.

- OR -

Place 3 units according to the pattern.

### A21 | Droppods

Attack 2 territories according to the pattern.

- OR -

Place 3 units according to the pattern.

### A22 | Mobile Refinery

Gain 4 hexilum.

- OR -

Destroy an enemy's action card.

### A23 | Imam Keith

Increase your Income level by 1.

- OR -

Gain 3 hexilum.
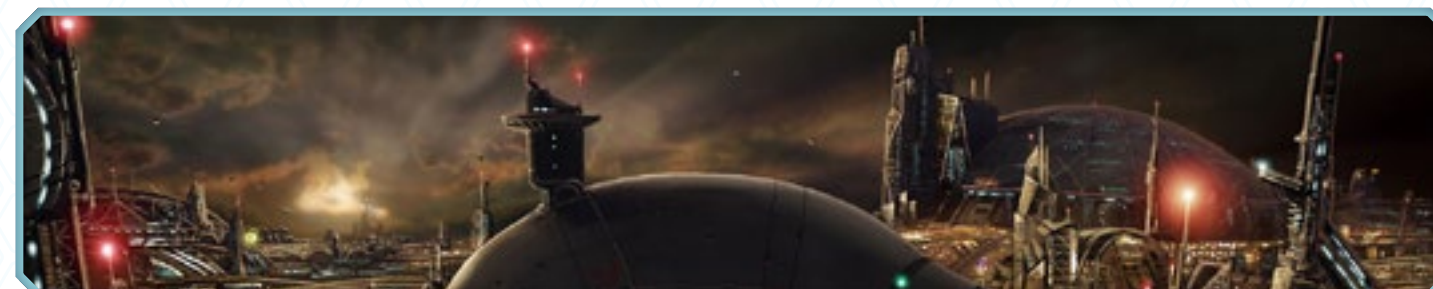
### A24 | Icarus Attack Squadron

You may send 4 units from a player's reserve to the Recovery Ship.

- OR -

Attack 3 territories according to the pattern.

### A25 | Enola's Fire

You may send 4 units from a player's reserve to the Recovery Ship.

- OR -

Attack 3 territories according to the pattern.

## 7.4. Minor factions

### M01 | The protector
Normal

| Ability | Story |
|---|---|
| If any of your unit adjacent to the Protector is attacked, you can sacrifice the Protector, instead of the targeted unit. | The Protector was the first secretly developed military project of the Cyberian Collective. It is a programmed super robot that is operated by a computer from far away. However, a handful of sly hackers have stolen its plans, so it will be in use on the battlefield under multiple banners, because all units can make use of its massive defense. |

## M02 | Cauldron-born — Normal

**Ability**

If this unit would be sent to the Recovery Ship for any reason, it goes back to your minor mat instead.

**Story**

In the „Project Plague" experiment, humans tried to expand the boundaries of regeneration. The result of this – besides the "Parasite virus" – was an almost indestructible creature, the "Cauldron-born". However, it is rarely used in action due to its high price, abominable look and low level of intelligence.

## M03 | Odin's Wolf — Reusable for one action

**Ability**

You may destroy a territory and place this unit there.

**Story**

Odin's Wolf was the elite army of the former empire's military planet, Valhalla. Now the military planet, which became independent during the chaos of the civil war, is looking for new allies.

## M04 | Duvall's air cavalry — Reusable for one action

**Ability**

Exchange this minor unit with another unit, or move it to an empty territory.

**Story**

The Duvall's air cavalry was an elite team formerly serving under the Terran Empire, for whom the military and space technology was provided by the Martian corporations. When the battle started, they didn't swear an oath to either side, so they could maintain the independent mercenary status.

## M05 | Resurrectors of Demetere — Normal

**Ability**

When it comes into play, you may put a unit from the Recovery Ship next to it.

It cannot bring another **M05** into play this way.

**Story**

The planet Demetere is famous for its highly advanced healing arts. The planet's best healers are the Resurrectors, who do not know the meaning of impossible if dealing with injuries.

## M06 | Cymurai — Normal

**Ability**

When it comes into play, you must attack an adjacent territory.

If you performed the action above, your warlord then heals for 1.

**Story**

Neo samurais, who come from the planet Neo-Kyoto, mostly inhabited by the Japanese. The team is famous on the planet and always ensures high prestige to the ruler of Neo-Kyoto and his allies.

## M07 | Slave hunters of Neo-South — Normal

**Ability**

When it comes into play, you must attack an adjacent territory.

If you performed the action above, you then gain 1 hexilum.

**Story**

Everything comes at a price: spaceships, weapons, luxury items, robots and slaves, too. The price of the latter is usually determined by the slave traders of the planet Neo-South.

## M08 | Xalielt body hunters — Normal

**Ability**

When it comes into play, you must attack an adjacent territory.

If you performed the above action, then you may take a unit back from the Recovery Ship.

**Story**

Xalielts are famous for their bodies' exceptional quality. However, they do not only make these bodies, they also strangely collect them, which the majority would find disgusting and dangerous..

## M09 | Ox miners — Normal

**Ability**

If you place it on a territory that gives hexilum, gain +2 hexilum.

**Story**

Ox is an alien species kept in slavery, they are forced to do the most horrible jobs. Mining corporations gladly employ the Oxen due to their strong physique, rewarding them with great performance statistics.

## M10 | Lee's platoon — Normal

**Ability**

When it comes into play, you must attack 2 adjacent territories according to the pattern.

**Story**

Members of the former empirical guards, who lost their position after the downfall of the Earth-Mars Empire. Currently they support anyone, whom they see capable of resurrecting the past world.

## M11 | Guardians of the Halo — Normal

**Ability**

If it is sent to the Recovery Ship from the game board, gain 4 hexilum.

You cannot attack with these units.

**Story**

The highly trained scout unit of the planet Halo was always one of the best in the known world. Their jetpacks, which they use because of the high mountains of their own world always came in handy on other worlds, too. Their self-sacrifice and vigilance was always a huge asset for their generals.