# Setup

## Board

* Events deck:
  + Remove “Empire Ascendent” & random Black V
  + Descending and alternating colors.
  + Blue V card on the bottom, then Black V, etc.
* Select Mecatol Rex side for player count
  + Agenda cards: one each II to IV at bottom
  + Event deck: upper-right
  + Objective cards: one of each color at top
  + Relics deck: left side

## Player

* Select A=asymmetrical or B=symmetrical board sides
* Clockwise: Navigation, Expansion, Industry, Warfare
* Deal 3 faction cards, keep 1, and resolve any setup

# Turn

* Event: Strategy, Trade Goods, Council, Conflict, or game end
  + Strategy events
    - All players choose sheet before spending resources.
    - Spend resources and optionally claim objectives
    - Roll and spend on chosen board and optionally claim objectives
  + Tech can span multiple rounds: No Resource refunds if you unlock with Specialty Asset instead.
  + Council tie breaker: roll black die and material(“C”)=pass

## Navigation

* Wormhole: entrance & exit paths are ONE hyperlane

## Expansion

* Mark out Claim on Navigation to mark out (unlock) a planet asset. Otherwise, you are limited to Space Dock.

## Industry

* Claim must be adjacent to a Scrap
* Specialty Asset spent in Industry Grid gives the adjacent Scrap

## Warfare

* Units must be orthogonally adjacent to another unit or deployment line.

# End Game

* Trigger: After resolving “A Throne for the Taking” event.
* Finish round with last player having final turn.
* Tiebreaker: most unspent votes earned