

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