

Resources & Population

Q: Do I pay tax for the resources I had before together with the new ones?

A: No, it is a tax per income, not per fortune. You pay tax for what you get 'fresh' that turn.

Q: My stash of population cubes ran out. They are all out on the planets. What do I do next?

A: This stock is limited. Your clone factory can only produce a limited number without significant genetic degeneration. You will just have to better manage your population.

Q: What happens if I am attacked and all my ships and my population are destroyed?

A: Every turn, the clone factory on your home planet produces two population cubes. That can be a fresh start for you.

Q: Can population belonging to two or more players coexist on the same planet?

A: Yes! They're not happy about it, but they can.

Q: So, in this case, who gets resources first? Does it matter how much population we have there?

A: The resources are taken in turn order. The amount of population counts only for getting victory points at the end of the game.

Q: There is no red planet near me and I cannot get enough Axinium to build all the ships that I want. What do I do?

A: Use Trade. For greater efficiency, research Advanced Trading, this way your trade rates will also improve.

Q: When I deploy population, do I have to announce the amount of cubes I am trying to land on the planets before the roll or can I try one at the time?

A: You can do it either way. Choose the way that brings you the most advantage.

Politics

Q: The Abolish Law executive decision was voted for, but there is no law on the table. What do we do?

A: Nothing. Just remove the Abolish Law card from the game.

Q: When distributing Turn Order cards before the first turn, which ones should we use?

A: In a X-player game, used the cards with numbers 1 to X. For example, in a 4-player game use the cards 1,2,3 and 4.

Actions

Q: Can multiple players select the same action card as their secondary action, or is it available only for the first player that put his population cubes on it?

A: Every secondary action can be activated only once, so it is available only to the first player that puts population on it.

Q: I researched Expert Politics and I am reacting on my own card, so I don't have to spend any population to activate it. How do I mark it spent?

A: Simply flip the card on the other side.

Q: Do players have to use the Bonus Action?

A: No, the use of the Bonus Action is not mandatory.

Research and Technologies

Q: How do I get to play more Actions per turn?

A: Research Master Politics, it provides the third Action.

Q: Can I un-research or lose a technology that I've already researched?

A: No.

Q: I keep rolling the 'wrong' dice when I need to deploy my population. What else can I do?

A: Research Advanced Maneuver, you won't have to roll the die at all.

Q: Does Basic Politics work between the 2nd and 3rd action (Master Politics researched)?

A: No, Basic Politics only allows you to take your Action card back before playing your second Action.

Q: To obtain a discount on the Basic Research, when nothing else has been researched on the brown column, do I need three other technologies of three different types, or just one technology of any type?

A: Any other technology brings a discount to Basic Research.

Q: If two or more players have researched Civilian ships, they are both free to move population between planets during the Conquest stages. Who does it first?

A: This is done in reversed turn order. The player holding the Turn Order Card goes first, the player holding the Chancellor card goes last.

Trade

Q: Can you use the market if you do not have any cubes left?

A: Yes. The cube on the market does not count towards your total available population cubes and neither does the one on the score track. Feel free to use additional markers for the market and scoring if your stash of population cubes ran out. However, you may not use additional cubes as population or for marking researched technologies.

Q: Does Advanced Trading allow a player to buy and sell with a single exchange?

A: Advanced trading allows you to buy and to sell. However, one exchange is either buying OR selling. For example, if you roll 1 on the die for trade, you can either buy 1 resource or sell 1 resource.

Q: I used Trade as my first Action and I plan to use it again as a Secondary Action and then as a Bonus Action. Do I need to block a place on the market each time?

A: Yes, every time a Trade action is performed, one space on the market is blocked, regardless if that player has already performed a previous Trade action.

Upgrades

Q: There are no more upgrades of the kind that I want. What can I do? A: Try to research a different technology that is still available which provides a similar upgrade.

Q: Can I place two Nuclear Drives on my ship blueprint, they are cheaper than one Fusion Drive?

A: Only one drive can be mounted on any ship at any given time. So, no.

Q: I have many ships but they're easily defeated in combat. What's the problem?

A: Try to put better ship upgrades on their blueprints.

Q: If I move shields away from the blueprints of ships with damage so that the damage accumulated exceed the total shield value, do I have to destroy those ships?

A: Yes, as soon as the damage on a ship exceeds the amount the shields can carry, the ship is destroyed immediately.

Building ships

Q: There are enemy ships on the hex with my home planet. Can I still build ships?

A: Yes

Q: So, what happens then? Do we fight immediately?

A: You do not fight immediately. During the Conquest stage, everyone gets to move their ships before battle. If the enemy ships are too powerful, you have the option to run away with your ships. You get to mount population, place movement tokens and execute them before the actual fight takes place.

WMD

Q: Three players have population tokens on a planet with a WMD. Red has 2 population cubes, Blue also 2 and Green has 3. Who controls the WMD? A: Green does.

Q: Can I build WMD on a planet where I have no population?

A: No. You must have majority on the planet(s) where you want to build WMDs.

Q: Is there a limit on the number of WMD on a single planet?

A: No.

Q: Are WMD permanent or are they used up after they're fired?

A: Once a WMD built, it can be fired every turn until the end of the game or until it is destroyed. The only way to destroy WMD is together with the planets hosting them, using Graviton Rockets.

Q: If there is a population tie on a planet with WMD, who fires them?

A: No one.

Q: Can I target with a WMD the very same planet that the WMD is on?

A: Yes, that is possible as long as the assigned target is not a Home Planet. In this case, you may skip directly to the damage roll.

Centaurian Resistance

Q: I am in the middle of a combat and I have in my hand a Centaurian Resistance card that gives me a better shield. Can I use it to upgrade my shield?

A: No, these cards can be used only outside the Conquest stage. You will be able to use it next turn.

Q: I am the 'guy on the left' controlling the Centaurian Resistance and I am not sure what I should deal the Resistance's damage on. What do I do?

A: Target ships with population if you can deal enough damage to take them down. Then, go for the most expensive ship or for many weak ships. If you're still in doubt, just hit something, it will still be fun.

Q: At the end of the combat with the Centaurian Resistance, all my ships were destroyed but so were theirs. Am I awarded the Centaurian Resistance card?

A: No. You may have learned something useful from it, but since there's no one left around to search the wrecks, everything is lost in space.

Q: If both the player and the Centaurian Resistance die, does the card go to the bottom of its deck?

A: Yes.

Q: Can I trade in Centaurian Resistance cards between Conquest stages?

A: Yes.

Ship movement and battle

Q: In the last turn, the selected bonus Action was MOVE. How many Conquest Stages do we perform and when does everyone get the Radar tech?

A: You will go one by one through three Conquest Stages. The Radar is awarded to everyone before the third Conquest Stage.

Q: MOVE was selected as the Bonus Action. When is this action performed?

A: After the two 'normal' Conquest Stages, perform a third one.

Q: I am too lazy to use the movement tokens. Can I just move my ships without them?

A: Yes, provided that you respect the power of your drives and you do that before the other players execute their movement tokens.

Q: Can I retreat from a battle?

A: No.

Q: I had population cubes on a ship that was destroyed in combat. What happens to my population cubes from that ship?

A: The population is dead. Return the cubes to your stash.

Q: Can I choose not to execute some of my movement tokens?

A: No. Once the players have started revealing them, they are final and must be executed.

Q: At the end of the combat, no players have ships left in the hex. Who gets the VPs for the destroyed ships?

A: No one. It is a rare case but it can happen. If there was no one to survive the battle, no one gets the glory.

Q: Does the damage stay on the ships or on the blueprints?

A: Since every player has two ships of each type, the damage stays on the ships, not on the blueprints.

Q: Before the last Conquest Stage of the last turn does a player automatically get the Radar even if he has no more cubes to place on his technology tree?

A: Radar is awarded to all players and there no need to mark it on the player board.

Q: Can I move my ships through spaces containing non friendly ships? For example I have a ship with Fusion Drive and I move through a hex containing non-friendly ships to get to a tile with no other ships. Would this work?

A: Yes, it is possible.

Victory Points

Q: How do you resolve if someone gets a 1/4 point? Round up or down?

A: You don't round either up or down. In case you have 1/4 VP or even less (1 planet with 1 VP, 6 players with exactly one cube on it), the best way is to keep track on a piece of paper. This happens only at the end of the game and it occurs very rarely.