

# THE WAARP Rulebook





# Introduction

7002 CE. It's been five years since a mysterious cataclysm destroyed several colonies on the planet Yortar. The subsequent gravitational distortions ravaged the planet and ended the golden age of mining and interplanetary trade. Completely forsaken by the rest of the universe, the remaining colonies have endured in solitude beneath their protective domes. But their survival has come at a great cost as revolts and banishments have vastly altered most societies.

As the dust of social unrest is settling and the endless space-time fluctuations are finally starting to diminish, the new leadership of each colony is looking outward again but with different agendas. Some leaders want to research new technologies to rebuild and improve living conditions for their citizens. Others will be seeking domination over the other colonies through conquest or by manipulating the exiled races. Certain leading races are hoping to reclaim their vast riches by rebuilding the abandoned gold mines and controlling trade. Some races are only interested in answers or, even better, satisfying the general lust of the populace for vengeance. Who or what caused the cataclysm? Are the rumors about secret experiments with a warping portal true?

Whichever road is chosen, the results will determine what races will remain in power and which will succumb to revolution.

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# Component Overview

In the component list below, you can find all components and their total number for the base game and the 6-player expansion that is sold separately (between brackets). Any components not listed here are only used in the solo mode.



4 Player Boards (6)



1 Endgame Card



75 Mission Cards



66 Archive cards

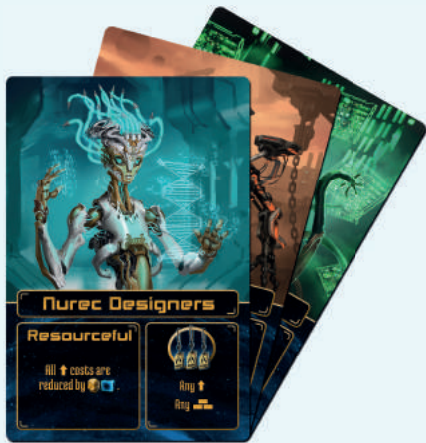


36 Reward Cards



4 Supply Boards (6)





16 Alien Race Cards



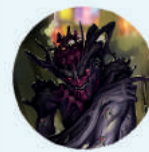
16 Warp Guardian Cards



40 Energy Cubes (55)



40 Gold Nuggets (55)



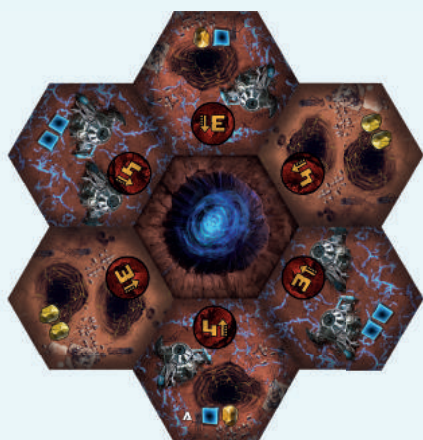
1 Tavma Token



44 Marker Cubes (66)



4 Player Screens (6)



1 Central Zone



1 Connect Zone



4 Player Zones (6)



6 Attack Dice



6 Defense Dice



16 Command Centers (24)



16 Gold Mines (24)



16 Energy Plants (24)



16 Trade Posts (24)



56 Troops (84)



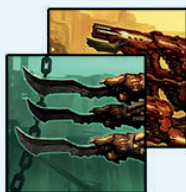
8 Laser Cannons (10)



8 Sentry Towers (10)



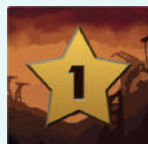
8 Assault Ships (10)



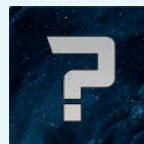
44 Exiled Tokens



10 Exiled Modifiers



12 Mission Point Tokens



10 Ability Tokens



42 Multiplier Tokens

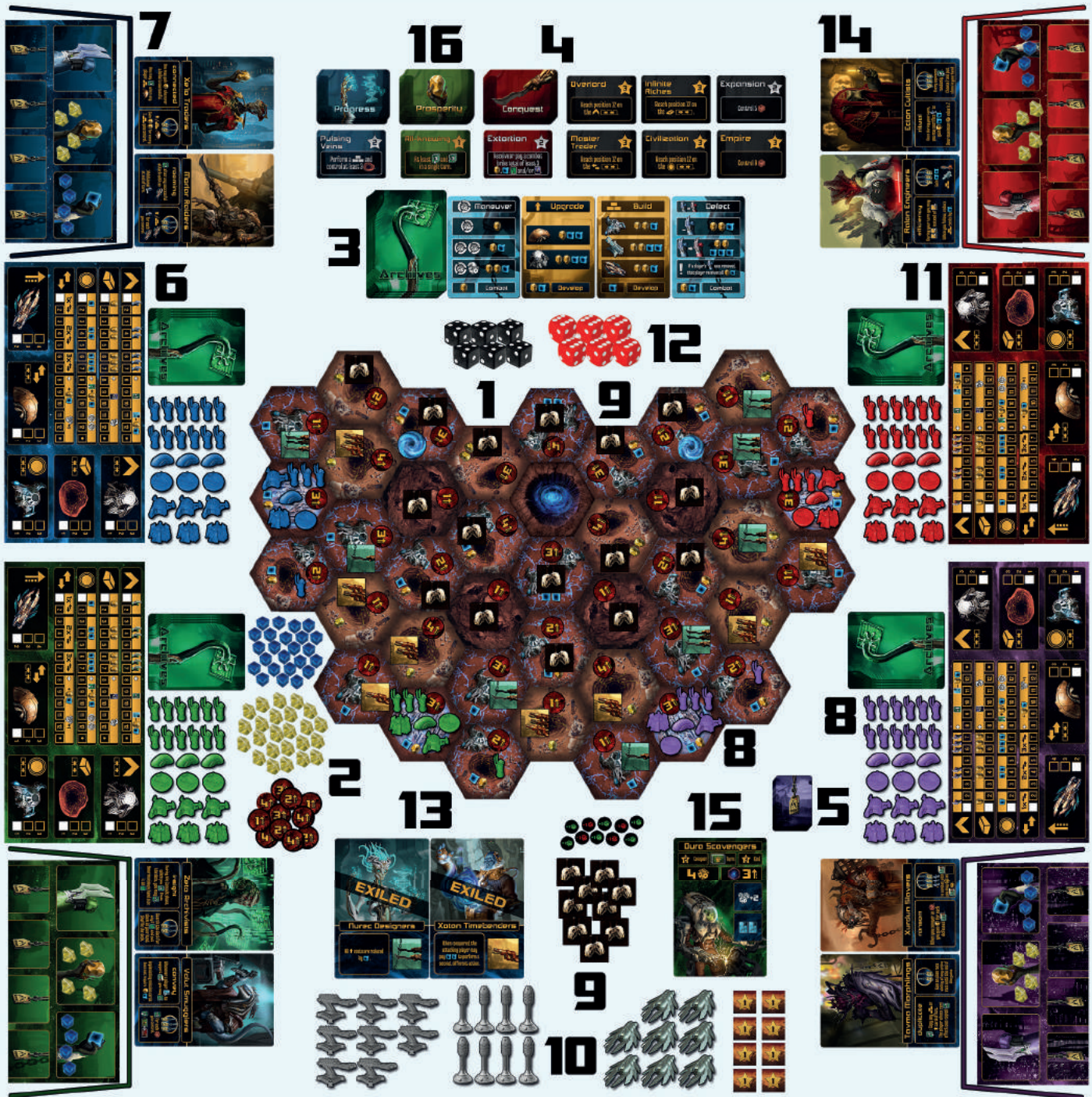


1 Worm Hole Token

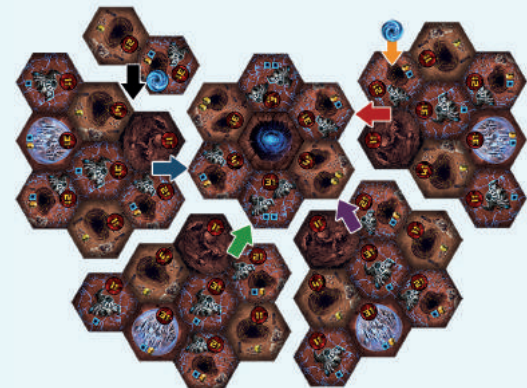


# Setup

This setup guide will cover both the standard 4 player base game as well as the 5-6 player expansion.



1. Take all **Player Zones**, the **Connect Zone** and the **Central Zone** and flip the sides with the symbol face up. Place the Central Zone in the center of the table. Then, as shown in the example, connect a Player Zone for each player participating in the game to form the main board. In a game with less than 6 participating players, add the Connect Zone and 1 **Worm Hole Token** to the specific Areas at the edge of the board as shown in the setup example. Put all remaining Player Zones (or the Connect Zone and Worm Hole Token in a 6-player game) back in the game box.
2. Take all **Gold** , **Energy** and **Combat Multiplier** Tokens and place them separated next to the board.





- Separate all **Start Cards** from the **Archive Cards** and deal 1 Start Card to each player. Put all the remaining Start Cards back in the box. Shuffle all remaining Archive Cards to form the facedown **Archive Deck** next to the board. Draw 4 cards from the top of the Archive Deck and place them faceup on the table next to the deck. If the 4 open cards are all of the same type (4 Combat, 4 Build or 4 Upgrade cards), shuffle them back into the Archive Deck and place 4 new Archive Cards open in the line-up.
- Take all **Progress**, **Conquest** and **Prosperity Missions** and sort them by type to form **3 separate facedown Mission Decks** next to the board. Draw the top card of each deck and place it faceup next to the corresponding deck. These 3 faceup cards will be referred to as the **Open Missions**. Next, take the following **Pioneering Missions** and place them faceup next to the other missions on the table: Overlord, Infinite Riches, Master Trader, Civilization, Expansion and Empire. Place all remaining Pioneering Missions back in the box.



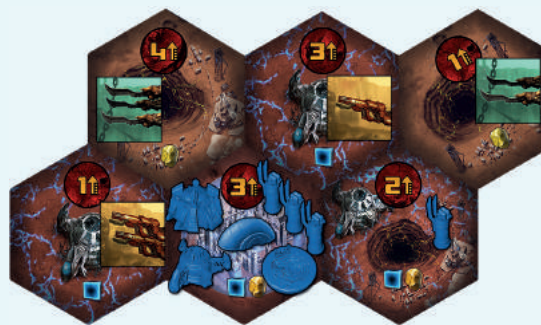
- Shuffle all **Reward Cards** and place this Reward Deck facedown next to the board.

- Each player chooses a color and takes the corresponding **Player Board**. Each player then takes 9 **Marker Cubes** and places a marker onto the number 1 position of all 4 Tracks (Command, Gold, Energy and Trade) and all level 1 Upgrade spots (Command Center, Gold Mine, Energy Plants, Trade Post, Assault Ship).



- Every player takes a **Supply Board** and a **Player Screen** in their chosen color. Each player places their Player Screen in front of their Supply Board so that their Supply is no longer visible to other players.

- Each player takes all miniatures of the chosen color and places the following on their **Colony area**: 3 Troops, a **Command Center**, a **Gold Mine**, a **Energy Plant** and a **Trade Post**. Then place 1 Troop token on the Area to the direct right of your Colony as shown in the example to the right. Each player places all remaining miniatures close to their Player Board.



- Put all **Exiled Tokens** and **Exiled Modifiers** next to the board. Turn all Exiled Tokens facedown and shuffle them. Now place a facedown Exiled Token onto every Area, except for the central Warp Gate Area and Areas controlled by players. An Area is considered controlled by a player when it is occupied by at least one player Troop. Then for all Areas adjacent to a player-controlled Area, flip the Exiled Token faceup.

- Set all grey miniatures next to the board (Assault Ships, Laser Cannons and Sentry Towers), along with the Mission Point Tokens.





11. Randomly determine the **starting player**. Deal all players, commencing with the starting player and inclockwise order, the following **cards** and **resources**:

- 1<sup>st</sup> player: 4 Archive Cards , 4 Gold , 4 Energy 
- 2<sup>nd</sup> player: 4 Archive Cards , 5 Gold , 4 Energy 
- 3<sup>rd</sup> player: 4 Archive Cards , 5 Gold , 5 Energy 
- 4<sup>th</sup> player: 5 Archive Cards , 5 Gold , 5 Energy 
- 5<sup>th</sup> player: 5 Archive Cards , 6 Gold , 5 Energy 
- 6<sup>th</sup> player: 5 Archive Cards , 6 Gold , 6 Energy 



All Archive cards are dealt facedown from the Archive Deck. Resources are taken from the general supply and placed onto the Supply Board in the Gold and Energy supply. The Archive Cards are taken into hand together with the received Start Card.

12. Place all Attack  and Defense Dice  next to the board.

13. Shuffle all **Alien Race Cards** and draw 2 random cards. Reveal these cards and place them Exiled side up on the table. Draw a random Exiled Token from the supply and place it on the first card. If this was a yellow Exiled Token, place a random green Exiled Token on the second card or vice versa. In this example all green Exiled Troops will be Nurec Designers, yellow Exiled Troops are Xotan Timebenders.

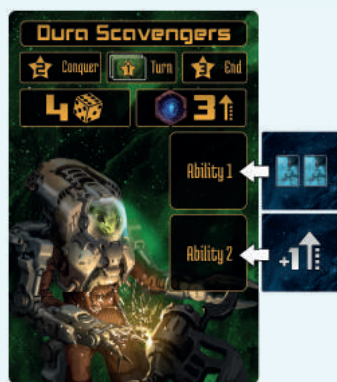



14. Each player chooses 2 Alien Race Cards by a drafting process. First, shuffle all remaining Alien Race Cards and randomly draw a number of faceup cards according to the number of players:

- 2 players: 2 piles of 3 cards
- 3 players: 2 piles of 4 cards
- 4 players: 2 piles of 5 cards
- 5 players: 2 piles of 6 cards
- 6 players: 2 piles of 7 cards

Return all unused Alien Race Cards to the game box. The starting player and the player to their right each receive one of the two piles of Alien Cards. Both players choose one card from the pile they received and immediately place it faceup on the table. The starting player passes their remaining cards to the next player in clockwise order. The player on their right passes their remaining cards to the next player in counterclockwise order. Each player who receives a pile repeats this process (choose one Alien Race Card and place it faceup on the table) and then passes the remaining cards in the same direction. Repeat this process until each pile holds only one unclaimed card. Both unclaimed cards are set aside for now. Note: This means that the starting player has first choice on the first pile and the last choice from the other card pile.

Example: In a 6-player game both the first and last player receive 7 Alien Race Cards. They pick 1 card and pass the remaining cards in opposing directions. This process is repeated until players 1 and 6 receive the last remaining cards (2 each). They choose 1 of those and the remaining cards are put aside faceup.



15. The last player in player order takes the two non-picked Alien Race Cards that were set aside and chooses one to become the **Warp Guardian**. Place that Alien Race Card faceup on the table and put the corresponding Warp Guardian Card faceup on top of it. Put all remaining Warp Guardian Cards and the remaining Alien Card back in the box. Randomly draw an Ability Token  for every Ability Slot on the Warp Guardian Card and place them onto the Warp Guardian Card. Warp Guardians each have 0 to 3 Ability slots.

16. Deal each player 2 random facedown Mission Cards from each of the Mission Decks (Progress, Prosperity and Conquest). This way each player receives a total of 6 facedown Mission Cards. Each player takes the 6 received Mission Cards and chooses any 3 to keep as **Private Missions**. The other Mission Cards are placed on top of the facedown Mission Deck of the corresponding type. Shuffle each Mission Deck afterwards.

Setup is now complete and the first player can start their turn.





After multiple plays, you can use the advanced Pioneering cards and/or alternative map setup. If doing so, during step 1, flip all zones to the side with the symbol. During step 4, replace the Expansion and Empire Mission cards by the Ascension and King of Average cards. Also take the Hoarder, Omnipotent, Concealed Weaponry and Display of Power cards, shuffle them and randomly place 3 of them open next to the other Pioneering cards. Place any remaining cards back in the box.

## Game objective

The Warp is a 4X (explore, expand, exploit, exterminate) board game for 1 to 4 players (up to 6 players with the expansion) set on a forsaken planet. You will choose 2 of the 16 unique alien races to lead your colony along the chosen path(s): progress, conquest or prosperity. You might even try to gain control of the secret warp gate and find out who was behind this catastrophe. By completing missions, you will gain mission points and the player with the most mission points at the end of the game wins. Along the way you will need to manage your resources, conquer unstable wastelands and face rival colonies and exiled races with shifting allegiances.

The players will take turns in clockwise order until a player reaches 9 Mission Points. After finishing the current round, this triggers the Endgame, a final 3 full rounds (1-4 players) or 2 rounds (5-6 players) commencing with the starting player. The player with the highest total number of Mission Points at the end of these rounds wins the game. In case of a tie the game is won by the player with the most achieved Missions. If both the total number of Mission Points and the number of achieved Missions are equal, then victory is shared.

*If you have already played The Warp or if you want a general overview of the game while discovering all the rules, turn to p24 for the Short Rules Overview.*

A short overview of all game symbols and the turn structure can be found on the inside of each Player Screen for easy reference during play.



## A player's Turn

A player's turn consists of **3 phases** in the following order:

### I. Income Phase:

**A. Extract:** receive Resources OR Troop(s)

**B. Consult:** discard and draw Archive Cards

### II. Action Phase: perform a single action

**III. End Phase:** move Troops, reveal new Areas and replenish Mission Cards.

When a player's turn is completed play passes to the next player in clockwise order.

## I. Income phase

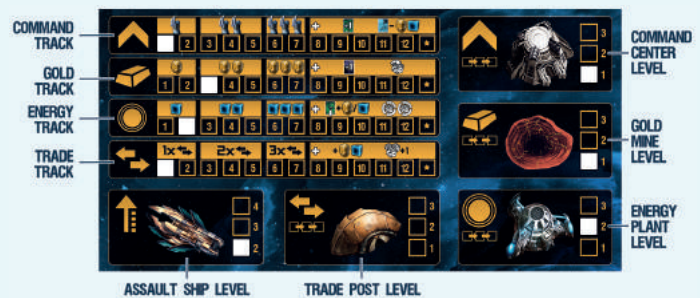
### A. Extract



At the start of the income phase the active player **Extracts** and must **choose one** of the following:

- Receive **Resources** (Gold and Energy )
- Receive **Troop(s)**

The amount of Resources or Troops the player receives depends on the progress on their personal **Player Board**.





So let's first take a detailed look at the Player Board.

The Player Board keeps track of a player's progress in 4 different fields: **Command**, **Gold**, **Energy** and **Trade**. Each field is tied to a specific Track and a specific Build type. By performing **Builds** and **Upgrades** of that type, players will advance on that Track:







- Building and upgrading Command Centers advances the Command track .
- Building and upgrading Gold Mines advances the Gold track .
- Building and upgrading Energy Plants advances the Energy track .
- Building and upgrading Trade Posts advances the Trade track .




By advancing on the Tracks, players will increase their Extract Phase **income**, unlock special **Bonuses** and




complete certain **Missions**. Each of the 4 Tracks consists of 12 positions and a Marker Cube is used to track the progress on each Track. The **position** on a Track is equal to the **number of Buildings**  of that type the player controls on the board, **multiplied** by their **Upgrade level** . If for example a player controls 3 Energy Plants on the board and the Energy Plant level is 2, their Energy Track position will be 6 (3 multiplied by 2 is 6). In the next section we'll illustrate this with more examples.

### Choosing resources


When a player chooses to receive Resources during the Extract Phase, they receive both **Gold**  and **Energy** . To know the exact amount they will receive, they will check their position on the Gold Track  and the Energy Track . Their position on the **Gold Track**, and the number of Gold Cubes they receive, depends on the **number of Gold Mines**  they control, multiplied by the **Upgrade level** of their **Gold Mines**. Their position on the **Energy Track**, and the amount of Energy they will receive, depends on the **number of Energy Plants**  they control, multiplied by the **Upgrade level** of their **Energy Plants**.

*Example: It's the blue player's turn and during the Extract phase he chooses to receive Resources. He first checks the Player Board for his position on the Gold and Energy Tracks. On the Gold Track he is on position 2, granting him . On the Energy Track he is on position 3, granting him  . All received Resources are taken from the general supply and put on his personal **Supply Board**.*







As he owns 1 Gold Mine on Areas he controls and his Gold Mine Upgrade level is at level 2, he is on position 2 of the Gold Track  ( $1 \times 2 = 2$ ).






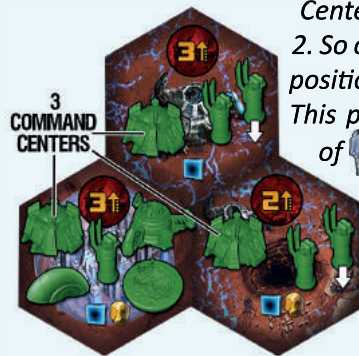
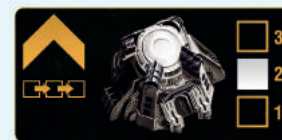
*The reason he is positioned on position 3 of the Energy Track  is because he owns a total of 3 Energy Plants on Areas he controls and his Energy Plants are at level 1 on his Player Board. So 3 Energy Plants multiplied by an Upgrade level of 1 results in a position 3 ( $3 \times 1 = 3$ ) on the Energy Track.*







### Choosing troops

The allowed **Troop**  **income** is determined by a player's progress on the **Command Track** . Their position on this Track equals the number of built **Command Centers**  multiplied by the **Command Center Upgrade level**. The received Troops during the Income Phase may be placed:

- **On the board on any Area(s) they control.** An Area is considered under control when it holds at least one of their Troops. When receiving multiple Troops, the player may spread them over multiple Areas under control. An **Area**  on the board can only hold a **maximum of 4 Troops**.
- In the player's **Troop Reserve** on their **Supply Board**. Any Troops already in their reserve at the start of their Income Phase may be placed on Areas that player controls during that Income Phase.
- Any combination of both options.


*Example: It's the green player's turn and during the Extract Phase she chooses to receive Troops. She controls 3 Command Centers on the board and the Command Centers Upgrade level is on level 2. So on the Command Track she is positioned on position 6 ( $3 \times 2 = 6$ ). This position gives her an income of   . She chooses to place a Troop on each of her two Areas and places the third Troop in her personal supply on her Supply Board.*



Resources   and Troops  stored on the player's Supply Boards are only visible to the owning player due to the Player Screen. Whenever a player gains Resources, for instance during the Income Phase or due to card effects, the Resources are always taken from the general supply unless specified otherwise. In the unlikely event that the general supply runs out of Gold  or Energy , find a suitable replacement. Players can still obtain Gold and Energy when the general supply is depleted. This is not the case for Troops . If all Troops of a color are placed on the board or in supply, that player cannot place any additional Troops.





## Track bonuses

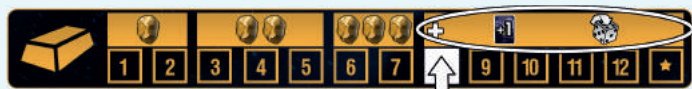
As the players advance on the 4 different Tracks  on the **Player board**, they can unlock powerful Track Bonuses. Each Track has a different bonus. When a player reaches **position 8 or higher** on the Track, they gain the specific **Track Bonus**. It's important to note that the **highest unlocked income tier remains active**. For instance, when a player gains the Command Track Bonus, they will still receive 3 Troops when choosing Troops during the Extract Phase. Any Track Bonus involving combat can only be used when attacking or defending with own Troops.



### Command track:



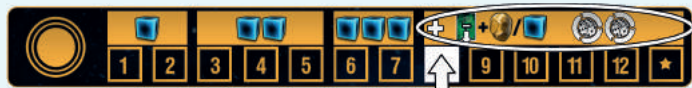
- Draw an extra Archive Card when drawing Archive Cards during the Consult phase (see p09).
- Reduce the total resource cost of your Combat Cards by 1 Gold  and 1 Energy .



### Gold track:



- Draw an extra Reward Card  when winning any combat.
- You may flip 1 of your Combat Dice to the opposing side  during combat (for instance flip a 2 to a 5).




### Energy track:















- Gain 1 Resource of your choice for each discarded Archive Card  during the Consult Phase (see p09).
- You may reroll  up to 2 of your Combat Dice during combat.

### Trade track:

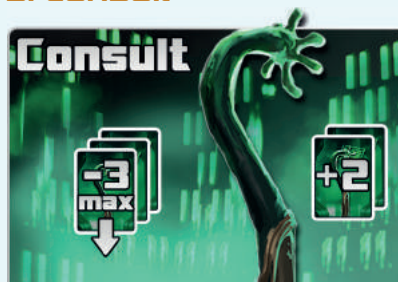


- Increase your Resource income during the Extract Phase by 1 Gold  and 1 Energy .
- Add 1 to all your Combat Die roll values  during combat. No Combat Die value can exceed 6 unless a Combat Card or Alien ability specifically grants this effect.



The first player to reach position 12 on a specific Track places the marker on the Mission Point Position  at the end of that Track . Markers placed on a  position are considered locked and can no longer be moved during the rest of the game. That player may also immediately complete the specific Track Mission Card and receives 3 Mission Points . (see p17 for more information on Mission Points).

**Note:** at the start of the game you start on position 1 of every Track  because each Player Colony Area  contains a Command Center , Gold mine , Energy Plant , and Trade Post  of level 1 (1 x 1 = 1). To reach the end of a specific track (position 12) the player needs 4 Builds  of that type with an Upgrade level  of 3 (4 x 3 = 12).

## B. Consult



After Extracting the active player will **Consult the Archives**. When consulting the active player performs the following steps:

1. Discard  up to 3 Archive Cards (Optional).
2. Draw  2 Archive Cards.

When **discarding** cards during the **Consult** step, the active player can discard **up to 3 Archive Cards**. The player reveals the card(s) they want to discard and places these cards faceup on the Discard Pile next to the Archive Deck. They may take Resources (Gold and or/Energy) equal to the total **discard value** of the discarded cards from the general supply and place it into their reserve on the **Supply Board**. The discard value is marked in the lower left corner of each Archive Card as we will see in the example below. Discarding Archive Cards is optional and is not a requirement for drawing new Archive Cards.

After the optional discarding, the player **must draw 2 Archive Cards** if they did not reach the **hand size limit of 8 Archive Cards**. If the player holds 7 Archive Cards, they must draw one Archive Card but cannot draw more due to the hand size limit.

The player may choose to draw Archive Cards from the facedown **Archive Deck** or from the **4 open lineup Archive Cards**, in **any combination**. If open faceup cards were taken, these are **replenished** from the Archive Deck **at the end** of the Consult step. If at any point the **4 open** lineup Archive Cards are all of the **same type** (Build-Upgrade-Combat), **shuffle** the Discard Pile and all open Archive Cards into the facedown Archive Deck and reveal **4 new open** cards.

If at any time during the game a player may draw an Archive Card, the player may choose to take this card from the facedown Archive Deck or from the open Archive Card line-up in any combination.





Example: At the start of his Consult Phase the red player chooses to discard 3 Archive Cards. He selects and reveals the 3 cards: a Build, a Combat Card (Maneuver) and an Upgrade. These cards are placed faceup in the Discard Pile and he adds the total discard value (2 Gold, 2 Energy)

to his personal Supply Board. The red player then draws 1 card from the open Archive Cards lineup, and 1 from the facedown Archive Deck and adds both to his hand.



**Important!** Only during the Consult step do players receive the discard value when discarding. If any effect forces a player to discard a card during others phases, they do not receive any Resources.

## II. Action phase

The active player **chooses one** action from the following:

- A. Develop
- B. Terrashift
- C. Attack

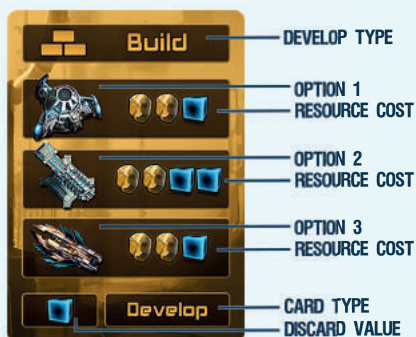
### A. Develop



When a player chooses the Develop action, that player must play 1 Archive Card of the Develop type from their hand. The Archive Deck contains 2 general types of cards:

- Develop Cards , marked by a yellow background,
- Combat Cards , marked by a blue background.

This card type is also marked in the bottom right corner of the card. Only Develop Cards can be played during the Develop action.



There are **2 types** of Develop Cards:

- **Build Cards** : place a building miniature (Command Center, Gold Mine, etc.) on any Area you control on the board with the following restrictions:

- ◇ Gold Mines must be built on Areas containing Gold .
- ◇ Energy Plants must be built on Areas containing Energy .
- ◇ An Area may not hold more than 1 building of the same type unless it contains or . These may hold or , respectively.
- ◇ An Area has a build limit of 4 buildings. Since your Colony Area already reached this limit, you cannot perform builds there!
- **Upgrade Cards** : level up the chosen type on the Player Board. This increases the value of each building of that type on the player Track.



Each player starts the game with **1 Start Card**. This Develop Card can be used to Build or Upgrade.



When choosing to Develop, the active player reveals a single Develop Card from their hand, **chooses 1 option** and pays the required **resource cost lowered by 1** Resource of their choice. These paid Resources are placed in the general supply. The played Develop Card is placed faceup in the **Discard Pile** next to the Archive Deck. Only 1 option of the played Develop Card can be chosen.






If the player played a Build Card and the selected option is a type linked to a Track on the Player board (Command Centers, Gold Mines, Energy Plants and Trade Posts), the player advances the Track marker on that Track .

If the player played an Upgrade Card , the player adjusts the Upgrade level of that type on the Player board. If the upgraded type is linked to a Track on the Player Board, The Marker Cube is advanced on that Track .

Example: In her Action Phase the purple player chooses to Develop and play a Develop Card. She reveals a Build Card and chooses the first option, an Energy Plant . She pays the required resource cost, reduced by 1 Resource of her choice, and pays 2 Gold. She places an Energy Plant miniature on an Area she controls (containing Energy )




and adjusts the Energy Track  marker. The used card is placed faceup in the Discard Pile.

After the active player used the Develop action, all **other players** may choose to **follow** this action and also play a **single Develop Card**  from their hand (Upgrade  or Build ). When they decide to follow, they play any Develop card from their hand, choose an option and pay the full required **resource cost**. All other players may perform this **simultaneously**. If, due to this Develop action, a Mission is simultaneously completed by multiple players, **priority** is given to the currently active player and then passes in clockwise order. As a **bonus** the active player receives 1 Gold  or 1 Energy  (the active player

may choose) for every other player that decides to follow, with a maximum of 3 total Resources in any combination. The active player takes these Resources from the general supply and adds them to their Supply Board. There is no limit to the number of players that can follow this action.

**Important!** Following players are **not restricted by the Develop type** of the card played by the active player. This means a following player may play a Build Card when the active player played an Upgrade Card (and vice versa).





## Build and Upgrade types

Below you can find a short overview of all Build and Upgrade types that can be found on Develop Cards . Some Build and Upgrade types will require more insight into the game mechanics, so you can always turn back to this section after continuing the rulebook on p13.


Name	Symbol	Effect	Cards	Restrictions
Command Center		Advances the Command Track  .		None
Gold Mine		Advances the Gold Track  .		Areas containing 
Energy Plant		Advances the Energy Track  .		Areas containing 
Trade Post		Advances the Trade Track  (see p16). Perform a Mission card switch  (see p12).		None
Laser Cannon		Pay  to destroy Troops within a range of 2 Areas (see p12).		None
Sentry Tower		+1 value bonus on all Combat Die rolls  . Area cannot be targeted by a Laser Cannon or attacked by an Assault Ship (see p12).		None
Assault Ship		Increases the attack range by 1. Increases line of sight by 1. Separate combat multiplier  . (see p12).		None








## Trade Post






By building  and upgrading  Trade Posts, players advance on the Trade Track . The position on the Trade Track is determined by the number of built Trade Posts, multiplied by the Trade Post Upgrade level on the Player Board. Advancing on the Trade Track increases the number of allowed trades (see Trading p16). When building a Trade Post the player may perform a Mission Card switch . The player may discard a private Mission Card, draw 2 Mission Cards from a Mission Deck of their choice and keep 1. Both the discarded and non-chosen Mission Cards are put on the bottom of the Mission Deck(s) of the same type(s). Discarding a Mission Card is not required if the player has less than 3 private Mission Cards in hand.

## Laser Cannon


A Laser Cannon is a ranged weapon that allows a player to destroy enemy Troops from a distance and without requiring an action. Each Laser Cannon a player controls can be activated once by that player during their own turn (during any phase except during combat). The player first chooses a target Area :



- Maximum 2 Areas away from the activated Laser Cannon.
- Containing visible Troops: enemy player Troops  or a **faceup** Exiled Token .
- The Warp Gate , Player Colony Areas  and Areas containing a Sentry Tower  cannot be targeted.

In the example to the right the areas outlined in green can be targeted, Areas in red cannot due to being out of range or not containing visible Troops.






The player then chooses to pay  or  and rolls one die  for every paid energy . For each 4, 5 or 6 die value on the rolled dice, destroy a Troop on the targeted Area. If the targeted Area contains an Exile Troop Token and not all Troops were destroyed, place an Exiled Modifier  for each destroyed Troop, as shown in the example to the left.

## Sentry Tower



When a player attacks from an Area or defends an Area holding a Sentry Tower, they receive a +1 Combat Die value bonus  on all rolled Combat Dice during



combat. As noted in the combat section, the Dice values cannot exceed the value 6 unless an ability or card effect specifically states otherwise. An Area containing a Sentry Tower cannot be targeted by a Laser Cannon  or attacked by an Assault Ship .

## Assault Ship

When a player performs an attack from an Area containing an Assault Ship, that player may activate the Assault Ship to attack any enemy Area  within a range of 2 Areas. This means not only adjacent Areas can be attacked. The Assault ship moves along with the attacking Troop(s) to the targeted Area. During combat, the attacking Combat Multiplier  solely depends on the Upgrade level  of the Assault ship and the Area Combat Multiplier  of the attacking Area is ignored. By upgrading the Assault Ship on the Player Board, the Combat Multiplier  can be increased up to 4. When defending an Area containing an Assault Ship, the Assault Ship has no influence on the Combat Multiplier.





The Assault Ship also increases the line of sight by 1 immediately. So, upon placement and during the Reveal Phase (see p17), you may flip all Exiled Race Tokens  to the visible side on all Areas within 2 Areas of the Assault Ship. Assault Ships may be moved during the End Phase when moving together with at least 1 Troop . In that case, it can be moved to any Area controlled by the same player, or an empty Area, within a range of 2 Areas.

*Example: During his Action Phase, the blue player plays a Develop Card and builds an Assault Ship . He places the Assault Ship on the Area adjacent to his Colony . Upon placement of the Assault Ship, he may reveal Exiled Troops on all Areas within a 2-radius range. On his next turn he picks the attack action. He selects the Area containing the Assault Ship and using this, he can attack any Area within a range of 2 Areas. He targets the multiplier 3 Area containing 2 Exiled Troops. He places the 3 attacking Troops and the Assault Ship onto the Area.*






Example (continued): Combat proceeds as normal but, since the Assault Ship was used, the attack Combat Multiplier  depends solely on the Assault Ship Upgrade level . In this particular case the Assault Ship is upgraded to level 2 and thus has a Combat Multiplier of 3. If the attack is successful, the attacking Troops and the Assault Ship conquer the Area. If the defenders win, the attackers lose 1 Troop and return, along with the Assault Ship, to the Area from which the attack originated.





## B. Terrashift





The active player chooses any **two Areas** on the board except for:

- Areas controlled by other players.
- The Warp Gate .


The player can thus select Areas they control, Areas with Exiled Tokens  and empty Areas. On one of the chosen Areas, the Area's **Combat Multiplier** is permanently **increased by 1**, on the other area the Multiplier is permanently **decreased by 1**. The Terrashift action is free and requires **no cost**.


The **Area Combat Multiplier**  indicates the height of an Area. Higher Areas provide significant advantages during combat, as will become obvious in the Attack action section (see p13).

The **maximum Multiplier** of any Area in the game, except for the Warp Gate, is **4**. Some card effects can however temporarily increase the Combat Multiplier above 4. The minimum Multiplier of any Area in the game is 1.

After the active player uses the Terrashift action , all **other players** may simultaneously choose to **follow** and permanently alter the Area Combat Multiplier  of a **single Area** by 1 (so increase **OR** decrease). They may choose any target Area except for Areas controlled by



other players, the Warp Gate, or Areas that were already targeted by the Terrashift action this turn. In case multiple players want to alter the same Area, priority is given to the player left of the active player and passing in clockwise order. Following this action requires no cost but the active player may draw an Archive Card  for each player following (limited to a maximum of 3 cards).

Example: The blue player selects the Terrashift action during his Action phase. He alters the Multiplier of two Areas of his choice, in this case his Colony Area  and the top left adjacent Area. He may increase the Multiplier by 1 on one Area, which he performs on his Colony Area, and lower one Multiplier by 1, which he executes on the top left Area. The Terrashift action is followed by 2 other players so the blue player may draw 2 Archive Cards.



## C. Attack







Whenever the Attack action is chosen, the Combat Phase starts. Combat consists of the following steps:

1. Select target
2. Play Combat Card(s)
3. Bribe
4. Reveal Combat Card(s)
5. Dice roll
6. Resolve






## 1. Select target



The active player announces:

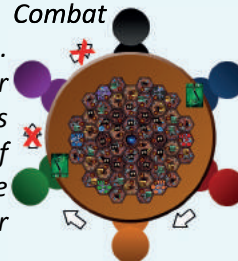
- **One Area**  they control from which the attack will start.
- The **targeted adjacent enemy Area**. Areas containing a **Worm Hole Token**  are also considered to be adjacent to each other. Colony Areas  can never be the target of an attack.
- The number of attacking **Troops** . The player moves the attacking Troops onto the targeted Area. At least **1 Troop must remain** in the Area from which the attack originated. Because of the Troop limit on each area (4), the **maximum** number of initially attacking Troops is thus **3** ( $4 - 1 = 3$ ). Certain Combat Cards, such as Reinforce, can increase the total number of attacking Troops to maximum 4 by adding extra forces on the attacked Area.

## 2. Play combat cards

- **Attack Card:** First the **attacking player** announces if they want to play a single **Combat Card** . If so, the attacking player places one Combat Card from their hand **face down** (unrevealed) on the table in front of them. At this point no decision is made what option (on the Combat Card) will be activated.
- **Defend Card:**
  - ◊ If the targeted enemy Area is controlled by **another player (direct combat)**, only the defending player can, if they want, play a single Combat Card from their hand and place it face down (unrevealed) on the table in front of them.
  - ◊ If the targeted enemy Area is controlled by an **Exiled Race** (any Area with an Exiled Troop Token ) , other players will have the opportunity to play **1 Combat Card in support** of the Exiled Race. This opportunity is first given to the opponent to the left of the attacker and then passed clockwise until a single Combat Card is played. When a player plays a Combat Card in support, that player is considered the supporting player and no other Combat Cards can be played by any player. When playing a card in support of the Exiled Race, all combat effects are applied to the Exiled Race during this combat. If all opponents decline, no card is played. Players are free to communicate out loud at any point during this process.






Some Combat Cards have **special conditions or effects** that are marked by the **! symbol**. It's important to read this text first to see if the card can be played and if the card will have any effect during combat. During combat players can only play Combat Cards .

*Example: The blue player is the active player and chooses the attack action. He declares the attacking Area, the number of attacking Troops and the target: an Area controlled by an Exiled Race . He decides to play a Combat Card  and thus places it face down in front of him. Starting with the player to his left and then clockwise, other players can decide to play a Combat Card in support of the Exiled Race. The red and then the orange player decline but the green player decides to play a Combat Card in support of the Exiled. The green player is now the supporting player and no other player may play another Combat Card.*



## 3. Bribe

The **attacking player** may **offer** the defending or supporting player a **bribe to discard the chosen played card**. This bribe can consist of any number and any combination of:

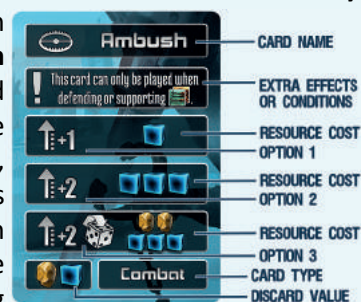
- Gold , Energy  and/or Troops  present in the personal Supply.
- Archive Cards  in hand (which may even be named specifically).
- Reward Cards  (see p16) present in the personal Supply.

The attacking player announces the offered bribe and the defending/supporting player can only accept or decline. If the player declines, they may offer a **single counter offer**. Once again there can be no negotiation, the counter offer can only be accepted or declined.

- If either offer is **accepted**, the **Combat Card** played by the defending/supporting player is placed face up in the **Discard Pile** and it has no effect during this combat. The attacking player **pays the bribe** to the defending/supporting player and the Reveal Phase starts.
- If **declined**, the Combat Card played by the defending or supporting player remains in play and the **Reveal Phase starts**.

## 4. Reveal




All players with a face down Combat Card **simultaneously reveal** the face down **Combat Card**, the **chosen option** and the paid **resource cost**. To achieve this simultaneous reveal, players take the Resources for the chosen option in hand and reveal those Resources while flipping the Combat Card face up. The **effect** of the played cards is applied during combat. If a player has chosen to play a








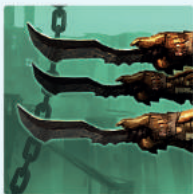
Combat Card and was not bribed, they are **obliged to play** the card **and pay** for one of the options on the card. If the lowest on the chosen card cannot be paid, the player must discard the card and reveal all Resources in their Supply.

## 5. Dice Rolling



The attacking player rolls a red **Attack Die**  for each **attacking Troop**. The **sum** of all dice (including any bonuses from Combat Cards , Alien Race Cards and/or Track Bonuses) is then **multiplied** by the **Area Combat Multiplier**  of the attacking Area to determine the total **attack combat power**.

The defending player rolls a black **Defense Die**  for each **defending Troop**. The number of Troops of an Exiled Race is always displayed by the number of visible weapons on the Exiled Race Tokens . In the example below there are 3 defending Exiled Troops. When the defending Area is controlled by an **Exiled Race**, the player who supports the Exiled Race by playing a card performs all defensive dice rolls. If no supporting cards were played, the player to the left of the attacker performs all defensive dice rolls. The **sum** of all defensive dice thrown is then **multiplied** by the **Area Combat Multiplier**  of the defending Area to determine the total **defense combat power**.





**No Combat Die roll value can exceed 6**, even with applied bonuses from cards and other sources. It is only possible to exceed 6 when an effect specifically states that the maximum Combat Die value is higher.









*Example: The purple player is defending an Area with 2 Troops. She plays an Enforce Combat Card with the +1 to all Dice roll values effect. She rolls 2 Combat Dice and rolls a 3 and a 6. With the +1 to all Combat Dice value bonus, the dice values become a 4 and a 6.*



When both the attacking and defending player have combat bonuses (such as Combat Dice rerolling , Combat Dice Flipping , etc.) they are resolved one by one, alternating between the attacker (first) and the defender. A player with multiple combat bonuses from Combat Cards, Alien Race Cards and/or Track Bonuses, may choose the order in which they are executed.

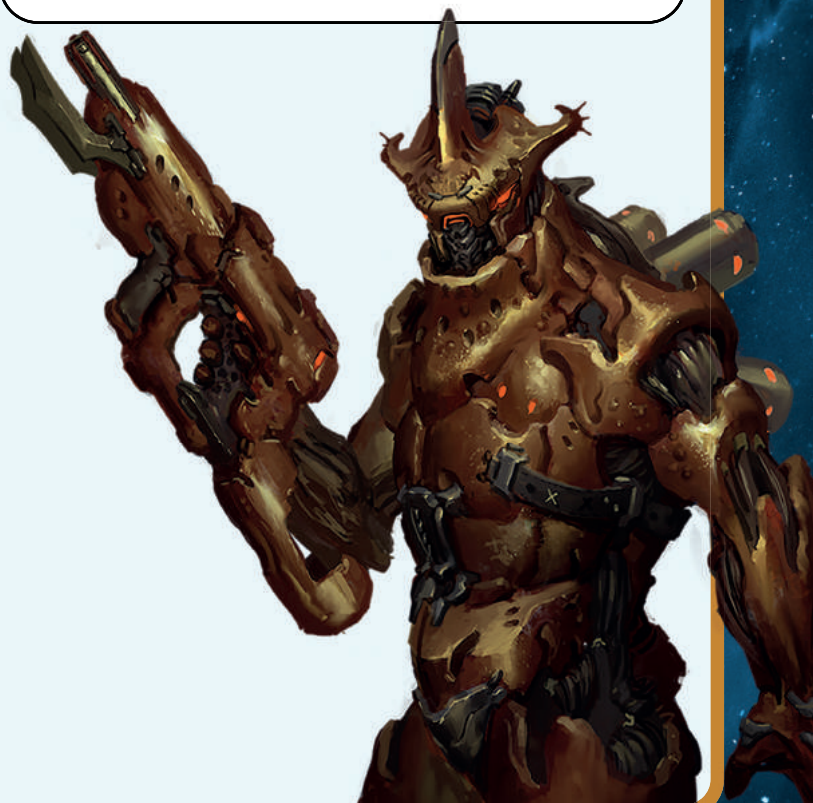
## 6. Resolution

- **Attack combat power < Defense combat power:** the attack is unsuccessful. The attacking Troops retreat to the Area of origin but suffer **1 Troop loss** in the process. This Troop is returned to the general supply. The defending player receives a Reward Card . If a Combat Card was played  in support of an Exiled race , the supporting player receives **2 Reward Cards**.
- **Attack combat power = Defense combat power:** Both sides lose **1 troop** . In case the defending Area was


controlled by an Exiled Race, place an Exile Modifier  on the area to mark there is now 1 less Troop on the Area. If the defending side has any remaining Troops, the defense is successful, the attacker retreats and the defender may draw a Reward Card . If a Combat Card was played in support of an Exiled Race , the supporting player receives 2 Reward Cards. If no defensive Troops remain and the attacker has remaining attacking Troops, the attacker conquers the Area and draws a Reward Card .




- **Attack combat power > Defense combat power:** The attack is successful and **all defending Troops are destroyed**. All **buildings** in the conquered Area fall into the **possession of the attacking player**. All Command Center, Gold Mine, Energy Plant and Trade Post miniatures are replaced by the same miniatures of the new controller's color. If the attacking player has no remaining miniatures of a specific type in Supply, the original building is not replaced and remains on the Area. If needed, the Progress Tracks  on the Player Boards are adjusted. The attacking player may draw a Reward Card  from the Reward Card Deck and place it on their Supply Board.

In the unlikely case that no Troop(s)  remain on the defending Area after combat, no Reward Cards are drawn. Any building miniatures on an Area without player Troops do not count for Track  progression. Only Areas with a minimum of 1 Troop are considered under control of a player or Exiled Race.






Example: The blue player chooses to **attack** the adjacent Area controlled by the yellow Exiled Race with **3 Troops** (= 3 attack dice ) and moves them into the target Area. He chooses not to play a Combat Card.


The green player decides to play a Combat Card  in support of the Exiled Race. The attempt by the blue player to bribe the green player fails and she plays a Reinforce Card, adding 1 Troop to the defending Exiled Race. This is marked by the Exile Modifier . So, for this combat she will roll 2 defense dice .

The attacking player rolls a 4, a 3 and a 2. The sum of these Combat Dice rolls is 9. This is multiplied by the Area Multiplier of the attacking Area. So, in this case 9 is multiplied by 2 for **total attack power of 18** ( $9 \times 2$ ).

The defending green player rolls a 4 and a 5. The sum of these 2 Combat Dice ( $4 + 5 = 9$ ) is then multiplied by the Area Combat Multiplier of the defending area, which is 4, so the **total defense power is 36** ( $9 \times 4$ ).

Since the defense power is higher than the attack power the green player successfully supports the Exiled Race and wins combat. The blue player must retreat his Troops to the Area of origin and loses 1 Troop in the process. The green player draws 2 Reward Cards for successfully supporting an Exiled Race .


### Reward Cards

When a Reward Card  is obtained (by winning a combat), the player draws the top Reward Card from the Reward Card deck and places it on their **Supply Board**. Here they can store a **maximum of 4 Reward Cards**. At any point during their **own turn**, except during combat, a player may **spend** Reward Cards in 1 of 2 possible ways:

- To gain the **Reward Card effect** displayed on the Reward Card (draw extra Archive Cards, perform a certain Build, obtain Resources, etc.). See the symbol overview page p20 for detailed information on all Reward Card effects.
- As a part of the reward cost of an **Alien Race Reward Ability**. Each Alien Race Reward Ability requires a certain number of Reward Cards (see p18).



### Trading



**Once** during their own turn and during any phase, players may **Trade**  Gold for Energy and vice versa at a 1:1 ratio. The amount is however limited to the number indicated on the Trade Track on the Player Board. Trading does **not require an action**. The Resources are traded with the general supply, not between players. Advancing on the Trade Track increases the number of Resources a player may Trade during their turn.




In the example above the green player has advanced to the number 6 position on the Trade Track. Thus, during her turn, she may trade up to 3 Resources (3 Gold Energy or 3 Energy 3 Gold) with the general supply.




### III. End Phase

The End Phase consists of 3 steps that are resolved in the following order:

- Troop Movement 
- Reveal Exiled Troops 
- Replenish Mission Cards.

#### A. Troop Movement

The active player may perform up to 2 Troop Movements . When moving a Troop, it can be moved from any controlled Area to any other Area controlled by the same player as long as the following rules are followed:


- The destination Area must be **interconnected** to the origin Area by other Areas the same player controls.
- An Area cannot contain more than **4 Troops** of a single player.
- Each controlled Area must still hold at least **1 Troop**.
- When an Area contains no more player Troops  or Exiled Troops  (for instance after destroying them with a Laser Cannon), **and** that Area is **adjacent** to an Area they already control, the player can move into that Area to claim it. That player does however not receive a Reward Card , which can only be obtained by winning a combat.

Example: During his End Phase the blue player performs 2 Troop Movements. He moves 1 Troop to his Colony Area and 1 Troop to the left Area. This is legal because 1 Troop remains in the origin Area and it does not exceed the number of maximum Troops (4) in the targeted Areas.





## B. Reveal Exiled Troops

If an active player conquered an Area or moved to an empty Area during their turn, then during this phase all Exiled Troops  on adjacent Areas are revealed. Turn all facedown Exile Tokens adjacent to player-controlled Areas faceup.

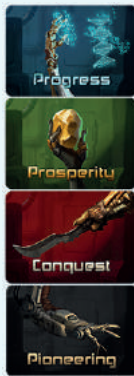
## C. Replenish Mission Cards

Before explaining Mission replenishment, let's first take a look at how Missions are completed.

### Completing Missions

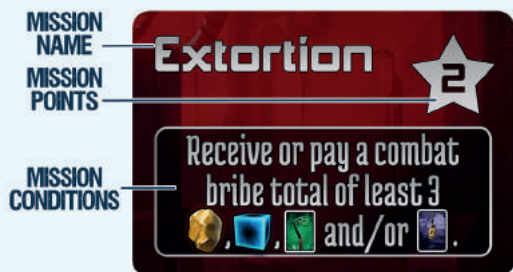
The Warp features **75 Mission Cards** that grant one or more Mission Points upon completion. There are 4 different types of Mission Cards that can be completed during the game:

- **Progress Missions:** Missions involving Builds and Upgrades.
- **Prosperity Missions:** Missions concerning all types of Resources and cards.
- **Conquest Missions:** Missions concerning combat and Area control.
- **Pioneering Missions:** open and mostly long-term Missions that feature in every play. These Missions are never replenished when completed.




Except for the Pioneering Missions, which are always placed open and faceup on the table, these Missions appear in **2 locations** during the game:

- **Private:** 3 secret Missions that each player chose at the beginning of the game out of a total of 6 random Mission Cards (2x Conquest Cards, 2x Prosperity Cards, 2x Progress Cards). These Mission Cards can be stored facedown in front of the player or faceup behind the Player Screen.
- **Open:** 3 random Mission Cards that are placed faceup on the table next to the corresponding Mission Card Decks (Conquest - Prosperity - Progress).



Players can complete a Mission Card by showing the other players they fulfilled the Mission conditions. If a Mission Card has multiple **conditions** needed to fulfill the Mission (for example performing a Build and controlling 3 Energy Plants), the order in which


they are achieved does not matter as long as they are achieved in the same turn. If at any point both players simultaneously fulfill all necessary objectives to complete a Mission Card or any other reward, **priority** is given to the **active player**, and then passed down clockwise.

The specific **number of Mission Points**  a player receives by completing a Mission is displayed in the top right corner of each Mission Card. After the Mission is completed, the Mission Card is then placed facedown in front of the player next to their Player Board and stacked by Mission type. Players may always look at their completed Missions to keep track of their total number of Mission Points.






Missions can be **completed at any point** during the game and completing them is not restricted to the player's own turn. There is no limit to the number of Missions that can be achieved during a turn.

At the end of each player's turn, first the Private and then the Open Mission Cards are replenished.

The **Private Mission Cards** of the active player can be replenished to a maximum of 3 Mission Cards by paying a **Gold**  or **Energy**  for each replenished Mission Card. The active player may draw these cards from any of the 3 Mission Decks (Conquest, Prosperity or Progress) but cannot hold more than 2 from a single type. These new Mission Cards remain unrevealed to the other players.

If **Open Mission Cards** have been completed, **replenish** them by taking the top card from the corresponding Mission Card Deck and putting it faceup on the table. The replenishment of Private and Open missions is always the last phase of a turn and newly replenished Missions can never be completed during the same turn.

Open and Private Mission Cards can be replenished during the Replenishment Phase. Private Mission Cards can also be discarded and replenished by building **Trade Posts**  (see p12) or using a **Reward Card**  with the Mission Switch symbol  (see p12).

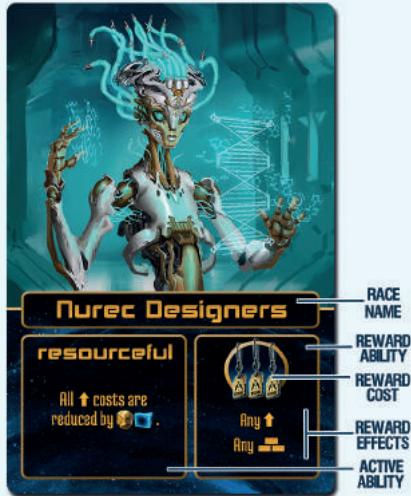
In case the advanced Pioneering cards with an Endgame bonus (Hoarder, Omnipotent, Concealed Weaponry and Display of Power) were used and multiple people achieve a tie, all tied players receive the full mission points.



## Alien Race Cards

The Warp features 16 asymmetrical Alien Races that can be featured in a different role in every game you play:

### a. Player race:



Player Races are Alien Races that have taken control of one of the remaining Colonies on the planet. During setup, each player drafts two of these Alien Races to lead their Colony. These alien races possess 2 unique abilities.

- **Active Ability:** A triggered or permanent ability the controlling player may use.
- **Reward Ability:** At any time during your turn, except during combat, you may pay the Reward Cost to immediately gain all the Reward Ability effect(s). The Reward cost is paid by discarding **Reward Cards** equal to the number of badges in the Reward cost symbol. Some Reward Ability effects feature a permanent bonus, in which case a Marker Cube is placed in the bottom right corner. The Reward Cards used to activate the Reward Ability are discarded and placed in the Reward Discard Pile next to the Reward Card Deck.



### b. Exiled race:

Exiled races are Alien Races that were banished from the Colonies for suspected involvement in the revolutions or in the secret experiments that lead to the cataclysm

on the planet. Every game the two Exiled Alien Races are randomly determined during setup (see Setup p06). The two Exiled Races control all Areas on the board that are not controlled by players or by the Warp Gate Guardian.

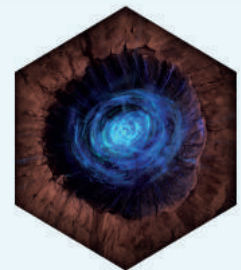
Each Exiled race has a unique **Exiled Ability** that influences the gameplay. Some abilities only trigger when the specific Exiled Race is attacked or conquered. That is why every Exiled Race is tied to an exiled color to distinguish which of the two Exiled Races controls specific Areas on the board. Other Exiled Races, as in the example, have a permanent effect on the game.

### c. Warp Gate Guardian:

The Warp Guardian is the Alien Race that has been conducting secret experiments on this ancient Warp Gate. This ultimately led to the cataclysm that ravaged Yortar. As you can imagine, bringing the culprits of this disaster to justice will greatly help your leading races to legitimize their new rule over the Colony. (see p18: The Warp Gate)

## The Warp Gate

An alternative way to gain Mission Points is to capture the Warp Gate, the Area at the center of the board. To gain control of this Area, players must first defeat the **Warp Guardian** defending it. An attack on the Warp Gate is subjected to the same rules as a normal combat situation with the following exceptions:



- The number of **Defense Dice** and the **Area Combat Multiplier** are marked on the Warp Guardian.
- The **attacking player** may play up to **2 Combat Cards** (supporting Combat Card limit is still a total of 1 card).
- Apply all **Warp Guardian Abilities** during combat. A Warp Guardian can have up to 3 random abilities. The abilities are determined by the **Ability Tokens** in the ability slots.
- The Area Multiplier cannot be changed by the Terrashift action
- The Warp Guardian cannot be targeted by a Laser Cannon.



When a player conquers the Warp Gate, they immediately gain the **Conquer Mission Points**. The conquering player may only place Troops equal to or lower than the number of Combat Dice used by the defeated Warp Guardian onto the Warp Gate Area. If for example the Warp Guardian had 2 Combat Dice and an Area Combat








Multiplier of 5, the conquering player may place up to 2 Troops on the Warp Gate Area and the Multiplier of this Area remains 5.

If a player remains in control of the Warp Gate Area, they will gain the **Turn Mission Points** at the start of their turn. Other players may attack the Warp Gate when a player is in control of it. The attacking player may still play up to 2 Combat Cards. The player controlling the Warp Gate will still benefit from the Warp Guardian Abilities when defending it. When successful, the attacking player gains control of The Warp. They do not gain any Conquer Mission Points and the Troop limit remains. When the game ends, the player in control of the Warp Gate gains the **End Mission Points**.

Some Warp Gate Guardians will grant you Conquer, Turn or End Mission Points based on the number of already completed Mission Cards. This is marked with the following

symbols:

- »  Mission Points per completed Progress Mission.
- »  Mission Points per completed Prosperity Mission.
- »  Mission Points per completed Conquest Mission.
- »  Mission Points per completed Pioneering Mission.

When multiple Mission Cards are present in the symbol, you gain the displayed Mission Points for each set of completed Mission Cards. In this example you gain a Mission Point for each 2 Conquest Missions you completed. 









To keep track of all the gained Mission Points from Warp Guardians and other non-Mission Card sources, players receive the Mission Point Tokens  and place them next to the facedown completed Mission Cards.


























## Symbol overview







A summary of all symbols can also be found on the inside of each Player Screen. This is however a more complete overview with more detailed information.

	Gold	p08
	Energy	p08
	Archive card	p09
	Draw X Archive cards from the Archive deck or the Open Archive Card line-up and add them to your hand.	p09
	Discard X Archive Cards from your hand and place them in the Discard Pile.	p09
	Develop Card (Build  or Upgrade  .	p10
	Play a Develop Card from your hand.	p10
	Combat Card	p14
	Reward Card. Obtained when winning a combat. Reward Cards can be spent during the own turn for the direct Reward effects or to activate Alien Reward Abilities.	p16
	Reward ability cost of a Player Alien Race. The number of displayed badges  indicates the number of required Reward Cards.	p18
	Combat Multiplier. All your rolled Combat Dice are multiplied by the Combat Multiplier. All areas have a displayed Area Combat Multiplier  .	p13 p15
	Terrashift. Change the Combat Multiplier of two Areas: increase an Area Combat Multiplier  by 1, decrease another Area Combat Multiplier by 1.	p13
	Progress Track. There are 4 Progress Tracks on each Player Board.	p07-09
	Each attacking or defending Troop grants you a Combat Die  .	p08 - p14
	Add a Troop from the general supply to the targeted Area.	
	Remove an enemy Troop from the targeted Area. If the targeted Area contains Exiled Troops  , use an Exiled Modifier  .	
	Move a Troop from one controlled Area  to any other interconnected controlled Area.	



	Remove one Troop from the enemy on the targeted Area and add one of your own Troops from the general supply to the same Area.	
	Combat Die	p15
	Roll one additional Combat Die during this combat.	
	Reroll up to one Combat Die during this combat.	
	Flip a Combat Die to its opposing side during this combat.	
	Add 1 to all Combat Dice roll values during this combat. Dice values cannot exceed 6 unless specifically mentioned.	
	Multiply a Combat Die by the displayed number during this combat. Dice values cannot exceed 6 unless specifically mentioned.	
	Exiled Race Tokens	p14-15
	Exiled Modifier (+1). These tokens are used to mark the placement of extra Troop(s) on an Area controlled by an Exiled Race  .	p15-16
	Exiled Modifier (-1) These tokens are used to mark the destruction or removal of Troop(s) on an Area controlled by an Exiled Race  .	p12 p15
	Area	p10 p13
	Area with an Area Combat Multiplier of 4.	p13
	Area containing Gold and Energy	p10
	Warp Gate Area. Area at the center of the board guarded by the Warp Guardian.	p18
	Trade. Exchange resources at a 1:1 ratio with the general supply.	p12 p16
	Build. Place a miniature of the Build Type on an Area  you control.	p10-11
	Upgrade. Move the Marker Cube on the Player Board 1 level higher for the specific Upgrade type.	p10-11
	Build or Upgrade	p10-11



	Mission Point(s)	p17 p18
	Mission point(s) per Progress Mission achieved.	p17 p19
	Mission point(s) per Prosperity Mission achieved.	p17 p19
	Mission point(s) per Conquest Mission achieved.	p17 p19
	Mission point(s) per Pioneering Mission achieved.	p17 p19
	Switch Mission Cards. The player may discard a Private Mission Card, draw 2 Mission Cards from a single Mission deck of your choice and keep 1. Both the discarded and non-chosen Mission Cards are put on the bottom of the Mission Card Deck(s) of the same type. Discarding a Mission Card is not required if the player has less than 3 private Mission Cards in hand.	p12





## Team mode

It's also possible to play The Warp in Team Mode. This mode offers you the chance to draft your Player Alien Races and Mission Cards as a team. This allows you to co-operate with a teammate and discuss your individual strategy to defeat your common foes. The following set-ups are possible:

- 4 players: 2 vs 2
- 6 players: 2 vs 2 vs 2

Team mode is less suited for first time play but is highly advised for 6 player games with experienced players.

### Setup

Follow the Setup (p04) except for the following changes:

- During step 4 (Mission Cards) each team receives a collective pool of 9 Mission Cards (3x Prosperity, 3x Progress and 3x Conquest). The team collectively decides which 3 Mission Cards each player keeps. Each player cannot choose more than 2 cards of a single type (Progress, Prosperity and Conquest). The Mission Cards that were not selected are shuffled back into the Mission Card deck of that type.
- During step 14 (Alien Cards) each team will receive a collective pool of 5 random Alien Cards. The team collectively decides which 2 Alien Cards each player keeps. The Alien Card that was not selected is set aside.

### Rules

The following rule changes apply for a team game:

- The Mission Points objective and all gathered Mission Points are shared. All completed Mission Cards are placed facedown and stacked by Mission type for each player. Players may view Missions completed by them and their teammate to keep track of their team Mission Points total. When one team achieves 13 or more Mission Points together, it triggers the start of the Endgame (3 full rounds for 4 players, 2 full rounds for 6 players).
- The team with the highest number of Mission Points at the end of the game wins. In case of an equal number of points, the team with the highest number of completed Missions wins.
- Teammates may not sit next to each other during the game.
- Each team is entitled to a single 3-minute timeout. During the timeout you may show your Archive, Reward and Mission Cards to teammates.
- All card effects that target an opposing player do not apply to teammates.
- You may not attack teammates or support Exiled Troops when attacked by teammates.
- If the attacking or defending player did not play a Combat Card, the teammate may choose to play a single Combat Card in support of the attacking player
- When attacking the Warp Guardian, if the attacking teammate played less than 2 Combat Cards, the teammate may play a single Combat Card in support of the attacking player. The maximum total amount of attacking Combat Cards still remains 2.

In this 6-player team mode all of the above rules apply but during the Extract Phase of your teammate, a player can choose between receiving 1 Troop OR 1 of each Resource from the general supply.

## Solo campaign mode

Please check the solo rulebook for all details concerning the solo campaign mode.



# Short Rules Overview

## Game objective

The player with the most Mission Points wins the game. When a player obtains 9 Mission Points, Endgame is triggered after finishing the current round (2-4 players: 3 rounds, 5-6 players: 2 rounds).

## Turn overview

### I. Income Phase



### II. Action Phase



### III. End Phase



#### I. Income Phase

**A. Extract** - Choose one: Receive Troop(s) OR receive Resources .

**B. Consult** the Archives: First discard up to 3 Archive Cards (optional), then draw 2 Archive Cards. The maximum hand size of 8 Archive Cards can never be exceeded.

#### II. Action Phase - Choose **one** action

**A. Develop:** Play an Develop Card (Build or Upgrade) and lower its cost by 1 Resource of choice. Follow: Other players can also play 1 Develop Card. The active player may take a Resource from the general supply for each following player (maximum 3 Resources).

**B. Terrashift:** Alter the Multiplier of 2 Areas (once +1 and once -1). Follow: Other players may change the Multiplier of 1 Area. The active player may draw an Archive Card (max 3) for each following player.

**C. Attack:** Attack an adjacent Area controlled by Exiled or by another player. See combat overview below.

#### III. End Phase

**A. Move** up to 2 Troops

**B. Reveal** Exiled Race Token (all Exiled Tokens adjacent to player Areas must be turned faceup).

**C. Replenish** Private Missions of the current player (1 resource cost per card) and all Open Missions.

## Combat overview

- 1. Announce target:** Declare origin Area, target Area and number of attacking Troops (leave at least 1 Troop behind and a Troop limit of 4 Troops per Area)
- 2. Combat cards:** First the attacker may play a facedown Combat Card, then the defender or supporter.
- 3. Bribe:** The attacker may offer a bribe to the defender/supporter to discard the played Combat Card. The involved player may accept or decline. One counter proposal may be made.
- 4. Reveal cards:** Involved players simultaneously reveal card(s) and the chosen option's resource cost is paid
- 5. Roll dice:** Both the attack and defender roll a Combat Die for each attacking/defending Troop. Then calculate the total Combat Power (Combat Dice sum x Area Combat Multiplier).
- 6. Resolve:** Withdraw attacking Troops or apply Defense Troop losses. The winner of Combat receives a Reward Card. If the Exiled Race won, the supporting player receives 2 Reward Cards instead.