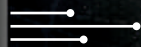


ENRIQUE PRIETO

NEXUM GALAXY



ADVANCED GUIDE


eclipse
editorial

NEXUM GALAXY

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 **MORE INFORMATION
AND ACKNOWLEDGEMENTS**

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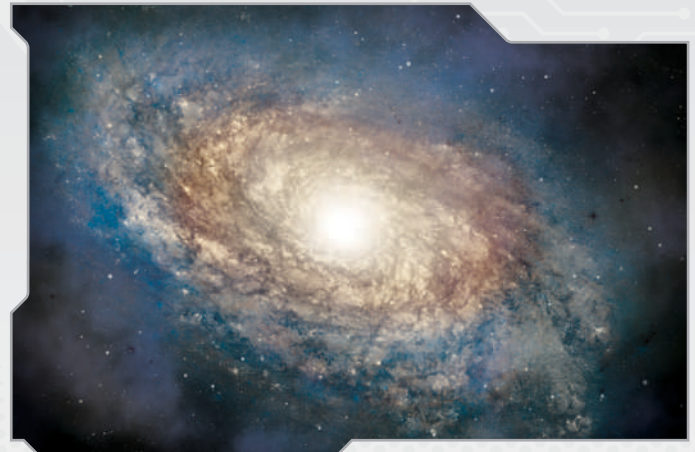


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INTRODUCTION

Read this advanced guide after you've read the **Rulebook** to learn the core mechanics.

Here you will find preset scenarios and setups for different galactic Sectors!

You will also find **game modes**, including those that require the special event deck to play games with one or more **Human players (H)** against **Artificial Intelligence players (AI)**, in both **cooperative and competitive** modes.



AI AS A PLAYER

In Nexum, the “**Artificial Intelligence**” or “**AI**” can manage one or more artificial players, if the players choose to. At the start of every round, reveal 3 Event cards for each **Aggressiveness level** of the AI, which will determine the actions of the AI, as explained later on.

Aside from the usual components for a standard game, use the **Event deck** and the **8 double sided Forbidden markers** (*with “No management” on one side and “No movement” on the other*).

The **Human players** facing the AI must take into account the following modifications of the core rules:

● **Victory conditions:**

- » **Competitive mode:** the same ones detailed in the **Rulebook**, taking into account the number of **Human + AI players**, unless the scenario specifies otherwise.
- » **Cooperative mode:** **Human allies** cannot attack each other nor occupy the same **planet** or **star**.
 - ◆ You lose the game if an ally completely loses their fleet.
 - ◆ A Human player must achieve the battle victory condition by **winning battles** against the AI player.
 - ◆ Another Human player must meet the **relic** collection victory condition.

◆ If there is another Human player, they must have **20 ships** in play or control **3 stars**. Victory will be achieved once all three conditions are met, or after eliminating the AI player.

- ⑥ **Ships on stars:** human player ships on stars do not increase the player's defense on their controlled planets against AI attacks, although they will apply when fighting other humans. When playing in cooperative mode, you may occupy a star if all the planets in the system are under control of your allies, and it will benefit everyone.
- ⑥ **Event Prediction Level:** Humans can partially predict the upcoming actions of the AI, or the events.

For every prediction level of the player, levels 0 to 3, reveal the two cards at the edges of the corresponding AI Action Row of cards to activate in the following round of the game.

By doing this, once you have to activate an Action Row of events or the AI, you only need to reveal the central card since the other two are already visible.

The starting prediction level is zero.



AI cards marking level 1 Prediction and Aggressiveness

AI players have the following characteristics:

- ⑥ **AI Aggressiveness level:** each level, limited to 3, represents a row of actions formed by 3 Event cards, which must be played in order at the start of every round for the AI player. Unless the scenario states otherwise, the AI starts a **competitive game** with an aggressiveness level of 1, and it will start **cooperative games** with an aggressiveness level equal to the number of **Human players** it will face. This level increases or decreases as new Event cards are played.

Also, when playing in **cooperative mode**, the **AI player** will reinforce all their controlled planets with 1 ship per planet whenever all their ships on a planet are destroyed.

- ⑥ **AI Victory:** the AI only needs to win 6 battles to obtain victory, meaning that their victory point marker will start in position 1 of the victory point track when playing 7-victory point games.

For this, count all the planets and stars where a player loses their ships due to Event cards, even if the AI doesn't conquer them.

- ⑥ **Starting deployment:** the AI player starts with 4 ships on their starting system, or 1 on each Relic (*hardest case*), as indicated by the scenario description.
- ⑥ **Stars:** whenever all the planets of a system are controlled by AI ships, place an additional AI ship on that system's star, adding 1 defense to all the planets.

- ⊙ **AI invasion:** if an event forces the AI to surpass the limit of 5 ships per planet, place an additional AI ship on all other planets of that System for every ship that exceeds the limit.

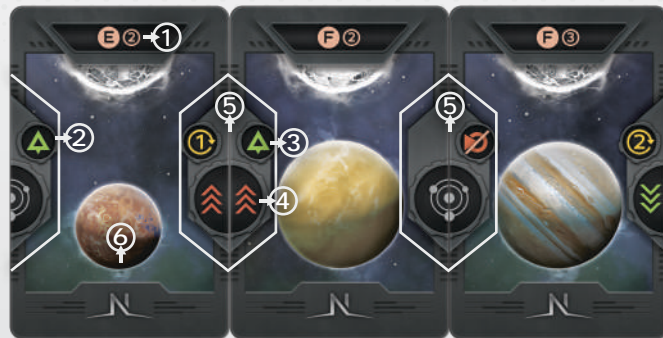
If any of those planets is controlled by another player, destroy one of their ships on the planet instead of adding a new one.

- » **AI Invasion of nearby systems:** if an invasion causes another invasion by exceeding the 5 ships limit on another AI-controlled planet in that same system, place an AI ship on every planet of every nearby system. In the same way, if a player has ships in any of those planets, they lose a ship instead of adding an enemy ship.

These invasions can follow one another and cause a chain reaction affecting several systems.



AI ACTION ROW



- ➦ 1 Event location
- ➦ 2 Hex panel (to be completed with another card)
- ➦ 3 Effect
- ➦ 4 Icon (to be completed with another card)
- ➦ 5 Completed panel
- ➦ 6 Image of the affected planet

ACTION ROW

They are formed by 3 Event cards that must be read from left to right, and which can generate combinations of the central hex panels when completed.

TARGET

The top section of the first card indicates where the events will take place. If that location is not valid for the scenario you are playing, use the planets indicated by the second or third cards, as indicated in section: **“Non-valid targets”**.

In the previous example, the events indicated in the action row will initially take place in planet E-2. If system E isn't a valid target because that system's disk is not in play, the effect would take place in F-2, as indicated by the second card. Since the system icon in the panel formed between cards 2 and 3 is completed, the event will affect system F as a whole, as explained below.

NON-VALID TARGETS

Events cannot affect the human players' starting Systems ("Tann"), except when playing solo or co-op modes. If the first card indicates a planet of a human player's starting System, ignore it and target the planet of the second card. If that is also a non-valid target, target the planet of the third card instead. If none of the targets of an Action Row are valid, ignore it completely and no event takes place that round.

HEX PANELS

Read the top and bottom icons in the hex panels formed in between the 3 cards when placed in a row, and ignore the incomplete ones at the leftmost and rightmost edges. Also ignore the icons on the upper section of the hexes if they do not include a quantity, and the ones in the lower section if the icons don't match.

Events are only triggered if there are markers available.

You may form the **following icons** in the hex panels formed by event cards when you set them in a row:



+1 Aggressiveness: the AI's aggressiveness increases one level, meaning that they will draw an additional action row next round, up to a maximum of 3 action rows.

If you need to increase the level when the Aggressiveness level is already 3, lower the human's Prediction level by 1 instead.



-1 Aggressiveness: the AI's aggressiveness decreases one level, meaning that one less action row is played next round.

If you need to lower the Aggressiveness when it is already at level 1, increase the human's Prediction level by 1 instead, max. level 3, similarly to the previous point.



Whole system: if this icon is completed (*as is the case in the example of page 6*), the effect of that action row affects all the planets of the target system (*system E as a whole in the example on page 6*).

Remember that events only affect planets, only place forbidden markers on stars when an event affects all the planets.



Numbers: they indicate the number of times the corresponding effect takes place. *In the example of page 6, 1 ship would be added or lost. On the other hand, the absence of said number would prevent the effect from taking place, as it happens in the second hex panel of the example.*



Ships:

- ◆ If the target is **empty**, place as many AI ships as indicated at the left side of the panel (*1 in the example of page 6*).
- ◆ If **there are ships** owned by a Human player, eliminate as many as indicted.
- ◆ If the number is higher than the ships to eliminate there, add as many AI ships as that difference.
- ◆ A star receives an AI ship automatically whenever the AI takes control of all the planets of a System.



Energy (ionized atmosphere): to move a fleet to or from a planet with energy tokens during the turn, you need to pay that amount of energy as an extra movement cost.

- ◆ If the target is **empty**, place as many energy tokens as indicated at the left side of the panel.
- ◆ If the event affects a whole system, place them on the star as a reminder that it affects all the planets of the system.
- ◆ These tokens are permanent once placed.
- ◆ If **there are ships controlled by a Human player** at the event's target, they must pay as many energy units as

required by the event, or eliminate as many ships on that planet as required to cover the cost.



No management (Glacial event): place as many forbidden tokens as indicated, showing their **no management** side. Each token is used as a time counter to indicate that no management can be done in the affected astronomical bodies for 1 round per token (you can neither collect energy nor build ships there).

The AI is also affected by this, and they cannot build new ships in affected planets where they already have ships.

At the start of the next round when playing the events, eliminate one of the forbidden markers from every planet.



No movement (Solar event): place as many forbidden tokens as indicated, showing their **no movement** side. You cannot move to or from the affected planet, thus, you cannot plunder a System or planet with that token.

Also, no AI ships can appear on those planets if they do not have ships already there.

At the start of the next round when playing events, discard one of these markers from every planet.



No management marker



No movement marker

AGGRESSIVENESS LEVEL EXAMPLE



E.g.: the AI, controlling the blue ships, has reached Aggressiveness level 3, so 3 consecutive action rows are played at the start of the round, from top to bottom and left to right. First, discard one forbidden marker of each type (no movement and no management) from every planet, if there are any (if there is more than one per type, discard only one, as shown in 4).

ROW 1

- It applies to every planet in system "E", since the whole system icon has been completed between cards 2 and 3.

- The top middle section icons show an attack of "1" "ship" and "0" "ship". The "0" doesn't apply, so only "1" ship per planet will appear, since there are no enemy ships.
- Since the red arrow icons also match, the aggressiveness level of the AI increases. But in this case it is already at the limit (3), meaning that the human players would lose 1 prediction level, when possible.



ROW 2

- ⦿ *Now the target is planet C-2.*
- ⦿ *The icons in the top middle section of cards 1 and 2 indicate that a “no management” event takes place this round. Then, there is also a “2” “ship” attack between cards 2 and 3.*

Since there were no previous ships there, it is considered a “Movement” regardless of the ships coming from the reserve, it is not building, so the “no management” marker does not prevent the new ships from appearing.

ROW 3

- ⦿ *The first card indicates that the target is planet 1 in system B.*
- ⦿ *The top middle icons between cards 1 and 2 indicate that a “no movement” event takes place for 2 rounds, so 2 forbidden markers are placed on the planet.*
- ⦿ *The top middle icons between cards 2 and 3 show a “2 energy units” attack. If there is an enemy there, they would lose 2 energy units that must be returned to the reserve, or they would lose as many ships at the target planet as needed to fulfill the requirement.*

Since there are no enemies or the AI is already there, 2 energy tokens are added there permanently, increasing the total energy cost of traveling to or from that planet by that amount.

EXAMPLE OF AI INVASION AND STAR OCCUPATION



A very dangerous chain reaction takes place in this example, as a consequence of letting the AI have 5 ships in planets of the same system:

- 1 *The action row of cards show that an AI ship (blue) appears on a planet in system A. Since they already have 5 ships there, an “AI Invasion” takes place and a new AI ship is added to each of the system’s planets.*
- 2 *Since the AI has taken control of all the planets in system A it also takes control of the star, as explained in section Stars (page 5).*

- 3 At the same time, since a planet in system A already had 5 ships, the new ship from the **"AI Invasion"** causes an **"AI Invasion of nearby systems"**. Therefore, an AI ship appears in every planet of all nearby systems, unless they already had ships or a "no movement" marker there, as it happens with system D as a whole and 2 planets in system B.
- 4 The AI occupies another star, since all planets in the system are now under control of AI ships due to the previous effect.
- 5 Also, since all the planets in system E receive an AI ship due to the **"AI Invasion of nearby systems"** in system A, a new **"AI Invasion"** takes place and new AI ships appear on each of the other two planets in system E.

In the end, this is how the board looks after the events:



MORE THAN ONE AI PLAYER

Up to **2 AI players** can play at the same time, with only the cards included in the core box. Unless the Human players are playing co-op, it is advisable to limit the **AI players'** Aggressiveness to level 2, or even level 1. Regardless of the game mode, they can have different behaviors towards each other:

COMPETITIVE

Each AI player has their own Aggressiveness level and:

- ◆ Victory point markers.
- ◆ Action rows of cards, although they use the same deck.

COOPERATIVE

- ◆ The same as before, but attacks between AI players are ignored. The events "No management" and "No movement" do apply, given that they are not considered attacks but rather random astronomical events.

ALLIANCE

- ◆ The AI players operate as a singular fleet, sharing the same turn, action row of cards and victory point marker.
- ◆ Ships of both AI player colors are used interchangeably for the **AI team**, and they can share astronomical bodies. The combined ship limit per planet is still 5 ships.

EVENT CARDS - NO AI PLAYER

This game mode allows you to play without **AI players**, with only **Human** players competing against each other, meaning that events that generate new ships are ignored and nothing happens, except if they destroy **Human** ships, but no AI ships are created.

The other icons of the cards are applied in the same way as the solo mode.

You may decide for events to be triggered at different times, choose one or several options:

- 1 (Recommended option) At the **start of the round**, before the First Player, like you would do with AI players.
- 2 Every time someone takes control of a **Relic**.
- 3 Every time someone travels through **hyperspace**.

It is advisable to adjust the initial aggressiveness level to the number of co-op players and their expertise level.

SECTORS AND SCENARIOS

A **Sector** is a layout of **System** disks, like a galactic map.

The **Scenarios** are located in **Sectors** with certain characteristics that you may adapt to play different Game Modes, which allows you to customize them according to: number of players, cooperative or competitive mode, and with AI players. Each Sector usually includes a **Scenario**, but the **Game Modes** may be tied to different scenarios, as you will see later .

You will find the following information:

- ⦿ **Ship Coordinates and Relics:** for each scenario, indicating the **System's** letter (A-L) and the Planet number (1-3):
 - » **Ships** per player **▲**: each player gets 4 ships on their Tann planet by default. For any other case, it will be specified.



E.g.: **▲**: 2x **A1**, 2x **A2**, 2x **A3**.

- » **Relics:** by default, there will be twice as many relics as the number of players, to be picked at random and placed as explained in the Rulebook: Replicator, Military, Extractor, Transporter. If you need to add more, it is best to repeat them only once and following that same order.
- » **Energy:** 3 units **⚡** per player by default, unless specified otherwise.

- » The colors applied to the texts of **Humans** and **AI's** match the color of their **Civilization**, and in most cases they start in their Tann System, on the largest planet in the System of their color.
- » **Aggressiveness**: indicates the Event cards Aggressiveness level, ranging from levels 1 to 3.
- » **Victory conditions**: the same ones described in the **Rulebook**, unless specified otherwise.
- » **Game Modes**: where you will find the number of players, the AI Aggressiveness level, if you need to flip over any system disk, if the civilizations will compete (vs) or cooperate (with), and any other special conditions.

RANDOM INITIAL SETUP

If the players want to start a game in which all of them have their ships scattered throughout different Systems of the Sector, you can set up the game following these steps. **It will make your games asymmetrical and even more fun!**

- ⦿ **Ships**: each player draws **2 Event cards**. Then, they place 2 of their ships (4 in total) on the planets indicated by their Event cards.
- ⦿ **Relics**: finally, draw a card to determine each planet where a relic must be placed, 2 relics per player in total.

If you want to reduce randomness, after drawing event cards for each **Human and AI player**, discard from the deck every event card of planets occupied by ships and/or systems with occupied planets.

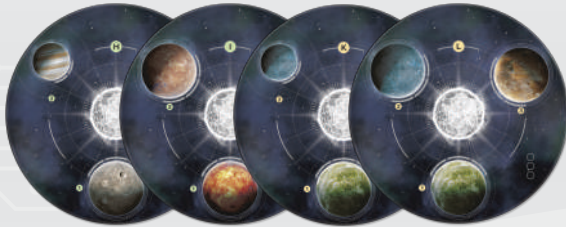


SCENARIOS

KEEP IN MIND

You may play any **scenario or game mode** in this advanced guide, but keep in mind:

- ⦿ If you are playing with **Events** or the **AI** but without the Event cards of the **“Asteroids” expansion**, you must flip over system disks **H, I, J, K, and L** of the initial setup.



- ⦿ You may modify the difficulty in **games against the AI** by increasing or lowering the number of their **ships**, their **Aggressiveness level**, or by ignoring the rule that gives them **1 ship** per AI-controlled planet whenever you take a planet from them.
- ⦿ Every time a **game mode** tells you to place AI ships on every planet of a system, also place one AI ship on that system's star.
- ⦿ If **several Systems share the same letter**, both the events and the starting setup will be applied to all of them.

GRAND BATTLE MODE

You can play 2-player games with double the ships (50) and Starting Systems, using the setup for a 4-player game.

- » **There is no ship replication limit per turn** (*but every new ship built will cost one more energy than the previous one*).
- » **Victory conditions:** 6 Relics or 7 victories in battle.
- » **Energy limit:** 40 per player.
- » Each player starts with 4 ships **on each one** of their Tann Planets.



"SPIRO" SECTOR (6 SYSTEMS)



A small sector of the galaxy that spins at great speed around its two main planetary systems.

SCENARIO: "A TRAGIC COINCIDENCE"

You are the explorer sent by your civilization to check if those NEXUM glints that were detected after the terrible explosion actually come from this distant galaxy. From your entire fleet, only 4 of your ships have reached your Tannhäuser Gate, the largest planet in the system of your color, and you only have 3 energy units left. You have located 4 NEXUM relics, quite a finding, but there is something you must deal with before spending your scarce energy: you are not alone...

GAME MODES:

- » **Human vs Human** (no Events).
- » **Human vs Human** (with Events):
Flip systems A, D. Aggressiveness 2.
- » **AI vs (Human with Human)**:
Place 1 **AI ship** per relic. Aggressiveness 3.
- » **AI vs (Human vs Human)**:
Flip systems A, D. Place 1 **AI ship** per relic. Aggressiveness 2.
- » **(AI vs/with AI) vs Human**:
Flip system A. Place 2 **AI ships** per relic.
Aggressiveness 1, both AI's.
- » **AI vs Human**:
Flip system A. Aggressiveness 2.
- » **AI vs Human**:
Flip system A. Place 1 **AI ship** per relic. Aggressiveness 1.

"PHOENIX" SECTOR (6 SYSTEMS)

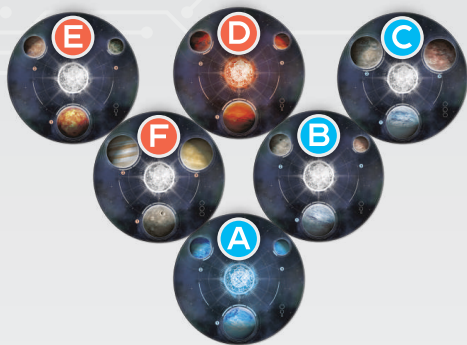
A group of smaller sectors that works as a training field for new admirals, since there are no large fleets there.

SCENARIO: "MEASURING THE DISTANCE"

You have been tasked to explore a newly discovered sector, but you don't arrive alone. Luckily, this time you are at a safe distance. Can you capture the relics while going unnoticed?

GAME MODES:

The same as "A Tragic Coincidence" of the "SPIRO" sector (page 15).



"IANIA" SECTOR (6 SYSTEMS)

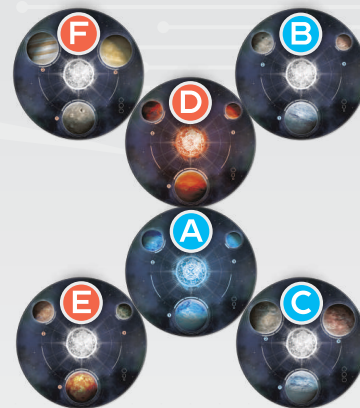
It is considered a slaughterhouse for rookie fleets.

SCENARIO: "IMMINENT CLASH"

The calculations of the military supercomputer predict a race against the clock, and once the confrontation starts, it won't stop until the less agile fleet has been eliminated.

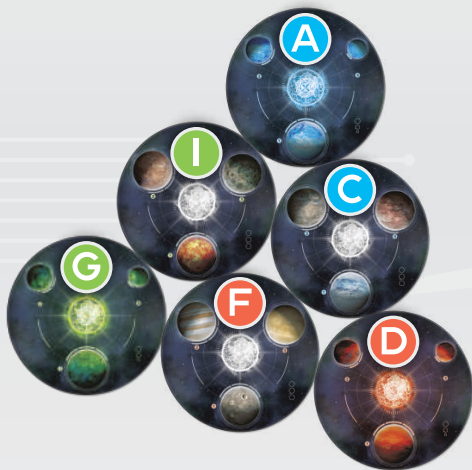
GAME MODES:

The same as "A Tragic Coincidence" of the "SPIRO" sector (page 15).



GALAXY B "TREX" SECTOR (6 SYSTEMS)

A very dense sector, with a safe landing area and quiet starting systems (Tann). Try to move outside of yours at your own risk...



SCENARIO: "3 CONQUERORS AT THE CENTER"

This area has turned out to be a trap. There are few planets and Relics to obtain. Try to escape it by taking control of the center, to dominate the strategic central area. The result of the battle will depend on your skills.

There are **no Relics** in this scenario.

▲: 2x **A1**, 2x **A2**, 2x **A3**

▲: 2x **D1**, 2x **D2**, 2x **D3**

▲: 2x **G1**, 2x **G2**, 2x **G3**

GAME MODES:

- » **AI vs Human vs/with Human vs/with Human:**
Place **1 AI ship** per planet and star on systems C, F, I.
Aggressiveness 2.
- » **Human vs Human vs Human** (no Events).
- » **Human vs Human vs Human** (with Events):
Flip systems D, I. Aggressiveness 3.
- » **AI vs (Human vs Human):**
Flip systems D, I. Aggressiveness 2.
- » **AI vs (Human with Human):**
Flip systems D, I. Place **1 AI ship** per planet on systems C, I, F.
Aggressiveness 3.
- » **Human vs Human** (no Events).
- » **Human vs Human** (with Events):
Flip systems D, I. Aggressiveness 2.
- » **(AI vs AI) vs Human:**
Flip system I. Aggressiveness 1.
- » **(AI with AI) vs Human:**
Flip system I. Place **1 AI ship** per planet on system F.
Place **1 AI ship** per planet on both C systems. Aggressiveness 1.

"BRAGULIA" SECTOR (6 SYSTEMS)

There is not much here, and little remains of those who come to check it out. A small sector you need to escape from before you become another "disappeared at Bragulia" case.

SCENARIO: "3-SIDED SKIRMISH"

This was a mistake. Too many ships for so little stars.
Move, conquer, and leave!

GAME MODES:

The same as "3 Conquerors at the Center" of the "TREX" sector (page 17).



"XPLOTIA" SECTOR (6 SYSTEMS)

This sector presents gravitational fluctuations, and so the Tannhäuser Gates are mid-way to any conquest target.

SCENARIO: "THE STABLE COLONIES"

You have reached far away from the energy supply area, but the area is also safe from conflict... for now!

GAME MODES:

The same as "3 Conquerors at the Center" of the "TREX" sector (page 17).



"LIBRADABRA" SECTOR (7 SYSTEMS)

A group of systems that shows strange symmetries, and is considered as an opportunity by some generals.



SCENARIO: "BLOCKED PATH"

The central area of the sector is blocked, preventing smooth transition between its two halves. But nothing is permanent in Nexum. You will only need 4 relics to achieve victory in this scenario.

GAME MODES:

- » **AI vs (Human vs/with Human vs/with Human):**
Place 2 AI ships per relic. Aggressiveness 2.
- » **Human vs Human vs Human** (no Events).
- » **Human vs Human vs Human** (with Events):
Aggressiveness 3.
- » **AI vs (Human vs Human):**
Flip systems A, D, G. Aggressiveness 2. Place 1 AI ship per relic.
- » **Human vs Human** (no Events).
- » **Human vs Human** (with Events):
Flip systems A, G, D. Aggressiveness 2.
- » **(AI vs AI) vs Human:**
Aggressiveness level 1.
- » **(AI with AI with AI) vs Human:**
The AI's work together, the third one starts with 1 ship on every relic. Aggressiveness 1.
- » **AI vs Human:**
Flip systems A, G. Place 2 AI ships per relic.
Aggressiveness 2.
- » **AI vs Human** (Double Green "Tann System"):
Flip A. Place 4 Human ships on both Tann planets (largest).
Place 1 AI ship per relic. Aggressiveness 2.

"TRIPARTUM" SECTOR (7 SYSTEMS)

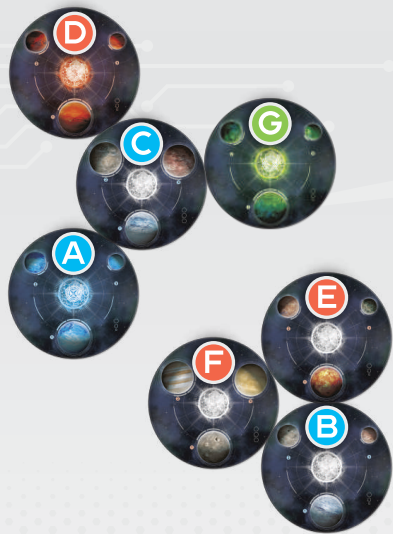
Two sub-sectors that were already in conflict when you arrive. Each of them has specialized in certain resources.

SCENARIO: "ONE AFTER ANOTHER"

The conflict has started in sub-sector "Tripartum opentus", but it slowly becomes clear that a tactical retreat to "Tripartum closus" is the best option to escape this deadlock.

GAME MODES:

The same as "Blocked Path" of the "LIBRADABRA" sector (page 19).



"RECUA" SECTOR (7 SYSTEMS)

An eccentric axial Sector. Their Diplomacy was once well-known. Now it is their lack thereof that makes them famous.

SCENARIO: "LAID TABLE"

You are invited to a peaceful convention at the center of the galactic Sector, what compelling arguments will each of you put forth?

GAME MODES:

The same as "Blocked Path" of the "LIBRADABRA" sector (page 19).



"TRISKELION" SECTOR (9 SYSTEMS)

Origin point of visitors from ancient cultures, who worshiped its shape, and dreamed of returning one day. The most ancient Tannhäuser Gates known are clustered here in the central area, the most belligerent.



SCENARIO: "ARCHAEOLOGICAL WAR"

Sector with a high symbolic component, famous for the proliferation of ancient Relics. Be the first to capture them.

GAME MODES:

- » **Human vs Human vs Human** (no Events).
- » **Human vs Human vs Human** (with Events):
Flip systems D, H, I. Aggressiveness 3.
- » **AI vs (Human vs Human vs Human)**:
Flip systems D, H, I. Place **2 AI ships** per relic. Aggressiveness 2.
- » **AI vs (Human with Human)**:
Flip systems D, H, I. Aggressiveness 3.
- » **(AI vs/with AI) vs (Human vs/with Human)**:
Flip systems D, H, I. Place **1 AI ship** per relic. Aggressiveness 1.
- » **Human vs Human** (no Events):
1 random relic on every non-large planet on system G.
Goal is 6 victories or 6 relics.
- » **Human vs Human** (with Events):
Flip D, H, I. Aggressiveness 2.
- » **(AI with AI with AI) vs Human**:
The AI's work together, the third one starts with one ship on every relic. Aggressiveness 1.
- » **(AI vs/with AI) vs Human**:
Flip systems H, I. Aggressiveness 1.
Place 1 ship per relic, alternating ships of both AI's.
- » **AI vs Human**:
Flip systems A, H, I. Place **2 AI ships** per relic. Aggressiveness 2.
- » **AI vs Human**:
Flip system D, G, H, I. Aggressiveness 1.
Place **1 AI ship** per planet and star on system **A**.

"BIZARDO" SECTOR (11 SYSTEMS)



A strange group of completely uninhabited planetary systems.

SCENARIO: "A DIFFICULT JUMP"

A huge cluster of planetary systems is in sight, as deserted as it is packed with resources. How could you reach them while watching your back?

GAME MODES:

- » **Human vs Human vs Human** (no Events).
- » **Human vs Human vs Human** (with Events):
Flip systems H, I, K, L. Aggressiveness 3.
- » **AI vs (Human vs Human vs Human)**:
Flip systems H, I, K, L. Place **2 AI ships** per planet with no relic. Aggressiveness 2.
- » **AI vs (Human with Human)**:
Replace system E with G. Flip systems D, H, I, K, L.
Place **2 AI ships** per relic. Aggressiveness 3.
- » **(AI vs/with AI) vs (Human vs/with Human)**:
Flip systems H, I, K, L. Place **2 AI ships** per relic on B, C, and **1 AI ships** per relic on E, F. Aggressiveness 1.
- » **Human vs Human** (no Events).
- » **Human vs Human** (with Events):
Flip systems H, I, K, L. Aggressiveness 3.
- » **(AI vs/with AI) vs Human**:
Flip systems G, H, I, K, L. Place **1 AI ship** per relic on B, C, and **1 AI ships** per relic on E, F.
- » **AI vs Human**:
Flip systems J, H, I, K, L. Place **2 AI ships** per relic. Aggressiveness 2.
- » **AI vs Human**:
Flip systems D, G, H, I, K, L. Place **2 AI ships** per relic. Aggressiveness 1.

"GREGATU" SECTOR (8 SYSTEMS)

Asymmetrical cluster of planetary systems that is the root of constant confrontations.

SCENARIO: "STATE OF SIEGE"

Alliances favor the isolation of the most advanced fleets, who will manage to endure this tension the longest?

GAME MODES:

The same as "A difficult jump" of the "URSUCTUM" sector (page 22).



"RAIA" SECTOR (8 SYSTEMS)

Many oceanic astronomical bodies exist here due to the average temperature in these Systems.

SCENARIO: "ALL-OUT"

The large amount of resources in the central ocean planets lead to quick fights to control those resources.

GAME MODES:

The same as "Archeological War" of the "TRISKELION" sector (page 21).



ICONS



Prediction level



Aggressiveness level



Aggressiveness +1
Prediction -0/-1



Aggressiveness -1
Prediction +0/+1.



Whole system



Numbers



Ships



Energy
(Ionized Atmosphere)



No Management
(Glacial event)



No Movement
(Solar event)

