ENRIQUE PRIETO

ASTEROIDS
EXPANSION

NEXUM
GALAXY

eclipse
editorial

NEXUM
G A L A X Y

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MORE INFO AND ACKNOWLEDGEMENTS
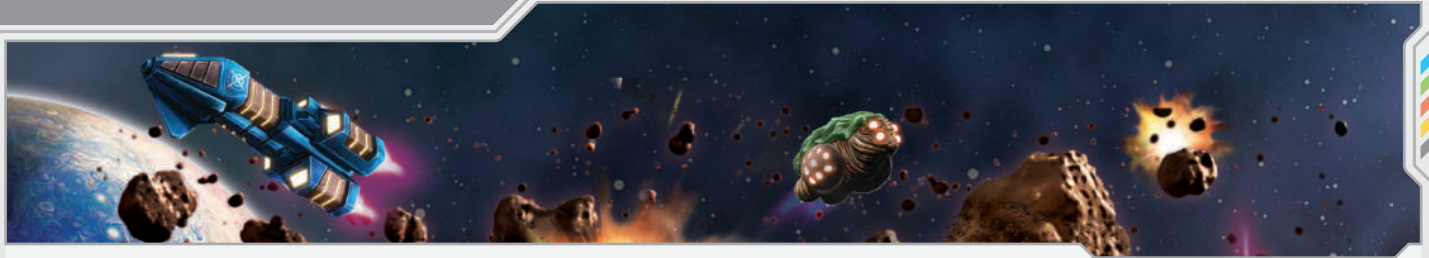Scan the code with your cell phone to view the content.

eclipse
editorial

INDEX

Everything we know comes from the codex fragments that have been recovered. The Civilitas Codex details the history of the civilizations, the divisions, migrations and wars spanning thousands of years, and thanks to this we know that...

«...It's been 23.000 million years since the "generative breath", the four largest civilizations who exercised their domain over the universe, descendants of the ancient humans, yearned for the hidden NEXUM that would provide them with knowledge and absolute control over the other civilizations, as well as the chance to escape the discernible collapse of the entire Universe. It was then that a kilonova exploded next to the remote and unknown GALAXY, which threw he Atavians tech prowess back to the Bronze Age, the once advanced civilization that had secretly deciphered the mysteries of the NEXUM and how to apply it to the Technological Relics, now scattered and half-buried at different Planets.

When NEXUM was discovered in the GALAXY, the pull effect brought the most ambitious and destructive civilizations of the Universe.

But not everything were pitfalls: among the meteoric remains of the partially-destroyed Galaxy, there were many Asteroids from which they could extract NEXUM crystals for technological advances, until they could explore the exotic systems of the Galaxy to exploit their valuable resources. Elements that would allow them to control the events in those unstable regions could be found among the remains of the Asteroid Clouds and Wormholes.

And so, in perfect sync all fleets started the journey to their respective Tänhauser Gates, where only a few ships will arrive and even fewer energy to use as their only resource.

Only one civilization survived the NEXUM Wars...»

CONTENTS

This Expansion requires all the components of the core game.

It is advisable to incorporate the rules gradually, to enjoy the different types of games that result from this; start by reading and applying the rules from the **Core Game's Rulebook,** then incorporate the ones from the **Advanced Guide,** then the minimal rules of **Asteroids** and finally the optional rules.

8 SYSTEM DISKS

《《 6 EXOTIC SYSTEM 》》
DISKS (double sided)

《《 2 ASTEROID CLOUD
AND WORMHOLE DISKS
(double sided)

18 EVENT CARDS

1 MAP
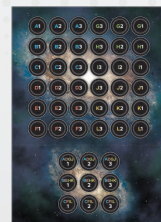
48 TECH CARDS AND 4 GENERATION CARDS

104 MARKERS

16 ADDITIONAL SHIPS (double sided)

12 ENERGY TOKENS

36 ASTEROIDS MARKERS (double sided)

12 DESTROYED/DEAD PLANET MARKERS (double sided)

24 FORBIDDEN MARKERS (double sided)

4 CIVILIZATION MARKERS

MAIN CHANGES IN "ASTEROIDS"

NO HYPERSPACE

Attention! As opposed to the core game, when playing the expansion ships are incapable of jumping through **Hyperspace** *(traveling to non-adjacent systems by spending 3 energy).*

To learn said skill you must first acquire the corresponding technology *(check Technological Paths, page 7).*

SETUP CHANGES

Aside from the standard steps of the Rulebook:

◉ **Asteroid Cloud (1):** place this disk along the rest of the disks in a System, as indicated by the sector map. Whenever playing a **Sector created by the players,** or from the core game's **Advanced Guide,** position it someplace where the traveling cost is the same for all players or separated from the rest of disks, at **Hyperspace** distance

◉ **Asteroids' Reserve (36):** shuffle all the **Asteroid markers** without looking at their **NEXUM Crystal content.**

For standard scenarios, place an Asteroid marker on every planet without a Relic, except for Tann Systems.

◉ **Tech Cards (12 per Civilization):** every **human player** receives all 4 cards of each of the **3 Tech Paths.**

◉ **Ships:** give players the 25 ships of their civilizations, without the 4 extra ones included with this expansion, which requires the Military Tech **"Replicator III"**. All ships go to the player's reserve, except the 4 starting ships *(for standard scenarios)* that start at the Tann Planet.

◉ **Event Deck:** the 18 new cards are added and shuffled with the 18 cards of the core game's Event deck.

ASTEROIDS

Whenever you have a ship on a Planet where there is an **Asteroid,** you may capture it during any phase of your turn.

You need to have developed the Tech card **Processing I** *(to store 2 asteroids)* or, optionally, **Processing II** *(to store 4 asteroids).*

The captured asteroid is placed on one of the spaces available on the card, hiding the color of the crystals from the other players.

The following actions can be performed both during the movement or management phases:

◉ **Extracting NEXUM Crystals from a captured asteroid:** you may only secretly look at the content of asteroids once you have loaded them onto your **Processing card**.

There are three types: **yellow**, **blue** and **green**.

- Before capturing new **Asteroids,** once per turn you may discard any number of them from your Processing card and return them to the reserve, allowing you to immediately capture new ones.

- You may use Asteroids to develop **Technology.**

- There are Asteroids that have several NEXUM crystals, but they are indivisible. As an example, if you use them to develop a technology that only requires one of them, all of them are considered used since they are **part of the same Asteroid.**

EVENTS

Shuffle all 36 **Event cards** to form the deck, 18 from the core game and 18 more cards from the **"Asteroids"** expansion. The **"Asteroids"** expansion must always be played using Events or AI's.

At the start of each Round, every time an **Action Row** of Event cards is revealed, and starting from the First Player, each player decides if they want to play an Event card from their hand *(players start **with no Event cards in hand**)*.

The first one to decide to do this can place their card over one of the 3 cards from the **Action Row,** then, in turn order, all the other players have the option to do the same even if they had previously passed. That is, all players will have a chance to play one event card after someone decides to play their own first.

Then, resolve the Action Row of event cards by reading only the top cards, as usual.

⚠ **IMPORTANT:** *if an Event card played by a player points at the Tann System of another player, it will take effect.*

DESTROYED PLANET

Whenever a Planet has **5 No Movement markers** *(Solar event)*, they are replaced with a **Destroyed Planet** marker and all ships there are destroyed. This planet doesn't count anymore to any effect, including the calculation of planet majority to defend a star. If there are **Relics** there, move them to the **Asteroid Cloud** *(without ships if any are present)*. This does not count as a Victory point for the AI.

DEAD PLANET

Whenever a Planet has **5 No Management markers** *(Glacial event)*, they are replaced with a **Dead Planet** marker and NO more energy is generated there, neither from extraction nor plundering, and no more ships may be built there. You may both occupy and leave them unoccupied.

NOTE: *the difference between a Destroyed Planet and a Dead Planet is that Destroyed ones are not taken into account for game purposes, as if they weren't present in the System. You cannot place ships on them, nor are they accounted for star majority calculations. Dead Planets remain in play, you may move ships to them, but you cannot replicate ships nor extract energy from them.*

"...As the war raged on longer, the civilizations saw the need to use the scattered NEXUM crystals to improve their technology, and thus provide them the edge needed to achieve victory..."

Each player must keep their Technology path cards at reach, formed by 3 decks with 4 cards each. This way, you can look at them and reveal ones you paid the price for, as indicated at the top section. To acquire a level 3 technology you must first own a level 2 tech, and you cannot get that unless you already have a level 1 tech.

You may acquire one tech card during your turn, in any phase, and use it that same turn.

Technological Path
(Military).

New skill acquired
(It allows you to replicate a 4th ship for 4 energy).

Level Tech
(1st level out of 4).

Tech acquisition cost

⬧⬧ **2 non-matching crystals**

⬧⬧ **2 matching crystals**

2⚡ **2 Energy**

3⚡ **3 Energy**

Check each technology's description below, as well as the cost *(in parentheses)* to acquire them:

MILITARY TECHNOLOGY

REPLICATOR I

"4th Ship" (costs 2 matching NEXUM Crystals):
It allows you to build up to 4 ships per turn, on different planets. The fourth ship costs 4 energy.

REPLICATOR II

"5th Ship" (2 matching Crystals):
Increase your replication limit to up to 5 ships per turn, on different planets. The fifth ships costs 4 energy.

ENGINEERING I

"Win ties" (2 matching Crystals):
You may attack when your strength equals your opponent's defense. If the defender has also developed this technology, you cannot perform the attack unless your attack value overpowers their defense, as usual.

REPLICATOR III

"29 Ships" (2 matching Crystals):
Increase your reserve from 25 to 29 ships. It also allows you to recover ships destroyed by black holes and by Failed Exploration.

SPACE TECHNOLOGY

PROCESSING I

"2 Capacity" (2 energy):
Gain the capacity to process 2 Asteroids per turn. At any time during your turn and until you reach full capacity, you may collect any number of Asteroids from planets where you have ships. Place them on the card and you may use them the same turn they are loaded.

RECHARGE I

"Energy up to 25" (2 non-matching Crystals):
Increase your maximum energy limit from 20 to 25.

PROCESSING II

"4 Capacity" (2 non-matching Crystals):
Increase your Asteroid processing capacity from 2 to 4. This card replaces the card PROCESSING I.

RECHARGE II

"Energy up to 35" (2 non-matching Crystals):
Increase your maximum energy limit from 20 to 25. This card replaces the card RECHARGE I.

Military Tech Icon

Space Tech Icon

Exploration Tech Icon

EXPLORATION TECHNOLOGY

HYPERSPACE

"Hyperspace" (3 energy):
It allows you to jump to non-adjacent systems at a cost of 3 energy per ship.

EXPLORATION

"Exploration" (3 energy):
It allows you to perform Explorations of **Exotic Systems** at a cost of **3 energy,** using a ship that has no Relics attached. Follow these steps:

1 During the **Movement phase,** select your explorer ship and use **3 energy.**

2 Draw a card from the **Events deck** and place it on the **Exotic System** that matches the letter of the location on said card, unless the player decides to extend the trip by drawing a new card for another **3 energy** and so on, until they decide to stop or run out of energy.

Only the **final destination** is taken into account:

◉ **Failed Exploration:** If the **Exotic System** matching the card's letter is not available, or if it's a **Black Hole,** your ship is destroyed and does not return to your reserve, reducing your deployable ships available by 1.

Successful Exploration: in this order, place:

◆ The Exotic System anywhere you like as long as it is **not adjacent** to a Planetary System. If there are already other Exotic Systems in play, place the new one adjacent to one or more Exotic Systems, you can even move them as long as there are no changes in already existing adjacencies.You may also place it adjacent to the Asteroid Cloud and the Wormhole disk when present.
◆ An **Asteroid** marker on every planet of the Exotic System.
◆ The explorer ship on any planet you want of the **Exotic System.**

3 You may resume your Movement Phase and move other ships anywhere you like.

PLANETARY SYSTEM

LOCATION

EXOTIC SYSTEM
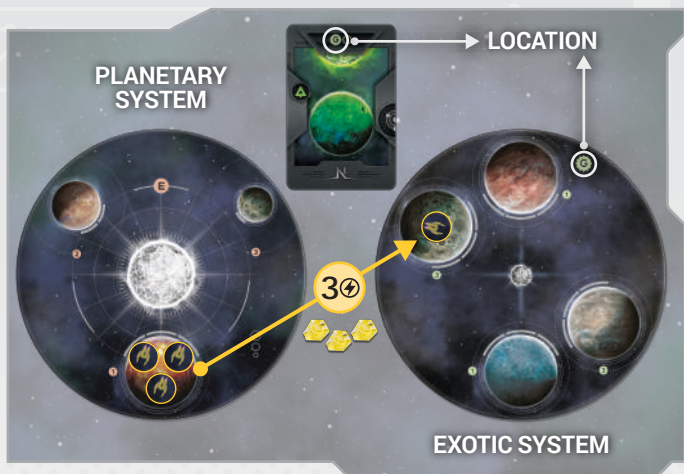
CLOAKING

"Cloaking" (3 energy): no effect in solo mode.

◉ **Requirements:** the cloaking ship must have a Relic attached, it cannot be located in your own Tann System, and there can be no enemy ships on the planet where the ship will be cloaked.

◉ In your turn, use **15 energy** during any phase and place an Event card from your hand face down, then place both the ship and Relic on it. From that moment on the ship is considered to be cloaking on the planet from that Event card. If several planets match the Event card's designation, always consider it as the one closer to your own Tann System.

◉ A Cloaked ship **cannot move, plunder, extract energy nor replicate,** since. It will become visible to do that. It can become visible whenever you want during your turn, or when an enemy is about to occupy the planet where it is cloaked, even if it is the AI due to an Event.

◉ When that happens, you must declare that your cloaked ship has been discovered and the attacker must perform the attack with enough ships to win the battle, with no chance to rectify any previous moves. If they cannot gather enough ships to win the battle, they lose the ones already there that were defeated in battle. A single player or a faction cannot have more than one Cloaked ship in the same planetary or exotic system.

CONTROLLED EXPLORATION

"Controlled exploration" (3 energy):
It's similar to **Exploration,** but it allows you to place the Exotic System from the Event card **anywhere, including adjacent to other planetary systems and exotic systems.**

You may move and rearrange the systems as long as you don't change any pre-existing adjacencies, allowing you to use the new System as a **"bridge"** between systems that weren't previously connected, even if you need to rearrange them. This card replaces the card EXPLORATION.
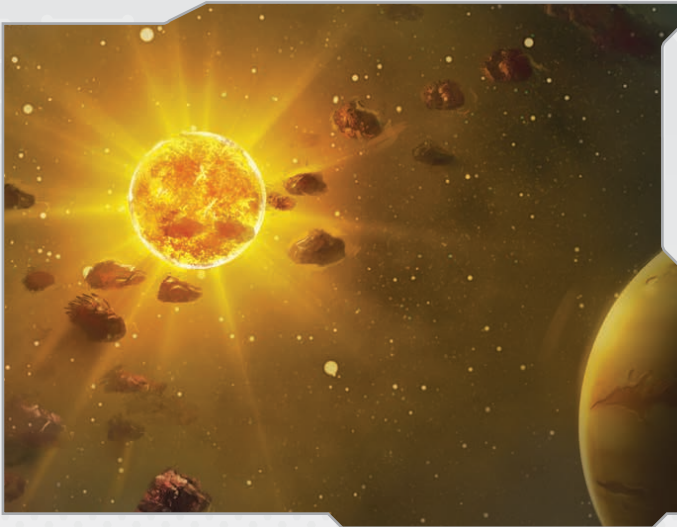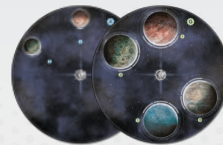
EXOTIC SYSTEMS

"... Some Civilizations developed the capacity to locate and explore Exotic Systems which are highly unstable due to an excess of degraded matter. The abundance of NEXUM Crystals present there made the risk worth it for pioneers, the difference that could alter everything…"

◉ **Events:** The Action Row applies to all systems, including **Exotic Systems** already in play. If there are Planets with matching numbers the event takes place in all of them, by numerical and increasing size order, when tied, start from the one farthest from any Tann System.

◉ **Secondary theater of operations:** The battle victories on planets and stars of Exotic Systems do not increase the victory point count on the **Victory Point Track,** neither for the players nor the AI.

◉ Just like in the core game, the ships on a Star are destroyed if you lose the planet majority; if there is an even number of planets, you also lose the ships on the Star once you don't control at least **half of the planets of the System**.

Exotic systems have different characteristics:

"EXOTIC SYSTEMS A & G": NEUTRON STAR

These stars cannot be occupied and their planets always have **+1 defense.**

"EXOTIC SYSTEM B": QUANTIC INSTABILITY

Draw two event cards for every fleet that enters the system and check the hex panel formed between them, ignoring the letter:

◉ If the first card shows the numbers 1 or 2, then the event takes place in both planets with said number.

◉ If the number 3 shows up nothing happens.
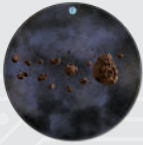
"EXOTIC SYSTEM C": ASTEROID CLOUD

"In the surroundings of the clusters of planetary systems, even at their core sometimes, hazy clouds of dangerous activity are found, filled with Asteroids, matter, and exotic energy. Fugitives and smugglers use them as hideouts or as a supply of NEXUM residue that allowed them to alter Cosmic Events. Everyone knew that staying there for too long would result in annihilation... "

◉ **The energy cost to reach Asteroid Clouds is the same as traveling to a System:** 2 energy when adjacent or 3 energy through hyperspace *(non-adjacent).*

◉ **Reward:** For every ship that arrives there, you can draw **2 cards from the Events deck** for your hand.

Then, before playing any of them, you must discard any excess cards over your hand **limit of 3 cards.**

◉ **There is no ship limit,** more than one faction can be there and won't fight each other.

◉ **Dangerous zone:** ships can only spend 1 turn here. By the end of your next turn, any ships that didn't leave the asteroid cloud are destroyed.

If there was a Relic attached to a destroyed ship, said Relic will remain there and any player can claim it in future turns.

"EXOTIC SYSTEM D": MAGNETIC STAR

No ships can escape this system during the game, not even by using Cloaking Technology.
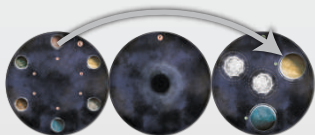
"EXOTIC SYSTEM E": DRIFTING PLANETS

System with no star, only planets.

"EXOTIC SYSTEM F": BLACK HOLE

The explorer ship is destroyed, and **it doesn't return to the reserve!**

- **Gravitational bridge:** As long as there aren't any **No Movement markers** here, reduce **1 energy** from the movement cost for any ships moving between the systems adjacent to the gravitational bridge.

A fleet that travels as indicated by the arrow would only pay 2 energy per ship.

"EXOTIC SYSTEM H": BINARY STAR

Both stars provide the standard plunder *(4)* and provide from **+1 to +4 defense points,** depending on the total number of ships present there *(max. 2 ships per star).* All ships in both stars are destroyed if you don't control at least half of the System's planets, rounding down.

"EXOTIC SYSTEM I": WORMHOLE

- **Worm-bridge:** if you discover this disk, then the existing **Asteroid Cloud** disk is flipped over to form another **Wormhole.** Both are linked in the Sector: if you enter one, the fleet automatically travels to the other one. The ships must leave the disk in the following turn or they are destroyed.

When one of your fleets enters a wormhole, you receive two Event cards per ship.

"EXOTIC SYSTEM J": GIANT STAR

It functions just like any other star, but it can be attacked from a Planet and it is affected by any Event aimed at System "J", regardless of the planet number. Like other stars, only 2 ships are allowed there and they cannot have Relics nor abandon its gravitational field. The star produces energy both from **Plundering and Extraction** and you cannot build ships there.

"EXOTIC SYSTEM K": ARCHIPLANETARY SYSTEM

System with an abundance of planets.

"EXOTIC SYSTEM L": DARK SYSTEM

Just like it happens with the **Magnetic Star,** ships cannot abandon this system during the game, not even by using **Cloaking Technology.** It has the same **Gravitational Bridge** properties than the **Black Hole,** only between adjacent systems. No Movement markers that affect one of the Planets also affect the Bridge.

"… The four largest civilizations in the universe, descendants from ancient humans, dominate the main resources:

◆ *The Psycon control energy, including the electromagnetic frequencies of machines and living beings.*
◆ *The Biontes control matter, even the structure of life forms from whom they learned everything they know.*
◆ *The Clonyx control space and time, meaning that they control all types of beings from their hidden galaxy.*
◆ *The Colectivo Gnomicon controls information, being descendants of the automaton singularity and the hive-mind.*

They discovered that certain NEXUM Crystals would help them EVOLVE to the next GENERATION…"

◉ **Civilization selection:** you may choose to play with asymmetrical Civilizations, and have players use their corresponding **Civilization cards.** If the players cannot agree in the Civilization selection, proceed in reverse turn order. The last player to choose will be the first to play.

◉ **Acquisition:** each player takes their card and reveals the **1st Generation** side. You can evolve once to learn the **2nd Generation** skill by spending 2 crystals of your color, or four asteroids if you are playing the **Clonyx**, in any phase during your turn.

◉ **Effect:** the Special Skill can take effect in any phase during your turn. **It can only be used once per turn.** If you have learned the 2nd Generation skill, you must decide each turn if you want to use the 1st or 2nd Generation skills, or none at all.

PSYCON

◉ **1st Generation. DE-IONIZING:** they are not affected by "Ionized atmosphere" events. Once per turn, one of your fleets can ignore **No Movement markers** on the destination planet and doesn't have to pay any additional energy.

◉ **2nd Generation. DISRUPTOR:** once per turn, pay **2 energy** to destroy a ship *(with no Relic)* on a Planet in the same System as a Psycon ship.

BIONTES

◉ **1st Generation. REGENERATOR I:** eliminate all No Management markers from a Planet where a Bionte ship is at. Once eliminated, you may perform a **Management phase** during your turn on that planet as usual.

◉ **2nd Generation. REGENERATOR II:** eliminate all **No Movement markers** from a Planet where you have a ship or that you can reach during your turn, since you can ignore those movement restrictions once per turn.

Also, it can regenerate **Dead Planets** by sacrificing a ship located there, plundering energy if this happens in the same turn it is conquered.

CLONYX

◉ **1st Generation. INVULNERABLE:** suffer no casualties when you attack.

2nd Generation. NEXUM AFFINITY: once per turn, during any player's turn, you can choose one controlled Relic to receive a **+1 attack/defense bonus** as if it were a Military Relic, added to its usual effects.

This way, the Clonyx player can use this skill to attack a planet during their movement phase, and then defend themselves from other player's attack during their respective turns, with the limitation of having only one use per turn.

GNOMICON

1st Generation. WISE: you have **Permanent Foresight.**

You may secretly look at the first and last cards of each **Action Row.**

2nd Generation. SEER: You may secretly look at the top 3 cards of the **Events deck** during your turn.


CAMPAIGN MODE (Optional)

In this game mode several games are played to battle for control of the Galaxy on a Sector grid. The players take turns to choose one of the sectors to battle it out, benefiting from any potential **First Player** bonuses. The winner takes control of that position of the grid.

CAMPAIGN SIZE

The Campaign Atlas is divided into Galactic Sectors. There are 2 sizes of campaign for any number of players: **Large,** with 36 sectors *(6x6),* and **Small,** with 9 sectors *(3x3).* Keep track of the Victory Points earned *(for score-related objectives)* in every battle for a Sector, as well as the ships destroyed in Black Holes and those that are controlling conquered sectors, since they must be subtracted from your Civilization's total ships reserve in future campaign battles. The rest of components and points start with the default quantities per Sector.
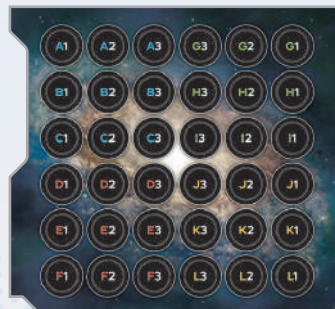
Map with 36 sectors (6x6).

Map with 9 sectors (3x3).

CAMPAIGN VICTORY CONDITIONS

The players can set the goal or, as a general rule, they can obtain victory in any of these 3 ways:

◉ Occupy **3 or more adjacent sectors** linked orthogonally or diagonally.

◉ **Eliminate** occupation from rival sectors *(only for Large Campaigns).*

◉ Achieve the **previously-agreed score.**

For example, 200 points for a campaign that may last under 10 games. Check the core game's Rulebook, page 13.

INITIAL SETUP OF THE GALAXY

Draw a random card from the Events deck for **each Civilization's Starting Sector and Special Sector,** which will determine their location to configure the Galaxy:

◉ **Starting Sectors:** place **Ship markers** of the corresponding Civilization, and subtract them from their reserve's ship limit.

This indicates which Sectors where previously conquered.

If you draw a corner position or the center, draw a new card:

◆ In a **Small Campaign:** 1 Starting Sector per player or faction.

◆ In a **Large Campaign:** 2 Starting Sectors per player or faction, with at least 1 system in between them in any direction.

◉ **Special Sectors:** Place 1 Special Sector marker of each type for Small Campaigns and 4 Special Sectors of each type for Large Campaigns.

Except in the case of **Destroyed Sectors,** all other cases are beneficial to the First Player when they start the battle in that sector.

Destroyed Sectors: they are inaccessible.

Energetic Sectors: the First Player receives **1 extra energy** at the start of the battle.

Mining Sectors: the First Player receives **1 random Asteroid,** which they can use once they learn the Processing Technology.

Ice Sectors: the First Player receives **1 No Management marker** that they can play once during the game, in their turn, on a planet or system where it will remain for 1 full round.

Scorching Sectors: the First Player receives **1 No Movement marker** that they can play once during the game, in their turn, on a planet or system where it will remain for 1 full round.

If the AI starts a battle on an Energetic, Ice, or Scorching sector, once the planetary systems of the sector have been placed, draw a card that indicates on which planet the 4 markers of the type required by the sector will be placed.

If there are no planets, or if it's a Tann System, keep drawing cards.

*Small Campaign
GALAXY Map
(3X3 Sectors)*

A2/G2/D2/L2

CAMPAIGN TURN ORDER

Choose a **First Player** for the battle in the first Sector of the campaign map following the standard rules.

◉ The **player order** will remain the same for all Battles.

◉ The next **Galactic Sector** to battle for in the next game will be decided by the following player *(after the current First Player),* who will then become the **First Player.** The **First Player** will have advantage if it's a **Special Sector**. An AI will always pick the most favorable adjacent Sector that takes them farther from the players.

GALACTIC SECTORS IN BATTLE

The setup of the selected Sector for the battle is determined by drawing a random card from the Events deck, which will determine the setup of the planetary systems and their elements, as described in the **Galaxy's Atlas** *(page 17).* This step is mandatory, even when playing **"Reconquest".**

Once the Sector Battle is won, count each player's score according to the **Rulebook,** and a Ship marker of the winner is placed on the conquered sector. Each occupied Sector lowers by 1 the ship cap limit available for battle, as it happens with the one on the Starting Sector, since they will remain on the **Campaign Map,** keeping the conquered sectors under control.

"Reconquest": A Sector under control of a player or faction can be reconquered by another player or faction, but the owner has a slight advantage: **1 additional ship and 1 extra energy** on their Tann Planet. If a Sector is reconquered, the player who loses the sector will recover the ship that was controlling it.

If you need to interrupt a campaign, all you need to do is to take a picture of the map and you can easily reconfigure everything once your resume the campaign!

Share your games, campaigns and scores in social networks, **BGG, Instagram** *(@EclipseEditorial),* **Facebook** *(@EclipseEditorialGames),* **Twitter** *(@EclipseEditoria),* etc.

GALAXY ATLAS

Each time a player picks a Sector to battle for, **draw a card from the Events deck** and search for its **letter and number on the "coordinates"** column of the following chart, which will indicate a **Sector configuration name,** according to the number of human and AI players.

By checking the indicated page, you will see how to set up the **Planetary Systems** and any other elements before you start the game. You may create as many custom configurations as you like, following the general rules described in the **Rulebook.**

Asteroid Cloud: when playing a sector of the **Advanced Guide,** the First Player can place the Asteroid Cloud anywhere they like, as long as it is **at the same distance from ALL players** when adjacent to another system, or separated from the rest at **Hyperspace travel distance.**

*E.g.: we are playing a new scenario in a **3-player campaign**. The First Player draws the event card **"D-1"**, so they will play the **TREX sector scenario**, which can be found in the **Advanced Guide** of the core game in **page 17.***

Coord.		1-2 PLAYERS			3 PLAYERS			4 PLAYERS	
		Sector	Page		Sector	Page		Sector	Page
A1	G1	▶ SPIRO	Ⓝ⁺ 15	▶	TREX-B	Ⓝ⁺ 17	▶	LAUBURIA	◉ 24
A2	G2	▶ FENIX	Ⓝ⁺ 16	▶	BRAGULIA	Ⓝ⁺ 18	▶	PSCISH	◉ 25
A3	G3	▶ IANIA	Ⓝ⁺ 16	▶	XPLOTIA	Ⓝ⁺ 18	▶	HEABEZA	◉ 26
B1	H1	▶ LIBRADABRA	Ⓝ⁺ 19	▶	LIBRADABRA	Ⓝ⁺ 19	▶	SHARBURO	◉ 26
B2	H2	▶ TRIPARTUM	Ⓝ⁺ 20	▶	TRIPARTUM	Ⓝ⁺ 20	▶	PROFUNDIS	◉ 27
B3	H3	▶ GREGATU	Ⓝ⁺ 23	▶	GREGATU	Ⓝ⁺ 23	▶	DIVERSUM	◉ 30
C1	I1	▶ TRISKELION	Ⓝ⁺ 21	▶	TRISKELION	Ⓝ⁺ 21	▶	DROPTULA	◉ 30
C2	I2	▶ RECULA	Ⓝ⁺ 20	▶	RAIA	Ⓝ⁺ 23	▶	BIENEYERO	◉ 31
C3	I3	▶ TREX-B	Ⓝ⁺ 17	▶	BIZARDO	Ⓝ⁺ 22	▶	DIMONS	◉ 31
D1	J1	▶ BRAGULIA	Ⓝ⁺ 18	▶	TREX ➕AI	Ⓝ⁺ 17	▶	CAPTOR	◉ 32
D2	J2	▶ XPLOTIA	Ⓝ⁺ 18	▶	BRAGULIA ➕AI	Ⓝ⁺ 18	▶	TABULA (Sterile Trap)	◉ 21
D3	J3	▶ TABULA (Conquest of...)	◉ 22	▶	XPLOTIA ➕AI	Ⓝ⁺ 18	▶	TABULA (Conquest of...)	◉ 22
E1	K1	▶ IHX	◉ 23	▶	LIBRADABRA ➕AI	Ⓝ⁺ 19	▶	IHX	◉ 23
E2	K2	▶ LIMIT	◉ 23	▶	TRIPARTUM ➕AI	Ⓝ⁺ 20	▶	LIMIT	◉ 23
E3	K3	▶ URSUCTUM	◉ 28	▶	GREGATU ➕AI	Ⓝ⁺ 23	▶	URSUCTUM	◉ 28
F1	L1	▶ QUANTUM	◉ 27	▶	TRISKELION ➕AI	Ⓝ⁺ 21	▶	QUANTUM	◉ 27
F2	L2	▶ OCULUS	◉ 29	▶	RAIA ➕AI	Ⓝ⁺ 23	▶	OCULUS	◉ 29
F3	L3	▶ SAURI	◉ 29	▶	BIZARDO ➕AI	Ⓝ⁺ 22	▶	SAURI	◉ 29

➕AI Artificial Intelligence   Ⓝ⁺ Advanced Guide   ◉ Asteroids Guide (EXP)

OPTIONAL

MULTI-BATTLE MODE (Optional)

It allows you to play several simultaneous games, for 2 to 4 factions, and with a player of each faction playing in every game. This mode allows for any level of cooperation, AI, or even to play in solo mode.

◉ You only need the core game and this expansion to play a 2-player game, or for a 1-player against the AI game, in two Sectors at the same time. In 2-player games, one of the sectors will include the **Asteroid Cloud** flipped to its **Wormhole side** for 2 players. The other Sector will include "Exotic System I".

GAME 1   GAME 2
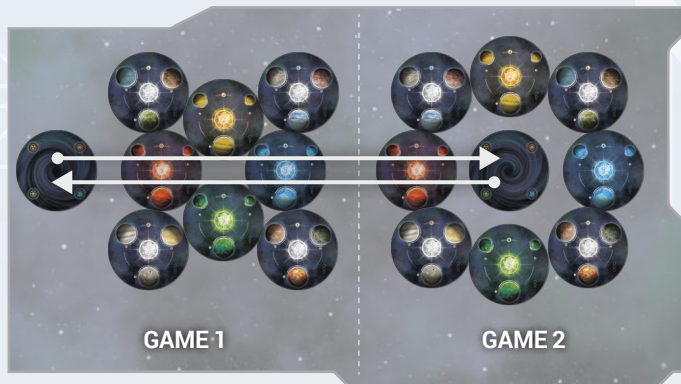
◉ For multi-battles with more than 2 players per game, replace the **Asteroid Cloud** with the **Wormhole** that has 3-4 areas, or players, showing the side corresponding to the number of factions. You will need an additional copy of the core game and the expansion for every additional game or Sector to be played simultaneously.

E.g.: a tournament with 3 simultaneous games with 4 players requires a total of 3 core games and expansions. If the games are played by more than 2 players, use the Wormhole disk showing the appropriate side for 3 or 4 players. It is recommended to play up to 4 simultaneous games with 4 players each for maximum fun.

◉ **Galaxy Map:** all simultaneous games will use the same configuration and elements of the map, and they are all altered at the same time.

◉ **Wormholes:** They function like **Asteroid Clouds,** but instead of you having to move the ships in the following turn to prevent them from being destroyed, they will be transported instantly to another game of your choice, to your faction's section of that game's **Wormhole,** and your teammate in that game will have to recover those ships in their next turn *(playing a **Movement Phase**)* or they will be destroyed. Every ship can also transport Events, Energy, or Asteroids. To avoid mixing the components of different boxes, your teammate at the other table receiving the resources will use the components of their own game, drawing any events and asteroids at random, and allowing you to return your resources to your game's deck and reserve. This way, you can send a certain number of event and asteroids to different games, but the specific type received will be determined at random at the destination game.

You can use social networks *(Whatsapp, Telegram, etc.)* to communicate with your teammates, and even send pictures as long as you do it publicly and from your faction's area of the **Wormhole** in your game to that same section of the destination game. This allows you to play Multi-battle even from different cities.

Whenever you explore a new **Exotic System** and find a **Wormhole** *(Exotic System I),* it will work as a one-way bridge to the initial **Wormhole** of your game.

Take 2 Event cards for your hand when you jump through it, and you may carry resources that you want to transport to another game's wormhole in your following turn.

◉ **Turns:** each game plays their turns independently, you may even incorporate new games mid-campaign, and you don't need to wait for those that joined in later.

If a game ends earlier, you may proceed to another sector not currently in battle. But all games must have one player per faction, with the option to incorporate one or more AI's.

◉ **Ranking or campaign points:** all members of a faction earn the same amount of extra points.

MULTI-BATTLE+CAMPAIGN

If you want to maximize the fun of stretching the game to its limit, use the Sectors **"meta-strategy"**. Apply the Campaign rules, but for factions instead of individual players. Each game will be the battle for a different Sector.

⚠ **ADVICE** *If a faction member in a sector is having a hard time and they are battling for a key strategic Sector to get three Sectors in line, it could be wise for a teammate to give them as much resources as possible, even if it means risking defeat in their own sector.*

These campaigns are faster than campaigns with no **multi-battle,** since several games are played at the same time. You may even achieve victory by playing only one multi-battle, if you are properly coordinated, when playing 4 simultaneous Sectors.

OPTIONAL

SCENARIOS

! **REMEMBER**

*If you are playing a sector of the **Advanced Guide** you must include the **Asteroid Cloud.** The players may decide to place that disk adjacent to something and at the same distance from ALL players, or to place it separated from everything else at **hyperspace jump distance.** If you cannot reach an agreement, the **First Player decides.***

Keep the following rules in mind regarding scenarios:

◉ **"Eventless"** game modes are always played following the rules of the core game *(no asteroids, no technology...).*

Any other game mode is played using the rules from the core game or Asteroids.

◉ **When you play using AI,** you may change the difficulty by increasing or lowering their number of ships, or their Aggressiveness level.

◉ If you want to play one of Asteroids' scenarios with AI or Events, but using only the **rules of the core game,** not the ones from Asteroids, then you need to flip over the System disks: **H, I, K, and L** (to their faces **B, C, E and F**).

◉ Every time a game mode indicates that you must place **AI ships** on the planets of a System, also add one to the star.

"TABULA" SECTOR - GALAXY B (8 SYSTEMS)

External sector of the Galaxy, clear of Cosmic Events, and specialized in energy extraction from its gigantic planets. A good place to progress while you get ready to attack the galaxy's core, the bad part is that it is a secret everyone knows about it...

SCENARIO: "STERILE TRAP"
Due to a strange fluctuation the stars and planets are not working as they normally would, everything is now different in Tabula...

There are **no Relics** in this scenario.
Tann Systems start with **2 ships per planet.**

GAME MODES:
The same ones shown in scenario **"Conquest of the Center"** on the next page, and **applying these rules:**

- ◉ **Turns:** Always play Management+Movement, so there is no need to use phase cards.

- ◉ **Replicate:** Only after you control the system's Star with a ship. No limits, costs 2 EN.

- ◉ **Stars:** Max. 1 ship. They don't provide defense.

- ◉ **Tann star:** Ships there cannot be destroyed while there are friendly ships in the system.

- ◉ **Resource limits:** 25 ships / 30 EN per player.

- ◉ **Instant defeat:** By losing your ships, or your "Tann" planet.

SCENARIO: "CONQUEST OF THE CENTER"

It seems that your Tannhäuser Gates have lead you to a trap of fierce competition to dominate the bountiful and strategically valuable central area, but there are few planets and no Relics to collect. The battle to take control of the sector's center is inevitable.

There are **no Relics** in this scenario.
Tann Systems start with **2 ships per planet.**

GAME MODES:

» **Human** vs **Human** vs **Human** vs **Human** (no Events).

» **Human** vs **Human** vs **Human** vs **Human** (with Events)**:**
Aggressiveness 3.

» **AI** vs **Human** vs **Human** vs **Human**:
Place 1 AI ship per planet and star on system A. Aggressiveness 3.

» **(AI** vs/with **AI)** vs **(Human** vs/with **Human)**:
Place 1 AI ship per planet on system C. Place 1 AI ship per planet on system F. Aggressiveness 2.

» **AI** vs **(Human** vs/with **Human)**:
Place 1 AI ship per planet on systems C, F. Aggressiveness 2.

» **Human** vs **Human** (no Events)**:**
Flip systems G, J. Same rules as "Grand Battle Mode".

» **Human** vs **Human** (with Events)**:**
Flip systems G, J. Same rules as "Grand Battle Mode". Aggressiveness 2.

» **(AI** with **AI** with **AI)** vs **Human**:
The AI's play as a team. Aggressiveness 1.

» **(AI** vs/with **AI)** vs **Human**:
Flip system G. Place 1 AI ship per planet on systems C, F. Aggressiveness 1.

» **AI** vs **Human**:
Flip system G. Same resource limit as "Grand Battle Mode". Aggressiveness 1.

NOTE:

The scenario **"Sterile Trap"** was designed by seasoned NEXUM player **Enrique Pla,** with modified rules.

Do you consider yourself a veteran player and have rules or scenarios that you would like to share with us?

Send us your suggestions to: *games@eclipseeditorial.com* so that we can publish them with your name.

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"IHX" SECTOR (8 SYSTEMS)

Small cluster of planetary systems that makes it difficult to take defensive positions, and so only suicide missions make it all the way out here.

SCENARIO: "TEAM SKIRMISH"
No chance to rest, you find yourself surrounded by rival civilizations the instant you arrive, who want the same thing as you: to sweep the place and escape that dangerous sector as fast as possible.

GAME MODES:
The same as "Conquest of the Center" of the "TABULA" sector (page 22).

"LIMIT" SECTOR (8 SYSTEMS)

Circular sector that travels through the Galaxy at crazy speeds, making it hard to reach on purpose.

SCENARIO: "EQUIDISTANCE"
Everyone is visibly armed upon their arrival at this galaxy sector, where they can see each other's faces with nowhere to hide. It will be a full frontal battle, or nothing at all...

GAME MODES:
The same as "Conquest of the Center" of the "TABULA" sector (page 22).

"LAUBURIA" SECTOR (12 SYSTEMS)

Large cluster of planetary systems, highly populated with remnants of an ancient civilization who have returned to a preindustrial era, and who have forgotten the galactic exploration that their ancestors dominated.

SCENARIO: "EVERYONE IS HERE"

Few sectors are as rich in energy as Lauburia. Use this chance to start you adventure by creating a fleet from scratch, but beware, you are surround by enemies watching your back.

GAME MODES:

» **Human vs Human vs Human vs Human** (no Events).

» **Human vs Human vs Human vs Human** (with Events): Aggressiveness 3.

» **AI vs Human vs Human vs Human**: Aggressiveness 3.

» **AI vs (Human with Human with Human)**: Place 1 AI ship per relic. Aggressiveness 1.

» **AI vs (Human with Human with Human)**: Place 2 AI ships per planet and 1 per relic. Aggressiveness 2.

» **(AI vs/with AI) vs (Human vs/with Human)**: Aggressiveness 1.

» **AI vs (Human vs/with Human)**: Place 1 AI ship per relic. Aggressiveness 2.

» **Human vs Human** (no Events): Flip systems G, J. Same rules as "Grand Battle Mode".

» **Human vs Human** (with Events): Flip system G. Same rules as "Grand Battle Mode". Aggressiveness 2.

» **Human vs Human** (with Events): Flip systems A, D. Same rules as "Grand Battle Mode".

» **Human vs Human** (with Events): Flip systems A, D. Same rules as "Grand Battle Mode". Aggressiveness 2.

» **(AI vs/with AI) vs Human**: Flip system G. Place 1 AI ship per relic. Aggressiveness 1.

» **AI vs Human**: Flip systems D, G. Same rules as "Grand Battle Mode". Aggressiveness 1.

» **AI vs Human**: Flip system A. Same rules as "Grand Battle Mode". Aggressiveness 1. Place 1 AI ship per relic.
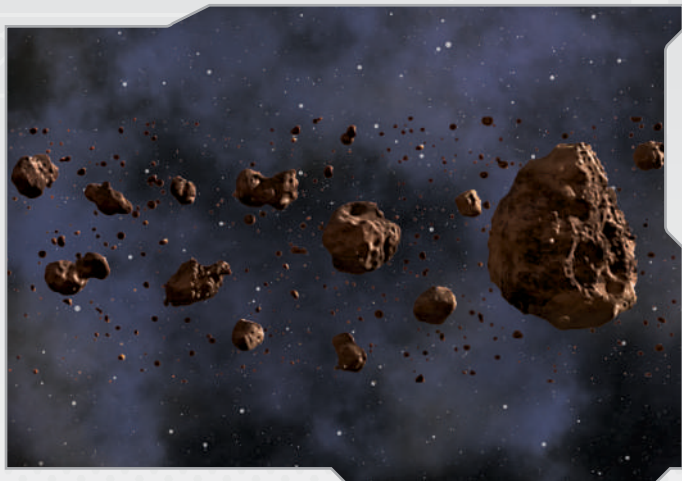
"PSCISH" SECTOR (12 SYSTEMS)

The Galaxy's favored location for hostile civilization to solve their difference, since it allows the creation of large fleets before the great battle.

SCENARIO: "GREAT DUEL"

The two dominant civilizations of the Galaxy have decided to battle out. But the Battle Sector is not as they expected, and the ships of both of them have arrived divided and in the middle of contested systems. Use this opportunity to build a fleet like no other.

GAME MODES:

The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"HEABEZA" SECTOR (12 SYSTEMS)

An area where communications are hindered due to destructive currents crossing it.

SCENARIO: "STRATEGIC CENTER"
Inaccessibility of the center through hyperspace turns it into the most strategically valuable position.

GAME MODES:
The same as "Everyone is here" of the "LAUBURIA" sector (page 24).
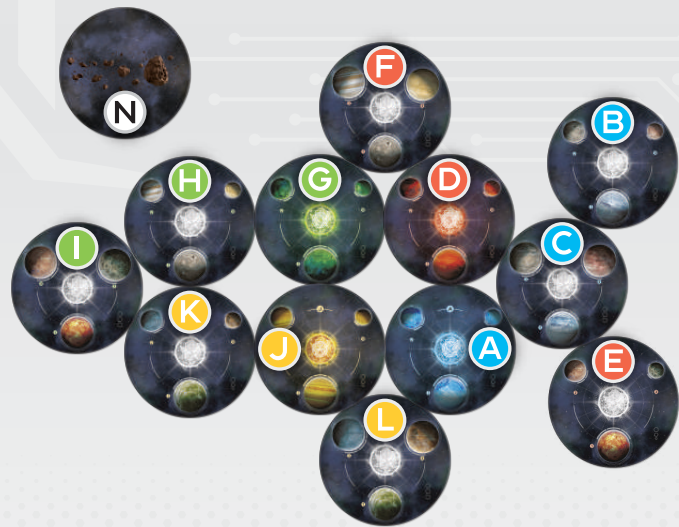

"SHARBURO" SECTOR (12 SYSTEMS)

A large group of planetary systems full of yet unregistered dangers.

SCENARIO: "WHOEVER MOVES..."
A hard balancing act between staying still and exploring the unknown.

GAME MODES:
The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"PROFUNDIS" SECTOR (12 SYSTEMS)

Spiral cluster in the deepest region of the "GALAXY".

SCENARIO: "NOT ALL EQUAL"

Everyone seems to be following the military standards written by well-versed galactic generals; what will happen if someone breaks the established order of actions followed by the rest?

GAME MODES:

The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"QUANTUM" SECTOR (8 SYSTEMS)

A very stable and compact area, unless the sector crosses through undesirable gas or meteor currents.

SCENARIO: "THE POWER OF POSITION"

Some fleets will hold strong in their defensive positions until they realize that the goal is not to survive, but to conquer!

GAME MODES:

The same as "Fake Colony" of the "URSUCTUM" sector (page 28).

"URSUCTUM" SECTOR (8 SYSTEMS)

A sector famous for their peaceful ways and complex trade network among its systems.

SCENARIO: "FAKE COLONY"

Everyone is confident upon their arrival at their Tann systems, due to the sector's reputation. But things changed long ago, so don't get overconfident.

GAME MODES:

» **Human vs Human vs Human vs Human** (no Events).
» **Human vs Human vs Human vs Human** (with Events):
  Aggressiveness 3.
» **AI vs Human vs Human vs Human**:
  Aggressiveness 3.
» **(AI vs/with AI) vs (Human vs/with Human):**
  Place 1 AI ship per relic on systems B, C. Place 1 AI ship per planet on system E, F. Aggressiveness 1.
» **AI vs (Human vs/with Human):**
  Flip system G. Place 1 AI ship per relic on systems B, C, E, F. Aggressiveness 2.
» **Human vs Human** (no Events):
  Flip systems G, J. Same rules as "Grand Battle Mode".
» **Human vs Human** (with Events):
  Flip systems G, J. Same rules as "Grand Battle Mode". Aggressiveness 2.
» **(AI vs/with AI) vs Human:**
  Flip system G. Place 1 AI ship per planet and relic on E, F. Place 1 AI ship per relic on B, C. Aggressiveness 1.
» **(AI with AI with AI) vs Human:**
  The AI players form an alliance, the third AI starts with one ship per relic on systems B, C, E, F. Aggressiveness 1.
» **AI vs Human:**
  Flip systems D, G. Same resources as "Grand Battle Mode". Aggressiveness 1.
» **AI vs Human:**
  Flip system A. Same rules as "Grand Battle Mode". Aggressiveness 1.

"OCULUS" SECTOR (8 SYSTEMS)

A disaggregating sector, susceptible to strong gravitational tensions of unforeseen consequences.

SCENARIO: "BROKEN PACT"
The generals remember their alliance capabilities and exploit them until they remember they are also capable of treason.

GAME MODES:
The same as "Fake Colony" of the "URSUCTUM" sector (page 28).

"SAURI" SECTOR (8 SYSTEMS)

These systems are famous for the strange creatures found there, greatly appreciated by unscrupulous collectors.

SCENARIO: "FOR A HEAD"
There is something about this place that invites to fight and take possession of everything here. Just one advice: Don't lose your head.

GAME MODES:
The same as "Fake Colony" of the "URSUCTUM" sector (page 28).
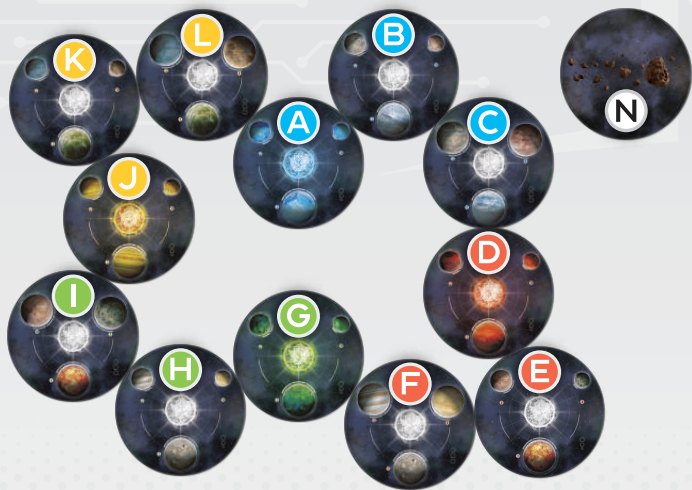
"DIVERSUM" SECTOR (12 SYSTEMS)

A sector ravished by the explosion of the famous kilonova, which ended up splitting up in two due to direct exposition.

SCENARIO: "NOT ALL EQUAL"

The Galaxy is now officially at war. The difficulty to determine a winner favors alliances between different factions. Both teams reach Diversum, but in opposing areas. Remember that a chain always breaks at its weakest link.

GAME MODES:

The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"DROPTULA" SECTOR (12 SYSTEMS)

A labyrinthine sector with two systems that are not connected through hyperspace (A and G).

SCENARIO: "LOST PATHS"

Some take advantage of the commercial routes to move their fleets. Others get lost in the labyrinth, will you be level-headed enough for conquest?

GAME MODES:

The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"BINEYERO" SECTOR (12 SYSTEMS)

A place of galactic pilgrimage thanks to its geometrical symbolism.

SCENARIO: "SACRED ASYLUM"
All war efforts are strictly forbidden here. Will this rule be respected or abolished?

GAME MODES:
The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"DIMONS" SECTOR (12 SYSTEMS)

Some people compare it to diamonds since its planetary systems are bountiful and rich, while others compare it to demons given that many have disappeared here.

SCENARIO: "RELENTLESS MARCH"
The site allows reinforcing the fleet to levels that assure a battle both unforgettable and bloody.

GAME MODES:
The same as "Everyone is here" of the "LAUBURIA" sector (page 24).

"CAPTOR" SECTOR (12 SYSTEMS)

This area is famous for luring wandering travelers who are then lost in its hundreds of stars, from which the most prominent twelve are presented.

SCENARIO: "THE CENTER ISN'T EVERYTHING"

Quickly positioning yourself at the center of the sector with your Tann System doesn't guarantee anything, there are many other systems yet to control. The Asteroid Cloud is linked to every system via Hyperspace.

GAME MODES:

» **Human vs Human vs Human vs Human** (no Events).
» **Human vs Human vs Human vs Human** (with Events):
Aggressiveness 3.
» **AI vs Human vs Human vs Human**:
Aggressiveness 3.
» **AI vs Human vs Human vs Human**:
Place 1 AI ship per relic. Aggressiveness 1.
» **AI vs (Human con Human con Human)**:
Place 2 AI ships per planet and 2 AI ships per relic.
Aggressiveness 2.
» **(AI vs/with AI) vs (Human vs/with Human)**:
Aggressiveness 1.
» **AI vs (Human vs/with Human)**:
Place 1 AI ship per relic. Aggressiveness 2.
» **Human vs Human** (no Events):
Flip systems G, J. Same rules as "Grand Battle Mode".
» **Human vs Human** (with Events):
Flip system G. Same rules as "Grand Battle Mode". Aggressiveness 2.
» **(AI with AI with AI) vs Human**:
The AI players play as a team, the third starts with 1 ship per relic on systems B, C, E, F. Aggressiveness 1.
» **(AI vs/with AI) vs Human**:
Flip system G. Place 1 AI ship per relic. Aggressiveness 1.
» **AI vs Human**:
Flip systems D, G. Same rules as "Grand Battle Mode". Aggressiveness 1.
» **AI vs Human**:
Flip systems A, J. Same rules as "Grand Battle Mode". Aggressiveness 1.