Exodus: Proxima Centuri

Setup:

Choose layout, high council in center. Randomly place planets, add resources as indicated on planets

Decide on Movement Method, and whether Ship-Blocking Rule will be utilized.

Each player gets:

1 Player Board, 8 [+7] ships, 4x2nd [+ 4x3rd + 3x4th] ship markers, 30 [+6] Population Cubes (PopC),

6 action cards [or 6 Faction action cards], dice, voting / move tokens, 1 random turn order card,

[1 Faction Board], [1 Faction Player Aid], [1 Faction research marker]

5 CP, 1 Axinium, 0 Phasium, 1 EM Shield (put on Battle Carrier blueprint)

Each player to place on their Home Planet (HP): 3 PopC, 1 Dark Raider, 1 [+1] Battle Carrier.

[In Reverse Player Order, place on one hex adjacent to HP: 1 PopC, 1 Dark Raider.]

Create separate shuffled stacks of Politics, CR 1, CR2, and CR3 Cards [Add Expansion Cards to shuffled stacks]

[Create stack of facedown shuffled Combat Cards, CR Combat Cards]

[Solo: Scenario may call for a specific faction or setup rules. Requires use of Standard map.]

Stages in Each Turn:

I.   Upkeep.

Return all PopC from market [Solo: Only when all 6 spaces are in use]

Home Planet gets 2 PopC (+1 if researched Expert Cloning)

[Planets with a Clone Factory get +1 PopC]

Players who researched Basic Repairs remove 1 damage from each ship

[Players who researched Advanced Repairs remove additional 1 damage from each ship]

Income and Taxes – Based on planets with your population (not needing majority)

Each CP Planet: +5/+10 CP (Without/With Research into CP Mining)

Each Axinium Planet: +1/+2 Axinium (Without/With Research into Axinium Refinery)

Each Phasium Planet: +1/+2 Phasium (Without/With Research into Phasium Refinery)

Without Advanced Politics: To receive each Axinium or Phasium, must pay 1 CP in Taxes

You can only take resources can pay taxes on

II.   Council Stage

Remove existing Resolution political cards from game

Reveal 3 (2 in 2P game) Political Cards, place in A,B,C Slot. Bid for political card to determine which takes effect

[Solo: Pay for Political Card in use. A = 0 CP, B = (2 x Turn #) CP, C = (3 x Turn #) CP. -1CP with Corrupt Politics]

Law: Permanent until cancelled

Resolution: Stays in effect until next turn in Council Stage

Executive Decisions: Resolved immediately, then removed from game

Political card with highest vote gets played; unselected cards are removed from game

[Apply Effects of Corrupt Politics, then Visionary Politics]

Vice-Chancellor selects 2 Bonus Actions (3 in a 2P game [Solo: None]), Chancellor declares which 0-1 will be used

Bid for Playing Order, with the Chancellor to break ties

Ties for Player Order cannot be broken in favour of the current Chancellor

Redistribute Turn Order cards now to establish new Chancellor / Vice-Chancellor

[Choose turn order instead of automatic Highest to Lowest]

[Solo: First Round, you get Turn Order #6. Pay 10 CP to advance 1 Turn Order (repeat as desired)]

[Solo: Subsequent rounds, maintain turn order, or pay 10 CP to advance 1 Turn Order (repeat as desired)]

[Receive Combat Cards (CC) based on number of players and turn order – discard down to 6 CC]

[Solo: Receive CC based on turn order cards from a 6P game]

2P: 1/1 CC - 3P: 1/2/2 CC - 4P: 1/1/2/2 CC - 5P: 1/1/2/2/3 CC - 6P: 1/1/2/2/3/3 CC

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III. **Action Stage** (2 Standard Action with Reaction, +1 Action (with **Master Politics**), +1 Bonus Action)

1. **First Action Card** – *Mandatory*
   Choose 1 action card facedown, simultaneous reveal
   In Turn Order, perform Primary (Top) action – *Mandatory*
   In Turn Order, **may** perform 1 Reaction (Bottom) action on a card with no PopC – *Optional*
   > **Pay 1 PopC** (from your HP [**Sirius** may use Any Planet]) when Reacting to your own card
   > **Pay 2 PopC** (from your HP [**Sirius** may use Any Planet]) when Reacting to another player's card
   > If researched **Expert Politics**, **Reactions cost 1 PopC Less**
   > [**Solo:** Only may react to your own Action]
   If researched **Basic Politics**, return Action Card to hand (1st Action Only)

2. **Second Action** – *Mandatory*:
   Choose Action, Simultaneous Reveal, Perform Action, Optionally Perform Reaction (with Payment)

3. **Third Action** – *Optional* – but only if researched **Master Politics**:
   Choose Action, Simultaneous Reveal, Perform Action. No reaction possible on 3rd action

4. **Bonus Action** – *Optional* – but only possible if Bonus Action was chosen in Stage II:
   Action chosen in Stage II as the Bonus Action is now played out. No reaction possible on Bonus Action
   If Action is "Move", there will be an additional Conquest Stage

Actions:

Research (Once)
> Learn 1 [2 with **Master Research**] Technology – **Place 1 PopC from supply** on this tech, **pay cost in CP**
> **-1 CP** for each Tech of similar type, and **-1 CP** for each Tech of similar colour (Cumulative)
> **-1 CP** if having researched **Basic Research** (Military, Civilian, Transport)
> [No Discounts applicable on Second Technology Researching with **Master Research**]

Bank (Once)
> From the supply, **take 4 CP** (**8 CP** with **Advanced Banking**) [**12 CP** with Expert Banking]

Build Ship (Any number of ships)
> **Pay CP cost** of any ships to be built (Cost written on blueprint)
> Ship to be built and located at your Home Planet [Or any planet with a **Spaceport**]

Buy Upgrades (Any number)
> **Pay CP cost** of any parts to be purchased (Cost written on main board)
> Can only upgrade to Researched Technology (Canon 2-5, Drive 2-3, Shield 1-3, All Rockets)
> Upgrades are placed immediately, maximum 1 drive per ship
> Ship upgrades can be rearranged between blueprints anytime (outside of Conquest stage)
> Rockets may be placed on any planet where you have population majority (Max limit 2 per planet)

Mining (Once)
> **Add 4 resources (8 with Advanced Mining)** [**12 with Expert Mining**] on planets with your population
> Resources can be spread across planets, obeying maximums (indicated on planets)

Trade (Once)
> Place **1 PopC from Supply** on leftmost unused space on Market (Spaces = Number of Players)
> May perform up to 4 exchanges [7-8 for Arctic Dominion Faction]
> > Without **Advanced Trading**:   Can Buy or Sell. Use number in White
> > With **Advanced Trading**:   Can Buy, Sell, or perform both. Use number in Red
> Top line is Buy (**CP you Pay** to **Receive Resources**)
> > Bottom line is Sell (**Resources you Sell** to **Receive CP**)
> [With **Master Trading**, can trade **CP** for VP, maximum 5 VP]
> [With **Expert Trading**, use leftmost space of market. Does not need to use cubes.]

Faction Specific Cards
> See Player Aid for rules on how to apply these factions
> One-Time-Use cards are removed from game permanently

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IV.   Fire WMD Stage

Rockets (WMDs) are purchased as Upgrades to a populated Planet, by the player with the largest population
All WMDs are fired simultaneously. WMDs launched from destroyed planets still impact others
Player with highest population on planet controls WMDs
Flip fired WMDs to reverse (grey side) to indicate status

1. **Assign Targets:**
   In **Reverse Turn Order (RTO)**, assign targets
   Each WMD has a max range of 6 hexes, can fire once, and cannot be fired against Home Planets
   [Home Planets may be targeted, except by Gravitron Rockets]
   [Solo: Any rocket may target your Home Planet]
   A planet can be a target to multiple WMDs

2. **Distance Check:**
   Roll 1 die per WMD. +1 to result if researched **Radar [**or +2 to result if researched **Target Scanner].**
   Resulting number must be greater than distance to target (ties are fails)

3. **Damage Check:**
   Roll number of dice for each rocket, with 5 or 6 being a hit
   Hypersonic (**Blue**): Roll 5 dice, destroy **1 resource** on target per hit
   Biochemical (**Green**): Roll 3 dice, destroy **1 population** on target per hit
   Graviton (**Red**): Roll 2 dice, destroy target **Planet, with its Resources, Population, and Rockets** if hit
   [Damage modified by having researched **Strategic Bombers**, **SDS**, **ASDS**, or **Interceptors]**

V.   Conquest Stage (Stage is repeated Twice, 3 Times if "Move" was Bonus Action selected)

1. **Mount Population** – *Optional*
   Can transfer population from planet onto ship in same hex
   War Cruiser can hold 1 Population
   Battle Cruiser can hold 3 Population
   If Researched **Civilian Ships**, can move population between planets where population exists

2. **Move Ships** – *Optional* - (See *Movement Variants/Options* for Alternate Movement Methods)
   In RTO, each player moves All Ships 1 Hex
   In RTO, each player moves all ships with 2+ Movement capability 1 additional hex
   In RTO, each player moves all ships with 3+ Movement capability 1 additional hex
   [In RTO, each player moves all ships with **Hyperspace Drive** to any hex]
   [Solo: Move all your ships in any order]
   See *Movement Variants/Options* for *Ship-Blocking Rule*

3. **Uncloak** – *Optional*
   If cloaked in hex with visible enemy ships, ships may uncloak
   Players with **Radar** may force ships [without **Advanced Cloaking]** in same hex [Solo: All Hexes] to uncloak
   [Players with **Advanced Cloaking** may uncloak their ships]
   All ships belong to a player in the same hex must be of same state (Cloaked or uncloaked)
   Last Conquest of Last Turn: All Ships have Radar and are thus uncloaked [Solo: No Automatic Uncloak]

4. **Player Combat** – *Mandatory*
   [Solo: All Combat is vs Centaurian Resistance, and only for 1 turn]
   Multiple visible players on a hex will battle until only 1 visible player remains on that hex
   If multiple hexes result in combat, Chancellor determines order of hex resolution

In each hex, repeat the following until either one player or no ships remain in conflict hex

- i) [Players with **Advanced Tactics** may sacrifice a Dark Raider in combat hex]
- ii) [In RTO, combating players may place 1 Combat Card (CC) face-down in front of them]
- iii) [Reveal CC, apply in CC Numerical order, Turn Order if tied

  CC only affects ships, population, players involved in the combat, for only 1 combat round]
- iv) Simultaneously Roll Dice equal to number of damage symbol of all canons on each ship

  Each 5 or 6 is a hit. Apply Technology [and CC] Modifiers to Hits
- v) In RTO, assign damage to opponent ships. Apply Technology [and CC] Modifiers to Assignment

  [**Solo:** NPC Targets (in order):
  - a. Ship with Highest Weapon Strength, then, if tied
  - b. Least Damage to Destroy, then
  - c. Carrying Most Population, then
  - d. War Cruisers, then Fighters, then Battle Carrier, then Dark Raiders, lastly
  - e. Random]
- vi) Simultaneously apply damage. Apply Shield, Technology [and CC] Modifiers to Damage

  Ships with damage greater than shield value are destroyed

  In event of Technology [and/or CC] conflicts, resolve effects and/or damage in RTO
- vii) [All used CC from current Combat Round are discarded]

Victor gets VP (see ship blueprints) for all opponents' ships destroyed, regardless of who destroyed them

[All players involved in combat hex with **Advanced Research** may utilize that technology, regardless of victor]

5. **Centurion Resistance Combat** – *Mandatory*

   If CR is in the hex with ships after player combat, another battle occurs

   Reveal top card in corresponding CR deck – reveals Firepower, Shields of CR.

   Player to the Left controls the CR (Attack, Damage Assignment) [**Solo:** if decision required, favour NPC]

   Combat as per Player Combat. [CR Player draws 2 CR CC, choose 1 CC for 1st combat round, discard other CC]

   If Player Wins:

       CR Ship removed from game.

       Player to keep CR Card for VP, or discard out of Conquest for Bonus [Both with **Quantum Reflection**]

   If Centaurian Wins:

       Remove all damage from CR Ship, place CR Card on bottom of corresponding CR Deck

   [**Solo:** If No Winner after 1 Round:

       All Destroyed CR Ships are removed from combat

       All CR cards are placed on bottom of CR Deck – Player receives no CR cards]

6. **Deploy Population** – *Optional*

   Any number of PopC can be deposited on planet where the ship still resides

   For Single Planets, or players with **Landing Manoeuvers:** Success, PopC deployed

   For Planets with Moons: Roll 1 Die per PopC deploying. 1-3: Remain on ship. 4-6: Deploy to planet.

   [Players may now utilize **Commandos** and **Expert Research**]

VI. Solo: NPC Action Stage

NPC Takes its turn, according to rules as governed by the scenario.

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Scoring / End Of Game

The survivor of a battle wins VP equal to that of destroyed enemy ships, regardless of who destroyed them

The player with the most PopC on a planet gets the VP indicated on that planet

> In case of tie, the tied players split the VP of the planet, round down

Each player gets 2 VP for each hex containing at least 1 of their ships

Player with ships in High Council gets 5 additional VPs

Unused Centaurian Resistance Cards are scored

Holder of Chancellor Card gets 5 VP

Holder of Vice-Chancellor Card gets 3 VP

Holder of High Council Senator gets 1 VP

[Players with **Fringe Politics** gain 3VP per Law]

[If **Fringe Science** has been researched, all players gain 1VP per technology they researched]

[Players with **Technological Singularity** score 1VP for every 10 CP worth of technology]

Bidding Process

Take **CP** Marker (and Vote Token, when applicable) and hold in closed hand.

Once all players vote, simultaneously reveal. Any player voting with 0 or 2+ Vote Tokens is invalid

Pay **CP** equal to **CP** Marker(s). This includes any invalid bids

Vote Tokens count as 1, as does each **CP**. Highest total wins. Tie are broken by Chancellor's decision

Movement Variants / Options:

Simultaneous Movement

Each player places # of tokens equal to ship's drive capacity, facedown on each ship's blueprint

Tokens indicate direction to move, matching tile directions. Blank for no movement

All Ships move simultaneously

Reverse Turn Order

Players move their ships in Reverse Turn Order

Each player moves all their ships maximum distance

[Ships with **Hyperspace Drive** move anywhere after all other players have moved]

Drive Power Movement

In Reverse Turn Order (RTO), each player moves All Ships 1 Hex

In RTO, each player moves all ships with 2+ Movement capability 1 additional hex

In RTO, each player moves all ships with 3+ Movement capability 1 additional hex

In RTO, each player moves all ships with **Hyperspace Drive** to any hex

Ship-Blocking Rule (*Reverse Turn Order* or *Drive Power Movement*)

Occurs when ships belonging to 2+ Players end a movement step in the same hex. **Cloaked ships** are unaffected.

Ships with largest movement capability can move out of hex.

Each ship of that largest movement capability stops one ship of lower movement from leaving hex

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Official Variants:

Long Game:

> Use a Long Game setup
> Play for 9 turns
> Starting resources: **2 CP per player**
> **Basic Research** Technology is not available

Combat Intensive Game:

> Use a Minimal setup
> Play for 5 turns
> Starting resources: **10 CP per player**
> Each player chooses 3 Starting **Technologies** (totaling 20 CP or less, may not include **Basic Research**)
> Each player starts with 2 Battle Carriers

Short / Simplified Game:

> Do not use movement tokens in Conquest – Execute all movement in reverse turn order
> Do not pay taxes
> Play 3 Actions per turn – no Reactions
> Set a time limit and Number of Turns.
> > If time limit reached, call Last Turn – Current turn, or following

Official Banking, Mining, Trade Variants Variant

> When performing a Banking action
> > Without **Advanced Banking** (choose):
> > > 1. Take **3 CP**
> > > 2. Roll 1 Die **= CP Gained**
> > With **Advanced Banking**, gain **7 CP** + (choose)
> > > 1. 3 CP + 1 Die Roll of CP (**7 + 3 + 1 Die = CP Gained**)
> > > 2. 2 Dice Rolled of CP (**7 + 2 Dice = CP Gained**)

> When performing a Mining action, distribute resources as follows:
> > Without **Advanced Mining** (choose):
> > > 3. Distribute 3 resources
> > > 4. Roll 1 Die, distribute that many resources
> > With **Advanced Mining**, distribute 7 resources + (choose)
> > > 3. Add 3 to a Die Roll (**7 + 3 + 1 Die = Resources Distributed**)
> > > 4. Use 2 Dice Rolled (**7 + 2 Dice = Resources Distributed**)

Expansion Standard Game:

> Play for 5 turns
> Each player acquires 5 techs, maximum total of 19 CP (no discount), maximum 13 CP per tech
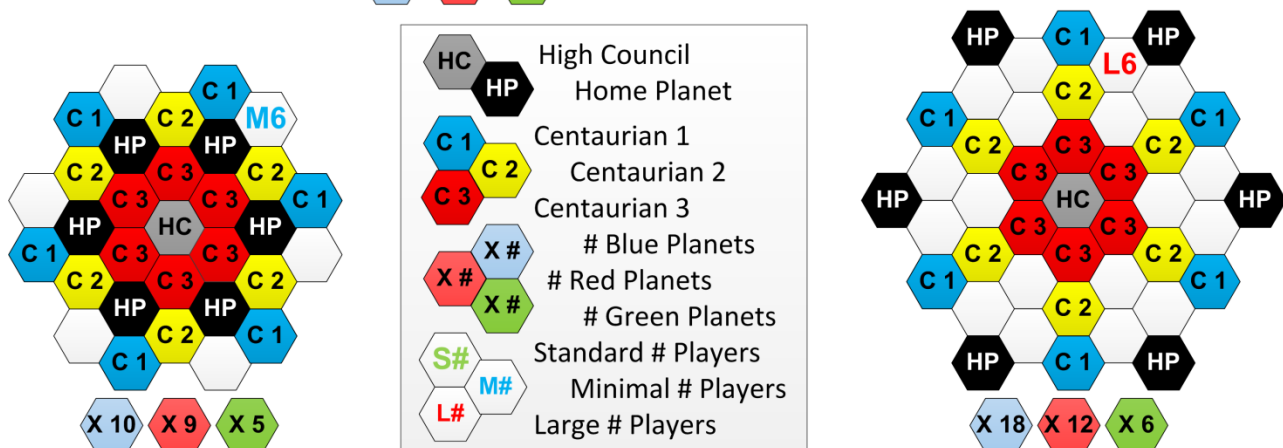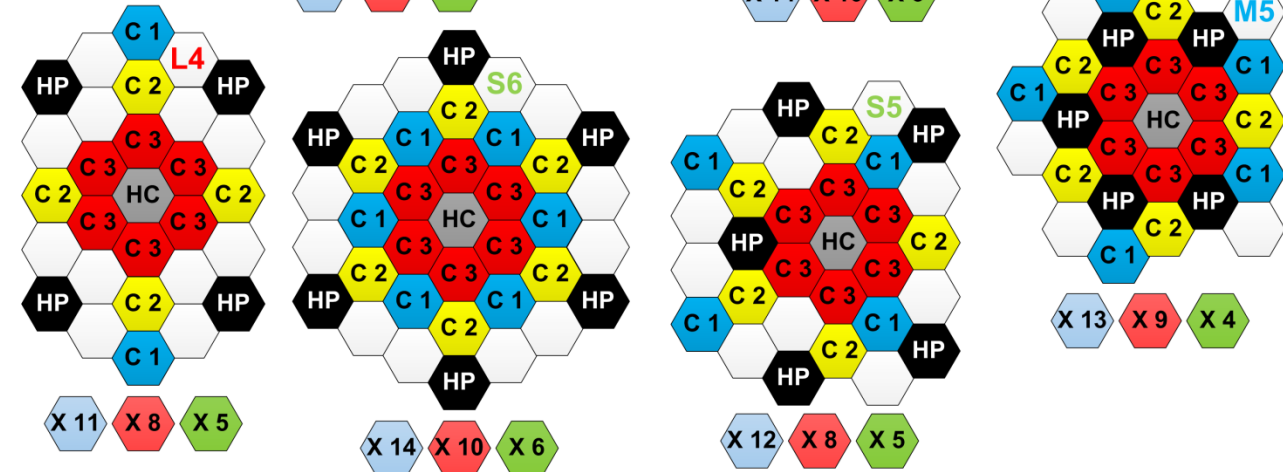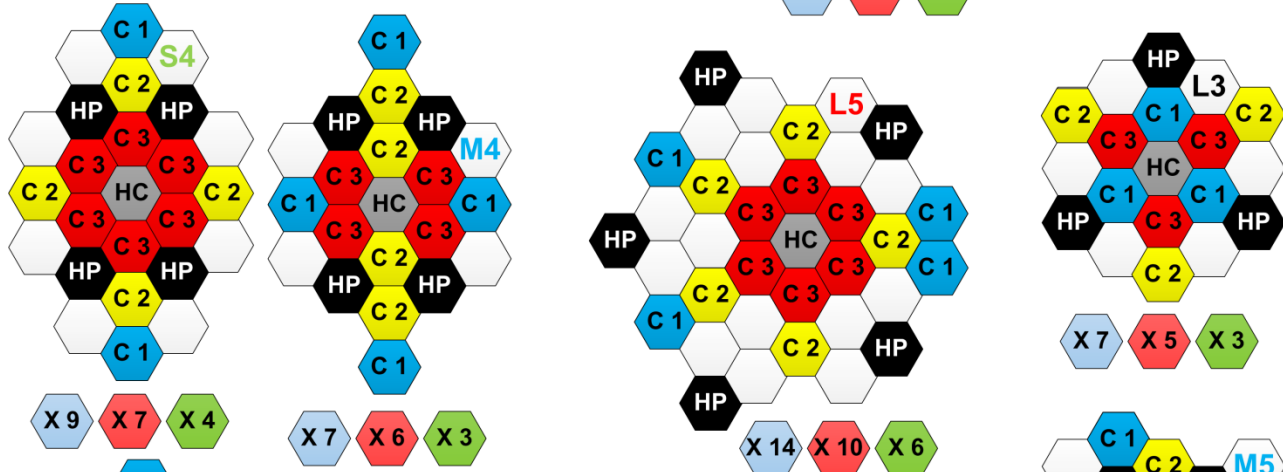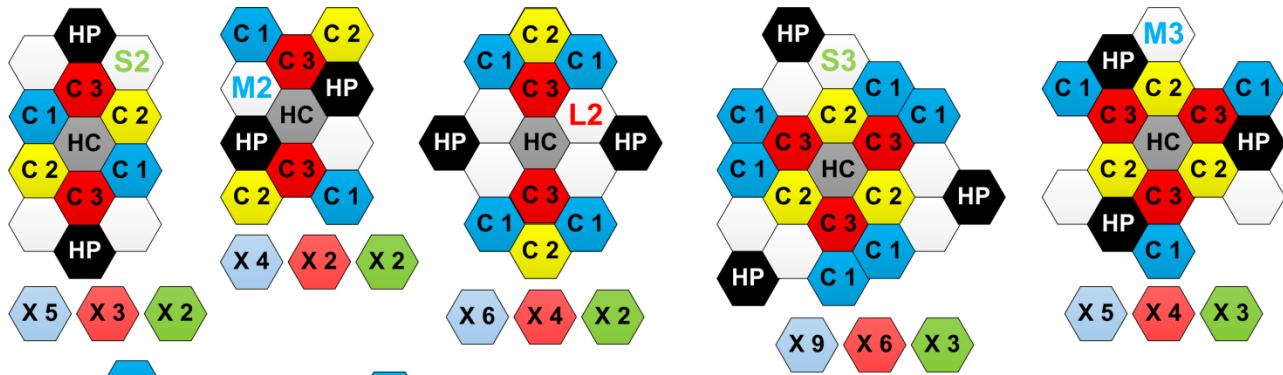> Starting resources as per player aid

Expansion Extended Game:

> Play for 6 turns
> Each player acquires 3 techs, maximum total of 12 CP (no discount), maximum 13 CP per tech
> Starting resources as per player aid

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Legend

HC / HP	High Council / Home Planet
C 1	Centaurian 1
C 2	Centaurian 2
C 3	Centaurian 3
X # (blue)	# Blue Planets
X # (red)	# Red Planets
X # (green)	# Green Planets
S#	Standard # Players
M#	Minimal # Players
L#	Large # Players