**Eclipse rules summary**

**Object:** Each player expands his interstellar civilization to collect Victory Points (VPs) by controlling sector hexes, fighting battles, forming diplomatic relations, researching technologies, making discoveries, and controlling Monoliths.

The game ends after 9 rounds and the player with the most VPs wins.

**Setup:**

1. Place the Round Marker (purple cylinder) and the square Ship Part Tiles on the Supply Board.
2. Draw 12/14/16/18/20 Technology Tiles from the large bag (based on 2/3/4/5/6 players) and place them on their spots on the Research Tracks, stacking any duplicates.
3. Shuffle the Discovery Tiles and place them face down on the Supply Board.
4. Place the Ancient Ship Tiles, Orbital and Monolith Tiles, and the purple Damage Cubes on the Supply Board.
5. Put the Reputation Tiles into the small bag for drawing.
6. Set the Galactic Center hex in the middle of the table. Place a Discovery Tile face down on it and the Galactic Center Defense System Tile on top of it.
7. Shuffle the Inner (I), Middle (II), and Outer (III) sector hexes into separate stacks.

Note to only use 5/10/14/16/18 Outer (III) sector hexes based on 2/3/4/5/6 players.

1. Randomly determine the starting player and give them the Starting Player Marker (purple pawn).
2. Beginning with the starting player and going clockwise, each player chooses a Player Board (on the Terran species side) and places the corresponding Starting Sector hex (matching the hex number on the bottom right of the Player Board) in the starting spot closest to him according to the layouts for the number of players on page 5 of the rulebook.

If playing with the alien species sides of the Player Boards, players choose the species they will play (which can still be Terran) starting this step with the player to the right of the starting player and continuing counterclockwise (i.e., the starting player chooses last).

1. Take the Ships, Ambassador Tiles [EXC: not in a 2- or 3-player game], discs, and cubes of your color. Also take a Summary Card and 3 Colony Ship Tiles. Note that the number of these components may vary when using an alien species.
2. Place an Influence Disc on each circle of your Influence Track. Set aside your three extra discs.
3. Place a Population Cube on each square of your Population Tracks (Money, Science, and Materials). The right-most square on each track is left empty.
4. Place a Storage Marker (octagonal cylinder) of each color on their spaces on your Storage Track.
5. Move the following to your Starting Sector hex: one Interceptor Ship, one Population Cube from each Population Track to squares not marked with a star, and one Influence Disc.

**Game Concepts:** As your Population Cubes are moved from your Player Board to squares on sector hexes, the left-most number of each Population Track shows the Money, Science, and Material resources (orange, pink, and brown) that you will produce in the Upkeep Phase.

As your Influence Discs are moved from your Player Board to sector hexes to establish control and to the action spaces, the left-most number on your Influence Track shows how much Money you will have to pay in the Upkeep Phase.

Ships (including Starbases), Population Cubes, Influence Discs, Technology Tiles, Discovery Tiles, Reputation Tiles, and Ambassador Tiles are limited by the component mix.

Trade – at any time, you may convert 2 units of one Resource (Money, Science, or Materials) to 1 unit of any other.

The Crowded Hex Tiles (A and B) can be used to mark hexes where Ship miniatures cannot fit.

**Game Round:** Each game round consists of four phases: Action, Combat, Upkeep, and Cleanup.

**Action Phase:** Starting with the player with the Starting Player Marker and going clockwise, each player must take one action or pass. Flip your Summary Card to indicate that you have passed.

This phase ends immediately when the last player flips his Summary Card.

The first player to pass gets the Starting Player Marker for the next round.

When taking an action, move your right-most Influence Disc to your Action Track.

You may take the same action multiple times.

Players who have passed may only take Reaction actions.

**Colony Ships:** At any time during your action, you may activate one or more of your face up Colony Ships. For each one flipped face down, place one Population Cube from the corresponding Population Track to an empty Population Square of the same color in a hex where you have an Influence Disc.

Gray squares on sector hexes may receive Population Cubes from any of the three Population Tracks. If you later remove a cube from a gray square, you may return it on any Population Track.

You may only place a cube in a Population Square with a star if you have researched the corresponding Advanced Technology.

An Orbital may only receive a Population Cube from the Money or Science Track.

**Explore Action:** Choose an unexplored space next to a hex where you have an Influence Disc or an unpinned Ship. Turn a hex tile over from the corresponding I, II, or III stack and choose to either place or discard the tile face up. If you discard the tile, your action immediately ends.

The hex must be placed so that at least one of the Wormholes on the hex connects with a Wormhole on one of the hexes where you have an Influence Disc or unpinned Ship.

If you have the Wormhole Generator technology, you may place the hex so only a half Wormhole connects the placed hex to the hex you Explored from. The half Wormhole can be in either hex.

Hexes in Areas I and II are laid in circles around the central hex. Hexes in Area III may branch outwards (see the diagram on page 7 of the rulebook).

If the hex contains a Discovery symbol, place a Discovery Tile on it face down.

If the hex contains Ancient symbols (skulls), put that many Ancient Ship tiles on top of the Discovery Tile.

You may take control of the hex by placing an Influence Disc on it from your Influence Track.

Then if the hex has a Discovery Tile, you may look at the face down side and decide whether to discard it to take the bonus [EXC: Ancient Ship Part] or place the tile next to your Player Board on its 2 VP side.

There are four types of Discovery Tiles:

* Bonus to Money, Science, or Materials (color-coded octagon).
* Ancient Technology (black on grey tile) – take the cheapest Technology Tile (based on the printed cost – no discounts) that you don’t already have from the Supply Board for free.
* Ancient Cruiser (ancient ship symbol) – place one of your unused Cruisers in the hex.
* Ancient Ship Part (tech upgrade) – place the tile on any of your Ship’s blueprints (returning an existing part, if needed). You may instead keep it next to your board and place it later with an Upgrade action. If you later replace it from your Ship, it is discarded.

Any Ancient Ship tiles on the hex must be destroyed before you can place an Influence Disc and take the Discovery Tile.

The Galactic Center Defense System Tile must be destroyed before placing an Influence Disc in the Center hex.

After placing the Influence Disc, you may activate your Colony Ships to place Population Cubes.

If the sector hexes in a stack run out, shuffle the stack’s discarded hexes. If there are no more hexes, the Explore action has no use.

**Influence Action:** Move up to two of your Influence Discs from any combination of these options:

* Move a disc from your Influence Track or from one of your controlled hexes to a hex that does not contain an Influence Disc or an enemy Ship and is in or adjacent (via a Wormhole connection) to a hex where you have a disc or a Ship.

If you have the Wormhole Generator technology, you may be adjacent via a half Wormhole.

Note that you may not move an Influence Disc from a hex and then place it in an adjacent hex if this means that you no longer have a controlled hex adjacent to the target hex.

After placing a disc, you may activate your Colony Ships to place Population Cubes.

* Move a disc from one of your controlled hexes back to your Influence Track.

If you remove a disc from a hex, you must also return all cubes from the hex to their respective Population Tracks.

After moving the discs, you may also turn two Colony Ship Tiles face up.

**Research Action:** Choose an available Technology Tile from the Supply Board, pay its Science cost (pink) on your Storage Track, and place it on the left-most empty space of your corresponding Military, Grid, or Nano track.

You get a discount for the purchase equal to the left-most exposed space on your corresponding Technology Track.

The first number on a Tile is its cost. The second number is its minimum cost regardless of discount.

Some Tiles have one of three icons in the bottom right that indicates its type:

* Ship Part (box within a box icon) – gives the ability to Upgrade this Ship Part.
* Build (wrench icon) – gives the ability to build this Ship or Structure.
* Instant (star icon) – has a one-time effect when researched.

You may not purchase a technology that you already have.

Purchased technologies may not be discarded.

See page 12 in the rulebook for a description of each technology.

**Upgrade Action:** Return any Ship Part Tiles from your blueprints to the Supply Board as desired.

Then take up to two tiles from the Supply Board and place them on any of the squares on your Ship blueprints, including on top of the printed starting Ship Parts.

Most Ship blueprints have Ship Parts or Initiative icons printed outside of their grids. These work like other Ship Parts except they cannot be replaced.

Most Ship Parts (marked with the technology symbol in the upper right) require that you research the corresponding technology first.

The total Energy Consumption of the Ship’s parts may not exceed its total Energy Production.

Starbases may not have a Drive (which has 1-3 hex symbols) since they cannot move.

All values from the Ship Parts are cumulative (e.g., two Fusion Drives will provide Movement 4, Initiative 4, and Energy Consumption 4).

When a blueprint is upgraded, all Ships already built are considered to be instantly upgraded.

**Build Action:** Build up to two Ships (including Starbases) and/or Structures (Orbitals and Monoliths). Pay their Material cost (brown) on your Storage Track and place them in any of the hexes where you have an Influence Disc.

Each hex may only have one Monolith and one Orbital.

Starbases, Orbitals, and Monoliths require the corresponding technologies.

**Move Action:** Conduct up to three Ship movements.

Each move allows one Ship to move a number of Explored hexes up to its Movement Value (as per the Drive(s) on the Ship’s blueprint).

You may use all three moves on the same Ship or distribute them as desired.

Starbases have no Drives and may not move.

A Ship may only move through a hex edge if it has a Wormhole on both sides [EXC: the Wormhole Generator technology allows movement across a hex edge with only one Wormhole].

If the Ships move into a hex containing another player’s Ships or the Ancients, at least one Ship must stop per opposing Ship (the Ship is “pinned”) and engage in combat in the Combat Phase. Ships exceeding the number of opposing Ships may continue moving. Ships are pinned/pinning regardless of whether they move to or from the hex.

The Galactic Center Defense System (GCDS) engages all Ships – they cannot be moved through it before the GCDS is destroyed.

**Reactions:** After passing, you may still take one of the Reaction actions below when it is your turn in the player order:

* Upgrade one Ship Part (and return as many Ship Parts to the Supply Board as you want).
* Build one Ship or Structure (this is not increased for having the Nanorobots technology).
* Move one Ship once.

Place an Influence Disc on the Reaction Track on your Summary Card to take a Reaction action.

**Diplomacy:** This ability cannot be used in 2- and 3-player games.

Diplomatic relations can be formed at any time on your turn.

If you have an Influence Disc connected through a full Wormhole to a hex where another player has a disc, you my both agree to give each other an Ambassador Tile along with a Population Cube from any one of your tracks.

The tile and cube are placed on one of the empty spaces on each player’s Reputation Track.

Ambassador Tiles on your Reputation Track are worth 1 VP at game end. If the track is full when taking the tile, you may discard a Reputation Tile to make room, returning it to the bag.

You may not have more than one Ambassador Tile from each player.

You may rearrange the tiles on your Reputation Track at any time but you may not discard an Ambassador Tile. Note that the Terrans have one space that may only hold an Ambassador Tile.

If you attack a player that you have Diplomatic relations with, you each return the other’s tile and cube to that owner. The cube returns to a Population Track of the owner’s choosing.

Moving your Ships into a hex containing another player’s disc or Ship is considered an attack.

If you attack and break Diplomatic relations, you receive the Traitor Card (-2 VP) from the previous holder. While holding the Traitor Card, you may not participate in any new Diplomatic relations.

**Combat Phase:** Battles are resolved in descending numerical order of the hexes.

In hexes with more than two parties, battles between players are resolved between two players at a time, in reverse order of entry into the hex. So players C and D would battle, then the winner would battle player B, and the winner would battle player A. The last surviving player will battle the Ancients or the GCDS, if present.

If a player has an Influence Disc in the hex, he is always considered the defender and will fight last regardless of the entry order, even if his Ships actually moved there last.

Initiative – each Ship type of each player will activate in Initiative order (the number of up arrows on/next-to your Ship’s blueprints) with the highest Initiative going first. Ties are resolved in the defender’s favor. In the case of a hex with no disc, or a hex with more than two players, the defender is the player who moved there first. Note that the GCDS has an initiative of 0.

Combat – simultaneously roll dice for all of your Ships of one type. For each die symbol on your Ship’s blueprint, roll one die of the corresponding color. Then choose which enemy Ship to assign each die to. Damage from one die may not be split among multiple targets. Several dice may be assigned to the same target.

Rolling a 6 is always a hit and rolling a 1 is always a miss, regardless of any modifiers.

Add the value of your Computers and subtract the value of the target’s Shields and score a hit with each die on a final roll of 6.

The different weapons/dice-colors inflict an amount of damage equal to the weapon’s star symbols.

One point of damage will destroy a Ship. Each Hull symbol (white star) will absorb one point of damage. Mark damage with purple Damage Cubes.

Another player should roll dice for battles against the Ancients and the GCDS. If possible, the dice are assigned so that the player’s ships are destroyed, the largest possible first. If no Ships can be destroyed, the dice should be assigned to inflict as much damage to one Ship as possible.

Missiles – every battle begins with Ships firing their Missiles (if any) in Initiative order once and continues with repeated Engagement rounds until only one side remains in the hex.

Missiles can only be used at the beginning of the combat.

Retreats – on its turn, each of your Ship types may decide to either attack or retreat.

If you decide to retreat one of your Ship types, all Ships of that type must on their next turn move to an adjacent hex where you have an Influence Disc and which has no enemy Ships, following normal movement rules. In the interim the retreating Ships may still be shot at. Place the retreating Ships so they straddle the hexside of the hex they will retreat into to indicate the retreat.

If the battle ends with all remaining Ships having no Cannons, the attacker may retreat. If he does not, his Ships are destroyed.

Population Cubes – after all battles in a hex, each remaining Ship may attack the enemy Population Cubes once with all of its Cannons (Missiles are N/A) using normal rules to hit. Population is not considered to have any Shields. Each point of damage destroys one cube of your choice.

If you have the Neutron Bombs technology, you may destroy all of the cubes without rolling dice.

Destroyed cubes are returned to the respective Population tracks in the defeated player’s Graveyard (in the bottom right of his Player Board). The cubes are returned to their tracks in the Cleanup Phase. A cube from a gray (wild) square is placed in the Graveyard space of its owner’s choosing.

Orbitals and Monoliths may not be attacked, nor are they ever removed from a hex. An Orbital’s cube must be destroyed in the same way as the other Population Cubes.

Reputation Tiles – after all battles in a hex have been resolved, each involved player draws up to a maximum of 5 Reputation Tiles from the small bag based on the table on the back of the rulebook. Choose one tile and place it face down on your Reputation Track. Return the rest of the tiles to the bag. If your track is full, you may return any of your Reputation Tiles (including the one you just drew) back to the bag. Tiles are drawn in the order the players entered the hex, so the player who entered first will draw first.

If all of your remaining Ships retreated from the hex (whether or not they survived), you don’t get to draw a tile for taking part in the battle, but you still get tiles for destroying enemy Ships.

Influence Discs – if a hex has no Population Cubes after all battles have been resolved and you have at least one Ship there, return the previous controller’s Influence Disc to his Influence Track. You may place your own Influence Disc in a battle hex without a disc at the end of the Combat Phase.

At the end of the Combat Phase, all Damage Cubes are removed from the Ships.

Player Elimination – see page 21 in the rulebook if you have lost all of your Ships and Influence Discs on the board.

**Upkeep Phase:**

1. You may activate any of your remaining Colony Ships to move Population Cubes to hexes that do not contain enemy Ships.
2. Compare the left-most orange number on your Money Population Track with your Influence Cost (the left-most exposed number on your Influence Track). Then adjust your Money Storage marker on the Storage Track up or down accordingly.

If you don’t have enough Money, you must use Trade to convert units of Science or Materials into Money and/or give up control of your sectors (returning their discs to your Influence Track) until the left-most number on the Influence Track is small enough. All Population Cubes from these hexes are returned to your respective Population Tracks. Note that Money cubes returned this way lower your Income as well.

If you still cannot pay, your civilization collapses. Count your score and return all of your game components to the box.

1. Add the left-most pink and brown Science and Materials numbers on your Population Tracks to your Science and Materials Storage Markers on the Storage Track.

**Cleanup Phase:** Draw 4/6/7/8/9 new Technology Tiles (based on 2/3/4/5/6 players) and add them to the Supply Board.

Move your discs on the Action Tracks back to your Influence Track and any cubes in your Graveyard to the respective Population Tracks (if full, move to another track).

Flip your Colony Ships and Summary Card face up.

Move the Round Marker one step forward.

**Game End:** After the 9th round, the player with the most VPs wins (see the table on the back of rulebook). If tied, the tied player with the most Money, Science, and Materials in their Storage wins.

**Two-Player Game:** Do not use the Descendants or Planta alien species.

**FAQ:**

Descendants of Draco – they may freely move their Ships to and through hexes with Ancients. If they have an Influence Disc in such hexes, they may build new Ships there.

If the Ancients are destroyed in a Descendants-controlled hex but the Descendants still control the hex, they may not take the Discovery Tile. They would have to remove the disc first with an Influence action and then place it again.

Hydran Progress – during setup, they place a Population Cube on the Science space with the pink star on their Starting Sector hex.

Planta – they may explore a hex, place an Influence Disc on it, and then explore another hex adjacent to the first hex.

**House Rules:** When playing with only Terran players, remove the Starbase Technology Tiles from the large bag (since the technology is already available to the Terrans).

When playing with less than 5 players, discard any duplicate Technology Tiles that exceed the number of players and draw replacements (in order to not have Tiles that cannot be purchased).