

As Galactic History Changes

Introductions

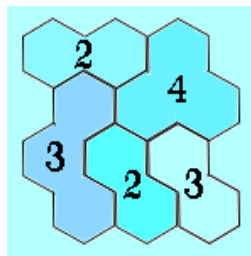
The galactic council is going to meet in 8 cycles and the powerful sections are in a race to control it. Who ever has the control over the planets systems will get their galactic votes. However, you have the technology to effect the past of the planetary system in order to gain their present support. Can you use you energy, resources and ships wisely to win the galactic support?

Components

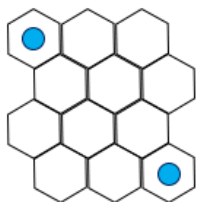
12 Map sections
 32 Planet System rolls: 8 of each type:
 Mining, Production, Star base, Political Support.
 Resource cube of two type: Ore, Carbon
 Energy markers: 3 token & 1 tokens
 Per Player:
 Player mat
 Large Control Ship, Small Control ship
 5 Fighters, 2 Carriers, 2 Mega fighters ships

Setup

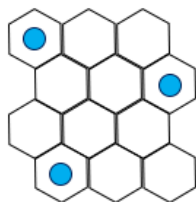
At the beginning of the game open two cards of political value for the planetary systems alliances. One for each early time layer. (light blue for the earliest time layer and light brown for the middle time layer).



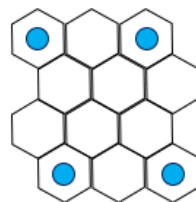
Randomly select a starting player.
 Randomly select 12 PS out of the 15 and lay them in 4 rows of 3 systems:
 Players select their starting PS for their Control Ships (CS) from one of the possible starting positions based on the number of players, starting with the starting player.
 Each player has a Large CS and a Small CS. Both CS start on the players starting PS.



2 Players



3 Players



4 Players

Shuffle the building face down and open number of player + 2 buildings face up.

Game play

At the beginning of the round all players collect **X amount of energy** + the energy he gets from planetary systems they control.

Starting with the first player, on his turn each player can take one action using his energy. Some actions can be done only where one of his CS is currently positioned, other can be done using his space ships that are already placed on the board.

Actions at CS location:

- Assign a role: Assign a role to a PS in one of the time layers as a major or minor role.
- Move Ships to a different Time layer: move a space ship from one time layer to a different one.
- Upgrade a roll: Improve a PS roll
- Move CS from one PS to an adjacent PS.
- Build a Spaceship: build a space ship

Other actions:

- Move spaceships: Move a spaceship to an adjacent PS.
- Mine: Collect resources.
- Destroy a spaceship: Remove one of your spaceships.
- Pass: Do no action.

After all players passed the turn end.

The starting player marker moves to the left of the current starting player and a new turn begins.

After **8 turns** ended the game ends and the winner of the game is checked.

Actions With Control Ships

Move Control ship

Moving a control ship to an adjacent planetary system. The main and secondary Control ships have different movement limits and energy costs.

	Main Control Ships			Secondary
Range	1	2	3	1
Energy cost	0	1	3	1

There is no limit to the number of CS in a PS.

The player pays the amount of energy before moving the CS. If he can't pay he cannot move the CS the desired distance.

General Rule for action taken by CS other than movement: The cost for an action for a Secondary CS will be higher:

- +1 Energy if it is for the current time Zone
- +1 If there is one time zone difference
- +3 If there are two time zone difference

Move ships to different time layer

Move a space ship from the current time zone to a different time zone in a PS that a CS owned by the player is present at.

The following energy payment is needed for each space ship:

- 1 energy for 1 time zone
- 3 energy for 2 time zone
- +0 for Fighter ships
- +1 for Carriers
- + 2 Mega fighters

Assign a role

Assign a major or minor role to the PS in a PS that a CS owned by the player is present at. A roles of a PS can not be changed, If a major and minor roles are already assigned to the PS, then the action can't be taken at that PS.

The player selects on of the available roles and assign it to the PS.

If he assigned it as a major role he needs to pay 4 Energy.

If he assigned it as a minor role he needs to pay 2 Energy.

The player must also pay the energy and resources that is needed by the role itself as marked on the tile at the upper left corner. If he does not have the energy and resource, he cannot select that role.

After assigning the role take a player marker and place it on level 1 showing the role level.

Place a "Maximum level" token after 3 if it is major role, or after level 2 if it is a minor role.

(example of assigning a role)

After the player finished his action a new role is opened.

Upgrade a role

Upgrade a role controlled by a player in a PS that a CS owned by the player is present at. A role is controlled by a player if it has the player marker on it to mark its level.

In order to increase the level the player must pay the resources indicated at the lower left side of the role and the energy needed based on the level increase.

From level 1->2 pay 2 Energy

From level 2->3 pay 4 Energy

Build a spaceship

A spaceship can be built on any PS but in order to build a spaceship four conditions must be met:

- The resources needed to build the specific spaceship are available on that PS.
- There are space ships of that type still available
- The player has the energy needed to build the

a spaceship

- There is a CS in the PS.

	Fighters	Carriers	Mega fighters
Resources	1 ore, 1 Carbon	3 ore, 1 Carbon	4 ore, 2 Carbon
Energy	2 energy	3 energy	5 energy

Building a spaceship with minor CS will cost +1 energy.

Actions Without Control Ships

Move space ship

Move a spaceship up to 2 PS away.

For each PS the spaceship move they will need to pay:

Fighters & carriers will need to pay 1 energy.

Mega fighters will need to pay 2 energy.

For moving 2 PS distance there is an +1 energy payment, so for example a Carrier moving 2 PS will cost 3 energy to move.

Spaceships can carry resources from PS to PS and from time layer to a different time layer, at no extra energy cost. Simple move the resources with the spaceships and place them in the player area in the PS the spaceship reached. However there is a limit on the amount of resources a spaceship can carry:

	Fighters	Carriers	Mega fighters
Resources	3	6	5

Mine resources

A player can mine one resource from any PS. The resource must be available in the PS. The cost of mining a resource of that type is marked on the PS next to that specific mine (1 or 2 energy). The player takes that resource and place it in his player area on the PS.

Destroy a spaceship

This action doesn't cost any energy at all. Simply remove a spaceship from the map from any PS and any time layer and return it to the player stock. This is the only way to have a new spaceship available if a player built all his spaceships

Pass

A player passing does not do any action, and **can** do another action it his turn again. However if all player pass then it is the end of the turn and a new turn begin.

Game concepts

Each Planetary System (PS) has 3 time layers of time.

Second age total support will be 12 sits in the council

Third age total support 7 sits in the council

Political support: It is all about Political points other than those of the PS

Each planet has one major and minor roll.

Each roll have 3 levels as a major roll and 2 levels as a minor roll.

Production: Build Space ships at lower energy cost and less material and give some control points

When setting a roll for a PS in an earlier time layer it will affect the later time layers: It will prevent the maximum level and if already build it will reduce the current level build.

Star Base: Give some permanent control points and support to the player Space ships

Building in a pst layer cost more energy

Moving a space ship to an earlier time layer cost energy

Resources from different time layer cannot be moved between them

There is a limit number of space ship a player has.

Each PS has:

Energy worth the controlling player gets at the beginning of the turn.

Resources it can produce per turn (depends on production capabilities, level & time layer)

Council support for the last age

There are several Galactic Races and each has a small different ability.

Planetary Systems

Energy level	Mining Value	Support
4	0	0
3	1	0
3	0	1
2	1	1
2	2	0
2	0	2
0	2	2
1	3	0
0	3	1
1	0	3
0	1	3
0	0	4
0	4	0
1	1	2
1	2	1

Buildings:

Mining: Increase number of resources collected from the PS and gain minor control points support