

# STARCRAFT

## Planning Phase

In turn order each player secretly places 1 order on any planet that he either has friendly forces on or is adjacent to such a planet.  
Each planet will have 1 order stack on a LIFO basis.  
You may issue 1 gold order for each R&D module you have built.

All players have placed 4 orders

## Execution Phase

In turn order remove 1 of your orders from the top of any stack. You may either execute this order OR draw an event card instead (place in your area without looking at it.)  
If all of your orders are obstructed, skip your turn and draw an event card (place in your area without looking at it.)  
Phase ends when there are no more orders on the board.

No more Orders on the board

Orders

## Build Order

*Gold Bonus: +1 unit build limit, & 1 resource discount on one thing you purchase.*

If you have a base on the planet you may:  
- Build unlimited workers and transports.  
- Build units up to your unit build limit.

If you have a base or unit on the planet, you may:  
- Purchase 1 building  
- Purchase 1 Module

If you have no base but do have units on the planet, you may:  
- Build a base

## Mobilize Order

*Gold Bonus: When starting battle draw 2 extra combat cards and +1 Attack in each skirmish.*

You may:  
- Move units around the planet.  
- Move units to the planet from a planet with a connected transport.  
- Move into 1 area only with enemy units to start a battle (See **battle** section.) May overstack this area by 2.

## Research Order

*Gold Bonus: Draw additional event card OR place 1 purchased technology card into your hand.*

Draw an event card (place in your area without looking at it.)

You may draw 3 combat cards.

You may purchase 1 technology card. Take all copies of that technology from the technology deck, and shuffle them into your combat deck along with your discarded combat cards.

## Regrouping Phase

### Destroy all Bases and Transports

If units are in an area containing an opponents base, base is destroyed.  
If a transport has no friendly bases on either connected planet, transport is destroyed.

### Lose Resource Cards

The conditions for keeping your resource cards are as follows:  
- There must be a base on that planet.  
- The area must not have enemy units or bases.  
Failure to meet these conditions means you lose that resource card. Workers on that card are destroyed.

### Gain Resource Cards

For each planet that a player has a base on, he gains a resource card for each friendly area.  
If a player is the only player on that planet with a base, he gets resource cards for any empty areas.

### Retrieve Workers

All assigned and unavailable workers are moved into your worker pool.

### Gain Conquest Points

Gain conquest points for each Conquest Point area you control.

### Check for Normal Victory

If a player 15+ (20+ if Aldaris is playing) victory points game ends.

### Check for Special Victory

If a player has achieved his special victory game ends.

### Play Event Cards

Players read their event cards and may play one. Remainder are discarded.  
A player MUST play all "The End is Near" cards.  
If 2+ "The End is Near" cards have been played game ends.

### Discard Combat Cards

Discard combat cards down to your hand limit (6).

### Pass First Player Token to Left

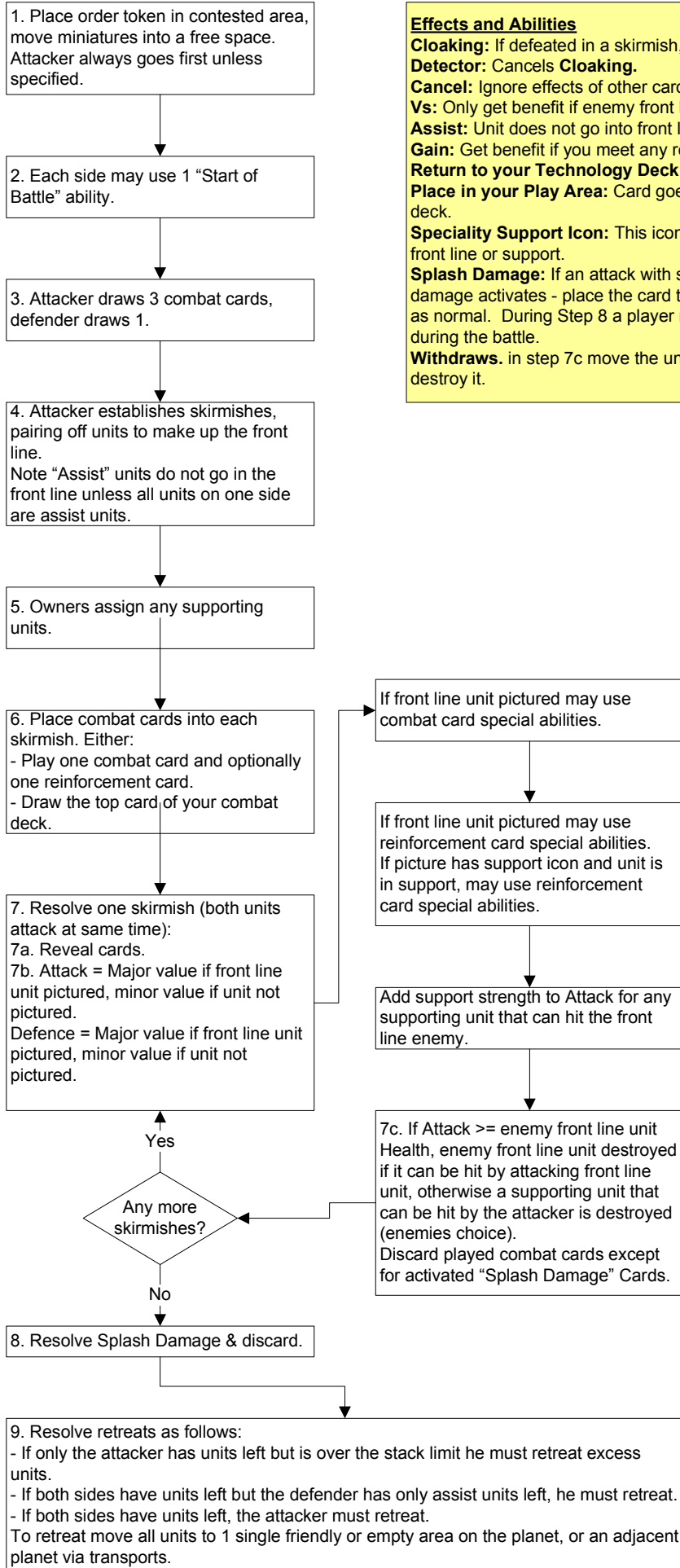
## Force Mining

Place extra worker on card and flip to partially depleted. Place Partially depleted token on board.  
If already partially depleted, remove card from game, place all workers from card to "unavailable" and place fully depleted marker on board.  
You may fully deplete a resource in one turn.  
You may not force mine your permanent resources.

## Tiebreakers

1. Conquest Points.
2. Total Resources.
3. Most Areas.
4. Most Bases.
5. Most workers in worker pool.

# BATTLE



## Effects and Abilities

**Cloaking:** If defeated in a skirmish, instead of being destroyed unit **Withdraws**.

**Detector:** Cancels **Cloaking**.

**Cancel:** Ignore effects of other cards. Takes place before any other abilities.

**Vs:** Only get benefit if enemy front line unit matches description.

**Assist:** Unit does not go into front line but always supports.

**Gain:** Get benefit if you meet any requirements.

**Return to your Technology Deck:** After use place back in the tech deck.

**Place in your Play Area:** Card goes into your play area for use anytime, rather than into your combat deck.

**Speciality Support Icon:** This icon means reinforcement card special abilities may be used if unit is in front line or support.

**Splash Damage:** If an attack with splash damage destroys or **withdraws** an enemy unit, splash damage activates - place the card to the side. If splash damage is not activated the card is discarded as normal. During Step 8 a player must destroy 1 unit for each splash damage card that was activated during the battle.

**Withdraws.** in step 7c move the unit into a friendly or empty area of active planet if possible, otherwise destroy it.