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Game Components

- 1 Game Board
- 1 Manual
- 1 First Player Token/Sonic Screwdriver
- 56 Galaxy Hex Tiles
- 2 TARDIS Tracking Tokens
- 1D20
- 20 D4
- 20 D6
- 20 D8
- 20 D10
- 10 D12
- 30 1 Resource Coins
- 30 5 Resource Coins
- 30 10 Resource Coins
- 100 Victory Token Coins
- 50 Technology Cards
- 34 Artifact Cards
- 34 Planetary Objective Cards
- 7 Faction Sheets
- 49 Combat Cards
- 7 Allegiance Cards
- 200 Influence Tokens
- 240 Faction Ship Models
- 6 Space Whale Models
- 2 Pirate Ships Models
- 1 Racnoss Hive Tyrant Model
- 1 Galactic Center Wormhole Model

Introduction

In the vast expanse of time and space, there exists a conflict of unparalleled magnitude—an epoch-shattering clash that reverberates across eternity itself. This is the Time War, a cataclysmic conflict that rages between the Time Lords, ancient masters of temporal manipulation, and their sworn adversaries, the Daleks, relentless machines bent on universal domination.

At the heart of this unfathomable conflict lies the very fabric of existence, torn asunder by the devastating powers wielded by both sides. But the Time War is not merely a struggle between two mighty civilizations; it is a maelstrom of chaos drawing in myriad factions, each vying for supremacy amidst the chaos of temporal warfare.

Among these key factions are the Zygons, shapeshifting beings capable of assuming any form, lurking in the shadows as they plot their own insidious schemes. The Cybermen, cybernetic monstrosities driven by a relentless pursuit of perfection through technological assimilation, bring their own brand of mechanized terror to the fray.

The Racnoss, ancient arachnid creatures from the depths of time, weave their webs of deceit and destruction, seeking to ensnare all who dare oppose them in their hunger for conquest. And amidst the chaos, Humanity stands on the precipice, forced to navigate the tumultuous currents of war as they fight to preserve their very existence.

As the Time War rages across the annals of history, its impact echoes throughout the cosmos, leaving devastation and despair in its wake. And in the midst of this relentless conflict, the fate of all existence hangs in the balance, as the Time Lords and Daleks alike unleash powers beyond comprehension in their bid for ultimate supremacy.

Factions

Time Lords

In the vast tapestry of time and space, there exists a civilization that stands as a beacon of temporal mastery and cosmic wisdom—the Time Lords. Nestled within the timeless citadel of Gallifrey, these enigmatic beings are the custodians of the very fabric of existence, wielding the power of time itself with a grace and understanding unmatched by any other race in the universe.

Born from the crucible of temporal flux, the Time Lords possess a profound understanding of the intricacies of time and its infinite possibilities. Masters of the Time Vortex, they traverse the corridors of eternity with a serene elegance, shaping history and destiny with each measured step.

But theirs is not a domain of mere observation; the Time Lords are also guardians of cosmic balance, tasked with preserving the delicate equilibrium of the universe against the ravages of chaos and entropy. With their formidable technology and boundless intellect, they stand as stalwart defenders against threats both existential and mundane, ensuring the continuity of time and the sanctity of reality itself.

Yet, for all their wisdom and power, the Time Lords are not without their shadows. Behind the veneer of benevolent guardianship lies a society rife with intrigue and ambition, where political machinations and ancient rivalries simmer beneath the surface.

And as the Time War looms large on the horizon, the fate of the Time Lords—and indeed, the fate of the universe—hangs in the balance, as they grapple with the weight of their own legacy and the consequences of their actions across eternity.



Daleks

In the darkest depths of the cosmos, there exists a force of unrelenting terror—a race of beings consumed by a singular, insatiable desire: domination. These are the Daleks, a twisted fusion of organic flesh and merciless machinery, born from the fires of war and forged in the crucible of hatred.

Hailing from the irradiated world of Skaro, the Daleks are the ultimate embodiment of destruction, their very existence a testament to the horrors of unchecked ambition and boundless malice. Driven by an all-consuming thirst for supremacy, they screech their mantra of "Exterminate!" with chilling fervor, their cold, mechanical voices echoing across the cosmos as a harbinger of doom.

But it is not just their formidable arsenal of weaponry that makes the Daleks a force to be feared—it is their unwavering dedication to their twisted ideology of racial purity and superiority. Encased within

their iconic armored shells, they are stripped of all compassion and empathy, their minds honed to a singular purpose: the eradication of all who oppose their iron will.



For countless eons, the Daleks have waged war against all who stand in their path, leaving a trail of devastation and despair in their wake. Their relentless pursuit of conquest knows no bounds, as they scour the stars in search of new worlds to conquer and civilizations to exterminate.

And as the Time War looms large on the horizon, the Daleks stand poised to unleash their full fury upon the universe, their hatred for the Time Lords burning like a supernova at the heart of their

twisted souls. In the face of such unrelenting evil, only one thing is certain—the Daleks will stop at nothing until they have achieved their ultimate goal: total domination of all existence.

Cybermen

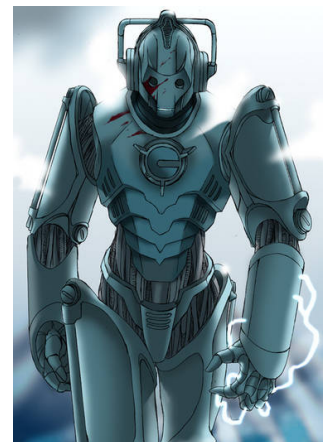
In the cold, mechanical heart of the cosmos, there exists a race devoid of warmth, empathy, or humanity—a race known only as the Cybermen. Born from the relentless pursuit of technological perfection, these cybernetic monstrosities embody the chilling fusion of flesh and machine, their existence a testament to the horrors of unchecked ambition and the relentless march of progress.

Hailing from the icy tombs of Mondas, the Cybermen are a relentless force of mechanized terror, driven by a singular imperative: the pursuit of efficiency at any cost. Stripped of all emotion and individuality, they march in lockstep towards their goal of universal assimilation, their cold, unfeeling eyes fixed on a future where all beings are transformed into soulless automatons.

But it is not just their formidable technological prowess that makes the Cybermen a force to be feared—it is their utter disregard for the sanctity of life and the preservation of individuality. With every augmentation and enhancement, they strip away the very essence of what it means to be human, leaving behind nothing but a shell of metal and circuitry in their wake.

For millennia, the Cybermen have spread their influence across the cosmos, converting entire worlds into vast factories of flesh and steel. Their relentless march knows no bounds, as they scour the stars in search of new technologies to assimilate and new species to add to their ever-growing ranks.

And as the echoes of war reverberate across time and space, the Cybermen stand poised to seize their moment of triumph, their cold, unfeeling hearts pulsing with the anticipation of conquest. In the face of such unrelenting mechanized terror, only one thing is certain—the Cybermen will stop at nothing until they have achieved their ultimate goal: the eradication of all individuality and the subjugation of the cosmos beneath the iron fist of their cybernetic empire.



Zygons

In the shadowy corners of the universe, amidst the swirling mists of uncertainty, lurks a race of shapeshifting beings known as the Zygons. Masters of deception and manipulation, they embody the very essence of cunning and guile, their true forms obscured by layers of illusion and intrigue.



Originating from the planet Zygor, these enigmatic creatures possess the ability to assume the appearance of any living being, seamlessly blending into their surroundings like chameleons in the darkness. With their shape-shifting abilities, they infiltrate unsuspecting societies, weaving intricate webs of subterfuge and deceit as they plot their insidious schemes.

But beneath their ever-changing visages lies a race driven by a singular purpose—to ensure the survival and prosperity of their own kind at any cost. With their advanced technology and innate cunning, the Zygons have carved out a niche for themselves in the cosmic landscape, their presence hidden from all but the most astute observers.

For eons, the Zygons have remained hidden in the shadows, biding their time and carefully manipulating events from behind the scenes. Theirs is a realm of secrecy and subversion, where alliances are forged and broken with the flicker of a thought, and betrayal lurks around every corner.

And as the chaos of the Time War engulfs the universe, the Zygons stand poised to seize their moment of opportunity, their chameleon-like nature allowing them to adapt and thrive in even the most tumultuous of environments. In the face of such elusive adversaries, only one thing is certain—the Zygons will stop at nothing to ensure their own survival, even if it means sacrificing everything in the process.

Sontarans



Across the expanse of countless galaxies, amidst the echoes of distant battles and the clash of interstellar empires, there exists a race of formidable warriors known as the Sontarans. Born and bred for war, these militaristic beings hail from the harsh and unforgiving world of Sontar, where conflict is not merely a way of life but a sacred duty.

Standing proud and resolute, the Sontarans epitomize the ideals of strength, discipline, and honor. With their stocky frames, domed heads, and unyielding resolve, they are a sight to behold on the battlefield, their presence striking fear into the hearts of their enemies.

But it is not just their formidable appearance that makes the Sontarans a force to be reckoned with—it is their unwavering commitment to their cause. From the lowliest foot soldier to the

highest-ranking commander, every Sontaran is bound by a strict code of honor and duty, willing to lay down their lives in service to their empire.

For millennia, the Sontarans have waged war across the stars, their indomitable spirit driving them ever onwards in their quest for conquest and glory. With their advanced technology and tactical brilliance, they have carved out a vast interstellar empire, their influence stretching across countless worlds and galaxies.

And as the echoes of battle reverberate through the cosmos, the Sontarans stand poised to unleash their fury upon any who dare to oppose them. In the face of such relentless aggression, only one thing is certain—the Sontarans will stop at nothing until they have achieved victory, even if it means sacrificing everything in the name of honor and glory.

Empire of Humanity

In the vast expanse of the universe, amidst the swirling currents of time and space, there exists a race that stands as a beacon of hope and resilience—the Human Empire. Born from the ashes of countless civilizations, humanity has risen to become a formidable force in the cosmos, its influence stretching across galaxies and epochs.



In the un-ending trials of the Time War, humanity finds itself thrust into the heart of the conflict, its destiny intertwined with the fate of the universe itself. With courage and determination, humans from all corners of time and space rally together, standing shoulder to shoulder against the encroaching darkness.

Though lacking the temporal mastery of the Time Lords or

the technological prowess of the Daleks, humanity possesses a strength of spirit that knows no equal. From the valiant soldiers who march fearlessly into battle to the brilliant scientists who strive to unlock the secrets of the universe, humans prove time and again that they are a force to be reckoned with.

But the Time War tests humanity like never before, pushing it to the brink of extinction as the forces of chaos and destruction threaten to overwhelm all that it holds dear. Yet, even in the face of such unimaginable adversity, humanity refuses to surrender, clinging to hope in the darkest of hours.

As the Time War rages on, humanity stands as a beacon of defiance against the forces of darkness, its resolve unbroken and its spirit unyielding. For in the end, it is not the might of empires or the power of weapons that will decide the outcome of the Time War, but the courage and resilience of those who dare to fight for a better future.

The Shadow Proclamation

Amidst the chaos of the Time War, stands an ancient and enigmatic organization known as the Shadow Proclamation. As a beacon of order and justice in the tumultuous cosmos, the Shadow Proclamation wields authority over countless worlds, ensuring that chaos and lawlessness are held at bay.

Formed in the depths of antiquity, the Shadow Proclamation serves as a gathering of the most powerful and influential species in the universe, united in their shared commitment to maintaining peace and stability across the stars. With their vast resources and formidable technology, they stand as guardians of the cosmic balance, their influence stretching across galaxies and dimensions.



In the crucible of the Time War, the Shadow Proclamation plays a pivotal role as a neutral arbiter amidst the chaos of temporal conflict. With their unparalleled knowledge of cosmic law and their unwavering dedication to justice, they strive to mediate disputes and prevent the devastation of entire civilizations.

But the Time War tests the Shadow Proclamation like never before, pushing its resources and resolve to the brink as the forces of chaos threaten to engulf the universe. As the conflict escalates, the Shadow Proclamation finds itself forced to take decisive action, intervening in the affairs of warring factions and working tirelessly to bring an end to the bloodshed.

Yet, even as the flames of war rage on, the Shadow Proclamation remains steadfast in its commitment to preserving order and protecting the innocent. For in the darkest of times, it is their light that guides the way, offering hope to those who dare to dream of a universe free from the shackles of conflict and strife.

Game Overview

The Time War is an Asymmetric, 4X, Strategic Fleet Combat Game that tells the story of one of the most illusive, mysterious, and devastating periods of Doctor Who history. Over 3 Moment rounds, 3 to 6 players will explore the Galaxy, build their Empire, create alliances, complete objectives, and destroy their opponents. It is important to establish dominance and win battles, but a cunning player can develop relationships with other factions to achieve their goals. There are many paths to victory, and developing a strategy that coalesces with your faction's unique strengths and abilities will be crucial to winning The Time War.

Rules of Asymmetric Warfare

The rules of the game are detailed to the best of our ability in this manual. However, while these rules apply to everyone, Artifact Cards, Technology cards, Leader Abilities, and Faction abilities always supersede the core rules.

If there are ever any rules disputes, or a combination of abilities and cards is not clear, there are a few options:

1. Ensure the rule in question is not covered somewhere in the Manual, in a Faction Sheet, on a card, or does not contradict another rule.
2. Come to a consensus as a group, and play that rule consistently for the remainder of the game.
3. Choose the interpretation that benefits you the least.
4. Disagreeing players each roll a D20, the highest roll adjudicates the ruling.

This is a War Game, just don't kill each other out there. Resolve rules disputes as quickly and cordially as possible to get back to the fun. The Time War is cyclically Time-Locked, you can fight again!

General Setup

1. Players choose factions.
2. Players declare one Leader from their faction to be their Leader for the game.
3. Players each roll a d20, the highest roll gets the first player token(Sonic Screwdriver).
4. Place the Galactic Center Wormhole Mini on the centermost space on the board.
5. Each player removes their Homeworld card from the Planet deck. Starting with the first player, each player chooses a hex on the map to place their homeworld. Must be within 3 spaces of the galactic center unless otherwise stated.
6. Place two Artifact Tokens on each player's Homeworld.
7. Organize all remaining map hex tiles into 4 piles(details in the next section, Map Setup). Fill out the board with the four decks into quadrants on the board, keeping any empty spaces to the outside of the board.
8. Place the Technology Deck face down next to the board. Draw 6 Technology cards and place them face up next to the Technology Deck. The 6 revealed cards are known as "The Market".
9. Shuffle and place the Artifact Deck next to the board.
10. Place all dice, artifact tokens, victory tokens, and resource tokens within easy reach of all players.



11. Players collect their starting cards, victory point trackers, influence tokens, resources, and ships.
12. Any starting ships or planetary defenses are all placed on their factions' Homeworld Planet.
13. The Moment tracker is placed on the 1 space.
14. Starting with the first player, the game begins with the Technology Phase.

Map Setup

Remove any Homeworld planets that are being used by active factions from the planet hex deck. Remove the 4 Black Holes and 4 Wormhole tiles from the planet hex deck. Create 4 piles, each one with 1 Wormhole and 1 Black Hole. Then, randomly distribute the remaining cards on each pile face down. After players have placed their Homeworld setups, distribute each pile of cards in each quadrant.

If there are any empty spaces on the map, they are just that, empty. When setting up the board, you may want to condense all of the Location Cards towards the center so there are no empty spaces except on the outside of the board.

Turn Phases

Reclamation Phase

There is no Reclamation Phase during the first Moment Round. Many things do happen during the Reclamation Phase, and many abilities conditions will reference this phase. The steps to follow and conditions to check for in this Phase include but are not limited to:

- The First Player Token (Dice and Sonic Screwdriver) are passed from the previous First Player to the player to their left.
 - Each Player regains all spent Combat Cards.
- Any “Activated” Technologies or Artifacts are turned facing up and can be used again in the next round.
 - All Ships remove any damage counters placed on them in previous Combats.
- If a player would like to turn in their Victory Tokens or Artifacts for Resources, it must be declared during this phase.
 - All NPC Ships respawn on their original location if they were destroyed.
- The Technology Market is refreshed by placing all current Technology Cards on the bottom of the deck, and 6 new cards populate the Market.

Technology Phase

Starting with the first player, each player may choose to purchase 1 technology from the 6 revealed

Technology Cards for their Factions Technology Price. Each time a Technology is purchased, immediately replace the card with one from the top of the Technology Deck. You cannot purchase a

Technology you already own, and can never have more than one of the same Technology. Once each player has had two chances to purchase technology, the phase is over and players move on to producing their ships.

Production Phase

Starting with the first player, each player can spend as many resources as they like to build ships. Each ship will say where they are able to be constructed.

Movement Phase

Starting with the last player and moving around the table counter-clockwise, each player may move all ships up to their movement speed. If any ships land on an undiscovered hex, flip the hex card to reveal it. If a hex tile is revealed in this way, even if the ship has not used its full movement speed, it cannot continue to move. When calculating movement, one must declare the charted course, as black holes, wormholes, and NPC tiles affect the board accessibility. Players can move through occupied planets, fleets, and hexes with another faction present. Things like Tenants, Hive Tyrant, Space Pirates, and Black Holes cannot be charted through (more on that later).

Action Phase

Starting with the first player, each player may perform 1 action at a time in turn order going Clockwise around the table. The first player will be handed a special d6 to track the amount of actions that have been played. Players will continue to go around the table, performing one action at a time. A player may choose to pass their turn at any time, but can still declare actions at a later time, passing does not signify a player is finished performing actions during this phase. Each player may perform a maximum of 6 Actions during this phase. The round is over when all players have performed 6 Actions, or until all players have declared they no longer want to perform actions this round. Each faction will have some Actions that are unique to them, the available actions are located on the Faction Sheets.

Scoring Phase

All planetary incomes are honored, and each player adds victory points to their tracker and collects any resources from controlled planets. If playing with the Allegiance Mechanic, count total planets as well as per the Alliance Rules. Victory Tokens and excess Resources do not get counted until the end of the game.



The Moment

After each completed round, the Moment Tracker will increase by one, then the turn tracker returns to the Objective Phase. This is counting down to the event where the War Doctor activates The Moment, ending the Time War and destroying all involved. At the end of the 3rd Moment phase, the game is over, and the player with the highest victory points wins the game.

Victory Tokens

Victory tokens are obtained from winning fleet combats, conquering planets, and influencing planets. There are occasions when more than 1 VT is earned for these actions, but typically a player will only get one from successful actions.

Victory tokens can be sold during the Reclamation Phase for 10 Resources, or they are worth 5 Victory Points at the end of the game, during the final Scoring Phase.

Excess Resources

Only during the final Scoring Phase at the end of Moment Round 3, any excess resources can be turned in for Victory Points, at a rate of 5 Resources for 1 Victory Point.

Universal Actions

While some Factions may have unique Actions detailed on their Faction Sheet (Destroy Planet, Timelock Planet, etc.), there are 6 Universal Actions that any player can use.

- **Additional Movement-** A player may move up to 6 of their ships up to their movement speed. If any new tiles are uncovered this way, treat it the same as in the Movement Phase as detailed above. Factions with Fighters may count 2 Fighter Class Vessels as 1 of these 6 Ships. Sontaran Fighters have to travel with Carriers, so they do not count towards the 6 ship limit.
- **Influence Planet-** If a player has a Leader with an Influence dice value, and have ships in the same space as an unoccupied planet/space station with an Influence value, they may spend an action to roll against the Influence value. If the roll meets or beats the Influence value, the player takes control of the planet/space station and gains a **Victory Token**. Planets cannot be Influenced if another player controls them, or if there are enemy ships in the same space as yours. You cannot use Combat Cards during an Influence Action.
- **Conquer Planet-** If you have ships above a Planet or Space Station with a Defense Value, you may attack the planet to Conquer it. There may be no other fleet or planetary defense above the planet to complete this action. As an Action, roll your fleet's Attack Dice against the planet's defense rating. If your damage exceeds the planet's defense rating, you now control the planet and gain a **Victory Token**. You cannot use Combat Cards when Conquering a Planet or Space Station.
- **Explore-** If there are artifact tokens left on a planet you control, you may spend an action to remove that Artifact token and draw 2 cards from the artifact deck and choose to keep one.
- **Purchase Technology-** Pay the required resources according to your faction sheet to obtain a technology from the tech market.

Combat

Initiating Combat

Combat is initiated when two enemy fleets are in the same hex. The overarching rule is fights must be resolved before or after any player takes an action. For instance:

- If multiple Combats are initiated during the Movement Phase (whether between Players or with NPCs), they must all be resolved at the beginning of the Action Phase before anyone takes any Actions. These are resolved in Turn Order, starting with the First player of that round. The First player may choose which order to resolve the Combats they are involved in. Combats are not resolved DURING the Movement phase, only once every player has completed their Movement phase, but before the First Player takes their first Action during the Action Phase.
- If Combats are initiated when a Player takes the Additional Movement Action, they must resolve the entire action before moving to Combat.

Determining Initiative

Ex. Player A moves multiple ships above Dramos, where Player B already has a Planetary Defense and multiple Frigates. Player B is considered the Defender, and would therefore play the first Combat Card. It doesn't matter who controls the Planet or Space Station below, it only matters who moved their ships into the hex last.

Combat Cards

Combat Cards may only be used in Combats with other Players, not NPC battles or any other Action. Each faction has a unique hand of combat cards with different abilities. For every Combat, each player can choose to play anywhere from 0-2 combat cards. Combat Cards can only be played once per round, and will not be returned into the player's hand until the Reclamation Phase.

Once Combat is initiated, the defender will have a chance to play their first Combat Card, then the attacker, then the defender again, then the attacker again. Once both Players in Combat have completed playing and resolving Combat Cards, they move on to calculating and resolving the Combat as detailed below.



Retreating

Some factions have the ability to retreat on one of their Combat Cards. Each factions retreat ability is slightly different, mostly pertaining to where the ships retreat to, but there are a few things that are always true:

- Players can play a Retreat Card after another Combat card at the beginning of the combat phase.
- Once a Retreat Card has been played, the battle is over. No more cards can be played.
- Retreat Cards are always immediately returned to the owner's hand after combat has been resolved.
- If a player retreats and the other player still has ships in the space, the other player will gain a victory token for the retreat.
- If a player retreats, but has Planetary Defense ships on that tile with no movement speed, all of the ships with movement speed still leave, but the battle will commence against the stationary Planetary Defense. The non-retreating player still gets a VT for the retreat, and if they win the Combat against the remaining Planetary Defenses, they still get another VT for destroying any remaining enemy defenses.

Calculating Combat Encounters

No more than two players can engage in one combat encounter. Players will secretly choose up to two Combat Cards to play. Players will play combat cards one at a time, starting with the defending player. If there are still ships on both sides after Combat Cards are played, and no one has retreated, each player will gather dice according to how many ships are in the combat.



Both players roll and add up their attack value, ensuring to include any Technology or Artifact bonuses.

Once damage is calculated, each player removes ships from their fleet based on how much damage their fleet has taken. If there are still ships in the space, combat continues until either there are no ships on the space, or only one player has ships on the space. The victor receives a Victory Token for this combat. If there are no ships from either side left in a battle, no one receives Victory Tokens.

Important Notes on Combat and Ships:

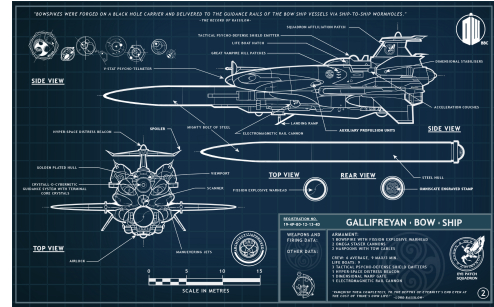
- Any time damage is applied to your ships, or an external effect destroys one of your ships, you always choose which one of your own ships it applies to.
- All damage must be applied to your ships one at a time, you cannot spread damage to each ship in the combat.
- If there is excess damage done to your fleet, but it did not destroy that ship, place a die next to it, indicating how much health it has left. All ships heal to full during the Reclamation Phase.
- As soon as there are only ships from one side, or no ships in combat, the combat is over. If a Combat Card destroys all remaining ships on one side, the battle is over and there is no need to roll dice.

- Combat damage on ships persists until the next Reclamation Phase.

Ships

Ship Properties

Each Faction Sheet has a detailed spreadsheet of the ships at their disposal. There are many different types of ships, with different abilities, and these can vary greatly between Factions. Below is a detailed breakdown of the various Ship Properties and how they come into play.



Ship Class- Determines whether it is a Fighter, Frigate, Planetary Defense, or Dreadnought. This will be important for purposes including combat cards, technology cards, spawn rates, etc. More on Ship Classes Below.

Ship Name- Special Designation for different ships.

Cost- How many resources it requires to build a ship during the production phase.

Attack Value- How many dice this ship is able to roll in combat.

Defense- How much damage this ship can take before being destroyed.

Speed- How fast a ship can move. If it is a number, that is how many hexes the ship can move during the movement phase or for the Additional Movement action. If it says N/A, such as a fighter, then it must accompany another ship and cannot move on its own. If it says Stationary, that means it cannot move out of the hex it was constructed on. If a player receives a Technology enhancement that affects speed, it must already have a numerical Speed value to gain the benefit(fighters and planetary defenses do not suddenly gain the ability to move independently).

Limit- The maximum number of this type of ship in the game.

Production Location- Where this ship can be built.

Ability- A restriction or special rule for this specific ship.

Fighters

While most fighters essentially act as any other ship on the battlefield, one faction has significantly different Fighter rules.

Sontaran Fighters- Fighters in the Sontaran fleet are unique, as they do not have their own movement speed. They cannot move independently, they must accompany a Carrier. If a Carrier is ever destroyed, or fighters are produced on a space with no Carrier, they must remain on that space. Additionally, when calculating the cost for the Additional Movement Action, Sontaran Fighters do not require the ship cost for movement, only the Carrier.

Scout Ships

Each faction's Scout class ships have unique abilities. Once all or most of the hexes on the board have become discovered, these abilities give Scouts a use other than just discovering more hexes. Unless otherwise specified by a specific faction's rules, Scouts all operate the same.

- They cannot move outside of the Movement phase. The Additional Movement Action will not allow them to move again during the Action Phase.
- They are unaffected by Black Holes, Asteroid Fields, or any other hazardous tiles.
- They do not count as a fleet for combat purposes. Allied Scouts can occupy the same hex as their ally, enemy fleets do not need to engage in combat with them to influence or attack a planet, and a battle does not need to be resolved at the end of the Action Phase if a Scout coexists with an enemy fleet in the same hex.
- Scouts do not count as occupying ships for purposes of actions, they cannot attack or influence planets, or engage with Event or NPC tiles.
- If Scouts are ever on the same hex as another fleet under their owners control during combat, if all of the owners ships are destroyed in that tile, the Scout would also be destroyed.

Dreadnoughts

Dreadnoughts are the most powerful ships in any player's Armada. They are expensive to produce but provide a substantial amount of attack power and defense in engagements. **Dreadnoughts cannot be destroyed or taken off the board by Combat Cards, even if they are the only ship in the combat.** The only exception may be that combat cards force a Dreadnought to retreat onto a Black Hole or Asteroid field. It is still, however, unwise to leave Dreadnoughts alone with no escort.

Location Cards

Planet and Space Station Cards

Defense:

A planet's defense value is the number a conquering player must reach to take the planet. If a player attempts to conquer the planet or Space Station, and does not roll equal to or higher than this number, the attempt fails and they must spend the action cost to attempt again. If a hex tile does not have a Defense Value, it cannot be controlled by the Conquer Action.

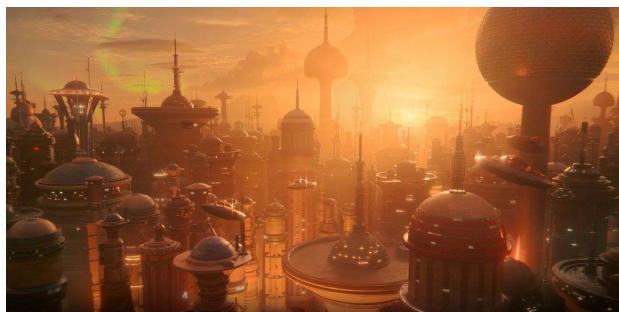
Influence:

Just like Defense, this value is what a player must roll equal or higher than to successfully influence the planet. If a hex tile does not have an Influence value (such as Homeworlds), it cannot be controlled with the Influence Action.

Income:

This is the value of resources, victory points, and other potential rewards that are collected during the Scoring Phase by the player who controls it.

Homeworld Planets



Each player's faction sheet will state which Homeworld Planet is theirs. This is where a faction's forces initially spawn from. These planets are placed by the players at the beginning of the game, and must be no farther away from the galactic center than three hexes. Any factions that are not being played in the game will have their Homeworlds shuffled into the location deck and placed face down randomly along with all the other location cards.

If a Homeworld Planet is in the Location Deck, and is not being used by a Player, when it is uncovered, spawn 3 Tenant ships on that tile. More on Tenants in the NPC section of the Manual.

Black Holes

If a player ever lands on a Black Hole space, all of the ships on that hex are destroyed. Black holes cannot be landed on or charted through. Time Lords are unaffected by Black Holes. It is possible for one player to force another player to land their fleet in a Black Hole, destroying their entire fleet.

Wormholes

Players can use Wormholes to move their fleets to other wormholes around the board. Treat each Wormhole as if it were adjacent to every other Wormhole, including the Galactic Center Wormhole mini in the middle of the board. If the Wormhole space is occupied by one player's ships, other players can still use the Wormhole. Moving from one wormhole to another costs 1 movement speed value, as if they were adjacent to each other.

Space Stations

Space stations are all unique and offer different bonuses and abilities. Some can be conquered, others cannot. For the neutral space stations that cannot be conquered, there is no limit to how many ships or factions can remain on this card. No battles can occur on the same space as these space stations.

NPC's, Events, and Hazards

If these tiles are discovered or your ships occupy the same space at any time, they count as a Combat being initiated, and will be resolved before the next player action. Players may use Technology and Artifacts in these Combats, but not **Combat Cards**.

- **Space Pirates**
- **Racnoss Hive Tyrant**
- **Tenants**

If the miniatures for any of these three are present, you cannot chart your ships through these tiles, you will have to resolve their combat (See Combat). Since you resolve at the end of movement, you may want to move more ships into these fights to secure a Victory. If these are ever destroyed, fleets can chart through these spaces until they respawn during the Reclamation Phase. If you have to fight or are able to take control of these ships and add them to your fleet, their stats are as follows:

Ship Class	Ship Name	Attack Value	Defense	Speed
Frigate	Space Pirates	3d6	18	3
Dreadnought	Racnoss Hive Tyrant	4d6	20	N/A
Frigate	Tenants	1d8	8	N/A

Space Whales

If your ships occupy either of the two Space Whale tiles, you are not required to interact with them. As an Action, you may roll your Leaders' Influence dice against them. If you roll a 7 or higher, all three on that tile become yours and you gain a Victory Token for the successful Influence Roll. If you fail, you lose a ship.

Space Whales must be accompanied by at least one of your own ships, and they must stay together in their pod of 3. Space Whales do not benefit from any technology, ability, combat card, or artifact that would give bonuses to attack or defense.

If you use the Additional Movement Action, any amount of Whales in your fleet only count as 1 ship. So you could use the Additional Movement Action to move 5 Frigates and 3 Space whales, for example.

Ship Class	Ship Name	Attack Value	Defense	Speed
N/A	Space Whales	1d4	8	3

Space Whales respawn on their original location during the Reclamation Phase only if the entire pod is destroyed in combat

Tenants

Tenants are NPC's that will spawn above Homeworld Planets that are not being used by any players in the game. For instance, if no one is playing the Time Lords, Gallifrey will be shuffled into the planet deck at the beginning of the game. Once Gallifrey is discovered, 3 Tenant Ships will be placed on that tile.

Each Tenant Ship has 8 Defense and rolls a D8 in Combat. If you destroy all of the Tenants, you gain a Victory Token for the Combat. Tenants do not respawn during the Reclamation Phase.

Card Terminology

Card Type

Between Artifacts and Technology, there are three Card Types:

- **Buff/Upgrade:** Effect applies immediately to the owner's entire fleet.
- **Discard:** Can only be used once, then placed at the bottom of its corresponding deck.
- **Activate:** Once the Effect is applied, turn the card sideways to indicate it has been used, and cannot be used again this round. These cards are then "Reactivated", or turned right side up, during the Reclamation phase to indicate they may be used again.

Triggers

On each Technology and Artifact card, the Effect will state when that card can be applied. Buffs already happen immediately, but for Discard and Activate cards, they can be very situational. The following terms are clarifications of card nomenclature.



- **As an Action-** Meaning it takes place during the Action phase and requires an Action to execute.

- **Reaction-** The card may specify what it's ability/effect is "Reacting" to, but it can be Discarded or Activated without using an Action. Some of these can also be played outside of the action phase. If the card does not specify what it can react to, that means it can be done after another player declares something but before it resolves.
- **At Any Time-** These cards can trigger during any Phase of the game, and outside of turn order.
- **Combat Rolls-** If a Technology or Artifact gives a bonus to "Combat Rolls", that bonus is only applied for each ship, not each dice. *EX: You have a card that says "Add +2 to all combat rolls for Frigates." The Timelords, whose frigates roll 3d4, would not add 2 to each d4 rolled, only to each frigate in combat.*
- **Ships-** Anytime a card or rule references "Ships", that includes Fighters, Frigates, Dreadnoughts, Planetary Defenses, and any NPC ship under a player's control. Only in very specific circumstances will Scouts count as ships. The Shadow Proclamations Citadel and the Timelords Sky Trenches also count as ships.
- **Conquering/Conquered, Influence/Influenced, Control-** There are many triggers in the game that use this terminology. Conquer means to roll your fleet's attack strength against a planets' defense value. Influence means to roll your leaders' Influence against the planets' Influence Value. Control means that the planet is yours, and rarely stipulates having to specifically conquer or influence the planet. Occasionally, Influenced or Conquered can mean the same thing as Controlled.

Technology Cards

Players can only hold as many Technology Cards as their faction allows. Once a player has reached their Technology limit as stated on their Faction Sheet, they can still buy technology cards, but must choose to discard and replace an existing technology. Once any technology card is discarded, it is placed at the bottom of the technology deck. **Players can only have 1 of the same technology active at any one time, no duplicates of the same Technology.**

Players have a chance to purchase up to two Technology Cards during the Technology Phase. Players can still choose to spend an Action to purchase a Technology from the Market during the Action Phase.

Any time a Technology Card is purchased from the Market, it is immediately replaced with a card from the top of the Technology Deck.

During each Reclamation Phase, the cards in the Technology Market are removed and placed at the bottom of the Technology Deck, and replaced by 6 new cards.

If there is ever an effect that would allow a player to gain a Technology outside of the Technology Phase or using an Action to purchase one, unless otherwise stated by the ability or card, then you draw two from the top of the Technology Deck, keep one, and place the other on the bottom of the deck.

Artifact Cards

Every time a planet is discovered, place one Artifact Tokens on that planet. All Homeworld planets start with 2 Artifact tokens, even ones not owned by any players. Players can only search for artifacts on planets they control. When players take the “Search for Artifacts/Explore” action on a planet, remove 1 Artifact Token, and that player can draw two cards from the Artifact Deck, choose 1, and discard the other. This must be set face side up so other players know what artifact that player has.

A player can only have as many artifacts as their faction allows. If a player reaches their limit, they can still discover new artifacts, but then must choose to discard or replace that artifact.

Artifacts can be sold(discarded) during the Reclamation Phase for 15 Resources.



Allegiances and Trading

Allegiances

Each faction, other than Ancient Evil factions, have Allegiance Cards. They may choose to exchange their Allegiance Card with another player, signifying their alliance.

While Unallied

-Gain 3 VP during the Scoring Phase for every planet under your influence.

Ally Bonus

- You may trade Technology and Artifacts with your ally at the start of the Action Phase.
- For each objective your Ally accomplishes, you also gain half the reward, rounded down, during the scoring phase.
- Gain 1 VP during the Scoring Phase for every Planet or Space Station both allies control. *(ex: If the Zygons control 7 Planets, and the Cybermen Control 3, and they are allied, each player would get 10 VP in addition to other income).*
- Your ships may not enter the same Hex as your allies' ships or controlled planets, if you do, the Alliance is broken. Scouts do not apply to this rule.
- During the final Scoring Phase, you do not win if your ally wins and vice versa. There can only be one winner.

Trading

Important: Any player may give any other player Resources at any time for any reason, but may only trade Technology, and Artifacts with their Ally. Victory Tokens, Planets, Ships, and Leader Abilities/Objectives can never change hands.

Conceding the Game

For various reasons, a player may choose to concede the game before all rounds have been completed. When this happens, simply remove all ships and influence tokens that belong to their faction from the board and continue as normal with the remaining players. A player who has left may not give any resources, technology, artifacts, or victory tokens to any other player, including their ally.

Strategy Guide

While the game is very open ended and leaves a lot of room for freedom, to optimize a gameplay strategy, I have outlined some general round consistencies that seasoned players play into to gain as many VP as possible by the end of the game.

General Strategic Tips

- Taking 3 to 5 Planets or Space Stations in the first round is highly beneficial to the rest of the game.
- Choose fights you know you will win. Don't go in with just 1 or 2 ships, as those can easily be destroyed by Combat Cards. When you are on the offensive, pick fights you know you can win, or, you want to lose, but by losing you will get a lot of rewards.
- If you are going to Ally with another player, it is wise to do it early to collect shared objective rewards.
 - Completing the Leader Objective should be the first priority of the game.
- Holding Planets is valuable during the scoring phase, but unless there is a specific reason to defend a certain planet, it can be more beneficial, points-wise, to win fights and successfully complete actions that give you Victory Tokens.
 - Artifacts are very powerful, and a good use of an Action if you are unsure what to do. However, there are other ways to get artifacts, and since there are only 18 Actions in the game, choose your Actions Efficiently.
- The Racnoss Hive Tyrant and Space Pirates can be inconvenient in the early game, but defeating them can be worth it for the reward.
 - **Understanding Dice Averages** in terms of Combat, Conquering, and Influencing is **KEY** to making decisions, especially early game. How difficult is an Influence of 8 with 3d4? How difficult is Conquering a Planet with a defense of 14 with 2 of your frigates?

Moment Round Cadence and Recommendations

Round 1

- **Avoid fights-** everyone starts with roughly the same amount of ships. You want to use these to explore your region of the map, and to control as many Planets and Space Stations as possible so Income for the next round is maximized.
- **Explore** - Use your starting ships wisely during the movement phase. Start with your Scout, and move ships as you find valuable Planets, Space Stations, or special interaction tiles. Most players start with the neighboring hexes adjacent to their Homeworld, and then expand to undiscovered tiles “Behind” their Homeworld. If there are valuable planets behind you, they are usually much farther away from other players, so they are easier to hold.
- **Control** - A good Round 1 usually involves entering the Scoring Phase with 2-4 additional Planets or Space Stations under your Control. Decide which planets you discover that you want to Influence (meaning you only need one ship on that tile to attempt to control it), or Conquer it (meaning you may want to move additional ships in to achieve a higher dice roll).

Round 2

- **Fortify-** with your income from Round 1, consider keeping ships or Planetary Defenses on valuable hexes.
- **Expand-** Build a robust fleet. This may not include an expensive Dreadnought, as more ships give you more options in this Round. Continue to explore and uncover tiles, but if your fleet is strong, you may want to go on the offensive and take planets that other players have discovered or conquered in Round 1.
- **Focus on Objectives-** Your Leader Objective should always be on the forefront of your strategy. Be mindful of the board state and start making a game plan to get that Objective done by at least the end of Round 3.
- **Start Politicking-** Talk with other players, figure out how they can help you, make alliances, give assurances you won’t attack. Much of the game cannot be written on a Faction Sheet or Manual, because it happens above the board with the other players.
- **Technology and Artifacts** - Which Technologies and Artifacts become available to you will influence your play-style. Any buffs to your ships should be considered when entering a combat. You choose where and when to fight much of the time, use your Artifacts and Technology to sway battles in your favor. If you have a certain artifact that gives you extra VT for winning combats, put yourself in a position to win as many combats as possible, instead of expanding your empire.

Round 3 (The Whole Enchilada)

- **The Final Scoring Phase-** Keep in mind, the final scoring phase will count resources and Victory Tokens. Not only do you want to control Planets and Space Stations (and maybe other players Homeworlds) that have a high income, you want to ensure you have as much money and VT as possible for the final phase. Not always, but most often the player with the most VT will win the game. So **win fights, conquer planets, and successfully influence stuff**. Controlling a ton of planets at the end of the game is important, but not the whole story.
- **Go on the Offensive-** At this stage of the game, you most likely have deduced other players plans and objectives, **STOP THEM**. Choose your fights wisely, factoring in Combat Card availability, fleet strength, and possible retaliation. Preventing other players from completing their objectives, or denying them valuable controlled hexes, is just as valuable as enhancing your own board state.
- **Complete the Leader Objective** - There are 6 Actions left, use them effectively and efficiently. If the Leader Objective is close at hand, ensure you get it by the end of this Round. You can also strategize with your Ally to complete theirs, as you both get half of the others rewards for completed objectives.