



Game Manual

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Lead Designer and Artist Jan Horjus
Designer and Lead Tester Brian Clare
Special Thanks: Harry Katz, Emily Horjus, and Hien Tran
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GAMES

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The Premise

Long ago, humanity conquered the stars and colonized the galaxy. Then came the Last Great War. Both sides unleashed autonomous self-replicating war machines, the so-called Exalted Guardians, and humanity was nearly extinguished – the wonders of our golden age destroyed. Only a few forgotten colonies, too small and remote to be of any strategic significance, were spared. Now the AI war-minds have gone dormant. The hyperspace lanes have been silent for a generation. The new leaders of each colony look once more to the stars, seeking to expand their influence and establish a new order on the ruins of the old. But when diverse ideologies lead inevitably to new wars, which faction will prevail?

Which faction's legacy will shape humanity's future?

Overview / Object of the Game

Legacy of the Stars is a space empire-building game in which you take control of one of eight unique factions racing to rebuild human civilization after the war. Your goal is to become the faction whose legacy will shape humanity's future by collecting Legacy Cards representing your accomplishments – such as launching outposts to new planets, building cities, researching technology, or waging war. The first one to claim eight Legacy Cards is the winner.

Legacy of the Stars uses an innovative and intuitive action-card driven core mechanic that gives you plenty of weighty decisions without leaving the results up to chance. Diplomacy is enhanced by the Glory and Vengeance mechanics, which reward powerful empires for conquering territory from one another instead of picking on weaker neighbors. Meanwhile, the Legacy Track presides over the dramatic arc of the game, injecting events that give everyone access to Covert Operations, powerful Leaders unique to each faction, and windfalls of resources and technology.

Component List

Board and Sideboard

- 1 quad-fold Galaxy Map.
- 2 side-board half-mats.

Cards

- 9 Technology Cards
- 24 tech action cards (*3 per tech that grants a card*).
- 35 Legacy Cards.
- 16 Black-Ops cards.
- 10 Faction Cards for each of 8 factions (*7 starting-hand cards plus 3 leader cards per faction*).
- 17 special cards (*4x Covert Ops, 3x Reposition Fleet, 8x Bureaucracy, 2x Reclaim Your Home*)

Player Boards

- 8 player boards (*one per faction*).

Plastic Pieces

- 60 Cruisers (*15 of each color*)
- 20 Dreadnoughts (*5 of each color*)
- 44 Outposts (*11 of each color*)
- 20 Cities (*5 of each color*)
- 40 Pawn markers (*10 of each color*)
- 4 Exalted Guardians
- 140 Resource Tokens (*30 red, 30 green, 40 purple, 40 yellow*)

Hex Tokens

- 4 Homeworlds
- 4 Exalted Worlds
- 7 Warp Gates
- 9 City upgrade tiles

Circle Cards

- 1 Starting Player token
- 1 Most Glorious token
- 4 Rules Summary cards
- 6 Resource Multiplier cards

The Forgotten Colonies



Hermes University (basic faction)

Living by the motto “Knowledge is the Greatest Good,” the provosts of Hermes University believe there is no such thing as unethical research so long as it gets results. Founded in secret on a remote planet to avoid the prying eyes of Old Order bureaucrats, they survived the war undetected. The provosts of Hermes now consider it their duty not only to unearth the lost secrets of the Old Order, but also to surpass them.



Terra Industries (basic faction)

Terra Industries’ HQ was once a small corporate branch office on a lightly populated planet. While the collapse of the Old Order caused many such planets to lose the use of interstellar technology, the manager of this office secretly kept an illegal local-copy of nearly a tenth of the corporate patent archive. When contact with the rest of the galaxy was lost, he used this to build his office into an industrial powerhouse and take control of the planet’s economy, eventually employing 97% of the adult population. Now a new board of directors has been appointed under one of his grandchildren with a mandate to expand recruitment beyond their planet, fortify a position of market dominance, and put the competition out of business.



The Warlords of Vanir (basic faction)

The lords of Vanir are honor-bound, tribal warriors who respect strength and loyalty above all. Before the War, they existed as an isolated group on the outskirts of galactic society. Drawn into battle by the crash-landing of an Exalted Guardian, they survived the Great War with their tribal culture still intact. Their flagships are now the most formidable (and expensive) in the galaxy, and their pilots among the most skilled.



The Reavers (basic faction)

This prison colony used to be a dumping ground for the worst pirates and violent criminals of the galaxy, who were forced to work under the harshest of conditions in an extensive mining operation. When the Old Order collapsed, the colony fell into anarchy, but now a new leader has emerged – one ruthless enough to unite these brutal people behind a vision of greater plunder and destruction beyond the horizon.



The Junkers Cartel (advanced faction)

This small colony was once no more than a way station on the immense trade network of the Old Order. During the war, a battle left their system littered with the drifting husks of destroyed ships, and they have survived by salvaging ever since. Their colony is ruled by the Cartels – a group of “businessmen” recently unified under a new boss, after his rivals suffered unfortunate “accidents”. They now plan to extend their reach into the galaxy, picking clean the bones of the Old Order and laying claim to its treasures before others have the chance to challenge their power.



Canis Admiralty (advanced faction)

During the last days of the War, the surviving Exalted systematically destroyed human shipyards and spaceports throughout the galaxy. One such shipyard was to be built in the Orion sector, but the captain of the freighter carrying materials and schematics for the project defected. Instead, he took his crew to an ocean planet in the Canis sector and scuttled his ship beneath its waves. Now, with the threat of extermination seemingly passed, the descendants of that freighter crew have raised their forefathers’ ark from the depths and unlocked its contents – fabrication technology that allows larger ships to build smaller ones with resources extracted from orbit.



Vectrophage; Former University of Geryon (advanced faction)

The headmasters of Geryon believed that genetic manipulation and biologically integrated Nano-tech held a pathway to immortality. They weren't exactly wrong. After a containment failure in one of their labs, the great thinkers of this colony have been integrated into an immortal hive mind, whose grotesque, half-human drones are now spreading across the galaxy, assimilating all in their path.



The Shogunate (advanced faction)

In this feudalistic society on a formerly isolated planet, the Shogun rules with an iron fist. With a wave of his hand, he can command the nobles in his Council of Daimyo to summon their fleets for war. In exchange, the members of the Council have been granted power over their own domains, which they greedily seek to expand in the void left behind by the collapse of the Old Order, with each Daimyo fortifying new territories as quickly as he acquires them.

Resource Types

- The  symbol represents **Raw Materials**. They are used primarily to build military ships, but are also needed to prepare outposts.
- The  symbol represents **Colonists**. They are used to prepare outposts, upgrade outposts to cities, and reactivate derelict warp gates.
- The  symbol represents **Data**. It is used to research technology and to launch prepared outposts onto unclaimed worlds.
- The  symbol represents **Credits**. Credits are a wild-card resource that can be substituted for any of the other three resources at any time.
- The  symbol simply means "**any resource**". Anything that has its cost listed in  can be paid using any combination of the above resource types.

Planet Types

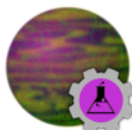
The Galaxy map is made up of hexagonal spaces, referred to as "**sectors**". There are several different kinds of worlds, with at most one world per map sector.



- **Rocky worlds** (with a Raw Material production icon) are suitable for building mining outposts to extract materials.



- **Habitable worlds** (with a Colonist production icon) are home to survivors of the war who have lost the use of advanced technology. These planets are suitable for recruiting colonists to grow your economic base.



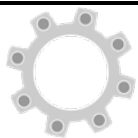
- **Irradiated worlds** (with a Data production icon) are much less habitable than they once were. They are suitable for building research outposts to gather data from the wreckage of Old Order technology.



- **Homeworlds** (with 3 of each production icon) are well-developed worlds that produce all three types of resource. Each faction begins with a single city on its homeworld.



- **Exalted Worlds** (with a name on them) were once the population and industrial centers of the Old Order. These planets are rich in resources but are still protected by the Exalted Guardians - ancient AI war machines ordered to stand watch by masters who are now long dead. These guardians must be defeated if you are to unlock the bounty of these once-great worlds.



- **Derelict Warp Gates** can also be found in the galactic core and outer rim. It should be possible to reactivate them and traverse the galaxy in an instant, but such a project would require considerable manpower.

Ship Types

There are two basic types of ship: Cruisers and Dreadnoughts. There are also Exalted Guardians, which are considered neutral entities.

➤ Cruiser



This basic military ship can be constructed at any outpost.

Cost: 1

Combat Strength: 1

➤ Dreadnought



This large military vessel can only be built at a developed city.

Cost: 2

Combat Strength: 3

➤ Exalted



Exalted Guardians are dormant AI war-machines that can be defeated in combat to earn a Legacy.

Combat Strength: 8

Structure Types

Players will expand from their homeworld by first preparing outposts and then launching those outposts onto unclaimed planets. Once an outpost has been established on a planet, it may be upgraded to a city. No planet can be home to more than one outpost or city.

➤ Outpost



Outposts are basic settlements established to gather resources. These outposts can be launched with the aid of your military vessels onto uninhabited worlds. Establishing an outpost on a planet grants you control of that planet's production icons.

Defense Strength: 2

➤ City



Your cities are the core of your empire, so defend them well. A city has higher defense, more production, and the ability to build more military ships than an outpost. An outpost can be upgraded to a city by spending a large number of colonists.

Defense Strength: 4

➤ Defense Platform



A defense platform increases the defense of the planet in its sector and prevents your ships from being forced to retreat. Each homeworld starts with one, but you may have to do some research in order to build additional platforms. No sector can ever have more than one defense platform.

Defense Strength: 2

Markers and Resource Tokens



- **Resource Tokens** match the color of their resource type.
(See Resource Types)
- **Player Markers** mark a player's progress in technology groups and along the sidebar tracks.

Set Up

1.) Place the galaxy map and sideboards.

Lay out the galaxy map. Place the two sideboards (Legacy/Glory Track sideboard and Most Glorious/Black-Ops sideboard) next to the map. Each player chooses a color and places three of their markers on the starting spaces () of the three tracks: Legacy, Glory, and Vengeance. Place the Most Glorious marker and the Black-Ops deck in their designated places.

2.) Place Legacy cards.

Separate the Legacy cards by type and place them to one side of the galaxy map.

3.) Place salvage tokens.

Place a resource token on each planet on the galaxy map that matches the resource produced by that planet. (The first player to send a ship to each planet will claim this resource.)

4.) Place Homeworlds and Exalted Worlds.

In a three-player game, place a homeworld (showing each gear icon with the number “3”) on each hex marked with “H3” on the map; then place a random Exalted world (showing a unique name) on each hex marked “E3” face up (the side with fewer gear icons). In a four-player game, place homeworlds on hexes marked “H4” and random Exalted Worlds on hexes marked “E4”.

Make sure to place homeworld tiles face up (the blue side with a “3” on each gear icon).

Place an Exalted Guardian piece on each Exalted World.

5.) Choose the starting player.

Choose a starting player randomly or in any manner you choose. This player receives the starting player marker.

6.) Determine player factions and starting hand.

Give a player board depicting a faction randomly to each player, or pick factions in any manner you choose. *Factions marked as “Advanced” (upper right corner) are not recommended for your first game.* Each player takes the starting 7 cards associated with that faction (marked by the faction’s symbol) as his or her starting hand. The leader cards associated with that faction are set aside for future use.

In a 3-player game, each player also adds a “Reposition Fleet” card to his or her starting hand.

7.) Place home cities and defense platforms on homeworlds.

Each player takes one of his or her cities as well as a defense platform and places them on one of the homeworlds on the galaxy map (usually the one closest to where they are sitting).

8.) Starting units and resources.

- Each player takes the “**starting resources**” indicated on his or her player board. All players except the starting player then receive 1  in addition.
- Each player takes the indicated number of prepared outposts and places them in the “**outposts**” box on his or her player board.
- Each player takes the ships listed as “starting fleet limit” under “**fleet supply**” and places these ships in the fleet supply box on his or her player board. The ships in that player’s starting fleet listed as “**on map**” in the fleet supply are then immediately moved from “**fleet supply**” to the player’s homeworld on the galaxy map.

9.) Place technology cards.

Take the 7 technology cards marked with a “3+” in their upper-right hand corner and lay them out where all players can see them. If this is a four-player game, also use the 2 technology cards marked with “4+”. These are the technologies that will be available for research. Place the technology action cards nearby so you can find them easily.

10.) You’re done! Begin the turn order with the starting player.



Starting Player marker

Most Glorious marker

Sideboards

Black-Ops Deck

Player markers on Legacy, Glory, and Vengeance tracks

Technology Cards

Action Cards granted by Technology

STARTING PLAYER

Warp Gates

Exalted Worlds

Homeworlds

Legacy Cards

Starting Fleet, Supply, outposts, and resources

Players' Starting Hands

Turn Order

Begin the turn order with the starting player, and proceed clockwise. Each player's turn is taken in steps.

1.) Distribute credits (starting player only).

At the beginning of the starting player's turn, each player receives 1  from the bank.
(This is done even on the first turn of the game; players other than the starting player received an additional 1  during setup, so they will have 2  total on their first turn.)

2.) Pick up action cards (optional).

By paying one resource (of any type) for each card **remaining in your hand**, you may pick up all played and discarded action cards in front of you and return them to your hand.
If your hand is empty, you may pick up all played and discarded cards for free, since you have no cards remaining in your hand.
As a last resort, you may also pick up your cards without paying any resources by forfeiting the rest of your turn (your action and discard). You might choose to do this if you cannot afford to pick up your cards but also have no playable/beneficial actions left in hand.

3.) Play one, discard one.

Play one action card from your hand by placing it in your action pile on your player board, and follow the instructions on the card to take that action. The card remains face up in your action pile until it is picked up on a later turn. The contents of your action pile should be visible to all players.
Optionally, you may also choose to **discard one card** from your hand to your discard pile **either before or after** you take your action. This reduces your hand size (and thus, the cost of picking up your cards on a future turn).

4.) End of turn effects

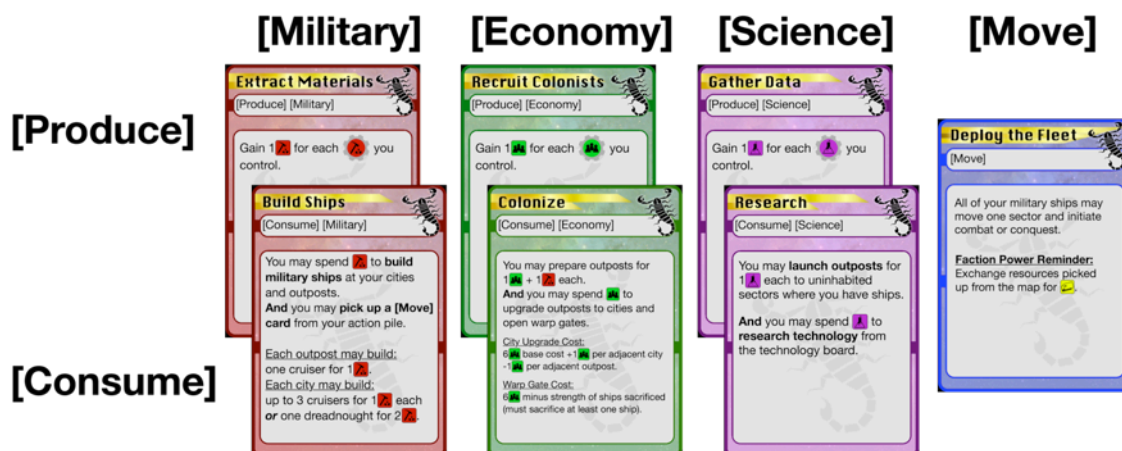
- If you have gained one or more Legacy cards during your turn, advance your marker on the Legacy Track. This may trigger one or more **Legacy Track Events**, if you are the first player to reach a new Legacy total. (See Legacy Track Events)
- Award **Glory and Vengeance** rewards, if any. (See Glory and Vengeance)

Types of Actions

The game moves forward primarily as a result of the action cards played by each player. There are three main categories of action cards in each player's starting hand: **[Produce]** cards, **[Consume]** cards, and one **[Move]** card. You can obtain additional action cards by researching technology.

The Standard Starting Hand

The game's basic faction have the same cards in their starting hand: Three **[Produce]** cards for gathering the game's three resources, three **[Consume]** cards that allow spending those resources, and one **[Move]** card.



[Produce] Actions

Taking a **[Produce]** action allows you to gain some number of resources of a specific type. Extract Raw Materials, Recruit Colonists, and Gather Data are **[Produce]** actions in each player's starting hand. The number of resources you receive is determined by the gear-shaped "production" symbols of the corresponding type across *all* the planets you "control". You "control" planets *on which you have an outpost or city*, not planets your ships are merely visiting.

- 1.) Extract Raw Materials: Gain 1  for each  you control (via outposts and cities).
- 2.) Recruit Colonists: Gain 1  for each  you control (via outposts and cities).
- 3.) Gather Data: Gain 1  for each  you control (via outposts and cities).

The city on your homeworld contributes 3 of each production symbol at the start of the game; so playing a **[Produce]** action on your first turn would yield 3 resources of the type associated with that action. Outposts generally contribute one symbol (most planets have one symbol), while cities contribute 3 symbols of the same type.

[Consume] Actions

Taking a **[Consume]** action allows you to spend certain resources to gain particular benefits.

Raw materials () are used to build military ships. Colonists () are used to prepare outposts, upgrade outposts to cities, and open warp gates. Data () is used to research technology and launch prepared outposts onto the map. Build Ships, Colonize, and Research are **[Consume]** actions in most players' starting hands. The detailed rules for consuming each type of resource are as follows:

➤ Using raw materials to build military ships (Build Ships action).

- 1.) At each of your outposts, you may build a single Cruiser for 1 .
- 2.) At each of your cities, you may either build a *single* Dreadnought for 2  or up to three Cruisers for 1  each.
- 3.) All built ships are taken from the "**Fleet Supply**" section of your player board. If you have no more ships of a certain type in your supply, you cannot build that type of ship.

Note: The Build Ships card also allows you to pick up a [Move] card from your action or discard pile!

Build Ships

[Consume] [Military]

You may spend  to **build military ships** at your cities and outposts.
And you may pick up a [Move] card from your action pile.

Each outpost may build:
one cruiser for 1 .

Each city may build:
up to 3 cruisers for 1  each
or one dreadnought for 2 .

➤ Preparing outposts, upgrading outposts into cities, and opening warp gates (Colonize action).

- 1.) You may prepare outposts at a cost of 1  and 1  each. Place prepared outposts in the "**outposts**" section on your player board. Launching outposts to uninhabited worlds requires a separate action.
- 2.) You may upgrade outposts on the map (not the ones on your player board) to cities by spending colonists.
 - a. The base cost to upgrade each outpost is 6 , but is *decreased* by 1  for each *adjacent outpost* and *increased* by 1  for each *adjacent city*. This includes enemy outposts and cities.

Colonize

[Consume] [Economy]

You may prepare outposts for 1  + 1  each.
And you may spend  to upgrade outposts to cities and open warp gates.

City Upgrade Cost:
6  base cost + 1  per adjacent city
- 1  per adjacent outpost.

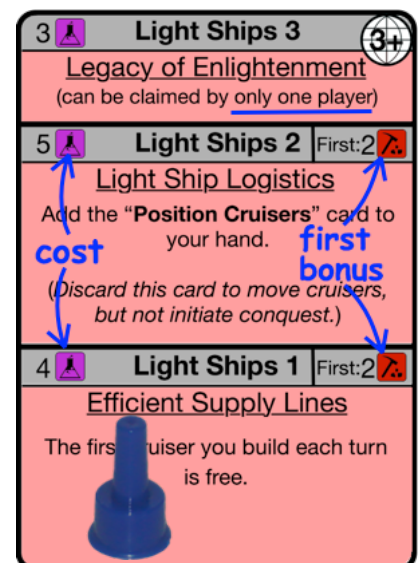
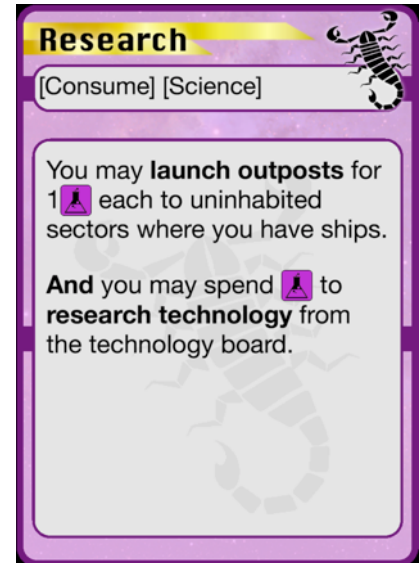
Warp Gate Cost:
6  minus strength of ships sacrificed (must sacrifice at least one ship).

- b. When you upgrade an outpost to a city, take a matching city upgrade tile (with three identical production icons of the planet's type) and place it under your new city.
 - c. If you upgrade an outpost on an exalted world into a city, flip the planet tile over to reveal the increase in production that planet gains.
- 3.) You may spend  to open warp gates.
- a. In order to open a warp gate during a Colonize action, you must have at least one ship in an unopened warp gate's sector.
 - b. The cost of opening a warp gate is 6 , minus the strength of any ships sacrificed from the warp gate's sector. You must sacrifice at least 1 ship. For example, you can pay 3  and one dreadnought, 4  and two cruisers, or any combination of colonists and ships you choose. The ships go back to your fleet supply on your player board.
 - c. Flip the warp gate you are opening to its "open" side. Then choose **one other unopened warp gate anywhere on the map** and flip it to the "open" side as well. These two gates are now connected to each other and to all other open warp gates in the galaxy.

Note: When you open a warp gate, you earn a Legacy of Exploration. There are seven warp gates on the map and four Legacy of Exploration cards available. The first six gates will be opened in three pairs, leaving the last Legacy of Exploration to be claimed by whoever opens the final gate.

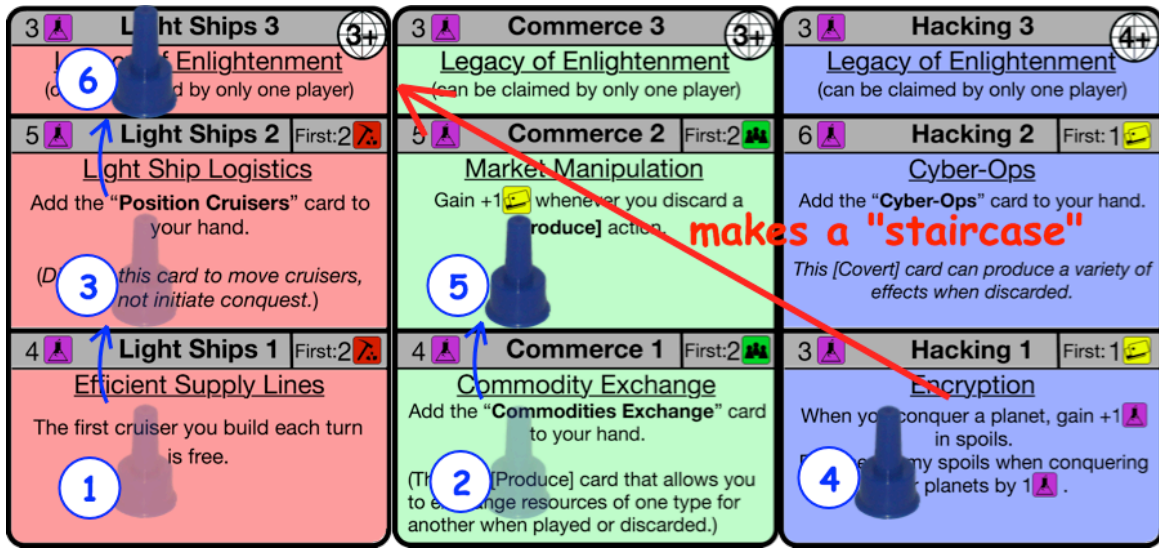
➤ **Launching outposts and researching technology (Research action).**

- 1.) You may launch prepared outposts from your player board to planets in sectors containing your military ships at a cost of 1  each.
 - a. You may launch any or all of your prepared outposts, provided there are enough valid destinations and you can afford the cost in .
 - b. A valid outpost destination is any planet that **does not** already contain an outpost or city and that **does** contain one or more of your ships to guide the outpost's final approach.
 - c. When you launch an outpost from your supply, you immediately place it on the destination planet.
- 2.) You may research new technologies by spending . Each technology card represents a group of related level 1, 2, and 3 technologies. The cost of each technology is listed on the left side of the technology card.
 - a. The order in which you research must follow the guidelines outlined in the "Technology Cards and Research Rules" section below.
 - b. Mark the technologies you have researched by placing one of your markers on the appropriate technology group card.
 - c. If you are the **first player** to research any level 1 or 2 technology, you gain the "**First**" reward listed for that technology.
 - d. If the technology you have just researched specifies adding a card to your hand, do so immediately.
 - e. You can research multiple technologies during the same Research action, so long as you have enough data.



Technology Cards and Research Rules

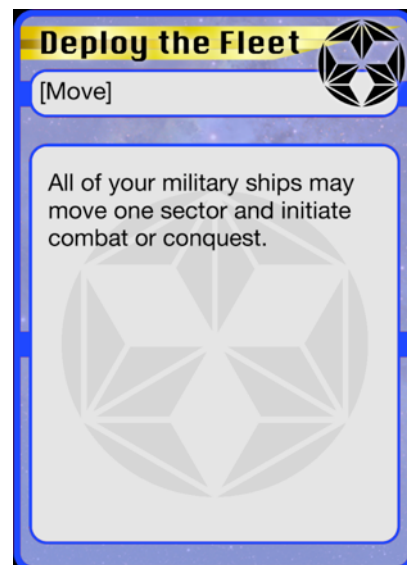
- 1.) You must research the levels of a technology group in order – i.e. you must research the level-1 technology on a card before the level-2 and 3 technologies on the same card. As you research level 2 and 3 technologies, move your marker up the card. Do not place more than one marker on the same technology group card.
- 2.) To research a level-2 technology, you must **currently** have at least two markers on level-1 technologies. (For example, the player below researches Light Ships 1 and Commerce 1 before being able to research Light Ships 2). To research a level-3 technology you must **currently** have at least two markers on level-2 technologies. You cannot research the level 2 and 3 technologies on a card without also doing some research in other technology groups. The result is a “staircase” of markers.



- 3.) Only one player may research each level-3 technology. A player who achieves a level-3 technology receives a Legacy of Enlightenment.
- 4.) In a four-player game, each technology group card may only have three markers on it. Once three players have researched the first level of a technology group, no other players may add their marker to that card.

[Move] Actions

Each player begins with one **[Move]** card: Deploy the Fleet. When playing a **[Move]** card, *all* of your military ships may move up to one space on the board. Some technologies and Legacy cards allow one or more ships to move an additional space during a **[Move]** action or to move at other times.



1.) **Collecting Salvage**

When your ship(s) enter a sector containing a salvage resource token, immediately pick up that token and add it to your supply before continuing to move other ships.

2.) **Initiating Combat**

When your ship(s) move into a sector containing another faction's ships, you may choose to initiate combat. If you choose not to initiate combat, the other faction still has the option to initiate combat with you. If neither faction wishes to initiate combat, the ships may co-exist in the same sector. If combat does take place, resolve it immediately before continuing to move other ships. (See Combat and Conquest) Any ships that participate in combat may not continue moving or move again this turn.

Note: An Exalted Guardian will always initiate combat with any ships that enter its sector.

3.) **Initiating Conquest**

If your ship(s) are in a sector with another faction's planet, and your ships' total combat power equals or exceeds the defense of that planet, you may initiate conquest of the planet. If the faction you are attacking has any ships in the sector, you must engage those ships in combat first. If a conquest is initiated, resolve it immediately before continuing to move other ships. (See Combat and Conquest.)

4.) **Using Active Warp Gates**

Ships in a sector containing an active warp gate may travel to a sector containing another active warp gate **for free** (i.e. without expending their movement for the turn). Remember, once ships participate in combat, they cannot continue to move during the same turn, even if the movement would be free.

A note on "additional" or extra moves:

*Unless otherwise specified, "additional moves" can never be stacked on the same ship during the same move action, regardless of source! For instance, the Warlords of Vanir's faction power allows them to grant an additional move to one ship that started the turn on their homeworld, and a Legacy of the Exalted allows one dreadnought to be given an extra move. These extra moves cannot be used by the same dreadnought to move three spaces in a single **[Move]** action. Similarly, if you control two Legacies of Exploration, you may give up to four cruisers an extra move of one sector each, but no cruiser may move more than one extra sector during a single **[Move]** action.*

Combat and Conquest

Combat Strength of Ships, Defense of Planets

UNIT	TYPE	STRENGTH/DEFENSE
Cruiser	Military Ship	1
Outpost	Planet	2
Dreadnought	Military Ship	3
City	Planet	4
Defense Platform	Planet Modifier	2
Exalted Guardian	Neutral Entity	8

Combat

1.) One side initiates combat:

When moving ships into a sector, the active player may choose to initiate combat with any other faction's ships in that sector. If the active player declines to do so, the owners of any ships in the sector may choose to initiate combat with the newly arrived ships.

2.) Equal exchange:

The player who initiates combat must begin removing groups of ships with equal total combat power from both sides of the combat. Continue removing ships from both sides until one side is eliminated or no more equal exchanges can be made. All removed ships are placed back in their owner's "Fleet Supply" on their player board so that they can be built again later.

3.) Retreat:

a. Only after equal exchange

If ships remain on both sides of the combat and no equal exchange is possible (for instance, a dreadnought with a strength of 3 cannot exchange equally with fewer than 3 cruisers with 1 strength each), the ships with the lower remaining total combat value *must* retreat *unless* a friendly city or defense platform is present.

b. Fortified positions

Ships in a sector with a friendly city or defense platform can choose not to retreat. In this case, combat ends with all remaining ships still in the sector – they will contribute their combat strength to the defense of the friendly planet, and will be destroyed if that planet is conquered.

c. No free moves

Ships that have moved this turn must always retreat back the way they came.

d. Retreat to safe territory

When ships retreat, the owner of the retreating ships must move them immediately to an adjacent sector that contains friendly ship(s) or a friendly planet and that does not contain any enemy ships.

e. Forced retreat

If friendly forces control no adjacent sectors, then the opposing player in the combat chooses the retreat destination. That player can move the retreating ships to *any* adjacent sector they choose.

f. No additional combat

Further combat is never initiated as the result of a forced retreat, even if ships retreat into sectors containing enemy ships.

4.) No further movement:

Ships involved in combat cannot continue to move on the same turn, but may participate in conquest so long as they have not retreated this turn.

Conquest

1.) Attacker initiates conquest

Conquest can only be initiated on your turn during an action that allows it (such as “Deploy the Fleet”).

2.) Determine planet defense

- Outposts have a base defense of 2.
- Cities have a base defense of 4.
- A defense platform increases defense by 2.
- Any of the defenders’ ships in the sector that were not already destroyed in combat add their strength to the planet’s defense.
- Technologies, leaders, or faction abilities may affect defense positively or negatively. All such modifications are summed with the base defense to determine the final defense. The final defense cannot be less than 1.

3.) Attacking player removes ships

The attacking player must remove his or her own ships in the sector with a total combat value equal to (or greater than) the final defense of the planet. If this cannot be done, no conquest takes place (no ships are removed). All removed ships are placed back in their owner’s “Fleet Supply” on their player board so that they can be built again later.

4.) Planet is conquered

- Any ships that added their strength to the planet’s defense are destroyed – return them to their owner’s “Fleet Supply”.
- If the defending planet was a city, the attacker gains a Legacy of Extermination.
- The defending city or outpost is removed and the attacker replaces it with an *outpost* of his own (never a city). This outpost does not come from the prepared “**Outposts**” section of his player board – it is a new, free outpost.
- If the conquered planet was a homeworld, the homeworld tile is flipped over to its red, conquered side, with the attacker’s new outpost placed on that tile. The first time a player’s homeworld is conquered, that player receives a “**Reclaim Your Home**” Action card.

5.) Spoils

After a planet is conquered, both the attacking and defending player gain 1  in spoils (both sides learn something from the interaction). Some cards and technologies may modify spoils.

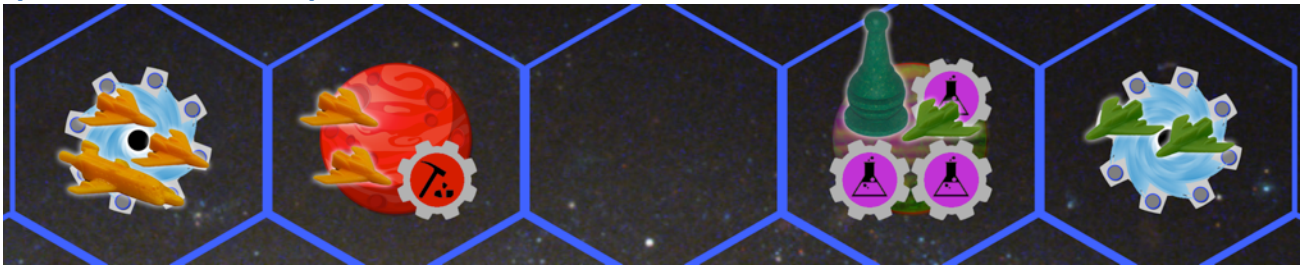
6.) Attacker may raze the outpost

- The attacker may choose to spend 1  to **raze** his new outpost instead of keeping it. Razed outposts are removed from the map and returned to the player’s bag (not the “**Outposts**” section of the player board).
- If a player conquers and then razes three or more planets in a single turn, they gain a Legacy of Extermination.
- Conquered homeworlds may never be razed.
- Outposts may not be razed except on the turn they were conquered.

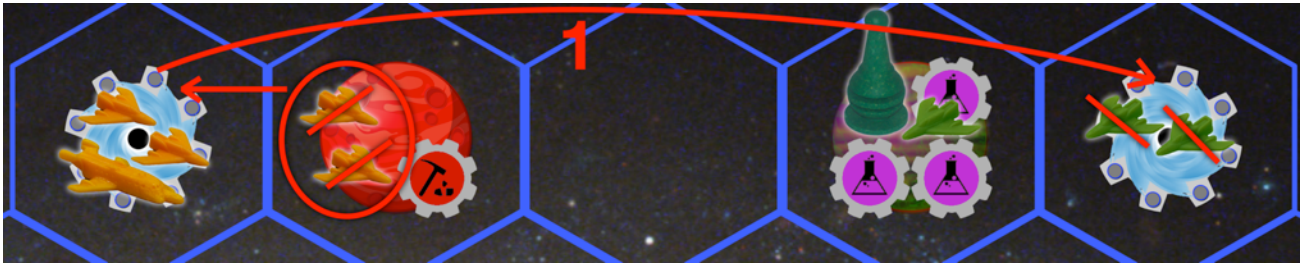
7.) Glory and Vengeance

Glory or Vengeance usually changes hands as a result of successful conquest, but this happens only once, at the end of the turn (See Glory and Vengeance).

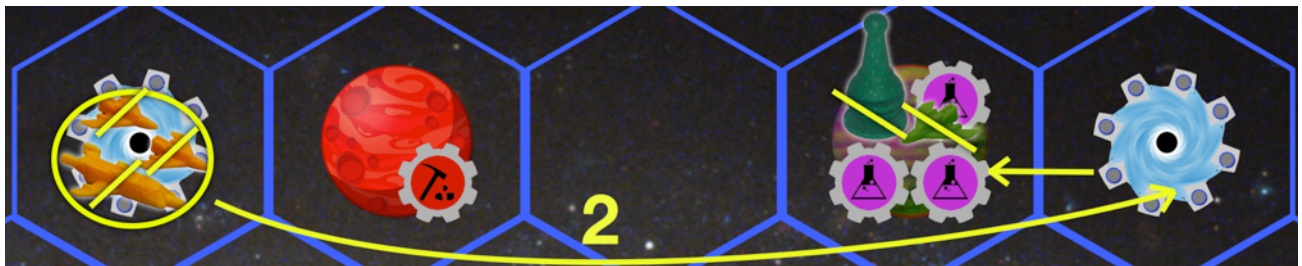
Example Move and Conquest Action



This is the map at the beginning of the Orange player's turn. They play "Deploy the Fleet", intending to conquer Green's city and score a Legacy of Extermination. Orange has no movement boosting legacies or technology.

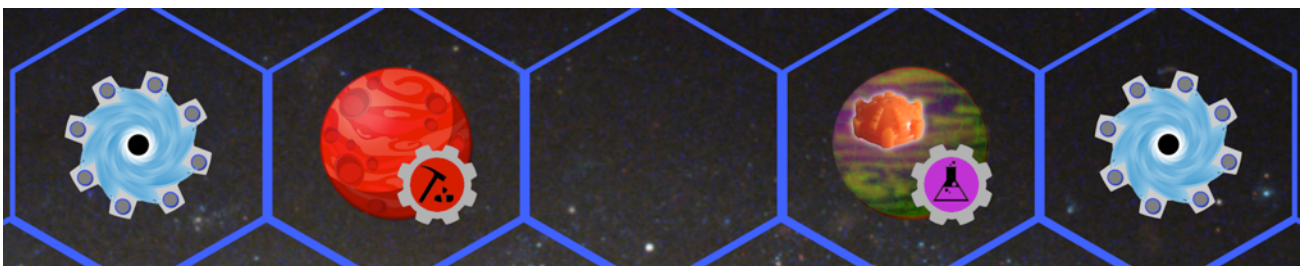


Orange begins by moving two cruisers onto the warp gate – that is one sector of movement. Orange then uses the open warp gate to perform a free move to the other open warp gate and initiates combat with Green's cruisers in that sector. Equal exchange eliminates all 4 ships.



Now that the path is clear, Orange's remaining ships (which started their turn on the warp gate) can also use the warp gate to take a free move to the other warp gate. They then use their one sector of movement to reach Green's city. The dreadnought (3 strength) and cruisers (1 strength each) total 5 strength, while Green has 1 combat strength from its cruiser and 4 planet defense. Orange's dreadnought would ordinarily cause Green's cruiser to retreat, but the cruiser will not retreat from a city, so its strength is equivalent to a defense modifier. Orange sacrifices all of his ships (5 strength) to conquer the planet (5 total defense).

Orange gains a Legacy of Extermination. Both players receive 1  in spoils, and Orange places an outpost (not a city!) on the data-producing world. Orange may then choose to pay 1  to raze that outpost, but probably will not unless he can also raze two others this turn to gain a second Legacy of Extermination.



Glory and Vengeance

- Each player starts the game with two “Glory” and two “Vengeance” on the sideboard tracks.
- At the end of your turn, if you conquered a planet from another player during your turn, compare your Glory to that player’s Glory. If the player has the **same or more Glory** than you, **take** Glory (if he or she has any) from that player – you move up one on the Glory track, and the other player moves down one. If that player has **less Glory** than you, you must **give** Vengeance (if you have any) to that player – you move down one on the Vengeance track and that player moves up one.

Edge cases:

- If you conquer planets from multiple opponents in the same turn, compare your Glory with **each** of them **before** taking Glory from any of them (i.e. if you and two opponents all have equal Glory, you could take Glory from both of them on the same turn).
 - If you need to give Vengeance to more players than the amount of Vengeance you have, give to players with the least Glory first. If there is a tie, give it to the players who already have the most Vengeance first. If there is still a tie, you choose whom to give it to among those tied.
- At the end of a turn in which you gained Glory, you gain 1  **for each Glory you now have.**
 - At the end of a turn in which you gained Vengeance, gain 1  **for each Vengeance you now have.**
 - When the **first player** reaches two on the Legacy Track, that player gains one Glory at the end of his or her turn (and  as usual on a turn when Glory is gained). At the same time, **all other players** gain one Vengeance (and  as usual on a turn when Vengeance is gained). (See Legacy Track Events)
 - Any player who earns a **Legacy of Empire** for building cities immediately receives one Glory as the special ability of that Legacy card. That player gains  as usual on a turn when Glory is gained. (See Legacy Types)
 - If, at any time, you have more Glory than every other player, take the “**Most Glorious**” marker and put it in front of you; as long as you hold it you get **+1 to resources produced by any [Produce] action** and **can win the game with 1 Legacy card fewer**. Whenever two or more players are tied for most glorious, the “**Most Glorious**” marker is kept in its designated place on the sideboard, and no one benefits from it.

Legacy Cards and the Legacy Track (Winning the Game)

In order to claim victory and ensure that your faction's legacy will shape humanity's future, you must be the first player to accumulate a certain number of Legacy cards. The number required to achieve victory is marked on the Legacy Track.

Whenever players perform actions that allow them to gain new Legacy Cards, they gain them immediately. Then, at the end of their turn they advance their marker along the Legacy Track to indicate how many Legacy cards they now have.

There are specific events that occur when the first player reaches certain numbers of Legacy Cards, which are marked and summarized on the legacy track itself (See Legacy Track Events). These events always occur at the end of the turn in which they are triggered.

Legacy Types

There are six different kinds of Legacy cards, each earned in a different way, and each granting a different benefit during the game. You may potentially earn multiple copies of a certain Legacy type, and can never lose any Legacy card once it is earned.

Legacy of Expansion

How to Earn:

Earned when you control each new multiple of 4 total planets (control = your outposts or cities are present). i.e. earn your first Legacy of Expansion when you first control 4 planets, your second when you control 8, etc.

Benefit:

Earning a Legacy of Expansion increases your *fleet limit* by 3 cruisers and 1 dreadnought, with the additional ships being added to your "**Fleet Supply**" on your player board. However, it also adds a "Bureaucracy" card to your hand.

Legacy of Empire

How to Earn:

Earned when you control each new multiple of 2 cities, not counting your homeworld.

Benefit:

When you gain a Legacy of Empire you also gain 1 Glory (and the usual  reward at end-of-turn).

Legacy of Enlightenment

How to Earn:

Earned each time you research a level 3 technology.

Benefit:

When you earn a Legacy of Enlightenment you may discard two additional cards that turn. In addition, whenever you *pick up* your action cards (i.e. at the start of your turn), you may leave up to two cards in your discard pile for each Legacy of Enlightenment you have.

Legacy of Extermination

How to Earn:

Earned each time you conquer a city **or** *raze* three or more outposts in a single turn.

Benefit:

For each Legacy of Extermination you have, you receive 1  in additional spoils whenever you conquer a planet. (This does not apply to additional conquests in the same turn the Legacy is earned.)

Legacy of Exploration

How to Earn:

Earned by spending  to open a warp gate.

Benefit:

Whenever you play a **[Move]** card you may choose two cruisers to move one additional space each for each Legacy of Exploration you have. You may not move any cruiser more than one additional space per **[Move]**

action. A card must have the **[Move]** keyword and be played as an action (not discarded) to cause this additional movement to take place.

Legacy of the Exalted

How to Earn:

Earned by destroying an Exalted Guardian. A guardian has a combat strength of 8, but by paying  during combat you may reduce its strength by up to 5, to a minimum of 3. For each  you pay during combat, reduce the guardian's strength by 1.

Benefit:

Whenever you play a **[Move]** card you may choose one dreadnought to move one additional space for each Legacy of the Exalted you have. You may not move any dreadnought more than one additional space per **[Move]** action. A card must have the **[Move]** keyword and be played as an action (not discarded) to cause this additional movement to take place.

Legacy Track Events

Remember, Legacy Track events always occur at the end of the turn in which they are triggered. The following is a detailed description of the Legacy Track events in the standard game.

First Contact

After the first player acquires a Legacy Card, **every player** adds a "Covert Ops" card to their hand, which can be used to steal resources from other players and/or invest in "Black-Ops" cards. (See Covert Ops. and Black-Ops Cards)

Glorious Legacies

The first player to acquire a 2nd legacy card gains one Glory (and associated  reward) at the end of his or her turn. When this happens, **all other players** gain one Vengeance (and associated  reward).

Leaders Emerge

When the first player acquires a 3th or 5th Legacy Card, **every player** must choose a faction **[Leader]** card and add it to his or her hand. Each faction has three unique leaders to choose from, and each leader grants powerful permanent abilities once put into play. (See Leader Cards)

Technology Proliferates

When the first player acquires a 4th legacy card, **each player, in turn order, beginning with the player triggering the event**, chooses a level 1 technology and immediately researches that technology for free. No first bonuses are gained for this free research.

Final Showdown

As soon as any player acquires a 6th Legacy card, **all other players** gain one "Black-Ops" card each. The player that triggers this event gains nothing.

Victory

If any player gains enough Legacy Cards to claim victory, the game ends immediately. You cannot claim victory on another player's turn.

When any player claims victory, all players are encouraged to look down at the Legacy Cards they have accumulated and silently contemplate: *"This is the legacy of my people. This is what we will be remembered for."*

Legacy	
8	 Victory
7	
6	First Player Here: Nothing. All others: Gain a Black-Ops Card
5	Each player adds a [Leader] from their faction to their hand.
4	Each player chooses a free level 1 tech (no first bonus). 
3	Each player adds a [Leader] from their faction to their hand.
2	First Player Here: +1 Glory All others: +1 Vengeance
1	Each player adds a Covert Ops card to their hand.
0	

Covert Ops and Black-Ops Cards

A **Covert Ops** action card is added to each player's hand when the first player gains enough legacy cards to trigger the "*All Players add a Covert Ops card to their hand*" event on the Legacy Track (See Legacy Track Events). From that point on all players will be able to use the Covert Ops card. Covert Ops allows players to steal resources from one another or acquire **Black-Ops cards**. Black-Ops cards are powerful one-time-use abilities that target other players.

The Covert Ops Card

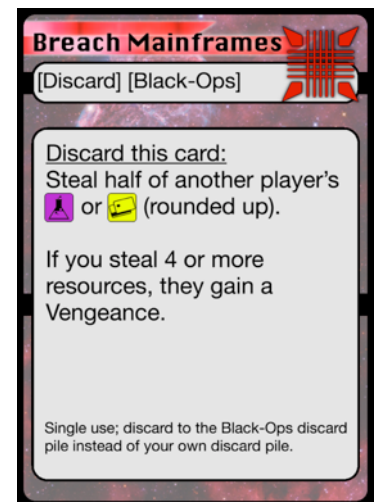
The Covert Ops card allows a player to either steal one basic resource (🔴, 🟢, or 🟡) from any other player or buy a Black-Ops card for 2🟡.

- When the Covert Ops card is *discarded*, the player chooses whether to steal a resource or purchase a Black-Ops card.
- Purchased Black-Ops cards are drawn from the top of the Black-Ops deck and are kept secret from other players.

Black-Ops Cards

Black-Ops cards represent special one-time-use abilities that interact with other players.

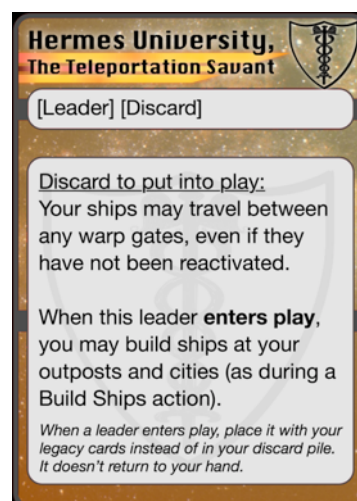
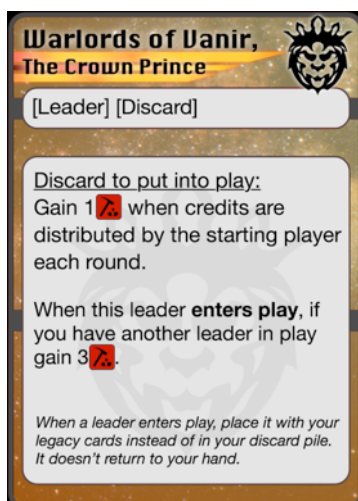
- When you gain a Black-Ops card, place it into your hand with your action cards. It counts as a card in your hand for purposes of determining the cost of picking up cards at the start of your turn.
- Do not reveal your Black-Ops cards to other players until you use them.
- To use a Black-Ops card, discard it on your turn.
- When you discard a Black-Ops card, place it in the Black-Ops discard pile instead of into your personal discard pile. It does not return to your hand when you pick up your other cards.



Leader Cards

Each faction has three unique [Leader] cards that grant powerful abilities available to no other faction. Leader cards are added to players' hands during Legacy Track events (See Legacy Track Events). You will use two of your faction's three leaders in any given game.

- Leader cards are **put into play** by discarding them on your turn. The leader card is **not** placed in the discard pile, but to the side of the player board alongside any Legacy cards the player has earned.
- Once in play, the benefits of a leader are permanent.
- Some leaders have a one-time effect when they **enter play** as well as an ongoing ability, while others only have ongoing benefits.
- If you discard a leader into play before playing an action card on your turn, the leader's ability will be in effect during your action.



Exalted Worlds mini-Expansion

If you have the “Exalted Worlds” mini-expansion, you may modify the game in the following ways:



- During setup, place a ‘mystery planet’ tile underneath each Exalted Guardian instead of a random Exalted World tile. Shuffle the ‘Exalted Worlds’ cards and place them face down near the board.
- Whenever an Exalted Guardian is defeated, reveal the top card of the Exalted Worlds deck. The planet tile matching the revealed card immediately replaces the tile under the defeated guardian. The planet is uninhabited and is placed with the side showing fewer production icons up (the other side is used if a city is ever built on that planet).
- Whenever any player controls an exalted world (by having an outpost or city on it), they immediately gain the special ability listed on its card for as long as they continue to control the planet. If another player conquers the planet, they take the card and the special ability as well.



The Fast Game Variant

The backside of the Legacy Track sideboard has details for the Fast Game variant. This experimental variant is designed to finish in about **two hours**, rather than the three-hour timeframe of the Standard Game. It is not recommended for first-time players, since there is less time to learn and less room for error in this variant.

- Set up with the Legacy Track sideboard turned to the “Fast Game” side.
- All players receive additional starting resources, indicated on the sideboard.
- Victory is achieved with 5 Legacies rather than 8.
- Legacy-track events are slightly different than in the Standard Game.
- All players begin the game with 3 Glory and 3 Vengeance rather than 2.
- The “Fast Game” technology card is printed above the Legacy Track. All players begin with the first level of this technology group already researched, making it easier for them to quickly research higher level technologies in other groups (see Technology Cards and Research Rules).

The Two-Player Variant

In the two-player variant, each player controls two factions, with victory going to the player who achieves victory with either one of their factions first.

- Set up as you normally would for a four-player game.
- Each player controls two factions “across” from one another on the galaxy map.
- Play proceeds clockwise around the galaxy map, with each player taking a turn with one of his or her two factions at a time.
- Two factions controlled by the same player are not allowed to engage in any kind of combat or conquest against one another.

Hints and Tips for New Players

- Once you've chosen your faction, it's a good idea to look at your Leader cards and familiarize yourself with them, even though they are not used until later in the game.
- Keep an eye on the Legacy Track throughout the game. If one player looks like he or she is too far ahead, don't be shy about working together with other players to slow the leader down with both military attacks and Black-Ops cards.
- Pay attention to military forces close to your borders and also to which players have Legacies or technologies that help them move their ships more rapidly – another player might be able to conquer one or more of your planets with their next **[Move]** action! Take note of whether players would gain glory for doing so and whether they currently have their “Deploy the Fleet” card in hand.
- Don't spread your fleet too thin in an effort to defend every outpost. Sometimes keeping ships behind the front lines for a counterattack is better than spreading out along a contested border.
- Don't forget about the Legacy Cards that can be earned by opening Warp Gates and fighting Exalted Guardians! Both of these Legacies improve the mobility of your fleet, and both are limited in supply. A good rule of thumb for new players is to aim to score one of each – and as soon as possible, since others will be aiming for them as well. Warp Gates, especially, tend to be overlooked by newer players.
- Don't be afraid to be opportunistic with small conquests to gain Glory. If two players conquer and reconquer the same territory, the rewards can be great for both sides. But if another player's fleet far out-matches your own or you would rather avoid war, don't worry about letting yourself fall to last place on the Glory track; once you're there it's unlikely anyone will take more territory from you unless they can gain a Legacy of Extermination by doing so.
- Think carefully about when and where you upgrade outposts into cities. The least expensive location isn't always the best. Remember that cities are targets; other players can earn a Legacy of Extermination for destroying one. If you feel confident in your military prowess, however, the ability to build dreadnoughts on the front lines can also be very powerful.
- During a Move action with a lot of ships, it can be helpful to place each ship up side down as you move it, so you don't forget which ships have already moved.
- **Read your cards**, especially Black-Ops cards, so that you know exactly what they do before playing them.
- A standard game usually takes between 16 and 20 turns. It may seem like you have plenty of time in the early game, but don't get complacent – every action counts.
- In three player games the “Reposition Fleet” card can be very influential – remember that you can discard it *before* taking your action! Move a ship to a warp gate before opening it, move ships to prime outpost locations before launching them, or just pick up a bit of salvage before researching to increase your buying power.
- For videos on different aspects of the game, subscribe to **Legacy of the Stars** go to legacyofthestars.com, and subscribe to our youtube channel.

Recommended setup for your first game

The Standard Game is strongly recommended to new players over the Fast Game.

Recommended factions for your first game are: Hermes University, Warlords of Vanir, Reavers, and (in a 4-player game) Terra Industries.

If you are unsure which technology to pick for the Hermes University faction power, the first level of the “Light Ships” group is a safe choice.

FAQ

Q: If my ship moves through a map sector with a salvage resource in it, but doesn't end the turn there, can I still pick up the salvage?

A: Yes, you pick up salvage whenever any of your ships enters a sector with salvage in it, however briefly.

Q: Can I discard a Bureaucracy on the same turn I earn the Legacy of Expansion that adds it to my hand?

A: Yes, Legacy cards are gained as soon as you qualify for them. If you have not yet discarded a card this turn, then after your action, you may discard a Bureaucracy card gained during your action.

Q: If I earn a Legacy of the Exalted during my move, can I immediately move one of my dreadnoughts an additional space?

A: No, you get the bonus movement whenever you “*play a [Move] card*”. You didn't have that Legacy when you played your **[Move]** card to take the action during which you earned it.

Q: If I trigger a Legacy Track event that adds a leader to everyone's hand, can I discard my new leader that same turn?

A: No, Legacy Track events happen at the *end of the turn*. The new leader is not added to your hand until your turn is over.

Q: Can I use cards with discard effects like Commodities Exchange or Cyber Ops on the same turn that I research them?

A: Yes, cards gained by researching are added to your hand immediately. If you did not discard a card before playing Research, you may discard one afterward, even one gained during your Research action. However, you cannot then continue researching with data or credits gained from your discard – you must discard before your action or afterward, not during or in the middle of your action.

Q: What should I do if I run out of plastic pieces of a certain type?

If you're running low on resource tokens, you can use the resource multiplier cards to represent large stockpiles with fewer tokens.

The maximum fleet limit is 15 cruisers and 5 dreadnoughts, and cannot increase beyond this number. Cities and Defense platforms are also limited to 5, at which point no more can be built.

Outposts are not intended to be limited; you should have enough outposts for the vast majority of games, but in a pinch you can use your extra technology markers as outposts or use other proxies.

Q: What if the Legacy cards for Expansion, Empire, or Extermination run out?

If you can qualify for a Legacy, you can still earn it. The number of cards included with the game should be enough for most games, but are not intended to limit how many legacies players can earn. If you do run out of a certain type of Legacy card, players can keep track of them using the circular resource-multiplier cards or with proxies.

Individual Card Notes

Reorganize:

When you discard this card, immediately pick up all other cards in your action and discard piles. If you have one or more Legacies of Enlightenment, you may leave cards in your discard pile as you would when picking up cards at the start of your turn.

Black-Ops Cards

Cut Supply Lines:

Each space on the galaxy map is a “sector”. Ships or structures in adjacent spaces are not in the same sector. If a player has over 4 strength worth of ships in sectors that don’t contain their cities or defense platforms but cannot choose exactly 4 strength worth of ships (i.e. they have 2 dreadnoughts and no cruisers in these sectors) they choose the greatest possible strength of ships fewer than 4 (i.e. one dreadnought, not both).

Influence Policy and High-Level Defector:

These cards both require another player to show you their hand and potentially discard a card of your choice. The other player does not reveal their hand to the entire table but shows it only to you. This includes [Black-Ops] and [Leader] cards in their hand. However, the card you choose to make them discard must not have the [Discard] keyword, which [Black-Ops] and [Leader] cards have. You may choose to tell other players what you have seen in the targeted player’s hand but may not offer any proof of your claims.

Leaders

Architect of the Swarm (Vectrophage)

This leader allows you to launch outposts to planets adjacent to your planets even if you don’t have a ship in the sector. If there is still salvage on a planet settled in this way, you take the salvage and can spend it immediately.

Employee Militia VP (Terra Industries)

Your cities and your outposts adjacent to cities have +1 defense. This does include your outposts adjacent to enemy cities.

Singer of Legends (Warlords of Vanir)

When this leader enters play, you gain 1 glory. However, since glory rewards are not awarded until end-of-turn, you will not be able to use those credits during your turn. If you become most glorious, however, those benefits will apply during your turn.

Whenever any player, including yourself, gains a glory reward you also gain 1 🏆. This includes the reward you gain at the end of the turn you put this leader into play.