TOM LEHMANN

Race for the Galaxy

Expansion #2:

Rebel vs Imperium

As the Imperium crushes outlying systems, Rebel worlds begin to ally, politically and militarily. Meanwhile, the Uplift Code, within the genomes of the Alien Overlords' former servitor races, is being sequenced. Can you build the most prosperous and powerful space empire in a galaxy where border conflicts rage?

OVERVIEW

This expansion adds new start worlds, goals, and game cards; action cards and VP chips for a sixth player; and takeover rules to *Race for the Galaxy* and its first expansion, *The Gathering Storm*. New solitaire game counters and material to help players track their military and takeover status are also provided.

CONTENTS

Some cards have been presorted for your first game (see Adding Cards*). Unpack the card deck carefully.*

- 1 **replacement** *Gambling World*
- 3 start world cards, numbered 9–11
- 7 action cards (for a sixth player)
- 41 game cards
- 2 2-player action cards (with)
- 1 contest entry card (see page 8)
- 6 Military/takeover status slides
- 24 cubes to track Military/status
- 3 counters to track special Military
- 1 takeover disk
- 6 victory point (VP) chips: 3 @ 1, 2 @ 5, and 1 @ 10 (the third 1 VP chip is a spare)
- 2 "most" goals (large tiles)
- 3 "first" goals (small tiles)
- 1 additional 3 VP goal chip
- 4 counters for solitaire game

Carefully remove the VP chips, goal tiles, military slides, takeover disk, and counters from their frames before your first game.

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ADDING CARDS AND GOALS

These rules assume that the first expansion, The Gathering Storm*, is being used, which is strongly recommended. If you are not using it, ignore the supplied goals, the start world setup change below, and all references to solitaire or drafting variants. The takeover rules can still be used, but ignore the references to* Improved Logistics*, a first expansion card.*

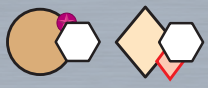
Add the new game cards, replacing the *Gambling World* with the *Gambling World* in this expansion (with a revised power; see page 10 for the table listing the number of developments and worlds for each cost/defense).

There is no sixth preset hand (players are assumed to be experienced).

A third *Research Labs* has been added for expansion play balance.

Most new card powers are variations on previous powers. Those that aren't have short text descriptions and are described in detail starting on page 9.

Ignore the symbols and next to the victory point hex on some cards; these are for future expansions.



Cards in this expansion have two marks below their card frames in the lower left corner.

Mix the new goals with the existing ones and use them normally (selecting, as before, two of the "most" goals and four of the "first" goals during setup).

For the first game of each session, set out the takeover disk with its red "no takeovers allowed" side face up. Use the military slides, cubes, and associated counters when takeovers are allowed (see *Takeovers*).

When takeovers are off, ignore all powers with takeover symbols (their text box descriptions have symbols beside them), but use these cards' other powers and attributes normally.

Start world setup (rules change): after setting out the goals to use, separate the start worlds by their blue and red (even/odd) start numbers into two groups. Shuffle each group separately. Deal two start worlds, one from each group, to every player. Shuffle any remaining start worlds with the game cards and then deal six cards to each player. Each player, after studying all eight cards, discards one of his two dealt start worlds and two of his six game cards. Players *then* simultaneously reveal their selected start worlds and begin play.

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TAKEOVERS

Introduction. Takeovers enable players, under certain conditions, to *conquer* military worlds in other players' tableaus. Alternate games with takeovers on and off, marking this with the takeover disk. The first game in each game session has takeovers *off*.

> Some players may not wish to use takeovers. Others may wish to always use them. We have designed takeovers so players can easily adapt the official alternating rule to their taste (such as always on or off).

When takeovers are off, ignore all powers with *takeover symbols* (their text box descriptions have these symbols *beside* them), but use these cards' other powers and attributes normally.

When takeovers are on, during setup give each player a Military slide and four cubes (red, purple, and two light red cubes). Set the two takeover defense counters and the Rebel takeover bonus counter nearby for later use.

A takeover is performed, as an action, during *Settle*, against a previously settled *military* world in another player's tableau. A takeover can be performed only if the player doing so has a takeover power which his target is *vulnerable* to.

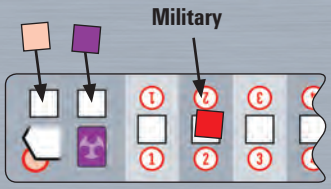
A player is vulnerable to the *Imperium Seat's* takeover power if he has at least one Rebel *military* world in his tableau.

A player is vulnerable to the *Rebel Alliance's* takeover power if he has at least one Imperium *card* in his tableau.

A player is vulnerable to the *Imperium Cloaking Technology's* takeover power if his *total* Military in his tableau is at least one.

> Total Military is calculated as for *New Galactic Order*: include negative but not specialized or temporary Military.

Use the Military slide and cubes to track your total Military (red cube) and Rebel/Imperium takeover vulnerabilities. Place a light-red/purple cube once you put a Rebel military world/Imperium card respectively in your tableau. Use the second light-red cube to track any additional Military versus Rebel worlds. Flip and abut a second, unused slide to track Military greater than 10.



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A player can be vulnerable to only some takeover powers, depending on the cards in his tableau. A player with either no military worlds or with only non-Rebel military worlds, no Imperium cards, and only temporary and/or specialized Military is not vulnerable to takeovers (in this expansion).

> Thematically, takeovers represent border conflicts short of outright war in a galaxy still mostly at peace. By not entering the "arms race" (having positive Military) or siding with either the Rebels (having Rebel military worlds) or the Imperium (having Imperium cards), an empire is safe from military action by other players.

Procedure. Takeover declarations are made when resolving *Settle* powers after placing and revealing worlds. There is no separate takeover *declaration step*, though there is a takeover *resolution step* at the end of *Settle*. As takeover powers involve a *Settle* action, they must be invoked either by players who didn't place a world or by a players with a power that allows him to place a second world during *Settle* (such as *Improved Logistics*).

> A player who didn't place a world and who had a power to place a second world, such as *Improved Logistics*, could declare two takeover attempts using two *separate* takeover powers.

> If needed, resolve *Settle* powers (and world payments) in clockwise order starting with the lowest numbered start world.

To declare a takeover, a player announces the takeover power being used, the target world, and any temporary Military being used. The takeover target cannot be a newly placed world (in that *Settle* phase). Powers and attributes of a *newly placed* world (being a Rebel military world, an Imperium card, or providing Military or defense) have *no* effect on takeovers.

> Players should place newly settled worlds at a slight angle as a reminder and update their military slides only *after Settle* is finished.

A takeover will succeed in conquering its target (when it is resolved) if the total Military of the conquering player is *greater than or equal* to the total Military of the defending player *plus* the defense of the target world.

> *Example:* a player with 4 Military discards the *Imperium Cloaking Technology* to take over a 2 defense military world from a player with 2 Military. Note that ties go to the *attacker* (as in the normal conquest rules).

> Any temporary Military being used, negative, or specialized Military, such as against Rebel military worlds or based on the target's *kind* of world (Rare, Alien, etc.), *do* apply when calculating each player's total Military. Double-check for all applicable bonuses before declaring a takeover.

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The *Rebel Alliance* provides 2 Military for each Rebel military world in its owner's tableau at the start of *Settle* when that player is attempting a takeover (only).

The *Rebel Pact* provides 2 Military for each Rebel military world and 1 Military for each non-Rebel military world in a player's tableau at the start of *Settle*, when defending against takeovers.

Counters are provided to place in front of the Military slides to mark these bonuses (as offsets, marking the total Military in each situation).

A given world can be the target of takeover attempts by several players in a given *Settle* phase. A later declaration can succeed only if all earlier declared attempts fail; a pending takeover declaration does *not* "follow" its target world to a conquering player's tableau.

Declared takeovers are resolved in clockwise order, starting with the player with the lowest numbered start world, after all players have paid for their worlds and invoked any *Settle* powers.

When resolving a takeover, if the owner of the target world has any unused temporary Military, he may boost his Military by invoking these powers.

If he had earlier partially used a temporary Military power (such as discarding just one card to boost his Military with *Space Mercenaries*), he may now use the rest of that power (by discarding a second card). (This is an exception to the general rule that a power cannot be interrupted.) Further boosting Military on defense can affect later takeover attempts.

Then, compare Military totals and the defense of the world to determine if the takeover succeeds or fails. If the takeover succeeds, transfer the world— and any good on it— to the conquering player's tableau and draw any cards for placing that world (due to a *Settle* bonus or *Draw After* powers).

If the conquered world was a windfall world without a good, it does *not* receive a good. Any effects from its previously invoked powers do persist, benefiting the empire it was taken *from*, until the end of *Settle*.

If a player with *Improved Logistics* declares two takeover attempts (using separate takeover powers) and the first declaration fails, then the second attempt automatically fails (since no first world was placed).

Typically, since takeovers are never affected by newly placed worlds, they can be declared and resolved without regard to timing. Players need to be careful only when multiple takeover declarations have been made or when temporary Military can affect the outcome.

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Takeover examples:

1. Alan, Betty, and Carol are playing; Alan has the lowest-numbered start world. Betty has 4 Military and *Rebel Colony* (a 4 defense Rebel military world). Alan has *Imperium Seat*, *Imperium Troops*, and 6 Military (8 versus Rebel military worlds). Alan chooses *Settle*, doesn't place a world, and declares a takeover against *Rebel Colony*. After Carol has used her powers, Alan takes *Rebel Colony*, placing it in his tableau, and draws a card for his *Settle* bonus.

2. Same as above, except that Betty's 4 Military includes *Space Mercenaries* (discard up to two cards for +1 Military apiece), she has *Terraforming Robots* (draw 1 card after placing a world), and no cards in hand (after placing a military world to settle). After Alan declares his takeover, Betty draws a card from *Terraforming Robots* (for the military world she settled). During takeover resolution, Betty discards the card to gain a temporary +1 Military from *Space Mercenaries*. Alan's takeover attempt now fails. (Even if Alan had some unused temporary Military among his powers, he couldn't use it, during takeover resolution, to further increase his Military.)

3. Same as above, except that Betty also has *Imperium Lords* in her tableau and Carol has *Contact Specialist*, *Rebel Alliance*, *Rebel Pact*, five Rebel military worlds, and one non-Rebel military world in her tableau. Carol's military is -1 (from the *Contact Specialist*), but she has 9 Military for takeovers against military worlds in Imperium tableaus and defends her military worlds at 10 Military (plus their defense). Carol also declares a takeover against *Rebel Colony*. If Betty chooses to spend a card to increase her military, Alan's takeover will fail and Carol's takeover will succeed. If Betty doesn't spend the card, Alan's takeover succeeds and Carol's takeover automatically fails (since the *Rebel Colony* is not in Betty's tableau when it is time to resolve it).

> Carol's attack and defense bonuses, based on her tableau at the start of *Settle*, would not change even if she were to somehow lose a Rebel military world during that phase. Adjustments to Military for newly placed, or lost, worlds take place *after Settle*.

2-Player *Rebel vs Imperium* **Takeover Scenario.** Separate the *Rebel Alliance* and *Imperium Seat* from the game cards. Use the *Rebel Cantina* and *Imperium Warlord* start worlds. Choose sides. If desired, set out goals. Deal six game cards and choose four of them normally. Then, add the *Rebel Alliance* and *Imperium Seat* to your starting hands, respectively. Takeovers are on; good luck!

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SOLITAIRE GAME

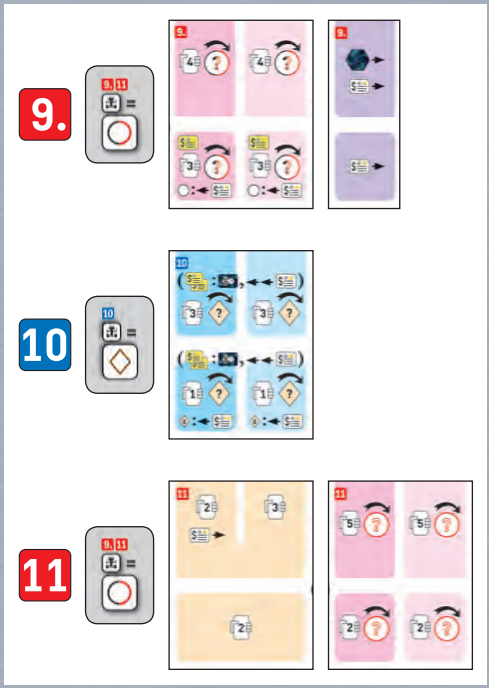
Four *two-sided* counters are provided so that the new start worlds, 9–11, can be played by the "robot opponent" in the solitaire game.

Setup: Use the "robot =" and special mat counters for each start world as shown below. All these start worlds begin with credit 1 and economy size 0. Takeovers are always off when playing the solitaire game.

The *Rebel Cantina* (9) when settling draws extra cards and flips to find either non-military *or* military worlds (whichever it finds first). It also increases its credit by one on Produce.

The *Galactic Developers* (10) receives extra card flips on Develop. As an *action*, it does not pay one credit to place a 6-cost development that it flips. On *response*, it pays two, not three, credits to place a development counter and pays one credit only to place a 6-cost development it flips.

The *Imperial Warlord* (11) receives extra cards on Explore and Settle and settles military worlds.



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DRAFTING VARIANT (2-5 players)

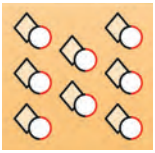
The drafting variant introduced in *The Gathering Storm*, with the additional start worlds and game cards from this expansion, now supports up to five players (with no rule changes).

CONTEST ENTRY CARD

We have left a few "slots" in the next expansion for ideas submitted by you, the players. Use the contest entry card to send your best card idea to us for possible use in future expansions. See the entry card for further details.

GOAL CONDITIONS

"First" goals:



First to have at least eight *cards* (developments or worlds) in tableau at the end of a phase (*Expansion Leader*).

First to have at least four goods in tableau at the end of a phase (*Galactic Riches*).

First to have at least three UPLIFT cards in tableau (*Uplift Knowledge*).

"Most" goals:

At least three and the most Rebel *Military* worlds (◯) in tableau (*Propaganda Edge*).

At least three and the most cards with *Explore* (Phase I) powers in tableau (*Research Leader*).

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CARD POWERS (by phase)

See page 12 for the powers of the *Hidden Fortress* and the *R&D Crash Program*, the winners of the first expansion's contest.

I: EXPLORE

Mix and Match Explore

The player combines *all* exploration draws with his cards in hand before discarding during Explore. *Thus, an* Explore +5 *becomes draw 7 cards, combine them with cards in hand, and then discard any 6 cards.*

III: SETTLE

Pay for Military ( )

As an action, the player may place a non-Alien military world ( ) as a non-military world ( ). The cost is the world's defense, with any other applicable *discounts*.

As an action, the player may place a Rebel military world ( ) as a non-military world ( ). The cost is the world's defense –2, with any other applicable *discounts*.

Take Over a World ( )

As an action, the player may *conquer* a military world ( ) in another player's tableau (see pages 3–6).

Take over a Rebel military world ( ).

Take over from a tableau with at least one IMPERIUM card, adding 2 Military for each Rebel military world ( ) in your tableau (at start of *Settle*).

Discard from your tableau to take over from a tableau with total Military of at least 1.

Reduce Pay for Military Cost

–2 cost when using a *pay for military* ( ) power.

This power does not give the player the ability to pay for military worlds; another power must be used to do so.

Conquer Non-military World

As an action, the player may discard this card from his tableau to place a non-military world ( ) as a military world ( ).

Its defense is equal to its printed cost –2. This cannot be combined with *takeover* ( ) or *pay for military* ( ) powers.

Takeover Defense ( )

The player's worlds defend against takeover attempts at +2 for each Rebel military world ( ) and +1 for each non-Rebel military world ( ) in his tableau (at start of *Settle*).

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IV: CONSUME

"up to" Four Different Kinds

Discard up to 4 *different kinds* of goods ( ) to gain 1 VP and a card draw apiece.

Gain 1 VP

Gain 1 VP.
This can *be doubled with the* Consume: 2x *bonus*.

Ante and Draw if Lucky

The player may ante a card from hand of cost or defense 1-6 to flip over that number of cards from the supply. If any of them has a larger cost/defense than the ante card has, choose any one of the cards flipped over to keep, plus the ante card. If not, discard the ante card.

Example: Alan antes a cost 5 card and flips over five cards, one of which is defense 7. Alan keeps his ante and any one flipped over card. If none of them had a cost or defense of 6 or more, Alan would lose his ante card.

	0	1	2	3	4	5	6	7	8	9
◇	0	23	12	10	11	2	22	0	0	0
○	3	11	17	15	5	6	4	1	0	0
○	0	11	9	6	3	4	2	1	1	1

# of cards at each cost/defense (both expansions)

V: PRODUCE

Produce Windfall on Other

The player produces a good on one of his *other* windfall worlds of the specified *kind* without a good on it.

This power is separate *from* Interstellar Prospectors' *normal* Produce *power and can be used when it already has a good.*

Draw for worlds

Draw 2 cards for each Uplift world with in the player's tableau.

Draw 1 card for each Rebel world ( ) in the player's tableau.

The Rebel Cantina *itself is a Rebel (non-military) world.*

ROUND END

Larger Hand Limit

Discard down to 12, not10, cards at the end of the round.

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6-COST DEVELOPMENT ? POWERS

For these developments, score end of game VPs for every card in its owner's tableau that satisfies one of the conditions listed on it, where a CARD TITLE refers to that card's presence in the tableau.

GALACTIC BANKERS

2 / INTERSTELLAR BANK, INVESTMENT CREDITS, GAMBLING WORLD

1 / other developments (including this one)

GALACTIC EXCHANGE

1, 3, 6, 10 / 1-4 different *kinds* of worlds

3 / DIVERSIFIED ECONOMY

Example: a tableau with Diversified Economy *and three different kinds of worlds would score 9 for this card.*

IMPERIUM SEAT

2 / IMPERIUM card (including this one)

2 / Rebel military world

PROSPECTING GUILD

2 / Rare elements world

1 / other world

1 / TERRAFORMING card

REBEL ALLIANCE

2 / REBEL card (including this one)

1 / other military world

UPLIFT CODE

3 / Uplift world with

2 / other UPLIFT card (including this one)

Pan-Galactic Research is a 6-cost development worth 4, not ?, VPs. Placing it does not satisfy the *Galactic Status* goal (in expansion #1), but does count as 2 VPs for *Galactic Federation*.

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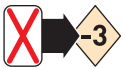
CONTEST WINNERS' CARD POWERS

The winners of the card contest in expansion #1 were adapted from entries submitted by Rüdiger Dorn *(Hidden Fortress)* and Tom Liles and James Self *(R&D Crash Program)*. Congratulations! Here are these cards' powers:

II: DEVELOP

Discard to Reduce Cost



The player may *discard* this card from tableau to reduce the cost of placing a development by 3 cards.

IV: CONSUME

Discard to Draw

The player may discard 1 card from hand to draw 1 card.

III: SETTLE

Military for Military Worlds

Contributes +1 Military for each military world (○) in the player's tableau.

GAME END

Trigger on Tableau of 14

This player triggers the game end with a tableau of 14 or more cards (instead of 12 or more).

Honorable Mentions. Kester Jarvis, Dave and Meredith Mattingly, and Gary Riley correctly anticipated already designed cards in this expansion. Congratulations!

CREDITS

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