STARCRAFT

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

All players have placed 4 orders

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

No more Orders on the board

Orders

Build Order
Gold Bonus: +1 unit build limit, & 1 resource discount on one thing you purchase.
If you have a base on the planet you may:
- Build unlimited workers and transports.
- Build units up to your unit build limit.

Mobilize Order
Gold Bonus: When starting battle draw 2 extra combat cards and +1 Attack in each skirmish.
You may:
- Move units around the planet.
- Move units to the planet from a planet with a connected transport.
- Move into 1 area only with enemy units to start a battle (See **battle** section.) May overstack this area by 2.

Research Order
Gold Bonus: Draw additional event card OR place 1 purchased technology card into your hand.
Draw an event card (place in your area without looking at it.)

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

You may draw 3 combat cards.

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

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

Regrouping Phase
Destroy all Bases and Transports
If units are in an area containing an opponents base, base is destroyed.
If a transport has no friendly bases on either connected planet, transport is destroyed.

Gain Conquest Points
Gain conquest points for each Conquest Point area you control.

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

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

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

Pass First Player Token to Left

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

Check for Special Victory
If a player has achieved his special victory game ends.

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

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

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

BATTLE

1. Place order token in contested area, move miniatures into a free space. Attacker always goes first unless specified.

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2. Each side may use 1 "Start of Battle" ability.

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3. Attacker draws 3 combat cards, defender draws 1.

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4. Attacker establishes skirmishes, pairing off units to make up the front line.
Note "Assist" units do not go in the front line unless all units on one side are assist units.

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5. Owners assign any supporting units.

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6. Place combat cards into each skirmish. Either:
- Play one combat card and optionally one reinforcement card.
- Draw the top card of your combat deck.

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7. Resolve one skirmish (both units attack at same time):
7a. Reveal cards.
7b. Attack = Major value if front line unit pictured, minor value if unit not pictured.
Defence = Major value if front line unit pictured, minor value if unit not pictured.

→ Yes ← Any more skirmishes? → No
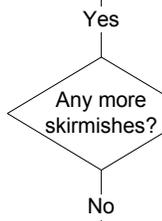
8. Resolve Splash Damage & discard.

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9. Resolve retreats as follows:
- If only the attacker has units left but is over the stack limit he must retreat excess units.
- If both sides have units left but the defender has only assist units left, he must retreat.
- If both sides have units left, the attacker must retreat.
To retreat move all units to 1 single friendly or empty area on the planet, or an adjacent planet via transports.

If front line unit pictured may use combat card special abilities.

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If front line unit pictured may use reinforcement card special abilities.
If picture has support icon and unit is in support, may use reinforcement card special abilities.

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Add support strength to Attack for any supporting unit that can hit the front line enemy.

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7c. If Attack >= enemy front line unit Health, enemy front line unit destroyed if it can be hit by attacking front line unit, otherwise a supporting unit that can be hit by the attacker is destroyed (enemies choice).
Discard played combat cards except for activated "Splash Damage" Cards.

Effects and Abilities
Cloaking: If defeated in a skirmish, instead of being destroyed unit **Withdraws.**
Detector: Cancels **Cloaking.**
Cancel: Ignore effects of other cards. Takes place before any other abilities.
Vs: Only get benefit if enemy front line unit matches description.
Assist: Unit does not go into front line but always supports.
Gain: Get benefit if you meet any requirements.
Return to your Technology Deck: After use place back in the tech deck.
Place in your Play Area: Card goes into your play area for use anytime, rather than into your combat deck.
Speciality Support Icon: This icon means reinforcement card special abilities may be used if unit is in front line or support.
Splash Damage: If an attack with splash damage destroys or **withdraws** an enemy unit, splash damage activates - place the card to the side. If splash damage is not activated the card is discarded as normal. During Step 8 a player must destroy 1 unit for each splash damage card that was activated during the battle.
Withdraws. in step 7c move the unit into a friendly or empty area of active planet if possible, otherwise destroy it.