

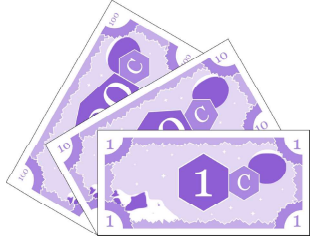
BURNING PLANETS



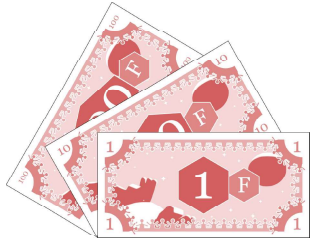
Resources



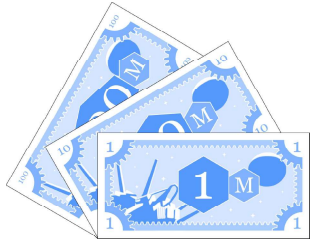
Biomass



Concrete



Food



Metal

Note: Usefulness of the resources depends on the faction, but they're always obtainable because they can be used for trading.

Victory

In the standard game mode to win all enemies have to be completely destroyed, so in case of alliances the victory can be shared, if this is wished.

Playing order

Players' turn have a specific order: catastrophic events die roll, resources updating, structures building, ships building, actions.

In the turn when a planet is newly conquered it doesn't produce resources.

In the turn when a structure is built it doesn't produce resources.

In the turn when a ship is built it cannot act.

Starting resources

Each player starts with the resources produced by its planet in 10 turns and a cannon.

Humans

Humans, well, we all know them: cruel, petty, xenophobes and warmongers. But they do their worst when they try to do something good.






They hate the Digitals because they believe they're abominable, unnatural hybrids between humans and machines.

They hate the Xenos because they believe that they play with biology creating monsters in their labs.

They hate other Humans because they're not exactly the same as them.

So, they're never happy with anything, that's why they're always at war.



Ships						
Class	Name	Attack die	Shield	Speed	Cost	
<i>Small</i>	Spear	d4	0	4	5 M 5 F	
<i>Medium</i>	Hammer	d6	1	3	10 M 10 F	
<i>Big</i>	Eagle	d8	3	2	20 M 20 F	
<i>Enormous</i>	Obliterator	d20	6	1	100 M 100 F	
	Cargo ship	<u>Doesn't attack</u> d6 defense only	2	3	15 M 15 F	

This game has been developed by Paolo Giovani






Catastrophic events



In the beginning of every turn each player will cast a d20, and the results mean:




1. Climatic anomaly: because of a climatic anomaly, in this turn greenhouses/habitats won't produce resources, it won't be possible to build new greenhouses/habitats and forests won't produce biomass;

20. Stellar wind: because of an exceptionally strong stellar wind, in this turn blast furnaces/drilling facilities won't produce resources, it won't be possible to build new blast furnaces/drilling facilities and ships won't be able to act.

Catastrophic events are valid only for the player that have obtained them.

Resources and Structures			
Name	Cost	Product	
Mountain		1 C/turn	
Forest		1 B/turn	
Blast Furnace	10 C	1 M/turn	
Greenhouse	10 B	1 F/turn	
Spaceport	5 C 5 M	Spaceships	

Defensive Structures				
Name	Attack die	Shield	Cost	
Cannon	d8	4	10 M 10 C	
Tower	d12	6	50 M 50 C	

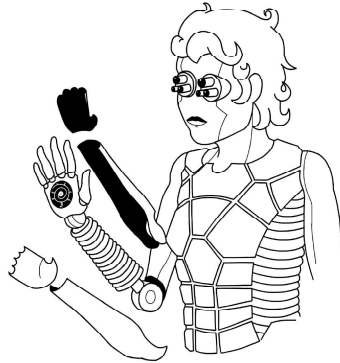
Space Structures					
Name	Attack die	Shield	Cost	Product	
Drilling facility	d4	2	10 M	1 C/turn 1 M/turn	
Habitat	d4	2	10 F	1 B/turn 1 F/turn	
Space station	d8	4	10 M 10 F		






Digitals

A community formed in part by humans, in part by aliens, the Digitals transcended their organic nature.

The freedom obtained from the new synthetic nature causes the extreme differences in appearance among them, since they don't own anymore their original bodies, and it makes them virtually immortal, having the ability to upload and download the backup of their minds in memory banks kept safe.

But freedom doesn't mean harmony, and often different groups of Digitals fight for "ethical" differences, among the most common ones the acceptance of cyborgs, considered by most "dirty Digitals", since only partially machines.



Ships						
Class	Name	Attack die	Shield	Speed	Cost	
Small	Byte	d4	0	4	10 M	
Medium	Kilo	d6	1	3	20 M	
Big	Mega	d8	3	2	40 M	
Enormous	Tera	d20	6	1	200 M	
	Cargo ship	<u>Doesn't attack</u> d6 defense only	2	3	30 M	

All the players are allowed to communicate secretly, so they can make pacts and strategies working together without the others knowing. The easiest way to communicate in this way is, obviously, through notes.

Trading

Each player is free to barter the resources with other players as it wishes. Bartering requires that a cargo ship of one of the players touches an owned planet to load the resources, and then a planet of the other player to deliver them and eventually load new ones.

Loading and delivering resources with a ship are both considered actions.

Example: Aaron wants to barter 20 biomass for 10 metal with Bjorn, Bjorn offers to use one of his ships, that is already near one of Aaron's planets, so it goes and touches the planet A, loads the biomass, it travels to the planet B where it delivers the biomass and loads the metal, and it goes back to the planet A where it delivers the metal as agreed.

Destroying a cargo ship that carries resources causes the attacker to earn those resources.

Example: Cletus wants to barter 10 metal for 30 concrete with David, he uses one of his ships that is already touching one of his planets, so he departs with the metal shipment from the planet C, he touches a planet D delivering the metal and loading the concrete, but while going back to a planet C to deliver it one of Eleonor's ships attacks and destroys the cargo ship, so E takes the concrete and C gets nothing.

Barterers don't have to be public, in this case agreements can be secret too. In case they're secret the two parts have to write down the transaction and sign it, pointing out not only the resources but the ship's identification number too, so, if the ship gets destroyed they will be able to confirm the content. The contract when signed will be left turned facing down on the table and touched no more. When the delivery of the resources will happen, since every player update their own, it has to be said out loud that one is getting a shipment, so it will be obvious that it's not cheating. When the transaction will be completed the contract will have to be made public by turning it, so everyone will be able to know that no one has cheated.

Peculiarity: Cargo ships when destroyed leave to the attacker the resources used to build them.

To not get confused about ships' actions, to use both the available actions they have to be used one after the other, and if they're not the second action is lost.

Conquest

To conquer an uninhabited planet it's enough to reach it with a ship, then the player's monolith is placed in the center of it. The center cell cannot be used for anything else since it's reserved for the monolith. The conquest counts as an action for the ship that does it.

To conquer an enemy planet all the structures have to be destroyed, to destroy the structures it's enough to be in a cell touching the planet, and each ship that touches the planet can destroy one structure for each action (this doesn't work with defenses, that have to be attacked like ships). To destroy the structures all the defenses (cannons and towers) have to be destroyed first.






Orbital bombardment



Placing 6 ships of *Enormous* class around the planet, exactly around the 6 vertexes of the planet's grid, when they're all in position a bombardment can be made, destroying all the structures, both buildings and defenses, in just one turn. This action requires a whole turn from every ship in the formation, so to execute it they must have not done any other action in the turn.




Alliances

In a match with more than two players alliances can be made.

The game's set doesn't have any kind of token for alliances because alliance is a volatile concept, based on faith, so as the agreement for an alliance is an oral pact between two players made in any moment, and so the end of it can happen in any moment by decision of any of the parts, and the respect of the alliance is responsibility of the players.

Resources and Structures			
Name	Cost	Product	
Mountain		1 C/turn	
Forest		1 B/turn	
Blast Furnace	10 C	1 M/turn	
Greenhouse	10 B	1 F/turn	
Spaceport	5 C 5 M	Spaceships	

Defensive Structures				
Name	Attack die	Shield	Cost	
Cannon	d8	4	10 M 10 C	
Tower	d12	6	50 M 50 C	

Space Structures					
Name	Attack die	Shield	Cost	Product	
Drilling facility	d4	2	10 M	1 C/turn 1 M/turn	
Habitat	d4	2	10 F	1 B/turn 1 F/turn	
Space station	d8	4	20 M		

Xenos

A race that have made bioengineering their guiding star. Since they don't use specific names to differentiate among sentient races, not even their own, they're known as *Xenos*, a despising term used by Humans.

In their enormous bioreactors they produce advanced polymers from organic matter, they use tools built from components grown in labs, the processors of their machines are brains by any mean: when you look at a *Xenos*' ship, you are unable to understand if it is a machine or a beast, and maybe, it's both.



Ships						
Class	Name	Attack die	Shield	Speed	Cost	
<i>Small</i>	Scout	d4	0	4	10 F	
<i>Medium</i>	Hunter	d6	1	3	20 F	
<i>Big</i>	Butcher	d8	3	2	40 F	
<i>Enormous</i>	Devourer	d20	6	1	200 F	
	Cargo ship	Doesn't attack d6 defense only	2	3	30 F	

asteroid, only one structure per ship. The structure have to be bought when the ship departs from the planet, and as every resource on cargo ships, in case of the ship's destruction it goes to the attacker. Drilling facilities and habitats aren't military structures, and for this very reason they can attack only once per turn, since they're not built to fight. They can be moved, always carrying them with a cargo ship.

Space stations can be placed in any empty cell in space, but they have, as other space structures, to be loaded from a planet and placed by a cargo ship, since they don't have a propulsion suitable for travel. To place them the ship can unload them in any neighboring cell. As everything that is carried by cargo ships, space stations too are loot obtainable when destroying the ship that carries them. They can be moved, always carrying them with a cargo ship.

To avoid useless complications, instead of writing a new sheet for each transport, it's advised to make a single "register" of transports, so just a sheet with a list "Item – Ship's number" for each row, to be turned facing downwards during the transport, and to be turned again when the transport is accomplished (or the ship destroyed) to render public one's own actions.

Fighting

For each action a ship can move of as many cells as much is its speed, or attack another ship or structure in a neighboring cell. Each ship has 2 actions each turn, that can be used as the player wishes, for moving or attacking.

Peculiarity: Ships of class *Enormous* have only 1 action that can be used for movement, but 4 to attack.

To attack one has to be in the neighboring cell:

1. The attack die of the attacking ship/structure is cast, and the enemy player casts the die for his own;
2. If the attacker's die gives a number that is higher than the enemy's, the attack is accomplished;
3. The number of the die have to be higher than the enemy's shield;
4. If the shield's amount is exceeded, then the enemy's ship/structure is destroyed.

Defensive structures fight exactly as ships, but since they cannot move they always attack twice.

Peculiarity: the asteroids can be destroyed, but they have 18 of shield. If there is any structure on the asteroid, the structure too will be destroyed.

Collecting resources

Each turn the resource specified by the chart is earned from every resource/structure that is owned.

To keep count of the amount of resources the corresponding banknotes are used.

Building/destroying structures

Structures can be built anywhere on the owned planets, in the limits given by the planet's kind, for each planet no more than one per turn.

Structures on owned planets can be destroyed only one for each planet per turn.

Natural resources (forests and mountains) can be destroyed only on owned planets, only one for each planet per turn.

Natural resources cannot be built in any way, when destroyed the damage is permanent.

Defensive structures (cannons and towers) can be built only along the outer border of the planet.

To destroy the defenses ships have to be in the neighboring cells.






Units production



Ships can be built only on planets with spaceports and on space stations, and they have to be placed in the neighboring cells to the planet (or station), or, if the cells are all full, in the nearest free cell. Differently from structures, any amount of ships can be created each turn.




Space structures

Drilling facilities, habitats and space stations can be built only on planets with spaceports.

Drilling facilities and habitats can be placed only on asteroids. There is no need for conquering the asteroids to build on them, it's just needed, with the same mechanics as trading, to bring with a cargo ship the structure on the

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Planet generation

For each player 2 planets are positioned on the table. The first one that is generated is the starting planet.

Generating a planet goes through 4 phases: choosing the position, choosing the size, choosing the biome and choosing the resources.

Each time new dice rolls for choices conflict with earlier choices for any reason, the die roll will simply be repeated.

To decide the position of the planet, the tiles that form the playing field have to be numbered, a die is cast to obtain a random number, and the planet will be positioned at the center of the corresponding tile.

To decide the size of the planet a d4 is cast. 1 and 2 mean a small planet, 3 and 4 respectively medium and big.

3 different kinds of planets exist, that limit structures and resources:

- 1. Fair planet:** it has both forests and mountains, all the structures can be built on it;
- 2. Harsh planet:** being an inhospitable planet, the die for mountains is cast twice since there are no forests, and greenhouses cannot be built;
- 3. Water planet:** being a planet completely covered by water, the die for forests is cast twice since there are no mountains, and furnaces cannot be built.

To decide the biome of the planet a d6 is cast. 1-2 mean Fair, 3-4 Harsh and 5-6 Water.

The starting planet's biome depends on the faction:

Humans → Fair

Digitals → Harsh



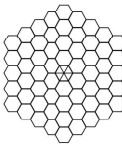
Xenos → Water

Starting planets have 5 resources, a d4 is cast, the resulting number are the forests, the remaining resources are the mountains. For planets with only one kind of resource, obviously, it's useless to cast the die since they're all 5 of the same kind in any case.

Example: I throw a d4, get a 2, so for a total of 5 resources 2 are forests and the other 3 mountains.

The resources have to be placed not on the external border of the planet whenever possible.

For the other planets dice are cast twice, once for the forests and once for the mountains. The die to be cast depends on the size of the planet:

Planet size	Die	
Small	4	
Medium	6	
Big	8	

For planets with only one kind of resource the die is cast twice and the results are summed to obtain the final amount of the only resource.

Asteroids

In the beginning of the match, after finishing the generation of the planets, the asteroids are placed. The players choose together the modifier die: the number of asteroids that have to be placed is equal to the number of tiles that form the playing field + the result of the modifier die.

The asteroids are placed in the same way as planets, but anywhere on the tile, not right in the center as them, and if they end up on the same tile, instead of casting the die again, they are placed on the same tile (planets' tiles are valid too), making up a cluster of asteroids in this way, the only obligation being to always leave the asteroids free on each side, so they have to be at least one cell far.

To prevent the player that is casting the die from strategically positioning the asteroids for his own advantage, the placing is done by each player in turn.