

The Conquest of the Galaxy, 3000AD

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[1.0] INTRODUCTION

Outreach is a simulation of intra-Galactic exploration and conflict. Extrapolating some of the trends depicted in SPI's **StarForce** game, **Outreach** posits large-scale, telestetically-guided inter-stellar travel by a variety of species. The game centers on a period of relatively rapid expansion by ambitious, dynamic civilizations striving to increase the range, and perfect the utilization of their access to the resources and experiences of the Universe. The game is divided into Game-Turns, during which each Player has the opportunity to explore unfamiliar reaches of the Galaxy, to contact any sentient beings with similar capacity for telesthetic interstellar travel, to interact with any that are contacted, and to allocate resources to such tasks as the settlement of explored areas, the production and maintenance of space-faring forces, and the increase of the level of the Player's "own" civilization. The object of the game is to locate and explore star systems, obtaining resources from them while attempting to neutralize similar efforts by other players. **Outreach** may be played by one, two, three, or four players.

[2.0] GLOSSARY OF BASIC TERMS

For the convenience of the Players, the most significant of the terms which are referred to in the Rules are defined below:

StarFleet: The basic unit of strength in the game, each StarFleet represents, in addition to actual space-faring ships, an allocation of such resources as time, energy, personnel, equipment, etc. The shift of a StarFleet into a hex may therefore represent not solely a redistribution of forces in the military sense, but also—or, alternatively—an economic decision to apply resources to the development of that hex. There are three types of Starfleets: Regular, Explorer, and Dreadnought.

Shift: The instantaneous movement of StarFleets from point to point in space, or in game terms, from one hex to another. All movement in the game is in terms of shifting. Unlike most games, movement in **Outreach** is not traced through contiguous hexes between the points of origin and destination; rather it is a **transfer** from the point of origin **directly** to the destination without any actual movement **through** the intervening space.

Stargate: A permanent self-sufficient settlement or collection of settlements in a hex which enhances the ability of Friendly and Allied Starfleets to shift into the hex and which, when augmented, produces Resource Points which may then in turn be expended for the raising and maintenance of Starfleets. Each Stargate starts the game with a "0" value; the value may be increased by allotting Resources to it. (See 14.13, 14.14).

Force: A Starfleet, or group of Starfleets, owned by the same player or "directing will" which begin the Movement Phase in the same hex.

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Friendly: A term describing the status of one Force or Stargate **vis-à-vis** another. A Force is Friendly to a second Force only if both are owned or controlled by the same Player or "directing will".

Autonomous Units: Units belonging to an imaginary "directing will", representing the forces of beings with telesthetic transport capacity which are not "owned" by any of the actual Players in the game. Autonomous units arrive according to special rules, and their actions are regulated by those rules. Autonomous units are controlled by a "Caretaker."

Caretaker: The Player controlling a given Autonomous force. The player "discovering" that force becomes its Caretaker.

Contact: The method whereby forces of different players within the same hex determine whether they have actually met and can thereby initiate interaction.

Interaction: The process which determines the relationship—friendly, neutral or hostile—between different forces that have effected contact.

[3.0] GAME EQUIPMENT

In producing a map of the galaxy for **Outreach**, we were somewhat handicapped by the fact that no one has ever really seen the whole thing! This problem is compounded by the presence of thick, obscuring clouds of interstellar dust, which at various distances, and with variable success, block our view along the plane of the Galaxy in almost every direction. The map is therefore based on the best guesses of experts, which in turn are based upon observations of the portion of the Galaxy which can be seen (parts of several spiral features are clearly discernable) and extrapolations based on the appearance of other galaxies with presumably similar features. At any rate, all the individual stars listed by name on the game-map are correctly situated relative to each other in the plane of the Galaxy.

The 22" x 34" mapsheet depicts an area some 28,000 by 50,000 light years, including approximately one-third of the Galaxy. Each hex is some 1200 light years in diameter, and represents a portion of space some 1500 light years thick. The game-map contains several different features:

Spiral Axis (green) Hexes: These hexes lie in the central realm of the Galactic spiral features and contain the thickest concentrations of planet-rich stars.

Spiral Fringe (gray) Hexes: These are situated along the edges of the spirals and contain relatively fewer Stars than the Spiral Axis Hexes.

Inter-Spiral (black) Hexes: These are the hexes defining the spaces between the spiral arms comprising the Galaxy. Few stars exist in these regions.

Galactic Nucleus Hexes: The center of the Galaxy, closely packed with older stars, which are unlikely to possess many planets.

Galactic Core Hexes: These three hexes indicate the very center of the Galaxy. No one has any idea what is there.

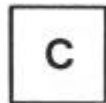
Beacon Stars: Hexes containing essentially the largest and most radiant stars visible from Earth. Each star has its official designation or name printed in its hex. Names have no bearing on play and are included in the interest of scientific accuracy.

Interstellar Dust Hexsides: Much of the Galaxy is obscured from Earth because of the presence of these thick, obscuring clouds. They seem to be concentrated in the area of the spiral arms. All of the ones we know of are included on the map [as well as many we don't know of.]

[3.2] PLAYING PIECES

On the die-cut counter sheet there are four differently-colored sets of Player pieces, four sets of Autonomous Force Counters, and 100 other miscellaneous markers. Players should punch these pieces out of the counter-sheet and sort them by color and type into the compartmentalized plastic tray.

[3.21] Unit Counter Manifest



Player-owned StarFleet counters: Each counter may represent any number and/or combination of types of StarFleets, each with a fleet designation on the front and a "C" marked on the back. The "C" side is used to indicate contact (See 7.0). Each player will keep track of the composition of the total Force that each of his StarFleet counters represents on a separate piece of paper.



Player-owned StarGate counters: Each counter may represent one StarGate of any System Point Value (see 14.1). Each player will maintain a record of the current System Point Value of each of his Friendly StarGates on a separate piece of paper.



Autonomous Force StarFleet Counters: Unlike the Player-owned counters, each of these always represents **one** Autonomous Force StarFleet. The type of StarFleet (Dreadnought or regular) is determined by the backprinted symbol on each counter, which is only revealed when necessary for Conflict or Reduction resolutions (see Sections 9.0, 10.0).



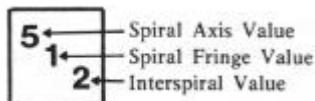
Autonomous Force StarGate Counters: Each counter represents one Autonomous Force StarGate. Unlike the Player-owned StarGate counters, the system Point Value of these StarGates are non-changeable and printed on the back of each counter.



Wisdom Chits: There are ten of these; all have a "W" printed on the front. Nine are blank on the reverse side, while one has an "X" on the reverse side.



Beacon Stars: These counters represent "new" stars discovered during the game. (See 15.0)



Potential Value (PV) Chits: Each PV chit determines the Potential System Point Value of a particular hex on the map (See 6.0). There are three values on the chit. The value in the upper left hand corner is operative if the applicable hex is Spiral Axis; the one in the center is applicable if the hex is Spiral Fringe; and the one in the bottom right hand corner applies to Interspiral hexes. Thus, using the chit pictured, if the hex it were chosen for were Interspiral, its potential System Point Value would be "two"; if it were Spiral Fringe, its Potential System Point Value would be "one"; if it were Spiral Axis, the hex would have a Potential SP Value of "five".

[3.3] SET UP

Determine how many people will be playing and select an appropriate scenario (see 18.0). The Players sit around the map so that it is clear who is sitting to the left of whom (see 4.2). Each Player receives a set of counters and deploys them according to the instructions in the Scenario set-up.

[3.31] Place all the Wisdom Chits on the table (not the game-map) "W"-side up. Then, **without revealing** the reverse sides, place one Wisdom Chit, selected at random, in **each** Galactic Core hex for a total of three used. Each time a Wisdom Chit is returned to those deployed off board all Wisdom Chits are mixed again (see Case 11.15).

[3.32] Place all Potential Value Chits in a wide-mouthed container. Players draw PV Chits from this container at random when necessary (see Rule 6.0), and the chits are returned to the container when no longer needed on the map.

[3.4] INVENTORY OF GAME PARTS

A Complete game of **Outreach** includes:

One Rules booklet
One Sheet of Die-Cut Playing Pieces
One 22" x 34" Game Map
Four Identical Sheets of Charts
One Game Box
One Plastic Die

If any parts are missing or damaged, please write:
Customer Service Simulations Publications, Inc. 44
East 23rd Street New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased to be answered by a simple one word answer. Send rules Questions to the above address and mark the envelope **Outreach Rules Questions**.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Outreach is played in Game-Turns. During each Game-Turn, Players will have the opportunity to move their forces, to explore unfamiliar regions of the Galaxy, to interact with any other forces with which they may come into contact, and to allocate their resources to various political, military, and economic projects as they see fit. The Scenarios (18.0) define the number of Game-Turns which the Game will last; generally, play will continue until one or more Players have achieved a victory (as defined in each scenario). All action must take place in the sequence outlined below. Any action occurring outside the sequence as outlined is a violation of the Rules and is not permitted.

[4.2] GAME-TURN OUTLINE

A. SHIFT ORDER DETERMINATION PHASE

The Players seat themselves around the game map. Each Player draws a chit from among the PV chits and totals all three numbers which appear on the chit. The Player with the highest total moves first, and the Player immediately to the left of the first player moves second, and so forth. This procedure determines the Shift Order for that Game-Turn only; i.e., the Player moving first on Game-Turn One will not necessarily move first on Game-Turn Two.

B. SHIFT PHASE 1.

Regular Shifts:

Beginning with the first Player and continuing in clockwise Player order all StarFleets may attempt movement from one hex to another hex in accordance with the Rules governing Stellar Shifting (5.0). As each StarFleet (or group of StarFleets) is shifted, the success of the move is determined by consulting the Scatter Table (5.5), and any effects called for by that table are applied immediately. After all Player movement is complete, any eligible autonomous forces are moved by their "caretaker" in accordance with the rules governing the actions of autonomous forces (13.0).

2. Reserve Shifts:

Beginning with the **last** Player to complete Regular Shifts, and continuing in **reverse** order back to the first Player to move, each Player may move one "reserve" StarFleet or stack of StarFleets which did **not** conduct a Regular Shift earlier in the Game-Turn (see 5.2).

C. EXPLORATION PHASE

Beginning with the first Player and continuing in order with each of the other Players, any "unexplored hexes" in which a Player has one or more StarFleets may be explored. Refer to the Exploration Table (6.7) to determine the success of **exploration efforts** (see 6.0).

D. GALACTIC INTERRELATION PHASE 1.

Contact Segment:

For each hex in which there are forces which do not belong exclusively to one Player, the Contact Table (7.4) is consulted to determine if the forces in question are aware of each other's presence (see 7.0).

2. Interaction Segment:

For each hex which contains forces controlled by different players, each of the affected players may refer to the Interaction Matrix (8.3) to determine the relationships between the two Players. The Interaction Matrix is also used to define the relationship between a Player and any Autonomous Force which may be contacted. Players may change their relationship **vis-à-vis** the other players forces each turn, within the confines of 8.0.

3. Conflict Segment:

For each hex which contains more than one Force conflicts between pairs of forces **may** occur (see 9.0), as long as contact has been established and according to the relationships of the parties involved.

4. Reduction Segment:

"Reduction" is the neutralization (a process which renders the gate useless) of StarGate counters. Neutralization may occur in hexes where there is (1) a StarGate counter and (2). one or more Unfriendly Forces and **no** Friendly Force (see 10.0).

E. FATE PHASE

Beginning with the first Player and continuing in order with each of the others. Players roll on the Fate Table, applying, if they so desire, Resource Points to influence the results. Any results applicable from such die rolls are implemented immediately. In the event of the discovery of an Autonomous Force, recourse to the Interaction Table and possibly the Conflict and/or Reduction Tables will be called for.

F. RESOURCE ALLOCATION PHASE

The Players calculate their Resource Point totals based on the amount of System Points controlled. Each Player may transform existing StarFleets into StarGates or gain the allegiance of neutral settled hexes. Each Player may also expend Resource Points to construct **new** StarFleets and/or to settle hexes with a Friendly StarGate. (see 14.0)

[5.0] STELLAR SHIFTING

GENERAL RULE:

During the Shift Phase, each Force may **conduct** Stellar Shifts (movement) from one hex to another. Shifting is not movement **through** space, as is normally thought of, but rather it is "jumping" from one point in space **directly** to another point **without having physically traversed the intervening space**. This transfer from point to point is referred to as a "shift." As such, there are **no** "Movement Allowances" for StarFleets (as there are for units in many other SPI games). The capacity of a Force to shift from one point to another is theoretically unlimited, although in practice there are several factors which enhance and/or constrain their capacity to move. For example, shifts of long distances are generally more risky than shorter shifts. A "risky" shift may fail and result in the shifting Force being "scattered." This risk decreases as the Civilization Level increases.

The Movement Phase consists of Regular Shifts by each Player, followed by the movement of Autonomous forces and any Reserve Shifts conducted by the Players.

PROCEDURE:

Starting with the first Player and continuing in order (see Case 4.2), each Player conducts Regular Stellar Shifts for as many of his StarFleets as he wishes to move. The distance of the shift is calculated in hexes and cross indexed with a die-roll on the Scatter Table (5.38). If a "scatter" result is obtained, the effects are applied immediately. After all Regular Shifts have been completed, any Autonomous StarFleet movements called for by the rules governing the use of Autonomous Forces are conducted (see Rule 12.0). Finally each Player, starting with the last Player to conduct Regular Shifts and proceeding in **reverse** order, has the option to conduct Reserve Shifts for one Force (only).

[5.1] HOW TO CONDUCT STELLAR SHIFTS

[5.11] During the Shift Phase, each Player may move (or shift) as many or as few of his StarFleets as he wishes. Players may shift only their own Forces. Players may never shift, nor examine other Player or Autonomous Forces or StarGates (Exception: see 13.23).

[5.12] Each Force is shifted individually. Once a Player stops shifting one Force and begins shifting another, the first Force may not conduct any more Stellar Shifts until a subsequent Shift Phase.

[5.13] Friendly StarFleets occupying the same hex at the beginning of the Shift Phase may combine to form one or more Forces. Friendly StarFleets in different hexes at the start of the Shift Phase may not combine to form one Force during that Shift Phase. Therefore, a Force which shifts from hex A to hex B may not "pick up" a StarFleet in hex B and then shift to hex C during that Shift Phase. The original Force, by itself, may, however, shift to hex C, providing the requirements of Case 5.21 are met.

[5.14] There is no limit to the number of Star Fleets that may occupy any one hex. The number of StarFleets in a hex has no effect on the ability of any one Force to shift in or out of that hex.

[5.15] Each StarFleet has a Civilization Level Range (CLR) which limits the distance over which it may shift in relative safety. The CLR of a StarFleet is equal in hexes to the square of the owning Player's Civilization Level (exception, for Autonomous Civilization Levels see 11.2). **For example**, if Player A has a Civilization Level of one, the CLR of all his StarFleets is one hex; if Player B has a Civilization Level of 3, all his StarFleets have a CLR of nine (3 X 3) hexes. A Force may conduct a Stellar Shift that exceeds its CLR **only** if it shifts **from** (not "to") a Friendly or Allied StarGate.

[5.2] THE CONCEPT OF CONTINUAL SHIFTING

[5.21] A Force which successfully completes a shift (i.e., does not scatter), the distance of which is less than or equal to that Force's CLR, to a hex containing a Friendly or Allied StarGate, may continue its movement by conducting another shift. There is no limit to the number of shifts which a Force may make to hexes containing Friendly or Allied StarGates during one Movement Phase, so long as these conditions are fulfilled.

[5.22] A Force which successfully shifts to a hex which does **not** have a Friendly or Allied StarGate must cease movement for that Game-Turn.

[5.23] A Force which successfully completes a shift which is greater in distance than that Force's CLR must cease movement for the rest of that Game-Turn (see 5.15).

[5.24] A Force for which a "scatter" result is obtained on the Scatter Table may suffer attrition (see 5.51). Any surviving StarFleets are immediately transferred to their designated scatter hex (see 5.52), and must cease movement for the rest of the Game-Turn. Exception: Autonomous Forces **never** suffer attrition.

[5.3] RESERVE SHIFTS

Forces that have not conducted a regular Shift in a given Game-Turn may use Reserve Shift under certain conditions. Except where noted the Rules governing Regular Stellar Shifts apply equally to Reserve Shifts.

[5.31] Each Player may conduct Reserve Shifts only after all Autonomous Force movement (if any) has been finished.

[5.32] Only **one** Friendly Force per Player may be moved by Reserve Shift in any given Shift Phase.

[5.33] Forces which have conducted one or more Regular shifts during a given Game-Turn may **not be moved by Reserve Shifting in the Game-Turn**.

[5.34] A Force may only conduct Reserve Shifts that are equal to or less than that Force's CLR (see 5.15).

[5.4] SCATTER

All Forces which conduct Stellar Shifts of a distance greater than one hex run a risk of scatter and attrition. Scatter is involuntary, uncontrolled shifting of a force to a hex other than the one to which it was intended the Force should shift. Certain factors and conditions affect the chances for, and the potential severity of, scatter. In addition, forces that scatter may suffer attrition; i.e., they may lose some of their StarFleets.

[5.41] Calculate the length of the shift, in terms of the number of hexes, by tracing the shortest possible path of contiguous hexes between the hex the StarFleet(s) is shifting from and the hex it is attempting to shift into. In calculating the shift length count the destination hex, but do not count the hex of origin. A die is thrown and the result cross-referenced with the appropriate column, corresponding to the shift-length, on the Scatter Table. This determines the amount of attrition (if any) the force will suffer as well as the distance (in hexes) of any scatter. A second separate die roll then determines the direction of the scatter

(see 5.52).

[5.42] If a Force shifts to a hex with a Friendly or Allied StarGate or a Beacon Star the Player adds "one" to any die roll on the Scatter Table.

[5.43] If a shifting Force includes at least one **Explorer** StarFleet add "one" to any die-roll on the Scatter Table.

[5.44] If a shifting Force consists **exclusively** of Explorer StarFleets, the Player adds **two** to any die roll on the Scatter Table.

[5.45] If a Player's Civilization Level is greater than "one," **add** the difference between that Civilization Level and the number "one" to any die-rolls for that Player's Forces on the Scatter Table. For example, a Player's Civilization Level is 3; he will add "2" to the die-roll (3-1=2).

[5.46] Additions to die-rolls on the Scatter Table are cumulative. For example, if an Explorer StarFleet belonging to a Player with a Civilization Level of "one" shifted to a Friendly StarGate in a hex containing a Beacon Star the Scatter Table die roll would be adjusted by "+4".

[5.5] EFFECTS AND IMPLEMENTATION OF SCATTER

[5.51] If a Force that is attempting to shift a distance **greater** than its CLR (see 5.15) scatters, any attrition losses are **doubled**. Calculate the losses in StarFleets from the Percentage Loss Table and then double that number. Remember Autonomous Forces never suffer attrition.

[5.52] If a Force scatters, the direction of the scatter from the original destination hex is determined by rolling the die. See the scatter diagram on the map. The die roll corresponds to one of the numbered directions on the scatter diagram. **Example:** A Force intends to shift into hex 2020. The modified die roll result on the 6-8 column of the Scatter Table is 4. Therefore, the force scatters the 6 hexes. The die is rolled again and compared to the Scatter diagram; a "one" would send that force to hex 2014; a three would put it in hex 2623.

[5.53] A Force which scatters is removed from play if:

- a) it scatters off the board;
- b) its attempted and unsuccessful shift was **from or** to a Galactic Nucleus hex; or
- c) it has no unblocked line of sight (see 15.0) **to a** Friendly or Allied StarGate from the hex into which it has scattered. **Exception:** If a Force attempting a shift **to a** Friendly or Allied StarGate scatters, it is not removed from play.

[5.6] THE SCATTER TABLE

(see separate sheet)

[5.7] EFFECTS OF SPECIAL GALACTIC PHENOMENA ON SHIFTING

[5.71] The chances of scatter for Forces, which shift into Beacon Star hexes, are reduced (see 5.42).

[5.72] A Force, which shifts out of or into a Galactic Nucleus hex and is scattered is immediately removed from play.

[5.73] A Force may shift through an Interstellar dust cloud (see 16.0) hexside **only** if the shift is from one Friendly or Allied StarGate to another **or** from one hex to an adjacent hex. A Force is considered to be shifting "through" a dust cloud hexside if the line of sight from the hex it is shifting from to the hex it is shifting to is blocked by a dust cloud hexside (see 15.15).

[6.0] EXPLORATION

GENERAL RULE:

Each Spiral Axis, Spiral Fringe and Inter-spiral hex on the board has a potential System Point (SP) value. At the beginning of the game each Player knows only the potential SP value of a few hexes. In order to discover the value of an unknown hex, a Player must "explore" that hex with StarFleets. This is done by each Player during the Exploration Phase of the Game-Turn.

PROCEDURE:

Count up the number of Friendly Explorer StarFleets in each hex that is to be explored and multiply this number by "2". Add to this the number of regular StarFleets. Roll the die for each hex and cross-index the die-roll with the adjusted StarFleet total on the Exploration Table (6.2). The result says whether or not Exploration was successful. Exploration Table rolls are resolved in turn, starting with the first Player (see 4.2).

[6.1] THE MECHANICS OF EXPLORATION

[6.1] A Player who successfully explores a hex which

a) has not previously been successfully explored, and which;

b) has **no** Potential Value chit in it, randomly picks a Potential Value chit (see 3.32) and places it **face down** in the explored hex. Only the Player who conducted the exploration may see the face of the Potential Value chit, until such time as that hex is successfully explored by **another** Player.

[6.12] A Player who successfully explores a hex with a Potential Value chit already in it gains the right to see the value of the chit.

[6.13] A Player may not explore any hex which contains any StarGate counter, (even Friendly), even if that hex also contains a Potential Value chit.

Example: if a Player explores a hex and receives a high potential value he may forestall other-player exploration of that hex by building a StarGate.

[6.14] Autonomous Forces never use the Exploration Table (see 11.0).

[6.15] Galactic Nucleus hexes may not be explored.

[6.16] Potential Value chits are removed from any hex which contains a StarGate that has a System Point Value equal to the Potential Value of the hex (see Case 14.16).

[7.0] CONTACT

COMMENTARY:

With each hex in Outreach representing a three dimensional area some 1200 by 1500 Light Years it is far from a foregone conclusion, even given a "generational" turn, that Contact between different forces in the same hex will occur. This is particularly so when one side (or both) seeks to **avoid** Contact.

GENERAL RULE:

Whenever a hex is occupied by a StarGate counter and/or a Force(s) any of which are not Friendly to or Allied with one another, the Players consult the Contact Table to determine whether or not all forces, etc., involved become aware of each other's presence in that hex. At his option, a Player may seek to **avoid Contact**. Each distinct group of Friendly StarFleets and/or Friendly StarGates (Player-owned or Autonomous) in a hex must (separately) consult the Contact Table. Once Contact in a hex is established it automatically affects **all** Forces and the StarGate (if any) in that hex. Players may only proceed to use Interaction when Contact has been established.

PROCEDURE:

Players resolve all Contact situations starting with the lowest-numbered affected hex. For each Player-owned Force and/or StarGate involved in a possible Contact resolution, the owning Player calculates the Contact Index maximum and minimum for each Force involved and then determines which column on the Contact Table he will choose to utilize. In general, the Player will be able to choose any Index number between the maximum and minimum that he wishes, according to the action he wishes to undertake. For each **Active** Autonomous Force/StarGate, the Caretaker for such Force calculates the largest possible Contact Index. For each **Passive** Autonomous Force/StarGate, the Contact Index is the number of Starfleets in the hex. If there is a StarGate present (Autonomous) the Caretaker adds '3' to the Index, if the Autonomous Force is Passive. The Contact Index for each distinct Friendly Force/ StarGate in each hex is now announced simultaneously, and each Index is cross-referenced with a die roll on the Contact Table. If a "C" is the result on any roll for a particular hex, invert any one Player-owned Starfleet counter in that hex and place it on top of all the other counters and chits in that hex. That hex is now said to contain a "Contact" marker. Repeat this procedure until all combinations of non-Friendly, non-Allied Forces/StarGates in the same hex (that are eligible) have used the Contact Table.

[7.1] HOW TO CALCULATE THE CONTACT INDEX

[7.11] To determine the highest possible Contact Index, add the number of Friendly **Explorer** Starfleets in the hex to the total number of **all** the Friendly Starfleets in that hex; then add in the System Point Value (see 14.0) of any Friendly StarGates present. This is the maximum possible Contact Index.

[7.12] The lowest possible Contact Index is the System Point value of the Friendly StarGate (if any) in the hex. If no friendly StarGate is present, then the lowest possible Contact Index is "zero."

[7.13] A Player may select any Contact Index he wishes as long as it falls between the highest and lowest possible values (inclusive) for that hex.

[7.2] USE OF THE CONTACT MARKER

[7.21] A "C" result on the Contact Table affects all Forces and StarGate (if any) in that hex. All forces in that hex are considered to be "in Contact" with each other so long as they remain in that hex.

[7.22] At the start of the Contact Segment of each Galactic Interrelation Phase, any Forces which have shifted into a hex containing a Contact marker are placed under the Marker. Any such Forces are automatically in Contact with all other Forces and/or the StarGate in that hex.

[7.23] During the Resource Phase, any Player who places a StarGate counter (see 14.1) in a hex containing a Contact Marker must place it beneath the Contact Marker. The StarGate is automatically considered to be in Contact with all Forces in the hex.

[7.24] Allied Forces (see 8.2) are considered to be in Contact with each other at any time that they are in the same hex. So long as all Forces and/or the StarGate in a hex are Allied with each other no Contact Marker is utilized. However, if a non-Allied Force shifts into the hex a Contact Table resolution is required.

[7.25] A Contact Marker is automatically placed in any hex which, at the beginning of the Contact Segment, has three or more Forces in it under the following provision: At least one Force must be allied to a second Force which in turn is Allied to a third, which is not Allied to the first Force. Example: Player "A" is Allied with Player "B". Player "B" is allied with Player "C". Player "C" has never had any Force or StarGate in Contact with Player "A". At the

beginning of the Contact Segment, Forces of all three Players are present in a hex. Invert any of the present StarFleet counters belonging to a Player and place them on top of all other chits and counters; they are all in Contact.

[7.26] An inverted StarFleet counter "Contact Marker") is returned to face-up status again (removed) whenever all Forces and/or the StarGate in that hex are Friendly or Allied (see 7.24).

[7.27] The inversion of a StarFleet counter to indicate Contact in a hex has no effect on the particular Force represented by the counter. It may conduct stellar shifts, Conflict, Reduction, etc., as usual. If the inverted StarFleet counter indicating Contact shifts away from the hex in which it was inverted, one of the remaining Player-owned StarFleet counters is then inverted to indicate Contact.

[7.3] EFFECTS OF BEING IN CONTACT

[7.31] Interaction Matrix resolutions (See 8.2, 8.3) are possible, and may be required, only in a hex containing a Contact Marker and/or between Forces/StarGates in Contact.

[7.32] Conflict (9.0) and/or Reduction (10.0) are possible only in a hex containing a Contact Marker and/or between **Forces/StarGates** in Contact.

[7.4] CONTACT TABLE

(See separate sheet.)

[8.0] INTERACTION

COMMENTARY:

When two distinct cultures interact, there is simply no telling what the results will be, except that they will likely be novel and may bear little direct relationship to the pre-Contact intentions of those involved. Interstellar interactions, encompassing as they will so many unknowns, will undoubtedly prove even more unpredictable.

GENERAL RULE:

The Interaction Matrix is used to define how Players in Contact may interrelate with each other (within the scope of the game) as well as with any Autonomous force with which they may come into Contact. There are three Interaction Options: A) Co-operation, B) Neutral, and C) Hostile. Each Player picks an Option separately with regard to each other Player or Autonomous force (hence, it is possible to be co-operative towards one Player while being hostile towards another). These Option choices are kept track of on an Interaction Display. Players may alter their choice of options once each Game-Turn during the Interaction Segment. Autonomous force Options, with regard to a Player, may be altered randomly after all Player Options choices have been made during the Interaction Segment. By cross-referencing .Options between Players who have forces in Contact on the Interaction matrix, the Players can determine what courses of action they may take in reference to each other.

PROCEDURE:

At the start of each Interaction Segment, each Player determines which other Players and Autonomous Forces have StarFleets or StarGates in Contact with any of his own StarFleets or StarGates. For each Player or Autonomous Force with which he is in contact, each Player places a corresponding-color marker in an Option Space in the "We" section of the Interaction Display. Then, all Interaction Displays are simultaneously revealed. Each Player determines the Option chosen by each other Player toward his color. He then moves each color marker down into the "They" section, to the space in that column which corresponds to the choice toward his color of that Player.

Any random Autonomous Force Interaction Option changes (8.4) that are called for are now determined by die rolls on the appropriate Autonomous Force Random Interaction Option Table column, and the Interaction Displays are adjusted accordingly.

[8.1] HOW TO USE THE INTERACTION DISPLAYS

Each Player has an Interaction Display. The Interaction Display shows the current Interaction Options chosen by the Player vis-à-vis each other Player and Autonomous force and vice versa. Each Player's Interaction with each other Player or Autonomous force is unique and is determined separately. During the Interaction Segment, Players may alter their Interaction Option choices by re-arranging their Interaction Displays. After all Player choices have been made. Autonomous force Options with regard to certain Players may be altered randomly and the Interaction Displays adjusted accordingly.

[8.11] During the Interaction Segment, Players **must** choose Interaction Options (see 8.2) **vis-à-vis** any other Player(s) and any Autonomous Forces with which they have come into contact for the first time since the last Interaction Phase.

[8.12] After all Player Interaction Option choices have been made, Options **must** be selected randomly for Autonomous Forces which have been Contact with one or more Players for the first time since the last Interaction Phase. The "No Previous Option" column of the Random Interaction Option Table (8.4) is utilized. (Note that this applies both to Passive Autonomous Forces which will not have previously interacted with any Players in the game, and Active Autonomous forces which will have interacted with one or more other Players previously. (See 13.2).

[8.13] The horizontal dimension on the Interaction Display is used to keep track of the owning Player's Interaction Option Choices. For each other Player and/or Autonomous Force in the game with which the owning Player has at some point come into Contact, a StarGate counter of the appropriate color (or any other convenient marker) should be displayed in the appropriate vertical column of the Interaction Display. The choice of which column will indicate the owning Player's Interaction Option choice **vis-a-vis** the other. Example: If Player "X" has chosen Interaction Option "C" (hostility) with regard to Player "Y", Player "X" places a Player "Y" StarGate counter in the third column of his Interaction Display.

[8.14] The vertical dimension of the Interaction Display is used by each Player to keep track of the other Player's Autonomous Forces' Interaction Option choices **vis-à-vis** him. The Option chosen by others determines which horizontal column the StarGate counters will be placed in on the Interaction Display.

[8.15] During each Interaction Segment, a Player may alter his prior choice of Interaction Options by **secretly** executing the Interaction Procedure.

[8.16] Players may alter their Interaction Options **only** for Players and Autonomous forces with which they are in Contact (see Rule 7.2).

[8.17] Counters may never be removed from an Interaction Display unless a Player or Autonomous force is eliminated from the game (see 10.25). If a Player "loses contact" with another Player, the latter's StarGate counter remains in place on the former's Interaction Display and may not be moved until Contact is re-established.

[8.18] There are no Autonomous Force Interaction Displays, and Autonomous Forces may never Interact with each other.

[8.19] Autonomous Force Interaction Options may be altered during the Interaction Segment only after **all** Player alterations have been completed and under the following conditions: If a Player has had any counters on his Interaction Display shift **from** or **to** Option "C" during the current Interaction Segment, then all Autonomous forces with which he is in Contact are subject to random alteration of their Interaction Options in relation to him (only). For each Autonomous force, roll a die and cross-reference it with the appropriate column of the Random Interaction Option Table (8.4) to determine the Option chosen. (Exception, see Case 13.26.)

[8.2] INTERACTION OPTIONS

There are three Interaction Options: **A=Co-operation**, **B=Neutrality**, and **C=Hostility**. Each Player picks one of these Options with regard to every other Player and/or Autonomous force with which he comes into Contact, and **vice versa**. These combinations of Options limit the Interactions (in Game terms) which are possible between them. During the Interaction Segment, for every Player and/or Autonomous force that a Player comes into Contact with, each Player will select one of the three Options. After each Player has chosen his Options, each interacting pair of Players determines what combination of Options they have selected between the two of them. Then, after any possible Autonomous force alterations are resolved, each Player determines what Option combinations have resulted between him and each Autonomous force with which he is in Contact. Find the result from the list of options pairs below:

The Interaction Options

A/A: All Forces and StarGates of both sides are considered **Allied**. Friendly Forces may freely utilize Allied StarGates for shifting purposes and vice versa (Cases 5.21, 5.42). Friendly and Allied Forces/StarGates in the same hex during the Contact Segment are automatically considered to be in Contact (Case 7.24). A Force may **never** attack a Force to which it is Allied, nor may it reduce an Allied StarGate.

A/B: The Player choosing "B" may utilize the Player choosing "A" 's StarGates for shift purposes as if they were Allied, but not **vice versa**. Contact between other "A" and "B" Forces in other, mutually-occupied hexes is **not** automatic. Neither side may attack or reduce the other.

A/C: Contact in other, mutually-occupied hexes is not automatic. "A" may not attack or reduce "C." "C" Forces **may** attack "A" Forces or reduce "A" StarGates. Any such attacks are resolved two columns to the right from where they would be under normal circumstances on the Conflict Table. Any possible reductions are likewise resolved two columns to the right on the Reduction Table. Example: If a "C" Force attacks an "A" Force of equal strength, the die roll on the Conflict Table would be cross-indexed with the "200%-299% column, rather than with the "100%-149%" column.

B/B: Forces of **neither** side may use the other's StarGates for shifting purposes, nor is Contact in other mutually-occupied hexes automatic. Either side may freely initiate conflict or Reduction resolutions against the other.

B/C: If "C" attacks any "B" force, or attempts to reduce any "B" StarGate, the attack or reduction is cross-indexed with the column on the Conflict Table or Reduction Table one column to the right of the one which would normally be used. Contact in other, mutually-occupied hexes is not automatic.

C/C: Conflict is automatic and mandatory in **any** hex in which both sides are in contact. Any losses incurred by the defender are **doubled**. (Translate the percentage loss given into a number of StarFleets and then double that number.) Note that although conflict is automatic, contact is **not**.

[8.3] INTERACTION MATMX (See separate sheet)

[8.4] RANDOM INTERACTION OPTION TABLE

The RIOT is used by each Autonomous force's Caretaker to determine that force's Interrelations Options **vis-à-vis** each Player force it is in contact with. If there has been no previous contact, the Caretaker uses that column. Otherwise he uses the appropriate (previously rolled) option column. Exception: see Case 13.26.

[9.0] CONFLICT

GENERAL RULE:

Conflict may occur during the Conflict Phase between non-Friendly, non-Allied Forces in hexes which contain a Contact Marker, subject to the instructions outlined in Section 8.2.

PROCEDURE:

For each hex in which Conflict is possible, each Player present announces simultaneously whether or not he intends to attack (i.e., have conflict). Autonomous Forces will attack or not as mandated by the Rules governing their employment (Section 13.0). All attacking Players now simultaneously indicate their **Approximate** Conflict Capacity. However, for each attacking Autonomous Force, the Caretaker reveals the **True** Conflict Capacity. The Player (or Autonomous force) with the highest stated capacity attacks first. He chooses a force to attack (the defender) and both reveal their True Conflict Capacity. The attack is resolved on the Conflict Table. Losses are subtracted and the Player (or Autonomous Force) with the **second** highest Approximate (or True) Capacity now attacks (if that Force has any surviving StarFleets). This procedure is repeated until all attacks in the hex have been resolved. Players then proceed to the next hex in which there will be conflict and repeat the process.

[9.1] THE MECHANICS OF CONFLICT

[9.11] All Friendly StarFleets in a hex are considered to be one Force for the purposes of resolving Conflicts. No StarFleets may be "held back" or split into a second Force.

[9.12] Each Force in a hex may attack **once** and only once during the Conflict Phase. However, a given Force in a hex may **be** attacked any number of times during the Conflict Phase.

[9.13] Each Force attacks and defends independently. Two or more Forces may never combine for one single attack or defense.

[9.14] The True Conflict Capacity of a Force is the total number of StarFleets in the hex **minus** the number of Explorer StarFleets **plus** the number of Dreadnought StarFleets. Example: Player Z has 5 regular StarFleets, 3 Explorers, and 7 Dreadnoughts. It's true capacity is 19 (15—3+7=19).

[9.15] The Approximate Conflict Capacity of a Force is its True Conflict Capacity plus **or** minus (at the owning Player's option) up to 50% of the total. Thus a player with a true capacity of 10 may declare his approximate capacity to be anywhere between 5 and 15 (inclusive).

[9.16] For each Dreadnought StarFleet in an attacking Force, add "one" to the die roll in resolving the attack on the Conflict Table.

[9.17] For each Dreadnought Starfleet **in a** defending Force, subtract **"one" from the die roll** in resolving the attack.

[9.18] Losses are selected by the owning Player as he chooses. However, Autonomous Dreadnought StarFleets are always lost last (after all regular Autonomous StarFleets have been lost).

[9.19] Any die roll less than -2 is treated as -2, die roll greater than +9 is treated as +9.

[9.2] CONFLICT TABLE

(See separate sheet)

[10.0] REDUCTION

GENERAL RULE:

Reduction is a process whereby an "enemy" StarGate is rendered useless. In some cases it may eliminate the StarGate entirely. A StarGate that has been successfully reduced is considered "neutralized"; **it cannot be used for any purpose** by anyone.

[10.1] THE PROCESS OF REDUCTION

Starting with the lowest numbered hex in which reduction is possible and continuing through to the highest, the owner of each Player Force (or the Caretaker of each Autonomous Force) calculates and reveals the Reduction Capacity of the Force attempting Reduction (10.22). The strongest Force (in terms of Reduction capacity) resolves the first Reduction attempt, rolling a die and cross-referencing the result with the appropriate column on the Reduction Table (10.3). If it is unsuccessful, the next-strongest Force (if any) resolves the second attempt, and so on, until the StarGate is Neutralized and/or all Forces for which a Reduction Capacity was revealed have resolved a Reduction attempt. If **any** Reduction attempt is successful, the StarGate counter is inverted to indicate its Neutralization.

[10.2] THE MECHANICS OF REDUCTION

[10.21] Reduction may be conducted only in a hex which, at the beginning of the Reduction Phase, has a StarGate in it **and** which does **not** have **any** StarFleets Friendly to that StarGate in it.

[10.22] Perform the following function to determine which column on the Reduction Table will be used: A) Add the total number of Dreadnought StarFleets in the reducing Force to the Civilization Level of the owning Player; this yields the Reduction Capacity of that force. B) Add the System Point Value of the StarGate to the Civilization Level of the owning Player; C) Subtract B from A. Reduction may be conducted only by a Force which includes at least one Dreadnought StarFleet. **Example:** Six Dreadnoughts owned by a Player with a Civilization Level of 2 attempt to reduce a StarGate with 3 System Points to a Civilization Level of 1. The Differential is 4: (6+2)-(3+1).

[10.23] Neutralized StarGates are useless; they are considered Friendly to no one. They do not enhance the shifts of any Player or Autonomous Force into their hexes, nor do they count toward any Player's System Point or Resource Point totals. However, neutral StarGates may be "De-neutralized" (to a Friendly status) by any Player (see 14.18).

[10.24] If a StarGate with a System Point Value of "zero" is Neutralized it is considered destroyed and removed from play. It is replaced with a Potential Value Chit of "zero".

[10.25] If a Player is at any time reduced to **having** no Friendly StarGates, he is eliminated from the game. All remaining Friendly StarFleets are also immediately eliminated from play.

[10.3] REDUCTION TABLE

(See separate sheet)

[11.0] FATE

GENERAL RULE:

During the Fate Segment each Player, starting with the First Player and continuing in turn, must roll once on the Fate Table. Any relevant results are applied immediately.

[11.1] HOW TO USE THE FATE TABLE

[11.11] Each Player adds up his total number of System Points. He then throws a die and cross-references the die roll with his total System Points. Die rolls may be adjusted or the System Point column changed by the expenditure of Resource Points or by certain other actions of the Player. Players should note that various results are contingent upon certain preconditions and may be ignored if these conditions have not been fulfilled.

[11.12] A Player must add "one" to any Fate Table die roll for each "X" the rolling Player obtained on the Exploration Table during the Exploration Phase of the current Game-Turn. The adjusted die roll total may not exceed "six." (Exception—See Case 11.13.)

[11.13] A player may add "one" to any Fate Table die roll for each expenditure of 50 Resource Points by the rolling Player. Thus if a Player expends ISO Resource Points to affect the die roll he may add 3 to such die-roll. However, the adjusted die roll total may never exceed "eight."

[11.14] A Player may Shift one column to the left on the table for every five Resource Points the rolling Player expends for that purpose. This expenditure is in addition to and separate from the expenditure in 11.] 3. Thus a Player may expend 55 Resource Points and shift one column to the left and add one to the die roll.

[11.15] A Resource Point expenditure for the purpose of affecting a Fate Table roll must be made **prior** to that roll. Each expenditure affects only **one** Fate Table roll.

[11.16] Certain Fate Table results are preconditioned on the expenditure of Wisdom Chits. (see 11.2) Any such expenditures must be made **prior** to the Fate Table roll for which they are intended. The expenditure of a Chit affects only one Fate Table die roll. Expended Chits are placed with undeployed Wisdom Chits off the board (see 3.31).

[11.17] All applicable results obtained from a **Fate** Table die roll are applied immediately.

[11.18] The Fate Table is never utilized "by" Autonomous forces.

[11.2] EXPLANATION OF FATE TABLE RESULTS

A: After years of becoming increasingly "separatist", a sector of the Civilization comprised mostly of one particularly unsociable species **severs all ties with the main** body. Effect=10% Dissolution. (See 11.3)

B: A Charismatic and Fanatical religious **Leader** rises to prominence in the Central System of the confederation of beings. His Belief spreads more or less rapidly from system to system; then, having seemingly approached the peak of its potential, the Belief suddenly and dramatically is imbued with an almost Universal appeal when the by now revered Leader's heir apparent is martyred by virulent anti-Belief fanatics of his own species. The Belief develops a haughty presumptuousness that transforms into intolerance when met with resistance, and things turn nasty. Eventually the Belief becomes the focal point for those who remain within the social, political and economic fold, and the expulsion of the dissidents strengthens, rather than weakens the Civilization's cohesion. Effect=30% Dissolution; **ignore** any and all **subsequent** Dissolution results.

C: A festering and long-standing inability of two species (which are the most significant) to get along at last breaks out into irreconcilable conflict. The struggle is brief but brutal, and in its aftermath a genuine consensus finally develops—to split right down the middle. Effect=50% Dissolution.

D: The discovery of a highly potent and nutritious organic drug, which combines a mildly hallucinogenic effect with irregular but frequent jolts of ecstatic euphoria, proves highly addictive to some three-quarters of the sentient populations of the Federation. The effects of its consequent wide usage are disastrous for the cohesion of the Federation. Effect=70% Dissolution.

E: A gradual but irreversible trend to decay develops in the capacity of the Central Authority to retain active control. A crisis reveals the bankruptcy of the old order, and the consequence is a non-violent but virtually complete secession of most of the races from the Empire. Effect=80% Dissolution; decrease Civilization one Level.

F: A relatively authoritarian "regime" assumes control over a vast reach of space. But resentment builds up against the two chauvinistic ruling species, a tiny minority in the overall population of the area. The Authoritarian Leadership foolishly allows it to grow, until a Revolution leading to anarchy is the result. Effect==90% Dissolution. Decrease Civilization Level "one."

G: Appearance of Autonomous Force: Place 2 StarGates and 5 StarFleets (Civilization Level of "one".) on the game-map (see 13.1).

H: Appearance of Autonomous Force: Place 3 StarGates and 7 StarFleets (Civilization Level of "one".) on the game-map (See 13.1).

I: Appearance of Autonomous Force: Place 4 StarGates and 9 StarFleets (Civilization Level of "one".) on the game-map (See 13.1). **J:** Appearance of Autonomous Force: Place 5 StarGates and 12 StarFleets (Civilization level of "two".) on the game-map (See 13.1).

K: Increase Civilization two levels. (Utilizing scientific data obtained from an Expedition to the Core, an obscure, eccentric researcher attempting to regulate the speed of light accidentally discovers a means of communication which, with 90%+reliability, assures instantaneous communication between points infinitely far apart in space.) Note: the Player must have expended two Wisdom Chits previously in order to use this event. Otherwise, it is ignored, (see 11.16). May only be used once per Player.

L: Increase Civilization One Level (The natural and unfettered interplay of the various cultures of richly cross-fertilize and lead to exciting new plateaus in sentient experience.) Note: the Player may be required to have expended at least one Wisdom Chit in order to use this event. (See Fate Table). In such a case, if no Wisdom Chit has been expended...it is ignored. (See 11.16).

[11.3] DISSOLUTION

[11.13] Dissolution results in the Neutralization of StarGates Friendly to the Player rolling on the Fate Table. Each fate result lists a percentage of the Player's System Points which are to be Neutralized.

[11.32] The Player rolling a Dissolution result on the Fate Table calculates the number of his System Points that have to be Neutralized (as per the Fate result), rounding up to the nearest System Point. The Player must then select a number of Friendly StarGates to be Neutralized, whose total System Point value is at least equal to the number of SP's to be removed. These StarGates are now considered Neutralized (see 10.2 and 14.17).

[11.33] Players may choose any Friendly StarGates they wish to be Neutralized, so long as the total-System Point value of the Neutralized StarGates is equivalent to the percentage of System **Points** that the Dissolution result calls for.

[11.34] A Player may never suffer the same Dissolution Result more than once in the same game. It is recommended that Players note any Dissolution results obtained by each Player to avoid confusion.

[11.4] THE FATE TABLE (See separate sheet.)

[12.0] CIVILIZATION LEVEL

GENERAL RULE: Each Player's Civilization Level reflects the level of science and culture he has attained. Each Player (and Autonomous Force) is constrained in several ways by the Level of his Civilization. It is possible for a Civilization **Level** to be increased or decreased.

[12.1] THE EFFECTS OF CIVILIZATION LEVEL

[12.11] All Players start the game with the Civilization Level assigned in the scenario they choose.

[12.12] The ability of a Force to conduct stellar shifts is affected by the Civilization Level of the owning Player or Autonomous Force (Cases 5.15 and 5.45).

[12.13] The chances of success of a particular Reduction resolution are in part dependent upon the Civilization Levels of the sides involved (10.22).

[12.14] The ability of a Player to De-neutralize StarGates is affected by his Civilization Level (Case 14.18).

[12.15] The ability of a Player to raise new StarFleets is affected by his Civilization Level (Case 14.22).

[12.16] Die rolls on the Fate Table may result in an increase or a decrease in a Player's Civilization Level.

[11.2] Each Player keeps track of his current Civilization Level on a separate sheet of paper.

[12.17] If a Player's Civilization Level decreases below "zero" he is eliminated. All StarFleets Friendly to him are removed from the board, and all StarGates Friendly to him are Neutralized.

[13.0] AUTONOMOUS UNITS

GENERAL RULE:

Autonomous Forces are called into being by Fate Table results G, H, I, and J. The first Player to "contact" an Autonomous Force becomes the "Caretaker" for that force and is responsible for controlling all Forces Friendly to that Autonomous Force in accord with the rules governing their actions. Autonomous Forces do not utilize the Fate Table, or keep track of System Points and Resource Points, or construct new StarGates. Autonomous Forces **may** conduct stellar shifts, utilize the Contact Table, Interaction Matrix, Conflict Table, and Reduction Table, and may raise new Star Fleets depending upon circumstances. Autonomous Forces do not utilize explorer StarFleets.

PROCEDURE:

When a Player rolls a result on the Fate Table calling for the appearance of an Autonomous Force, he chooses **at random** the proper number of Autonomous Force StarGates and StarFleets from among an **unused** set (color) of Autonomous Force counters. Without looking at or revealing the reverse-side of the counters, he places them on the game-map. (See 13.1) They remain in their original positions until such time as they are contacted, at which point the Caretaker may be called upon to conduct certain actions with them in accord with the Rules governing their employment.

[13.1] PLACEMENT OF AUTONOMOUS COUNTERS

[13.11] An Autonomous Force may only be called into being by a Fate Table result. If such a result is obtained by a Player, he places the called-for Autonomous Force StarGates and StarFleets in **and** around any hex for which **he** rolled on the Exploration Table earlier that Game-Turn (see Case 13.15).

[13.12] Place one Autonomous Force StarGate counter on any hex actually explored earlier that Game-Turn. Refer to the Scatter Diagram printed on the map. Starting with the hex corresponding to the hex "one" in the diagram, and continuing in order to the hexes corresponding to hex "two", "three", and so forth, place one additional StarGate counter in each **eligible** (see Case 13.14) hex adjacent to the original (explored) hex, until all Autonomous StarGates called for have been placed.

[13.13] In the event that the number of Autonomous StarGates to be placed on the map exceeds the number of eligible (see Case 13.14) hexes adjacent to the original (explored) hex, the excess StarGates may be placed in eligible hexes which are **not** adjacent to the original hex, so long as at least one StarGate is placed adjacent to the original hex **and** any StarGates **not** adjacent to the original hex **are** adjacent to another StarGate **which b**.

[13.14] A hex is "eligible" to have an Autonomous StarGate placed in it if it does not contain a StarGate counter or a Potential Value chit (except for the original hex, which could contain a Potential Value chit, picked earlier that Game-turn, which is removed). If insufficient eligible hexes are available around any hexes explored by the rolling Player, the Fate Table result which called for the Autonomous Forces is invalidated, and no Autonomous Forces are deployed.

[13.15] A Fate Table result calling for the placement of an Autonomous Force on the board is invalidated if the Player rolling the result did **not** roll on the Exploration Table that Game-Turn.

[13.16] A Fate Table result calling for the placement of an Autonomous Force on the board is invalidated if there are currently four Autonomous Forces present on the board.

[13.17] Invalidated Fate Table rolls calling for the placement of Autonomous Forces are ignored. There is no substitute roll on the Fate Table.

[13.18] Autonomous Force StarFleet counters are distributed as evenly as possible among the hexes containing the Autonomous Force's StarGates, with any excess StarFleets going to the original (explored) hex.

[13.19] If the Player whose Fate Table roll called for an Autonomous Force has explored more than one hex that Game-Turn which satisfies the requirements of Case 13.16, the location of the Autonomous Force is determined by assigning them numbers on a die and rolling the die to determine the hex.

[13.2] ACTIVITY OF AUTONOMOUS FORCES

Movement, Contact, Interaction, Conflict, Reduction, and Resource activity by an Autonomous Force is determined by its status on the Players' Interaction Matrices. If an Autonomous Force is **not** represented on any Player's Interaction Matrix, it is a **Passive** Autonomous Force. Otherwise, it is an **Active** Autonomous Force, and the "Caretaker" may be required to take certain actions.

[13.21] Passive Autonomous Forces may **never** move, initiate Conflict or Reduction, or raise new StarFleets. Passive Autonomous Forces may be Contacted (see 7.0, Procedure). Contacted Passive Autonomous Forces always utilize the "No Previous Option" column of the Random Interaction Option Table.

[13.22] Once an Autonomous force has Interacted with a Player it becomes **Active**. Active Autonomous Forces remain active permanently, unless they are eliminated from the Game or all Players who have Interacted with the Autonomous Force are eliminated from the Game. In the latter case, the Autonomous Force reverts to Passive status.

[13.23] An Autonomous Force is controlled by the **first** Player to make contact with it. This Player is called the "Caretaker". A Caretaker is the only Player who may examine the reverse side of his Autonomous Force counters. Moreover, **only** Autonomous Forces which may be examined are those which it is **necessary** to expose for the purposes of resolving Contact, Conflict, or Reduction.

[13.24] If **all** the Interaction Options of an Active Autonomous Force are "A's," and/or "B's," the Caretaker may shift those Forces so long as the shift attempted is to a hex which has a Friendly Autonomous StarGate. A Friendly Autonomous Force in hexes **not** containing a Friendly Autonomous StarGate **must** be shifted to a hex that does have one. The Caretaker must attempt to concentrate his Autonomous StarFleets in any hexes containing Friendly Autonomous StarGates which are occupied by one or more Player Forces. No Autonomous Force with Interaction Options a and/or B only may **initiate** Conflict or Reduction resolutions.

[13.25] Active Autonomous Forces participate in Contact resolutions, with the Caretaker calculating the Autonomous Force Contact Index (see 7.0, Procedure).

[13.26] An active Autonomous Force utilizes the Interaction Matrix whenever it is called for, the Caretaker rolling on the appropriate column of the Random Interaction Option Table to select the Interaction Option (see Case 8.19). Exception: whenever a Player initiates Conflict or Reduction resolutions against an Autonomous Force that displays an Option **other** than "C" with regard to that Player, the Interaction Option of the Autonomous Force with regard to the Player attacking **automatically** becomes "C" during the **subsequent** Interaction Segment. It remains so until one or the other is eliminated.

[13.3] HOSTILE AUTONOMOUS FORCES

[13.31] If any of an Autonomous Force's Interaction Options is a "C", the Caretaker **must** split all of these Autonomous Force StarFleets into two Forces. The first Force, which must be equal in StarFleets to the number of Friendly Autonomous StarGates, is shifted as in Case 13.24. The second Force, which is composed of all excess StarFleets, proceeds to the nearest StarGate in sight (see 15.15) that belongs to the Player for whom that Autonomous Force has "chosen" a "C" Option. The second Force must attempt to eliminate any Force Friendly to that "enemy" Player's StarGate and to Neutralize the StarGate.

[13.32] This second Force must attempt to reach that hex in one Game-Turn, utilizing any Friendly/Allied StarGates within the Autonomous Force's CLR to aid in the Shifting, if possible. If such Conflict is successful in that hex, the second Force then proceeds again to the hex nearest to the previous hex, that can be sighted by any Friendly Autonomous Force or StarGate and which contains a StarGate belonging to a Player for whom the Autonomous Force has "chosen" a "C" option. It then attempts to repeat its success. Any newly-raised Autonomous Force StarFleets (13.34) are used first to bring StarGate equality forces up to full-strength (if necessary); the remainder may then attempt to join the "attacking" (second) Force.

[13.33] If no "C" option Player StarGates are in sight at any time, all Autonomous Forces return to or remain within hexes containing Friendly Autonomous StarGates. An Autonomous Force may **always** initiate Conflict and Reduction resolutions against Forces owned by a Player for whom that Autonomous Force has "chosen" a "C" option.

[13.34] Any Autonomous Force with at least **one** "C" Option on an Interaction Matrix belonging to an active Player receives one new StarFleet each turn for each two StarGates deployed on the map. These StarFleets appear during the Resource Allocation Phase in any hex containing a StarGate Friendly to the Autonomous Force. This 2:1 ratio is always rounded down; thus if less than two Friendly StarGates are on the map, no new StarFleets appear.

[13.35] Autonomous Forces may never Interact with or conduct Conflict or Reduction resolutions against other Autonomous Forces. They may not conduct contact resolutions with other Autonomous Forces; if non-Friendly, Autonomous Forces co-exist in the same hex with a Contact Counter they simply ignore each other.

[14.0] RESOURCE ALLOCATION

GENERAL RULE:

Each StarGate has a System Point value. Each Game-Turn each StarGate contributes to the Civilization of its Friendly Player (if any) one Resource Point (RP) for every System Point (SP). During the Resource Allocation Phase of the Game-Turn, each Player allocates RP's to construct new, and/or maintain existing, Star-Fleets. The Player may also expend StarFleets to create or augment the SP value of his StarGates. Players may also expend StarFleets to make Neutralized StarGates Friendly. Under certain circumstances Autonomous Forces may also raise new StarFleets (See 13.2).

PROCEDURE:

All Players keep track of their current levels of Resource Points on a separate sheet of paper. At the start of each Resource Allocation Phase each Player increases his total accumulated **RP's** by the value of currently Friendly System Points. Each then subtracts from this total an amount of **RP's** sufficient to maintain his current number of StarFleets (See 14.27). Then, all Players simultaneously determine how each shall expend his remaining Resource Points (and StarFleets), making any consequent adjustments in the number and disposition of their StarFleets on the board, in the deployment of their StarGate counters, and on their record of accumulated RP's. Each player then replaces any (face-down) Neutralized StarGates that have been de-Neutralized with face-up StarGate counters of his own.

[14.1] CREATION, AUGMENTATION, AND DE-NEUTRALIZATION OF STAR-GATES

CASES:

[14.11] Players may construct StarGates only on Spiral Access, Spiral Fringe or Inter-Spiral hexes. they may not construct StarGates on Galactic Nucleus hexes.

[14.12] A Player may construct a StarGate only in a hex which he has successfully explored and which has no StarGate counter in it.

[14.13] A Player must expend **two** StarFleets (of any type) in order to create a StarGate. The expended StarFleets must have started the Resource Allocation Phase in the hex in which the StarGate is created. Newly-created StarGates have an SP value of "zero".

[14.14] A Player may augment an existing Friendly StarGate's SP value by expending StarFleets (of any type) at the rate of one System Point of augmentation per StarFleet expended. The expended StarFleets must have started the Resource Allocation Phase in the same hex as the StarGate.

[14.15] A StarGate may never be created and then augmented in the same Game-Turn. The Player must wait at least one Game-Turn to augment a newly created StarGate.

[14.16] The SP Value of a StarGate may never be augmented beyond the Potential Value of the hex in which the StarGate is located (see 3.2). Whenever the SP of a StarGate equals the Potential Value of the hex it is in, remove the Potential Value Chit and place it back among the unpicked Potential Value Chits.

[14.17] Once created, a StarGate is never moved or destroyed (exception, see 10.24). It may be Neutralized (see Section 10.0 and 11.3), and it may also become Friendly to a different Player from the one who created it (Case 14.18).

[14.18] Any Player may "de-neutralize" a Neutralized StarGate by expending a certain number of StarFleets and Resource Points. The number of RP's expended must be equal to the SP Value of the StarGate. The expended StarFleets must have begun the resource Allocation Phase in the same hex as the StarGate, **and** there must be no Non-Friendly Force in the hex during that Phase. The number of StarFleets it is necessary to expend depends on the expending Player's Civilization Level: He must expend a number of StarFleets equal to the SP Value of the StarGate **minus** his Civilization Level, if the resulting number (SP Value minus CD is positive. If that number is "zero" or negative then **no** StarFleets need be expended. In any case, however, at least one StarFleet Friendly to the De-neutralizing Player must be **present** in the hex (even though it may not be expended).

[14.19] A De-neutralized StarGate becomes Friendly to the De-neutralizing Player.

[14.2] CONSTRUCTION AND MAINTENANCE OF STARFLEETS

[14.21] Players may raise new StarFleets only in hexes containing Friendly StarGates that have an SP Value greater than "zero". StarFleets may never be raised in a hex containing a StarGate which has been augmented during that **same** Resource Allocation Phase.

[14.22] A Player may raise one StarFleet for each Civilization Level he has attained for each hex containing a Friendly StarGate. For example, a Player whose Civilization has a Level of "one" may raise no more than one StarFleet in any one hex; a Player with a Civilization Level of "two" may raise no more than two StarFleets in any one hex, and so on. Exception: A Player with a Civilization Level of "zero" may raise new StarFleets as if his Civilization Level were "one".

[14.23] Regular StarFleets cost three RP's each to construct. A regular StarFleet may be raised in **any** hex containing a Friendly StarGate in accord with Cases 14.21 and 14.22.

[14.24] Dreadnought StarFleets cost eight **RP's** each. A Dreadnought StarFleet may be raised in any Spiral Fringe or Spiral Axis hex containing a Friendly StarGate, in accord with the restrictions of Cases 14.21 and 14.22.

[14.25] Explorer StarFleets cost five RP's each. An Explorer StarFleet may be raised in any Spiral Axis hex containing a Friendly StarGate, in accord with the restrictions of Cases 14.21 and 14.22.

[14.26] Autonomous Forces may, under certain circumstances, raise new StarFleets. If so, they do so without regard to Resource Points. (See Case 13.34).

[14.27] For each hex in which there is **more** than one Friendly Player-owned StarFleet at the beginning of the Resource Phase, one RP is deducted from the appropriate Player's accumulated total for **each** Friendly StarFleet in excess of one. This is called **maintenance**.

Exception: Explorer StarFleets are exempt from this requirement; they never have to have RP's expended to maintain them and they do **not** count when determining maintenance levels. Example: a Player has six regular StarFleets, two Dreadnought StarFleets, and three Explorer StarFleets in a hex. At the beginning of the Resource Allocation Phase, seven Resource Points (8 StarFleets, excluding Explorers, minus one) must be expended by the Player in order to maintain the force in its entirety.

[14.28] If a Player fails to allocate sufficient RP's to maintain a StarFleet (either by choice, or because sufficient resources are lacking), the excess StarFleets are immediately removed from play. **Example:** in 14.27, if the Player allocated only 5 RP's, he would have to remove two StarFleets (his choice).

[15.0] BEACON STARS

COMMENTARY:

The stars printed on the **Outreach** map are existing Supergiants of extremely high luminosity and/or non-visible radiation emission. Essentially, these are stars which are easily detectable from extreme distances and therefore useful for long-range navigational purposes. For spans measuring several thousand light years, one would normally have to make allowance for stellar drift over the course of time that it took the radiation from the star to travel. But since the stellar shifts in a generational-duration **Outreach** Game-Turn actually represent a series of shift over a long period, that minor problem is essentially self-correcting. A more serious question is the location of "Beacon Stars" out beyond the obstructing clouds of interstellar dust. Unless our Galaxy is a genuine singularity, based upon observations of other spirals we can safely suppose that Beacon Stars are distributed throughout its arms with approximately the same frequency as in the part we can see.

GENERAL RULE:

A Beacon star is any star that has a name or a number assigned to it. In addition, whenever a Player-owned Force **purposefully** shifts (does not "scatter") into any hex other than a Galactic Nucleus or Core hex from which there is no unblocked Line of Sight to a Beacon Star, that Force "discovers" a variable number of "new" Beacon Stars as determined by a die roll. These are placed on the map.

[15.1] HOW TO DISCOVER AND PLACE NEW BEACON STARS

[15.11] The Player whose Force is discovering the Beacon Stars rolls the die and adds "two" to the result: that is the number of Beacon Star counters to be disposed on the map.

[15.12] There are two methods for choosing the hexes for the Beacon Star counters. The first is for games with more than one Player: the Player to the left of the Player who made the die roll chooses a hexrow and the Player to the left of **him** places a Beacon Star counter in a hex in that row and then chooses another hexrow. The Player to **his** left then places a Beacon Star counter in any hex in that row and then chooses another hexrow...and so on, until all Beacon Star counters called for have been placed. The second method is for solitaire play: the Player chooses a hexrow and rolls the die twice for each hex. For each hex for which he throws a total of exactly "9", he places a Beacon Star counter in it. If necessary (and it should be), pick additional hexrows to roll for until **all** Beacon Stars have been placed.

[15.13] Hexrows chosen for Beacon Star placement have three requirements:

a) they must contain at least two hexes that are visible from the hex the discovering Force is in;

b) they may **not** contain a Beacon Star that is visible from the hex the discovering Force is in; and

c) they may not be the hexrow containing the hex the discovering Force is in.

[15.14] Hexes chosen for **Beacon Stars must have** an unblocked line of sight **to the hex that the** discovering Force is in.

[15.15] A hex is "visible" from another hex if there is an unblocked line of sight between the two. To determine the line of sight between two hexes, lay a straight edge from the center of one hex to the center of the other. The straight line so defined is the "line of sight". If any of the hex-sides which the line of sight crosses are "blocking hex sides", (see 16.0) the line of sight is considered blocked.

[15.16] "Discovered" Beacon Stars reduce the chances of Scatter for Forces attempting stellar shifts into them in the same way as "printed" Beacon Stars (see Case 5.42).

[16.0] INTERSTELLAR DUST

GENERAL RULE:

Interstellar dust cloud hexsides inhibit stellar shifts (Case 5.73). In addition, Interstellar dust cloud hexsides block lines of sight (Case 15.15).

[17.0] THE GALACTIC NUCLEUS AND WISDOM CHITS

COMMENTARY:

To the best of our knowledge a Galactic Nucleus, though obscured from the Earth by interstellar dust, exists at the center of the spiral. It is probably composed of a (relatively) closely-packed mass of very old stars. Conditions in the Nucleus are probably quite different from those in our part of the Galaxy, and we really have no way of knowing precisely what is to be found there.

GENERAL RULE:

The Galactic Nucleus is composed of Nucleus hexes. The Nucleus is generally risky to move within, and Players may not construct StarGates within it. However, at the very center are the three Nuclear Core hexes which contain the Wisdom Chits. Otherwise they are identical to other Nucleus hexes. Wisdom Chits may be acquired by Players and utilized for Fate Table die rolls in order to gain an increase in a Player's Civilization Level. There are ten Wisdom Chits. These are kept face-up at all times. Nine of these are blank on the reverse-side; one is marked with an "X" on the reverse side.

[17.1] USAGE OF GALACTIC NUCLEUS HEXES

Galactic Nucleus hexes increase the consequences of Scatter (5.72) and may not be Explored (6.15). StarGates may not be built on Galactic Nucleus hexes (Case 14.11). There is no particular effect of Galactic Nucleus hexes on Contact, Interaction, or Conflict resolutions, which may proceed normally within them.

[17.2] WISDOM CHITS

[17.21] A Player may gain control of any Wisdom Chit by transporting it from a Nuclear Core hex **to** a Friendly StarGate. This can be accomplished by shifting a Force into that Nuclear Core hex and then shifting a particular StarFleet (with the Wisdom Chit) from that Force into a hex containing a Friendly StarGate.

[17.22] In transporting a Wisdom Chit, a Player must "assign" a particular StarFleet to "carry" the Chit. That StarFleet must successfully reach a Friendly StarGate in order to use the chit. If the StarFleet is destroyed before reaching a Friendly Stargate, the Wisdom Chit is placed with the un-deployed Wisdom Chits off the board, (See 3.31.)

[17.23] If more than one Force begins a Game-Turn in a Nuclear Core hex, the first Force to shift away (see 4.2) has the option of taking **along** the **Wisdom Chit**.

[17.24] Whenever a Wisdom Chit is removed from a Nuclear Core hex, another Chit is **immediately** chosen at random from among the undeployed Wisdom Chits (if any) and placed on that hex. This new chit may be taken by a second player on that hex (See 17.23).

[17.25] Wisdom Chits are either undeployed, deployed on the map, or under the control of a Player. Only a Player controlling a particular **Wisdom Chit** may **look at the reverse side of that** chit.

[17.26] A Wisdom Chit is considered to **be under** the control of a Player when that Player has successfully

shifted it to a Friendly StarGate. At that point, it is removed from the board and held aside by that Player until he chooses to expend it (Case 11.16). A Player may not Control more than three Wisdom Chits simultaneously. (Exception— see 18.56).

[17.27] If a Player gains control of the "X"

Wisdom Chit, certain consequences and/or restrictions may result. See the individual Scenarios and Victory Conditions for these effects (18.0).

[18.0] SCENARIOS

GENERAL RULE:

Each Scenario is self-contained, having separate Victory Conditions and game-length, etc. Star-Fleets are abbreviated as r=regular; d=dreadnought; and e=explorer.

[18.1] CONFLICT OVER SCORPII

[Two-Player scenario]

Any civilization which finds itself spanning thousands of light years and still maintaining an appetite for expansion will inevitably be drawn out beyond the confines of its original spiral arm. If cohesion between settlements spanning the Galaxy is to be maintained, and if the nature and riches of the Galactic Nucleus are to be revealed, the control of certain "crossroads" regions could become critical.

[18.11] Forces at Start:

CEPHIDS

Hex	StarGate Value	Hex Potential Value	StarFleets
1212	5	5	1/d
1213	3	4	1/r
1313	3	3	1/r
1314	3	4	1/r
1211	—	4	none
1312	—	5	2/e; 1/r

Resource Points Available: 3 Civilization Level: 1

WEZENS

Hex	StarGate Value	Hex Potential Value	StarFleets
1118	4	4	1/r
1119	3	4	1/r
1018	4	5	1/r
1019	1	3	none
1117	1	4	none
0918	—	2	4/e 1/r
0919	0	5	1/r

Resource Points Available: 5 Civilization Level: 1

[18.12] **Victory Conditions:** A Player wins a Marginal victory if he retains all the Friendly StarGates with which he began the game; in addition, he must have a Friendly StarGate on hex 1816 at the end of the Game. A Player wins a Substantive Victory by fulfilling the conditions for a Marginal Victory plus capturing and maintaining, in a Friendly status at the end of the game, at least one of the StarGates which began the game Friendly to the other Player.

[18.13] **Game Length:** 25 Game-Turns.

[18.14] For this Scenario, players should ignore Rules 15.0, 16.0 and 17.0, Section 11.3, and Fate Table results A, B, C, D, E, F, K, and L, if they occur.

[18.2] ROUTE TO THE NUCLEUS

[Three-Player Scenario]

No one on Earth (at least, no one who was talking to us) knows precisely what is to be found in the Nucleus of close-packed, ancient stars which lie at the center of the Galaxy. However, it can be supposed that if indeed something of value can be found there that it may well be protected in some manner by those who know of it, or their agents.

[18.21] Forces at Start:

GUARDIANS

Hex	StarGate Value	Hex Potential Value	StarFleets
1118	3	3	2/d; 5/r; 1/e (2nd Star Navy)
1212	4	4	2/d; 4/r; 1/e (3rd Star Navy)
1215	5	5	3/d; 7/r; 1/e (1st Star Navy)
1216	4	4	none
1314	5	5	none
1315	3	3	none
1316	5	5	none
1416	0	1	none
1709	0	4	none
1717	4	4	none
1815	4	4	none
1816	3	3	2/d; 4/r; 1/e (4th Star Navy)
1924	0	2	none
2403	0	1	none

Resource Points Available: 12 Civilization Level: 3

CENTAURIANS

Hex	StarGate Value	Hex Potential Value	StarFleets
1124	1	2	none
1223	1	1	none
1224	1	2	none
1323	3	3	1/r
1324	4	5	1/r
1024	—	0	2/r; 2/e
1325	—	2	none

Resource Points Available: 8 Civilization Level: 1

PERSEITS

Hex	StarGate Value	Hex Potential Value	StarFleets
0310	4	4	1/d; 1/r
0410	2	2	1/r
0510	3	3	2/e
0511	3	3	none
0513	0	0	1/d; 1/r
0714	2	4	1/r
0813	2	5	2/r
0814	1	2	2/r
0913	1	2	3/e; 1/r
0713	—	0	1/e

Resource Points Available: 6 Civilization Level: 1

[18.22] Victory Conditions: The Centaursians or Perseits win by constructing and maintaining for five consecutive Game-Turns a chain of Friendly StarGates, no more than four hexes apart from each other, from one of the StarGates which was Friendly at the beginning of the game to a hex adjacent to the Galactic Nucleus. If either succeeds in this endeavor, the game is over immediately. The Guardian Player wins by avoiding such an eventuality.

[18.23] Game-length: 50 Game-Turns.

[18.24] Special Rules

The Guardian Player must operate under certain strictures. He may not construct new StarGates or augment the value of any existing Friendly StarGates. He may not de-neutralize any StarGate that did not begin the game Friendly to him. Finally, he **must** attempt to maintain the four "Star Navies" as distinct, cohesive Forces, and as near to full strength as possible. "Full Strength" is defined as ten Dreadnoughts, and one Explorer StarFleet. (Replace the regular StarFleets in the Navies with dreadnoughts as the latter are constructed.) The Guardian Player may retain a reserve of Resource Points of up to 20 RP's.

[18.25] The Guardian Player ignores Sections 11.3, and 17.0 of the Rules, as well as Fate Table results A, B, C, D, E, F, K, and L.

[18.26] The Centaursians and Perseits may not build or maintain more than one Dreadnought StarFleet for every ten System Points owned. These Players ignore Section 17.0 of the Rules as well as Fate Table result "K".

[18.3] PSL OUTLEAP [Solitaire Scenario]

In SPI's first science fiction game, **StarForce**, the history of humanity was traced up through "first contact" with space-faring non-human telesthetics and the subsequent formation of the "Pan-Sentient League", which included two such extra-terrestrial races. An area some forty light-years in diameter (contained completely within hex 1316 on the **Outreach** map) comprised the map for that game. Each **hex** in **Outreach** is some 1200 Light years in diameter. Therefore, this scenario picks up a distant, and hugely expanded, PSL-descendant Civilization, occupying an area some 10,000 times its original size, and still dynamic and growing...

[18.31] Forces at start:

Hex	StarGate Value	Hex Potential Value	StarFleets
1316	4	5	1/e; 1/r
1216	2	4	1/r
1215	2	4	none

Available Resource Points: 5 Civilization Level: 1

[18.32] Victory Conditions: The Player wins if he manages to raise the Civilization Level of the PSL to "two" at the end of the game.

[18.33] Game Length: 25 Game-Turns.

[18.34] If the Player gains control of the "X" Wisdom Chit, (see Case 17.27), it signifies the discovery of the fact that the Nuclear Core has exploded, and that the explosion is spreading outwards in a gargantuan chain reaction at the speed of light. The game is automatically lost, and the Player has about forty million years to entirely evacuate the Galaxy. (Give or take a few hours).

[18.4] STRUGGLE FOR CYGNUS-CARINA [Four-Player Scenario]

This Scenario posits the existence of four distinct groupings of space-faring telesthetics within the near confines of the spiral arm in which Sol is located (hex 1316). (These "confines" include several thousand light years.)

[18.41] Forces at Start: AURIGAEN

Hex	StarGate Value	Hex Potential Value	StarFleets
0814	3	3	none
0813	4	5	none

Civilization Level: 1 Available Resource Points: 10

RIGELIAN

Hex	StarGate Value	Hex Potential Value	StarFleets
1316	4	4	none
1216	3	5	none
1215	2	2	none
1315	4	4	none

Civilization Level: 1 Available Resource Points: 25

WEZENI

Hex	StarGate Value	Hex Potential Value	StarFleets
1118	4	4	none
1018	3	3	none
1119	2	5	none

Civilization Level: 1 Available Resource Points: 19

REGNAD-KCIN

Hex	StarGate Value	Hex Potential Value	StarFleets
1312	3	4	none
1411	2	2	none
1412	1	2	none

Civilization Level: 1 Available Resource Points: 11

Prior to the first Game-Turn, each Player may utilize available Resource Points to construct any StarFleets desired. These may be deployed on hexes containing Friendly StarGates.

[18.42] Victory Conditions: A Player may win the game in any of several ways:

1) A Player who establishes and maintains for five consecutive Game-Turns a Friendly StarGate on any four of the following hexes wins **the game**: 0814, 1118, 1212, 1215, 1314.

2) A Player whose Civilization Level exceeds the combined (total of) Civilization Levels of all other remaining Players wins the game.

3) A Player who is the sole remaining active Player in the game—the others having been eliminated (see 10.25, 12.17)—wins the game. If no Player has fulfilled any of the above-listed victory criteria by the end of the game, then the System Point totals of all Players are multiplied by their Civilization Levels, and the Player with the greatest resultant total wins the game.

[18.43] Game length: 50 Game-Turns.

[18.44] Special Rules

A Player who gains control of the "X" Wisdom Chit is consequently subject to the following restrictions: such a Player may not construct any new Dreadnought StarFleets, nor may he choose Interaction Option "C" vis-à-vis any other Player of Autonomous Force unless that other's most recent Interaction Option vis-à-vis the "X" Player had been "C". The "X" Wisdom Chit may not be expended in a normal fashion (Case 11.16) during the Fate Phase; however, possession of the "X" Chit automatically counts as the expenditure of a Wisdom Chit towards any Fate Table roll by that Player. For example, if the Player controlling the "X" Wisdom Chit determined to expend one (other) Wisdom Chit on a Fate Table roll, the roll would be considered to have had **two** Wisdom Chits expended on it; if that Player had controlled only **the "X" Chit**, then his Fate Table roll would automatically count as a **roll** with one Wisdom Chit having been expended.

[18.45] If the Player controlling the "X" Wisdom Chit succeeds in raising his Civilization Level on a particular Fate Table roll, the "X" Chit **may** then be considered to have been expended and returned to among those undeployed off the board (Case 3.31). In this instance, all restrictions and bonuses as listed in Case 18.44 cease. Alternately, the Player may choose to retain the "X" Wisdom Chit, and thereby retain all the above-enumerated restrictions and bonuses. In the latter case, the Player **must** retain the "X" Wisdom Chit until once again successful at raising his or her Civilization Level, at which point the choice is again open to either expend the Chit or retain it.

[18.46] The Player gaining control of the "X" Wisdom Chit is not required to announce that acquisition, except whenever the possession of the Chit results directly in an increase in Civilization Level. Of course, due to the actions that possession of the Chit force on a Player, it will often become obvious when someone is in possession of it.

[18.5] LUCK OF THE DRAW SCENARIO

This Scenario is playable by any number of Players. Before the first turn of the game each Player rolls on the Seed Winds table. These rolls determine the general region of origin of each's Civilization. In game terms, the table yields the number and location of StarGates that each Player begins the game with.

[18.51] Seed Winds Table

Each Player rolls the die **twice**. The first **die roll** yields the vertical result; the second roll is the horizontal result. Example, a 1, 4 would give a G result. These are cross-indexed to determine the Seed Winds Table result. If two or more Players obtain the same result, then rolls are invalidated and each must re-roll again on the Seed Winds Table.

Second Die Roll:							
First Die Roll:	1	2	3	4	5	6	
1	A	H	F	G	H	K	
2	G	B	I	J	L	J	
3	F	K	C	M	K	I	
4	E	J	A	D	C	H	
5	D	B	I	D	E	G	
6	C	H	G	F	E	F	

[18.52] Seed Table Results

Result One StarGate each in Hexes:

A* 0707, 0706, 0607
 B* 0510, 0409, 0410
 C 0814, 0813, 0714
 D 1709, 1708, 1609
 E 1110, 1111, 1209, 1210
 F 1314, 1313, 1213, 1214
 G 1215, 1115, 1116, 1216, 1316
 H 1118, 1117, 1017, 1018
 I 1816, 1815, 1916
 J 1324, 1323, 1423
 K 1726, 1625, 1826
 L* 4903, 4802, 4803
 M* 3827, 3728

[18.53] Initial Set-up: For each of the hexes listed as a result of a particular Seed Table dice-roll, the Player chooses a Potential Value Chit. The Player then places a Friendly StarGate equal in System Points to the **full** Potential Value in each hex listed. Each Player may also deploy StarFleets equal in Resource Point Value (see Section 14.2) to two times the number of System Points with which that Player shall begin the game. These must be deployed in a hex with a Friendly StarGate in it. For any result with an asterisk (*) next to it, it is necessary to place additional Beacon Star counters on the map before play begins according to procedure outlined in Section 15.0. In addition, a Beacon Star counter is always placed in the first hex listed in each of the results. Example, in a B result, the player must place a Beacon Star in 0510 and then proceed to section 15.0.

[18.54] Victory Conditions: A Player wins the game either when there are no non-Friendly StarGates remaining on the board, or at any time that his Civilization Level exceeds the combined total of the Civilization Levels of all other Players and Autonomous Forces (that have any StarGate Friendly to them deployed on the board) (Exception, see 18.57). If at any point all Players remaining in the game maintain more than 100 System Points for ten consecutive Game-Turns, the game is declared a draw. (Exception, see 18.57.)

[18.55] Game Length: there is **no** set **limit to the** number of turns in the game.

[18.56] Any Player gaming control of the "X" Wisdom Chit is consequently subject to certain restrictions: such a Player may not expend Wisdom Chits to increase Civilization Level and may not win the game except by neutralizing all non-Friendly Player-owned StarGates on the board. By the same token, such a Player gains some advantages. The restrictions on the number of Wisdom Chits which one Player may hold at once (case 17.26) is waived; the Player controlling the "X" Wisdom Chit may hold an unlimited number. Secondly, any Force (including both Dreadnought and Explorer StarFleets) friendly to the Player controlling the "X" Wisdom Chit may conduct Stellar Shifts as if the Civilization Level of the Player were one Level higher than it actually is.

[18.57] Special Solitaire rules: Ignore Cases 18.54 and 18.55. The Player wins by maintaining a level of 100-plus System Points for five consecutive Game-Turns, during which time no non-Friendly StarGate counters must be on the board. If the Player draws the "X" Wisdom Chit, then the restriction on the recurrence of Fate Table results A, B, C, D, E, and F is waived, and these results may apply to the Player an unlimited number of times (exception to **Case** 11.32).

[19.0] PLAYER'S NOTES

The Grand Strategic questions posed by **Outreach** are huge in scope, but the answers must be framed with meticulous care and subtlety for the Player to be successful. These notes are comprised of firstly, a generalized discussion of the main problems which the game poses for the Player; secondly, some comments on the individual Scenarios; and, finally, some miscellaneous tips on tactical-level play.

There are three essential, over-riding problems facing the Player. These are, in order of precedence, the synthesis of a game-winning strategy, the construction of a properly balanced collection of StarFleets, and the "foreign policy" question.

Depending upon the Scenario being played, there is a fairly wide range of choice as to overall game strategy. Generally, the greater the number of Players in the game, the greater the opportunity for the employment of subtlety and maneuver in attaining one's goals. The general objective is to increase one's Civilization Level higher and faster than anyone else; obviously, this can be attempted both directly, by trying to increase one's own level, and indirectly, by attempting to retard the progress of others. The Player would do well to keep in mind that each opponent, whose short-term intentions may be in doubt, intends to thrash everyone else in the end.

The strategic choices a Player makes depend, to a great extent, on the number and starting locations of other Players in the game. For instance, if a Player is relatively isolated then he can, with relative impunity, concentrate on his own positive achievements, whereas if he is in close proximity to others, then even purely "non-aggressive" expansion limits the "Lebensraum" of the other players. By the same token, the isolated Player must be aware that the others, aware of his advantage, may very well attempt to compensate by combining against him, and he ought to prepare militarily for that eventuality. And the Player finding himself in a crowd may be able to play off his neighbors, one against the other, successfully enough to allow him to concentrate resources on exploration and expansion rather than defense.

A most significant feature of the game is the capacity it allows for disguising one's intentions. Each Player can see that the others are constructing new StarGates, exploring new territory and/or raising new StarFleets, but whether all the new StarGates being constructed by a seeming "soft touch" are rapidly being brought up to full potential value or are only shams to disguise the construction of a formidable defensive force cannot be determined for sure, except the hard way. An important element to be considered in electing a particular strategy is how it will be helped or hindered by one's ability to camouflage one's intentions.

Diplomatic considerations will also play an important role in the planning of strategy. The Player who can maneuver others into prolonged conflict almost inevitably stands to gain, and he can even put off fighting, for a time, while doing so. By the same token, being placed at a diplomatic disadvantage often severely restricts one's strategic choice.

In essence, the key to a successful strategy lies in flexibility. Delay committing yourself to a particular strategy for as long as possible, and then delay giving away your choice for as long as is feasible after that. A hedged bet is seldom a heartbreaker. Decisive action rigorously applied will succeed in **Outreach** if it turns out to have been correct. But usually, it requires time and effort to prognosticate what the correct action in a given situation will be, and in **Outreach**, acting, so to speak, without regard for the stars tends to be foolhardy.

The construction of a "balanced" force of StarFleets is the second major problem confronting the Player. Regardless of the overall strategy one eventually adopts, in the early going it is desirable to expand and consolidate one's base. And for that regular and Explorer StarFleets are necessary. Later, the construction of Dreadnoughts becomes more or less crucial, depending largely upon the Player's proximity to others; at a minimum, some are desirable simply to ward off nettlesome **Autonomous Forces**.

The mix of forces is too dependent upon circumstances to be subject to hard and fast rules. However, it is safe as a general guideline to attempt to maintain as mixed a ratio as feasible, given the operative strategic goals. Regular StarFleets, in addition to being the most economical for StarGate construction and augmentation, are handy for loss absorption in conflict situations and overshift attrition; it is always useful to have some at hand. Explorers are expensive and Dreadnoughts even more so, which makes them difficult to construct at short notice. It is important, therefore, to try to anticipate the need for them so as to have a sufficient number of them available ahead of time.

Players will find that it is expensive to carry out prolonged military campaigns. The construction of a Navy of Dreadnoughts is a considerable expense, and their maintenance as a concentrated Force is a constant drain. It is advisable to conduct attacks only when a considerable advantage is likely to be gained. As this is most likely through a sudden, surprise offensive, it is best for one intending such an action to keep a low profile until ready to take action. Of course, once the other Players know one is "armed and dangerous", this becomes more difficult to do, but a proper concentration of forces at an opportune time can still attain the advantage of surprise.

The subject of surprise attacks leads into the question of "foreign policy". There are two subsidiary problems to be solved by the Player so far as inter-stellar relations are concerned. First there is the problem of the sort of impression he wishes to promote among the other Players, and second, there is the direct issue of how to react to contact with other Players and Autonomous Forces during the course of play.

The mechanism of the Interaction Matrix, which channels Player inter-relationships, provides at least as much opportunity as it does restriction. For offensive-minded Players, the "C" option, if chosen at an opportune moment, can devastate the opposition. For would-be explorers, or Players that are impelled by the game situation to co-operate, the A/A or A/B combinations can be extremely lucrative. And, of course, as there is an opportunity to alter one's options choices each turn, flexibility and deception can be readily employed.

By utilizing a combination of careful deployment and pacific Interaction Options, the offensive-minded Player may conceal his genuine intentions until a particularly appealing victim presents himself. By the same token, the Player intent on rapid but peaceful exploration and expansion together with an expedition to the Center, may build only a few Dreadnoughts while disguising his military weakness by ostentatiously maintaining a concentration of StarFleets and behaving aggressively towards any small Autonomous Force which surfaces in the vicinity.

Turning to the Scenarios, the first one serves as an introduction to the mechanics of movement and interaction. It is direct and limited in scope; the Players have a particular territorial objective to attain and to the best beings may the spoils fall.

The second scenario provides a more subtle situation. Although the Centaurians and Perseits both are opposing the Guardian Player, they are also competing against each other. Neither can concentrate a supreme effort to defeat the Guardian for fear of seeing the other rush through to the Center for victory. Similarly, the Guardians, unable to hold off the **combined**, ever-increasing power of the challengers, can exploit the competition between them to prolong resistance. Basically, the Guardians should repel any incursion by the others into "their" space, and defend tenaciously the isolated StarGates which allow them to patrol the entire span of the Galaxy. The Perseits and Centaurians are well-advised to sit back and build up a Navy capable of meeting the Guardians on equal terms and then concentrate on Neutralizing an isolated Guardian StarGate, thus clearing a path through to the Galactic Nucleus.

The third Scenario is an introduction to elements of the game that are not employed in the first two Scenarios: the utilization of Wisdom Chits and the mechanics of Civilization Level increase. Generally, the Player should make a bee-line for the Center. It is probably best to choose Interaction Option "A" or "B" with regard to any Autonomous Forces encountered in the hope that some of their StarGates might consequently be rendered usable. And hope like hell that no Autonomous Force "chooses" a "C" option.

The fourth Scenario provides the Player with the greatest range of options, both in terms of objectives and means. The offensive-minded Player must keep in mind the fact that he is out-numbered three to one, while the passive explorer must cope with the proximity of the competition. There is a lot of flexibility. It is possible, if severely pressed, for a Player to entirely abandon the StarGates with which he began the game and still win in the race for System Points and Civilization Level while those remaining in the Cygnus-Carina Spiral Arm fight unproductively over the spoils. Of course, if two or three Players follow such a strategy, then the one who remains is likely to win a quick victory! Basically, the pressure to maintain security for the starting base while expanding and mining the riches of the Galactic Core is acute, and the Player who best balances these contradictory requirements will be the winner.

The fifth "Scenario" is, in reality, not a scenario at all, but the basic **Outreach** game situation. Everything that has been said concerning the fourth Scenario applies to the fifth, except that it is likely that the Players will be less closely packed. The open-ended nature of play precludes the option of playing conservatively for a narrow victory on points. Experienced Players will find it possible to run through the early Player-turns of a game "simultaneously", thus saving time and moving expeditiously to a point where Contact occurs.

Finally, there are some tactical notes the Player could do well to keep in mind. Since it is possible to shift continuously to hexes containing a Friendly StarGate, so long as the shifting Force doesn't scatter, a Force located in a network of contiguous StarGates may freely move anywhere within that network by shifting (technically) one hex at a time. Secondly, Players should keep in mind the Reserve Shift option. It is usually wise to retain a standing Force somewhere within any StarGate "net" as described above which can shift to the hex of any invasion in order to repel it. The Reserve Shift option also has obvious offensive potentialities.

Players should also take care in their deployment of StarFleets, so as to convey as little information as possible, while projecting whatever impression the Player desires. It is expensive to maintain multiple StarFleet Forces, and this practice should be eschewed whenever possible. However, if one is constructing a Navy of Dreadnoughts for offensive purposes and wishes to conceal the fact, one may consider concentrating the StarFleets to disguise their number. By moving StarFleets to be "hidden" to a new StarGate and then condensing them into one Force (counter), the Player will leave others in doubt as to whether the StarFleets have been utilized to augment the StarGate or whether they have, in fact, been combined.

Another trick to recall is the "domino" effect for Autonomous Force Interaction Option Choices. A Player may set off a possibly inconvenient series of "re-evaluations" by Autonomous Force **vis-à-vis** their relationships with a second Player by shifting **his** Interaction Option with regard to that Player to or from a "C" option (see Case 8.19). Timed correctly, this gambit can result, with a bit of luck, in Autonomous Forces doing a Player's dirty work for him. Of course, it is a double edged weapon, as the Player's own relationships with Autonomous Forces will also be subject to alteration.

Finally, Players should cultivate an awareness of the Fate Table results that are possible vis-à-vis their current System Point totals. It is often well worth the investment of Resource Points, or the effort of exploring an extra hex or two, to cut down on the odds of an unfavorable outcome.

[20.0] DESIGNER'S NOTES

The Outreach game is concerned with the galactic interplay of active, outward oriented sentient beings of high technological capacity. Some important assumptions underlie the design of the game. We assume that given a high technological base, the most crucial scarce resources will be not some raw material or other, or food supply, but rather **people** ("beings") themselves. We further assume, flagrantly extrapolating from our own (humanity's) experience, that given a scarce resource of value, there will be competition between different independent factions to gain the largest possible slice of the pie. This is not to say that we anticipate that every sentient species in the universe will dutifully apply the local equivalent of the Protestant work ethic to aggressively carving out a niche and then inevitably progress to the task of making the Galaxy safe for Nichecracy; on the contrary, we are sure that somewhere, somehow, static, perfectly balanced cultures will develop and thrive, if that is an appropriate word for such condition. However, a game concerning such cultures would be about as exciting as an extinct volcano.

We do not presume to be able to guess what directions "progress" will take. Humanity is often considered to be over-developed technologically, relative to other areas of potential growth. Imaginative writers have had fun speculating on the potentialities of unbalanced development in other sectors—intellectual, cultural, sexual, or whatever...We have no doubt that as more and more contacts are made, more and more variations will be encountered, and as the ever-richer interplay and cross-affecting between the individual cultures continues, new syntheses imbued with a fresh dynamism and a renewed will to move onwards and upwards will ever be the result. Ultimately (it is our assumption), in a changing universe, it is only by growing (i.e., changing) that something lives; a cessation of growth is the equivalent of death.

[5.0] Stellar Shifting: As explained in SPT's **StarForce** game, the concept of telesthetic movement is based on the technologically enhanced efforts of telekinetic clairvoyants, who can instantaneously "shift" themselves and/or other matter from one "familiar" point in space to another. This method of locomotion had been developed only relatively crudely in the situations depicted in **StarForce**; in **Outreach** it is assumed that the capacity of telesthetics to shift accurately over much longer distances has been created with a combination of long-range mapping and highly sophisticated techniques of programmed learning which can implant an artificial "familiarity" with a place which the telesthetic has not actually been to. The facts that these artificial impressions are, ipso facto subject to distortion and that a telesthetic implanted with an artificial image is incapable of coping with the real McCoy if the disparity is too great accounts to a large extent for the possibility of scatter.

[6.0] Exploration: Only species that have (and utilize) the capacity for inter-stellar travel are represented in **Outreach**. Regions of space, which are not occupied by such species, are subject to colonization by them. Exploration of such a region of space is considered a necessary pre-requisite to its utilization in any manner.

[7.0] Contact: Given the powerful concentrations of telesthetics that would characterize any activity of space-faring species, in general everyone will be more or less aware of the presence of everyone else. However, possessing a vague impression of the presence of others, and physically locating them in a vast region of space are two different issues, obviously. Of course, it would be easier to find—and by the same token, more difficult to conceal—actual settlements than mobile Star-Fleets.

[8.0] Interaction; This is truly the heart of the game. Decades of study by anthropologists, historians, psychologists, and others have fairly convincingly failed to synthesize any hard and fast guidelines concerning the inter-relationships of different peoples here on Earth. This unpredictability is reflected in the Interaction Rules, where one's input into a relationship is influential, but not decisive, in shaping it, and where a shift in the character of one relationship can affect others in unpredictable ways.

[9.0] Conflict; This does not represent exclusively military confrontation, but also a more general competition. The losses incurred are no less felt if they result from the futile allocation of highly trained technical personnel to an over-matched attempt to convince the natives of a one-system culture to switch trading partners than if they are suffered at the hands of a marauding Navy of enemy Dreadnought StarFleets. The Game-Turns are Generational; hence the Conflict Resolutions summarize long-term economic and political struggles, as well as brief or direct military battles.

[10.0] Reduction; It is the influx of new blood, metaphorically speaking, which provides a Civilization with its dynamism and energy. In an era of material plenty, when specialization and inter-dependency are the order of the day, people (using the term loosely) are the ultimate resource. It is, therefore, desirable to have access to as many of them as possible. The Civilizations which compete in **Outreach** are themselves grand coalitions of distinct cultures and species, and it must be assumed that the ultimate loyalty of any particular area would be local, rather than to the whole. These two factors combine with the sheer number of beings that would inhabit any settled hex to insure that settlements on the scale envisioned would be in effect permanent. "Reduction" therefore represents the process of convincing the locals to switch sides, presumably with a combination of carrot and stick.

[13.0] Resource Allocation: At its base, the underlying structure of **Outreach** is economic. The most crucial decisions the Players are called upon to make concern the allocation of scarce resources, whether it be in terms of how many StarGates to construct or how many Dreadnoughts to send on an expedition to cow a presumptuous Autonomous Force. The StarFleets, in particular the non-specialized "Regular" StarFleets, represent not only organized units of space ships, but also the most valuable resource of all—trained, dedicated individuals, with concomitant technology, equipped to colonize, negotiate, barter, fight, and so forth, as seems appropriate. Hence, in constructing a StarGate, or augmenting it, one "expends"—which is to say, "reallocates"—StarFleets. Similarly, the presence of a StarGate in a hex indicates a commitment of resources to an explored region of space. Any StarGate (with the exception of an unaugmented one) is considered to represent actual settlements on a huge scale within an area, which, involving as it does some billions of beings, is by definition imbued with a permanency which insures the continued existence of the StarGate.

COUNTER SHEET ERRATA

Due to a printer's error, twenty of the StarFleet counters do not have a "C" backprinted on them as they should. These are counters 406-425.

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