

HEXPANSE

RULEBOOK

1. INTRODUCTION

The year is 2244 AD. The continuously expanding universe is on the brink of the most devastating war ever. The galactic clash cannot be avoided; the bloody reckoning has already started on some planets.

After the long, peaceful years of economic boom, the Earth-Mars Empire was torn apart by the conflict between humans and cyborgs. However, in the war that is scorching the formerly collaborative worlds, they are not the only ones opposing each other. From the galaxy's hundreds of nations, 4 factions ascended into the 23rd century:

The **Terran Empire**, which wants to restore the unified galaxy ruled by humans

The **Cyberian Collective**, which is preparing for the final reckoning against humans

The **Union of Trade Worlds**, which wants to maintain its independence

and the outlaw **Interstellar Nomads**, dream on the dawn of freedom.

**The war has already begun, and the armies are standing in line.
Everyone is looking for allies, blackmailing vassals, hiring mercenaries.
The decision is yours: which faction will You join?**



2. THE HISTORY OF FACTIONS

2.1. The Terran Empire



The Terran Empire modelled its existence from former paragons of civilizations: The Roman Empire, The Holy Roman Empire, and the cult of outstanding historical figures. The head of state is the First Consul, general Ramius, who oversees the army personally, and who is accused of dictatorial intentions by his enemies. Probably not without a reason...

In the early times of colonization, the Terran Empire was continuously superior in economy and technology due to the population of Earth. Its only challengers were the technologically highly advanced Martians, who propagated the advent of a new, post-human era. However, the technology of the portals temporarily ended the conflict of the two worlds. The two states wanted to exploit the opportunity of occupying the

colonies together. As time went on, the newly colonized planets wanted more and more economic independence. Although Earth managed to keep its political role due to its military advantage, it fell behind the colonies in economic terms. The growing tension slowly tainted the Earth-Mars Alliance, which led to the annexation of Mars after the Luddite movement on Earth.

The Terran Empire is currently boosting its economy by military expenses and aims to retrieve as many colonies as possible and defeat the settling Martians – Cyberians with its growing military potential. The time is short, since the resources of the Earth are less and less sufficient for the maintenance of the former position of power.

2.2. The Cyberian Collective



Mars was the first chance for mankind to seize a new, mysterious planet. The first researchers of Mars were quickly followed by masses of adventurous people. The conflicts among people brought from Earth disappeared after the first few decades, giving way to a new Martian identity, which defined itself as independent from Earth.

The Martians put more and more emphasis on cybernetics and robotics later on. Thanks to this resolution they became increasingly self-sufficient and competitive with Earth. The Martians got their nickname at that time: "Cyberians". The continuously growing conflict between Earth and Mars lead to a series of wars until the second half of the 21st century, when their relationship was softened by the discovery of the portal technology.

The two rivaling worlds exploited this opportunity together, ultimately leading to the takeover of the colonies.

However, the Earth-Mars relationship was never free of tensions, not even in the era of prosperity. The low point came in 2242, when the armies of Earth attacked Mars and wreaked carnage among the people as a result of the Luddite movement. Although the surface of Mars was obliterated, the Cyberians and the Cyberian-loyal part of the fleet was not. The Martian resistance, led by lady Alita, is waiting for a counter-strike opportunity, which, according to their plans, will be the last attack on Earth.

2.3. Interstellar Nomads



The Nomads are descendants of the first wave of settlers, who lived peacefully until the explosive developments of space technology. After the Earth-Mars Alliance developed in terms of space travel, it could easily dominate the dwellers in the colonies with its technological superiority. Many living on the colonies could not accept the direct domination, so they left the territories that were under the control of the Alliance. They started a nomadic, pirate lifestyle on the verge of the known universe, while the Earth-Mars Alliance was continuously pursuing them. Through one and a half centuries, out of the discords of smaller factions and

due to the pressure from the Alliance, the Interstellar Nomads were born.

When the era of bloody chaos arrived after the long-lasting dominance of the Earth-Mars Alliance, the Nomads realized that it was time for them to retrieve their planets, and expand them with new ones. Their ambitious and fearless warlord, Temud Yin can count on tens of thousands of soldiers on this mission, who are willing to sacrifice their lives without thinking twice about this command.

2.4. The Union of Trade Worlds



The core of The Union of Trade Worlds consists of three highly advanced colonies, the population of which includes various people from the different waves of colonization. The three planets that provide the foundation of the union were originally territories of the Earth-Mars Alliance. The role of the three planets became increasingly more significant due to their advanced technology and their special relation to the mother worlds. In addition, these colonies soon played a decisive role in the rapidly developing galactic trade. These motives gave more and more latitude to the

three planets. When the Earth-Mars Alliance came to a bloody end, the three planets immediately declared their independence, and almost instantly formed an autonomous economic union, thanks to careful background preparations. Today, the union is rapidly expanding, with a little financial or military influence of course...

The Union of Trade Worlds wants to be seen as the protector of the independent colonies, for which purpose they have sufficient funds, and their gorgeous leader, Zoe Venetia.

3. THE GOAL OF THE GAME

In the game, you take on the role of an interstellar faction warlord that fights for various planets. During the game, a battle is played out, which can be won by:

1. Building the formation that is needed to capture the planet.

- OR -

2. Having the only warlord on the board after all the enemy warlords are defeated during battle.

3.1 Components

UNITS (If in the rules we refer to "units", this applies to all 3 types of units):

Normal units (4x12)

Units belonging to player factions



Minor units (4x3)

Units belonging to minor factions



Mercenary units (20) and faction bases (4x5)

Units that can be hired by purchasing cards



Mission cards (12) and market board:



Recovery Ship

This is where injured normal and minor units placed. (not mercenaries)



Faction boards (4)

- 1 Reserve
- 2 Place for the warlord die
- 3 Action icons
- 4 Warlord ability
- 5 Income
- 6 Hexilum (the currency used in the game)



4. GAMEPLAY

4.1. Game modes

Game difficulty: Before starting the game, the players may decide on which difficulty to play based on the chart below.

The **Seaman** difficulty is recommended for beginners to get to know the game.

Captain mode is the normal mode, could also be used for the first game; here the minor factions also come into play.

In **Admiral mode**, the players can also win the game by completing their own mission cards.

Difficulty	Normal units	Minor units	Mission
Seaman	12	0	1 common
Captain	9	3	1 common
Admiral	9	3	1 common and 1 own

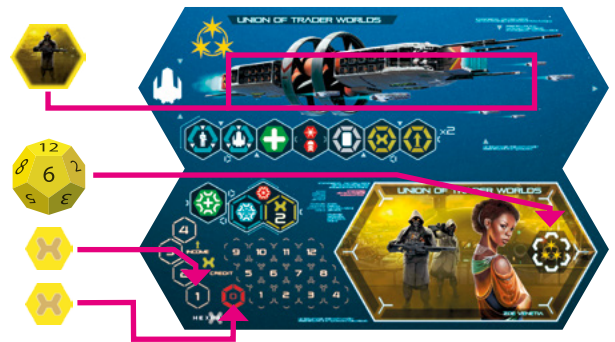
Teampay: Team members are seated diagonally across from each other. The smaller board is recommended for this mode, so the team can build the mission pattern together.

4.2. Setup

1. **Choose the first player:** the person who last saw a sci-fi movie, or just draw randomly.
2. Each player chooses a faction in clockwise order, starting with the first player.

Each player gets the starting kit:

a faction board, own units, the die indicating life force of the warlord and the income and hexilum markers.



3. Set the **income level to 1** and the **hexilum to 0** on the faction board and place the units.

4. If the minor factions also take part in the game, draw and reveal as many minor factions as the number of players plus one. Players choose minor factions in reverse order; the last player who chose a faction card gets to choose a minor faction first. (For a description of minor factions, see 6.4.)



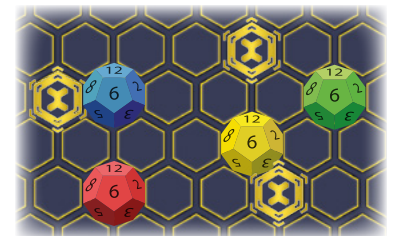
5. Shuffle the market deck. The market deck consists of mercenary and action cards. **Draw and reveal 5 cards to form the market.**



6. **Draw a mission card** and put it next to the board in its place.

In **Admiral mode**, the **number of players + 1 mission cards** are revealed and each player selects a card in reverse order to become **his/her secret mission card**. These cards won't be public after chosen by a player. The remaining card will be the common mission card. Building the formation on either of the mission cards (common or own secret) will count as a win.

7. Each player places their warlord life indicator dice with a value of 6 on the board in clockwise order, starting from the first player. There is no special condition of placement, they can be put anywhere on board including

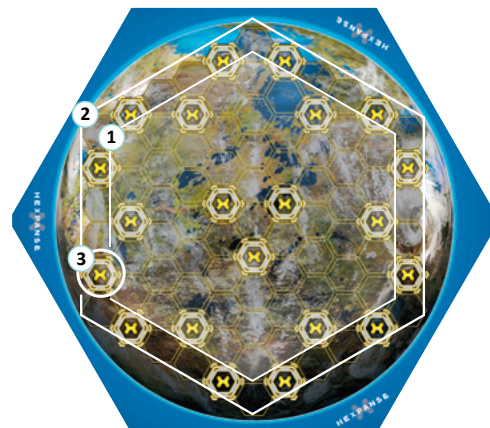


Hint: If you prefer a more aggressive game mode, you may place or later move your warlord to the center of the board; otherwise, it is not recommended!

4.3. The game board

The board changes based on the number of players: One side of the board is used for 2-3 players, the other side for 4 players.

- 1 **Board for 2 players:**
Players can only place units on the normal transparent territories.
- 2 **Board for 3-4 players:**
Players can place units on the shaded territories on the edge as well.
- 3 **Territories giving currency (X - hexilum):**
Players obtain hexilum if they place or move their unit, or warlord there.



4.4 The overview of a turn

The players take turns starting with the first player as determined during setup. Players take turns in a clockwise rotation until one player wins the game.

A player's turn consists of three phases: **Income Phase, Action Phase, and Market Phase.**

1. INCOME PHASE

During the **Income Phase**, the player **gains hexilum reserve** by their current income level amount.

2. ACTION PHASE

During the **action phase**, the player may **execute two actions** – even the same ones- in any order the player wishes.

The following actions may be chosen:



Place a unit on any empty territory on the board:

Units may be placed onto the board from...

- ...the Reserve for regular and minor faction units.
- ...a card for mercenary units.



Replace a unit back to reserve:

A player may take a normal unit from the board to place in the reserve. Mercenary or minor units cannot be taken back.



Attack:

- A player's unit may remove another unit from an adjacent territory, or deal one damage to an adjacent warlord. In exchange, the attacking unit is also removed from the board.
- A warlord may remove a unit from an adjacent territory, or deal one damage to an adjacent warlord. In exchange, the attacking warlord takes one damage.



Faction and minor faction units taking part in an attack go in the Recovery Ship. Mercenary units are removed from the game.



Move a unit from the Recovery Ship to reserve:

A player may take an unit from the Recovery Ship, and put it back on their reserve. Mercenaries cannot be taken back; they are removed from the game permanently.



Play an action card



Activate a mercenary's card, that is on the board:

The mercenary executes its repeatable ability, which is indicated on the card.



Gain 1 hexilum



Increase your income by 1 level:

You have to pay the price of the next income level. *For example: You have to pay 2 to level from level 1 to 2 and pay 3 to level from 2 to 3. The maximum level of income is 4.*

The Warlord's actions (Warlord actions can only be carried out **once per turn!**):



Heal your warlord for 1.

Your warlord's life force increases by 1.



Move your warlord to an adjacent territory:

Your warlord takes one damage for movement.

Use your warlord's special ability (See Faction descriptions):

Your warlord takes one damage for using the ability.

3. MARKET PHASE

During the **market phase**, the player can **buy cards from the market**. A player may choose from any of the five revealed cards in the market. Any number of cards can be bought, if the player has the necessary currency (hexilum).

Important: Cards are always placed facing up in front of the players, so other players can see what they have.

New cards will be placed in the market after this phase, in order to fill the market up to exactly five cards again. (You do not replenish market cards until the end of this phase.)

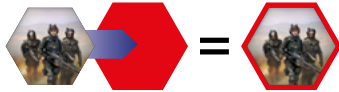
When a player finishes all three phases (income, action and market) of their turn, then play passes clockwise to the next player.

4.5 Card abilities

Two types of cards can be bought: mercenary and action cards.

The **mercenaries** are units that can be hired by purchasing cards.

The tokens with their pictures are placed on the empty tokens of the faction that purchased them, the token is placed on the board when the card is activated.



All mercenaries can use their abilities when initially placed on the board, however, mercenaries with an orange recycle sign may reuse their abilities any turn in exchange for an action.



A reusable (left) and a normal (right) mercenary

Important: If a mercenary is removed from the board, the corresponding card must be discarded!

Action cards may only be played once. After being played they are discarded. The icon system, detailed explanation and card descriptions can be seen in the Appendix, points 6.1-6.2.

- 1 Cost of the card
- 2 Card type
- 3 Card code
(You can find the card in the card list based on this code)
- 4 Card ability



4.6 Chain reactions

During a game, there are times that can occur that an action card or a mercenary ability may bring another card or mercenary into play that also executes an ability. In this case the abilities are executed in a chain within a single action. Therefore, a chain reaction counts as a single special action, the smart use of which can easily decide the outcome of the game.

The different abilities are executed one after the other. The effects of the first cards must be fully completed, then you continue with the effects of the next card.

Example of a chain reaction

Step 1

We brought **The Baron (C9)** mercenary and a normal unit into play with the **Cheyen (A17)** card. We place the unit and **The Baron (C9)** mercenary on the board to the 2 designated territories.



Step 2

After we fully executed the abilities of the **Cheyen (A17)** card, we continue with the ability of the **The Baron (C9)** card. We attack a territory with it -, where an enemy unit is destroyed and gets on the **Recovery Ship** - and we place a normal unit and a **Phyton (C5)** mercenary.



Step 2

After the **The Baron (C9)** card, we execute the abilities of the **Phyton (C5)**. It places 2 normal units on the board. Since we did not play any other mercenaries with special abilities, the chain reaction ends.

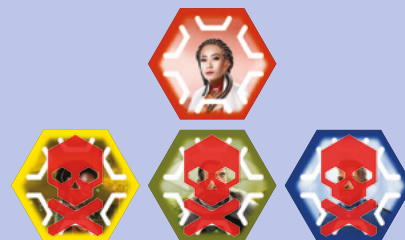


5. VICTORY

The game ends immediately if a player **manages to build the pattern** on the mission card drawn at the beginning of the game. Any type of own unit can be part of this pattern.



The other way for a player to achieve victory is by having the only warlord on the board after **all other enemy warlords are defeated** during battle.



The game continues until one of these conditions is achieved.

If a **player is defeated**, their units remain on the board until someone removes them, and their cards are immediately sent to the discard pile.

6. APPENDIX

6.1. Icons

Card and token types

Card types



Mercenary

Action

Token types



Warlord

Mercenary token

Unit

Minor unit

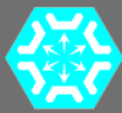
Icons on the cards and boards

Moving



Placement

You may put a unit in an empty territory.



Warlord movement

You may move your warlord to an adjacent empty territory. The warlord takes one damage from movement.



Return

You may take a normal unit back from the board to your reserve, but not a mercenary or minor unit.

Healing



Replacement from the Recovery Ship to board

You may place one of your units from the Recovery Ship to the board.



Warlord healing

Your warlord heals. The life force of a warlord can be increased up to 12.



Unit return from the Recovery Ship

You may take your unit back from the Recovery Ship to your reserve.

Attacking



Unit placement to an occupied position

You may place your unit in an occupied position. The unit formerly in that position is sent to the Recovery Ship, the mercenary is removed from the game.



Warlord damage

Target warlord takes a certain amount of damage.



Attacking a territory

Target location is attacked. The unit in that position is destroyed, or if a warlord is in that position, they take one damage. The attack must be completed at all times, even if it means attacking your own units.



Reserve attack

You may send as many units from one of your enemies' reserve to the Recovery Ship as the number of explosions you have on the ship icon.



Action card attack

You may remove one of your enemies' action cards from the game.



Currency destruction

You may destroy a certain amount of hexilum from one of your enemies.



Attacking with a unit
Sacrifice one of your units. You may attack an adjacent territory, and both units go on the Recovery Ship, mercenaries are removed from game.



Destruction
The unit's ability is activated when it is sent to the Recovery Ship from the game board.
You cannot attack with these units.



Zombie ability
The removed unit returns straight away to reserve.

Stealing



Stealing a mercenary card
You may take one of your enemies' mercenary card.
The mercenaries unit may remain on the board or may be taken back and played again at a later time.



Stealing an action card
You may take one of your enemies' action cards.



Stealing currency
You may take a certain amount of hexilum from one of your enemies.

Other symbols



Empty territory
Empty territories are marked with a grey hexagon. They show the relative positions of various events taking place on the board.



Extra cards
You may choose from a certain amount of extra cards during the market phase. These unbought cards are discarded after buying.



Receiving currency
You receive the amount of hexilum marked on the icon.



Exchange
Exchange 2 units or move a unit to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency they receive 1 hexilum. Other players do not receive currency in the same case.



Exchange of mercenaries and minor units
Exchange this mercenary/minor unit with another unit, or move it to an empty territory. If the player executing the action moves from a territory without currency into a territory with currency, they receive 1 hexilum.

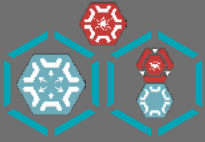


Increasing income
You may increase your income. You always have to pay an amount equal to the level of income you want to reach.

Important: It is always obligatory to completely execute the ability of attacking a territory if it is written on the card, even against own units. However, placement is only an option, it is not necessary to execute every possible placement on a card.

6.2. Faction abilities and tactics

Terran Empire



Ability

You may place your unit in an occupied position next to the warlord.

The enemy unit formerly in that position is sent to the Recovery Ship, the mercenary is removed from the game.

After this the Terran warlord takes 1 damage.

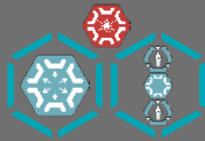
Tactical tips

The Terran Empire offers the most aggressive strategy out of the factions. Placing its warlord in a good position – the center of the board - , it can build its own formation and destroy the enemies' simultaneously. The faction's ability is powerful at all stages of the game.

The Terran player should be careful with their warlord's life points, because due to the effective use of their ability, they will mostly be in the conflict zone. The Terran Empire is most recommended for beginner players.



Cyberian Collective



Ability

You may place two units next to the warlord as seen in the picture for an action and taking 1 damage on the warlord.

Tactical tips

The Cyberian Collective is the fastest building faction, therefore it is the easiest to start building the formation with. The player commanding this faction should be aware that they can put up to 2 units on the board with using a single action. The ability is mostly effective in the first stage of the game, but it can be efficient later on with the combination of territory attacks.

A Cyberian player should pay attention to their number of tokens, because they can decrease quicker than other factions due to the fast placement, and life of their warlord can also diminish faster. The Cyberian Collective may also be a great choice for beginner players.



Interstellar Nomads



Ability

You may exchange two units or you can move a unit to an empty territory for an action by dealing one damage on the warlord.

Tactical tips

The Interstellar Nomads offer the most challenging gameplay out of the factions. The ability of exchanging allows the player commanding the faction to seize key territories without using valuable cards or units – whether on the board or from their reserve. Besides, in 3-4 player mode they can trick their opponents by interfering with both players' formations. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The ability requires a tactical, political playstyle, so it is recommended for more experienced, more advanced players.



The Union of Trade Worlds



Ability

You receive 2 hexilum for an action and taking one damage on the warlord.

Tactical tips

The UTW is the wealthiest faction of the game. It has the opportunity to gain 4 hexilum even at the worst of times, when all sources of raw materials are occupied. Thanks to this, the UTW player can always buy from the market, easily creating their own, unique tactics. Furthermore, the faction ability can be well-utilized on any territory on the board, so it is not necessary to take their warlord into conflict zones.

The advantage of the UTW is the very same as its disadvantage. It has easy access to cards on the market, but this is not enough for victory; the cards also have to be used tactically. The UTW is recommended for more experienced, more advanced players.