DENNIS K. CHAN & JOSEPH SUMMA

BEYOND THE SUN

LEADERS
OF THE
NEW DAWN

RIO GRANDE GAMES

Following the discovery of hyperspace travel in the year 2246, a renewed sense of unity and purpose ripples across the whole solar system. The factions in power need to position themselves quickly to seize this golden opportunity, and strong leadership is necessary to get ahead in the race to colonize the galaxy.

Thanks to the Omniweb Engine, a data-mining network that covers the entire population of the solar system, each faction can search with pinpoint precision for candidates with the exact skills and traits they need, both domestically and militarily. Can your faction find and groom leaders with the perfect combination of internal ingenuity and external prowess to rise above the others?

List of Components

All cards from this expansion are marked with the 👤 symbol for easy identification. The replacement Technology cards are an exception to this. They are marked instead with a **V2** to identify them as replacement cards for the original base game.

20 Leader cards:
10 each of Domestic and Military Leaders

ASTROCHEMIST A

SETUP:
Automate your left

At game end,
gain an additional

MASTER ENGINEER B

SETUP: You may upgrade one of your starting ✈ by 2 levels.
During your turn, you may build new ✈ on locations where you already have an existing ✈ *(unless the build location is specified, e.g. Deep Space)*.
If you do, you may pay 1 additional 💱 to upgrade the new ✈ by 1 level.

3 Android-Omniweb Hivemind Prediction cards
(used with the Android-Omniweb Hivemind Faction mat)

> on
> **TRANSCENDENCE** > **EMPIRE**
> on
> 4
> The number of achievement discs on Transcendence is *greater than* on Empire.

1 Credit token
(used with the "Investor" Leader card)

1 +1 Military Power token
(used with the "Guerrilla Tactician" Leader card)

8 +1 Military Power tokens
(used with the "Orbital Defense Expert" Leader card)

5 +1 VP tokens
(used with the "Android-Omniweb Hivemind" Faction mat)

2

Components for the solo game

16 Anarchist Action cards:
4 Level I, 6 each of Level II and III

MASS EXODUS
in *Deep Space*
Jump 2

12 Anarchist Event cards:
6 each of Level II and III

UNIVERSAL HOUSING DEBATE
Player triggered:
1 →
Anarchist triggered:
Remove your leftmost from the game.

II

III

1 Doomsday Tracker board

GAME END

Solo game rules booklet

Other components to expand the Beyond the Sun base game

8 Technology cards

4 replacement Technology cards (marked with V2 for identification)

4 Event cards: 2 each of Level II and III

12 System cards: 8 type A Systems and 4 type B Systems

2 Faction mats (Android-Omniweb Hivemind, Space Privateers' Collective)

Before playing this expansion...

Beyond the Sun: Leaders of the New Dawn expansion contains 4 replacement Technology cards for the base game. Whether you are playing the base game or any of the expansion modules, find and replace the 4 Technology cards in the appropriate decks in the base game: *Mass Cloning (tech II), Modular Fleet (tech II), Spacetime Anomaly Studies (tech II),* and *Stealth Terraformers (tech III).* **The obsolete cards should be removed permanently from the game.**

Overview

This Beyond the Sun expansion contains new cards that may be used to expand the original base game. Any of these components and modules (with the exception of the replacement Technology cards listed above) can be independently added to the game, in any combination. The setup and rules for different modules are described below.

Players are welcome to mix and match these modules as they wish, but for the full experience, we recommend using all of the expansion components when playing with the Leaders Module. However, the Advanced Factions are always considered to be optional.

I. Leaders Module

In the Leaders Module, Factions recruit a Domestic Leader and a Military Leader at the start of the game. These Leaders have abilities that grant some mixture of setup bonuses, private action spaces, limited-use abilities, and ongoing benefits.

Setup Changes

Follow the steps below after the rest of the game is already set up and the starting player has been determined.

1. Separate the Leader cards into two decks, sorting them according to their card backs. There will be one deck for Domestic Leaders (the blue A deck) and another for Military Leaders (the red B deck). Shuffle each deck separately.

2. Deal out a row of blue Domestic Leader cards face-up on the table, equal to the number of players plus **two.**

3. Repeat this process for red Military Leader cards by creating a second row with the same number of cards.

4. Return all other Leader cards to the game box. These cards are not used in this game.

5. Beginning with the *last player* and in *reverse player order,* each player takes either a blue Domestic Leader or a red Military Leader card and places it face-up in front of them.

6. Then, in regular player order, starting with the first player, each player takes another Leader card of the opposite type of the first card they took and places it face-up in front of them. (The starting player will therefore take two cards in a row.) In the end, each player should have exactly one blue Domestic and one red Military Leader card face-up in front of them.

7. Return the unselected Leader cards to the game box.

8. In player order, players perform any additional setup steps specified in the **SETUP** section of their drafted Leader cards (and their Faction mat, if it contains a setup section). If multiple cards have **SETUP** sections, the active player chooses the order of execution.

9. If any Leader card has a ★ space on it, the player also places the indicated number of their ★ discs on it right now.

10. Tokens are included in the game to help players keep track of some of the bonus powers. If a Leader in the game requires tokens, be sure to distribute the appropriate tokens as part of setup.

Leader Abilities

The abilities granted by a Leader card will fall into one or more of the following categories:

1. **Setup Powers**

   a. These powers are triggered at the beginning of the game, and this part of the card has no effect for the rest of the game.

   b. Cards list: *Astrobotanist, Astrochemist, Completionist, Investor, Overachiever, Savant, Fleet Dispatcher, Guerrilla Tactician, Master Engineer, Ethical Smuggler, Military Industrialist*

2. **Passive Abilities**

   a. No Action is required to use these abilities. They are triggered due to certain conditions or have permanent effects that apply during the game.

   b. Cards list: *Investor, Overachiever, Guildmaster, Guerrilla Tactician, Ethical Smuggler, Military Industrialist, Master Engineer, Orbital Defense Expert*

3. **Reusable Actions**

   a. A reusable Action is represented by an ⬡ Action space on the card, which does not have a ★ space. The player can take the Action according to the normal Action rules (i.e., the Action space must be open, and the Action pawn must move every turn). The Action is "private" to the owning player and cannot be targeted or copied by any abilities in the game.

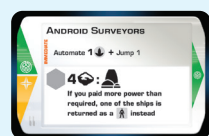   b. Cards list: *Completionist, Innovator, Logistician*

4

4. **Limited-Use Abilities**

   a. These abilities are represented by a ⭐ space on the card and either an ⬤ Action space or a triggered effect that contains the 🎖 icon. At the start of the game, ⭐ discs are placed on the Leader card. A ⭐ is removed from the card when the player uses the Action or trigger. If the ability runs out of ⭐ discs, it cannot be used again in this game.

   b. Cards list: *Savant, Opportunist, Fleet Dispatcher, Hyperlane Navigator, Prototype Engineer, Ruthless Colonizer*

5. **Game End Bonuses**

   a. An game end bonus (in the form of fixed or conditional Victory Points 🏅) is indicated on the text of the card. The icon shown on the card is for reference only (e.g., *Astrobotanist* is worth 2 points at the end of the game, not 4).

   b. Cards list: *Astrobotanist, Astrochemist, Logistician, Overachiever, and Celebrity Terraformer*

Example:

Frank has the following Leader cards: *Opportunist* (Domestic Leader), which has a limited-use ability, and *Celebrity Terraformer* (Military Leader), which has a passive ability. The *Opportunist* has two ⭐ discs remaining on the card. Frank has two colonized Systems, so the *Celebrity Terraformer* is currently granting 🏅4 at the end of the game.

On his turn, Frank takes the "Research a Level II Technology" Action and researches the *Android Surveyors* Technology. As part of its IMMEDIATE bonus, Frank automates one ⚓ and Jumps 1, allowing him to take control of *CD-69 2001.* He then receives its *Gain control* bonus of "Research a discovered Level II technology" and places a ⭐ on *CD-69 2001.* He chooses to research *Terranova Cruisers.* His Action phase is now complete.

Before his Production phase, Frank decides to use his *Opportunist* by removing a ⭐ on it. He then moves his Action pawn to the ⬤ on *Android Surveyors* to take its Action (he still has to pay 4 Ore for the Action). He could have instead chosen to use the Action space on Terranova Cruisers if it was open. He decides to colonize *TZ Arietis*, which he currently controls. Doing so will increase the bonus from *Celebrity Terraformer* to its maximum of 🏅6 at the end of the game.

With one ⭐ on *Opportunist* remaining, Frank will be able to use this ability one more time during the game.

II. New Faction Mats

There are no "basic" versions for these new Factions, so players must agree to play with the Advanced Faction mats in order to include them. During setup, all 6 Advanced Faction mats are available to be chosen, in reverse player order.

III. New Technology Cards

The new Technologies in this expansion have single prerequisite types (the left triangles are of the same color). Simply shuffle the new Technology cards into their respective decks.

IV. New Event Cards

During setup, shuffle the new Event cards into their respective decks. The 4 "Guild" Event cards from the base game (light-bordered, 2 cards per level) must still be included when randomizing the Events that will be in the game.

V. New System Cards

When playing with the new System cards, follow these steps during setup:

1. Shuffle the 2 new Starting Systems with the 4 Starting Systems from the base game and randomly choose 2 to place onto the "A" spaces on the Exploration board.

2. Then, shuffle all unselected Starting Systems as well as new System cards into their respective System decks.

5

Rule and Card Clarifications

⭐ disc usage

This expansion uses ⭐ discs as markers for many abilities. Unless otherwise specified, these markers do not count as Achievements and do not contribute to the game end trigger. In the unlikely event that a player runs out of ⭐ discs, feel free to use any reasonable substitute.

Keyword: "Build"

The keyword "Build" appears in a few expansion cards and effects. It means placing a ⛏ cube on the Exploration board, at any time, for any reason. This keyword can include Actions, bonuses, Leader and Faction powers, etc. If the effect specifies "on your turn", it only applies on the player's turn.

Leader Module

Ethical Smuggler

- The private System still counts as part of the Exploration board for the purposes of Spaceship movement and placement, System control, and effects that check the Exploration board during game end scoring. However, no Event can target it, and no opponents can bring Spaceships to it through any method.

Fleet Dispatcher

- This power can be used when it is not your turn (e.g., if you get Jumps on an opponent's turn).

Guerrilla Tactician

- You count the extra power on the Spaceship during both the "Determine eligibility" and "Settle Spaceships of required power" steps of colonization.
- The extra power counts toward any game end bonuses, such as *Interstellar Arms Race (event III), Megafleet Construction (tech IIII),* etc.
- It cannot be used for the event *Museum of Retired Spacecraft (event III).*
- If you have no Spaceships on the Exploration board, the token is returned to you. Place it underneath the next ship you build.

Hyperlane Navigator

- Any System control changes due to this special placement are resolved immediately, before any subsequent effects (such as Jumps) are carried out.

  Example: The active player builds a 2⛏ using the Action on Narrow Beam Lasers and decides to remove a ⭐ from Hyperlane Navigator to put the 2⛏ directly on Groombridge 34, where an opponent only has a 1⛏. The active player immediately gains control of Groombridge 34 and may use the Gain control bonus specified on the System to build another Spaceship. While building this bonus Spaceship, the active player removes another ⭐ from Hyperlane Navigator to place this new ship on another location, possibly causing another control change. After all the above is resolved, the active player will return to the rest of the action text on Narrow Beam Lasers (i.e., Jump 3).

Innovator

- If both production tracks are out of discs, you may automate a ⭐ and choose either bonus.

Master Engineer

- Any System control changes due to use of this power are resolved immediately, before any subsequent effects (such as Jumps) are carried out.

Opportunist

- You must still pay any costs for the bonus Action.

- The bonus Action still qualifies as an Action, and its cost can be reduced or modified by other abilities.

Orbital Defense Expert

- You may not count the extra power from the Outpost disc toward the minimum power requirement of a colonization effect, nor can it be spent as part of the cost for the colonization.

- You may only apply the extra power after you have successfully taken control of a System. This power cannot be used as part of the calculation while you are trying to take control. In other words, this extra power is useful for "defending" your Systems only.

- The extra power counts toward any game end bonuses, such as *Interstellar Arms Race (event III), Megafleet Construction (tech IIII),* etc.

Overachiever

- The extra ² placed on Sol does not count as a "starting " and cannot be the target of other setup abilities, e.g., *Master Engineer.*

- This extra Achievement, including its "additional ", is included in the scoring for *Parallel Universe Generator (tech IIII).* In other words, a total of can be potentially doubled by *Parallel Universe Generator.*

Savant

- If the chosen Level I Technology creates a new Spaceship as an IMMEDIATE research bonus, that ship does not count as a "starting " and cannot be the target of other setup abilities, e.g., *Master Engineer.*

Advanced Factions

Space Privateers' Collective

Innovation A

- The bonus is placed before any Jump effects are applied. In other words, you may apply the Jumps to the bonus Spaceship.

Innovation B

- You do not have to commit to either ability until you decide to use the benefit of one. At that point, a is placed, and the other text is no longer applicable.

- Even after an ability is chosen, you must still satisfy the requirement of the ability every time you use its benefit.

Android-Omniweb Hivemind

Innovation A

- If Leader cards are also in play, the setup for this Faction will be done at the same time as the setup for the player's Leader cards.

Innovation B

- You gain the bonus resources before the Event card is resolved but after paying for the Action space used.

Technology cards

Energized Railguns (tech II)

- "Upgrade" and "Jump" are two separate effects, so System control is evaluated twice—immediately after the upgrade, then again after the jump.

7

Event cards

Mega-Corp Sponsorship (event II)

- The second slot on the Achievement card is only available in a 4-player game, just like regular Achievements.
- This extra Achievement is included in the scoring for *Parallel Universe Generator (tech IIII)*.

Outer Sector Leaders Summit (event II)

- Players may target an uncolonized System revealed by an Event card, including *Dimensional Rift (event II), Dyson Sphere, Mk. I (event III),* and *Space Station Phoenix (event III).*
- Players may not target the private System from *Ethical Smuggler (Leader card).*

System cards

CD-69 2001 (system B)

- The placed ⭐ discs do not represent control and must be kept separate from Outpost discs.
- Any IMMEDIATE research bonuses granted by the chosen Technology are resolved first before the rest of the turn is carried out.
- You must have researched all prerequisite Technologies according to regular research rules.

HD 49995 (system B)

- This counts the number of Spaceship cubes, not their power.
- Any extensions to the Exploration board count toward this total (e.g., *Dimensional Rift (event II)*), but Spaceships that are removed from the game do not (e.g., *Museum of Retired Spacecraft (event III), Sagittarius A* (promo card)*).
- The private System from *Ethical Smuggler (Leader card)* does count toward this total.

LHS 292 (system A)

- This "Jump 1" bonus is granted after all the initial Jumps are finished and all System control is determined. The player who gains this bonus then executes this single "Jump 1", potentially causing System control to change again. This can cause a chain of control exchanges (e.g., if the active player loses control of *LHS 292* and another player gains control of it).

LP 944-020 (system A)

- "Colonize-type actions" means that a colonization effect is in the Action text itself (or in the text of a copied Action). If there are choices or optional effects in the Action text, colonization must be chosen and executed in order to qualify.

Playtesters and Credits

RIO GRANDE GAMES™

Beyond the Sun — Solo Game

In the solo version of Beyond the Sun, you fight against the Anarchists of Sol, a criminal syndicate whose aim is to destabilize the world and disrupt the progress of humanity.

Setup

Follow the setup for a **two-player, basic game** of *Beyond the Sun,* except for the following steps:

2. Before setting up the Technology decks, remove the card *Intersystem Diplomacy (tech II).*

4-5. Use the **Anarchist Event decks** instead of the regular Event decks. There are 12 Anarchist Event cards (6 each of Level II and Level III Events), so all of the cards will be used to cover the available Technology slots. Return the regular Event cards to the box.

8. Remove the following cards from System Deck B: *Ross 154 (base game), Zeta Leporis (expansion), StKM 1-554 (expansion).*

10. The Achievement cards are not used in the solo game. Return them to the box.

14. Take any Basic Faction mat and ignore any additional Faction setup bonuses. (It does not matter what Faction you choose, as the production tracks are identical.)

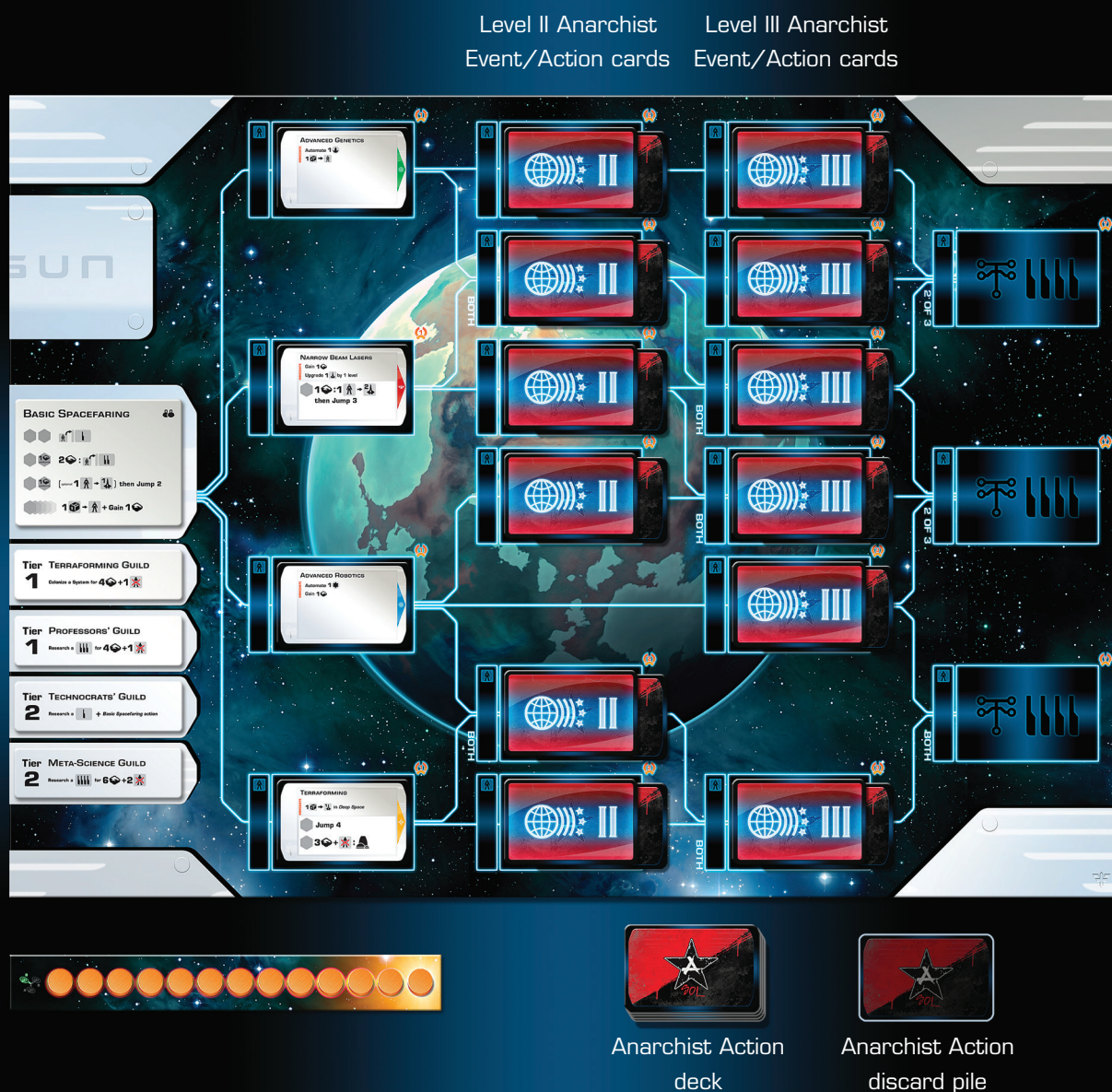**19-21.** You start with 2 ⚒, 1 ☮, and 1 ⚔ on *Sol.*

You may include Technology and System cards from the *Leaders of the New Dawn* Expansion, but do not use any Advanced Faction mats or Leader cards.

Then, set up the components for the Anarchist Faction:

1. Place the **Doomsday Tracker** in the play area.

2. Choose an unused player color as the Anarchist Faction and take all components of that color (except the Action pawn, which should be returned to the box).

3. Place 13 production/Achievement discs of the Anarchist Faction (disc type does not matter) face-down on each circle of the Doomsday Tracker, except for the first space on the left, which does not have a circle around it. The rightmost "Game End" space should be covered by a disc as well.

4. Place 1 ⚔ of the Anarchist Faction color in *Deep Space.*

5. Set all remaining components of the Anarchist Faction to the side, within easy reach.

6. Separate the **Anarchist Action cards** into 3 stacks, one each for the Level I, II, and III cards, using the Roman numeral on the lower left on the front of the card.

7. Shuffle the Level I Anarchist Action cards into a face-down deck and place it within your reach. This is the Anarchist Faction's starting deck. Leave some space next to the deck for a discard pile.

8. Shuffle the Level II Anarchist Action cards, then slide one Action card underneath each Level II Event card on the Technology board, face-down, and with the right edge showing.

9. Repeat Step 8 for the Level III Anarchist Action cards and slide them underneath the Level III Event cards.

There are 2 Level IIII Technologies that are modified for the solo mode:

- **Giga-Corporations—the first paragraph has no effect.**
- **Parallel Universe Generators—it is worth ⒶA instead of the listed amount.**

Setup of the solo game. Faction mat and Exploration board setups are not shown in the diagram.

The Goal of the Game

Players must race against the Anarchist Faction before they take over the galaxy. The Anarchists' progress is indicated by the number of Doom discs remaining on the **Doomsday Tracker.** Doom discs are removed from the Doomsday Tracker by Anarchist Actions, Anarchist-triggered Events, and System control and colonization by the Anarchist Faction. The game ends when the Doomsday Tracker runs out of discs or if the player triggers a victory condition before that happens.

The Anarchist Faction's turns are automated using an **Anarchist Action deck,** which initially consists of 4 Level I Action cards. Each round, they draw a card from the deck and execute its effects (which are always negative for the player), then the player takes a turn. As the Anarchist Faction researches Level II and Level III Technologies, new Action cards of the corresponding level get added to their deck, making their actions increasingly powerful and challenging.

In the solo game, the standard Event cards are replaced by **Anarchist Event cards.** Each Event card has two sections, and one of them is executed depending on who revealed it—the *Player triggered* side benefits the player, and the *Anarchist triggered* side is bad for the player.

Turn Overview

The Anarchists of Sol always take the first turn of the game. On their turn, they draw and reveal the top card of the Anarchist Action deck and resolve it. After that, the player takes a turn. Continue alternating turns until one of the game end conditions is triggered.

If you have to draw a card from the Anarchist Action deck but the deck is empty, shuffle the discard pile to create a new draw deck and draw the next card from it. Some effects allow the Anarchist Faction to draw multiple cards—any cards drawn this turn should not be shuffled or placed in the discard pile until the Anarchist Faction's turn is complete.

Resolving an Anarchist Action Card

An Anarchist Action card consists of multiple rows of effects.

Every row of an Anarchist Action card must be resolved, one row at a time, from top to bottom.

Effect priority ➡

- If there are multiple effects on a row, separated by an arrow ➡, start resolving effects from left to right.
- Once any effect is resolved, the rest of the row is ignored.
- If the effect is a "Jump" and at least 1 Jump is carried out, the effect counts as resolved.

Example

There are 3 rows on this card, so 3 total effects will be carried out.

Row 1

- The Anarchist Faction moves 2 of their Spaceships from *Deep Space* to a System card if possible (see "Jump X" in the **Glossary of Anarchist Effects**).
- If at least 1 Jump was made, row 1 is complete. Ignore the rest of this row.
- If there is no Anarchist ship in *Deep Space,* no Jump can be executed. As a result, follow the " ➡ " symbol to the next effect—take an Anarchist cube and create a 🚀 in *Deep Space.*

Row 2

- Remove the leftmost Doom disc from the Doomsday Tracker and set it aside.

Row 3

- If the Anarchist Faction can research a Level II *Economic* ⚛ Technology, do so right now (see "Researching a Level II / III Technology" in the **Glossary of Anarchist Effects**).
- If a Technology was researched as a result (undiscovered or discovered), row 3 is complete. Ignore the rest of this row.
- If not, try again for a Level II *Scientific* ⚛ Technology. Repeat the same logic for Level I *Scientific* and Level I *Economic* Technologies until a Technology is researched or the end of the row is reached.

Details of each effect are listed in the **Glossary of Anarchist Effects** (see page 6).

Resolving an Anarchist Event Card

Event cards are resolved in a similar way to the multiplayer game—if the player or the Anarchist Faction researches an undiscovered Technology, the Event card placed on the slot is revealed and executed right before a Technology is chosen.

Depending on which Faction revealed the Event, resolve the corresponding section on the Event card *(Player triggered* or *Anarchist triggered)*.

Regardless of who triggered the Event, do **not** pick up the Anarchist Action card below the Event card yet—that does not happen until the Research step, and **only if** the Anarchist Faction is researching.

It is important to discover a Technology before the Anarchist Faction gets to it. The Anarchist side of the Event card is always negative for the player, while the player side is always beneficial.

Game End Triggers and Scoring

The game ends immediately after either an Anarchist effect or a player turn, depending on one of the conditions below. Note that the Anarchist Faction and the player do not always have an equal number of turns.

1. The game ends immediately when the last Doom disc is removed from the Doomsday Tracker (do **not** carry out the rest of the turn).

2. The game ends if the player has achieved one of the following conditions. Finish the rest of the turn before ending the game:
   • Colonize 4 Systems
   • Research 2 Level III Technologies and colonize 3 Systems
   • Research 1 Level IIII Technology and colonize 2 Systems

If you achieved any of the conditions above, you may not continue playing more turns to try to gain more Victory Points— scoring must happen at the end of that turn.

Fulfilling a condition above does not necessarily mean "winning" the game. Instead, a player's success is determined by calculating the final score below.

The game does not end if the Anarchist Faction colonizes 4 Systems.

At the end of the game, calculate Victory Points for **both** the player and the Anarchist Faction using regular rules, with the following changes:

• If the Doomsday Tracker is not empty at game end, the player adds an additional 🏅3, plus 🏅1 per leftover Doom disc.

• If the player colonized 4 Systems, add an additional 🏅5 to their score.

• Each System colonized by the Anarchist Faction is worth 🏅5 instead of the printed value.

Then, **subtract** the Anarchist's points from the player's points to get the Final Score.

Final Score chart

< 0 The Anarchist Faction takes over and causes chaos throughout civilization.

0-7 You have reached a stalemate with the Anarchist Faction, and neither side seems to have the upper hand.

8-15 You have successfully defeated the Anarchist Faction, but a small group of fanatics have gone into hiding and are plotting their next uprising.

> 15 The Anarchist Faction is completely banished, and civil harmony is restored.

Difficulty adjustments

• For a more challenging game, start the game with +1 Doom. Remove the leftmost Doom disc from the Doomsday Tracker and place it to the side of the Tracker (as noted on page 6).

• For an easier game, stack one extra Doom disc on the rightmost "Game End" space on the Doomsday Tracker. The Anarchist Faction only ends the game when both discs on the final slot are removed.

Glossary of Anarchist Effects

+1 Doom

- Remove the leftmost Doom disc from the Doomsday Tracker and place it to the side of the Tracker.

-1 Doom

- If there are any Doom discs to the side of the Doomsday Tracker, place 1 back on the rightmost empty slot. If not, there is no effect.

- Doom discs placed on controlled or colonized Systems cannot be moved this way.

☢ in *Deep Space*

- Place an Anarchist ship with the indicated power in *Deep Space.* Anarchist ships always start in *Deep Space,* and the Anarchist Faction is considered to have unlimited ship cubes.

- In general, a ship symbol with a red background ⚓ represents an Anarchist ship.

Jump X

- In this effect, Anarchist ships Jump from *Deep Space* to a single destination System. They only Jump from *Deep Space* and never from System cards. They will never Jump to *Sol* or to the top Shipyard System.

- To find out which of the 3 System cards is the destination System, look at the rightmost exposed icon on the Doomsday Tracker (i.e., to the left of the leftmost Doom disc). The highlighted System is the destination of the Jump.

- The number after the word "Jump" is how many Anarchist ships will Jump. If there are more ships than available Jumps, select the ship(s) with the highest power first.

- All chosen Anarchist ships Jump to the destination System simultaneously.

- If there are no Anarchist ships in *Deep Space* at the beginning of the effect, the Jump effect is counted as "not executed" (relevant to rows that have a "➡" symbol). Otherwise, as long as at least 1 Anarchist ship has moved, the effect is successfully carried out.

- After Jumps have been completed, determine System control using regular rules. If the Anarchist Faction gains control of a System, place the leftmost Doom disc from the Doomsday Tracker on that System. If they lose control, put the disc back on the rightmost empty slot.

- Ignore all System card text while the Anarchist Faction is Jumping or gaining control, including any immediate bonuses, passive effects, or entry restrictions.

Colonize ⛴

- Use regular rules to determine eligibility for the Anarchist Faction to colonize a System. If there are multiple eligible Systems, the player chooses one for the Anarchist Faction.

- To colonize, the Anarchist Faction pays the lowest required power possible, using smaller ships first. Choose a combination that benefits the Anarchist Faction the most if there are multiple options. Spent Anarchist ships are moved back to their cube supply.

- Place the System colonized by the Anarchist Faction next to the Doomsday Tracker, then stack a second Doom disc on it from the Tracker. Any leftover ships of either Faction must move to *Deep Space* as usual.

- Ignore all System card text while the Anarchist Faction colonizes a System, including any colonization bonuses.

Researching a Level I Technology (e.g., ⚛)

- Look for the Level I Technology of the corresponding type/color. If the Anarchist Faction has not researched it, they place a population cube to the left of that Technology card. The Anarchist Faction is considered to have unlimited population cubes.

- If the effect says "Any ▮I▮", the player can choose any Level I Technology that the Anarchist Faction has not researched.

- Ignore all Technology card text and immediate effects when the Anarchist Faction researches a Technology.

Researching a Level II / III Technology (e.g., ⬛️✦ / ⬛️⚛)

- First, determine if the Anarchist Faction can research a Technology of the indicated level and type/color. A Technology slot is eligible if:

  - At least 1 of the prerequisite Technologies matches the type/color of the research icon shown on the Action card. The icon must match the triangle on the right side of at least one of the prerequisite Technology card(s).

  - The Anarchist Faction has researched all the necessary prerequisites for that Technology.

  - The Anarchist Faction has not previously researched that Technology.

- If there are multiple eligible Technology slots, the Anarchist **always chooses an undiscovered Technology first.** If there are further choices, the player chooses.

- If there is already a Technology card on the target slot (i.e., the player already researched it), it does not matter what type/color that Technology card is. **Only the prerequisite type/color matters when considering if it is an eligible slot.** This rule makes it possible to research a non-matching type/color.

- Once an eligible Technology slot is chosen, the Anarchist Faction carries out the research action:

  - The Anarchist Faction places a population cube to the left of the chosen Technology slot.

  - If the Anarchist Faction is the **first to discover** the Technology:

    Draw and resolve the Event card by executing the *Anarchist triggered* section (and Guild Tile removal, if instructed).

    Reveal cards from the corresponding Technology deck until the first card matching the type/color of the research icon is found (using the triangles on the left side). Place the card on the Technology slot. Ignore all Technology card text for the Anarchist Faction, including any immediate bonuses.

  - Then, **regardless of whether they discovered it,** the Anarchist Faction adds a new Action card into their Action deck:

    Take the Anarchist Action card that was initially placed face-down on this Technology slot. **You may read this card.**

    Place the new Action card **on top** of the current Anarchist Action deck. This new card will be the next Action for the Anarchist Faction. If you like, you may place the card face-up on top of the deck as a reminder of what is coming next turn.

    If the Anarchist Action deck was empty before adding this new card, do not shuffle the discard pile—create a deck of 1 card instead.

- Ignore all Technology card text and immediate effects when the Anarchist Faction researches a Technology.

- The Anarchist Faction can never research Level IIII Technologies.

Rule and Card Clarifications

Anti-Immigration Policies (Anarchist Action III), Science Deniers Movement (Anarchist Action III)

- These cards do not prevent free colonization or research through other means. They only prevent Actions where the main effect is colonization or research of a Level III / IIII Technology.

Hyperspace Blockade (Anarchist Action III)

- The limit applies to the entire turn, not per Jump effect, and it limits any free or bonus Jumps as well. In other words, the maximum number of Jumps you can take on a turn, for any reason, is 1.
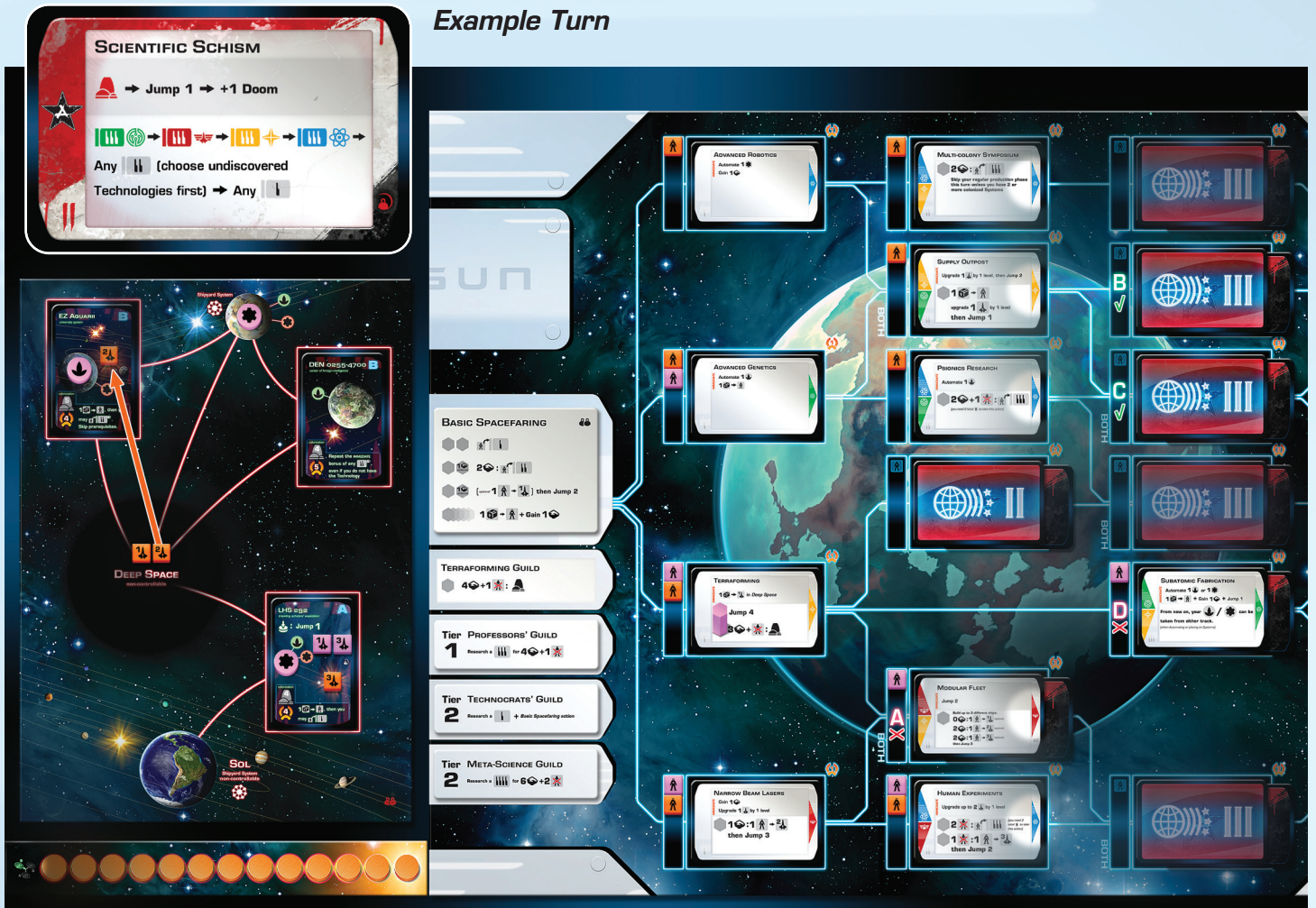
Scientific Schism (Anarchist Action II)

- "Any ⬛️ "—if the Anarchist Faction chooses an undiscovered, multi-prerequisite Technology slot, the Technology card that is placed will be the first card drawn that matches any of the 2 prerequisite colors/types.

Systematic Corruption (Anarchist Action III)

- "Any discovered ⬛️ "—since the Anarchist Faction draws another card at the end of this Action, if a ⬛️ is researched, the new Anarchist Action card will be executed right after (without giving the player a chance to react).
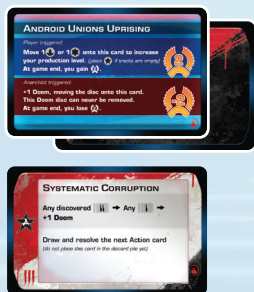
The Anarchist Faction ▮ draws *Scientific Schism* as their Action card.

They execute the first Action row starting from left to right.

First, they attempt to colonize 🔺 but do not qualify because they do not control any System cards.

The next effect is "Jump 1". The target of the Jump is *EZ Aquarii,* according to the Doomsday Tracker. The Anarchist ship with the highest power 🚀 moves there. The Anarchist Faction gains control of the System using the leftmost Doom disc. Since a Jump was executed, this row is now finished and the "+1 Doom" effect is not executed.

Now the Anarchist Faction moves on to the second Action row. First, they check if they qualify to research a Level III *Economic* Technology—there are no green arrows on the right side of any Level II Technology cards. For Level III *Military* ⚔, they have not researched slot A yet, so they also do not qualify. Then, they check for *Commercial* ✦ Level III slots. There are three options: slots B, C, and D. The Anarchist Faction always prioritizes undiscovered Technologies first. The player chooses slot B, places a 👤, reveals the Event card, and executes the *Anarchist triggered* section.

Next, the player reveals the Level III Anarchist Action card under the Event card and puts it face-up on top of the Anarchist Action deck, so they know how to prepare for the following round.

Finally, the Anarchist Faction reveals cards from the Level III Technology deck until they reveal a *Commercial* ✦ Technology to put in the new slot. All other revealed Technologies are shuffled and placed on the bottom of the Level III Technology deck.

The player then takes their turn normally.