

Invasion version 2

An unofficial expansion for Eclipse and Rise of the ancients for solo and cooperative play
by Tom De Taey.

Invaders from another dimension appear in your galaxy! Their own parallel universe is dying and they have nowhere else to go. Their government is dominated by two political parties. Some enemies are members of the war party who fears your advanced society. They want to destroy you before you become a real threat. But they are opposed by the moderates who just want to colonise uninhabited planets in your galaxy. Negotiate, bribe, trade or fight. Try to duplicate the enemy's warp gate technology by sending in spying ambassadors, by trade or by looting destroyed enemy ships. With this new technology you can launch an attack on the warp station of the war party itself. Whatever your strategy, just make sure your race survives.

What's new

This variant allows a peaceful or semi-peaceful play. You can bribe attackers and trade with enemy colonies. To fabricate the new cards, simply fold them in two and place them in a sleeve. You can add an unused card of some old game in the middle for more density. If you have sleeves of a different size, simply use the print screen button to place the images in a word file and adjust their size. The warp gate tech tile can be glued on one of the wrong printed tech tiles of the expansion (if you still use the wrong tiles, ask the producer to give you new ones.)

Solo play

Set up

Exploration.

The galaxy is explored in a differed way as in the regular game. Your own starting sector is the centre. Place one undiscovered sector I next to it. This is the only spot where a sector I will be placed during the entire game (the others are much more interesting). Now place the galactic centre next to the sector I so that the three sectors form a straight line. When you explore next your starting sector (aside from the one sector I), a sector II is placed there. If any other tile is explored (aside from the galactic centre) a sector III is placed there. There is no limit to sector III tiles, go wild.

Technologies

Start with three development tiles and twelve random technology tiles. Treat special technologies from the expansion normally.

Enemy player board.

Place a human player board under your own so only the ship layouts are shown. These layouts will show you how the enemy ships will evolve.

Place an interceptor bay tile on one of the hull spaces of the enemy starbase layout. This tile stays there the entire game providing one hull and serving as a reminder that each enemy starbase launches two fighters during each battle.

The turn track.

Place an enemy fighter above rounds 2, 4, 6 and 8. They will serve as a reminder that you will be attacked during these rounds.

Place an enemy starbase above rounds 3, 5 and 7. During these rounds the enemy player will colonise a sector. Place the warp gate technology tile above round 9. Only then you'll have the option of attacking the enemy warp station fleet.

The enemy upgrades

Resolve a random level I upgrade card at the start of round 1.

The level I upgrades simply place one type of ship tile on the empty space of all enemy ship layouts.

Level II and III use upgrade numbers. One of the cards you'll have to fabricate places all tiles in an order (except power sources and the starbases' interceptor bay, they are never replaced. Engines can only be replaced by new engines.). The first possible tile with the lowest number is replaced by a new tile on each ship layout. The fighter layout must have one cannon or missile at all times, the other layouts must have at least one cannon at all times (In such a case, upgrade the tile with the second least upgrade number, again if possible). Do not replace parts with higher upgrade numbers than the new part. An upgrade card can upgrade only some layouts, if the others don't have lower parts or .

There are two technology + engine upgrades. Resolve the engine upgrade and roll a die to determine which technology the enemy receives. Place the card under the enemy player board so it only shows that technology. This way the enemy can become immune to neutron bombs, better against missiles and can obstruct your retreat.

Note that enemy ships don't have energy restrictions. They can power everything with nuclear drives.

Note that there are two plasma cannon upgrades, this is no mistake, the game balance needed it.

Resolve an I upgrade at the beginning of round 1,

a II upgrade in round 3,

a II and a III upgrade in rounds 5, 7 and 9

The enemy attacks!

Determine attacked sector

During rounds 2, 4, 6 and 8, remove the fighter above the round number. An enemy fleet attacks one of your sectors. Roll a die and look at the attack card to see which fleet attacks you.

To determine which of your sectors is attacked roll, another die. Add the round number to the die roll and look at the bottom of the attack card. If this prerequisite is not enough to determine only one of the sectors under your control, roll again. If the second prerequisite is not enough to narrow the first selection down to a single sector, choose which of these sectors is attacked.

Example: It is round six and you roll a one. $6+1=7$ so the prerequisite states: The sector with the least victory points. You have three sectors with only one victory point so you roll again. You roll a 5 so the second prerequisite is most population cubes. Two of your sectors have three cubes, one sector has only one. The one sector is ruled out so that leaves you to choose which of the two remaining sectors is attacked. Place the invading fleet in the sector. You now have a whole round to organise your defence.

Note: For determining the location, count all extras of a sector. For example: The discovery tile "orbital" adds an artefact to a sector and potentially a population cube. The shellworld adds five to the victory points of its sector.

The battle

The battle is resolved during the combat phase with you as the defender. If one or more enemy ships remain after the combat phase, clear the sector of everything and turn it up side down. Move all your population cubes to their graveyards, as if they were killed by another player. Place an enemy influence disc on this destroyed sector (even if you abandoned the sector with an influence action). The influence disc remains there until the end of the game and will lose you victory points. The destroyed sector can be travelled through by using the wormhole generator.

Reputation gain

After each battle you receive one less reputation tile as in the normal game, with a maximum of 4 instead of 5.

Enemy AI

When an enemy ship hits, follow this order:

1) Assign hits to ships that can still fight

(ships with only missiles are ignored when they already fired until all other ships have been destroyed.)

2) Assign hits that do the most damage first.

3) Assign the hit to the biggest ship that is destroyed by this hit. (small - fighter - cruiser - dreadnought - starbase - big)

4) Assign the hit to the biggest ship

Bribing the enemy

You can remove the attacking fleet any time during the round by paying its bribe cost with any resources you have (found in the right column of the attack card, no reputation gain). If you do, place one of your own ambassadors on your reputation track, removing a reputation tile if necessary. These ambassadors will give you their normal victory point at the end of the game and will reduce your loss of victory points if you fail to defeat the warp station fleet during round 9. Note that the war party attacks four times and you have only three ambassadors. You'll have to fight or retreat at least once.

The enemy colonises.

Determine colonised sector

During rounds 3, 5 and 7, remove the starbase above the round number. Enemy colonists colonize an empty sector. Roll a die and count the empty and undiscovered sectors clockwise with your home sector as the centre of the clock, starting with the only sector I above your home sector. If a sector is already under your control or if it's destroyed, skip it while counting.

Example: You roll a 5. This means the fifth empty or undiscovered sector you count is colonised. The only sector I above your home sector has not yet been discovered, that's 1. The next sector to the right next to your home sector is yours, so it doesn't count. The next sector right of your home sector is discovered but empty, that's 2. The sector below your home sector has ancients and is empty, that's 3. The next two sectors are yours so they do not count. Now we start counting in the second circle. The galactic centre still has its ancient dreadnought, that's 4, yes it can be colonised. The sector to the right of the galactic centre is undiscovered so that's where the colonists land.

Place a new sector if necessary and rotate it any way you want. add an enemy starbase, diplomat and orbital to this sector. Now fill all population spaces with enemy population cubes. During round 7 a second starbase and a monolith is also added. Ancients and discovery tiles remain on this sector undisturbed. Super nova tiles do not explode as long as there are enemy colonists present.

Attacking enemy colonists.

Enemy starbases have a carrier tile on their layout. This means they launch two fighters during each battle. If these fighters survive they are removed after the battle without reputation gain. If there are any ancients on this tile, fight them after fighting the starbase(s). Know that damage done by the enemy remains on your ships until the end of the round, so you could face ancients with an already crippled fleet. Enemy population cubes must be destroyed with neutron bombs or good old firepower before you can colonise.

Trading with enemy colonists.

You may place one of your population cubes of one of your tracks on the enemy diplomat (you do not get to do anything else with this action). This can only be done if you have a spaceship or an influence disc in a sector adjacent to the enemy colony connected with a double sided wormhole or a single sided wormhole and the wormhole generator technology. You are now trading with this colony. If you attack a colony the enemy diplomat is removed. If it held one of your cubes it is placed back on one of your tracks and you receive the traitor card. Enemy ambassadors with your cube on them give an extra discount of three when purchasing the warpgate technology in round nine.

The warpgate technology tile.

You can research warpgate technology in round 9. Subtract one from the cost of this technology for each victory point you would receive from your reputation tiles and ambassadors, also subtract three for each enemy ambassador with one of your population cubes on them. The discount shown on your technology track also applies. Use all these discounts to make the warpgate technology affordable and place it on a track of your choice. With this technology any of your ships and starbases may be placed aside the board during the action phase of phase 9. They will attack the warp station fleet of the invaders during the combat phase of phase 9 (you cannot fight other battles first). The warp station fleet is the defender in this final battle that takes place in another dimension.

Scoring victory points.

Score your victory points normally. Subtract 2 from your total for each surviving enemy ship in the warp station fleet minus your own ambassadors on your reputation track. Subtract 3 for each sector that was destroyed by an enemy attack (each sector turned around with an enemy influence disc on it).

Read about the faith of your race on the victory card.

Normal or Cooperative play

You can always play this variant with more players.

Set up

Each player takes ships of another colour to serve as their enemy. All these enemy ships share layouts so you only have to upgrade one enemy player board. Start the game with a normal set up of sectors.

Attack

For an enemy attack all players place the attacking fleet in their enemy colour on one of their sectors determined by one shared location roll.

Colonisation

Each enemy colour colonises one sector during a colonisation round, starting with the starting players' enemy colour. The ambassadors of the enemy colonies welcome one population cube of only one player, it doesn't matter which.

The warpgate technology

Each player must research his or her own warpgate technology tile or he or she cannot attack his or her own warp station fleet. You can always fabricate one more if you want to play this with your partner (Also tell me how you did that, because I can't get my girlfriend to play my own expansion).

Cooperative?

You can always ally with your fellow players, using the rules of the Rota expansion

You can combine all warp station fleets in one big battle. This way one player can go for monoliths, skip the warpgate technology and let the other player fight two warp station fleets with his or her awesome fighting ships. You can always share all victory points and divide them by the number of players rounded up to see how all your races did together, or score individually.

Thanks for playing my variant and have fun!

Tom

Upgrades

Draw and execute these upgrade cards during round 1: I, round 3: II, round 5: II+III, round 7: II+III, round 9: II+III

Colonists

Roll a die to determine which uninhabited or undiscovered sector is colonised. Count clockwise from sector 1. Round 3: Round 5: Round 7: Round 9: Ancients are not disturbed by these colonists and behave normally. Enemy starbases launch 2 fighters when attacked. Place an interceptor bay on a hull of the enemy starbase layout to symbolise this.

Warpgate Technology Tile

Subtract one from the cost of this technology for each victory point you would receive from your reputation track and three for each of your trade agreements. The discount shown on your technology track also applies. During the action phase of phase 9 your ships and starbases may be placed aside the board. They will attack the enemy warp station fleet during the combat phase of phase 9.

The warp station fleet

Lose two victory points for each ship remaining in this fleet minus your own amassadors.

9-10: MOST
11-12: MOST
13-14: MOST
3-4: LEAST
5-6: LEAST
7-8: LEAST

roll a die up to two times to see which of your sectors is attacked. Add the round number to your die roll.

Location

Attacks
Round 2: Roll a die to see which fleet attacks. 1-3 each battle!
Round 4: 1-2, 3-4, 5-6
Round 6: 2, 3, 4, 5, 6
Round 8: 2, 3, 4, 5, 6
Round 10: 2, 3, 4, 5, 6
Round 12: 2, 3, 4, 5, 6
Round 14: 2, 3, 4, 5, 6
Round 16: 2, 3, 4, 5, 6
Round 18: 2, 3, 4, 5, 6
Round 20: 2, 3, 4, 5, 6
Round 22: 2, 3, 4, 5, 6
Round 24: 2, 3, 4, 5, 6

Upgrade Numbers

A ship must always have at least one cannon.
A fighter must have at least one cannon or missile.

1	2	3	4	5	6	7	8	9	10	11	12	13
ION CANNON	HULL	ELECTRON COMPUTER	GAUSS SHIELD	PLASMA CANNON	IMPROVED HULL	PROTON COMPUTER	PHASE SHIELD	FLUX MISSILE	PLASMA MISSILE	CONIFIELD FIELD	BLON COMPUTER	ANTIMATTER CANNON
→1	→1	+1	-1	**	→1	+2	-2	**	**	→2	+3	→4

The interceptor bay is placed on a hull tile on the enemy starbase layout at the beginning of the game and is never upgraded.

Victory points
-3 for each sector destroyed by the invaders
-2 for each remaining ship in the warp fleet minus your own ambassadors
0 - 15
Your race lives on in a zoo somewhere. But hey, you're alive.
Your race survives as space nomads, forever on the run.
31 - 40
Your society endures in an endless war.
41 - 45
The invaders are repelled and a cold war begins.
45 - 50
After a long war the invaders sue for peace.
51+
Your society outshines that of the invaders in every way. The enemy people abandon their ways and beg to be allowed among your race.





