

CREST OF EMPIRE

DESCRIPTION

In Crest of Empire, you command a spacefaring civilization, exploring, colonizing, and battling your way to a galactic empire. Your goal is to secure a Precursor artifact that will firmly establish your place in the universe.

REQUIRED COMPONENTS

- A standard deck of cards
- A D6 die
- Pen and paper for notes
- Materials for map and tokens. This could be paper, or you could borrow tiles/tokens from a game like Twilight Imperium.
- Hex tiles
- Revolt tokens
- Marine and ship tokens
- Invasion/monster fleet tokens

GAME SETUP

1. Shuffle the deck.
2. Draw the home system.
3. Shuffle the tiles.
4. Arrange the token piles.

TURN PHASES

1. **Explore:** Choose an empty space adjacent to one of your systems and draw a system tile.
2. **Expand:** Draw and resolve a card.
3. **Exterminate:**
 1. Check Stability: If stability equals 0, draw a card to determine revolt or invasion.
 2. Move ships.
 3. Build ships.
4. **Exploit:** Spend resources to build one industry on a planet.

CRISIS RESOLUTION

1. **Check Stability:**
 1. If stability equals 0, reset stability to the stability cap.
 2. Increase the crisis counter by 1.
 3. Draw a card to determine the next step:
 1. For a red card, proceed to 'Revolt' sequence.
 2. For a black card, proceed to 'Invasion' sequence.

2. **Invasion:**

1. Spawn a fleet based on the crisis level and place it on a system.
2. Each turn, the fleet moves toward the capital. If the fleet reaches the capital, the game is lost.
3. If the fleet stops on a system, place a revolt token there.

3. **Revolt:**

1. Place revolt tokens equal to the crisis level on a system.
2. At the start of each turn, roll a dice for each system adjacent to revolting systems. On a roll of 1, that system enters revolt.
3. If revolt spreads to the capital, the game is lost.
4. To regain control, deploy marines to the planet and roll a dice for each marine on the planet. On a roll of 6, remove a token. On a roll of 1, remove the marine.

GAME TERMS

- **Stability:** The empire's stability cap begins at 14 and can increase. Stability is lost mainly through drawing spades in the Exploit phase.
- **Stability Check:** If the stability equals 0, the crisis counter increases by 1, stability is reset to the stability cap, and a card is drawn. Red signifies a revolt, black an invasion.
- **Crisis:** A crisis occurs when stability drops to 0. The type of crisis (either an invasion from another empire or a revolt within your empire) is determined by drawing a card. Each crisis increases the crisis counter, affecting the difficulty of the encounter.
- **Resources:** Energy and colonists are the two resources. Energy is used for building ships and colonists for building industries. These resources are acquired through drawing cards in the Exploit phase.
- **Movement:** Ships, monsters, and fleets have a movement value, representing how many systems they can traverse. Gates connect two tiles as if they were adjacent.
- **Build Ships:** At the end of the Exterminate phase, you may spend energy to build ships in your shipyards, provided they have not reached their build caps. Place the newly built ships on the system where they were built for use in the next turn.
- **Industry:** Each system can house one industry. If a system is in revolt, its industry cannot be used. However, ships already built can still be deployed.
- **System:** A system represents an entire tile and can include more than one planet.

TABLES

EXPAND TABLE

Hearts	Gain Colonists
Diamonds	Gain Energy
Spades	Lose Stability
Club	Event

RANK AMOUNT

Rank	Amount
2-10	As is
J	11
Q	12
K	13
A	14

EVENTS

Rank	Event
2	Lose 6 col or 2 stab
3	Discover gate
4	Lose 6 col or 10 engr
5	Monster-like fleet 2
6	+1 to stability cap
7	Lose 3 col or 1 stab
8	Draw 2 cards when drawing for precursor artifact
9	Lose 6 col or 2 stab
10	Place revolt token in system. If removed in 2 turns, gain Engineers College
J	Lose 3 col or 5 eng
Q	Monster-like fleet 4
K	Lose 10 eng or 2 stab
A	If crisis is at level 1, draw card. On 10-A, win game. Otherwise, gain 15 eng

INDUSTRIES

Name	Col	Buff
gov hall	12	+1 to stab cap
engineers school	12	ships have double fighter capacity
pilots school	12	fighters gain +1 to dice rolls
life extension	6	gain 1 additional col from hearts
fusion	6	gain 1 additional eng from diamonds
warp gate	4	connects to gates for your ship movement
pds	4	can attack ships on adjacent spaces (1 die +5) or in its system (2 dice +4)
tracking array	6	enemy fleets have -1 to dice rolls in system
forge	8	adjacent yards have +1 build cap
drop yard	4	can produce marine drop ships (cap: 5)
fighter yard	4	can produce fighters (cap: 5)
cruiser yard	6	can produce crusiers (cap: 3)
dreadnaught	8	can produce dreadnaughts (cap: 1)

SHIPS

Type	# Dice	Hit	Move	HP	Cap	Eng
Fighter (fight)	1	6	-	1	-	2
Cruiser (crus)	1	5	2	2	3	6
Dropship (drop)	-	-	2	1	-	6
Dreadnought (dred)	2	4	1	3	6	10

FLEETS

Level	# Dice	Hit	Move	HP
1	3	5	1	4
2	4	5	1	7
3	5	4	1	9
4	6	4	2	10
5	7	4	2	12
6	+2	4	2	+2