

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
- Borrowed hexagon tiles or grided paper
- Tokens or scrap paper for ships, revolts, shields, enemies, and resources

GAME SETUP

1. Shuffle the deck of cards.
2. Draw the home system with the improvement Capital
3. Place starting units. 1 Fighter, 1 Dropship, 1 Cruiser
4. Shuffle the tiles.
5. Arrange the token piles.
6. Take 4 energy and 4 colonist tokens

TURN PHASES

1. **Explore:** Choose an empty space adjacent to one of your systems and draw a system tile and place it there OR choose an already drawn tile without any improvements to explore again
2. **Expand:** Draw and resolve a the top card from the deck.
 1. Gain Colonists: gain 1 colonist for every 3 systems with industry to max of 3. Round up
3. **Exterminate:**
 1. Check Stability
 2. Move ships: May move each ship tiles equal to its move value. Fighters must be carried in a ship with capacity
 3. Build ships. May spend energy to build ships in your yards up to thier build capacity
4. **Exploit:** Spend colonists to build an improvement. Each system can have 1 industry and 1 support improvement

CHECK STABILITY:

1. Lose 1 stability for each system with atleast 1 revolt token
2. If stability reaches 0, reset stability to its max.
3. Increase the crisis level by 1.
4. Draw a card to determine the next step:
 1. For a black card, proceed to 'Invasion' sequence.
 2. For a red card, proceed to 'Revolution' sequence.

CRISIS RESOLUTION

1. Invasion:

1. Spawn a fleet based on the crisis level and place it in the system along with a revolt token. Revolts do not spread during invasion
2. Move the enemy fleet towards the capital its movement value.
3. You may move your ships thier movement value
4. If your ships stop in the system with the enemy fleet start a battle.
5. If the fleet would end its turn in a system place a revolt token
6. If the capital system recieves revolt token you lose.
7. Contiue taking turns moving until the fleet is destroyed or you lose
8. If you win systems with revolt tokens can be retaken with marines on a 5 or 6 roll - marines are still vulenarble to 1s

2. Revolution:

1. Place revolt tokens equal to the crisis level on the system.
2. At the start of each round, roll a dice for each token on the original system, on a roll of 1, place a new revolt system on the closest system not in revolt.
3. If revolt spreads to the capital, the game is lost.
4. To regain control, deploy marines to the system and roll a dice for each marine on the system. On a roll of 6, remove a token. On a roll of 1, remove the marine.

GAME TERMS

- **Stability:** The empire's maximum 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. Colonists are used to for build improvements. These resources are acquired through drawing cards in the Exploit phase.
- **Warp Gate:** Gates connect two tiles as if they were adjacent.

GAME TERMS CONT.

- **Build Ships:** At the end of the Exterminate phase, you may spend energy to build units in an improved system, provided it has build capacity left. Place the newly built ships on the system where they were built for use in the next turn.
- **Improvements:** Each system can house one industry and one support improvement. Some industries can only be built once per empire, these are marked with 1X. If a system is in revolt, its industry cannot be used. However, ships already built can still be deployed and support building are may still be used
- **Laser Defence:** Before moving your ships during a battle you may roll dice for each laser defense in range of the enemy fleet and apply hits
- **Fighting:** When your ships end thier turn in the same system as an enemy fleet a battle happents. Each round of a battle dice will be rolled for the your ships and the enmey fleet each dice equal to or above their attack value scores a hit. hits are assigned after all dice are rolled. Remove 1 ship of your ships for each hit that is not blocked by a sheild.

GAME TABLES

EXPAND

Suit	Action
Hearts	Gain Colonists
Diamonds	Gain Energy
Spades	Lose Stability
Club	Event

EVENTS

Rank	Event
2	Lose 6 colonists or 2 stability
3	Place a gate in this system
4	Lose 6 colonists or 10 energy
5	Raiding fleet lvl 2
6	Place a Gene Clinic in this system
7	Lose 3 colonists or 1 stability
8	Draw 2 cards when drawing for precursor artifact
9	Lose 6 colonists or 2 stability
10	Place revolt token in system. If removed in 2 turns, gain Forge
J	Lose 3 colonists or 5 energy
Q	Raiding Fleet lvl 4
K	Lose 10 energy or 2 stability
A	If crisis is at level 3, draw card. On J-A, fight endgame fleet to win game. Otherwise, gain 15 energy. Reshuffle into Deck

INDUSTRY

Name	Colonists	Bonus
Capital (1X)	-	+1 Energy with Each card
Governor's Hall (1X)	20	Reduce stability loss by 1 except from revolts
Engineering College (1X)	20	Ships have double fighter capacity
Flight School (1X)	20	Fighters gain +1 to dice rolls
Exotic Fusion Plant (1X)	20	Gain 3 additional energy from each card
Gene Clinic	10	gain 1 additional colonists from hearts
Forge	10	Adjacent Yards have build cap doubled
Marine Base	4	can produce marine drop ships (cap: 3)
Fighter Yard	4	Can produce fighters (cap: 3)
Cruiser Yard	6	Can produce crusiers (cap: 2)
Dreadnought Yard	8	Can produce Dreadnoughts (cap: 1)

SUPPORT

Name	Colonists	Bonus
Warp gate	4	connects to gates for your ship movement
Laser Defenses	4	Can attack ships on adjacent spaces (1 die +5) or in this system (2 dice +4)
Tracking Array	6	Enemy fleets have -1 to dice rolls in system
Garrison	6	Marines in system gain +1 to dice rolls

SHIPS

Name	Dice	Attack	Move	Sheild	Fighters	Energy
Dropship	-	-	1	-	-	2
Fighter	1	6	-	-	-	2
Cruiser	1	5	2	1	2	4
Dreadnought	2	4	1	2	4	8

FLEETS

Level	# Dice	Hit	Move	Sheilds
1	3	6	1	4
2	3	5	1	5
3	4	5	1	6
4	5	6	2	7
5+	+2	4	2	+2