

Stellar Horizons - Consolidated Rules Clarifications

Sec 2.2.1 World cards that are not added to worlds are discarded back into the deck of available World cards, not removed from the game. **World Cards** are the small hexagonal tiles you randomly draw after a Depletion. Any other tile in the play area (larger hexagonal World tile or circular satellites) are to be considered as **Worlds**, hence each of them may be explored. Although World Cards might modify the chances of exploration, their Resource and Tech icons are only regarded for production.

Sec 2.3.5 Missions: For scenarios, remove missions for world tiles not in the game and draw from those remaining. If a new mission is added based on the decade and there is no public mission remaining, make the new mission the public mission. If there already is a public mission but some players have no missions remaining to be earned, give the mission to the player who does not have a mission to be earned and who has earned the lowest total mission victory point value (roll off for ties).

Sec 2.6 Ships: You can voluntarily destroy your own ships at any time except during the combat phase.

Sec 2.6.9 Severe Radiation: For the Mercury tile, severe radiation applies to the entire tile, including the transfer boxes (so, e.g., it prevents CVs from going there and flyby REs exploring suffer the +10% penalty).

Sec 2.7.1 Facilities: Facilities are destroyed if they sustain damage equal to their shield icon, and their cost to build is indicated by their printed resource icons (this isn't specifically mentioned anywhere). You can also voluntarily destroy your own facilities at any time.

A word on Settlements: Settlements are to be considered as Facilities. Hence a base can't build more than 1 Settlement during each "3.6.2 Building and Expanding Bases" step (except in scenarios asking for a specific number of Settlements to be built. See below). Settlements can be built, they might also grow (during the "3.1.8. Settlements Growth" economic step), and some events allow Settlements to be added as well. **Only bases with Settlement(s) do receive a trade marker during the "3.1.6 Add trade markers" step.** Settlements do increase the production of Resources or Techs points at bases (colonies) during the production step, as specified on each Factions Sheet (See Resource and Tech columns).

Sec 2.8 Fleets & Stacking: Change "A single ship or stack of ships, plus up to one base" to "A single ship or stack of ships and/or up to one base" (A single base alone also counts as a fleet, e.g., for combat purposes.)

Sec 2.8.1 Space Elevators: These also work for other worlds where you have bases, not only Earth (e.g., Mars, Titan, etc.). (As implied by the Tech Chart.)

Sec 3.1.4 Production Step:

1) **Earth production** based on the current decade (see top left of Faction Sheet).

2) **Pay maintenance.** Support Limits: **CV and Base support limits are counted separately.** For example, if you are one CV above your support limit and one base above your support limit, you would pay \$4B + \$4B = \$8B, not \$4B + \$6B = \$10B.

3) **Base Production.** Bases require a **Mining Station** or **Research Lab** to produce resources or tech points, respectively.

Base Production = World card (if any) production value + World intrinsic bonus + Facility bonus + Settlement bonus

- 1 / Pirate in FlyBy box

- 1 / Player who produced the **same type** of resource or tech ahead of you in initiative order at the same world (including Earth orbit)

(Note that no die roll is required for Base Production. A die roll is only required during CVs Production, see below).

Sec 3.1.5 Resource Transportation (See Tech Chart): Resource transportation can be done anywhere; between Earth and a base (in either direction), or between two other bases. (The rules could be read to imply ONLY between Earth and a base but not between two bases.)

Sec 3.1.6 Only add trade markers to NPF bases, and also player bases that have at least one settlement (not all bases as the rule implies).

Sec 3.3.2 Delete "or iii) load or unload resources". (No game change here but technically this note is not needed since per 2.8, **ships can only load or unload resources at the start of any phase or step**).

Sec 3.3.3 Heliocentric Transfers: **Transfers always take a minimum of 1 turn** (you can never move directly to the flyby box in another planetary system, the lowest you can go is the '1' box). REs can only make a heliocentric transfer using a launch vehicle, except the automatic heliocentric transfer after flyby exploration (see 3.5.1).

Sec 3.3.4 Moving with Launch Vehicles: Each LV can only carry one ship (or RE which itself is carrying a probe). **LVs accompany any ship or cargo they are carrying only as far as the nearest flyby box (or all the way if their destination is in the same planetary system)**, and can be intercepted along the way (see 3.3.6). After this, they are destroyed (or, if recovered, automatically placed back at the location they departed from and can't be intercepted on the way back).

Sec 3.4.2 Searching: Should be '4' or less to find so the example in paragraph 4 should say 7 or less (4+1+2=7).

Sec 3.4.4 Resolve Tactics Points: You cannot spend 3 tactics points to avoid combat if your fleet contains a base.

Sec 3.4.5 Drone squadron allocation: you can choose to fly some drones as fighters and others as bomber (as in the combat example).

Sec 3.4.6 Combat: For losing a base, you earn one engineering marker (not specified).

Sec 3.4.7 Blockades: **Add text** -> Furthermore, blockading fleets must have combat values at least equal to that of Defense Networks the base they're blockading **plus half the combat value of defending ships stacked with that base.** (This allows ships to provide some defensive benefit to prevent blockades, but not a full strength.)

Sec 3.5.1 Flyby REs are not forced to explore on the turn they reach a flyby box, but even if they don't they must still make an outward heliocentric transfer after they would normally explore. Additionally, flyby REs can never be launched or move beyond the Scattered Disk (i.e., they can't move or be launched to Alpha Centauri). Destroy them if they are forced to make a heliocentric transfer beyond the Scattered Disk. (It was too easy to earn the points for Alpha Centauri with a Flyby and a Flyby in our solar system would take way too long to reach Alpha Centauri.)

Sec 3.5.3 Depletions: **REs should earn a Depletion on a marker value of 3+** (i.e., 3 or 5, not just 3). (REs earn a Depletion if any individual marker is 3 or more while CVs earn a Depletion if the total of all markers is 3 or more.) **Depletion occurs on all worlds, including those who lack a World Card box slot (thus even on Earth). And yes, Telescopes can earn a Depletion. Remember though they do explore at half the World's value, and that they cannot complete a mission.**

1. Reduce the exploration value of the world by 1 (use number markers to indicate current exploration values);
2. Complete any personal or common mission (see 2.3.5);
3. Draw a world card (see 2.2.2) (if World Card box slot available, and if eligible, exploring player can choose to place it in the world box) ;
4. Search for life (see 3.5.4);
5. Draw a politics marker.

Sec 3.5.4 Signs of life: A player who does not yet have the Signs of Life tech and finds Signs of Life on a world that already has Signs of Life is eligible to draw the biology, politics, and victory markers for finding it (clarification). **When a faction finds signs of life, they immediately unlock the corresponding Tech on the Tech Chart. That's the only way the Signs of Life and Existing Life Techs can be first unlocked. Though once they have been unlocked, other factions may follow, and unlock these Techs following the standard rules.**

Sec 3.5.6

There are 3 prerequisites to CVs Production. If you have (1) the tech *Space mining*, you can produce resources using **CVs** (2) equipped for production (2.6.4) located at worlds (3) that have world cards (even gas giants). CV Production: CVs that explored cannot also produce resources this turn. If the world production value is greater than 10, treat earned resources similar to exploration. For example, if producing FUEL on Jupiter with a resource value of 11 and your production die roll is a '1', you would earn 4 FUEL (1 base + 1 for the full 10 production value + 1 for rolling 1 or less on the resource value above 10 + 1 for rolling a '1'). But, if you rolled a '2', you would only produce 2 FUEL (unless you had the tech Space refining, where you would treat your '2' roll as a '1' and earn 4 resources). You can produce resources at a world that does not yet have a world card, but the production value comes only from world resource modifiers.

Sec 3.6.1 Trade: All **trading** ships in a fleet must be unreserved to trade (already says this in sec 2.6.6, but a good reminder here). **A ship never gets recalled when used for trading purposes. No need to roll here.**

Sec 3.6.2 Base construction: You must repair damaged facilities before they can be upgraded.

Sec 4.0 Solo Campaign: The point modifier per year should be if the game lasts past 2145, not 2045. (i.e., -3 points for 2146 or -6 for 2147).

Sec 4.0 Campaign Setup: The South American RE Sabato should be in the Kuiper Belt '6' box (rules say "Pluto transfer box" but Pluto's transfer box is the Kuiper Belt). The Chinese RE "Gan Dei" should be "Gan De".

Sec 8.0 Examples of play: The Economic Phase example on page 26 says Sally buys Ultra Heavy Launch vehicles for 23 ENG points (25-2 for NA). This should be 20-2 = 18 for North America.

Sec 11.0 Combat Table: The direct fire 24-25 row should just be "24" (25 was duplicated on two rows.)

Policy Track: South America should start with the policy Space Diplomacy.

Player aid card transfer modifiers should say 0.2->0.9, not 0.02->0.09.

Scenarios: All the scenarios with the victory condition of a specific number of settlements (Race for the Red Planet, Clash at Titan, Olympus Mons) have no limit to the number of Settlements that can be built each turn !!! (normally you can only build one facility level per turn). If playing solo, if you have within 5 settlements of the specified victory condition (e.g., 15-19 settlements by the end of 2069 in Race for the Red Planet), it should be considered a minor victory.

World tiles: Ganymede and Triton should have explore type physics, not engineering (as indicated by their icon and on the player aid).

Tech chart: Terraforming points should be purchased in SUP, not Physics tech !!!

A note on Terraforming: You can spend supplies to terraform certain worlds if you have the required tech (see Tech Chart, you indeed spend supply resources, the Tech Chart is showing Physics points but is wrong unfortunately). The worlds that are available for terraforming are shown on the Terraforming Chart (lower part of the turn marker chart). The numbers (ranging from 18 to 24) printed over the planets artworks indicate the maximum number of Terraforming Points available for each corresponding world. You spend supplies from a base on that world in order to purchase terraforming points and the cost is based upon the terraforming tech you last unlocked. There is no limit to how many you can purchase in a turn, but increase the cost of each point by +1 SUP for each point after the first purchased at a base in a turn (i.e., if they normally cost 4 SUP and you buy 4 terraforming points in a turn, you would need to pay 4+5+6+7=22 SUP). Mark terraforming points either on the Tech Chart using number markers or on the turn marker chart using flags for instance). If you have settlements on a terraformed world, you'll get extra VPs at game end. There is a per settlement multiplier and a bonus for having the most settlements on a terraformed world. You get partial points too for being on a half terraformed world. The values are shown in the campaign victory point chart on p21 of the rules.

FAQ

Q: Where can I find the cost of things? Where to find the info in the rulebook? How many \$B and/or resources does a RE cost, or a CV for instance? **A:** Build costs are printed on the vehicle counters (and are different for each faction). If not on the front side, on their reserved side. The symbols are for Ore, Supplies and Fuel.

Q: When can you convert politics markers to cash/tech? **A:** Any time, but ideally before buying techs or else tech points you buy will be halved.

Q: Does the cost for buying diplomatic shifts increase even if you are attempting to influence more than one faction? **A:** Yes; i.e., 2 shifts in Russia and one in Europe would cost 1+2+3=6 markers.

Q: Does North America actually start with 7 unlocked Techs whereas Europe only has 1, really? **A:** Yes. Japan has zero by the way.

Q: What is the purpose of the Deep Space Astronomy tile? **A:** It can only be explored by Space Telescopes, and yields physics research (as with all space telescopes, its exploration value is halved before modifiers).

Q: What is the main difference between direct-fire and strike combat? **A:** Direct-fire is short-range line-of-sight combat (you can't use drones). Strike is a longer-range attack with drones and missiles, and doesn't require a line of sight.

Q: Does a pirate search for a CV if the CV remains in a Flyby box and doesn't try to leave? **A:** No, pirates only intercept when ships try to leave. A ship can "hang back", avoiding to approach the system and the pirate won't search.

Q: How does CV range work if a supply station has been lost? **A:** Per 2.6.6, if at any time a CV is not currently within range of either A) Earth or B) a supply station/spaceport large enough to unreserve that CV, it must immediately be reserved. However, you can pass through a region of space without reserving as long as you have a suitable supply station/spaceport at your destination. E.g., you can send a CV from Earth to a base in the Saturn system, even if you have lost your base in the Main Belt that allowed you to get out to Saturn originally.

Q: How to build my first Settlement on Mars? **A:** First you'll need a base there. To do this, you spend **SUP** from the cargo capacity of a single **CV** at the intended construction location. The **CV** must be unreserved, have an exploration value, a cargo hold carrying the required **SUP** resources as all **SUP** must come from the cargo hold of a single ship (you can't use the cargo capacity of multiple ships in a fleet). The cost to build a base is indicated on the world's solar system tile, and is reduced by some techs (minimum is 1). As the cost to build a base on Mars is 4 **SUP**, and no faction is able to build CV4s at the beginning, Techs should be first unlocked in order either to lower the construction cost and/or unlock CV4s. Once a base is built you can store any amount of resources (ore, supplies or fuel) there (hence the holding boxes named after the different bases on each Faction Sheet).

How to gather resources at a base?

- Transport resources using a CV **showing a cargo icon**.

- Transport resources using a LV. The number of resources that may be transported is equal to the **LV's** size (1-4). Roll for launch failure as usual. The move is **instantaneous** but may be intercepted. Resources are indeed **immediately** transferred, no heliocentric transfer is required. (Techs are required to build **LV-3s** and **LV-4s**, see **Tech Chart**. These can be found on the back of LV1 and 2 counters by the way).

- Producing resources in situ thanks to some mining facility.

- Using some Tech allowing immediate resource transfer (see Tech Chart).

- Trade resources at bases with a Trade Marker. Settlements can buy resources if brought by a ship there (even your own).

Settlements may be built during the "3.6.2 Building and Expanding Bases" step.

Q: Although Earth seems to allow the construction of CV 2-4, an Engineering Tech seems to be required in order to build CV2s and up? **A:** Yes. By default, no CV ship can be built, except for North America, Russia, China and Asia who all start with their CV2 Tech unlocked.

Q: There's no limit in the range REs can travel? Virtually I could send a Rover on the Kuiper Belt right away? It would take them 12 turns to arrive though? **A:** Yes.

Q: Why is the Heliocentric track on Mars (which is range +1) 6 turns long? **A:** Starting from Earth it doesn't make sense indeed, but once you'll want to travel back from far away in the galaxy, it might.

Q: Why is there a Reserved side on Orbiters? Aren't they supposed to be destroyed when they malfunction? **A:** Indeed they are. Other than showing their cost, the reserved sides of REs have no purpose so far.

Q: A player that finds signs of life earns 2 Biology tech markers, 1 victory marker, and 1 politics marker immediately. Does he also immediately unlock the Signs of Life Tech? **A:** Yes (see above).

Q: When a CV ship is recalled, is it being put back in front of the player's board on their Reserved side? Or does the ship stay where they are and will have to travel back to the closest base or to Earth in order to be readied again? **A:** When a CV is recalled, it flips to the reserved side and stays right where it is. 2.6.6 explains the limitations of a reserved CV. It'll have to travel back to earth, or some (that has the capability to repair that size CV) base. To unreserve a CV at a base, you must have at least a small Supply Station (for CV-2s), large Supply Station (for CV-3s), a small Spaceport (for CV-4s and CV-5s), or a large Spaceport (for larger CVs), as stated on the corresponding counters. Each unreserved CV costs 1 SUP and 1 FUEL (or \$2B on Earth) to be readied.

Q: Crew Vehicle Resource Production (3.5.6.) is being explained under the Exploration step (3.5.). Does it mean equipped CVs could virtually produce and gather resources each single turn (instead of moving or exploring) during the exploration step? Whereas bases only produce each decade (during the economic step)? **A:** Yes. They might be recalled after each production attempt though.

Q: The initial cost of a single Terraforming Point is 4 supply resources (once the Terraforming Tech has been unlocked), whatever the planet, spent from a base there, right? **A:** Yes.

Q: Do Telescopes roll for malfunction like any non-probe RE? **A:** Of course. Don't forget that malfunction and recall can be great sources of Tech points. As Europe you can really milk those telescopes and keep sending them up.

Q: From the rulebook: "**3.3.5. Engine Failure:** Ships must check for engine failure whenever they move...For each RE you lose to engine failure (even during launch)..." Why the "even during launch"? **Is there any other timing than the launch procedure whereas REs might be lost due to Engine Failure?** **A:** You roll engine failure during launch (for LV and RE in one) and when you move from the flyby box to the destination world. Flyby rolls every time when they move after exploring when in the flyby box.

Q: How to understand the "+3 Research Any" bonus on the Earth tile? **A:** This is a research bonus for your bases in Earth orbit. A large orbital base around Earth with a large research station on it will give you 6 wild tech points. Get this soon enough and this will boost your research a lot in the long run. This is especially good for factions that are not exploring much but are steaming ahead in settlement building.

Q: How do **Asteroids** enter play? **A:** Asteroids enter play during the Economic phase after 2050 in the 'add bases, asteroids, pirates and Trade Marker phase.

Important notes on failed rolls:

Ships must check for **engine failure** whenever they move. If you're launching a **CV** or **RE** on a **LV**, the roll counts for both ships. Before any modifying techs, your starting engine failure rate is 5%. For **CVs** (even when launching on an **LV**), subtract the CV size from your engine failure rate. For example, at the start of the game, a **CV-2** would have an engine failure rate of $5-2=3\%$. You don't need to roll for engine failure rates less than 1%.

Engine failures destroy the ship(s) and any cargo (Resources) being carried. For each **RE** you lose to engine failure (between FlyBy boxes or during launch) or **LV** destroyed while transporting cargo, **you immediately earn an Engineering Tech marker** (note: you don't earn and Engineering marker for failing to recover an **LV** with a roll of 25%+ using *Reusable launch vehicles*). For each **CV** lost to engine failure (even during launch), **you immediately earn 3 Engineering Tech markers for a CV-2, or 5 for a CV-3.**

After each robotic exploration, you must check for **malfunction** by rolling percentile dice. If you roll your current malfunction chance or less (starting at 30% and modified by Severe Radiation/ Atmosphere and tech), the **RE** is destroyed. **Probes** are automatically destroyed after exploration. If you lose a **non-probe RE** from malfunction, **you immediately earn an Engineering tech marker.**

After each crewed exploration, combat or production, check for **recall** of the **CV** by rolling percentile dice. If you roll the recall value or less (starting at 50% and modified by tech), immediately reserve the **CV**. When your **CV** gets recalled, **you immediately earn a Biology tech marker.**

Politics markers may be spent to:

- Modify your initiative roll by +10% per marker spent (all must be spent before rolling; see 3.1.2. Unofficial Variant: markers may be spent after the roll, in current initiative order);
- Attempt to increase or decrease your foreign relations with another faction during the diplomacy step (see **Faction Sheets** & 3.1.3).
- Add 2 tech points of any single type to your tech bank during the Develop technologies step (2.3.3) (3 with *Unified space diplomacy*; see **Policy Chart**);
- Convert a marker to **\$1B** cash at any time, during any phase of the turn (including the Build & Service Phase for instance).
- Spend 2 markers to return your unearned mission to the pool and re-draw at any time (see 2.3.5);
- Spend 4 markers to buy a victory marker (see 2.3.7);

All politics markers must have been somehow converted at the end of each technology step (3.1.7).