

ANDROMEDA'S EDGE

RULES OF PLAY

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INTRODUCTION

You lead a desperate faction seeking to build a new civilization on Andromeda's Edge. You begin with only a space station, a few ships, and a handful of resources. By carefully placing your ships, you will gather resources, claim moons, acquire station modules, and build planetary developments. You will battle opponents and compete with others in science, industry, commerce, civilization, and supremacy!

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COMPONENTS



1 TERMINUS MARKER

10 RAIDER CARDS

6 RAIDER DICE

16 RAIDER STANDEES

8 STANDS (NOT PICTURED)

24 TRANSPORTS (4 PLAYER COLORS)

4 FIGHTERS (4 PLAYER COLORS)

4 SCIENCE VESSELS (4 PLAYER COLORS)

4 HEAVY CRUISERS (4 PLAYER COLORS)

20 TRACK MARKERS (4 PLAYER COLORS)

4 VP MARKERS (4 PLAYER COLORS)



DEVELOPMENT ABILITY CARDS

6 ORPHANED NEBULA MOONS

21 DISCOVERY TOKENS

8 SUPREMACY TOKENS

45 PLANETARY MOONS

5 MECHAPHAGE TOKENS

50 DAMAGE MARKERS



15 DEVELOPMENT TILES (5 TYPES)



80 TACTICS CARDS





108 MODULES (4 TYPES)



20 DESTINY CARDS

4 PLAYER AIDS (NOT PICTURED)

1 1 MAIN BOARD (NOT PICTURED)

4 PLAYER STATION MATS (4 PLAYER COLORS)



24 PLAYER DICE (4 PLAYER COLORS)



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GAME SETUP



1 MAIN BOARD:

- Place the main board in the center of the table.

2 EVENT BOARD:

- Place the event board next to the main board and place the **event marker** on the start space for your **player count**.
- Choose an **event deck** for this game. We recommend Galactic Dawn for your first foray into the Edge. Shuffle the chosen deck and place it face down on the event board.

3 SCRAPYARD:

- Place the Scrapyard board next to the main board.

4 STARTING REGIONS:

- Separate out the 15 planet tiles *(not Alliance Base tiles)*, shuffle them, and stack them face down at the bottom of the main board. Then draw a number of planets based on your player count:

2 players	4 planets
3 players	6 planets
4 players	8 planets

- Shuffle the planets you drew together with the **6 Alliance Base tiles**. These are your starting tiles. Lay them out face up on the board, one at a time, beginning in the top left and proceeding left to right, top to bottom.

5 MOON TOKENS:

- Shuffle the **6 orphaned nebula moons** and place 1 face up on each nebula.
- Separately shuffle each of the **5 colors** of **planetary moon tokens**. On each planet, stack **3 moons** of the matching color face down, then flip the stack face up so the top moon is visible. Place the remaining moons face down near the main board, in stacks of 3.

6 STARTING RAIDERS:

- Choose an S-Class raider card for this game. We recommend the Vorticon Strikers for your first foes. Build the matching S-Class standees. Place the card face up next to the board along with the standees for the S-Class raider near the main board.
- Roll 2 dice and place 1 S-Class raider standee on nebulae matching the numbers rolled *(they may be in the same nebula)*.
- Select 1 A-Class, 1 B-Class, 1 C-Class, and 1 D-Class raider for this game, using any method you choose. Build the A, B, C, and D raider standees. Place the raider cards face down next to the board with the standees nearby.
- Return all unused raider cards and standees to the game box. They will not be used during game.

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7 **GAME LENGTH:** Decide whether you will play a short, medium, or long game and place the terminus marker on the appropriate space on the VP track.

Short	50 VP
Medium	60 VP
Long	70 VP

8 **MODULES:** Shuffle each of the **4 module decks** and place them in the marked spaces at the top of the main board. Reveal 3 modules from each deck to fill the spaces in the columns below.

9 **PROGRESS TRACKS:**

- Shuffle the **discovery tokens** and stack 5 tokens face down on each of the 2 marked spaces on the **science track**.
- Stack another 5 discovery tokens face down on the **observatory discoveries** space at the top of the science track. Return the remaining tokens to the game box.
- Shuffle the **supremacy tokens** and place 1 face up on each of the 3 marked spaces on the supremacy track. Return the remaining tokens to the game box.

10 **GENERAL SUPPLY:** Create a supply area as follows:

- Shuffle the **tactics cards deck** and place it face down.
- Pile the **development cards** by type, with the matching development tiles nearby.
- Pile the **damage markers** and **resources**.

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PLAYER SETUP



1 PLAYER MATERIALS:

Each player takes the following materials in their chosen color:

- 1 station mat
- 1 player aid
- 6 transports
- 1 fighter
- 1 science vessel
- 1 heavy cruiser
- 9 leaders
- 6 dice
- 5 track markers
- 1 VP marker

2 STATION MAT:

- Station mats are double-sided for flexibility. Note the orientation of the four colorful modules on one side –players will need room to build out from this side of their station.
- Each player places their station in front of themselves and places **3 transports** in the **Launch Bay** area. They place all other ships in a personal supply beside their mat. They are available to build later.

3 FACTIONS:

- Shuffle the **faction cards** and deal 3 to each player. Each player **chooses 1** to keep. Return all unused faction cards to the game box.
- Each player gains the **starting resources** listed on the back of their faction card, placing them in the storage areas of their station, then places their faction card face up in the faction area on their mat.

4 SHIP UPGRADES:

- Each player takes their faction's **unique ship upgrade** tile.
- Separately shuffle the **4 neutral ship upgrade types** *(transports, fighters, science vessels, and heavy cruisers)* and deal 1 tile from **each stack** to each player. Return all unused ship upgrades to the game box.
- Each player places their 5 ship upgrade tiles in a personal supply with their unbuilt ships. They are available to acquire later.

5 PROGRESS TRACKS:

- Each player places **1 track marker** on the bottom space of each of the **5 progress tracks**.
- Then each player advances 1 space on each of the progress tracks marked in the top left of their faction card.

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RESOURCES

Over the course of the game, you will gain and spend resources of 6 different types. Resources are scarce in Andromeda. Use these to start building your future!

STORE MAX 10

ENERGY
Use: station modules, weapons, jumps

TITANIUM
Use: factories, industry modules, building ships

ICE
Use: cities, civilization modules

NANOCARBON
Use: observatories, science modules

STORE MAX 5

CREDITS
Use: wild for titanium, ice, nanocarbon

TACTICS CARDS
5 types, used in a variety of ways

6 LEADERS:

- Each player places **1 leader** on each **Alliance Base** on the board.
- Each player rolls a die and places **2 leaders** on the **nebula** matching the die rolled *(more than 1 player can have leaders in the same nebula)*.
- Each player places their remaining **1 leader** in the leaders area of their station.

7 START PLAYER:

- Choose a start player by simulating a **battle:** each player rolls their 6 dice, and the player with the **highest single die** is the start player. If there is a tie, the tied players compare their next highest die, and so on until there is a winner.
- The start player places their VP marker on the 1 space of the **VP track.** Going clockwise, each other player places their marker on the **next empty space** on the track.

GAME OVERVIEW

Andromeda's Edge consists of a series of **turns** *(there are not traditional rounds in this galaxy...)* Players take turns in **clockwise** order, beginning with the start player and continuing until the game ends. On your turn, you either send out a ship or return all your ships to your station. This simple decision leads to all the wonders of the universe.

The **game end** is triggered when a player's **victory point** marker reaches the terminus on the VP track. Each player then gets 1 more turn, including the active player. Once final scores are tallied, the player with the **most VP wins.**

ACTIVE PLAYER: The player who is taking a turn is the **active player.** When indicated, some decisions are made by the active player, and many events throughout the game are carried out in turn order beginning with the active player. If game effects occur simultaneously, when order is not indicated, such as those triggered by the end or beginning of a turn, the active player determines the order in which they occur.

REGIONS OF THE EDGE

The board map is made up of **regions** of different types. During the game, you will Launch ships to different regions to gain resources and take actions. There are **3 main types** of regions, described below. Optionally, special regions *(see p26)* may be added as well.

PLANETS

The Edge is filled with an abundance of planets. Planets have **moon tokens** you can claim to gain resources, and you can build **developments** on planets to advance on the progress tracks and earn special rewards. New planets to explore will be revealed as key events trigger in Andromeda's Edge.

ALLIANCE BASES

A frontier Alliance arrived before the latest wave of explorers and scattered their outposts across the Edge. Players can visit Alliance Bases to trade resources, salvage precursor technology, build ships, and take other important actions.

NEBULAE

The Edge is bordered by mysterious, unexplored nebulae where raiders lurk. Ships may only enter a nebula region if they have **Voyage.** However, those brave enough to do so can earn powerful rewards.







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TAKING YOUR TURN

On your turn, you must either **LAUNCH** a ship onto the board or bring back all your ships in a **RETURN TO STATION.** You can also use any number of **free actions** during your turn. Launch and Return to Station turns, as well as free actions, are covered in detail over the following sections. At the end of your turn, discard any resources in excess of your limits.

LAUNCHING

During a Launch turn, you send a ship from your station to a region, then activate that region to take its specific action. The region to which the ship Launches is the **active region** for this turn *(even if the ship you Launch moves to a different region during your turn)*.

LAUNCH STEPS

1. Launch Ship
2. Activate Region
3. Raider Strike
4. Battle

STEP 1 LAUNCH SHIP

First, choose a ship in your **Launch Bay** and place it in a **region** of your choice on the board. The rules for selecting a region differ depending on whether you are making a **first Launch** or a **subsequent Launch.**

FIRST LAUNCH

If you have **no ships** on the board when you Launch, it is considered a first Launch. During a first Launch:

- You may Launch to **any unoccupied region.** A region is considered to be occupied if it contains a raider or at least 1 ship belonging to a player. In addition, all additional Launch requirements must be met; see below right.



EXAMPLE

Green's first Launch is into an unoccupied region.

SUBSEQUENT LAUNCHES

If you have **1 or more ships** on the board when you Launch, it is considered a subsequent Launch. During this type of Launch:

- You **must** Launch to a region that is within **range** of at least 1 of your other ships on the board, using the launching ship's **range value.**
- You may **not** Launch to a region where **you** already have 1 or more **ships.** You **may** Launch to **an occupied region** with opposing ships. Doing so may result in battle**.**



EXAMPLE

Purple's subsequent Launch is into a region within range.

ADDITIONAL LAUNCH REQUIREMENTS

You must follow these rules when making **any** Launch:

- You may only Launch to an **Alliance Base** if you are able to activate it and do so.
- Only ships with **Voyage** may Launch to a **nebula.**

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ALLIANCE BASE ACTIONS



MONOLITH OF ANCIENTS:
Spend any 2 resources to draw 3 tactics cards.



TRADE HUB:
Spend any 2 resources to gain 2 credits.



MAXIMUS FIELD:
Advance the event marker 1 space, then buy 1 or 2 science or industry modules from the main board.



ODESSA FIELD:
Advance the event marker 1 space, then buy 1 or 2 commerce or civilization modules from the main board.



SHIPYARD:
Either pay the resource cost to build 1 new ship, placing it in your Launch Bay or perform 1 repair action.



DEVELOPMENT OFFICE:
Pay the resource and leader costs to build a development on an undeveloped planet where you have a transport.

STEP 2

ACTIVATE REGION

Once you have launched to a region, you **must** activate it. What happens when you activate a region depends on its **type**:

- **ACTIVATING A PLANET:** Claim the top **moon token** from the stack and place it on your station. If the active planet has **no** unclaimed moons left, instead gain the resource printed where the moons were stacked.
- **ACTIVATING A NEBULA:** Claim the **moon token** *(if there is one)* and place it on your station. Then secretly look at the top 2 cards of the **event deck.** Choose 1 to return to the top of the deck and 1 to place on the bottom.
- **ACTIVATING AN ALLIANCE BASE:** Perform the Alliance Base's action. A brief description of each is listed at left.

CLAIMING MOONS



One of the primary ways to gain resources is to claim moons that orbit planets and drift through the nebulae.



Whenever you claim a moon, place it in the claimed moons area of your station mat.

You can have no more than 4 moons in your claimed moons area. You can use the free action Abandon Moon on your turn to discard a moon and gain the depicted benefits, or you can slot a moon token elsewhere on your station during any player's turn to free up space.

If you gain a moon on any other player's turn, you may discard a moon in your claimed moons area to make room for the new moon, but you **do not gain** depicted benefit.



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STEP 3

RAIDER STRIKE

After you activate a region, check for Raider Strike:

- **A RAIDER IS ALREADY IN ACTIVE REGION:** If there is already a raider **in the active region,** a Raider Strike does not occur, and no further raiders may enter the region. *(An exception is S-Class raiders, see below).*
- **S-CLASS RAIDERS:** If there is an S-Class raider already **in the active region,** check to see if there other S-Class raiders within **range** of the active region that may perform a Raider Strike. Unlike other raiders, multiple S-Class raiders can occupy a region together with Swarm.
- **NO RAIDERS IN ACTIVE REGION:** If there is **not** a raider in the active region, check to see if there are any raiders within **range** of the active region, using the range value on each raider's card. If any raiders are in range, the active player must choose **1** of them to perform a Raider Strike and move into the active region. *(If an S-Class raider is chosen, all within range will move into the region).*

All raiders have the **Voyage** ability, so they can always perform a Raider Strike into nebulae.

STEP 4

BATTLE

After the raiders have had a chance to strike, if 2 or more **opposing players and/or raiders** have **ships** in the active region, a **battle** must be resolved. Battle can **only** occur in the active region. The steps of battle resolution are covered on pg. 21.



EXAMPLE

A battle between the green and blue players, and the raider.

Battle can occur even if the **active player** no longer has any ships in the active region.

RAIDERS

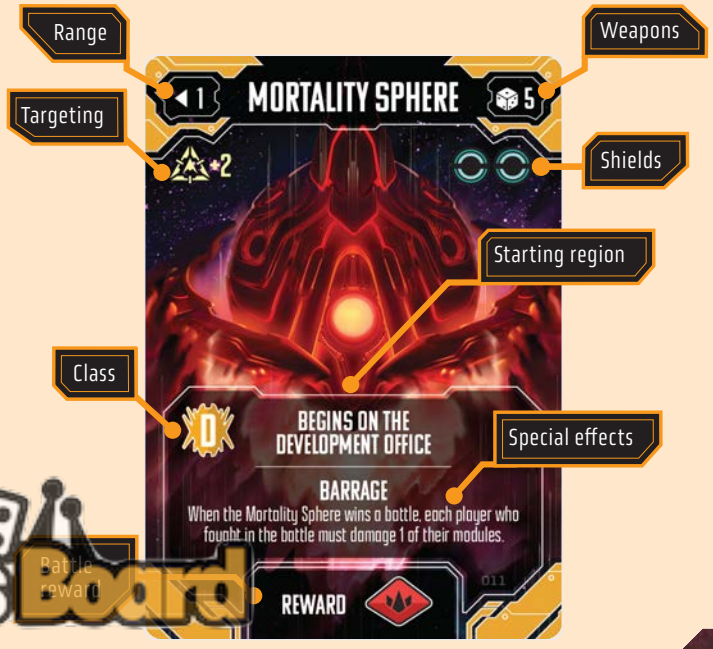
Over the course of the game, menacing raiders will emerge from the nebulae to threaten your operations and prey on your starships. Each class of raider has a **raider card** that determines its values and abilities.

Only **1 class** of raider can occupy a region at a time. A raider can **never** be placed or moved into any region where a raider of another class is present.

PLACING NEW RAIDERS

Raiders of different classes are placed on the board when **event cards** are resolved. Each raider's card indicates which **region** it is placed in.

- When a raider card says it starts in a **random nebula, roll a die** and place the new raider in the nebula matching the number.
- When a new raider would be placed in a region occupied by a raider, instead place it in a **random nebula** that is not occupied by a raider. S-Class raiders are the exception, they may be placed in a region already occupied by S-Class raiders.
- If the raider of the indicated **class** is already on the board, instead place **2 S-Class raiders** in the region indicated on their card. If there are fewer than 2 left in the supply, place as many as possible.
- A raider that has been returned to its card might return to the board later in the game. If an event is resolved that depicts the raider's class, it is placed on the board again, following the same rules as above.



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RETURN TO STATION

During a Return to Station turn, you return **all** your ships one-by-one from the board and Scrapyard to your station. The ships you return from the **board and the Repair Barge** area of the Scrapyard may be used to **activate modules** on your station.

RETURN STEPS

1. Activate Modules
2. Return All Ships
3. Discard Energy

> If you have **no** ships left in your Launch Bay at the start of your turn, you **must** Return to Station.



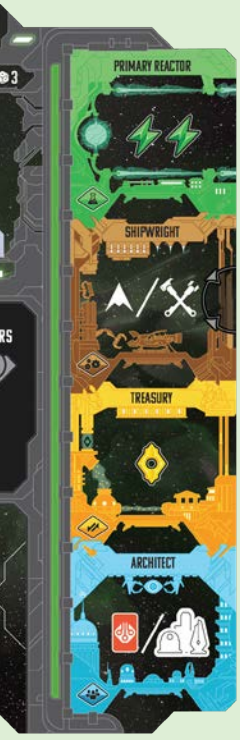
STEP 1 ACTIVATE MODULES

During this step, you may activate any number of **modules** on your station, in any order, to gain their printed benefit. To activate a module, either take **1 ship** from anywhere on the **board** *(or the Repair Barge area of the Scrapyard)* and place it on the module, or take **1 energy** from your storage area and place it on the module.

In addition, you must follow these rules:

- You may not activate a module that already has a ship or energy on it.
- You may only activate a module using **energy** if you have already activated a module in the **same row** using a **ship.**
- You may **not** activate modules with any **damage markers** on them.
- Ships in the top area of the Scrapyard can't be used to activate modules. However, ships that have been moved to the Repair Barge area at the bottom of the Scrapyard board can be used to activate modules. This includes ships moved to the Repair Barge during the current turn.
- **SCIENCE MODULES:** Unlike other modules, science modules **can't** be activated individually when you Return to Station. Instead, you can activate them by activating your **Primary Reactor** module *(see below left)*. This must be done with a **ship.**
- **MOON INPUTS:** If a module has a **moon slot** on the **input** side of an action, you may only activate it once you have slotted a moon into it.

CORE MODULES

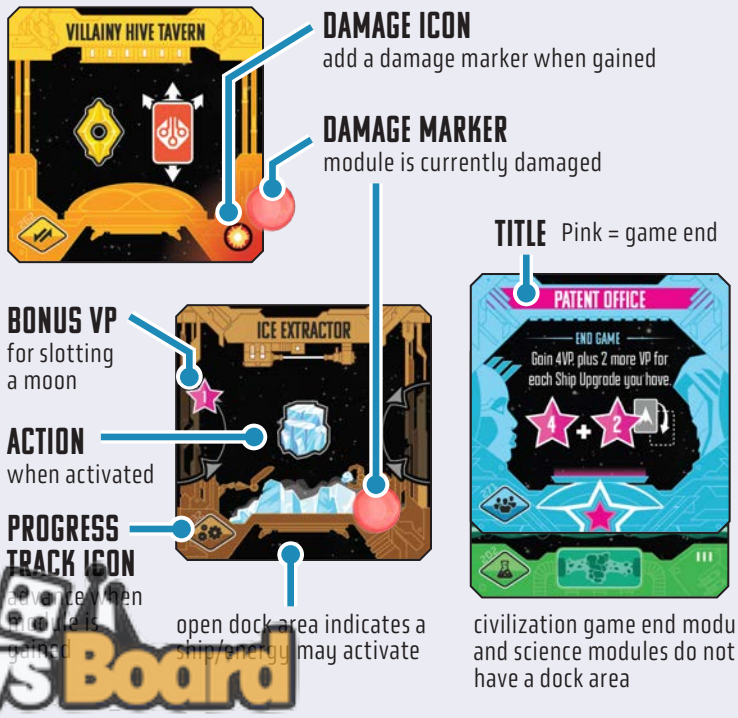


PRIMARY REACTOR: Gain 2 energy and activate **any number** of your other science modules.

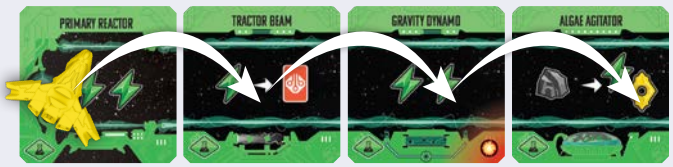
SHIPWRIGHT: Either pay the resource cost to build 1 new ship in your Launch Bay or perform a repair action.

TREASURY: Gain 1 credit.

ARCHITECT: Either draw 1 tactics card or pay the resource and leader costs to build a development on an undeveloped planet where you have a transport.



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EXAMPLE

A single ship activates all undamaged science modules.



EXAMPLE

Supplier *(incomplete)* and Index Extractor *(damaged)* cannot be activated.

STEP 2

RETURN ALL SHIPS

After you have finished activating modules, return **all** your ships from **modules**, the **Scrapyard**, and the **board** to the **Launch Bay** on your station. Remove all **damage markers** from any ships with **shields.**

You may **not** choose to leave ships behind on the board or in the Scrapyard, unless a game effect says otherwise.

STEP 3

DISCARD ENERGY

After ships are returned to the Launch Bay, return all energy you spent to activate modules to the supply.

If you have played any tactics cards with sustain abilities, these are also discarded at this time.

FREE ACTIONS

ON ANY TURN

- Slot a Moon Token
- Play Tactics Cards

ON YOUR TURN

- Use Development Card
- Discard a Discovery/ Supremacy Token
- Recruit Leaders
- Abandon a Moon
- Collect Bonus Resources
- Use Faction Abilities

You may take any number of free actions during your turn, regardless of whether you are taking a Launch or Return to Station turn. Free actions may be used at any time on your turn, including immediately before or after other actions.

Slot a Moon Token and Play Tactics Cards are the only two free actions that can be performed **on any turn**. The rest can be performed **only on your turn**.

SLOT A MOON TOKEN

At **any time,** you may slot a moon from your **claimed moons** area into a **moon slot** on a module or the Tactical Operations area on your station.

Once you have slotted a moon, you may **no longer discard it** to gain its benefit. If you **replace** a moon that is already in a slot, you must discard it **without** gaining its benefit.

EXAMPLE

Slot moons in modules and Tactical Operations to use their benefit in different ways.



PLAY TACTICS CARDS

Tactics cards are **resources** you can gain during the game and play to take special actions. Each tactics card indicates when it can be played.

After you play and fully resolve a tactics card, place it in a face up discard pile next to the deck. If the deck is ever empty, shuffle the discard pile to make a new deck.

EXAMPLE

Here are a few examples of when tactics cards can be played.



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