The Earthman's Burden – Turn Order

1. *Background*
   a. *Reset position on AI track*
   b. *Roll for eschaton (special ability)*

> After movement, each unit may only take one action per round. Newly explored developments may act in the same turn.

2. **Movement**
   a. *Orion Engines*
   b. *Fusion Engines*
   c. **Regular movement**: units in trajectories <u>must</u> move
   d. *Solar Sails*
   e. *Refraction Fields*

3. **Military Actions**
   a. **Attack**: roll per fleet; −1 if outnumbered; each 4+ destroys a unit (target's choice); surviving fleets immediately return fire
   b. **Exploration**: roll per fleet; one by one replace fleets with new developments using lowest successful rolls first

unclaimed regions	7	6	5	4	3	2	1
minimum success roll	2+	2+	3+	3+	4+	4+	5+

   c. *Von Neumann Engines*

4. **Resolve Risk**
   a. **Ongoing risk**: roll per development at risk; each ≤3 puts another development at risk if possible or else destroys it
   b. **Acid rain**: roll per development on Venus; each 1 destroys an at-risk development or puts another at risk (your choice)
   c. *Nanotechnology*

5. **Civilian Actions** (in any order)
   - **Pacification**: roll per development and per two fleets; each 5+ stabilises an at-risk development
   - **Overthrow**: roll per development and per two fleets; −1 if no developments; −1 if outnumbered; each 4+ puts a development at risk or transfers an at-risk development
   - **Espionage**: roll per development and per two fleets; −1 if no developments; +1 if target is at risk; −1 if target has only fleets; each 4+ gets a lead. roll per lead to follow up; each 5+ then copies or destroys a technology, reveals a secret technology or moves back target's eschaton counter
   - **Construction**: say a target number; roll per development; each 3+ up to target produces a fleet; each failure below target puts a development at risk if possible or destroys it
   - **Research**: roll per development on world; each 5+ moves one step round research circuit; if any 6, reroll all dice on world; if any 6 on reroll do not roll again but take one special ability card; take one technology for each completed circuit

> **Extraordinary Actions** – at almost any time:
> • convert stable developments into fleets   • reveal special ability
> • donate technology or units (donated units skip a turn)
> • destroy own units   • move any own track counter backwards

United Nations

- When attacked on Earth, count UN units as your own for the purposes of outnumbering and returning fire
- When constructing on Earth, if the UN is still present you may use your Earth development to construct a fleet at no risk without having to roll
- The UN builds a new fleet on Earth at the end of every player's turn, up to a maximum of 12

See pages 2 ~ 3 for the full rules, and page 5 for the setup rules.

Special Abilities

Of the 40 cards in the deck, 14 contain special abilities, which are two each of the following. See page 10 for general rules.

Most special abilities are provided by the technologies on the cards rather than by holding the card itself. These technologies can be traded and stolen or destroyed through espionage, provided that any recipient of a technology already knows what it is beforehand.

Two exceptions are Ear of the UN, which you can only use if you draw the card yourself, and Secret Strait of Saturn, where the technology confers only the ability to reveal the card and copy your units across.

To use any other ability, you need all the technologies on the card, but you can get a head start by performing secret research.

Ear of the United Nations　　　　Techs: 0　　　Prerequisites: none
The UN will not assist the cardholder's victims when attacking, and the cardholder has +1 to Overthrow or Espionage against the UN

Terraform Venus　　　　　　　　Techs: 1　　　Prerequisites: none
Nobody suffers acid rain as long as at least one tech owner has at least one development on Venus

Secret Strait of Saturn　　　　Techs: 1　　　Prerequisites: none
Tech only confers the ability to reveal. Card renders (for all players) a four-region world near Saturn called Aurora. Player(s) who reveal will copy any units on Titan onto Aurora at the time of revealing

Mass Drivers　　　　　　　　　Techs: 2　　　Prerequisites: none
Tech owners can group developments across Jupiter's moons (or between Earth and the moon) together as if they were on one world

Blink Drive　　　　　　　　　　Techs: 1
Prerequisites: Orion & Fusion Engines, Solar Sails & Refraction Fields
Tech owners have a special trajectory allowing them to get almost anywhere (except Aurora) in two movements

Advanced Von Neumann Engines　　Techs: 1
Prerequisites: V. N. Engines, Drone Networking, Nanotech, Nanofactories
Tech owners can use fleets to perform construction, at a rate of two fleets being as productive as one development

The A.I. Singularity　　　　　Techs: 2
Prerequisites: AI, Advanced AI, Cognition & Abstraction Circuits
Tech owners place a coloured marker on the eschaton track and take a roll at the start of every turn, which can be modified by AI just like any other roll. On a 5+, player advances one step along the track. On reaching the end, the game is over and all other players have lost