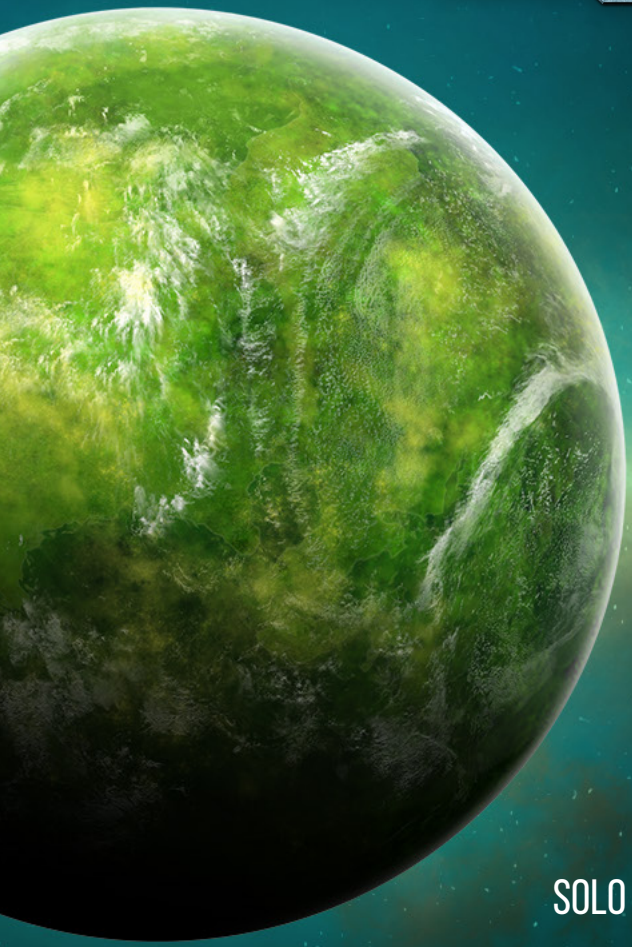
SMALL STAR EMPIRES





SOLO CAMPAIGN RULES



ARCHONA GAMES

STORY

Activity has been detected at the outskirts of our domain, where we suspect that unknown android civilizations have begun to establish their colonies and lay claim on worlds near our border. You are sent on a mission to establish the path for the rise of the New Colonies. Scouts that have been observing the area reported some predictable behavioral patterns of the androids. Use this intel wisely and establish control of the designated deep space coordinates with the least violence possible.
The future of our civilization is in your hands!

GAME COMPONENTS

The Single Player Campaign for Small Star Empires contains the following components:



7 x Origin Cards corresponding to the **Tiles** on the board



6 x Direction Cards corresponding to the directions available



This Rulebook containing 10 different scenarios

NOTE: Scenarios 1-5 can be played with the base game only, while scenarios 6-10 require the **Small Star Empires** expansions: **The Galactic Divide** and **Dawn of Discoveries**.

This solo campaign is only available in the deluxe version of Small Star Empires as well as a free Print and Play. You can download the Print and Play files which include the cards at the following link: www.archonagames.com/small-star-empires/

GENERAL GAMEPLAY CONCEPTS

In the **Single Player Campaign for Small Star Empires**, you will play against multiple **AI opponents** which are controlled by the AI Decks throughout several scenarios. The player with the most points wins the game. On your turn, play the game as normal, **except you can never colonize the middle (empty) systems of the main sector tiles**. Turns go regularly, with a chosen AI player starting first, in order, followed by all other AI players, and finishing with the **Human Player** having his turn as the last. Pick the order of the **AI players** randomly, during setup.

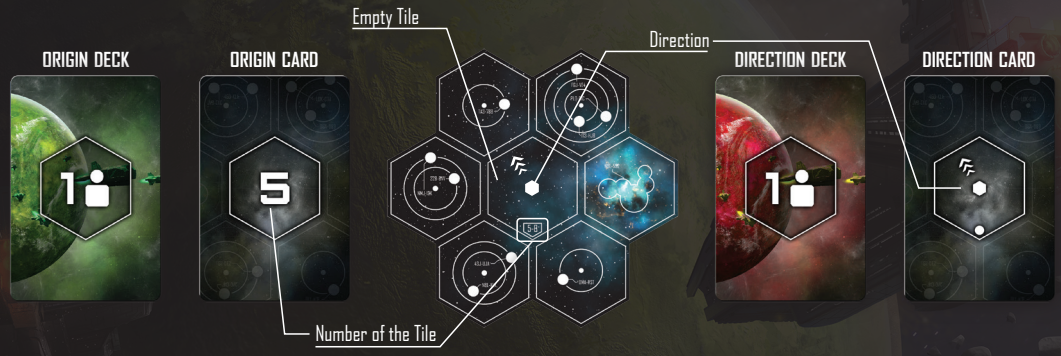
NOTE: For the purposes of clarity, we will refer to all AI and the human player in this rulebook as **Players**. We will specifically refer to an AI as **AI**, and to the human player as **The Player**.

THE AI

The AI colonize a system determined by the **system coordinate** (origin, direction and priority).

How to determine a Coordinate

Draw the top card of each deck (**Origin** and **Direction**). The **Origin Card** determines the number of the tile the AIs is going to begin his colonization from. The **Location** determines the direction of the coordinate as seen from the player's perspective from the empty center system of that **Origin** tile.



Example: The **Origin Card** that has been drawn from the **Origin Deck** refers to Tile number 5. Locate the **Origin** based on the number of the tile, then draw a **Direction** card to determine the direction. Use the **AI Priority Diagram** (refered to in the following section) to determine the final system in which the AI will colonize.

DRAWING CARDS

When drawing the AI cards place them in two separate rows. During the game you'll need to refer to the cards played on previous turns, so keep the rows visible.



Additionally, each scenario will provide an **AI Priority Diagram**, which determines the order of the system types the AI colonize during the given scenario.



Example of an **AI Priority Diagram**

When any AI would colonize with a Trade Station, simply ignore the direction card and colonize the empty center system in the Tile shown on the Origin card. If that system is already colonized, check the previous Origin cards until an empty system is found and colonize it with the Trade Station.

After you've used all the cards from the Direction deck, reshuffle both the Origin and Direction cards into their respective Decks to draw new ones.

NOTE: This is the only way the decks are shuffled. If the AI is unable to find a coordinate without shuffling the decks, the game ends immediately.

HOW DOES THE AI COLONIZE

The AI always colonizes an **uncolonized system** determined by the **Coordinates** and the AI priority for the given scenario.

› If there are available **uncolonized systems** in that direction, check the AI priority and starting from the **Origin**, colonize the **furthest** or **nearest** (depending on the scenario) prioritized available system in that direction.

› If there are no uncolonized systems available and this is the **first pair of Origin and Direction cards** drawn:

Step 1] put the **Origin** card on the bottom of its deck and draw a new one. Then repeat the steps for determining an available system. Repeat this process until you find an eligible coordinate. If none are available:

Step 2] put the **Direction** card on the bottom of its deck and draw the top one. Repeat the process of determination, until you find an eligible system. Remember to go through all of [Step 1] before proceeding with [Step 2].

› If there are no uncolonized systems available and this is **not the first pair** of **Origin** and **Direction** cards drawn:

1] Check if the **Origin** Card can determine an available coordinate with the previous **Direction** from the row. If none are available, repeat this process **until you check the last Direction in the row.** (the one drawn first).

2] If all coordinates from that Origin are not eligible, re-check all the Directions starting with the one drawn last as seen from the **previous Origin** card.

3] If all moves are ineligible, **place the last drawn Direction card** at the bottom of its deck, draw a new one and recheck again.

NOTE: In the case every coordinate pairing is determined unavailable, the game ends immediately.



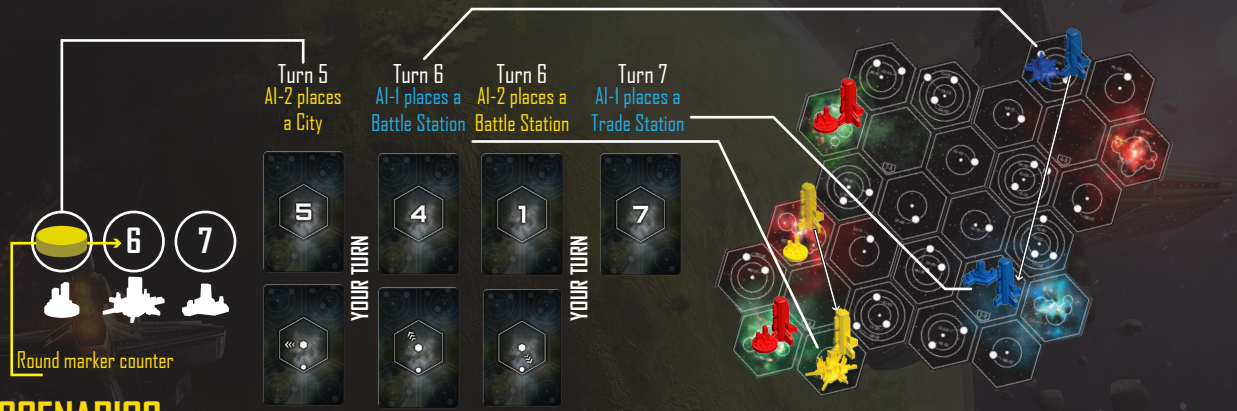
SHIPS

When you determine an available coordinate for the AI, **place** one of its closest ships to that system and colonize it with a City (in the case multiple Ships are equally far away, choose one). When a planetary system is colonized, the AI gains points accordingly; when a nebula is colonized, the AI gains the nebula marker for that type.
NOTE: The AI ships do not follow the standard movement rules.

A damaged Ship cannot move in Unexplored Tiles. If the AI have both of their Ships damaged, they can no longer colonize an Unexplored Tile. (you'll need to find a new coordinate).



Because an Asteroid Field cannot be colonized, the AI skip the colonization step (as per the rules of Asteroid Fields) and use the corresponding colony from that round to colonize at the **end of the game** following the rules for AI colonization instead.



SCENARIOS

Throughout this Campaign you will play multiple stand-alone scenarios with varying number of AI opponents. After choosing your and the AIs color, each Scenario will provide you with Setup rules, as well as special rules and **End Game Scoring** for the given scenario.

In the 'Setup' rules you will be given a diagram of the map and a chart of each players components. Depending on the scenario components, Variants and Expansions of Small Star Empires will be included, for example **Unexplored Tiles (Small Star Empires Variants)** or **Minerals (Dawn of Discoveries)**. Additionally each Scenario has its own unique **Colonization Priority** diagram.

In each scenario, each player (Human or AI) will take consecutive turns colonizing systems, starting with the First AI player (chosen randomly) and finishing with the Human player taking the last turn in a round. Each round ends after the Human player has taken her turn. The rounds are shown in the Round Colonization Chart at the bottom of each scenario page in this rulebook. This chart is used independently by each AI, and it shows which type of Colony will be placed during the corresponding AI's turn within a given round. **NOTE:** You can use any unused component of the game as a round marker.

The scenario ends when all of the players have placed their colonies or any AI has been blocked. **NOTE:** If the Player is unable to move, then the AI continue playing until they have placed all off their colonies or when they themselves are unable to colonize.

END GAME SCORING

After the game ends, players add up their end game points on the score track, as follows:

Nebula Systems: Score .2, .5 or .8 if you control 1, 2 or 3 Nebulae of color, respectively.



Trade Stations:
For each opponent system next to each of your Trade Stations.
NOTE: An opponent system is a system that has either an opponent City, Trade Station, other types of stations or a Homeworld System.

Largest Territory Bonus: The player with the largest territory (most connected systems in a single territory under their control) receives .3.

Congratulations! The player with the highest score is the winner!

SCENARIO 1

FIRST ENCOUNTERS

Our scanners picked up android life-forms! We were able to identify two separate civilizations, and it seems as if they're building their own cities in this area of space. Our mission is a peaceful one: establish our first colonies and engage in peaceful first contact with the androids.

Scenario Requirements

› **Small Star Empires 2nd Edition**

Setup:

This scenario is played agains 2 AI players. Setup the board according to the diagram below:

Starting components:

Human		AI	
3		2	
16		13	
0		3	



AI Colonization Priority:

If that direction has available systems, the AI colonizes the **FURTHEST** Tile based on the following priority diagram.







SCENARIO 2

THE NEBULA REACHES

Good job on successfully establishing our first deep-space colonies!

As the experience from our first encounter has shown, the androids are proving to be adept adversaries! They have quickly learned our colonization routines and tried to counter our every attempt at establishing permanent bases and stations.

They have began colonizing the rich nebula systems, something that is surely going to hinder our expansion plans. Initiate additional colonization protocol: Expand to the nebulae as well as any other valuable star system before the androids claim them for themselves.

Scenario Requirements

› **Small Star Empires 2nd Edition**

Setup:

This scenario is played against 2 AI players. Setup the board according to the diagram below:



Starting components:

Human		AI	
3		2	
16		13	
0		3	

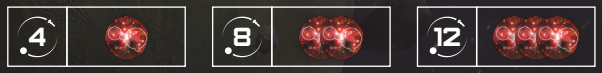
AI Colonization Priority:

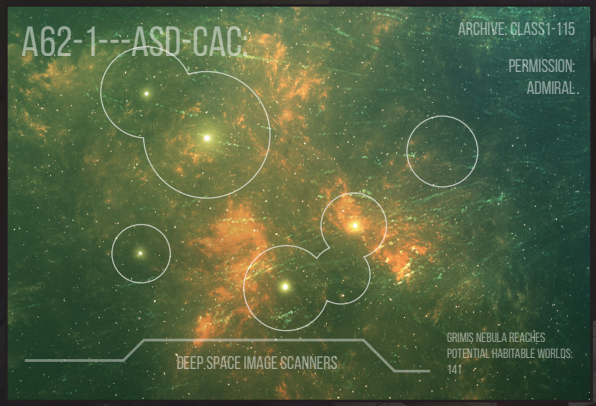
If that direction has available systems, the AI colonizes the **FURTHEST** Tile based on the following priority diagram.



Additional End Game Scoring

In this scenario, at the end of the game, instead of using the standard Nebulae scoring, use the one presented below:







SCENARIO 3

A NEW ROUTE

While our colonization mission was successful, our diplomatic mission was a total failure. Arax, the leader of one of the android factions was most vocal about our interference around their space, and they have decided to terminate contact with us for now. However, a smaller android faction, the Taro, has decided to stay in communication with us, and negotiations continue.

Meanwhile, you are sent to explore our first known wormhole! Get our fleet safely on the other side and establish new colonies there, with hopes that we will see the rise of a new trading and expansion route. You have your orders.

Scenario Requirements

› **Small Star Empires 2nd Edition** and following components:

2x 

Setup:

This scenario is played against 2 AI players. Setup the board according to the diagram below:



Starting components:

Human		AI	
3		2	
16		13	
0		3	

AI Colonization Priority:

If that direction has available systems, the AI colonizes the **NEAREST** Tile based on the following priority diagram.







SCENARIO 4

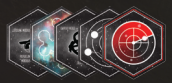
UNEXPLORED MYSTERIES

After a good round of negotiations with the Taro, another smaller android faction has decided to join the talks. We have scheduled a meeting between our high diplomats, with hopes that we can achieve a peaceful declaration.

Additionally, in an act of good will, the Taro have given us their star charts, containing previously unexplored systems which may themselves contain possible ancient artifactes and new undiscovered worlds.
We must not miss this chance. See if you can make use of these star charts, but excersise extreme caution when entering those systems since repair drones are unable to reach those regions of space.

Scenario Requirements

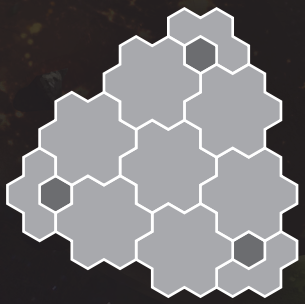
› **Small Star Empires 2nd Edition** and following components:



Unexplored Tiles

Setup:

This scenario is played agains 2 AI players. Setup the board according to the diagram below:



Starting components:

Human	AI
3	2
16	14
0	2

Additionally, shuffle and place **Unexplored Tiles** on all of the 3-planet systems.

AI Colonization Priority:

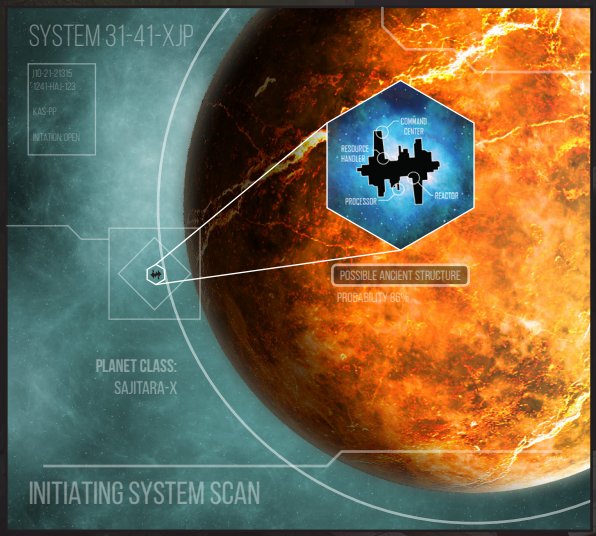
If that direction has available systems, the AI colonizes the **FURTHEST** Tile based on the following priority diagram.



If the Unexplored Tile is an Asteroid Field, damage that Ship.

Additional End Game Scoring

Score additional points from Unexplored Tiles.





SCENARIO 5

THE BADLANDS

The negotiations seem to have failed after all. The Taro didn't have enough influence to convince their kind to sign a peace accord. So far, relations stay neutral, but we really need to watch the backs of our new colonies. Especially out here in the Badlands.

Your new orders are to establish permanent foothold of the Badlands, especially since our scientists are eager to get their hands on that black hole data.

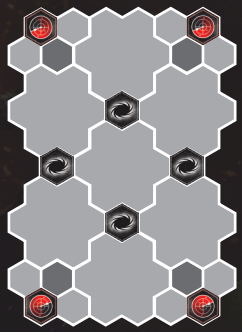
Scenario Requirements

› **Small Star Empires 2nd Edition** and following components:

Unexplored Tiles  4x 

Setup:

This scenario is played against 3 AI players. Setup the board according to the diagram below:



Starting components:

Human		AI	
3		2	
16		14	
0		2	

Additionally, shuffle and place **Unexplored Tiles** all of the **3 Planet Systems**.

AI Colonization Priority:

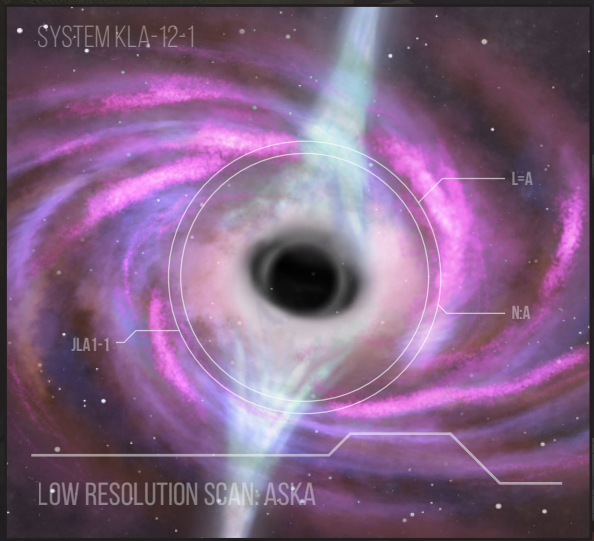
If that direction has available systems, the AI colonizes the **FURTHEST** Tile based on the following priority diagram.



If the Unexplored Tile is an Asteroid Field, damage that Ship.

Additional End Game Scoring

Score additional points from Unexplored Tiles.





SCENARIO 6

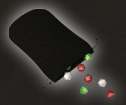
THE DAWN OF DISCOVERIES

Our scientists were able to get a lot from the survey data your fleet took of those black holes. Using advanced scanning methods, they have discovered a new type of minerals throughout the galaxy, which can be used to develop new technology or enhance our current one.

Additionally, to ease the tensions between us and the androids, establish colonies close to the androids research stations and exchange scientific data.

Scenario Requirements

- **Small Star Empires 2nd Edition** and following components:
- Specific components from **Dawn of Discoveries**:

9x  6x  3x  

Setup:

This scenario is played against 2 AI players. Setup the board according to the diagram below:



Starting components:

Human	AI
3	2
16	14
0	2
3	3

Place **Minerals** on all **1-planet systems.**

Place a Mineral on every One Planet System Tile, and shuffle the following Tech Cards: **Advanced Hyperspace Drive[1]**, **Nebula Drive[2]**, **Advanced Impulse Drive[3]**, **Mineral Refinery Module[4]**, **Recall Drive[5]** and **Deep Space Colony Modules[6]**; to form a Market as shown in the first diagram. The second diagram shows Technology availability.





During your turn you may research a Technology card from the market with the following restriction: only fully uncovered Technologies can be researched.

AI Colonization Priority:

If that direction has available systems, the AI colonizes the **FURTHEST** Tile based on the following priority diagram.



Additional End Game Scoring

At the end of the game, score points from researched Technology Cards as usual: however for every Technology remaining on the Market, lose -2. For every Mineral the AI have, they score -1.



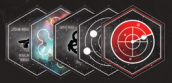
SCENARIO 7

ARKARIUM EXPANSE

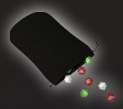
There are still some mysteries left in the Arkarium Expanse, but this particular region that we are sending you in is the safest location for establishing our new research stations and has an abundance of minerals. Fortify this position, as it may prove to be crucial for the upcoming encounters. There is a storm coming and we are right in the middle of it.

Scenario Requirements

› **Small Star Empires 2nd Edition** and following components:

Unexplored Tiles  2x  2x 

› Specific components from **Dawn of Discoveries**:

9x  6x  3x  

Setup:

This scenario is played against 2 AI players. Setup the board according to the diagram below:



Starting components:

Human		AI	
3		2	
16		14	
0		2	
3		3	

Cover all Nebulae with **Unexplored Tiles** and place **Minerals** on all **One Planet System Tiles**.

Place a Mineral on every One Planet System Tile, and shuffle the following Tech Cards: **Experimental Displacement Drive[1]**, **Advanced Hyperspace Drive[2]**, **Recall Drive[3]**, **Gravitational Waves Blocker[4]**, **Deep Space Scanners[5]** and **Wormhole Research Station[6]**; and form a Market as shown in the first scheme. The second scheme shows Technology availability.





During your turn you may research a Technology card from the market with the following restriction: only fully uncovered Technologies can be researched.

AI Colonization Priority:

If that direction has available systems, the AI colonizes the **NEAREST** Tile based on the following priority diagram.



Additional End Game Scoring

At the end of the game, score points from researched Technology Cards as usual: however for every Technology remaining on the Market, lose (2). For every Mineral the AI have, they score (1).



SCENARIO 8

THE NEW DIVIDE

Two massive fleets with unknown ship signatures are approaching, and they don't seem to come here to exchange science data and mineral excavation techniques. They are here to fight and block our expansion into the Laran Region. Our allies have fled. Initiate battle protocols. You are authorized to use lethal force if necessary.

Scenario Requirements

› **Small Star Empires 2nd Edition** and the following components from **The Galactic Divide:**

8x  3x  3x 

Setup:

This scenario is played against 2 AI players. Choose a Civilization for yourself and give two others to the AI players. Eligible Civilizations for this Scenario are: **Hantal'Ar Empire**, **Pern Conglomerate**, **Tollaran Republic**, and **Oranor Union**. Setup the board according to the diagram below:



Starting components:

Human		AI	
3		3	
16		13	
2		3	
0		2	

NOTE: If one of the AI is **Oranor Union**, add +3 cities to that AI reserve (that AI will play the game with 16 cities total)

AI Colonization Priority:

If that direction has available systems, the AI colonizes the **NEAREST** Tile based on the following priority diagram.



Unique Scenario Rules

When the AI places a Battle Station, it immediately plays its modified ability.

Modified Abilities

Unlike the Player, who uses the Civilization Abilities as they are stated on their Player Board, the AI has slight adjustments and has only one Ability to use when it places its Battle Station.

The modified Abilities for the AI are as following:



› Hantal'Ar Empire:
After the AI colonizes with a Battle Station, damage the nearest undamaged opponent Ship. The AI scores 3. In case of a tie, choose a Ship at random.



› Pern Conglomerate:
After the AI colonizes with a Battle Station, it scores 1 for each adjacent colonized system to it.



› Oranor Union:
After the AI colonizes with a Battle Station, it colonizes the nearest opponent's 3-planet system with a City.



› Tollaran Republic
For every colonized system adjacent to your Homeworld score 1.

Additional End Game Scoring

At the end of the game, you will score points for each slot occupied by your ability markers equal to the Power Cost displayed in those slots.



SCENARIO 9

THE CALM BEFORE THE GALACTIC WAR

So, it seems that the androids were controlled this whole time by much bigger players, more precisely the Triaxis Coalition. Made from three separate empires, the Triaxis Coalition is nothing more than an evil organization that will not let other civilizations reach their full potential. They are determined to see us fall. But we will stand strong until we are victorious! Glory to our people!

Scenario Requirements

- **Small Star Empires 2nd Edition**
- Specific components from **The Galactic Divide**:

8x  3x  3x  

Setup:

This scenario is played against 2 AI players. Choose a Civilization for yourself and give two others to the AI players. Eligible Civilizations for this Scenario are: **Hantal'Ar Empire**, **Pern Conglomerate**, **Tollaran Republic**, and **Oranor Union**. Provide the AI with these **Leader Cards**: **Lloran Golas** and **Sskara Laan**. You play with **Maktor Ratell.**



Starting components:

Human		AI	
3		3	
16		13	
2		3	
0		2	

NOTE: If one of the AI is **Oranor Union**, add +3 cities to that AI reserve (that AI will play the game with 16 cities total)

AI Colonization Priority:

If that direction has available systems, the AI colonizes the **NEAREST** Tile based on the following priority diagram.



Unique Scenario Rules

When the AI places a Battle Station, it immediately plays its modified ability.

Modified Abilities

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› Hantal'Ar Empire:
After the AI colonizes with a Battle Station, damage the nearest undamaged opponent Ship. The AI scores 3. In case of a tie, choose a Ship at random.



› Pern Conglomerate:
After the AI colonizes with a Battle Station, it scores 1 for each adjacent colonized system to it.



› Oranor Union:
After the AI colonizes with a Battle Station, it colonizes the nearest opponent's 3-planet system with a City.



› Tollaran Republic
For every colonized system adjacent to your Homeworld score 1.

Additional End Game Scoring

At the end of the game, you will score points for each slot occupied by your ability markers equal to the Power Cost displayed in those slots.



SCENARIO 10

THE FINAL BATTLE

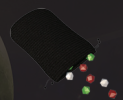
After losing many of our systems to the Triaxis Coalition, we are rallying our last defense forces in order to protect the heart of our territory and our Homeworld. We are setting up a defense perimeter and we are deploying our battle stations on tactical positions around our planet.

Now is the time to unite! Send out a galaxy wide order. "All ships with defensive capabilities are to report to Homeworld Defense Force". We are making our last stand!



Scenario Requirements

- **Small Star Empires 2nd Edition**
- Specific components from **Dawn of Discoveries**:

12x  6x  4x  

- Specific components from **The Galactic Divide**:

8x  4x  4x 

Setup:

This scenario is played against 3 AI players. Choose a Civilization for yourself and give two others to the AI players. Eligible Civilizations for this Scenario are: **Hantal'Ar Empire**, **Pern Conglomerate**, **Tollaran Republic**, and **Oranor Union**. Setup the board according to the diagram in the next section.



Starting components:

Human		AI	
3		3	
13		12	
2		2	
3		2	
0		2	

NOTE: If one of the AI is **Oranor Union**, add +3 cities to that AI reserve (that AI will play the game with 16 cities total)

Place a Mineral on every One Planet System Tile, and shuffle the following Tech Cards: **Nebula Generator[1]**, **Nebula Drive[2]**, **Advanced Impulse Drive[3]**, **Mineral Refinery Module[4]**, **Recall Drive[5]** and **Advanced Hyperspace Drive[6]**; to form a Market as shown in the first diagram. The second diagram shows Technology availability.





During your turn you may research a Technology card from the market with the following restriction: only fully uncovered Technologies can be researched.

SCENARIO 10

AI Colonization Priority:
If that direction has available systems, the AI colonizes the **NEAREST** Tile based on the following priority diagram.



Unique Scenario Rules
When the AI places a Battle Station, it immediately plays its modified ability.

Modified Abilities
Unlike the Player, who uses the Civilization Abilities as they are stated on their Player Board, the AI has slight adjustments and has only one Ability to use when it places its Battle Station.

The modified Abilities for the AI are as following:

› Hantal'Ar Empire:
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› Pern Conglomerate:
After the AI colonizes with a Battle Station, it scores 1 for each adjacent colonized system to it.

› Oranor Union:
After the AI colonizes with a Battle Station, it colonizes the nearest opponent's 3-planet system with a City.

› Tollaran Republic
For every colonized system adjacent to your Homeworld score 1.

Additional End Game Scoring
At the end of the game, score points from researched Technology Cards as usual: however for every Technology remaining on the Market, lose 2. For every Mineral the AI gain, they score 1. Also, score points for each slot occupied by your ability markers equal to the Power Cost displayed in those slots.



WE ARE VICTORIOUS!
Admiral? Are you still there? We're glad to hear from you again. The disturbance from the activation of our defensive superweapon has blocked our communications with you, but thankfully it ended the battle quickly and in our favor! We congratulate you on your bravery and for leading our people to victory! The galaxy owes you one!

Return to the Galactic Citadel, you are to be honoured with the highest rank of our civilization!

Long live the people and the new colonies!

